



QuestBusters™



Vol. VI, # 11

The Adventurers' Journal
November, 1989

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Fifth Anniversary Issue! Film at 11...

I found him in the Tower, mumbling something about turning *QB* into a soap opera called "The Young and the Questless" as he typed commands into an Infocom game with his left hand and simultaneously wrote the review on another computer with his right. "Or maybe 'Maze of Our Lives,'" *QB* Founder, Publisher and Editor-for-Life Shay Addams said.

The elusive Addams, who agreed to be interviewed only because this is *QB*'s 5th Anniversary issue, saved the game and text file before continuing. "Five years? It seems like just centuries ago I was cobbling up a little brochure with a brass lantern on it and mailing it to 100 people around the country. A dozen of them subscribed, so I had to actually publish a newsletter!



Our Founder, on a recent quest

"Since then we've grown from four tiny pages to sixteen magazine-size pages. And in the '90s, *QB* will continue to expand and improve. Current plans call for expansion to 20 pages when there's enough material, though not necessarily in every issue. (This one *could* have been 20 pages had two reviewers made their deadlines.)

"If an issue ships a few days late, the usual rumor starts: has it folded like all the others? So let me assure you: as long as there's a maze to be mapped, an orc to slay, a puzzle to solve or a quest to fulfill, *QuestBusters* will be there. Or here, actually," Addams said as he returned to the dungeon and the December issue.

By Duffy

Best quest of the month!

Indiana Jones and the Last Crusade

If I were to make a list of the ten most exciting professions, I doubt that archaeology would be on top. In fact, it probably wouldn't even make the list! So *whatever* inspired George Lucas to bet heavily on a movie about an archaeologist's search for the Ark of the Covenant, the wager definitely paid off. Kids of all ages now aspire to be Indiana Jones, and the films have revived interest in antiquities.

In the latest cinematic blockbuster, our hero is on a quest for the Holy Grail. Lucasfilm has two games based on *The Last Crusade*. The first is an arcade game clearly labeled "The Action Game," while the one in which we're interested is subtitled "The Graphic Adventure." [Too bad certain other software companies can't categorize their products as suc-

cinctly and clearly.] As Indy you must rescue your father from the Nazis while keeping the Grail—and the immortality it bestows—out of Hitler's hands.

Basing a computer game on a successful movie is a tricky proposition. On one hand, manufacturers have learned that the game must have more than just a tenuous connection to the film (just ask Atari about *E.T.*), or it is certain to be a flop. On the other hand, there's no point in playing the game if the movie script is followed to the letter, since everyone who saw the film will know all the answers. Lucasfilm did a marvelous job of balancing the new with the old in *The Last Crusade*, keeping it familiar yet challenging. [So challenging, we hear Spielberg, who's been playing it virtually around the clock, keeps calling lead developer Noah Falstein for hints.]

By Stephen King

De plot, Indy, de plot!

The game actually opens in the first of several "cut-away" scenes. Soaked to the bone, our hero comes trudging into Barnett College in New York and meets long-time friend Marcus Brody. After Indy changes from his patented Indy-Wear™ into street clothes, you take charge and start looking for puzzles to solve. As soon as you leave the college, another cut-away kicks in as Indy is hustled into a car and taken to see Walter Donovan, who sends him off on his ultimate quest for the Holy Grail.

These animated sequences fill in some of the background and get you through complex areas. You can abort them by pressing the ESCape key or the B button on the mouse/joystick. Be advised though, that you're bound to miss some important events if you don't sit through each of these scenes at least once.

Of Mice and Joysticks

Both devices or the keyboard can be used to control Indy. Mouse owners will find it exceptionally well-implemented. The joystick comes in second, keyboard last.

The game is similar in design to 3-D adventures like *King's Quest* but avoids a flaw

common to the Sierra games. Use the mouse to point where you want Indy to walk, and *he*

takes care of the navigation. In tight spots, he may get confused and stumble around briefly, but you don't have to worry about walking into objects or getting stuck behind them, because he automatically walks around them if possible.

Also unlike the Sierra games, the joy-

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Type: Animated Adventure
Systems: IBM (384K, six 5.25" disks, \$10 for 3.5" upgrade), Amiga, ST (both 512K)
Version reviewed: IBM



Adventure Hotline



Letters
to the
Editor



BequestBusters & More New Adventures

Roberta Williams' latest—a murder mystery called *The Colonel's Bequest*—is out for IBM, along with *Leisure Suit Larry III* and *Hero's Quest*. Also new for IBM is Mindscape's *Star Trek V*. Access Software just released their first graphic adventure, *Mean Streets*, a mystery set in 2033. Freefall's *Swords of Twilight* shipped for the Amiga, and EA also has Lucasfilm's arcade game based on the new Indiana Jones film (C 64 and ST for now). Accolade's *Third Courier*, a graphic spy game for IBM and GS is out, along with their horror adventure, *Don't Go Alone* (IBM only).

Broderbund Keeps On Adventurin'

For 128K Apple, *The Dark Heart of Uuk-rul* is a four-character fantasy RPG. Uuk-rul's such an evil fiend, he even removed his black onyx heart and hid it in the mazes of a mountain city. Auto-mapping simplifies your quest to find it. Bro's *Prince of Persia*, also for Apple, is an action adventure with an Arabian Nights atmosphere.

Windwalker and Keef da Thief

Origin's sequel to *Moebius* is out for Apple and C 64, with IBM, Mac and Amiga soon. The C 64 and Apple *Knights of Legend*, already out, will be followed by IBM, Mac and ST versions over the next three months. A IIGS RPG from EA, *Keef the Thief* was done by Naughty Dog and is dubbed a humorous role-playing game. In it you're a juvenile delinquent exploring 25 levels set in jungles, cities and dungeons. Amiga and IBM should also be out now.

November Conversions

This month look for Amiga versions of SSI's *Hillsfar* and *Star Command*, *Leisure Suit Larry III* and *Space Quest III*, maybe *Police Quest II*. (Sierra's Mac stuff is lined up for early '90.) Also look for IBM *Neuromancer* and *FaeryTale Adventure* and be aware of the Mac *Pool of Radiance* (a Mac *Hillsfar* hinges on how well *Pool* performs). The C 64 *Dragon Wars* and *Future Magic* are set for November, as well as an Apple *Azure Bonds* and the ST *Populous* and *Star Command*. EA's *Starflight* for Amiga and C 64) should show up by Christmas. Got *The Colony* and a Mac II? Mindscape has an upgraded version that supports color for \$5.

Epyx Axes Staff

Epyx showed the door to most of the staff in September. ("Staff, go door" was the last command they got!) Epyx is now down from 90 to 25 internal employees. A press release from Epyx president and CEO Gilbert Freeman indicated they were shifting from publishing computer games to becoming a development house and would not be releasing more titles—just cartridges for the Lynx videogame developed by Epyx and licensed to Jack Tramiel's Atari.

Admittedly contradicting that press release, Bill Lanphear, who's been on the Board of Directors since 1982, told us a few days later that despite financial difficulties, "Of the 20 computer games we had under development, the company's plan is to publish two or three next year.

"*California Games II* is one we look forward to publishing." (It will also be sold as a Lynx game.) "The others are the style of game that Mac and IBM owners are buying now. Our current thinking is that ... we'll emphasize Lynx support, do some other development and look at what we can do with computer software in 1990." Still, no computer games are officially scheduled for release. Epyx intends to continue marketing existing computer titles next year.

Lanphear says "the same thing's happening with computer games that happened with videogames in 1983." The market got overheated—even though people are buying computer games in the stores, inventory is overstocked on all level due to overanticipated demand, so some distributors and stores won't take new products unless allowed to return old games to the manufacturers.

He attributes Epyx's restructuring more to the weak computer game market and competing Nintendo games than to the situation with the Lynx/Atari deal, which didn't paid off as soon as expected. But the message on an ex-Epyx employee's answering machine we called later said: "The status hasn't changed. Bill and I are still trying to work something out with Jack."

Ultima VI Update

This will be the first *Ultima* designed and programmed first on the IBM. It apparently took awhile, but Richard Garriott became so excited about it that he reportedly trashed nine months of Apple work on the game and started over!

Finally!

At last SSI actually called one of its A D

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Dear QuestBusters:

This magazine is great, but \$18 is too much because it's too small. It should be at least 30 pages and could you make it in color? It will be a lot better because more people will buy it.

Sloane Hau

QB looks on the surface to be overpriced, but considering the price and content of the only comparable magazine, *Computer Gaming World*, *QB* is a bargain. I'm enjoying it very much.

Richard Conley

A lot of people don't realize that most magazines lose money on subscriptions, hoping to make the real bucks by getting enough subscribers to justify sky-high ad rates. QB is more like viewer-supported public TV than a network affiliate. (And if you all don't renew soon, we may fill the next few issues with a "Dr. Who Film Festival!") Depending on ad sales is also why many computer mags have gone down the tubes—when the software business is soft (like now), companies go under and ad revenues dry up. And bigger is not necessarily better in publishing.

Here's a formula for comparing game magazines: divide the subscription price by the number of issues per year (\$18 + 12 = \$1.50 for each QB), then divide that by the number of pages with reviews on the topic in which you're interested (\$1.50 + 15 = .1)—so QB costs 10¢ per page. Each page of adventure-related material in a recent CGW cost 66¢, and 22¢ for another issue (if interested in two game types, then halve the final figure).

QuestBusters™ The Adventurers' Journal

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Space Rogue: Man of La Manchi

I never set out to be a space rogue—it just sort of happened. There I was, a private aboard the *Princess Blue*, when our ship received a small-craft distress beacon. I was on EVA duty at the time, so naturally the captain sent me to investigate. Turned out the ship in distress was a Sunracer-class scout ship registered in the Deneb star system as the *Jolly Roger*. I boarded the Sunracer and found it in great shape—but it had no crew.

Before I could find out where everyone went, the *Princess Blue* was attacked and destroyed by Manchi Vulture-class hiveships. I figured I was a goner, but the Manchis disappeared back into space as quickly as they had arrived, leaving myself and my new ship, the *Jolly Roger*, unharmed.

At first I tried to make an honest living, buying and transporting goods of all kinds around the universe. I'd get a good deal on antibiotics at Deneb Prime and sell them for a huge profit at the La-grange mining colony. Then I'd take a load of supercomputers from Hiathra to Micon II and make a real killing. With the profits I'd buy more cargo pods and armor for the *Jolly Roger*. Finally I traded in my basic garnet laser for a powerful particle beam weapon (after all, you

Type: Role-playing/
Simulator
Systems: IBM
(384K; EGA, CGA,
Tandy 16-color; 512K,
VGA 200-color,), C
64, Apple (64K)
**Planned conver-
sions:** ST, Macintosh,
Amiga
Version reviewed:
IBM

gotta protect yourself against pirates right?). Well, I guess temptation eventually got the best of me. I figured if I was

making a decent living by buying low and selling high, I'd do fantastic if I simply stole other traders' cargo and sold it for a huge profit.

My first victim was an innocent scout ship. "Nice day for space travel," came the message on the radio. I answered by knocking out the scout's aft shield with a single blast from my particle beam. Luckily I had an empty pod and could accept the scout captain's generous offer. The cargo was transferred, and we went our separate ways.

So I jacked up a scout. Big deal! Now, all of a sudden there's a price on my

head, and every two-bit bounty hunter in the galaxy is taking pot shots at me. The other day I docked at Hiathra and, would you believe it, they made me pay off my own bounty before they'd let me in to do business! I tell ya, life as a space rogue ain't easy.

Two Games in One

Written by Paul Neurath, *Space Rogue* combines the best elements of two popular computer game genres—flight simulation and role-playing. As a flight simulator, *Space Rogue* lets you soar through space, dogfighting with other space ships and maneuvering through treacherous asteroid belts and antimatter shard fields. As a role-playing game *Space Rogue*, lets you dock at various starbases to interact with the people and aliens you meet, who will eventually steer you toward a series of mini-missions and the long-range goal.

The game is set in the 24th century in a part of the Galactic Empire known as the Far Arm, which consists of a dozen starbases, outposts and mining stations spread out over eight star systems. All eight systems are between three and seventeen light years apart from each other and are linked by wormholes accessed through a network of Malir Gates. Though your new Sunracer has been approved by the Imperial authorities for travel through Malir gates, navigating through the wormholes is still tricky.

If you go too slowly, corrosive gases in the wormholes can eat right through your hull and kill you. But at high speeds it's difficult to turn your ship quickly enough to stay within the twisting wormhole. And if your engine is damaged in battle, flying through a wormhole becomes nearly impossible. Similarly, a blown engine makes it extremely difficult to dock successfully at starbases.

The Sunracer is a good, all-purpose cargo ship with some armor and a basic laser beam weapon. You pilot the ship by charting a course with the navigation computer and activating the automatic helm. If another ship is detected in the area while en route, you can return to the cockpit. From there you can determine whether or not the other ship poses any threat and may take appropriate action.

Once you arrive at your destination, you switch to the cockpit mode and manually pilot the ship for docking.

Sitting on the Dock of the Bay

There are four types of bases where you can dock: Starbases, outposts, mining stations and Imperial carriers. These

bases offer protection, repair facilities, service facilities where you can customize and upgrade your ship, trading posts and friendly cantinas where you can meet people. The people you meet on your travels can provide valuable information

about life in the local star system, or tell you about specific business opportunities or mini-missions.

Puzzles turn up in mini-missions that often require finding an "ancient relic" or the like and delivering it somewhere. Most of these may be performed in any order. Information thusly obtained leads up to a clever plot twist and an original ending: after the traditional "wiping out of the enemy" (whose true identity is another big surprise) in a major encounter, you'll accomplish the main goal of establishing peace in the Far Arm.

Your career as a space rogue can take three different directions. You can make

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Apple version

Inventory

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By Lisa Michaels

Wibarm: robots & rayguns

As Eizel Cloud, illustrious member of the celebrated International Magic Corporation, your job is to obliterate the vast array of hideous monsters threatening to destroy the earth. At the same time you must find out what happened to the Power Minister, Dr. Leopold Bester and his staff. Hopefully you can also determine the fate of the first team of infiltrators, which included Dr. Bester's daughter, Laker (no relation to Jack Nicholson's favorite basketball team).

The latest in a profusion of action adventure games with an RPG feel, *Wibarm* is basically a "search and destroy" scenario. All the items you seek are tools needed for survival and advancement. Of course there are beasts aplenty to destroy. Using the recurring Japanese theme of "Transformers," this game looks like more of a follow-up to Sierra's *Thexder* than the real sequel, *Silpheed*.

Transformation Initiated

The central character wears a giant robotic suit that can transform into a land cruiser or star jet, depending on the situation. At least I assume it is a giant. I shudder to think what would happen to a mortal body inside a human-sized robot suit as it changed into something else! The robot has jumping jets, but when you need the power of flight you should change into the star jet. If you want to fit into a tight place, the land rover might be better.

Each form is equipped with a complement of three weapon types: a Ray-gun, a cannon that fires projectiles and a wave beam. The first two concentrate their fire on a single enemy, and the beam damages all monsters currently in the picture. Each of the beasts is more susceptible to one of the three weapon types than to the other two. Part of your job is to find out which can be used most effectively in a given situation. As the game progresses and you become more powerful, this effect tapers off. But even at your most powerful, there are some monsters that can only be killed with a specific weapon.

Cross your Heart with the Playtex Maxi-Beam

Part of the hype on back of the box claims ten weapon types, but these are

really only variations on the basic three. With assorted booster packages, your Micro-beam becomes a Maxi-beam, your Sonic Rifle a Flame Rifle, etc. Each weapon draws power from a common energy supply, so the more powerful you get and the more potent your weapon becomes, the more energy it uses up.

Shields work similarly. As your ability increases, they offer more protection, but also cost more to operate. Fortunately there are energy packs to increase the paltry 1,000 energy units you are able to store when the game begins.

The screen represents an instrument panel with a window to the outside. Readings are given for your current rate of speed, shield strength, energy and ability level, and which weapon you're packing. At the very top, a pair of arrows show the way to the next and previous levels, assuming you have the master level key. A small information window at the bottom displays messages. If you happen to come across a recorder unit left by an earlier explorer, a smaller window will open up with a colorful hi-res picture of the person who left the message and a square containing text.

While outside, you're limited by the ground and the stratosphere on the first level. This changes when you go under water or into space. All levels wrap around to the left and right: keep going in one direction, and eventually you'll see the same scenery scroll past.

You see things from a third-person side view while outside, which changes to a first-person view (3-D maze style) when you enter a building. There is a choice of full screen panorama, or a split-screen with an overhead map taking up the left half.

A Tough Nut to Crack!

The map is blank when you first enter a building, but details are painted in as you start to move. If you let the damage meter get too high, this auto-mapping feature will stop working. Even though you will find repair kits around, you

haven't the skill to fix this piece of equipment, so you must find a repair center. This doesn't seem too tough early on, but in the later levels the mazes become absolutely labyrinthine. Since the mapper also keeps track of the areas you've already explored, losing it can leave you nearly blind.

When you approach a monster, the screen changes back to the third-person view and Eizel shifts into his robotic form. Depending on size, there will be either one or four monsters on screen at a time, with the single beasts being roughly four times as tough to kill.

That is my biggest complaint about the game—it just gets too hard too quick. Most monsters inside the mazes are so hardy that you can't even damage them. You can build up your ability somewhat by

taking on a few outer denizens, but each monster type seems to double in strength right after you kill a group.

I was only able to get my ability level up to about 80 (out of a possible 30,000) before *all* the denizens got so strong I wasn't able to even put a dent in them. After a couple of days searching for something that I'd at least have a fighting chance with, I gave up and cheated, setting myself up to superhuman strength so I'd have time to finish the review.

Industrial Light & International Magic

One of the nicest things about *Wibarm* is the special effects. The outdoor graphics are beautiful in VGA, EGA and 16-color Tandy modes. They are only slightly less nice in CGA. The only flaw is that the indoor graphics are unimaginative. All the buildings are standard 3-D mazes with a few different colored walls. The monsters show up as big red squares sitting in the middle of the floor, until you actually get into combat mode, in which they are wonderfully animated.

To be fair, even though the indoor graphics lack beauty, they make up for it with the best three-dimensional animated movement I've ever seen. The first thing you see upon opening the manual is the crew of Arsys, the programmers who created *Wibarm*. This is accompanied by a blurb explaining that their specialty is 3-D technology. This is not hard to believe when you compare Eizel's fluid movement to the average "jerky" frame



Laker clues you in

By Stephen King

Continued on next page

switching of the ordinary 3-D maze game.

Most games that concentrate this heavily on animation usually pay the price in speed. Many of you may remember *Future Magic*, which suffered a crippling speed defect when played on a standard PC. *Wibarm* has no such fault. In fact, there are about a half-dozen different speed settings that range from "very slow" to "very fast."

Wibarm can also be set to play continuous music with or without sound effects, or with neither if you prefer to play in silence. Unfortunately, none of the add-on sound boards are supported, and the sounds from the IBM internal speaker are pedestrian at best. There is one exception. When you start to get low on energy, an eerily life-like alarm apprises you of the fact. Almost without fail, I experienced an uncontrollable urge to reach for my telephone whenever this alarm went off, even after I recognized the sound for what it was. On the lighter side, the game will automatically make use of your built in three-channel sound if you have a Tandy or PC Jr. This transforms the almost grating beeps into a very acceptable, even desirable array of sounds.

Lose something in the translation?

Another interesting tidbit consists of the inevitable translation errors that occur when a game is ported over from Japan. Actually, a pretty clean job was done on this game, but there are still a few. One of the monsters was called a "Field Imbalance," which is a condition, not an object. As a matter of fact, many of the thirty-odd monster types had interesting names. My favorite was the "Slimy-George." One wonders who George is and who he annoyed at Broderbund.

A couple of errors in the documentation may also lead you astray. One says you can force the video mode by typing WIBARMCGA (for example) if you want CGA graphics. Actually, you must use the stock IBM option delimiter, in other words, WIBARM/CGA. Another error says that hard drive owners won't have to make a user disk. All players must use the "create user disk" option before they can play. It's just that hard drive owners can store the contents of theirs in a subdirectory as opposed to having a separate disk.

Keyboard or joystick controls are available, and the box boasts of no "offline" copy protection. You can backup the files or transfer them to a hard disk if you like, but the copy protection is particularly nasty: *Wibarm* comes with the most god-awful looking sheet of purple paper with black lettering—the "ignition codes" that enable you to start the game.

Many will recognize this as the so-called "copy-proof" paper similar to that packaged with *Maniac Mansion* and *Wizardry IV*. Using this is a real disservice to the buyer. Not only is it easy to lose, it is extraordinarily hard for anyone without 20/20 vision to read. Add to this that the rows and columns use characters from the Kanji alphabet, and you have a formula that will drive you blind.

Broderbund says this was done because the program was engineered in Japan. Come on guys, give us some credit for intelligence. You mean you could translate the documentation into English and translate the program text into English, but you were completely stymied by the ignition codes? Get real. Obviously this was retained because the number of Kanji typewriters in the USA is limited. **Conclusions:** Even though I was very put off by the handling of the copy protection, I still think *Wibarm* has much to recommend it. It has very nice graphics (and sound if you have a Tandy), quality 3-D and fast action. If you like your RPGs with a shoot-'em-up flavor, this is a likely candidate for you.

Skill Level: Advanced
Protection: Key Word
Price: \$39.95
Company: Arsys/Broderbund

Space Rogue

Continued from page three

your living as an honest trader, buying and selling everything from explosives and brandy to souvenirs and manure. As you might expect, the trick here is to buy low and sell high. Or you can turn to piracy and raid merchant ships. Just don't be surprised if you find there's a bounty on your head before long. Finally, you can become a bounty hunter and collect Imperial bounties for destroying all the pirate ships you find. Most pirate ships are fairly well-armed, so you'd better make sure you upgrade your basic Sunracer before embarking on this career.

No matter which "job" you choose, one way to supplement your income is by becoming a top-notch "Hive" player. Hive is a popular arcade game found in cantinas all over the Far Arm. After you insert a credit, the game starts by landing your character's spaceship in the middle of a desert landscape. With laser pistol in hand, you try to destroy bug hives while avoiding the bugs they produce. On the first drop there are only three hives, then six on the second, nine on the third, etc. After destroying your quota of hives you must return to your ship. I've only made it to the fourth drop so far, but after the fifth drop the machine is supposed to pay

off in credits.

Space Rogue can be played with either a joystick, mouse or the keyboard. The game comes with a player reference card that describes how to load the game and lists various commands. Instead of a conventional user's manual, however, you get a "Sunracer Owner's Guide and Navigation Manual." From the greasy fingerprints, coffee cup rings, and notes scribbled in the margins, it's clear that the manual once belonged to the original owner of the derelict Sunracer. For example, a small section that describes a specific function of the navigation computer has been crossed out and beside it someone has written "Broken!! Never got to use it more than half a dozen times!"

The colorful fold-out map of the Far Arm offers close-up views of significant solar systems with locations of key outposts. A 16-page booklet provides a bit of background; its main purpose is key word copy protection, for the disks themselves can be copied to backups or hard disk. It comes on a pair of 5.25" disks, and there's nothing in the box on availability of a 3.5" version.

From the interesting opening premise to the clever manual, *Space Rogue* works — not simply because it's one of the first games to integrate these distinct genres, but because it does so believably and with style. While you're in space, the ships, outposts and starbases you see from your cockpit look solid and three-dimensional; the animation is incredibly smooth and realistic. More importantly, the realism continues even after you step out of your Sunracer and begin to deal with the bounty hunters, merchants, pirates and economic conditions you'll find in the Far Arm.

One thing about *Space Rogue* I found particularly annoying, however, is that, though you can save the game at any time while you're in the cockpit mode of the *Jolly Roger*, you can't restore previous saves in the middle of the game. In fact, when an enemy's laser slices through your ship (or you meet some other untimely death), you're not even given the option to restore your previously saved game; nor can you restart from the beginning. Instead, you are forced to reset your system and reload *Space Rogue*.

Conclusions: Despite the problem with saving/restoring, I can still recommend *Space Rogue* without reservation. It's probably your best chance to find out what it would be like to be Hans Solo for a while.

Skill Level: Intermediate
Protection: Key word
Price: \$49.95
Company: ORIGIN

Things were quiet in town until the Wind Mage brought news of the Fire King's death. While meeting to discuss affairs of state, the four Mages were attacked by a magical beast of super-human size and strength. The battle lasted several hours. When the combatants were done trading blasts, the Fire King lay dead, the Wind Mage was seriously wounded, the Earth Mage had gone insane and headed for her forest caverns, and the Water Mage had simply disappeared.

The Fire King was entombed in the Royal Vault deep within the catacombs beneath the city. As soon as the King was laid to rest, however, another beast descended upon the catacombs and took up residence, leaving only on rare occasions to feast on the town's horrified residents.

The mayor persuaded the adventurer Breoghan to enter the catacombs and teach the beast a lesson. Unfortunately, Breoghan hasn't been seen since. Now the mayor is looking for a new adventurer to tackle the beast below the town—and you are his last, best hope of rescuing the land from impending doom.

This is the first adventure from Strategic Studies Group, an Australian software company best known for wargames such as *Carriers at War*, *Battlefront* and the *Decisive Battles of the American Civil War* series. Despite the realism and sophistication of these games, they are easy to play because each uses a logical system of menus that let you play by simply pointing and clicking with a joystick.

The same blend of sophisticated gameplay and friendly user interface is also characteristic of *Fire King* (which was actually created by another Australian software company, Micro Forte, and published by SSG). *Fire King* combines an extensive role-playing environment with a convenient menu-driven system of combat and magic. The result is a game that looks and plays a lot like *Gauntlet* or *Demon Stalkers* but offers a bigger and much more realistic world to explore.

Who's Buried In The Fire King's Tomb?

Your quest to defeat the beast below the town is only the first part of a much larger adventure. After collecting the necessary artifacts and using them in the correct manner to kill the beast, you discover that the Fire King isn't resting peacefully in the Royal Vault after all. Instead of the Fire King's corpse, you find the body of

Fire King

the Water Mage who (according to the Wind Mage) vanished after the battle. If the Water Mage is buried in the Fire King's tomb, what happened to the Fire King? In the second part of the adventure, you attempt to unravel the mystery of the Mages' meeting by traveling to the Fire King's palace and several other locations in the countryside surrounding the town.

To help you find your way around the town and outlying areas, two maps were printed inside the game album. The first is a fairly detailed rendition of the walled town, showing locations of important shops, the treasury, temple, town gates, docks and several other places you'll want to visit. A larger map shows the town's position in relation to other important locations such as the Fire King's Palace, the Earth Mage's Hall, the Water Mage's Underwater Fortress and the Wind Mage's Tower.

Death Spell in the Side Pocket

Fire King can be played solo, or you can take a friend along in two-player mode. You start by selecting one of six characters: Brodrick Broadaxe, Hubert the Just, Sally the Slaughtermaid, Mungo the Magician, Enchantress Emily and The Shadow. Each begins with a good supply of Health points, some gold, a crossbow and unlimited arrows. Characters are rated for Armor, Strength and Magic; as you play, these are displayed graphically with vertical bars below a helm, belt and wand. Also displayed are your character's Health point and gold totals, along with seven pockets.

These pockets can be filled with all sorts of supplies, weapons, scrolls, rings and other artifacts. Each pocket features a small picture representing the type of object inside and a number to tell how many of each type of object you own. Though you can have up to nine of the same items in one pocket, you can't combine different item types in the same pocket.

To use any of the items in the pockets, you first press the Commodore key to produce a USE, PLAY, DROP menu where you highlight any of the seven pockets by moving the joystick left or right. Then you move the joystick up to use the selected item, or down to drop it and make room for other items. Accessing the pockets menus doesn't pause the game, so you have to work quickly to use

the correct item when under attack. Fortunately, two consecutive presses of the Commodore key will automatically use the highlighted item without any joystick input. So with a little advance planning, you can be ready for most situations.

Some of the items you'll want to keep your pockets stuffed with include keys for opening locked doors and chests, bombs that can be activated and placed in the path of advancing monsters, scrolls containing death spells, special boots that allow you to walk on water or through fire, and magical rings that can make your character invisible to monsters or increase his attributes to improve his fighting ability.

Besides a nicely organized player's manual, *Fire King* comes with a program disk and a double-sided scenario disk, neither of which is protected. The program comes with an "Oracle's Mystical Cypher," however, that must be used to advance beyond the first part of the adventure. This cypher works much like the codewheel used with *Pool of Radiance*. After discovering the true contents of the Fire King's tomb, you are given three words. By lining up the first word on the outer ring and the second word on the inner ring, then looking in the window designated by the third word, you discover the password that lets you advance to the next part of the story.

Games can be saved in progress, but you're only allowed to have one saved game on each scenario disk (or one on each side of a double-sided, double-notched scenario disk). You can save the game at any time. Other main menu options let you toggle sound on or off, restart the current level, open all the doors on a level (at the cost of slightly decreased attributes), instantly return to your lodgings when the going gets too

tough, or restore a previously saved game.

Conclusions: I wasn't quite sure what to expect from *Fire King*. Even though I knew it wasn't actually designed by SSG, I was still afraid it would turn out to be a combat-intensive wargame with fantasy trappings. Instead, *Fire King* is an exciting fantasy adventure with plenty of "Gauntlet-type" action, an intriguing story and a surprisingly large world to explore. *Fire King* may not have over a hundred different levels of mazes to conquer, but unraveling the mystery of the Fire... er, make that Water Mage's death, should keep most gamers busy for weeks.

Skill Level: Intermediate
Protection: Codewheel
Price: \$29.95
Company: SSG/EA



Death Beasts in the mines

This may be a first—an adventure adapted from a play. No one at CinemaWare knows if the “original stage musical” was ever produced, however, so we’re not sure this claim to fame really counts. Whatever. As Drancis Frake, a “swash-buckling space pirate,” you command a space ship whose hull incongruously resembles an old wooden sailing vessel armed with cannon, while you settle personal combat with your trusty sword. I like this incongruous juxtaposition of the long ago and the futuristic, but would have enjoyed it even more had the authors bothered to explain it in the manual or game. Regardless, your journey commences on the planet Meltoca, where you aspire to find the Kristal of Konos.

After an agent of the evil Ono (no relation to Yoko) stole the Kristal, the Lord of Light found the gem and hid it on one of nine other planets. Unless you find it, the servants of Chaos will continue their rampage throughout the known universe. And if you do dig it up, you’ll also win the hand of Princess Narta, otherwise doomed to marry Lotarr, the villain who’s seeking the same Kristal with far less noble intentions. The Warlord of Grimm, Lotarr’s backed up by an army of Akes—shock troops who’ll attack you on-planet and in-space (so I guess this makes him the head-Ake).

The opening scenes surprised me with a lucid and articulate voice-over that describes the story’s setting while a series of pictures depict various scenes of outer space. This is just the way it’s done in a film, and the most effective cinematic element I’ve yet seen in a CinemaWare effort. Next I saw my character loitering in a park in the capital city.

With the joystick I moved him east and into town. Along the way, a big talking plant introduced me to the program’s version of parsing. Your statements are typed into a window at the bottom of the screen, and the character’s response fills a cartoon-style balloon.

In this manner assorted clues may be revealed. The occasional bribe helps, of course, as does knowing whose names to drop. It’s hard to say if the program uses a true parser—which breaks a command into parts of speech—or a subroutine that just looks for a few key words and phrases, necessarily restricting possibilities for the programmer and player. Here you say things like “who are you?” or “What do you do?” for example.

A major design flaw (which the authors would probably call a feature!) is that nobody will repeat their names or other information. That means you’ve got to write down every response to your

The Kristal

questions. Sometimes they’ll even say “I’ve told you that before” the first time you ask about an item or person. When someone said Mervin was looking for me, I asked “Where is Mervin?” and was told “I don’t know what you’re talking about.”

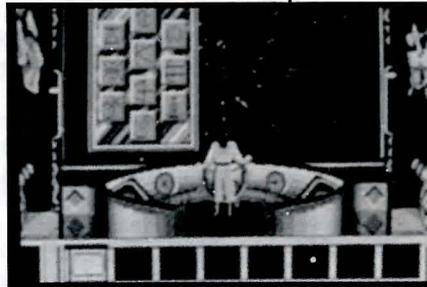
Even when I was able to effectively communicate with the program, I felt silly “talking dumb” to it after devoting years to learning how to interact with an intelligent parser. For this reason, fans of all-text games probably won’t like *The Kristal*.

The interface also gets awkward when a character’s statement is too long for a single balloon, forcing you to move from the keyboard to the joystick to hit the button and view the next text. Maybe I’m just getting lazy, but wouldn’t it be a lot easier if the designers had let us hit the return key instead?

And when you’ve finished talking and are ready to start walking, your hands are still on the keyboard—so why can’t you use the cursor keys to move? At times I just started punching things randomly—the F1 key, return key, the joystick—until something worked. Intuitive this interface is not.

The rest of the interface consists of an icon bar across the bottoms. As you find objects, corresponding icons are added to the compartments in the bar. You can manipulate one by moving it to a special compartment and punching a function key to examine it, use it and so on. Object manipulation is limited. You can’t use an item with or on another one, for example. Ultimately, this combination of a limited parser and limited icon interface produces a clumsy interface for the whole game.

Your money (Skringles) and stats for Strength and Psychic are always on-screen, unless replaced briefly by the window into which you type commands. To boost stats, you buy or find Mind-Juice, Froodles and other items. They’ve got to hit a certain level before you can reach the final confrontation.



Amiga version

But the Pictures are Great!

As in all CinemaWare games except *King of Chicago*, the graphics look great. They’re filled with concisely detailed and vividly colored images of the characters and background scenes. NPCs and some background elements are also extremely well-animated. Long hair flowing behind him as he strides along smoothly, Drancis

looks like Zonker from *Doonesbury*. He can walk into the background and foreground of a scene, but not as freely as in a Sierra or LucasFilm game. Often you must find an invisible “path.”

With a water color feel as opposed to the technical style of the interior scenes, the lushly painted background scenes of each planet reminded me of the covers

from science fiction magazines. This variation of artistic styles is nice, since you don’t get as tired of revisiting the same locations. There are also unusual animated effects, such as a throbbing heart that appears when you first meet the Princess.

Space Travel and Combat

Space travel is simple. Battleaxes and suits of armor hanging on the walls, the ship’s bridge is decorated like an old-time wooden sailing ship and houses a wheel like those used to steer ocean-going vessels. When the hand calculator-type device drops down, you press one of the ten weird symbols on its keys to select a destination.

After viewing some flashy graphics that represent your trip through hyperspace, you emerge in a star-filled sky and manually maneuver your ship to the planet. Leaning on the joystick is all that’s required, until you spy aliens in the distance. Then you’ve got to slow down and blast them with both guns. This simple arcade game is straight out of 1983: aliens move up and down or in predictable circles, so you just study the patterns and lead them a bit.

Swordfights often take place when you first reach a new planet, so you won’t be able to explore much until you can wield a blade with the best of them. These sequences are handled somewhat like those in *Moebius*, but you don’t get as much feedback in a *Kristal* battle.

Land a blow on the foe in *Moebius*, and he falls back in a distinctive manner or reacts visibly in another way to let you know you did something right. Here you have to keep an eye on his horizontal health bar, which shrinks when he’s hit. Sure, the opponent falls back when hit, but you can’t tell if he’s moving back on his own or because you just hit him,

Type: Animated Adventure
Systems: Amiga, ST, IBM (384K Tandy 16-color, 512K EGA, VGA)
Version reviewed: Amiga

By Shay Addams

Continued on page fourteen

Walkthrough: Space Quest III

Rescue Pod

S. E. Go to belt and wait till you see Shredder.

Shredder

Get up. **Kvnyq**. Follow map to Maintenance Room.

Maintenance Room

Enter Grabber.

Rails

Press claw. (If you don't get the Warpmotivator, try from different positions.)

Huge Machine

Stop Grabber (when you're on the front rail). Press claw. (The Warpmotivator should now be in the space ship.) Drive back to the Maintenance Room.

Maintenance Room

Stop Grabber beneath platform. Get out. Enter chute.

Enclosed Hollow

Climb ladder.

Junkyard

Get ladder. N. E. E.

In Spacetanker

Get wire (single wire in left panel).

Robot-head

Climb head (up orange steps).

Space ship

Drop ladder on right side of ship and climb it. Open hatch.

In Space ship

Dpoofdu xjsf. Return to Enclosed Hollow (don't forget the ladder).

Enclosed Hollow

Go to hole in west wall. Get reactor.

In Space ship

Put **sfbdup**s in compartment. Enter seat. Look at screen. (Start engines. Turn on radar. Take off. When ship stops, use weapons to blast your way out; don't forget the front shields.)

In Space

Use your navigation system and set

course for the stormy planet (with the one known settlement). Go to light speed after reaching orbit. Land and exit ship.

Space ship (on planet)

Follow map to shop. Offer **hfn**. (Don't refuse offer over 425.) Buy **voefxfs**. Leave. After encounter with Terminator, go west and enter Mog's leg.

Mog's Leg and Belly

Enter elevator. Press up. [Belly] Climb stairs. Position yourself behind first hook. If Terminator is beneath motor, push hook. Descend stairs and take **cfmu** from Terminator. Go down with elevator.

West Side of Mog

Return to ship. Start and take off.

In Space ship

Set course for Monolith Burgers.

Space Ship (Monolith

Burgers)

Go to left side of restaurant. Order (at counter, from menu seven). Pay. Sit at table and eat. When you find price, get up. Look at Automat. Play Astro Chicken till the message appears. Use **sjoh**. (Read message.) Return to ship.

In Space ship

Set course for Ortega. Land. Wear **voefxfs**. Exit ship.

Space ship (Ortega)

S. W. S. Wait till Scumsoft lackeys leave. Get detonator (from crate). Follow map to rim of Volcano (machine). Walk north (the path is on the right side of the rim). Follow map to generator.

Top of Generator

Walk to edge of machine. Drop detonator. Return to place where the two men were, go to anemometer. Get **qpmf**. N. Use **qpmf**. Return to ship.

In Space ship

Set course for Pestulon. Land.

Space ship (Pestulon)

Leave (any direction).

Hiding

Use **cfmu**. Enter Scumsoft. Enter building. Press button.

Inside Scumsoft

Go north, take first door on left.

Janitor's Closet

Search closet. Get coveralls. Leave.

Inside Scumsoft

Walk south. Enter first door on the right.

Accounting Department 2

On your way through this room, use **wbqpsjzfs** on every wastebasket. Leave room at second exit to the west.

Accounting Department 1

Leave room at upper right corner. Follow map to platform.

Platform

Go to boss area. Get keycard from his desk. Return to Accounting Department II. Go south and take first west exit.

Accounting Department 1

Get picture. Go to copy machine. Copy picture. Put picture back on wal. Leave.

Inside Scumsoft

Walk north, stop at first door on right. Insert **lfzdbse**. Show **dpqz**. Enter.

The Two Guys

Press button.

Arena

Save game. Fight.

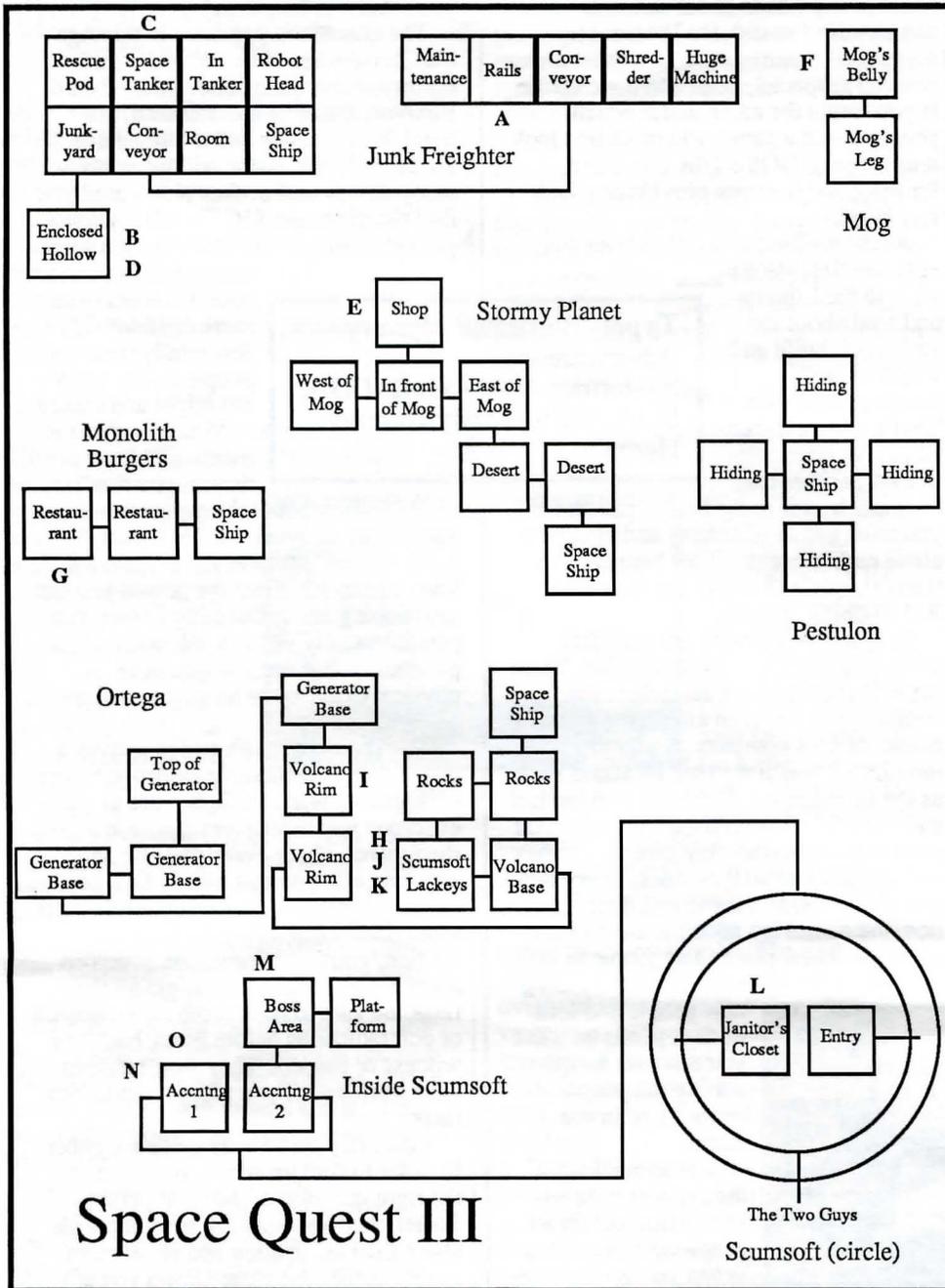
In Space ship

Look at **tdsffo** (after being attacked). Go to attack speed and use weapons.

Map Key: Space Quest III

A: WarpMotivator
 B: ladder
 C: wire
 D: reactor
 E: underwear
 F: belt
 G: message
 H: detonator
 I: machine
 J: anemometer
 K: pole
 L: coveralls
 M: keycard
 N: picture
 O: copy machine

By Volken Meyer



Space Quest III

Recipe for Adventure!



Ingredients:

- 1 Two-toed Toad
- 1 Fire-belching Devil
- 1 Hungry Ogre
- 1 Evil Witch
- 1 Book of Black Recipes

Mix well with on-screen help and an easy-to-use parser, and you get.

Witch's Brew

a concoction that will supply hours of all-text entertainment. To be prepared on a Commodore 64 computer with a 5.25" disk drive only

Mail \$5.00 check to:
 Dana Clapp
 207 W. Waupansie St.
 Dwight, IL 60420

The **opwfnfcs** edition of the QuestBusters Code: count one letter back—RC = QB.

Quest for Clues II Update: Guild of Thieves

Two people playing the Apple version of *Guild of Thieves* reported inventory problems when trying to leave the White Room and go to the Jetty with all the treasure. The solution in the book came from an Amiga version of the game and was also tested on an Amiga, so there's apparently a discrepancy between some versions. QuestBuster Grant Wiedemer says this works on the Apple:

White Room

NW. NW. D (flight of steps). Rub feet with succulents. Drop succulents. D. SE. SE. SE. S. [Outside Shop] W.

Bank of Kerovnia

Drop all. Get cage, gum and bottle. (All treasure you've still got should be put in the safe.) Mynah, hooray (repeat till he says hooray). Chew gum. Save. Enter bank. Enter long queue. Show card to teller. Drop cage. Shake bottle. Drop bottle. Wait. Put gum in keyhole. Wait for explosion (restore if it doesn't happen while outside office).

Bank: After Explosion

N. Open swag bag. Get lute. S. Play lute and sing urfanore pendra. S. Get die. Roll die (tell fairy six). E. D. Roll die (tell fairy five). E. Roll die (tell fairy two). D.

Roll die (tell fairy one). NW. Roll die (tell fairy four). D.

Vault

Get all. Drop extra items, except die and anticube. Examine pillar, machine and cube. Put die and anticube on machine. Get cube and anticube on machine. SW. NW (in dark). D (flight of steps). Get succulents. Rub feet with succulents. D. SE. SE. E (4). [Jetty] Pull rope. E.

Also, the Bank in the Apple version is west of the Undertaker, rather than west of Fork in Road.

Murder Club

Call yourself police detective J. B. Harold. Call your partner dead (he just had a heart attack), which means you can also call yourself in charge of "this city's most baffling murder," the death of Bill Robbins, a business man with numerous enemies. On your team are Carolyn White, the supportive secretary who always has a happy face and encourages you to take a break after about two hours of investigation, and head D. A. Don Amberson, the prosecutor you must convince to give you Arrest and Search Warrants. He's a toe-the-line kinda guy with an American flag hanging in his office.

There's also Charlie in the Crime Lab. He gives useful information about the physical evidence you discover, things such as knives, scales, bank books, bloodied scarfs, bones and photos—if you're able to obtain the Search Warrants necessary to dig up these items.

Unlike mystery games such as Infocom's classic *Deadline*, there is no text to be typed in and parsed by the program, no vocabulary to figure out. *Murder Club* supplies you with menus and lists that you activate with the keyboard, a joystick (slowest way) or a mouse (fastest way).

The screen is divided into three parts. At the bottom, a window displays the name of the person or item you're asking about and the response of the witness or suspect. This is the window the program uses to communicate with you. Along the right side is the command/activity/go-to-location menu. The leaves most of the screen for the graphics window.

In fact, the majority of the game is devoted to graphics.

Two of the three 5.25" disks store nothing but illustrations, and the game disk provides several different versions of the program—one for each type of graphics adapter, ensuring the best graphics for your system. The graphics are not animated but are still interesting and realistic. They also provide some very general background information about people, places and things. In other words, the pictures are merely glitz, something to look at while playing an essentially text-based game.

The game begins in your office, where the command menu provides access to Investigation (accessible locations in the city of Liberty), the Crime Lab (for information about physical clues), the Library

(with dainty tidbits about stolen goods and unsolved cases), the Prosecutor (Anderson), Interrogation (for questioning arrested suspects), Load and Save Game. If you forget the name under which you've saved a game, you must first look it up through DOS's DIR command, for the game does not provide any directory help!

As the well-written instructions suggest, the first place to go is to the Library and read about the stolen car, knife and watch as well as the unsolved rape case. That's all you get until you've been able to look at other case files much later in the investigation. First you must gather testimony and evidence about earlier events. What happened in the past will lead you to the facts about Bill Robbins' murder.

Only a few locations are available when you begin your investigation. There is the Hungry Fisherman (where Bill Robbins was last seen alive), the victim's house, and his company. If you started in the Library you'll also see locations such as the Grand Hotel, Robbins' Parking Lot and Larrick's Store. At each location you meet witnesses who may give you names and locations as well as clues. Every time you get someone's name and their location, the names are added to the menus, giving you new places and people to visit

and question. Finding new people and locations depends on what you discover by questioning the people already listed in the menu.

The unraveling of the mystery requires you to find out about people and locations. When you go to someone's house or business, the graphics window shows you the

outside of the building. If you choose "Look around" from the menu, you get a line of text clarifying the obvious. In a few places this command gives you some useful information, but don't expect any revelations. Choosing "Leave area" takes you back to the city map (totally useless) and the locations menu. "Go inside" switches to the interior and a picture of whoever greets you at the door. It's a good idea to "Say hello" before beginning your questioning. (Well, maybe it doesn't really make any difference, but it

never hurts to be polite.)

The characters you meet in this Agatha Christie-like story are realistically portrayed and quite believable. Edward Robbins, father of the deceased, is a tough businessman and a shrewd negotiator. Janet Robbins, the widow, is obviously shaken and evokes pity—until you find out about the \$10 million insurance policy! Younger witnesses and suspects

are generally flip-pant, the older ones more cautious. The few totally innocent people in this town are bright and cheery.

Since the game is menu- and list-driven, you don't

need to worry about the programmers' vocabulary or syntax. With a "Just the facts, ma'am" attitude, the program allows you to ask about the person you are questioning and about other known people. Eventually you can ask certain people about some specific pieces of physical evidence or an event you previously discovered.

The D.A. is a tough guy to convince, demanding considerable evidence before he'll grant a warrant. So be sure to ask everyone you meet *every* question about themselves, about *every* one else and *anything* else you can ask. In fact, because solving this mystery game requires more patience and persistence than deduction, you must requestion everyone about seven to ten times to get all the facts. Be sure to have some new evidence or contradictions before going back to a witness or suspect. They won't change their stories until you produce some new facts.

Don't rely on hearsay evidence either. In order to find locations, you must ask the right question of the right person. Sometimes you must ask several people about their occupation and about other people before the game allows you access to a new location.

At one point I spent nearly eight hours (real ones!) without finding a single piece of new evidence. Suspecting a bad disk, I called the people at Kyodai. Someone returned my call a short time later and helped verify that there was no problem with the disk. Kyodai rates high with me when it comes to customer support!

My problem was that I had relied on hearsay about the Carsons and the Leigh Cosmetic Company and didn't ask Doug Carson (father of the deceased's sister's husband) and Fred Robbins (brother of the deceased and employee of LCC) about their occupations. Once I did so, I was able to visit the Leigh Cosmetic

Type: Illustrated Mystery Adventure

Systems: IBM (384K; CGA, EGA, VGA, Tandy 16-color, Hercules)



Chatting with Catherine

By Lloyd Sandman

Continued on page fourteen

The Last Crusade

Continued from page one

stick works parallel to the mouse. Instead of having direct control over the character, you position the crosshairs over your destination and press the button. The stick feels "muddy" in comparison, the reason I rate it second-best. With keyboard controls, the arrow keys position the crosshairs. Ultimately, however, you *must* use the keyboard to handle the fight scenes and the biplane.

To Be, or not to Be

At the bottom of the screen is a list of fifteen verbs. There is no "type-in-the-words" parser, because everything you need to do in the context of the game has a corresponding word in this list. To use an item, you point to "use" and click on it, then point to the object in the picture or to its name in your inventory and click on it. If it's meant to be

used with another object, you can point once again to complete the action. Many objects are decorative; the "What is" verb, which displays an item's name when the cursor is moved over its picture, simplifies identifying special ones.

With the QWERT, ASDFG & ZXCVB keys, you can directly pick any verb. Designed to be intuitive in the way the keys match up to the word list, this is a nice feature—but there's still a lot to remember, so it's far easier to play with mouse or stick.

The last three words in the list (TALK, TRAVEL, HENRY/INDY) are special. Only in the few places where you can use them will they be lit up, so watch closely. If TALK is green, somebody you can talk to is nearby. You can switch your perspective back and forth from Henry to Indy in cases where one might be better prepared to deal with a situation than the other. I never used this, but suspect I missed some golden opportunities to employ Henry's sedate experience instead of Indy's active fists.

I'd rather FIGHT than SWITCH!

Did I say fists? Yes, there are many areas in the game where you can opt to debate with pugilistic "wit" instead of intellect. When you encounter a Nazi, the screen changes from an overhead view to a side-view close-up. There will usually be a selection of three sentences at the

bottom. Click on the one you want and the response will be displayed, then three more selections will be offered, until you reach the natural conclusion of the argument.

But if you decide you're not going to talk your way out, you can always "Throw a punch." You'll have to watch this though. It is almost always better to reason with your opponent than fight him—especially since we all *know* from years of matinee specials that most Nazis are incredibly stupid! Besides, Indy has a limited amount of stamina, and the world is in trouble once it's gone.

Time to Hit the Books

Early on in the quest you will travel to Venice and search for clues to the whereabouts of the Grail and dear old dad. Elsa will take you to the library, but you're on your own from here. (She's seen far less often in the game than in the film.) There are three useful books in the li-

brary: a copy of *Mein Kampf*, a flight manual and a map of the catacombs.

When you've found all three, open the Grail diary for a clue to locating the entrance to the catacombs. The verb list disappears in the catacombs, where the overhead view soars to a much higher vantage point to give you a better perspective of the maze. The map book from the library will be all the map you need, since the catacombs are not really that large.

Ironically enough, the knight's final resting place is very near your starting point. Unfortunately, you can't get to it without solving several good old adventure-type puzzles. Whenever you come to a special room, always open the diary and look for a possible hint. When all the puzzles are solved, you will travel to Germany to rescue James Bond...er, uh, Henry Jones senior, that is, thence making your way to Iskendren and the Grail.

Outscoring Indy

You're assigned an "IQ" score under the "Episode" heading and another score under the "Series" heading. The Episode score reflects your point total for the current game, while Series keeps track of the number of alternate solutions you discover. By making the right move at the right time, you can even exceed Indy's performance in the movie.

Alternate solutions abound. In one

puzzle, a group of students clamors for Indy's attention. You can either talk them into waiting while you go into your office and leave from the window, or you can try to foist them off on someone else. The first method will get you five points; the second, ten. If you are an enterprising person, you can calm them down, then use option two to garner the total possible fifteen points.

Some alternates are mutually exclusive: if you solve the puzzle one way, then go back to an earlier save and solve it a different way, both solutions are tallied on your Series IQ score, while only the last one gets added on to the Episode IQ. The Series IQ, then, contributes something new to adventure gaming.

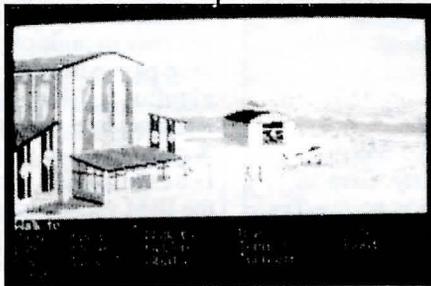
You don't need to have seen the movie to play this game, though people who saw it will have a slight leg up because the three tests at the end are right out of the film's climax. A brief synopsis is provided in the owners manual, so nobody will feel completely lost. Also included in the package is a hard-copy version of Henry's Grail diary. Through trial and error, I was able to finish the game without the diary's tips on certain situations—but later I read it and decided I should have done so first.

Top score is 800 points, obtainable only by knocking out all the guards as well as solving all puzzles and finding the end game's best solution. Save before the final scene, and you can try to get all the alternative endings.

Modern-day Knight to remember

The Last Crusade sports some of the best animation I've seen in this type of game. There are times when the movements are so realistic you would almost swear you're watching a movie. Of course this has its price. On a stock PC or compatible the action can become painfully slow when there's a lot of movement. You can pick up speed by forcing it into CGA mode and trading color for speed. (I never found it sluggish enough to be worth losing the fine color graphics you get with Tandy, EGA, VGA or MCGA.) It runs just fine on a faster PC.

Of course the IBM internal speaker is supported, and LucasFilm did a fine job with it—but it can never be anything special. More noteworthy is the way the Ad-Lib board really struts its stuff—from the very beginning, when we're treated to the familiar Indy theme song, to the three different "riding off into the sunset" endings. It also supports Tandy three-channel sound, and Tandy and ST sounds are identical.



IBM version

Continued on page fourteen



Keys to the Kingdoms



Manhunter San Francisco

Day 1: In bank, look at words **cbu wpuju** as if you were on other side of door. **Day 2:** After muzzling dog in Tad's apartment, note design next to word Heaven on wall; you'll need it later. At temple, look at statues representing Castle, Gateway and Hell (in that order). Rub Heaven jewel with **dmpui** from **Qfufs Cspxo't** apartment. After you jump out window with the scroll, move to the right—don't travel. **Day 3:** At wax museum, use **gboh** on Noah's tie to get orb ID card. Go to Hyde Pier and use **ibudifu** under pier. At Alcatraz, use **ibudifu** to get out of crate. Give statue to second mutant on the left in the second row. Use ID card to free all mutants. Make sure you hold the orb-on-a-stick up to the face scanner.

Brian Riggs

Tangled Tales

Run from ghosts and ghouls. Go down rope north of start to find Alvin. Explore for secret door and go down ladder to find shovel. **Ejh** in **hbsefo** for night-crawlers. Feed to **hpmegjti** for blue key. Get free bucket by returning to shop with **Bmwjo**. Use key at **Ivoufe ipvtf** to find Fear spell. Doppelganger in **dfoufs** cell. Freeing Sneezzy in bottom cell allows you to find diamonds in pool north of **mblf**. He'll leave you soon after obtaining them, as well Goldilocks when she opens lock in house. Drop diamonds in pool in basement of **Xjabse't Upxfs** to change to coal. **Fbu tufx** to get matches to light coal. Statue of Jennifer: use potion from **Esby** (40 gold) and follow her directions. (She can see secret doors.)

Charles Jones

Demon's Winter

Recommended party: Dark Elvish Wizard, Elvish Ranger and Visionary, Dwarf Thief, Human Paladin. Be sure they gain at least one Intellect point with each level; you'll need them for skills. Use joystick (on C 64 version) in port 2, not 1 as data card says. Idlewood is on a large island south of starting position. To **opsuixftu** is hidden demon city of Qoorik. I suggest enchanting an item with a potent Heal spell (eight points Heal 3 x a day) at the Dwarven Cave. This will save your Wizard lots of spell points. College of Metal Runes is in the **npvoubjot tpuvi** of **Jemfxppe**. College of Wind Runes is **fbtu** of **Jemfxppe** on small island in lake. College of Fire Runes is on island **xftu** of **Jemfxppe**. College of

Spirit Runes is on small island just north of the largest desert island (College of Kung Fu is in middle of this desert. College of Fencing is on same island as town of **Ufsmbc**.)

Adam Spatz

Populous

Use sword on rock and grass landscapes, ball-and-chain with desert. Unless on an ice world, build a castle as soon as possible. To really mess up the enemy, volcano him right in the center of his settlement. With enough manna, speak loudly and swamp a lot (swamping's the most effective way of slowing down the foe). Use earthquakes to disrupt castle-building.

Nate Trost

Sentinel Worlds: Future Magic

Don't use the pre-rolled party. Give all characters 20 Comprehension points. Try to give Medic and Engineer 20 Dexterity. When first released into space, don't stick around to get blasted if new at the controls. Warp to a planet. Find Granger's Space Yacht and board it, then go upstairs and he'll upgrade your ship. If you get minerals on Caldorre, sell them on Norjaenn, and vice versa. A discount weapons shop is at 2112, 480 on Ceyjavik.

Steve Kehlet

Sword of Aragorn

Your first mission outside Aladda should be to kill Minotaur in wooded area just to northwest of Aladda. Hire some characters before the fight, for the troops won't fight the Minotaur. Agree to join Petrov's army when you attack Brocada, and they'll become vassals. Accept Elves' offer to cut down on lumber production. They'll then attack Paritan with you. Don't attack Paritan till you get message that Pitlag has sent his troops out of town. Kill the Giants and release their prisoners before entering Sur Nova. The Giants are found on the trail and near the river to the northeast of Sur Nova. Don't move during months when attrition is above zero, or some of your men will leave or die.

Jon Haverly

King Arthur and the Holy Grail

The Conkers and the Leprechaun: Cyr **uvsumf**. **Sfusbdu ifbe** and **mfht**. Wait (till conkers stop). Cyr human. Take all. N. Examine tracks. W. Listen to murmuring. E. Drop **cpuumf**. Hide behind rock. Wait (till leprechaun grabs

cpuumf). **The Kraken and the Bracelet:** Drop all but sword. S. Cyr **ffm**. S. SW. Examine Kraken. Examine **cpbu**. **Shock Kraken.** Ne. N. Cyr human. Take **txpse**. Attack tentacle with **txpse**. Cyr **uvsumf**. S. Swim through bracelet. N. **Sfusbdu ifbe**. Cyr human. Take all. Wear bracelet. N. Take all. **The Black Knight:** Examine Knight. E. Attack Knight (till he drops sword twice). Hit **nfebmmjpo** with **txpse**.

Paul Shaffer

Starflight

When you try to orbit a planet and a satellite stops you and states a number, answer yes only to multiples of **tjy**. Earth is the third planet in system **uwp ivoesfe gjguffo, fjhiuz-tjy**. The City of the Ancients is at **uxfouz-ojof O, ujsuffo X** on a planet in system **gguz-tjx, pofivoesfe, gpsuz-gpvs**. (This applies to the IBM version and will probably work on Amiga and C 64 versions.)

Garrett Lee

Ultima V

To avoid battles when characters are weakened by lengthy campaigns in the dungeons or Underworld, equip one or two of your strongest characters with Rings of Invisibility. When you encounter a party of Mongbats or appear to be trapped by Demons and don't want to flee (Avatars *never* flee), then have just your *visible* characters flee. The monsters, unable to see those wearing the Rings, will leave, and you'll win the battle.

Richard Conley

Curse of the Azure Bonds

In Hap: it's not necessary to have Akbar join the group, though he will if you enter the Bar or Temple. Duplicate Dust of Disappearance before entering Hap and use in toughest battles. After the battle, you get a map to the caves. Enter Wilderness, choose Caves and fight Salamanders and Dark Elves. This way you may gain 1,000-2,000 points. After healing everyone and learning spells, save and turn left twice to meet Silk for your next assignment. While exploring, don't open doors at this point; run from Elf encounters. There's a set battle at the large open space, about 4 x 4, where you can't see the far side. A tough Dragonlich lives south of this area. After defeating him, proceed south and west to the tower and Dracandros. Save, and always resave before entering the tower's next level. Parley nice with Dragons after Mark is

removed. Use Fumble or Hold spells in Berserker Elf attack. After next battle, retreat to top floor to rest and learn spells. Stairs down are at opposite corner of door where party entered this level. If mapping, remember that each lower level adds a new vertical and horizontal row to the grid. After exploring everything and defeating Wyverns, save before going outside. Use Dust. After defeating Dracondros (see next paragraph), enter door to caves and give black eggs to Silk.

Charles Jones

To defeat Dracondros: Cast as many preparatory spells (Bless, Resist Cold & Fire, Prayer, Protection from Evil 10' radius, Shiled, Invisibility, Strength, Invisibility 10' radius, Fire Shield) as possible before entering the room. If you've found Potion of Speed, use it on your best Fighter instead of the Haste spell, which will age him. Get as close to Dracondros as possible before attacking, to take advantage of your Invisibility. Keep team close together to benefit from Protection. If your Mages know Hold Monster, use it on the Efretis to bottle them up, then have Clerics cast Hold Person on the Dark Elves.

Perry Davis

Join the Swanmays if you have a female character. They'll pay you if you bring them the Dragon Heart and/or Dragon Egg. To get the Heart, attack the Dragons on roof of the tower. The Egg is on level two of the Tower in the Laboratory. Blessed Bolts found in the **Cvsjbm hmfo** will kill Rakshasa. Get the Bolts from the Queen's Spirit. In Myth Drannor, help the man who's being chased by Hellhounds. Then get his treasure at **gpvsuffo, uisff**. Enter the Temple at Myth Drannor last, since you can't keep adventuring after you slay Mr. T. Search around all towns for dungeons after removing last two bonds. For a real good time, go to caverns under Dagger Falls, where you'll find the Mulmaster Beholder Corps meeting with many High Priests, Dark Elf Lords and Rakshasas. Use Dust and Bolts.

Jon Haverly

The key to winning (as in *Pool of Radiance*) is the Dust of Disappearance, found in the Sewers or Hideout. Give it to a backup character for duplication (see September 1989 issue for how-to). Also duplicate Wands of Fire, Ice, Lightning (only usable by Wizards) and Defoliation (works only in Yulash). **Yulash:** Use Dust periodically here. After entering Pit, enter door on right and move to next room, then enter door on right again. After battle, Alias and Dragonbait will join

you, departing when you leave Pit. Turn east to main passage and look at Journal Entry **uxfouz** for entrance to stairs. Exiting stairs, go north to find Mogion. **Zhentil Keep:** Go with Ruskettle. (If you don't have Dust, you should have mirror.) Find her by exploring town. After freeing prisoner, follow **Ippefe xpnbo**. Use Journal Entry **gjugz-ojof** to find way out; you'll meet Zhentrim as you exit. **Myth Drannor:** Head east to next set of dungeons, fighting as you go. You can speak to anyone, but beware. Journal Entry **uxfouz-gjwf** is false. Go north in next set of dungeons. To avoid battles, Parley and speak Haughty. Enter Ruined Temple to north. After battles, find 'stairs leading up' and go north, then east to last door. Using Dust in camp prior to this will be beneficial. Defeat minions of Mr. T. with Wands of Fire, Ice and Lightning. Kill T. with bows.

Charles Jones

Indiana Jones and the Last Crusade

To pull out the plug from water-filled room, use **ippl** from the arm of the **dibjofe-vq tlfmfupo**. You also need to be in the room below the stopper. **The three statues:** **PQFO** the grail diary for a clue. **To raise the drawbridge:** use **sfe dpsepo** from the library to repair the machine in another part of the catacombs, then turn the wheel. **The combination:** take the painting of the trophy from Henry's house and give it to the guard in the hallway outside. **Which is the correct grail?** If you read the inscription in the catacombs, it should have narrowed the choice to two (you did make notes, right?). You have to read the accounts in the Grail diary that came with the game to see the descriptions of these. Note that one says it **hmpxt** and the other doesn't. You can tell which of the two is right by getting into the **wbvmu** in the castle. A picture will tell you if the right one **hmpxt** or not. If you are unaware of both of these things, you will just have to try them one at a time until you get the right one.

Stephen King and the person who sent the solution without his name on it!

Wizardry V

This sequence of steps immediately precedes the encounter with the Sorn. Remember you cannot exit from this level in between steps in the sequence. You must finish the entire process in one attempt. Present the Jack of Spades to the Lord of Spades. Use the Orb on the Hot Red flame. Enter the portal to go to Level 8. Defeat your clones and proceed to Red Sphere. Use Staff of **Fbsui** at Sphere.

Answer **B, E, J** for candles then **obuvsf** for next riddle. Exit this level using portal. Present the Queen of Hearts to the Lord of Hearts. Use the Orb on the Warm Blue flame. Enter the portal to go to Level 8. Defeat your clones and proceed to Blue Sphere. Use Staff of **Xbufs** at Sphere. Answer **C, I, F** for candles, then **hspxui** for the next riddle. Exit this level using portal. Present the King of Diamonds to the Lord of Diamonds. Use the Orb on the Cool Yellow flame. Enter the portal to go to Level 8. Defeat your clones and proceed to Yellow Sphere. After defeating the clones, you will receive the final card, the Ace of Clubs. Use Staff of Fire at sphere. Answer **D, H, G** for candles, then **dibohf** for next riddle. Exit this level using portal. Present the Ace of Clubs to the Lord of Clubs. Use the Orb on the Cold White flame. Enter the portal to go to Level 8. Defeat your clones and proceed to White Sphere. Use Staff of Air at Sphere. Answer **B, C, D, E, F, G, H, I, J** for candles, then **ivnbo** for next riddle

Harald Smit

Usurper: Mines of Qyntarr

To get geiger counter, get and wear **hbt nbt1** from **Nveez Sppn** before entering **Tvqqmz Sppn**. To get past the Scorpion, go southwest from the room, then south to the Rainy Room (the Scorpion follows and is disabled by rain). To get past the pig in the pig sty: get **qfbsm ofdlmbdf** from **Kxfmsz tupsf**. **Dbtu ofdlmbdf** (while in pig sty). To enter the vault, get clue from wall in **Qsjtpo**.

Sandy Walton

To decode clues,
count one letter back.

Keys to the Keys

For new subscribers, here's how this section works. First you send in clues and tips to recent adventures—those not covered in previous issues, walkthroughs or *Quest for Clues I or II*. We'll publish the most useful ones and pay you \$5 for each, so you might wind up netting \$15 like Charles Jones did this month, or even more. [All submissions become exclusive property of QuestBusters.]

Until this month, we gave two contributors (chosen randomly, and taking into consideration the number of clues each person sent) the game of their choice. We're trying this new policy to see if it generates more or fewer clues. Let us know what you think—the final decision will appear in next month's issue.

The Kristal

Continued from page seven

which makes combat harder to master.

You don't die in either kind of combat. Whether in space or on land, you'll restart (without rebooting) at the last time you entered the bridge. There are ways to die permanently, in which case you must reboot the program. This takes awhile; though you can fast-forward through the opening sequence by clicking the stick button, you may do so only one scene at a time, not straight through them all.

Knowing what to say to whom is the key to finding the objects you'll eventually need to get the Kristal. (You don't get points for puzzle-solving.) In all there are 22 people and 22 items, not many when you consider the game spans four disks. (Obviously much of that space was spent on graphics.)

I didn't find enough clues (maybe they're in there *somewhere*) to various puzzles. A solution provided by CinemaWare helped. It also provided an example of what I mean about not enough clues. There's nary a hint that the Princess possesses a vital item, so it's a matter of conversational trial and error whether you get it or not. On top of that, there's no way to get back in to see her if you later realize she has something you want. (And she gets snatched by the bad guys a few scenes later anyway.)

There's a definite Sixties feel to the game and its sense of humor. The question "What's happening?" is the best way to learn more of the plot, for instance. Then there are characters who keep telling you to "Go with the Flow," and one whose main activity is to "just groove around."

The introductory music is a weird mix of Gregorian chant and pan pipes, but this and the voice-overs are not heard during the game. You will hear digitized sound effects, such as a groan when an assailant jabs his sword into your throat. But thank the stars there's no clomp-clomp of your character's footsteps as in so many adventures, an effect most of us soon turn off. You can save one game on a separate disk and copy all four wholly unprotected disks with ease.

Conclusions: *The Kristal*, like several CinemaWare productions, relies too much on glitzy graphics. The interface is the frustrating, and the puzzles and clues could have been bolstered as well. If you like high calibre graphics over smooth gameplay and clever puzzles, *The Kristal* is highly recommended.

Skill Level: Novice
Protection: None
Price: \$49.95
Company: Fissionchip/CinemaWare

Murder Club

Continued from page ten

Company and talk to Michael Carson.

One interesting character is Professor Latner, whom you'll meet in the Cemetery. Latner's hints are in the form of questions. (What else would you expect from a teacher?) Even his help becomes more and more complete when reexamined after new people, places or evidence are discovered.

A nice feature of *Murder Club* is the case book you can use to keep track of testimony. It includes pictures of the characters (also seen onscreen during questioning), places for personal information gleaned from the suspects, and additional notes. Several pages are also provided for keeping general notes. Be sure to record *everything* in your case-book. Even some of the seemingly irrelevant information becomes important when you acquire additional facts later. Of course, you'll discover lots of things that have no bearing on the case.

The process of solving this murder begins with questioning a few obvious people at obvious locations. You get information about personalities, alibis, family connections and activities. Though it's not apparent in the early hours of playing, you eventually piece together enough parts of the puzzle to learn that the mystery actually began some 20 years ago. Begin your timeline from then in order to discover how each suspect fits into the recent murder. Spanning two 3.5" or three 5.25" disks, the murder takes about 40-50 hours to solve.

The best way to play it is with a hard disk. The three PC/MS-DOS disks can be copied to floppies or the hard disk, but you need to insert Disk A in the floppy drive to complete loading. A mouse is the most preferable input device. The joystick moves the cursor slowly, and using the arrow keys can lead to tendonitis. **Conclusions:** *Murder Club's* real challenge lies in solving the case quickly by isolating the important clues from the misleading ones—in other words, a good game if you like red herrings for breakfast, lunch and dinner. Imported by Kyodai (a consortium made up of Japanese software developers and Broderbund), this was a bestseller over there but probably won't fare so well here. It is fairly easy to solve, difficult to prove and a good game for someone who enjoys intrigue and computer graphics.

Skill Level: Novice
Protection: Key Disk
Price: \$39.95
Company: Kyodai/Broderbund

The Last Crusade

Continued from page eleven

Harmonious Undertaking

The music on the Ad-Lib is especially nice. I really liked the eerie background theme that played the whole time I explored the catacombs (music that wasn't present without the Ad-Lib). But what I was most pleased to hear were outstanding sound effects like the sloshing of Indy's wet footsteps, the dripping water in the caves and a growling German Shepherd.

The Last Crusade is a six-disk in 5.25" format. An enclosed coupon lets you upgrade to 3.5" for \$10. Perhaps I've been spoiled by companies that include both formats in one box, but I find \$10 a bit excessive—after all, some people won't even be able to use the 5.25" format.

At least there's no "on-disk" copy-protection. The bad news is that there is key word copy protection and it is particularly revulsive. A two-page booklet contains four sections in numbered columns and lettered rows with four blue letters from the Greek alphabet at the crux of each row/column. But that's not all: both sides of both pages are covered over with the sentence "Indiana Jones and the Last Crusade" in red letters, and you must use a red filter to see the blue lettering underneath.

A Puzzling Solution

One review recently published elsewhere claims two solutions exist, but there are at least four. All revolve around selecting the right Grail. What you do with it determines the number of points you get: zero to 100. But one solution, which LucasFilm says is worth 75 points, won't work due to a bug: if Elsa grabs the Grail and falls in the crevasse, you're supposed to get it and give it to the Knight. But if you abort the final "cut-away scene," you can't give it to him. The solution? Don't abort it. If you did, restore an earlier save.

Conclusions: Copy protection aside, this is an excellent game. Peerless puzzles, admirable animation and superior sound quality will lead to many hours of good, clean fun. It's especially recommended for *Zak McKracken* and *Maniac Mansion* fans, but certainly not limited to that audience.

Skill Level: Intermediate
Protection: Key word
Price: \$49.95
Company: LucasFilm/EA



Swap Shop

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

APPLE

The Ultimate Bard's Tale character editor. Changes stats, spells, classes, more. \$17.50. Mark Mayhew, Rte 8, Box 1365, Rogersville TN 37857

Mac—Deja Vu 2, Moebius, M & M, Dragonworld, Fahrenheit 451, Crimson Crown, Transylvania, Borrowed Time, Mind Shadow, Suspended, and more. D M Campbell, 9772 Pavia, Burbank CA 91504

\$20 @: M & M 2, Pool of Rad. \$15 @: Bard 3, Bard 2 w/cluebook. Eugene Lin, 3947 Arthur, Lincolnwood IL 60645

Trade/sell: Infocom adventures, Magic Candle, Pool of Rad, M & M 2, Wizardry 5, Times of Lore, Questron 2. Want Battletech, Tangled Tales, Dragon Wars. Write 1st. C. Shum, 1941 3rd Ave #6-E, NYC NY 10029

\$15@: Adventure Master, Tangled Tales. \$10 @: Swiss Family Robinson, Crypt of Medea, Earthly Delights, Alpine Encounter. Bruce Sti, 9244 Timberline Lane #B, Rancho Cucamonga CA 91730

Must sell: Tangled Tales, Times of Lore, Arthur, Pool of Rad, Magic Candle, Blacksilver, M & M 2, Wizardry 5, Bard 3, Demon's Winter & most Apple adventure & RPGs. Brian Hurd, 18669 Withey Rd, Monte Sereno CA 95030

Trade/sell (\$20 @): Ultima 1, Stationfall, King's Quest 1. Send \$2 shipping if not trading. Matt Bergeron, 610 E Pleasantview, Mannheim PA 17545

COMMODORE

Trade/sell, \$20 @: Wasteland, Ultima 4 w/cluebook, Moebius, Bard's Tale 3, Guild of Thieves, Shogun, Gauntlet. Want Leather Goddesses, Curse of Azure Bonds, Zork Trilogy, King of Chicago. Gabe Montez, 12887 Cortez, Turlock, CA 95380

Trade/sell: Crimson Crown, Transylvania, Death in Caribbean, Swiss Family Robinson, Mindshadow, 7 Cities of Gold, more. Send SASE for list, with your list. H. L. Bouchez, POB 967, Lakewood CA 90714

Amiga—Ultima 4, Faery Tale Adventure, Demon's Winter, Journey. \$20 @ includes

shipping. Want Bard's Tale 2, Time & Magik, Zork Zero. Dale Angelotti, 600 Primrose St, Haverhill, MA 01830

Amiga—trade/sell, \$12 @: Moebius, Roadwar 2000, Vampire's Empire, ACS, Archon. Tony Ellison, 407 N Division, Lowell, MI 49331

IBM & QUEST-ALIKES

Sell/trade: M & M 2, \$30. Scavengers Mutant World or Prophecy, \$20 @. Want Universe 1, Bard's Tale 2. Tony Ellison, 407 N Division, Lowell, MI 49331

Trade/sell: Indiana Jones, Battletech, Wasteland, Gold Rush, Sinbad, Leisure Suit Larry 2, King's Quest 4, more. Send list or request. Sloane Hau, 2219 79th St, Brooklyn, NY 11214

Azure Bonds, Magic Candle (both w/cluebook) on 5.25" disk. \$24 @, write 1st. Richard Robillard, 52 South Main, Baldwinville, MA 01436

Trade only: Hillsfar w/cluebook, War in Middle Earth, Space Quest 2, Leisure Suit 1. Want Questron 2, Times of Lore. Make offer or send list to T. Dauer, HQ V Corps DEH, AETV-EHP-ES, APO NY 09079

Want 256K King's Quest 4 & cluebook for Future Magic. Peter Rocco, 6342 SW 32 St, Miami FL 33155

Trade/sell: Bard's 1 & 2, Wasteland, Neuro-mancer, Questron, Legacy of Ancients. Want Pool of Rad, M & M 2, Wizardry 3, Heroes of Lance. Raymond Fong, Box 700, Sub PO #11, Edmonton, Alta, Canada T6G 2E0

ATARI

8-bit—sell only: A. Reality, Ultima 1-2, 7 Cities of Gold, Gemstone Warrior, Return of Heracles, Zorro, more. Write for list. Bob Albright, 912 Mt Rose Ave, York PA 17403

ST, \$15 @: Demon's Winter, Populous, King's Quest 4, more. Jim Hollingsworth, POB 27, Kelso WA 98626

ST, sell only: Leisure Suit Larry 1-2, Ultima 5, Manhunter NY, Moebius, Autoduel, Roadwar 2000, Beyond Zork, Questron 2, King's Quest 3, more. Send SASE for list. Kevin Jones, 482 Nicole Dr #8-D, Bartlett IL 60103

New ads will now run for one issue only. To get yours in the next month's issue, it must arrive by the 15th of the preceding month. All ads are edited, and we assume no responsibility for typos (or the entire staff would be in Sing Sing by now!) or anything else connected with the ads. (Remember, no illegally copied software, caveat emptor, etc.)

Adventure Hotline

Continued from page two

& D games a "computer wargame" (which accurately describes all the A D & D titles but *Hillsfar*). *War of the Lance* is set for Apple soon and C 64 by Christmas. *Dragons of Flame*, the follow-up to *Heros of the Lance*, was delayed and may be out now. But IBM and Amiga versions of *Dungeon Masters' Assistant # 2* are on the shelf.

Azure Bonds Bugs: Upgrade Info
You can swap version 1.0 of the IBM and C 64 *Bonds* for 1.2 by sending in your disks. Check with SSI Tech Support first: (408) 737-6810, 24 hours a day.

Passport to Nowhere

A handful of subscribers wrote to say they'd like to keep buying games from *QB*, so we'll eventually return adventure games to our list of wares. Probably not till the spring, though.

"Imagine Nation" Update:

An Online Mystery

Previewed here last month, GENIE's adventure-style CB simulator, *Imagine Nation* went "live" with a murder mystery lasting through October. After players explored the town of Metropolis for clues, they studied the coroner's report, other background info and a list of suspects that were posted on a bulletin board in the LiveWire Chat section. Most interesting was the way GENIE gamemasters played the roles of suspects, whom gamers could interrogate "live" when they ran across them in Metropolis. The experience was like being in a living *Deadline*. (Quantum Link users may recognize the sysop for *Imagine Nation* and GENIE's CB section, who was known as BonnieB3 on Q-link the past two years.)

Corporate-type Stuff

EA finally went public. They also acquired distribution of CinemaWare games and Three-Sixty Pacific. After leaving Epyx, Hugh Bowen is now at Sega. Former Managing Editor of now-defunct *Commodore Magazine* Jim Gracely became Director of Marketing Services for Free Spirit Software, who did *Planet of Lust* and other extremely tasteful Amiga adventures.

Commodore Magazine Update

Commodore didn't mention they were folding in the October issue, but the subscription list was acquired by IDG, who will offer subscribers a choice of *Run* or *AmigaWorld* to complete their subs. But if you've got a 64 and an Amiga, you'll be better off with a whole new sub to *INFO*—and probably better off even if you only have one machine or the other.

Waiting for Duffy

Duffy's in Panama shopping for hats, so contact these people if you can help.

Pool of Radiance: Need help in Kobold Caves. Where are the nomads? Also need any other help! Michelle Milliorn, 7202 C Alo Alo St, Honolulu, HI 96818

Demon's Winter: what item activates Chapel of the Past & where is it?

Battletech: What do I do in the Starmap room? Doug Campos, 5959 Kemerer Hollow Rd, Export PA 15632

King Mitre so I can help Princess? Suzanne Humphries, Lot 8 Oakey Flat Rd, Moaryfield, Qld Australia 4506

Last Ninja 1-2: 1—how to get past red carpet in palace? 2: Get past alligator in sewers? What's map for? Jon Lester, 980 Peartree Lane, Webster NY 14580

Ultima 5: Where are jeweled arms & what do they do? Where is sandalwood box? Eric Weiler, POB 1235, Brookshire TX 77423

Where's Cowardice shard & area of darkness? T Evenson, Box 207, Frontier,

Sask, Canada S0N 0W0

Oo-topo & Pawn: Need missing mission code. Blue key isn't behind pedestal in cave, where it's supposed to be. Renate Brink, POB 597, W Dundee IL 60118

Bard 3: Did Tarmitia, got special weapons & ready for Malefia—but when I cast EVIL at Vale of Lost Warriors, it fizzles! Help! Woosuk Sohn, 484 S Marginal Rd, Jericho NY 11753

Magic Candle: Gate chant for Khazan? How to enter Meardom? Where's Kalb's Temple? T. Hadler, 15 E Lagoon Dr, Bricktown NY 08723

Dungeon Master: How to reach 2nd level? G Kinney, POB 219, Taftsville CT 06380

Ultima 1: How to launch ship with the 4 gems? & where is it? What about rescuing Princess? Tom Radigan, 264 Addison Rd, Riverside IL 60546

Jewels of Darkness: Keep drowning after blasting dynamite. L Smith, 7134 Comanche Ridge, Converse TX 78109

Sorcerer: How to open trunk? Bard 3: password for Mouth to enter last level of Dark Domain? M & M 2: How to enter Dead Zone w/o radiation? Mike Jasper,

RR 2 Box 65, Worthington IA 52078

Times of Lore & Amazon: Stuck in Blasted Spot & need to get in Temple? Saved Princess but his father won't give me tablets! (Killed the Lyche.) Amazon: need help on highest level. Joy Griffin, 8055 Renault Dr, Jacksonville FL 32244

Azure Bonds: need maps, hints. B G Feagins, 16-A Michael Loop, Ft Benning GA 31905

Passport to Adventure

Quest for Clues I: \$24.99

Quest for Clues II: \$24.99

QB Map Kit (includes US/APO shipping, Canadians send \$3 US for shipping; no overseas sales)

Kit A: (for text/graphic games) \$8

Kit B: (for role-playing games) \$8

(Each has 100 sheets of mapping paper.)

US orders, enclose \$3 shipping & handling for the book. \$6 to Canada & APO, \$12 overseas. Credit cards are not valid in this realm, and we don't bill. COD orders (US only), add \$3. AZ residents add 5% sales tax. Send checks payable to QuestBusters, with your street address, not a Post Office Box.

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