



QuestBusters™



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Quest of the month!

King Arthur: The Quest for Excalibur

After slogging my way through Data-Soft's *Lancelot* and Artworx's *Grail-Quest* for the last few months, I was beginning to fear that playable adventure games based on the legends of King Arthur were more elusive than the Holy Grail itself! Even Merlin's magic didn't seem able to help the game writers in their quest for such an adventure. But my perseverance finally paid off—on my third try, I struck gold!

A Knight on the Town

This time you get to play Arthur (surprised?) as a young man, from the moment Merlin reveals the secret of your destiny, to the point where you pull the sword from the stone and become King of all England. In a churchyard late one night few days before Christmas, you observe the local chieftain Lot and his flunkies secretly stealing the legendary sword in the stone.

Wielding an Excalibur look-alike, Lot shows up the next morning and claims heavenly messengers directed him to the churchyard the night before, told him to draw the sword, and then disappeared miraculously with the stone; therefore *he* is the rightful heir to the kingdom. He gives others till noon on Christmas day to challenge his claim and his honor on the field of battle. Of course everyone *suspects* he's lying, but you're the only outside person who actually witnessed the old switcheroo.

So you have a little over two days to explore the land, rescue the Lady of the Lake from the enchantment of the evil

demon Nudd, recover the real Excalibur with her help, throw down the gauntlet (literally) to King Lot and earn the wisdom, experience and chivalry points that will prove your worthiness to be king. Fail to complete your task in time, and you fail in your quest.

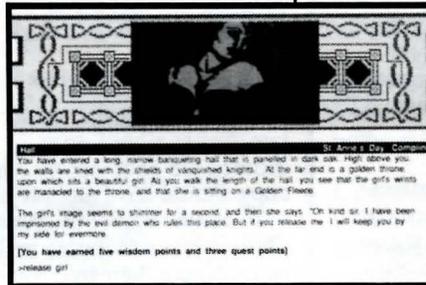
First you need to find Merlin, who'll give you a magic spell and explain that your best bet is to start by rescuing Lot's prisoner (a smithy who fashioned the phony Excalibur) from the castle. This early rescue sequence is fair-

ly long and self-contained; the smithy then bids you farewell with a clue to the location of the sword, which you'll need later to fight the Black Knight and Lot.

Afterwards you can explore other areas. The meadow enroute to Merlin's cave is patrolled by a pesky invisible knight who likes to play pickpocket [the latest incarnation of *Original Adventure's* Pirate in Colossal Cave?]. So you may want to drop certain things before crossing his domain; you won't be able to track him down until later in the game.

Time in this game is measured not by clocks but by the liturgical cycle of local monks. The game package comes with a beautifully illustrated Book

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Mac II version

So you want to be a hero?

Sneak peek: Sierra's fall line-up

On a national tour to promote Sierra's fall line-up, gonzo PR man Kirk Green kicked off the trip with a trip to QuestBusters in mid-July—just in time for Arizona's official tourist-frying season. He brought a demo with "clips" from IBM versions of *The Colonel's Bequest*, *Hero's Quest*, *Conquests of Camelot*, *Codename: Iceman*, *Manhunter San Francisco* and *Leisure Suit Larry III*, displayed on an EGA monitor (*Manhunter* was only on videotape). Music was piped through a Roland MT-32 and a pair of Sony speakers.

Roberta Williams' latest game, *The Colonel's Bequest*, is kind of a "Mel Brooksian" murder mystery comedy whose premise and title screen initially brought to mind the board game *Clue* and her original adventure, *Mystery House*. As Laura Bow, a student at a Southern college during the Roaring Twenties, you accompany a friend to the Prune's family reunion. At dinner, the Colonel says his wealth will be shared by everyone in the house—if they outlive him.

The Colonel's leads to a *Ten Little Indians* situation in which someone is killing off the rest of the family. Unlike in *Mystery House* and *Clue*, however, the intrigue isn't limited to the house, for the murders occur in different places on a spooky island in the middle of a bayou. It's a time-based tale in which the other characters talk among themselves and engage in other activities throughout the story. The graphics really woke me up from the stultifying heat wave we'd been suffering in Tucson, particularly a series of abrupt lightning flashes that repeatedly illuminated one of the characters standing in a window. Sound and music were impressive, with eerie organ music and bouncy flapper tunes, plus realistic effects that ranged from frogs croaking to crickets crickets (the only sound they missed was that of Bics flicking).

Hero's Quest: So You Want to Be a Hero blends role-playing elements with Sierra's familiar animated adventure format. You can be a Thief, Magician or

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By Steven Payne



Adventure Hotline



Mindscape's CES Releases

Our Summer CES report omitted a couple of biggies coming soon from Mindscape. *Star Trek V: The Final Frontier* is a graphic adventure featuring arcade and strategy sequences; IBM this month, Amiga and Mac in January. In *Harley Davidson: The Road to Sturgis*, a menu-driven adventure, you play a biker who rides from Maine to Utah for a big party, interacting with other characters and participating in arcade sequences on the way. It's due this month for IBM, next year for Amiga and ST.

In the Offing

Dragonwars should ship from Interplay for Apple e/c this month. Next month look for *Murder Most Foul*, an animated adventure from Cinemaware (Amiga, ST, IBM, GS and Mac).

Dr. Doom's Revenge

Spider-man and Captain America in Dr. Doom's Revenge arrived in August and may set a record for longest name. You switch roles between Spider-Man and Captain America in this "interactive comic book adventure" for the C 64, which looks more like a series of arcade sequences strung together with comic book art. Developed by Paragon, it's from MicroProse's Medalist division.

Fire King

Strategic Studies Group has released *Fire King*, an "action adventure" for the C 64. Programmed by another Australian outfit, Micro Forte, it's supposed to challenge you with puzzles as well as the supreme test of staying alive.

Mastertronic's Latest

Mastertronic is republishing *Borrowed Time* under the name *Time to Die*, easily winning this month's "Most Deceptive Marketing Award." It's \$14.99 for C 64, IBM, Apple. *Demon's Tomb* is an IBM graphic adventure with a parser and pull-down menus. It's a British game but an original release, not a republication (\$14.99).

Licence to Misspell

Broderbund's graphic adventure based on the new James Bond movie—*Licence to Kill*—will follow the film's use of the British spelling of license, further confusing even more innocent Americans, many of whom can't find Britain on a map, let alone spell license. It's supposed to ship in September for the IBM, Amiga, ST and C 64.

Bug Report: Azure Bonds C 64

The first batch of C 64 disks wouldn't let you transfer in *Hillsfar* characters, a problem fixed in version 1.1. If you got an early copy, send disks one and two to SSI for replacement.

Bug Report: New Amigas

This is not really a bug, but most European software and possibly some American stuff won't run with Amigas that shipped since May, when they introduced something called the ESC chip—which developers over there were not informed of. Cinemaware brought this to our attention, pointing out that the original release of *DeathBringer* won't work with it.

Quest for Clues II Finally Ships!

Our latest clue book shipped a few weeks late, due to a hold-up at the printer. If you ordered the book before August 15, your copy should have already arrived. If it didn't show up, let us know right away. Those who contributed to the book will be receiving their free copies in the next two weeks.

A Fresh Salvo from SSI

Sword of Aragorn (IBM) was set to be released at GenCon in Milwaukee this month; look for 64 and Amiga versions late this year. Expected soon, *War of the Lance* is SSI's new "strategic fantasy wargame." *Dragons of Flame*, SSI's second "action arcade strategy" game, is a sequel to *Heroes of the Lance* set for October. SSI is following TSR's *Dragonlance* saga in this series, so this one is based on module two. It uses the same eight characters, whose stats were boosted to reflect their success in the first game; you can't, however, transfer your characters from *Heroes* to *Dragons*. There are now NPCs, and you get to explore wilderness areas as well as dungeons. Look for IBM by November. *Dungeon Master Assistant # 2: Characters and Treasures*, is not a game but their second *D & D* utility intended for DMs who're creating their own paper and pencil games. Apple and C 64 versions should be on the shelves by now, and a Mac version may happen.

Conversions of Chaos

Gauntlet II, an arcade adventure, is now available for the C 64, IBM, Amiga and ST. None are copy-protected. ST and IBM versions of Cinemaware's *Kristal* are set for September. Mastertronic's *War in Middle Earth* was cut down to a

Dear QuestBusters:

I'm writing from the wilds of the Great Outback—Australia, the land down under, where everything is super laid-back. So laid-back, in fact, that we can't buy any software. I mean, who'd want to rack their brain with anything that tough when they can crack another *Fosters*? It was great when we could buy software from QB with our fair-dinkum MasterCards, but now that we can't, could you tell us which mail order companies sell to overseas gamers?

Jack Higbie

Try *TEVEX*, 4205 1st Ave #100, Tucker, GA 30084, about whom we've heard many favorable comments (but don't blame us if anything goes wrong!). Meanwhile, we may not even begin selling games to US subscribers again unless enough people write expressing interest in getting three extra issues of QB for each game they buy from us.

Dear QuestBusters:

I'd like to see walkthrus for older games like *Starcross* and *Spellbreaker*. They might be old hat to some people, but I'm stuck in lots of them and can't find clues anywhere.

Richard Meyer

We can hardly keep up with solutions for the new games. But if enough people request it, we could publish collections of older solutions, maybe four *Infocom*s to a booklet, perhaps, for \$5. Meanwhile, ask around for old copies of the *Book of Adventure I or II*, which are out of print.

QuestBusters™

The Adventurers' Journal

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Everyone out of the Pool!

Curse of the Azure Bonds

Based on a TSR novel by Kate Novak and Jeff Grubb, the *Azure Bonds* scenario was developed by Grubb and George Mac Donald and is set in TSR's Forgotten Realms—a world whose intricately detailed society and well-developed mythology bestow a wealth of atmosphere on the adventure. Unfortunately, that's about all the game has going for it.

Upon awakening in Tilverton, you wonder about the arcane symbols that cover your sword arm and those of your party members. These "azure bonds" soon seize control of your mind and body, forcing you to attack the King when he rides past. Ultimate you're out to find and slay the Evil Ones associated with the symbols: the Wizard in Red, Woman in Green, the Lord of the Black, and the Flaming One. So right off the bat, we have a more subtle and ingenious plot than the premise of *Pool of Radiance* (though a certain Mr. T. also makes an appearance).

Your quest also commences more dramatically than in *Pool*, for the first phase is rigidly linear. You can visit the shops in the 3-D maze of Tilverton, but

Type: Combat intensive Fantasy RPG
Systems: C 64, IBM (512K for CGA/EGA, 640 for Tandy 16-color; disk formats in separate boxes)
Planned conversions: Apple (128K)
Version reviewed: C 64

can't leave town until the King's carriage rolls in. After your unsuccessful attack leads to the discovery that the King is really an impersonator who cries "Not again!" upon seeing the marks on your arm, a pair of red-robed guys drag him off into an alley, and the plot gets an even more interesting twist. A number of scenes are handled in this manner, with a sequence of events unfolding before you as new information is revealed in dialogue and your gang is led through the maze in what I call "auto-walk" mode.

Rather than returning the city council as in *Pool*, you uncover new goals by meeting people in the early stages and from the Standing Stone later on. After dealing with the Royal Guards who attacked my party after they attacked the

"King," I met a Thief who helped us escape to the Thieves Guild, where I learned of a mission to rescue the King's daughter from Fire Knives' Hideout.

Before I could act, a gang of Fire Knives attacked. There was a good prose description of the opening rounds of battle, then boom—into the same kind of full-scale tactical battle that made me put *Pool of Radiance* on the shelf so quickly.

As before, battles can go on forever.

Eventually I made it the Knives' Hideout by following a map that was in the *Adventurers' Journal*. (This is like the "Paragraphs" booklet that came with *Wasteland*, enabling the designers to incorporate lengthier text passages into the game by having NPCs' dialogue and object-related messages refer you to specific *Journal* entries.)

The game was quite linear until I reached the Hideout and rescued the Princess, whereupon I wound up outside town, staring at the Overland map and free to roam the land. Well, almost free. You do have to spend countless hours developing your team in combat before they'll be strong enough to complete any of the following quests.

*Over hill, over dale,
 over my dead body...*

In Overland mode, a cursor blinks to show your location on the map, which doesn't scroll. One menu choice lets you enter the current town. Several destinations are listed, and you may pick "trail" or "wilderness" routes, which lead to other areas for minimal exploration and lots of combat. After you reach the next location, a similar menu greets you.

As you travel, you'll occasionally read about armies moving south, dragons on the wing and other events that move the story forward. This ushers in a sense of being in a dynamic world where things are going on around you, even as you blunder through the mountains. Consisting of groups like the Fire Knives, Red Plumed Guards and so on, the local society really comes to life in this story's prose.

Several towns aren't illustrated with 3-D mazes, but are merely menu-driven affairs where you may visit the Inn, Hall or

other facility. There's maze-mapping to do in some places, and the auto-map feature was helpful in showing the nearby area from overhead. (until I hit the Sewers, however, where I needed it most!).

A trip to the store reminded me how hardware-heavy *A D&D* really is: there are dozens of assorted swords, missile weapons, studded leather armor and other kinds of gear. Too bad the otherwise exemplary manual doesn't define those with bizarre names like Voulege. And that you can't see how much gold you've got left while viewing the Buy menu. At least you start off with enough to adequately outfit the party and don't have to scrounge around for

weapons; some magical ones are hidden in Tilverton, too, so don't leave town without them.

Combat and Magic

In battle, you can direct each character's actions individually, or put any number of them in "Quick" mode. Quick really means computer-controlled, since the computer takes just as long to cycle through all the monsters and your guys as when no one in your party is in Quick mode.

I found it handy to put one or two characters (usually Fighters) in Quick mode after deploying them to the best positions. If properly armed, they'll even switch weapons when conditions change.

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Those wacky Evil Ones!

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Azure Bonds

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But putting the whole group in Quick during a battle is as crazy as poking your head in a den of Orcs. The only time to use Quick on everyone is when the enemy is greatly outnumbered and you're conducting mop-up operations.

One combat feature I do like lets you check a monster's remaining hit points by moving the "aim" cursor over it. This simplifies concentration of firepower on the most vulnerable and weakest targets (say, is this beginning to sound like a review of a war game? I can't *imagine* why).

Some enhancements arrived in this sequel. In *Pool*, it took forever for your Cleric to memorize Heal spells, then rest and heal someone before repeating the cycle until everyone was well. Fix is a great command that tells your Cleric to auto-cast enough Healing spells to cure everyone in the party, bypassing the Memorize, Rest and Cast commands to save time.

Though I would never finish this game because of its emphasis on protracted combat sessions, I did enjoy winning a few sorties. But the only reason I got past the Fire Knives leader was not because I was having fun, but because I developed an antagonistic attitude toward the game. After getting stomped twice and giving up, I got so mad at the game that I just had to get even by jumping back in and kicking some Fire Knives in the head.

Maximum Magic, Paucity of Puzzles

Over 24 new spells and classes were added, but the *A D & D* magic system of Clerical and Magic-user spells is intact, so *Pool* players have an advantage in having already mastered its ins and outs. Spellcasters still have to memorize spells in Camp, then rest long enough to do so; the Rest option is auto-set to the proper number of hours, which saves you the trouble of figuring this out. Even so, it's a repetitious time-killer that should be Magic Missiled out of existence. Certain spells can't be accessed till you've found the proper scrolls, and looking for these and magic weapons forms a mini-quest all its own.

Like *Pool*, *Bond's* main "puzzles" consist of working out the solution to tactical combat situations. I had to re-fight the battle in the Fire Knives' Hideout four times to defeat the nearly two dozen foes there, and considered myself lucky to have survived with even two of my party still conscious. Successful combat often means ensuring that Spellcasters have the appro-

priate spells memorized before the battle.

As far as logic puzzles go, don't expect much. One semi-puzzle was presented in prose that described a "cloud of blades" whirling in a room and offered three options: enter, wait, retreat. (Even I got this one right the first time.)

Attitude (Haughty, Nice and three others) is often the key to success dealings with some people, but there's no such thing as complex character interaction, for your few potential responses are on menus and limited to two or three options, sometimes simply to telling the truth or lying.

Joysticks and Stones

The game was programmed by the people behind some of SSI's classic tactical combat games, so the interface is a streamlined variation of those used in *Wizard's Crown* and *Roadwar*. Most of the time you can lean back in the chair and use a joystick to move and make menu selections by gliding up/down or right/left along a list. But you must use the 1-8 keys to accurately and efficiently target the enemy during combat.

That's ok on an IBM, which has a numeric keypad whose numbers correspond with the directions; on a 64, however, these numbers are lined up horizontally across the keyboard, which makes combat awkward until you memorize these "directions."



IBM version

those created in one game can join a party containing characters from another. (If your C 64 *Hillsfar* character won't load into *Bonds*, you need version 1.1; see page two.) I rolled up new fifth level characters from the usual selection of races and classes; dual-class characters such as Fighter-Thief are possible. Because the process is like a mini-game in itself, I found it easy (and profitable) to devote a full session to character creation.

I liked the way you can see a character's potential damage factor during character creation. (Non-*D&D* players might have to decipher this, however: 1D2+2 means rolling one die twice and adding two to the sum. They'll also note an unusual attribute called THACO, represent-

ing a character's ability to hit his intended foe.) And I appreciate being able to type in lengthy names for my characters, like Clark D. Cleric.

Graphics and Sound

Shown with first-person graphics, the contents of rooms aren't always sharp-cornered like those in most RPGs with 3-D graphics, but depict some things, such as pews in the Temple of Gond, with rounded corners. Occasionally a full-screen illustration delivers a breath of fresh air, but most animation is primitive and limited to minimally animated missile weapons like arrows and lightning bolts. The ability to customize your characters' icons, which I suppose is like customizing a miniature in a paper and pencil game, is the most unusual and inventive graphics feature. Sound effects are adequate.

IBM Highlights

Ken St. André played both versions and called the IBM's graphics "like the 64, but one step more complex, most obviously in the big monsters like Black Dragons." Character icons have an extra color for each part, which "gives better definition and shape." Surprisingly, he said "onscreen responses to commands are slower, and so was character creation." Another drawback is that you can't use a mouse or joystick. Those who played *Pool* will be glad to hear it took only ten minutes to set up the game, compared to the hours required to install *Pool*. **Conclusions:** SSI's adaptation of the *A D & D* game system is simply not enough of an adaptation, adhering too tightly to a system that has been conceptually outdistanced by games like *Ultima IV*, *Wasteland* and *Bard's Tale III*. (Yeah, I know *D & D* inspired these and other computer RPGs, but I also know that *Star Wars* is a much better movie than *Birth of a Nation*.)

The essential experience of the *A D & D* series is one of running into a set encounter, watching your party get slaughtered, then rebooting and fighting the *same* battle until you win. A better-balanced game would have incorporated more of the novel and cut back on the battles. Too much combat, not enough "explore and experiment" makes *Bonds* a dull game—for me, at least.

So I checked with some people who liked *Pool* and are also veterans of paper and pencil RPGs. Ken St. André said, "I liked it a bit more than the first game, up to the point where I kept getting killed and couldn't get past that bottleneck." That's when he quit. Mike Bagnall thought "...*Pool* was good, but gee, I

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Populous: God for a Day

If George Burns plays computer games, he's probably playing this one right now because it lets you play God (fortunately, John Denver doesn't make an appearance). Actually, you play the role of a deity, a synonym derived from the Latin name for god of war, *deus*. That's appropriate, for the long-range goal is to defeat the *other* deity on your world.

Instead of a party of five or six characters, you begin with several Followers. Your own power hinges on their number and strength, which you can build up by literally playing God in the Biblical sense of plagues and natural disasters, so some of the basic role-playing elements, though interpreted uniquely, are in place.

The first world is called Genesis. In the main "window," you see a close-up view of the terrain, buildings and people drawn in a creative 3-D style in which trees and hills sometimes rise right over the sides of the window. Extremely well-done and entertaining just to watch, these graphics serve up a sense of depth and proportion that makes the term "3-D" almost inadequate.

To increase the population and your own powers, you order your chosen people to Settle. Then they set out building earth huts, wooden cabins, stone houses and eventually castles: the bigger the building, the more powerful the Followers it produces. Colored flags fly over settlements to distinguish who's in control; your guys (nary a female did I spy in this world!) can take over an existing structure by defeating the inhabitants. There's no ocean travel.

You assist your settlers' efforts by clicking on sections of surrounding land to raise or lower it, creating more room for crops; you can also reshape the enemy's land to make it harder to settle and flourish in. (Count on doing lots of "landscaping," the key to a successful settlement.) This option and others are activated by first clicking on an inventive set of buttons laid out in a diagonally shaped grid that fills the parts of the screen not occupied by graphics.

Walking the floor over who?

The Leader is your main character, a Jimmy Swaggart-type who carries his own little ankh and travels the land spreading the word. Followers who've left a building to do your godly bidding are called Walkers. By placing the Papal Magnet (an ankh if you're Good, a skull if Evil) anywhere on the map, you can choose "Go to Papal Magnet" and sway

your Walkers to follow the Leader to it and settle new lands or eventually strike out for enemy territory. Related options let you make them join forces before settling (when one hits another, they become a single, stronger Walker), or fight any nearby enemies before doing so.

Later on you can turn a Leader into a Knight, an "Unwelcome Wagon" kinda guy who zeros in on enemy Walkers and burns their homes.

Heightened by crackling flames that leave the building a charred ruin, these animated acts of arson are lots of fun—especially for frustrated pyromaniacs like me. When strong enough, you can hit the Armageddon button and watch both armies converge and fight it out in a painlessly (for you!) fast battle. Upon choosing this option, you lose control and can only watch the show.

As the population grows, so does your manna (the game's equivalent of spell points) and your divine powers. A pointer slides along the manna bar to show which ones you're strong enough to use. Color-coded bar graphs and symbols in the Information Shield reflect the strength, weapon and other facts about the enemy's Leader, your own, a structure or other selected item. You may assign the Shield to enemy or friendly people or places.

Call me a sociopath, but I thoroughly enjoyed triggering earthquakes, floods and other "acts of God" that would have an Allstate agent quaking in his boots. The volcano is my favorite: land in the window suddenly shoots up dramatically, making it harder for enemy Settlers to rebuild than if you just hit them with an earthquake.

You can even flood the entire world by raising the water level a notch. This is a tricky one, though, with which I accidentally wiped out my entire population the first time: I didn't read the docs closely enough and thought it would just flood the land in the close-up picture. Evil wizards who float along on magic carpets randomly plague both sides, as do assorted monsters with no respect for either religion on their planet.

The Book of Worlds in the upper left shows the entire world, whose sloping hills and gentle valleys are topographically represented; this is a dynamic graphic that changes each time you change the

lay of the land with a flood or other act of devastation. By clicking on a dot marking the location of a Walker or structure, you can instantly move to that area in the close-up view; then you can click on the eight directional arrows to scroll about the area. Each click moves the picture just one notch in the chosen direction, so the picture won't keep moving when the button is held down.

You can hop about quickly, however, with convenient options that let you Zoom to the location of your Knight, Leader or Magnet, an ongoing battle, or a

character or settlement bearing the Shield. If you've got more than one Knight or battle-in-progress, clicking on the corresponding button cycles through them.

One Deity At A Time

Success depends

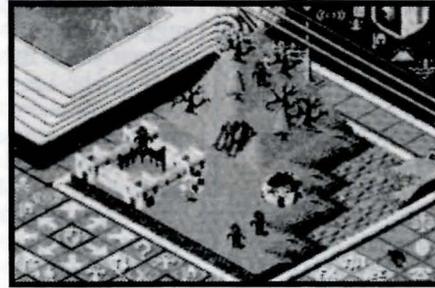
on building up your resources while knocking the wind out of the other deity's efforts. At the same time, you must keep an eye on adjoining territory and any invaders. It's more of a fantasy strategy game than a tactical one, since you don't control individuals. You can study the enemy's moves, then experiment. Half the fun of *Populous* is figuring out what works and what doesn't.

After conquering a world, you're rewarded with a congratulatory picture and message from a hooded figure who reveals the name of the next world; they get progressively harder. You type in a world's name to play it, and can replay any world, but not till you've conquered it once. A reviewer's tip sheet says you can also type in a number from 1-128, then a carriage return, to load that world. A game can stretch out over several hours, so you're allowed to save and name a game in progress. (I ran into problems doing so a few times: the pointer vanished and I had to reboot.)

Digitized Disasters

An eerie tune plays intermittently, though not enough to get on your nerves, and a heartbeat sound pulses slower to let you know your power is increasing. Even better are the digitized sound effects that accompany disasters, such as the rumbling of earthquakes in the distance as the other deity strikes out at your people. All sound and music can be shut off.

You can create a custom world, or repaint and rebuild elements of an existing one by placing trees and people here, there and everywhere. The four basic terrain types range from verdant meadows



Amiga version

Type: Adventure/Strategy
Systems: Amiga (512K, Kickstart 1.2, 1.3), ST
Planned conversions: IBM
Version reviewed: Amiga

Sex Vixens in Space

In outer space, the bachelor's life is not an easy one. After cruising billions of light years to pick up babes, you might meet members of The Tribe: galaxy-hopping, "sex-starved" Amazons armed with a Sex-Ray Gun whose beam has a withering effect on a certain part of the male anatomy. The Federated Government has assigned you, Captain Brad Stallion, the titillating task of stopping The Tribe from raiding rural planetary systems and zapping strapping farm boys into eunuchs with their deviant armament.

As Stallion, you'll pilot a one-man ship called Big Thruster. Upon seeing it onscreen, you'll immediately recognize that the name was inspired by the ship's shape. This odd double entendre, juxtaposing visual as well as verbal images, also provides the basis for a successful running joke in which women always start a conversation with something like, "I understand your the man with the Big Thruster," leaving Brad wondering if they're "talking about your ship, or...."

There's also a flirtatious ship's computer called Sandie. "She" takes care of navigation, and her inviting asides indicate she'd take care of other things if given half a chance (and a body, perhaps!). These are not great jokes, and I didn't laugh out loud at any point—but they do show that the designers are headed in the right direction, at least, and aren't just mimicking games like *Leisure Suit Larry*. (The jokes start in the on-screen credits, which attribute wardrobe selection to Imelda Marcos.)

Each location and individual is depicted in a full-screen illustration that may incorporate limited interactive graphics. If so, you can click on some things in the picture to activate them. Only by clicking on the correct control on the ship's bridge can you blast off. In most cases, though, you can also type in a command for the same action. When you get an item from your inventory, the cursor is transformed into its name, and you can then use that item on something in the picture by clicking on it—most of the time.

The "Evil Wizard" here is an inconsistent interface. To check into the hotel, I could type "get card, then "put card in slot" or click on the Robot Desk Clerk with the "VISA" pointer. But giving the Instant Woman capsule to someone and operating the Grav-Car could be done

only by clicking on the picture. A minor distraction, but too many little distractions can detract from the fantasy. On top of that, the parser is far below average, often not even "parsing" past the first word. It didn't matter if I said "Ask Lila" or "Ask bimbo," for both commands drew the same response.

You can propose a variety of lewd and less-than-lewd suggestions to the women you'll meet, such as She-La, who'll respond appropriately (unless your lingo waxes too foul for even her ears, in which case the parser steps in with a clever rebuff). You can't "ask about" things, so interaction is even more restricted than in many recent RPGs.

No Foolin' Around!

In most situations, the program won't even let you examine much of the surroundings. Your only significant options are usually to move (with text commands or by clicking on one of six directional icons), or to punch buttons to check inventory, status or location. You don't get to examine or manipulate objects, so I missed fooling around with stuff to see what happens, which is one of the main things I've always enjoyed most about text and graphic adventures.

Graphics are slick and colorful—at least, those of the space ships and other futuristic hardware. But the women you'll encounter are best described by a Lyle Lovett tune that went, "...she was ugly, ugly, I mean—this girl was so ugly." Not only are the majority of the women ugly, but the actual drawings are drastically inferior style to those of the space ships, robots and other futuristic hardware. (Three artists are listed in the credits, along with an art director.)

In an adult-oriented game, the pictures of the people should be at least as good-looking as those of the spaceships. While most of these graphics put on a good show and are of professional quality, there are no people in 99% of them. This creates, oddly enough for a sex-oriented game, a sterile environment.

Since this is an adults-only game, let's look at the sex. Now and then there's a

flash of skin, pubic hair and nipple, but as I said, these girls—even when one drops her top—are too ugly to get anyone excited (except perhaps veteran subscribers to *Dikes on Trikes* magazine). There's more action in the text, but that never gets

steamy and is limited to descriptions like "...completely naked, her lithe body squirms on the silk cushion."

Sight gags (when you get killed, you see a picture of the Big Thruster gone limp in space), double entendres and other kinds of jokes offer comic relief.



Amiga version My favorite was the Sex-Ray Gun's control panel, studded with buttons for whips, leather, two kinds of herpes and other nifty options. But when you click on most of the buttons, you just get the message "nothing happens." That's true of practically everything in the pictures, another of the game's weak spots. Lack of sound and music is another.

Next Stop: the planet Mondo

There aren't a lot of logical puzzles, since the parser won't even let you examine most items, let alone use them. Basically, all you can do is "make love" or "talk" to the women, or maybe give an item to someone. There's only one solution for each puzzle, and with such a limited vocabulary, you can fall into the trap of knowing the answer but get stuck trying to guess which synonym the game wants to hear. Mapping is easy, since there are only a half-dozen or so locations in each of the three main areas: the ship, Space Station X and the Planet Mondo.

It's a two-disk game, but that's no indication of the size of the game world, which in this case is more likely related to the size of the file holding each picture. A sheet of docs holds the key words needed to play, and you can move the program to hard disk or make back-ups without a problem.

Sex Vixens from Space is not an adaptation of a Russ Meyers movie, but a sequel to the same publisher's *Planet of Lust*. They say the next game in the Brad Stallion series, *Bride of the Robot*, will have an improved interface and a save game option. Hopefully they'll get some better-looking models, or at least artists better at drawing people (preferably one whose not so heavily into earth tones!).

Conclusions: I will say this much for *Sex Vixens in Space*—the name looks bizarre installed on a Macintosh menu bar!

Continued on page fourteen

Type: "Adults-only" Graphic Adventure
Systems: ST, Amiga, IBM(384K required; EGA, CGA, VGA, TGA)
Planned conversions: none
Version reviewed: Amiga

By Shay Addams

Trilogy

Where do they come up with names like these, anyway? *Trilogy* is another example of deceptive packaging, for the title implies a game with three parts bound by a unifying theme or concept. Hardly the case here.

There is, however, a common thread: any one of the three games on this disk could not have survived if released individually. Apparently they were thrown together on a single disk in hopes of coming up with a marketable product. Or perhaps the intent was to make a game that was frustrating yet simplistic enough to send you screaming into the night.

The three games included in *Trilogy* are *Koyashi Naru*, *Venom* and *Shard of Inovar*. In *Venom* you're out to rescue the ruler of Armison, captured by the Evil One. *Koyashi* is a bit weirder. You start in an enclosed chamber on the planet Ygor, where three doors are marked Knowledge, Wisdom and Understanding. A fourth portal takes you to another world. By beaming through these doors, you will hopefully solve the quest behind.

The only game title that seems to

Type: Graphic Adventure
Systems: C 64, IBM (256K required, CGA/EGA)
Planned conversions: none
Version reviewed: C 64

have anything to do with the scenario of the game it describes in *Shard of Inovar*, because it is the focal point of that game's goal: to

serve as a magic fulcrum to bring rain. Boy, doesn't that sound exciting, boys and girls!

All three games are equally guilty of employing programming techniques that went out of style with the Scott Adams' adventures. The graphics resemble work done by someone with a pirated copy of *GraphicsMagician* who didn't have the docs. Don't look for spot animation or sound effects, though *Koyashi*'s opening tune is really its best point. Speaking of points, you don't get any for puzzle-solving.

To make matters worse, the designers decided to use icon/word menus with more than 20 options (32 in *Venom*), and the only methods of accessing commands are with the joystick or function keys. On top of that, the icon/word menus are different in each game, so you have to master a new one each time. Give me a

By Bruce E. Wiley

break!

I found certain aspects of these games' design more frustrating than their puzzles, especially the irritating type fonts that are difficult to read (even on high-end monitors), the inability to move from one scenario to another without rebooting the system, and excessive screen clutter, detracting further from what is already a difficult situation at best. The one saving grace I found was the feature that lets you save the game to RAM as well as to disk; this saves time when both saving and restoring.

Conclusions: This is a good game, but only if you're bored beyond tears and *Trilogy* is the only game that will boot up on your computer. Play it only if your great-aunt Matilda gave it to you for Christmas and lost the receipt.

Skill Level: Intermediate?

Protection: Disk

Price: \$14.99

Company: Mastertronic

Lords of the Rising Sun

Because they're so much like interactive movies, even a CinemaWare game that's basically a wargame will be of at least passing interest to real adventurers. So we'll take a quick look at *Lords*, which is about samurai combat in Japan. You lead the rebel forces of one royal family against another, facing challenges such as capturing castles and recovering the Sacred Scroll and three other items. Several mini-arcade games are included.

The game's major problem is its pace, for I noticed no difference between the normal and accelerated versions. Another thing that bothered me was that while defending a besieged castle with my trusty bow and arrow, I never saw an arrow hit its target or an attacker fall. When the sequence was over, I learned I'd slain 30 men. Big deal! All I did was push and release the mouse button while sliding my hand back and forth to simulate aiming.

And though it's not part of the game, the lurid, sexist picture on the box—a half-naked "princess" cowering on the leg of a Japanese warlord—is an insult to women everywhere and to the Japanese culture in particular.

Giving Cinemaware its due, this game, like their others, has beautiful graphics

By Ken St. André

Adventure Hotline

Continued from page two

strictly war/strategy for the 64, so there's no adventure at all in it. *Pool of Radiance* should be out for the Mac, Amiga and ST by November; also look for an Amiga and ST *Hillsfar*. A *Hillsfar II* is a possibility, but no time soon. SSI's *Heroes of the Lance* is out for the C 64. An Apple e/c *Indiana Jones and the Temple of Doom*, an arcade game, shipped recently; so did Mindscape's GS and Mac versions of *Captain Blood*.

Contest Winners

This month we have two winners in the "Keys to the Kingdoms" contest, Dennis Thornton and Pat Terry will get the game of their choice.

Map Kit Update

The Mapping Template is no longer available, either with the Kit or individu-

Continued on page ten

and wonderful digitized sound. *Lords* is a pleasure to look at and listen to, at least for short periods. But no matter how well-drawn a scene may be, I get bored seeing it over and over and over.

The credits don't list a game designer, just David Todd for Computography (whatever that is) and John Cutter as Producer. Though the docs don't say whose brain-

child the game actually was, it's a perfect example of something I and other game designers have been railing against for some time: the computer game built around flashy graphics and programming, but without any well-considered game behind it.

Conclusions: Despite the lovely documentation, *Lords* is dull, dull, dull. I really wanted to like this game, since I thought it would make maximum of my Amiga's graphics and sound capabilities—but even though it did, I didn't. Whoever masterminded this pseudo-Japanese Noh play should commit seppuku to atone for it.

Skill Level: Beginner (with lots of patience)

Protection: Disk one

Price: \$49.95

Company: Cinemaware

Walkthrough: Journey

Due to this game's linear structure and the fact that you usually can't return to a location, maps have not been included with this solution. There are three random elements: the color of the residue left by spells, the cave numbers assigned to the runes in the Magic Mill, and the name of a character.

Lavos

Background. Start. Get advice. Enter. Examine map. Reply. Buy map. Exit. Proceed. Enter. Look around. Examine customers. Buy drinks (twice). Exit. Accept. Proceed.

Going to the Hermit

Get advice. Scout. Right. Scout. Examine bodies (Esher and Praxix). Proceed. Scout. Follow smoke. Examine hut. Knock. Tell truth. Examine hermit. Look around. Exit.

The Coming Storm

Tell Legend of Wizards, Magic (note color of residue left by Elevation spell). Examine bag (Praxix). Examine lake. Proceed. Examine stream (Esher). Get advice. Find gold (twice). Cast Elevation at Tag.

Minar's Disappearance

Get advice. Enter lake. Dive. Scout. Proceed. Enter cave. Cast Glow on staff. Proceed. Examine pool. Get advice. Enter pool. Leave tube. Hide. Examine Minar.

The Blue Amulet

Wide Path. Left. Pick up torch. Back. Right. Examine blue amulet. Pick up blue amulet. Proceed. Pick up cover. Drop blue amulet. Junction. Smelly pool. Dive. Pick up blue amulet. Surface. Back. Back to cave. Tell Legend of Nymphs.

The River

Proceed. Scout. Upstream (twice). Build raft. Launch raft. Cross (four times).

Sunset Mountain

Scout. Cast Hmpx on map. Examine map.

The Caves of the Dwarves

Scout. Look around. Get help. Tell Legend of Dwarves, Gates and Reth a-Zar. Enter. Proceed. Stand (twice). Parley. Tell truth. Accept. Tell Story of Gates, Caverns, Orcs and Elves. Proceed. Tell Story of Sun Towers. Tell Legend of Elves and Bern i-Lan. Proceed.

The Runes

Examine Runes (Hurth). Enter. Scout.

Left (or right). Cast Gmbfsf. Cast Fmfwbujpo (on anyone). Scout. Right. Get advice. Examine Orcs. Fight. Flank (anyone). Cast Nve. Combat (three times). Return. Examine brown amulet.

The Terror at the End of the Road

Proceed (three). Back. Cast Usfnps.

The Sun Towers

Up. Left. Get advice. Cast Fmfwbujpo (on anyone). Cast Xjoe (again noting the color of residue and combination of essences used in the spell). Leave (anyone). Up. Look around. Pick up spyglass. Down. Right. Exit.

The Forest of the Elves (Bergon)

Get advice. Split up. Proceed. Examine trees. Return.

The Forest (Praxix)

Proceed. Examine stump. Save. Cast Mjhiuojoh (noting combination of essences used). Restore. Cast Usfnps. Down. Back.

The Forest (Tag)

Proceed. Stream path. Approach (twice). Examine woman. Talk to Elf. Speak Elvish. "Tag-la." Speak Elvish. "Agrith b'ran."

The Forest and the Fire

Praxix route. Down. Proceed. Examine walls (Praxix and Esher). Proceed. Left or right (four times). Up. Elf home. Get advice. Examine fire and Elves. Follow Elves. Examine fire and Elves. Cast Sbjjo.

Back to the Caves

Scout. Get advice. North route. Enter. Confront. Tell Story of Agrith and Cedrith. Get advice. Down (twice). This level. Scout. Get advice.

Around the Orcs

Around Orcs. Right. Examine runes (Praxix). Speak. "Lorem." Left. Back.

Past the Orcs

Past Orcs. Cast Usfnps. Cast Fmfwbujpo (on himself). Proceed. Scout. Proceed. Cast Usfnps. Combat (twice).

Healing Bergon

Examine Bergon. Mix reagent with

xbuffs essence. Use mix on Bergon. Proceed.

The Mines

Scout. Enter tunnel. Scout. Left. Scout. Old mine. Examine walls (Praxix). Get advice. Back. New mine. Enter cleft. Examine walls (Hurth). Back. Enter cleft. Examine walls (Praxix). Examine miner (Esher). Examine miner's sack (Hurth). Ask miner about Orcs (twice) and mine. Pick up red rock. Back (twice).

The Tomb

Up. Right. Crude path. Get advice. Examine crack. Down. Hurth. Jump. Look around. Climb up. Examine key. Back. Ornate path. Examine door. Open door. Examine vault and runes (Hurth). Mix reagent with gjsf essence. Use mix on vault. Examine coffin. Examine white stone. Back (twice).

The Ancient Forest

Proceed (three times). Cast Gmbfsf (noting residue color and combination of essences). Scout. Proceed.

The Magic Mill (Praxix)

Ask tree about paths and location. Examine talking tree. Njmlz xbz. Examine mechanism. Cast Glow on staff. Down. Left. Down. Up. Proceed (three times). Back (three times). Examine device. Save.

Teleporting the Pick-axe

(This is a random puzzle in which you're trying to teleport the pick-axe in the second cave—counting away from the Control Room—into the first cave. The first dial means From; the second, To. There are six caves and six runes in all, but you have access to three. The runes can go clockwise or counter-clockwise.) Left dial set to (position). Right dial set to (position). Push button. Wait. (When you have successfully teleported the pick-axe, you'll see a glint through the Control Room window in the first cave; if you fail, restore and try again.) Back to Pits. Down. Pick up pick-axe. Mine rock. Control Room. Save. (Teleport yourself from cave one to cave three.) Left dial set to (position). Right dial set to (position). Push button. Back to Pits. Down. Follow light.

The Ruins

Examine water and bridge. Cross. Proceed. Tower. Up. Accept. Tell Story about Castle. Down. Examine stones. Mix reagent with gjsf essence. Use mix on stones. Back. Courtyard. Moat. Swim.

By Paul Shaffer

Courtyard. Cast **Sbjo**.

Hurth's Toxic Allergies
Proceed. Examine Hurth (Esher).

Captured by Orcs
Proceed. Free him. Get advice. Follow Orcs. Get advice. Scout. Inventory. Use red rock. Run for it.

The Demon
Proceed. Examine shadow (Hurth). Hide. Mix **bjs** essence with **xbufs** essence. Proceed.

Umbur and the Mudwargs
Stay. Ask Umbur about mudwargs. Get advice. Examine Umbur's sack. Mix **cmddl** reagent with **gjsf**. Use mix on staff. Leave.

Zan's Curio Shop
Scout. Examine emporium and curio shop. Curio shop. Look around. Reply. Examine gray stone. Buy gray stone. Trade **tqzhmbtt**. Proceed.

Zan's Tavern
Tavern. Order meal. Examine other table. Get advice. Cast **Jowjtjcjmjuz**. Eavesdrop (twice, noting name of drunk mentioned, which is different each time). Exit.

Wharf
Wharf. Yes. (Give name of drunk mentioned in Tavern.) Get advice. Zephyr. Tell truth. Accept.

Inn
Inn. Check in. Accept. Exit. Camp out.

In Jail
Examine cell. Escape. Call Sheriff. Mix **hsbz** reagent with **gjsf** essence. Cast **Usfnps**. Examine Sheriff. Use mix on Sheriff.

On Ship
Scout. Examine Twin Isles (Esher). Examine sky and crew (Praxix). Relax. Climb mast. Examine boat (Esher). Cast **Fmfwbujpo** on Tag. Cast **Xjoe**.

Misty Isle
Examine Praxix. Pick up Praxix' pouch. Save. (Using the colors from the residue left with certain spells that you noted previously, and combination of essences used each time, figure out the correct combination of colors and use the process of elimination to figure out coarse and fine: lightning equals **xbufs** essence plus fire essence and a pinch of earth essence.) Mix (essence) with (essence). Add pinch of (essence). Cast mixture.

Keys to the...

Curse of the Azure Bonds

These tips on the early stages of *Azure Bonds* deal mainly with character development and obtaining magical gear. They're from an unverified solution, so we need at least one more, complete with maps and more combat tips. Individual combat tips and maps are still ok for the *Keys* section.

The Party
Include several humans, since they can advance highest, then switch classes. Be sure to include a female Elf for a special quest in the **dbwtby Ibq**.

Takin' in Tilverton
Investigate the town thoroughly before the King's carriage arrives. **Ep opu hjwf vq** to the Guards. You'll find secret **usfbtvsf** at **gjwf**, **ujsuffo**. When fighting at a checkpoint, be sure to kill everyone, or a Thief who manages to escape will sound the alarm. When you meet the Otyughs, **cbshbjo** and **csjoh** them **uxp qjmt of usbti** for extra treasure and experience. After the fight in the Thieves Guild, explore all rooms and head to the Sewers at **gguf-fo-ufo**. Explore every room for magical items to earn experience points in battle. You'll also find a secret **usbjoh** **ibmm** (use the secret door marked in Journal Entry **gpvs**. Even without magical weapons, you should be able to squeak past the battle in the Fire Knives secret hideout, but count on refighting it a few times.

Fire Knives Area
Check out the area in the middle of the **tpvuixy** wall for an Armory with magical weapons and a hospital. Cover the entire area before tackling the leader of the Fire Knives. **Ljmm** the **mfbebs**, and one band will vanish and you'll win mucho experience and magic items.

Outside
For extra experience points and treasure, patrol forest and defeat Eltins (4,500 e.p.), Displacer Beast (1,000), Dragons (2,000) and Griffons (800). They may also carry magical items. Travel between towns by using the trail and wilderness

routes and you'll find special detours. By wilderness from **Zvmbti** to **wppombs** is a cave with a couple of magical items. Travel to all cities for Tavern Tales. Don't get into major battles until all characters are up to level 8. Before going on to Hap, duplicate any magical weapons and armor (see below).

In Hap

You'll have to fight **Ebsl Fmg Qbuspmt** constantly here, so be sure to have AC4 Bracers, extra Darts or a Staff Sling +1 when you enter Hap. You can rest at the Inn (second building on left if entering from the north). Once **Blicbs** joins the party, don't enter the Wilderness till you've slain the **Zjabse of Ebsl Gpsdf**. Give the weapons mentioned above to him.

Those Darned Dark Forces Again

The Dark Forces are in the room to the **gbs tpvui**. Roam around town defeating at least patrols with evil Magic-users before entering headquarters. (This gets you extra experience and depletes the forces in their HQ.) Inside, you'll face a major battle. Use lots of magic: the Evil Magic-users cast lots of **Mjhiuojoh cpmut** and **ipme**.

Make that a double!

You can easily duplicate magical items and other objects. For example, give a +3 plate and +2 shield to one of your characters, then save the game. Reboot, load saved game and remove a character from the party. Add another one and transfer the armor and shield to him, then remove him. Add another character and transfer items to him. Drop this character to a back-up disk, add extra character from the original disk and repeat until all members have copies of the magical items.



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

By Richard Rasmussen

Devon Aire in the Hidden Diamond Caper

It's hard to say just why Montague Crutchfield hid Lady's collection of blue diamonds throughout the Crutchfield mansion. Maybe he was getting back at his wife for having an affair with the butler. Maybe Lady C hid the keys to Montague's Rolls Royce first. Maybe there was nothing else left for Monte to do after he turned all his pets and houseplants into genetic freaks. Maybe if he didn't hide the gems, there'd be no game for me to review in this issue of *QB*.

It Takes a Thief

Whatever the reason, Monte's dead now and Lady Crutchfield III has hired you, master jewel thief Devon Aire, to find the diamonds for her. There are only twelve diamonds to ferret out, but they're hidden among the mansion's thirty rooms (ST and Amiga versions have sixteen diamonds hidden in fifty rooms). Unfortunately, many of these rooms are occupied by Montague's failed genetic experiments, such as killer canaries, mutant pig-mice and poisonous plants—all of which can make just getting from room to room a real challenge.

Another thing that makes completing this animated treasure hunt quite challenging is that you begin with only three lives. As you explore the mansion, occasionally tangling with killer canaries and mutant pig-mice, you will expend a good deal of your energy. An energy bar below your score lets you monitor how much energy you have left; when the bar completely disappears, you lose a life. Fortunately, you can restore some of your energy by picking up the full juice goblets scattered throughout the mansion.

As you play *Devon Aire*, you maneuver your onscreen character around the screen and from room to room by using either your favorite joystick or the keyboard. Some actions, such as picking up and dropping small objects and dragging pieces of furniture across the floor, require you to use specific function keys. Devon can be moved north (up the screen) into the background or south into the foreground, and disappears when he moves behind a solid object.

In this way, the action is similar to Sierra's 3-D adventures. What's even more impressive, however, is the way Devon can interact with the objects that he finds, such as furniture, telephones, juice goblets, billiard balls and so on.

And most of the furnishings in the Crutchfield manor can be pushed, pulled, or picked up and stacked, thus allowing Devon to search behind them and climb to reach high locations. This is often necessary, because the juice goblets you need to increase your dwindling energy supply are usually placed just out of reach. [If you played *Fairlight*, another British import, you'll recognize this game system—and appreciate the fact that in this game you can save your progress, and even name the saves.]

Of Pig-Mice and Men

Rearranging the furniture is also a good way to trap those pesky canaries and pig-mice. There are, however, some other ways to keep these annoying critters at bay. For example, you will find several pieces of cheese hidden around the mansion and, as you might expect, these can be used to keep the pig-mice busy.

In addition, pig-mice, canaries and even those poisonous house plants lose all interest in harming you when they



Going for the gold

hear a dial tone. Therefore, whenever you hear the telephone ring, answer it; as long as you carry it with you, the pets will leave

you alone. Just

remember that the dial tone won't last forever.

Each time you retrieve a gem, you have to bring it to Lady Crutchfield, who spends all her time pacing around in one of the bedrooms. To tell you the truth, if I had pets like hers roaming around the house, I'd spend most of my time pacing around one room too. On top of Lady Crutchfield's chest...er, make that dresser, is a digital readout of the number of diamonds you have left to retrieve. Even when you get this number down to zero, however, you don't automatically win the game. You must still find your way out of the mansion. (Once you see

By Bob Guerra

Lady Crutchfield you'll understand why staying with her in the mansion doesn't count as a win!)

Devon Aire is by no means an easy game to complete successfully. Besides figuring out where all twelve diamonds are hidden, you also have to carefully

plan each gem's retrieval in order to take advantage of the protection the dial tone affords you, and take into consideration the place-

ment of cheese pieces and juice goblets around the mansion. To win you must avoid a gung ho approach and patiently wait for opportunities to do things safely.

It's more puzzle- than action-oriented. For instance, you must figure out how to douse the flames in the fireplace before you can search the hearth for gems. Another puzzle involves pocketing four billiard balls in a way that will allow you to recover a gem from a billiard table. Also, the fact that you can only carry one item at a time can lead to some logistical puzzles as you try to bring all of the items you need into a specific room.

Conclusions: I had a lot of fun with *Devon Aire*. The graphics are nicely done, the 3-D effect works well, and the sound effects aren't bad. Of course there were times I found myself sending the kids out of the room so I could swear at those #/*@&! canaries, but what great game doesn't get real annoying at times?

Skill Level: Intermediate

Protection: Program

Price: C 64, Apple, \$29.95; IBM, \$39.95, ST, Amiga, \$49.95

Company: Epyx

Adventure Hotline

Continued from page seven

ally. But instead of 50, you now get 100 sheets of mapping paper with either Kit.

Lost City Contest Winner Found
We finally managed to find the missing winner of the Lost City Contest, whose original letter had vanished somewhere on the editor's desk this summer. The real winner is Greg Watanabe, the only entrant to correctly identify the city as Chan Chan. Greg will get two years of QuestBusters and a set of QB Map Kits. So will Ken Lin and Kathy Pearson, both runners-up whose names were randomly selected.

Arthur

Continued from page one

of Hours, which contains a medieval-looking picture and poem for each of the eight times of prayer during the day. Every so many moves, the game announces that "you hear the monks chanting vespers in the distance," or something similar, to remind you that time is passing. This Book of Hours also provides copy protection, since you need a changing password from it to escape Lot's castle. (The documentation also tells you what to do with the hawthorn sprig to win the game; the software itself, however, is not copy protected).

The Return of Floyd?

One highlight of *Arthur* is the character of the village idiot. Named Floyd in honor of *Planetfall*, he offers cockeyed comments on anything you care to ask him about: "Wherever I go, there I am," or "Hubba-hubba! Hotcha-cha! Hot diggity dog! Don't spare the horses! Remember the Maine! Exact change only! What were we talking about?" His ramblings, though wildly anachronistic, sometimes turn out very helpful.

An even brighter highlight is the spell Merlin gives you, which allows you to transform yourself into a badger, owl, turtle, eel or salamander; with this spell you can take to the air or water, or even burrow underground when necessary! The program makes numerous clever adjustments for whichever particular form you happen to have assumed.

An intermediate-level game, *Arthur* still offers plenty for both the beginner and the experienced adventurer to enjoy. For one thing, the puzzles are varied. Some are the typical "do or give something to someone in order to pass or gain information," or "find the key to unlock the door" type. There are also a few verbal puzzles (unscramble letters or complete a series). This being Infocom, there is also a maze, though not one you can map by the standard method of dropping inventory items. My favorite puzzles, though, are those that can only be solved by changing into another form and relying on the skills of your animal alter-ego.

The puzzles are generally fair, though the jousting was a bit tricky and the few word puzzles seemed unusually difficult to me. From time to time, the parser seemed a bit too finicky about some solutions. As an eel, for example, I wondered why I couldn't "bite" instead of "zap" an opponent to get the desired effect, since the game never indicates I'm an electric eel—and "zap" isn't in the traditional Arthurian vocabulary).

Or why, in another place, must I "withdraw" rather than "hide" my head

inside a protective cover? Negative responses in these situations made me look elsewhere for the correct solution—even when I was on the right track. Luckily, there's a "smart" hint menu: smart because it provides clues only for puzzles you've already encountered, so there is less temptation to read ahead (this is a first for Infocom's online hints, except *Journey*, though its clues appear *after* an unsuccessful conclusion, not during the game). Also included with the hints are a number of background notes by the author, reassuring Arthurian purists about some of the game's details.

The game's look and feel are up to Infocom's usual high standards. As usual, you progress through the game by typing commands in a text window situated toward the bottom of the screen. The rest of the screen layout, however, represents a radical departure, at least for Infocom. Above the text window is status bar across the center of the screen; it keeps track of the day, time and location.

Spinning Windows

The greatest innovation, though, is at the top of the screen, where you find a series of six "rotating" windows that you can toggle through using function or control keys. The default setting is a graphics window; while *Zork Zero* and *Shogun* offered only occasional illustrations, *Arthur* has a new picture for each scene. They're not interactive [you can't click on things in the picture to use, get or etc them], but they look wonderful on a Mac II color monitor [and the Amiga].

Option two is a compass rose and on-screen map you can use by clicking on a direction or location with your mouse. This is particularly helpful in moving through a treacherous swamp, where the correct route shows up on the map after a certain character has identified it for you. The third option is an inventory listing.

Another such window holds numbers and bar charts representing your overall score and points for Chivalry, Wisdom, Experience and "Quest." The fifth window thoughtfully doles out a description of your current location without charging you the usual extra turn incurred when you "look room" in most adventures. The final option is for diehard text adventurers, for it turns the whole screen into a text-only window.

Infocom's latest release, *Arthur* is perhaps the last game completed before the breakup of the old Infocom team—and ironically, one of the best of its recent products (though it lacks the sound, animation and truly interactive graphics already found in adventure games from other companies). The abundance of whimsical humor makes it especially enjoyable, and will remind loyalists of Infocom's former glory days. Author Bob

Bates, who seems to favor classical themes, also wrote Infocom's *Sherlock*. That was good, all right, but this is better! Bates has said that he would like someday to expand *Arthur* into a trilogy, with later games on the legends of the Round Table and the search for the Holy Grail. If this product is a promise of things to come, I hope he completes his project!

Skill Level: Intermediate

Protection: Key Words

Price: Mac, Amiga, \$49.95; others, \$39.95

Company: Infocom/Activision

Populous

Continued from page five

and hills to an ice planet and a desert world whose flora includes palm trees and saguaro cacti. (Expect to see gamerdigned worlds popping up on CIS and other online networks soon.) Many options, such as which godly powers are available and their effects, for instance, can be reset during play. An interactive tutorial reduces the learning curve, and I was able to get by without the docs after a single evening.

The 36-page booklet devotes four and a half of them to helpful "Questions and Answers" about gameplay. However, it didn't explain certain messages, such as "error in saving," which I was never able to circumvent and which also forced me to reboot—and who wants to reboot when you're trying to save your game?

A two-player option requires two Amigas connected via modem or a null modem cable. This looks like great fun, since you can diabolically reset the other side's options in the middle of the game! **Conclusions:** Worlds may come and worlds may go, but with 500 pre-built worlds and an infinity of permutations, you can count on plenty of replay value from *Populous*, which could be compared to a fantasy version of *Empire* or *Strategic Conquest*. The advantage is that you don't have to individually control your characters or wade through lengthy battles. The inventive interface is an Amiga masterpiece, and overall game design and balance make this a first class game. (Bullfrog, the seven-man British design team, pays tribute to *Ultima* in the credits.) If you've ever wanted to play God instead of just the leader of a party of axe-wielding adventurers, pack your Papal Magnet and pick up a copy of *Populous*—the best Amiga game I've played this year.

Skill Level: Varies with world

Protection: Disk

Price: \$49.95

Company: Bullfrog/Electronic Arts



Keys to the Kingdoms



Hillsfar

To defeat Otis, Taurus and Whiplash: Otis—when battle starts, watch him bounce. When staff changes position, strike left, then right. Watch, and when staff changes again, strike right twice. If you blow it, go left, then right till he's down. Taurus—Strike left as soon as you see him, then keep striking right. Wait till he bobs head, then strike right. Whiplash—pattern: dodge right, dodge left twice, special block; when he turns around to whip you, release special block and strike right twice, then repeat pattern.

Phil Tayco

The Magic Candle

You can reach Heavenly by going through Khazan. Enter Khazan by chanting **ftlbn, sbuubcm, hbobnvsu**. In Khazan is the teleportal combination to Sargoz, from Thakass Tower. Sleeping in Khazan is Heru, god of war. Wake him with **wsfbnfo, fgubi, zpmjnebs, ujz**. On level 5 of Khazan in the Stairway to Heaven. Climb up and you'll find yourself on Heavenly. Here is the unicorn, which carries the Green Ring. Lure the unicorn back by chanting **tifssp, ipz, evnbogjs**, then inspect its head. Don't enter Khazan until your party is powerful, and don't enter Sargoz until at their best.

Eugene Lin

Times of Lore

Find a dagger in the woodsman's house, then follow trail into Dark Forest. Find Foretelling Stones in Orc's Camp; follow winding forest path north of lake in Dark Forest. Buy most powerful weapon, a magical axe, for 95 gold in Lankwell. Buy boots in Treela. Find Tablet of Truth in castle foundin Ganestor. Enter by pulling lever in basement of tavern. Get zuma potion by defeating Lyche with the Holy Water bought from friar in Rhyder; ask old man in Last Hope Tavern, slightly off road from Eralan to Hampton. Find Lyche in temple in ruins outh of Last Hope Tavern. You need chimes to enter Temple of Angor; get them in dungeon in blasted area. Get a key to enter from the Archmage, who lives across a bridge north of the Enchanted Forest.

Robert Breezley

To defeat the Grey Abbot in Temple of Angor, go to top floor and kill the guards. Get the white key and go to bottom level. Free Cleric in prison, who'll tell you to search under Abbot's bed. Go back to top and do so. Get sphere. Face Grey Abbot and quickly use the sphere. To avoid skeletons, use Invisibility Ring (from

giant east of **Sizefs**. Hit him with magic axe ten times).

Phil Tayco

Gold Rush

You can't do much at the Green Pastures Hotel in Coloma until you discover clues James left on a **upnctupof** at Sutter's Fort. Read them till you find the one with a picture of a cannon on it. While looking at a close-up of it, read the Psalm (in your Bible). Then put the letter (with the holes cut in it) on the **upnctupof** and slide it around till the secret message appears through the holes. Now you can go to the clerk and get a message from him.

George L. Martin

Neuromancer

Need more money? Use comlink 5.0, linkcode **IPtBLBDPSQ** and password **GVOHFLJ**. View employee #3, choose edit and put your name and BAMA id on the roster. Now go to the Security Gate and tell guard you work for Hosaka to get your paycheck. (For comlink 5.0, use linkcode **FBTUDPBTUCPE** and password **MPOHJTMBOE**.) Take Sequencer 1.0 if you find it; it gives you all the first level passwords.

Dennis Thornton

Zork Zero

Desert and Oasis: W (from Banquet Hall). S. Down. SE. E. Enter yellow dock. Enter yacht. Push green button. Wait. Exit yacht. Exit green dock. S. W. Ride camel. E. N. W. E. S. SW. SE. SE. NE. Exit camel. Fill **ojof-gloop vial**. Pour **ojof-gloop vial** into **gpvs-gloop vial**. Empty **gpvs-gloop vial**. Pour **ojof-gloop vial** into **gpvs-gloop vial**. Empty **gpvs-gloop vial**. Empty **ojof-gloop vial** into **gpvs-gloop vial**. Fill **ojof-gloop vial**. Pour **ojof-gloop vial** into **gpvs-gloop vial** (leaving **tjy gloops** in **ojof-gloop vial**). Ride camel. SW. NW. NW. NE. N. Exit camel. Enter green dock. Enter yacht. Push yellow button. Wait. Exit yacht. Exit yellow dock.

Steven Payne

Legend of Blacksilver

You can make all the money you want by playing Heigh-Loagh in any town. Write down the order of the cards as they appear the first few times. They always repeat, so eventually you'll know whether to go higher or lower. Never bet more than \$427 and always quit after you've won the first time. Another win will break the bank, and you'll have to fight your way out of town.

Bill Hutchinson

Ultima V

To get free food off the tables without upsetting Lord British, go to Empath Abbey and ask Cory the cook for **tibsl** or **trvje**. You'll be offered a taste, and one food unit is added to your supplies. Do this repeatedly to obtain unlimited food. It's time-consuming, but no game times passes.

Christopher LoGiudice

The Last Ninja

Level 5: Enter first building by using the key (from first level). To get past statue, edge by as close to it as possible. Go right here and touch the jug just below the desk on right side of screen. This gives you the "Ninja magic" needed to pass stairs left and down from there. **Level 8:** Search and find the sleeping potion. Enter room with curtain on lower right corner. Put rose (from level 3) in jug in upper righthand corner. Enter this new passage. Move forward till dog just starts to move, then throw the sleeping potion at him. (Joystick left and hit button to throw it; you must be holding only the potion, no weapons.) Walk to the next room. To get past the second statue, touch small red spot about an inch to the side of statue. When your Ninja changes color, you know you have it. Walk on past the statue and kill the Shogun. As he dies, touch his body. Walk on past his body and you'll be teleported. Walk forward and jump over the outer square inscribed into the floor so you land in the inner square. Relax, don your gloves and grab the scroll.

Toungue Luue

Deathlord

The Emerald Rod is in Sultan's Palace on Akmihr. Enter palace from the east side and immediately search the south wall entering into the palace. It's not exactly at the entrance, but in a little bit. You'll need a Crystal to get through the field protecting the Rod. The fourth Relic is located in Greenbanks in a grave. The island where you'll find Greenbanks is one click west, seven clicks north of Toku-

Now that we're running two pages of Keys each issue, we've completely run out of clues—so send in more Keys now! Don't forget: this also means two people who send in Keys will win games each month!

gawa on Kodan (a click is a disk read). The final Relic is in Malkanth, a city in a volcano on the island with a lagoon on it (two click west, six clicks south of oku-gawa on Kodan; a Crystal is also found in the lagoon).

Tim Manda

Pool of Radiance

Good party: Dwarf Fighter-Thief, 1/2 Elf Cleric/Fighter/Magic-user, Elf Fighter/Magic-user/Thief, Human Fighter, Magic-user and Cleric. Take commissions in order given, but refuse Valhingen Graveyard until you've taken care of the Kobolds. Seek Thieves in textile area and accept help. Try using back door to Library and check all the stacks. Don't fight Diogenes: you can't win. Don't fight Tyranthraxus till Fighters are level 7 and you've got lots of Stinking Clouds.

Carl Pina

If your party's used too much time, or you want to restart the quest for another reason, boot the game and restore a saved game. Remove (not erase) all characters from the party and reboot the computer. All all characters back to the party and start adventuring. All commissions will be reset, and all magic items restored to city and countryside; characters will retain all levels, experience and magic items.

Stephen Weddig

Arthur (Infocom)

To escape the castle: Move tapestry. Go to Behind the Throne. Wait (till the sound of bells; note new password). Go to End of Passage. Cyr salamander. W. Cyr human. Take stone. Examine barrel. Extinguish fire with water. Open door. NW. S. Drop stone. Take armor. Wear armor. Take shield and stone. Qpmjti tiffme with stone. Drop stone. N. W. Say [appropriate line from docs, designated by password]. S. Take all. Eat cheese. The Boar: Examine boar. Cyr owl. Up. S. E (4). Take apple. W. W. (Return to South of Chasm on foot, following peasant's instructions in reverse to get through bog; or change into turtle or eel and float the **bqqmf** downstream to the Shallows.) Throw **bqqmf** at boar. Take sword. Throw sword across chasm. Cyr owl. N. Cyr human. Take sword. Cut tusk with sword. Throw tusk and sword across chasm. Cyr owl. S. Cyr human. Take all but sleam.

Paul Shaffer

Heroes of the Lance

Flint can be one of the party's most valuable members. He's best for Aghar, because they're about his height. And about 90% of the time he can go directly below the spells of the Bozak. Before confront-

ing Kisanath, switch to Goldmoon and cast Deflect Dragon Breath. Right after you mee him, have here use Blue Crystal Staff as a missile weapon.

Kyle Apigian

Might & Magic II

You'll be "strong to the finish" for the lumberjacks if you "eat your spinach." Visit Mr. Farview to discover part of your quest to save the world. Green Mes-sages are on **Druid's Point**. Yellow ones are in and around **Gpscjeefo gpsftu**. Reds are in **Fmfnfoubm qmboff**. Encasement spells are one over and up or down in each **dpsofs** of the **xpsme**. Transmutation spells are in **npvoubjot** bordering the **dpsofst**. To win the Triple Crown: buy key from locksmith, win a battle of the same color in each forum, then free the Bishop of the same color. The famous Castle Xabran exists in the **Ojoui** Century in C-2, 14, 8. You need a strangely named device from each castle to gain the Orb. Don't even attempt to fight the Mega Dragon! In Castle Xabran, you'll learn all spell locations and where to find all hirelings. If you've managed to get this far, remember: Answer = **qsfbncmf**.

David Goodnuff

The Fool's Errand

The only way to solve Justice is to have four eyes missing. One of the middle-edge buttons will fill in all four eyes. Death is solved by putting the arrow on the menu area. The black button can't get you there, and when the white button appears, pull down across a menu and go down with it. With the mouse button still depressed, go to the white button and click it. Chapel: go through the **bmqibcfu** in order and see which **mfuufst** are missing in the picture. The word is **gjf**. Couple: look at the first letter in each word. Do they spell something? The word is **mfbq gps kpz**. Temple of Thoth: the dead ends have secret doors. The Page of Wands: at one point in the screen, the arrows turns into a letter (at the bottom frame).

Nadia Madden

Eternal Dagger

To get around limit of only three priests, create party in *Wizard's Crown* and transfer them into *Dagger*. I recommend one Fighter-Thief, four Fighter-Priests and three Ranger-Sorcerers.

Carl Pina

Police Quest II

Parser is very strict at motel. First go to window, show id, ask for key. Go to the car, radio for warrant, wait for it. When it arrives, get it and go to the window, show warrant, show id, ask for key. On the

plane, **vogbtufo tfbucfmu** when hijacker appears. When he drops woman, draw your gun and fire as fast as you can.

David Auerbach

Space Quest III

Pestulon: Use **cfmu** to enter. Enter closet and **xfbs dpwfsbmmt**. Vaporize *all* trash you see. **Dpqz Fmnp't qjduvsf**. Vaporize **kfmmp**. Win robot fight by blocking only. Dogfighting is best-played with a mouse. Shields have priority over weapons.

David Auerbach

Wizardry V

If a character's alignment changes for the worse, don't drop him from group. Save in the maze and do any training while the party is out. With this technique, you may even be able to have both a Lord and a Ninja in the same party simultaneously. A secret door at 23N, 22E, L1 leads to a Talking Kettle that sells advice. Answer to the Fanged Beast Statue riddle is **wbnqjsf**. To turn off motor, disengage gear (D), then shaft (B), then pulley (C), then bel (A). Beyond Motor Room is a bag of tokens hidden in the Dead Warrior's remains. To pass Ruby Warlock, give him bottle of rum (at 3W, 14S, L2). To get rid of Spirit at 28W, 0N, L2, mix potion at 24W, 0N, L2 consisting of slime, jelly and newt. Use potion on Spirit.

Brian Riggs

The **Gnkx Szkhrlzm** is a waste of money, since it doesn't do anything. The **Kztfghmf Jdsskd** has a \$10,000 clue that's one of the "three" if you ask the right question. The Mad Stomper is incurable. Talk to **Duhk Dxdx** for essential clues. Remember what got you into the Temple on the first floor, because you have to use it on the appropriate flames on level 7. Recall your friend with a spell to help defeat **Uif tpsu**. You don't need a full party to do so.

Pat Terry

Four cards are needed to complete the quest for The Sorn and restore the triaxial balance. The first card is in the area reached through secret door on level 4, S17, E6. The area is reached through a series of secret doors starting in Thieves Den; use idol from red pool on level 3 to gain entrance. Card two is in pool on level 6, S9, W8. Frost King has the third. The fourth is obtained on level 8 after you have the others. Ask each card about Time, Nature and Kingdom; their answers will help solve the riddles on level 8. The Snatch is reached through secret door 15S, 5E in Mad Room.

Fred P. Andoli

Sierra's fall line-up

Continued from page one

Swordsman, and your character has Hit Points and two more attributes that affect his abilities; your puzzle-solving abilities will also be put to the test. The quest commences in the town of Spielberg, so I imagine there's a village called Lucasville in the next valley. Dagnabit, the animated gambling game in *Quest*, substitutes darts with daggers. The music is stirring, and the special effects make this a truly theatrical production that looks like the first of a series.

Codename: Iceman was written by Jim Walls, who did *Police Quest I and II*. This time you're no ordinary street cop, but a US Navy SEAL. From a Tahitian beach to a terrorist hideout, you'll sail the world and face dangers galore as you struggle to free one of our ambassadors kidnapped in North Africa.

The inventive concept that distinguishes *Iceman* from other adventures is the way it is half animated adventure and half submarine simulator. While piloting the sub, you can use a mouse to turn all the dials, knobs and other controls, or to click on things rather than type "look whatever" to examine them. And between typing in the solutions to a series of logical puzzles, you can enter the sub and blast enemy ships out of the water with a barrage of assorted weapons—or gamble awhile at a game of "boss dice."

Animation is even more refined than in previous Sierra games. While dancing to a calypso beat, your partner turns to face you no matter which way you turn (which unfortunately doesn't always work in real life). Underwater, the sting ray and other your character demonstrated very smooth and natural movements when turning.

Grail Fever Strikes Again!

Conquests of Camelot is not *Leisure Suit Larry in King Arthur's Court*, as the name led my twisted mind to believe—it's the latest in a virtual crusade of adventures based on the Arthurian legends. Recently we've seen *Lancelot* (the adventure that lacked a lot), Infocom's *Arthur* and Lucasfilm's *Indiana Jones and the Final Crusade*. (One more Grail quest, and there will be enough to qualify for a sub-genre!) The animation really sparkled in these illustrations, especially a twinkling gem set in Merlin's headpiece. Written by an out-of-house team that studied the Arthur legend for years,

Camelot may be Sierra's most thoroughly researched and authentic game yet. In one mini-action game, you'll face down the Black Knight in a head-on jousting match. Music makes the most of the medieval setting, as madrigals, lutes and flutes set the mood.

Speaking of being in the mood, *Leisure Suit Larry III* will really be called *Patti Polyester in Pursuit of the Pulsating Pecs*. Patti plays piano in a casino on Dr. Nonookie's island (from the last *Larry* game). She's like a female Larry, which scares him off despite her pixel-sized bikini. Since he won't go after her, Patti has to go after him. So you start the game as Larry Laffer, but two-thirds of the way through must switch and play the role of Patti. Yes, it's the first adventure with a sex change! At least no surgery is involved. Tawni and a beachful of other bimbos will round out the action in this risqué riddler.

And those pesky Orbs are back. After you ran them out of New York in the first game, they headed for that city on the Bay in *Manhunter San Francisco*. Like the original, it was written by the authors of the *Ancient Art of War* games and is packed with graphic gruesomeness as you don the robes of a Manhunter who must track down rebellious humans for the Orbs. The musical director overlooked using one surefire tune in this game: *I Left My Orb in San Francisco*.

Graphics in all the games demonstrated imaginative style and were underscored by first-rate music and lots of animated sequences, elements that combine to give these adventures that high quality, feature length animated cartoon feel that is Sierra's hallmark. We can't officially recommend a game based on a demo, but don't think Sierra fans will be disappointed.



The pensive Polyester Patti

The IBM releases will be out in August (*Manhunter San Francisco*), September (*Colonel's Bequest*), October (*Conquests of Camelot*, *Hero's Quest*), and November (*Polyester Patti* and *Iceman*). Conversions will follow in pretty much this order: ST, Amiga, GS, Mac. A few will go to the 128K Apple, but most are too big for that machine.

It's not an adventure, but *Hoyle's Book of Games* lets you play cards against some familiar Sierra characters—imagine a game of poker with King Graham! Early next year they'll import *Sorcerian*, a role-playing game that sold 300,000 in Japan.

Sex Vixens in Space

Continued from page six

There are three reasons I might buy such a game if I saw it in a store: to solve logical puzzles, ogle erotic pictures, or laugh at demented jokes (maybe if I were *truly* twisted, all three.) As a puzzle-solving game, there are not enough problems to solve, and the parser often leaves you holding the brown paper bag. As soft-core software, the pictures of the women—while explicit—wouldn't get *Leisure Suit's* Larry excited. The humor works, and that's the game's best side. There's still not quite enough of that for me, but ultimately, it's the lack of a save game capability that makes me say "check please" to *Sex Vixens*. You gotta be nuts to market an adventure game without a save game option today—the only reason the British do it is to drive us Americans crazy!

Skill Level: Novice

Protection: Key Word

Price: \$39.95

Company: Free Spirit, POB 128, Kurtztown, PA 19530 (215-683-5609)

Azure Bonds

Continued from page four

thought they were going to improve the combat. I haven't touched it in a couple of weeks because it's so hard to find the right mix of characters, weapons and magic to get past the big battles. I do like the story line, and the game system has potential, but they gotta do something about this combat! Even in tournament play, there's not nearly as much combat in regular *D & D* as there is here." (In fact, a quick count just revealed that I used the word "combat" seventeen times in this review, yet another world's record broken by a *QuestBusters* review!) So, as a famous reviewer of (pick one: computer games, movies, books) once said: "If you liked the original, you'll like the sequel." In fact, you're the kind of person to whom I would solidly recommend *Azure Bonds*. But if you haven't played *Pool* and happen to just love tactical combat, play this one first. It's superior plot and presentation make it more entertaining and satisfying. Those who don't like lengthy tactical combat should keep their distance. (And for those who get stuck, a clue book is set for the end of the year.)

Skill Level: Advanced (tactical); Puzzles (not applicable)

Protection: Codewheel

Price: \$39.95, C 64; \$49.95, others

Company: SSI/Electronic Arts



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 computer)

APPLE

Trade/sell: Trinity, Bard 1, Police Quest, Wizardry 1 & 4, Ultima 5, Leisure Suit Larry, Time Zone. Want: Mystery House. Ed Darlow, 3714 Mission Ct, Largo, FL 34611

Over 25 64K programs for sale. Write for list. Todd Walker, 1305 Chesterton Way, Walnut Creek, CA 94596

Trade/sell (\$10: Hitchhiker. Want all 2e or c: any King's Quest, Wizardry 4 or 5, Neuromancer, Magic Candle, Tass Times, Zork Zero. Clarence Simpson, 211 Adams St, Burlington, NC 27217

Times of Lore with clues, \$20. Wizardry 4, \$20. Want Mission Impossible. L. Brooks, 425 East Dr, East Alton, IL 62024

Will buy \$5 to borrow Ultima 5 character editor. Phil Raino, RFD 1, Box 192E, Morrisonville, NY 12962

Pool of Radiance, \$25. Bard's Tale 3, Bard 2 with cluebook, Legacy of Ancients, \$15 @. Eugene Lin, 3947 Arthur, Lincolnwood, IL 60645

\$20 @: M & M 2, Wizardry 5. \$25 @: Bard 3, Pool. \$10@: Bard 2-3. \$15 @: M & M, Ultima 4. \$12 @: King's Quest 3, Space Quest. Don Kellogg, 15195 Marcellus Hwy, Three Rivers, MI 49093

Want Police Quest 2, Space Quest. Pablo Manguy, POB 3609, San Ysidro, CA 92073

Macintosh—\$20 @: Beyond Zork, Alternate Reality: City. \$15 @: Spellbreaker, Lurking Horror, Stationfall, Portal, Tass Times. Will also trade. V. Jayasankar, 74 Country Dr, Weston, MA 02193

\$20 @: Neuromancer, M & M 2, Gold Rush (GS), Wizardry 5, King of Chicago (GS). David Berol, 8521 Ave Ondas, Lo Jolla, CA 92037
Wanted: M & M 1. Will trade. Have large collection. M. Wiley, 3431 E. Glenn, Tucson, AZ 85716

COMMODORE

Sell only—\$5@: Suspended, Deadline, Starcross, Zork 2. \$20 @: Wizard's Crown, Ultima 4. 11 more, mostly \$5, send SASE for list.

Paul Hart, 4848 Pleasant View Dr, Pocatello, ID 83202

\$10 @: Bard 1, Legacy of Ancients, Hollywood Hijinx, Moonmist, Invaders of the Last Tomb. \$15 @: Bronze Dragon, Legend of Knuckerhole, Spell of Destruction. Add \$2 postage for each game. Denise Llewellyn, POB 2436, Running Springs, CA 92382

Sell/trade: Neuromancer, Battletech, Pool of Radiance, Beyond Zork—\$10 @. Pawn, many Infocoms, \$5 @. Want Amiga games. Dee Ball, 731 Park Ridge Circle, Port Orange, FL 32127

Trade: Heroes of Lance, Deathlord, Trilogy, Battletech, more. Send SASE for list. Want Neuromancer, Wasteland, Magic Candle, Might & Magic 2. Jason Whie, 4205 Oats St, Houston, TX 77020

Amiga: Dungeon Master, \$12. Obliterator, Aargh, Chronoquest, \$10 @. Paul Brien, 1228 Bacon Ride Rd, Crownsville, MD 21032

Trade/sell: Bard 1-2, Ultima 3, Pool of Radiance, Legacy of Ancients, Pirates, Hitchhiker's Guide, The Pawn. Many more, send list. Michael Jones, 310 Washington St #2, Lynchburg, VA 24504

\$20 @: Bard's Tale, Wasteland, Pool. \$15: Pirates. Write for list. Robert Schwartz, 17 Valentine Rd, Northboro, MA 01532

Trade: Times of Lore, Realms of Darkness, Technocop, Pool (w/clue book), Guild of Thieves, Fairlight—want M & M, Ultima 3 & 4, Moebius, Bard 1, 2 or 3, Zork trilogy, Deathlord. Gabe Montez, 12887 Cortez, Turlock, CA 95380

\$10 @ or trade for Amiga titles (these are all for 64): Pool, Legend of Blacksilver, Wasteland, Legacy of Ancients, M & M. Fran Maye, 493 Hurley Rd, Coateville, PA 19320

\$20 @: Ultima 1-4, Bard 1-3 (all w/clue books), Phantasie 1-3, Questron 2, Realms of Darkness (w/clue book), Times of Lore, Wasteland, Pool, M & M, Moebius, more. Will take offers. Tom Norwood, 6162 S. Street, Halifax, N.S., Canada B3H 1T5

IBM & QUEST-ALIKES

5.25" versions of Magic Candle, Hillsfar (both w/cluebook), \$24 @. Write 1st. Richard Robillard, 52 South Main St, Baldwinville, MA 01436

\$20 @ or trade: Prophecy, Times of Lore, Roadwar Europa, 2400 AD. Send your list. James Bumgardner, R R 1, Box 136, Fillmore, IN 46128

Trade/sell (\$20 @): King's Quest 1, 3 (4 with cluebook), Police Quest 1 (2 with cluebook), 7 Spirits of Ra. Want First Expedition, SSI's Overrun, Willow. Send SASE for list, send

yours to B. G. Feagins, 16 A Michael Lp, Ft Benning, GA 31905

Will buy most 3.5" disk or trade for 5.25" games. Have a good selection. If you have anything, either format, or anything, write. Madison Miles, 3 Ridge Rd, Winfield, PA 17889

Sell/trade: Manhunter & clues, Capt. Blood. Want Faery Tale Adventure, Maniac Mansion, Sherlock Holmes, Deja Vu 2, Dr. Dumont. Ralph Armstrong, 4236 Northcote, East Chicago, IL 46312

Will buy or trade for: Pool, Universe 1-2, Paladin, Breach. Have Magic Candle, King of Chicago to trade. Tim Niland, 1009 Peter Rd, Schenectady, NY 12303

Trade: Hillsfar, Police Quest 1-2, Prophecy, The Mist, 9 Princes in Amber, Rocket Ranger, Scavengers, Wizardry 5, Times of Lore, more. Brad Barker, 116 Alecia St, Prattville, AL 36067

Trade: Future Magic, Star Command, Battletech, Breach, Last Ninja. John Hefferman, 102 Main St, Port Monmouth, NJ 07758

Trade: Prophecy, Wasteland, Police Quest 1-2, Manhunter, Ultima 5, Nobunga's Ambition, 2400 AD, Space Quest 3, Rocket Ranger, Pool, more. Want King's Quest 1, 2, 4 (512K), Larry 1-2, Maniac Mansion, or send list. Michael Loftus, 8619 Crescent, Raytown, MO 64138

Trade: Bard 2, Ultima 4 (both w/clue book), Space Quest 2, Ware in Middle Earth. Make offer or send list. T. Dauer, HQ V Corps DEH, AETV-EHP-PP, APO, NY 09079

ATARI

8-bit Ultima 4 to trade. Want Autoduel, Phantasie 2, Gemstone Warrior, Computer Ambush, Questron. A. J. Weatherall, 1902 Kings Arms Way, Katy, TX 77449

ST, trade/sell: Legend of the Sword, more. Send list or make offer. Michael Riley, 6407 Halsey Dr, Woodridge, IL 60517

ST, trade/sell: Phantasie 1-2, Mindshadow, Star Trek: Rebel Universe, Gauntlet, Gold of the Realm, more. Write for list, SASE preferred. John Alexander, 6848 Brian Michael Ct, Springfield, VA 22153

8-bit—sell only: Alternate 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

ODDS AND ENDS

Want Book of Adventure, Book 1. L. Brooks, 425 East Dr, East Alton, IL 62024

Waiting for Duffy

Duffy's dialing for dollars, so contact these people if you can help.

Omnicon Conspiracy: Where's thermal detonator to blow up drug lab? What do I need to destroy ray? What's password for Police Archives? Stephen Hertz, 1040 Whalley Ave, New Haven, CT 06515

Manhunter: What do I do on day 3? How to get Harry's radio? What's UCUC for? Paul Todd, 777 Silver Tip Way, Sunnyvale, CA 94086

Battletech: Where's building with weapons training? Melvin Lumbardy, 1309 Fairlane Dr, Valparaiso, IN

Wizardry 4: needs maps to level 5-8, items for Gates of Hell. What does Bloodstone do? **Wizardry 5:** where's the Sorn? Gate of Mocking Face? Elemental staffs? Chris Shelton, 13222 Larkbrook, San Antonio, TX 78233

Space Quest 3: How do I deal with Elmo's pirates, whose front ships destroy me even with my shield? **Police Quest 2:** How do I find police diver to take under-

water? Kevin Wagner, POB 36, Fombell, PA 16123-0036

Gold Rush: Where is Jake's cabin? **Heroes of Lance:** need detailed maps. Conrad Cheslock, 53 Peter Rafferty Dr, Hamilton Square, NJ 08690

Twilight Zone: Stuck in house. What do I need to leave? **Arthur:** need clues, maps, etc. Geoffrey Moehl II, 2935 Nela Ave, Orlando, FL 32809

Jewels of Darkness: In the room with dynamite, how do I get out without drowning after explosion? L. Smith, 7134 Comanche Ridge, Converse, TX 78109

Maniac Mansion: need combination to safe, how to get radioactive slime, how to open package? Stacy Windsor, 17436 Ardmore #B, Bellflower, CA 90706

Wizardry 1: need maps. Can't find get from level 9 to 10. Also need help on Wizardry 5. Joseph Lore, 34 Woodford St, Worcester, MA 01604

Deathbringer: How do I get Holy Cross? **Chameleon Cloak?** Also need maps. Tom Page, 96 Haddon Pl., Upper Montclair, NJ 07043

Passport to Adventure

For the next few months, we won't be selling any computer games. We're setting up a new system for doing so, one that will provide much faster and more efficient service than in the past. Meanwhile, QuestBusters' products are still available at the same low, low prices.

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