



QuestBusters™



Vol. VII, # 12

The Adventurers' Journal
December, 1990

\$2.50

Sierra has big plans for the CD-ROM market

Sierra plans to seed the market for CD-ROM games by selling the necessary components for MSDOS systems at near wholesale prices. For around \$700, the package deal includes a CD-ROM drive, the interface card, a sound card (probably Soundblaster), and two CD-ROM games. They say that's practically their price, but in the long run it's worth it to them if the installed base of CD-ROM flourishes. Since many major developers are focusing their resources on videogames, this eventuality would put Sierra at least a year ahead of them technologically (except perhaps for Lucasfilm and Cinemaware).

Before you rush out to buy one, make sure you have an IBM 386 or clone with at least 640K that runs at 16 megahertz and has VGA or MCGA graphics and a sound board (the board must have a DAC, or Digital Audio Converter, for the voices; Soundblaster and Tandy TL/XL come equipped with DAC, and you can add it to other boards for about \$35). You'll need a CD-ROM with a "read ahead" or "intelligent buffer," which right now means Toshiba, Sony or NEC.

Sierra says all their titles will eventually be converted for CD-ROM. Current plans call for *Mother Goose* this Christmas, *King's Quest IV* sometime this winter, and *Space Quest IV* in the spring. The only one we've seen at QB is *Mother Goose*, whose graphics, animation, voices (in various languages, including Japanese) and special effects will make most adults eager to play this kindergarten game. Instead of typing and reading, you click on a voice icon and talk to people. (The

real challenge, of course, would be to solve such a quest with the voices in Japanese.)

Sierra ships KQ5

Three new Sierra games are set to ship about this time. *King's Quest V* (the first to incorporate Sierra's new "cinemagraphics") and *Quest for Glory II: Trial by Fire* (the *Hero's Quest* sequel) are on the way, and *Rise of the Dragon*, a Dynamix title, is also set for early December. *Space Quest IV* won't show up till after Christmas.

Conversions

A Macintosh version of LucasFilms' *Indiana Jones and the Last Crusade* is on the shelves. Interplay says the GS *Dragon Wars* was set to ship at the end of November. The Amiga *Dragon Wars* shipped a few weeks late due to a "last minute bug," but should be available now.

ORIGIN says the C 64 *Ultima VI* and Amiga *Ultima V* should be out by Christmas. The C 64 *Bad Blood* won't make it till 1991.

Megatraveller Updates

The Amiga version of *Megatraveller* is supposed to ship in January. *Megatraveller II* for MSDOS is set for April.

Interplay leaves Activision

Starting in January, Interplay will distribute its own software in this great land we like to call America. Meanwhile, there have been more staff departures and cutbacks at Acti-

vision (even Joe Ybarra is gone), which recently sold its Triton mail order division.



Dora McCormick

Gargoyles tear up Texas (see page two)

Europeans bog down game releases in USA

A "last minute bug" isn't the only reason *Dragon Wars* is late for the Amiga. It had to be translated into German first so it could be released simultaneously in both countries. Otherwise, European retailers would buy the US version from the so-called "gray market" rather than wait and buy the translation from Electronic Arts, who distributes Interplay products there.

That's right — in addition to waiting for it to be translated from one computer to another, we also have to wait for it to be translated from one language to another. This factor also slowed down the US release of *Lord of the Rings*.

Rings is being translated into French and German, and the English language version can't be shipped here until they're finished. Hopefully this was completed in time for

it to have reach USA gamers by now (November 15 was Interplay's updated release date).

INFO cuts game coverage

The all-Amiga *INFO* is cutting back on game reviews as part of a new emphasis on multi-media and other applications. (They point out that the games market is going all MSDOS and Nintendo.)

New King's Quest book

Well, it's really a revised edition of Peter Spear's *King's Quest Companion*, which now includes the solution to *King's Quest V*

Adventure writing contest

Softworks is sponsoring its fourth annual contest for best text adventure written with their *Adventure Game*

Continued on next page

Inventory

<i>Buck Rogers</i>	3
<i>The Prognosticator:</i>	
<i>Dark Spyre & more</i>	4
<i>Secret of Monkey Island</i> ..	6
<i>Walkthru:</i>	
<i>Countdown</i>	8
<i>The Immortal</i>	10
<i>Fountain of Dreams</i>	11
<i>Sneak Peeks</i>	12
<i>Keys to ye Kingdoms</i> ..	13
<i>SwapShop & Duffy</i> ...15	

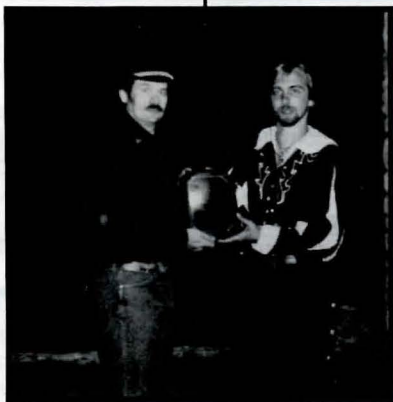
Gargoyles invade Texas, real journalist joins Knights of Britannia

Austin, Texas, October 29 — It was a dark and stormy night at Britannia Manor, which had been transformed into an "interactive spook house" for Halloween. For four nights running, throngs of visitors from around the world stood in long lines to see its many wonders.

When their time came, a bell tolled from the tower and Richard Garriott, dressed as Lord British, led parties of four people at a time to the door and sent them on their quest for the Gargoyle Talisman.

Inside the mansion, scores of his friends and associates at Origin played the parts of monsters and monks, and one even brought the role of Minax herself to life. Lasers, fog machines and an array of special effects gave the event the atmosphere of a real horror movie.

Garriott's home was already honeycombed with secret passages and hidden doors, and these were incorporated into the path along which people were steered through the maze of monsters and mayhem. At each "encounter," you had to stop and interact with the monster or character in hopes of eventually finding the Talisman, your only way of escaping.



Lord British & Sir Shay

The event was as physically strenuous as it was imaginative and interactive. At one point you had to swing on a rope across a pit. The pool had been turned into the River Styx, which was crossed on a rowboat (several people, caught off-guard by monsters, took a dive).

The Gargoyles of *Ultima VI* visited Texas for the event. One "flew" overhead by means of a steel cable strung from the top of the house to a station below. His sudden, swooshing appearance startled everyone. Even himself on his last flight, when he attached the hook to his shirt instead of his harness, leaped into the night air and fell three stories, breaking his sternum.

At the party later that evening, Lord British formally inducted *QB* editor Shay Addams as a founding member of the Knights of Britannia "in recognition for his noteworthy contributions to the entertainment software industry." As the only real journalist in KOB (with the exception of Keith Farrell from *Compute*), Sir Shay swore to fight for "truth, justice and the Britannia way" forever, or at least till he gets a better offer.

will pay \$26, and overseas airmail is now \$36. Switching envelopes allowed us to keep 1st Class subs at \$24. The new rates go into effect December 15; you can renew at the previous rates if your order is postmarked no later than that date. And a tip of the *QB* helm to Jeanne Thames (yes, Jeane, an *Ukrul* walkthru is coming soon) and Keith Sell for their recent five-year renewals.

Walkthroughs wanted

If you've solved one of these games or are close to doing so, you can win the game of your choice by providing a solution for a future issue of *QB*. (Some of these haven't yet shipped, so volunteers are being requested in advance to expedite the process. *Fountain of Dreams*, *Covert Action*, *Full Metal Planet*, *Heart of China*, *Heavy Nova*, *Lord of the Rings*, *Megatraveller I*, *Rise of the Dragon*, *Secret of Monkey Island*, *Spellcasting 101*, *Tunnels and Trolls*, *Wonderland*, *Bane of the Cosmic Forge*. This list is incomplete, so let us know if you've solved another quest that was released recently.

Letters
to the
Editor



Dear QuestBusters:

One of the highlights of my month is when *QB* teleports into my mailbox. I didn't realize game and book sales were so important. Your prices seem a little higher than mail order, and it's faster to shop at the local store, but if it will help out, I'll give it a try. But please put in a small order blank so I'll remember to put in all the info — especially disk size.

I don't always agree with your reviews, but they're an excellent aid in deciding what to buy, and besides, I just enjoy reading about quests! *QB* is far more informative and valuable to me than the "slicker" magazines.

But about your comments on *Wizardry* and its minimal graphics. Graphics just do not a good quest make. *Wizardry* is still among my favorites, it was exciting and allowed my imagination to add to the game. I don't think color would make *QB* "better" in the same way I don't think graphics would have added to my enjoyment of *Wizardry*.

Susan Sabatelli

For years Infocom and others raved on about how text stimulates the imagination more than pictures, but have you heard it lately? No, because the graphic capability of computers is now so much better. If a picture is worth 1,000 words, a 256-color VGA picture is worth at least 10,000. (Write again after you play *Bane of the Cosmic Forge*.)

News

Teleported from previous page

Toolkit, which is available for MSDOS, Mac and ST. This time there's a \$100 first prize. Deadline is January 15, 1991. For more information, contact them at 43064 Via Moraga, Mission San Jose, CA 94539, or call 415 659-0533.

Quest for Clues III

Quest for Clues III was still at the printer when we took this issue to the printer, and Origin expects to ship it by the first week of December. So don't panic if you advance ordered it — we'll be shipping them out via UPS as soon as we get them. If you have not received yours by Dec 17, let us know.

New subscription rates

Higher postal rates, as we've pointed out endlessly, go into effect in February. Thanks to increased game orders, we were able to at least hold down our sub rate hikes to a minimum: regular 3rd class is only going up to \$19. Canadians

QuestBusters™

The Adventurers' Journal

Editor: Shay Addams
Managing Editor: Dora McCormick
News Editor: Nuyu
Contributing Editors: Stephen King, Ken St. André, Al Giovetti, Steven Payne, Rich Heimlich, Russ Ceccola, Bruce E. Wiley, Brian Smith, William E. Carte, Charles Don Hall

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Best Quest of the Month: Buck Rogers

Buck Rogers is SSI's first science fiction adaptation of *A D & D* system (TSR licensed the Buck Rogers system used for pencil and paper RPGs to SSI.) It concentrates on strategy and tactics for a band of up to six characters and two NPCs. Tactical combat has been refined to a fairly efficient and very popular system.

The faithfulness of the game system to the Buck Rogers paper and pencil RPG rules is one of the big pluses for this game, and I found this adaptation well done and carried off with finesse.

SSI plans several sequels to this scenario, but not till next year. Character advancement is limited to level eight for all Careers in this game, but higher character levels will be attainable in subsequent "volumes."

NEO versus RAM

Countdown to Doom begins in 2456. A lot has happened since 1990, when Buck Rogers was frozen in a freak accident in space. The superpowers have abandoned the arms race to form RAM (Russo-American Mercantile), space travel has become commonplace, and the now evil and oppressive RAM has taken over the planet. NEO (New Earth Organization) has rebelled against RAM just

Type: Combat-oriented science-fiction computer role-playing game
Systems: C 64, IBM (640K and hard disk or two floppy drives required, hard disk recommended); CGA, EGA, Tandy 16-color, VGA/MCGA (256 colors); Ad Lib; 3.5" or 5 1/4" disks)
Planned conversions: Amiga

about the time Buck Rogers is revived from his frozen sleep to a world that's turned him into a legendary folk hero.

Buck helps solidify NEO's resolve and make great strides against RAM,

whose powerful new laser weapon threatens to depopulate earth to make it easier to exploit. You and your team join NEO's struggle to stop RAM in its tracks. Buck joins the team as an NPC on Talon's pirate ship early in the game.

The action commences in Chicagorg, a NEO base on the burnt-out husk of old earth, where your party arrives for induction into NEO. The NEO base is attacked by RAM troops and saboteurs who dis-

able the anti-spacecraft missile system. As level two and three characters, the team is hard-pressed to defeat the marauding RAM teams and turn on the manual control console to reactivate the missile system and save the base. From here on, the game remains somewhat linear until they obtain a space ship.

Once you have the RAM cruiser, your team go anywhere in the galaxy, and except for some event-triggered subplots, any major part of the game can be played in any order. In one place you could choose to enter a base from one of two doors, and your choice and actions determine the

levels of resistance encountered at either entrance — nice touch! This return to the non-linear plot line makes *Buck Rogers* all the more exciting.

You can't import characters from the *A D & D* games, but may use a group of pre-rolled characters provided with the game, roll your own characters, or use the training menu's "modify character" option on new ones to recreate existing characters.

There are six bioengineered or gennie races (the same number of available races in the previous games): Terrans, Martians, Venusians, Mercurians, Tinkers and Desert Runners, and characters can be male or female.

Of the six attributes, only Tech (short for technical know-how) is out of the ordinary. Races have a bonus or a penalty of up to three points in character attributes. A Tinker gets a +3 bonus to his technical attribute, so one with a Tech skill of 19 acts as a Tinker with a Tech attribute of 22. Characters are given 4,000 experience points and the levels are determined according to the pencil and paper RPG rules, which translates to level three characters.

Unlike *A D & D*, this one doesn't allow multi-class or dual-class characters. The five classes, or Careers, are Rocket Jocks, Warriors, Engineers, Rogues and Medics. Each career has a set of eight pre-selected career skills from the 55 available general skills, divided into six skill categories based on the attributes.

Some of a Rocket Jock's eight career

skills, for example, are Drive Jet Car, Pilot Fixed Wing and Pilot Rocket. Characters start with all eight career skills and 80 skill points to allocate to these skills, plus seven general skills and 40 skill points to allocate to them.

Characters can add one general skill fore each level gained, and also get 40 career skill points and 20 general skill points to allocate. The manual does an excellent job in explaining the skills. (But I know some people who threw the manual out the window, used the pre-rolled characters and did well.)

Activities are much more diverse than just combat, so you must learn

to balance these skills. A Medic must hide during a battle, or no one will be healed after the battle if he is killed or knocked out. (Thanks to a new feature, healing occurs automatically when there is a conscious Medic or other character with developed medical skills.)

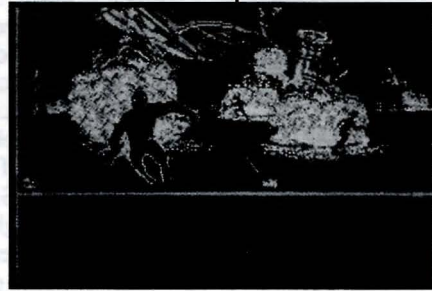
Another enhancement comes in handy when attempting to use any of this plethora of skills. When asked "who will perform this task?" in the *A D & D* games, you have to blindly choose a character, but here you can select the View Character option and review everyone's skills before deciding who'll pick the lock, bluff and so on. This sensible innovation improves gameplay significantly.

Shells, not spells

The *A D & D* magic system was replaced with high-tech ranged weapons: in place of Fireballs and Ice Storms, for instance, are Plasma Throwers and Rocket Launchers. As with spells, some characters are immune to certain types of shells. Lasers can be countered by the reflective or curved surfaces on battle armor, or aerosol mist grenades that disperse the beam. There are six types of grenades, from Dazzle to Stun, and their range can be increased to twelve by a grenade launcher.

All weapons, armor, and devices can be made on Earth, Mars, Venus, Mercury or Luna. Weapons and armor receive a bonus to hit or to AC based on their origin, with Luna being best, Earth worst.

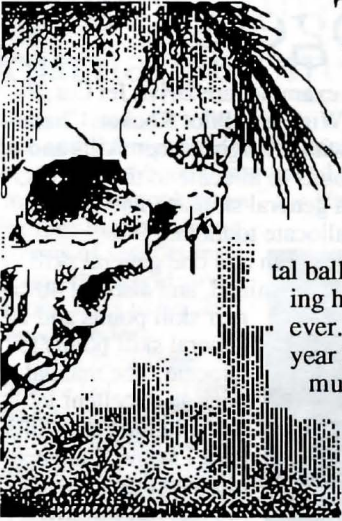
Graphics are much the same as in the *A D & D* games, with first-person illustrations reminiscent of a *Bard's Tale*-type



VGA graphics

By Al Giovetti

Hyperspace to page five



The Prognosticator

With Christmas growing closer, the crystal ball is glowing hotter than ever. This year looks so much more promising than the last few, and I've

never seen so many outstanding games.

Santa's going to have a tough time lugging some of these babies around too. Most of them are at least five disks, and many fill ten or more. Maybe we'll actually have to start considering that CD-ROM drive after all? Naaah! We have enough to worry about this year just trying to decide if it's finally time to buy that sound board (which it is).

Talk about dog-ugly...

One of the most promising titles we've tested lately, and one that very few people knew about, except of course yours truly (don't you just hate lucky people?), is Electronic Zoo's *Dark Spyre*. It starts out looking just like another run of the mill fantasy role-playing game, but that changes quickly when you're cast into a multi-level dungeon in search of all the most popular runes of lore. Anyone familiar with the *Book of Runes* will feel right at home.

The first thing that you notice are the scrolling graphics. As you walk to the edge of the screen, the view scrolls in any direction necessary to keep you close to the center of the screen. At first this is a little annoying, but it grows on you soon enough.

I must warn you right up front: you'd better have your hand-eye coordination in synch, because this game plays in *real* time. If you want to reach into your pouch or want to rest, you'd better be sure nothing is around. Even during combat nothing stops. If you shoot and miss, you'd better know what your next step is or else, you'll be mince meat before you finish fumbling around with all your options.

Dark Spyre offers realistic object manipulation, allowing you to pick up objects and immediately place them directly on your body via a picture of your char-

acter. You even have to choose which hand you are dominant with and be sure to place the weapon in the correct one. If you find a helmet, put it on your head and presto, there it is.

You control most of your items and options from the player character sheet, which hides on the bottom third of the screen most of the time. When you need it, just pull it up over the landscape.

As I said, don't dally. Even though you can't see the screen while looking at your player sheet, creatures are still very much alive and looking for action. Speaking of characters, if you're one of those people who buy SSI games because of those awesome, lightly clad domineering women on the cover, *don't buy Dark Spyre*. It has some of the ugliest women characters you will ever see.

They're actually so manly-looking, it isn't funny. The only game worse in this arena is *Legend of Faerghail*, but I'll talk about that one later. One final comment on *Dark Spyre*. Our testers tell me that it has one of the hardest, though not impossible, endings they have ever experienced. *Recommended* (except for those "optomaniacs" mentioned above).

Walking in a Wonderland winter

Oh, before I forget, *Wonderland* is actually almost finished! Yep, can you believe it? I thought this game was going to be here forever. I must have read fifteen reviews of it already. Pity though, because many things in the game have changed so much that the early reviews don't even come close anymore.

It really is a fantastic *text* adventure. I'm no longer a text-adventure fan, but this game really does it in a way nobody else did with the possible exception of *Sorcery 101*, which I haven't seen yet.

For those of you lucky enough to have a Roland sound board, the Roland soundtrack is excellent. I actually find myself "looking" in rooms time and time again just to hear the catchy tunes one more time.

Same tune, different instrument
Legend of Faerghail is an interesting

By Rich Heimlich

Rich Heimlich is President of TSCS, Inc., a quality assurance testing firm specializing in entertainment software. Rich bears absolutely no resemblance to the accompanying illustration, and we promise to find a more appropriate one by next year.

game. We're not quite sure what to make of it. It's a *Bard's Tale* clone right down to the mouse pointers in the graphics window. The interesting thing about it is the wonderful story, which just keeps pulling you back to it.

The problem with *Faerghail* is the graphic support. It maxes out at EGA, when everyone else is doing VGA nowadays. Also, it comes from the same German guy who did *Black Gold* for the PC. The biggest gripe about *Black Gold* was its heavy use of red and gray tones. *Legend of Faerghail* pushes this to new limits. You can't imagine how much red and gray can bother you until you see this game. Other than that it is quite fun.

Looking for Mr. Greenback

On the PC hardware front, if you're not familiar with ATI Technologies, then get familiar *right away*. ATI never ceases to amaze me. They already have one of the best selling VGA cards on the market in the VGA Wonder, a card that supports every mode known to man and is made with quality second to none.

Well, almost. I recently got a look at the new VGA Wonder+. Not only is it everything the VGA Wonder is, but it's also the fastest VGA card I have seen and believe me, I've seen them all. The best thing about these cards isn't any of these things though — it's the price. Retail price (why we bother to continue to use these inflated figures is beyond me, since virtually no one pays retail) is only \$299 for the 256K version. You can't find a card that does this much for so little. You can even buy their newest VGABasic-16 card for \$99 *retail*! Talk about a great stocking stuffer. You can't even find an 8-bit VGA card for this price. (They have an amazing deal on a 9600-baud modem too.)

Well, the crystal ball is starting to fade to black, and I haven't been able to find my Ouija board since I left the astral plane a while back, so I guess you'll just have to tune in next month for the scoop on *Overlord* and beyond.

In the mean time, call Sierra and ask about the *Manhunter: North Pole* demo they've been showing everywhere. You get to go up against the evil Santa Klaus Barbi and try to stop him from performing grotesque experiments on the elves (you didn't actually think they were born that way did you?). No CD-ROM version is planned, but the sound support is great, lots of shrieking. Merry Christmas!

Buck Rogers

Rocketed in from page three

display. But pictures of the monsters and gennies are very different, due to the different game play system.

Unlike the A D & D games, *Buck* includes wilderness travel and space travel. The action takes place within the asteroid belt and the inner planets of the solar system and their wilderness areas, in the structures on the planets, in the space stations, and in space.

All planets and asteroids have a space dock. Many have facilities such as restaurants, bars and libraries. Some meetings in these places will turn into encounters, result in your learning some new piece of information, or present mazes for you to explore.

Banks can store your money, but regrettably have no facility to store items as seen in *Silver Blades* and the other games. I used only the port facilities in the Sanctuary III base because they are free there.

Best Mini-quests of the Month

Many surprise encounters and special battles that are mini-quests will appear in some of the asteroids and planet menus when you arrive there at certain times. As Buck says when he encourages you to rescue the Desert Runner Queen, "Sometimes people are more important than orders," and even though such mini-quests aren't essential to completing the game, they add a sense of reality and depth to the adventure.

As you walk down the outpost corridors, the scrolling walls are made of many colorful and varied media, lending atmosphere to the chase. The monsters and other NPCs, when encountered, approach you in ever increasing sizes until they fill the dungeon window with their two-frame animated visage. Special characters and situations result in the whole top half of the screen being devoted to a computer art display that, unfortunately, is not animated.

Several areas can be auto-mapped after you "clear" a small local area of hostile monsters. Many areas can not be cleared of these random encounters until the final objective is obtained and the mini-scenario is over. The number of areas that can use auto-mapping after limited fighting to clear small areas is much

smaller than in *Blades*, so one of the main objections to this game system appears to have returned to haunt the game-playing public.

Combat on the surface

In combat you see the familiar oblique-angle view. Characters can move in any of eight directions by using the keyboard numerical keypad, mouse or joystick. Combat is resolved on a turn basis depending on relative dexterity of the combatants. A delayed turn phase accommodates the time it takes to fire the missile weapons or to time your movement and attack.

Combat can be handled manually or in auto mode. Some battles can be handled from beginning to end in auto mode, while others require the direction of the players in their use of heavy missile weapons and melee weapons. Auto combat with heavy weapons is not recommended. Tactics differ a bit from the previous games (see Keys, this issue).

Auto mode sacrifices common sense strategy and often results in disadvantageous movement: characters might run behind a wall or away from the foe. Auto-mode movement should be a *little* more intelligent.

You can play the whole game without melee weapons, in which case Strength is of limited importance.

You are also given no option to batter down doors with your shoulder which uses Strength. Less brute Strength and more Intelligence and Dexterity would improve this game.

As in the "gold box" releases after *Pool*, combat is quicker and you won't have any five-hour battles, so save your game often. There are a lot of poisonous characters, but you have a poison antidote that prevents your characters from being killed right off by the poison. Some A D & D games had instant death from poisoning, but not *Buck*.

Space Combat

Simplistic at best, this consists of selecting menu options such as "destroy control systems" to disable an enemy ship, portrayed in a hi-res picture. Then you board the ship and fight the kind of

battles described above. SSI has a long history of excellent ship-to-ship combat games that blow this system out of the water, and it's disappointing they couldn't have done something at least a *little* better.

Buck has mouse support, and people who enjoy it say a mouse speeds up the game and makes operations less tedious. In some situations, such as flying, mouse control excels the keyboard. Joystick is also supported for movement.

Several external sound boards are used to play the *Buck Rogers* theme song. But the PC speaker handles all sound effects during the game. Tandy owners will find the three-voice sound chip supported with a result superior to the PC clone external speaker.

SSI has still not added the ability to restore a saved game or restart it without rebooting, which is a nuisance. And you are limited to one saved game.

You get a a twelve-page Rule Book and a 43-page log book that replaces the 60-plus page "Adventurers Journal" in the A D & D games. Some versions come with a 275-page paperback novel, *First Power Play*, which I have read and enjoyed.

I finished the game in 20-30 hours. Times of completion may vary, especially if you like to explore. The game does not shut down after you complete the final goal, so you are free to keep exploring and catch up with various situations you may have missed in the helter skelter race to save earth. This is a big improvement over the previous gold box games. Thank you SSI!

Conclusions: If you liked *Pool* or other games in the A D & D series, you will like this one. I find it refreshing to have a computer "scenario"/dungeon master that does not cheat me out of stats and levels. The story is detailed and interesting and carries you right along. The combat system seems smarter and the scope of this game is very large considering all the beautiful new landscapes on the different planets. One expects a "sequel" to be better, and this product is excellent — a must buy for those who liked the other gold box games.

Skill Level: Intermediate.

Copy Protection: Key word from paragraphs in book

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

Company: SSI/EA



Combat in space



Battles on the surface

The Secret of Monkey Island

Guybrush Threepwood — what kind of a name is that for a self-respecting pirate? That seems to be the question on literally everybody's mind in the new LucasFilm extravaganza. *Monkey Island* is the latest in LucasFilm's line of 3-D animated adventures, which commenced with the memorable *Maniac Mansion*.

They have clearly been honing their art, since each new adventure in the series is just a little bit better than those before it. This one employs art more than cartoons, for example.

Yo ho ho and a town full of Scumm

Greybash, er, Gaybush, er...well, whoever he is, this "would be" pirate starts out on the road to adventure by entering Melee, a town that is literally crawling with unemployed pirates.

It seems that a certain brigand named LeChuck has been extracted from this mortal plane while trying to prove himself a worthy mate for a comely lass who

just happens to be the governor. Now this poor sport is making life miserable for everyone else by haunting them mercilessly.

Our hero's prospective friends, instead of

Type: Animated Adventure
Systems: MSDOS (640K required; EGA, Tandy 16-color; mouse optional; Ad Lib, CMS, Tandy 3-voice, Roland (this & VGA version available from LucasFilm)
Planned conversions: Amiga, ST

sailing the open seas in search of ships to plunder, are all hanging around town. Mostly in the Scumm bar, getting drunk and trying to forget about the evil ghost of LeChuck. It is in this very bar that Guybrush will find the three pirate captains who send him off on his quest for glory.

The three trials

Before he can become a true pirate, Guybrush must demonstrate his ability to the captains by proving that he is a master of the sword and the art of thievery, as well as an accomplished treasure hunter.

He must acquire a sword and practice with it until he is good enough to defeat the legendary SwordMaster™ in a fair battle. Along the way, he'll need to learn that it is not so much the sharpness of a

man's sword, but of his wit, that makes him a true champion with a cutlass.

Oodles of poodles

He'll have to prove his stealth by sneaking past the deadly piranha poodles and plundering the governor's mansion. Hopefully, in doing so, he won't suffer LeChuck's dire fate by falling head over heels for the admittedly lovely lady.

Finally, Guybrush will have to search for the mythical lost treasure of Melee Isle and turn it over to the three buccaneer captains (I know I'd certainly give it up...wouldn't you?).

Throughout these and subsequent quests, the story is embellished upon with the animated "cut scenes" for which LucasFilm games have become so well-known.

Where'd everybody go?

Even as he completes the final trial, Guybrush is astonished to return to town and discover that the evil LeChuck has kidnapped the governor and taken her to his secret hideout on Monkey Isle. Yes, Monkey Isle! A place where no man has set foot and lived to return.

As if this were not bad enough, most of the carousing privateers have suddenly made themselves very scarce. How will Guybrush gather together a crew and plan the daring rescue? Your guess is as good as mine!

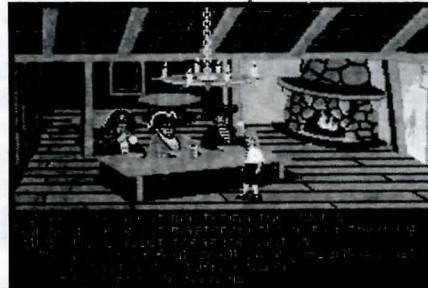
The Secret Of Monkey Island is divided into three distinct sections. In the first, the three trials, Guybrush must prove his worthiness. The second segment involves acquiring a ship, gathering a crew and finding Monkey Isle. Finally, he must locate the missing governor and make his way back to Melee. Any one of these three segments could qualify as a complete adventure in itself.

You'll recognize the presentation scheme any of LucasFilm's previous animated adventures. What you see on the screen is similar to all the Sierra adventures, except for some subtle but critical differences.

Viva la differences

Probably the most notable of these distinctions is the fact that there is no "type in the words" parser. There is a list of verbs at the lower left corner of the screen that you can either call up with the press of a key, or select directly with a mouse or joystick.

Words like OPEN, GIVE, USE, TURN ON, etc., are included here. The best thing about the LucasFilm version of the "point and click" interface is the way it intelligently determines which verb you might use in conjunction with the object you just clicked on — and implements both mouse buttons for making selections. Click on a door, for



Amusing menu choices

example, and the word "open" is highlighted. You can hit the right mouse button to choose that option, or the left one to "walk to" the door or other selected object.

The point and click interface and its perceptive implementation are good news for people who are tired of ransacking their brain to find just the right word combination that will render the result they are interested in.

When talking to people, a list of possible sentences is displayed near the bottom of the screen. You can highlight your choice with any of the input devices and wait for a response and a fresh set of sentence choices.

This means the game may get slightly out of sequence from time to time if you experiment with unlikely choices, but it's still far easier for the player than the usual method. An added benefit is that you know beyond any doubt when someone has no more to say to you, though it might be wise to check back with them periodically.

They call me the Wanderer

Another pleasing difference is the way the game takes control of character movement. It is particularly handy for mouse owners to simply point at a spot on the screen and allow Guybrush to navigate his way there (or as close as he can get, anyway) unassisted.

Perhaps my favorite thing about the game is the wonderful sense of humor, which pervades every aspect of the design and spills over into the menu options

By Stephen King™

during conversation. Besides telling someone you're there because "I want to be a pirate," you can say "I want to be a fireman." (Out of context, maybe that doesn't sound so funny, but it is, trust me.) Choosing the wacky dialogue lines can lead to some hilarious conversations.

One of the basic tenets behind a LucasFilm adventure is that the player should not get continually killed and resurrected. In fact, I don't remember ever getting bumped off a single time. Once, I deliberately stepped out onto a clearly unsupported ledge on top of a high cliff.

Just when I thought Guybrush was going to do his patented impression of Wile E. Coyote, LucasFilm used the opportunity to poke a bit of good-hearted fun at Sierra's penchant for killing off their adventurers.

There were also several spots that had highly creative variations on the usual adventure puzzles. One, in particular, used a "purloined letter" approach that really made my day. And as expected in a LucasFilm game, the traditional object manipulation motif is inventively rendered.

Industrial Light & Magic

The game is teeming with wonderful hi-res, colored animation. EGA and Tandy 16-color graphic modes are supported. The 256-color VGA version is not available at this time, but LucasFilm promises it will be finished by Christmas.

Included in the box is a coupon that allows you to upgrade to the true VGA version for \$15. Many of you may wonder at the wisdom of asking \$15 for an upgrade to a game that retails for \$59.95.

I'll have to admit that I'd like to see the basic price knocked down about ten bucks, or the upgrade provided free. But judging by the completed pictures that I saw on the game box, it is sure to be worth it to dyed in the wool graphics freaks (like me).

By the way, don't be fooled by the graphics on the back of the box. These are from the VGA version, which is *not* what you get in the box. While I understand that each company wants to put their best face to the public, not to mention saving on the cost of printing different boxes for the VGA version, I think most of us frown on this practice as basically deceptive.

Sounds Of Silence? No WAY!

Aside from the usual internal PC speaker and Tandy 3-voice support, *Monkey Island* also supports a range of sound boards, including Ad Lib, CMS Sound/GameBlaster and the Roland MT-32/LAPC-1.

But you don't get Roland sound sup-

port in the box. There is, again, a coupon that allows you to upgrade to Roland-capable sound for \$10. But don't be alarmed. After shipping the game, LucasFilm decided the public would be better served by providing this extra support free of charge.

You can call LucasFilm and they'll send the Roland upgrade free. If buying the VGA upgrade, scribble a request for the Roland version on the coupon and you'll get both simultaneously.

The music and sound effects, by the way (bet you were wondering when I'd get around to that!), are excellent, with passages that are reminiscent of Disneyland's "Pirates Of The Caribbean" ride.

Transylvanian gamer's bane

Well, here it is...the everpresent bane of gamers everywhere. Unfortunately, *Monkey Island* is not entirely bereft of copy protection, but Lucasfilm came up with a variation that is less of a nuisance.

There is no "on-disk" (as they say in the industry) copy protection. Instead, a code wheel includes the faces of fifteen characters from the game. The faces are split in half, and in the middle of the wheel are the names of seven historic places, below which appear seven little boxes that have dates in them.

When you start the game, a random face appears onscreen, composed of random components of the lower/upper portions of the faces on the codewheel, and you'll be asked for the date this pirate was hanged in this place.

Sound familiar? I'll bet you are wondering what's so special about it for me to describe it in such detail. Well, for the first time *ever*, I had absolutely no trouble identifying the correct face on the wheel.

I played the game dozens of times during the course of this review and found that every single combination that came up was clearly, and instantly recognizable on the wheel. *Bravo* for a job well done! (Now, how about if we lose this stuff altogether for the next game, hmm?)

Conclusions: Well, I walked into this expecting not to enjoy the game very much. Mostly, I got this feeling of from what I thought was a distasteful upgrade/enhancement policy. But I did enjoy it. Quite a lot, actually. It is engaging and unusual in many ways that make it one of the best I've seen this year. I don't think anyone who finds this under their tree will be sorry!

Skill Level: Intermediate

Copy Protection: Codewheel

Price: \$59.95

Company: LucasFilm/EA

Quest for Clues III

In case you slept through the past two issues, our latest omnibus of walkthroughs has just been published by Origin. For your very own copy, send \$24.99 (plus \$3 shipping; see back page for Canada, APO and overseas rates). *Quest for Clues III* contains solutions to:

Arthur (Infocom version)
Bad Blood
Battletech I
Centauri Alliance
Chamber of the Psi-Mutant Priestess
Champions of Krynn
Circuit's Edge
Code-name: ICEMAN
Conquests of Camelot
Curse of the Azure Bonds
Deja Vu II
Dragon Wars
Drakkhen
FISH
Future Wars
Gold Rush
Hero's Quest: So you want to be a hero?
Hillsfar
Hound of Shadow
Indiana Jones and the Last Crusade
It Came from the Desert I
Journey
Keef the Thief
Knights of Legend
Leisure Suit Larry III
Loom
Magic Candle
Manhunter: San Francisco
Neuromancer
Police Quest II
Space Quest III
Space Rogue
Starflight
Starflight 2
The Kristal
Transylvania III
Universe 3
Usurper: Mines of Qyntarr
Windwalker
Wizardry V: Heart of the Maelstrom

For each book ordered, you'll get three extra issues added to a regular subscription, two to a First Class, Mexican or Canadian, and one for overseas.

Walkthrough: Countdown

Part I: Escaping Sanctuary In your cell

Look chart. Get cup, key #1 (under bed) and wire (over radiator). Use cup to get bug (crawling on wall). Talk to window in door when guard appears. Use combination of Help, Pleasant and Hassle. Ask about all names on your list. Offer bug to guard.

Escaping the cell

Wait. Tray arrives. Get knife. Walk near window. Use knife on window. Go to window. East to second window. Open window. Go to window. Save.

Avoiding the Guard

The guard moves counter-clockwise and takes one minute to complete his circuit. Walk behind him and he won't see you. As the times will vary from location to location, you'll have to use trial and error to determine the best time to exit each room.

Avoiding Discovery

You have about six minutes after you leave your room before the guard will discover you are missing. Open door. Go to door. Try leaving this room when the timer says :25 (seconds). Walk E, N, W to first door to North. Open. Go to. Get CPR dummy. Leave. W, S, E to room you previously left. Go to ledge and return to your room. Use dummy on bed. Now you'll have as much time as you need.

Getting Lenny to talk

Return to hall (still on level two) and go N to closet. Get blanket and scissors. E to room with prisoner. Talk to intercom, using Help, Pleasant. Offer blanket. Ask about all. Go due W to Barney's room. Look picture. Move pillow. Get key #2.

Locker Room (level one)

Go to NW corner and up the stairs. (Timing of guard is hardest here.) Go S, E and into N room (Lockers). Look blood. Use key #1 on locker #5. Get bag with wallet with ID card, money (\$3) and McBains address. Move towel on bench. Get key #3. Use on locker #3. Get boots.

Storage Room

Leave (Locker Room). S and E to Storage Room. Get crowbar. Look at and move magazine on shelf. Use crowbar on box. Get hook with rope. Go down stairs to Level three.

Operating Room (level three)

Go to the northeast Operating Room and get scalpel (near dart board). S to E door at end of E/W hall. Open toolbox. Get flashlight. W, N, W to Dr. Hashish.

Dr. Hashish and the Safe

Use scalpel on Dr. Hashish. Using Help, Pleasant, Hassle, ask about all (especially Fontaine). Look file cabinet/file. Look newspaper. Get key ring (on desk). Move painting. Look writing. Move book "Houdini". Open safe. Take money (\$2000).

Furnace Room

Down to level four. (You must have the flashlight.) Use key #2. Enter. Move coal. Get pick. Open box. Cut wires with scissors. Use pick on hole in East wall. Go to hole.

Catacombs

Go E, S to second tunnel, then W (note pit), S, W, N, E, N to center of catacombs. (See map. Watch for mine shaft opening. Go to opening.

Wine Cellar

Look body. Look blood. Move crate. Look plaque. MCDXXXIII (1433). Look other plaque. Get rag. Use rag on other plaque. Use crowbar on crate. Get bottle. Move bottles in Rows 1 (1), 2 (4), 3 (3), 4 (3). Go to exit.

Escape

At the cliff, walk behind boulder, then N and E until you attach to the wall. (You must have the boots to climb that wall.) Up. Use hook on top. Use keys on car.

Part II: Travelling

Travel by air to all locations to conserve time (Since you don't move from room to room as much in the rest of the game, it is not mapped here; the map key still reveals locations of essential items, though). When instructed to travel, travel to name of person listed in next part of solution.

Mason's Apartment

Get battery (on TV). Look picture, desk, work. Move plant in kitchen. Get CAD. Open cabinet door #3. Get box with screwdriver, wire cutters and pliers. Get cracker (on table). Move pillow. Get key #4. Use on cage door. Use cracker on bird. Get key #5 (bird drops it on counter). Use key on desk drawer. Look drawer for CAD password (**dolphin**).

The CAD

You can use the CAD now to get your E-mail and research names.

McBain's Apartment

Look bookcase. Get box with passport and money #3 (\$5000). Move shelf. Look

safe. Look glass. Get key #6. Look notepad. Get note. Look shield. Move shield. Use key on compartment with keyhole. Computer Center appears. Look switch. Move switch. Look CRT. Get plastic explosives. Use explosive on safe. Get dossier.

The CAD

Analyze note. Enhance until you can read name. Research new names.

Lisa Loomis

Help. Pleasant. Ask about all.

Rachel Akure

Help. Pleasant. Help. Offer dossier. Ask about. Offer Cash \$500. Get hypodermic dart.

In the Alley with the Fontaine

Walk to dumpster. Open. Go to. Use dart on Fontaine as he walks by. Talk to. Hassle. Ask about all. Travel.

Black December HQ: the Catapult and the first Guard

Save. Safe areas are to left of catapult or outside left cell. Saving will reset guard. To get rock: Walk-save-take-save-walk. Get catapult arm. Use on arm on catapult. Walk to tiny black lever on W side of catapult and move lever. Use rock on catapult. Save. Move lever when guard is entering room and is directly under right arch. Get rock.

Hallway Guard and the Hostage

Open door. Go to door at :15. Walk behind guard to East room. Wait. When guard moves to west, leave room and go N then E behind wall. Note TV monitor on wall. Type "use explosive on TV monitor". Wait. Enter *when guard* is at corner of East room (hostage) and moving north. Wait. Note safe in wall. Talk to hostage. Ask about. Get photo. Use CAD. Enhance wall on right (**kbdlbn**). Travel.

Carlos

Bluff, Bluff, Pleasant, Help. Offer wine. Ask about. Offer cash (\$300). Get lockpick kit. Travel.

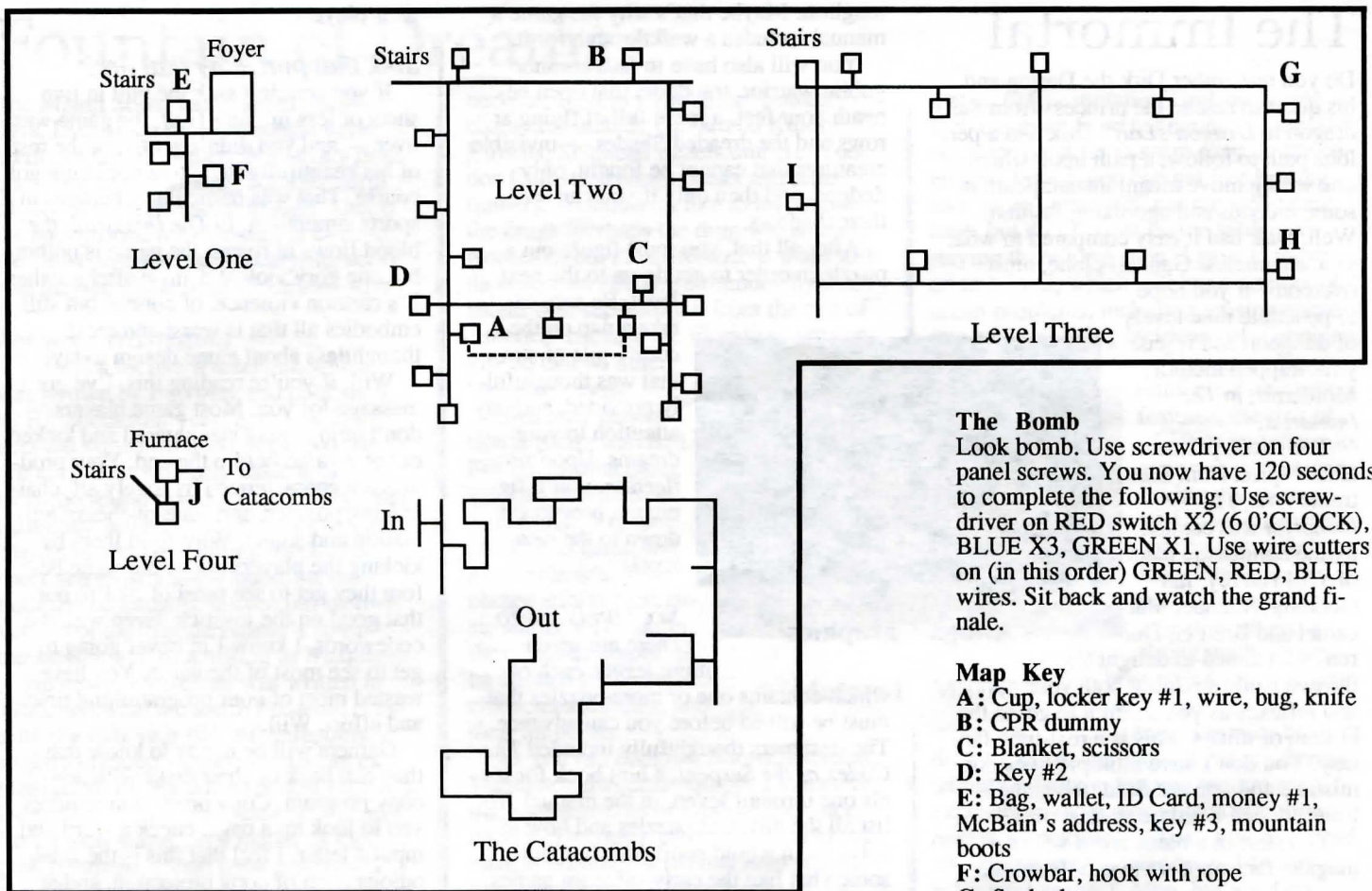
Black December HQ

Use lockpick on safe. Get message. Use CAD. Enhance. To disarm device, turn switches to position before cutting associated wires: blue, 3 o'clock; green, 9 o'clock; red, 6 o'clock. Cut in agreed upon order. Travel.

Venice and Golden Desire

Talk to bartender. Offer \$500. Look newspaper. East. Note 21-Blackjack machine which you can play to win (or more often) lose money. Talk to Golden Desire (help, pleasant). Ask about. Talk to bodyguard. Note dressing room door. Wait (until bodyguard leaves). Go to dressing room. Get makeup kit. Get key #7 (over

By Fred J. Philipp



The Bomb

Look bomb. Use screwdriver on four panel screws. You now have 120 seconds to complete the following: Use screwdriver on RED switch X2 (6 O'CLOCK), BLUE X3, GREEN X1. Use wire cutters on (in this order) GREEN, RED, BLUE wires. Sit back and watch the grand finale.

Map Key

- A: Cup, locker key #1, wire, bug, knife
- B: CPR dummy
- C: Blanket, scissors
- D: Key #2
- E: Bag, wallet, ID Card, money #1, McBain's address, key #3, mountain boots
- F: Crowbar, hook with rope
- G: Scalpel
- H: Flashlight
- I: Key ring, Money #2
- J: Pick

These items, many obtained from people by Travelling rather than walking around the map, are not shown on the maps:

- K: Rag (furnace room), wine bottle (wine cellar in Catacombs)
- L: Battery, CAD, box, screwdriver, wire cutters, pliers, cracker, key #4, key #5 (Mason's apartment)
- M: Box, passport, money #3, key #6, note, plastic explosive, dossier (McBain's apartment)
- N: Hypodermic dart (Rachel Akure)
- O: Rock, catapult arm (Black December HQ entrance)
- P: Photo, safe (Southeast room in HQ)
- Q: Lockpick kit (Carlos)
- R: Message (HQ safe)
- S: Makeup kit, key #7, key #8, stationery (Golden Desire's dressing room)
- T: Knockout capsules (Buzz Brezhnev)
- U: Rope, hook (Tiger Pit)
- V: Rod, bag, postcard, blueprints (Torture Chamber)
- W: Telegram (Train's Club Car)
- X: Attache case, tool, clothes (Passenger car)
- Y: Plastic explosive (Passenger Car)
- Z: Gear (Sewer)

door). Use on jewelry box. Get key #8. Use on desk drawer. Get stationary. Use CAD. Look table. Leave. Return to bar. Ask bartender about Buzz Brezhnev. Travel.

Buzz

Hassle, Hassle, Help. Ask about all, especially Scorpio and Jackal. Offer \$300. Get capsules. Travel.

Scorpio

Ask about all. Travel. E-mail. Lisa. Jack Quinn and Earhardt. Colosseum.

Captured in the Tiger Pit

Wait until you fall. Walk N and E into cage. Wait until tiger enters. Exit cage and move lever on wall. Get rope. Move bones. Get hook. Walk beneath window. Use hook on window.

The Torture Chamber

Look prisoner. Get rod. Get bag (with belongings). Move sack. Get postcard. Use CAD. Enhance to max. Move around until you locate the micro dot. Look newspaper. Get blueprints. Move stone next to right knee of Hakeem. Open/Go to door. E-mail. Travel to Train Station.

The Train: Club Car

Look newspaper. Scroll east to far end of passenger car. Look telegram. Get it.

Continue east to compartments car. Enter room #1. Open right compartment. Look body. Look wallet. Go to room #3. Look chess set.

The Jackal

Enter room #4. Talk. Bluff, hassle, help. When Jackal leaves put capsule in food. Leave. Enter room #5. Wait. Leave. Go to room #4. Get attache case. Open left compartment. Get tool. Leave.

The Cargo Car: Getting off the train

Scroll east to Cargo Car. Keep walking. Look casket. Open casket. Use tool on casket. Open. Look inside. Get plastic explosive. Return to Jackal. Get clothes. Leave room.

Gina

Offer telegram. Bluff, Bluff. Offer attache case.

The Sewer: Gear Room

Go to west door. Get gear (near pulley). East. Use gear on shaft. Move switch. West. Go to channel. Go to walkway. Go to ladder.

The Sewer: Storage Room

Use explosive on east door (stand back). East. Move elephant. Look stone behind elephant. Move stone. Save.

The Immortal

Do you remember Dirk the Daring and his quest to rescue the princess from the dragon in *Dragon's Lair*? Dirk had a perilous path to follow, a path upon which one wrong move meant instant death in some hideous and agonizing fashion. Well, Dirk had it easy compared to what you, a nameless Gandalf clone, must overcome if you hope to penetrate nine levels of dungeon and rescue your trapped mentor, Mordamir, in *The Immortal*.

The latest, prettiest arcade quest from Electronic Arts, *The Immortal* was created by the Sandcastle team of Will Harvey, Ian Gooding, Michael Marcantel and Brett G. Durrett, who aimed to delight

the eye while straining both your mind and reflexes as you attempt to get to the bottom of things. This is a real-time fantasy. You don't have multiple lives: one mistake and you are dead: the game is finished, and it's time to start over.

You start in a bleak room where a magical face appears in candle smoke



Amiga graphics

Six levels to go

There are seven more levels, each of

which contains one or more puzzles that must be solved before you can advance. The designers thoughtfully included *The Codex of the Serpent*, a hint book for levels one through seven, in the manual. To list all the different puzzles and how to solve them would spoil your fun, but somewhat like the early Infocom games, there is only one correct solution for each puzzle. All the alternatives are nonsolutions: no matter how clever or logical, they just get you killed.

At the end of each level you will be given a long codeword consisting of letters and numbers that enables you to start at the beginning of the next level. Thus, if you are killed (and you *will* be killed many, many times on this quest), you don't have to go all the way back to the beginning of the game, just back to the end of the last level you finished. Thank Ghawd for small mercies! Being sent back to that candle flame a thousand times would be more than any human should have to face.

One more thing should be mentioned. Things are not what they seem. Old enemies can turn into friends and vice versa. There is a mystery in this dungeon, and you have to solve that as well as the individual puzzles in order to reach the end.

Having said as much as I can to get you interested, I must admit that I didn't like *The Immortal*. Will Harvey and his friends are superb programmers and artists, and I'd be honored to have them do that part of any computer game design that I was involved in. But they must be very cruel. It is obvious from this game and Will's earlier effort, *Zany Golf*, that these guys get their jollies from killing

their players.

Sink that putt, slay that orc!

If you couldn't sink the putt in five shots or less in *Zany Golf*, the game was over — and you didn't get to see the rest of his beautifully inventive miniature golf course. That was particularly heinous in a sports simulation. In *The Immortal*, the blood flows in rivers: the game is nothing but one gory violent demise after another. It's cartoon violence, of course, but still embodies all that is worst and most thoughtless about game design today.

Will, if you're reading this, I've got a message for you. Most game players don't enjoy being slaughtered and kicked out of a game before the end. Your products are characterized by lovely art, challenging puzzles, and state-of-the-art animation and sound. Why spoil them by kicking the players out of the game before they get to see most of it? I'm not that good on the joystick. Even with the codewords, I know I'm never going to get to see most of the game. You have wasted most of your programming time and effort, Will.

Gamers will be happy to know that they can back up their disks with any copy program. Copy protection requires you to look up a page, check a word and input a letter. I feel that this is the least odious form of copy protection, and at least Electronic Arts isn't doing stuff to damage your disk drive with every boot-up. But requiring the player to hunt through the manual to match a certain picture is not a good way to win friends and influence people. It would be a lot quicker to just list the page number.

While I'm griping about little things, I'd like to mention that sitting there looking at a blank gray screen while the program is loading or switching levels is also very boring. It usually only takes a few seconds to throw a graphic on the screen and pipe in some music that entertains the player while the computer finishes loading the program. Take a lesson from Data East, Will, and give us a title screen to admire while you're performing all your time-consuming programmer's tricks during the bootup process.

Conclusions: *The Immortal* is a very difficult, graphically stunning, cliché-ridden second-rank product for the masochistic, die-hard, real-time dungeons and dragons arcade adventurer only. (By the way, is it my imagination, or does the wizard on the box look an awful lot like E. Gary Gyga?)

Skill Level: Tricky
Protection: Keyword
Price: \$49.95
Company: EA

Type: Action role-playing
Systems: Amiga, ST, IIGS (one meg required for ST, joystick & color monitor for all)

into sword-hacking adventure.

There are a couple of green-skinned goblins who have already killed one man and are trying to kill another, but they'll drop everything and kill you first unless you can outduel them with your trusty joystick (I mean sword). Pushing the stick forward lets you hack at the foe, while pulling it down to the bottom position enables your on-screen persona to lean back and dodge the counterblow.

Practice dodging till you get it right. You'll need it! Whenever a sword, spear or other weapon strikes flesh, gouts of blood splash forth in crimson grue. If the goblins out-duel you, you'll have the treat of seeing your character melt down into a boneless pile of blood and goo. The animation is superb, but yuck!

Paul Shaffer, legendary adventurer and QuestBuster of the Year for 1990, told me the first level was in many ways the

Fountain of Dreams

The Miami Scene has changed these days. Ever since the war, people here seem...different. Uglier. With scary powers. They're still looking for a plentiful supply of mineral water, though. This is the background for *Fountain of Dreams*, the latest post-nuclear apocalypse, sci-fi role playing game from Electronic Arts.

Teenage Wasteland

It feels a lot like *Wasteland*, which was written by Interplay and published by EA about four years ago: you'll witness the same bird's-eye view and tile graphics, hear similarly basic sound effects (no sound board compatibility), battle mutant baddies with lots of guns, and engage in plenty of killing, hack-and-slash in a mostly linear quest for the Fountain of Dreams. It even has its own version of the "Inside Finster's Brain" puzzle that was so amusing in *Wasteland*.

However, *Wasteland* was written in 1986, and what we see in *Fountain* is essentially four year-old software, only slightly updated — and much more expensive, since *Wasteland* is now on EA's bargain rack. Still, *Fountain of Dreams* isn't a total waste...as a matter of fact, its pink flamingo, garish neon graphics (I played it in VGA) were quite amusing.

The illustrations are much more detailed, and each member of a monster group appears in its own window.

People at EA insisted that "it's not a *Wasteland II*," and it's not. Written

Type: Science Fiction Role-playing
System: MSDOS (512K required, hard disk supported; no mouse or third party sound board support; EGA, VGA, MCGA and Tandy 16-color); 3.5" upgrade for \$7.50
Planned conversions:

by Dave Albert and Banjo Bob Hardy, it's more like a "prequel." The weapons and armor list is smaller, the scope less grandiose, the skills kinda similar, the plot not quite as imaginative. And you can't import your characters from *Wasteland*, as they'd probably wipe out the whole state.

Holly came from Miami, F-L-A

Fountain of Dreams, like *Wasteland*, is populated by various sociopathic mutants with a particularly bad disposition (too much caffeine in their fallout makes them

nervous, I guess.) The more "human" characters include Uzi-armed Killer Klowns, Skinhead Beachcombers, Voodoo Cultists, teenage punks and arms runners. Sounds a lot like today, minus the drugs (perhaps the drug war actually worked?), but the difference is that Florida is now an island, surrounded by a shield wall separating it from the rest of America because the Floridians are convinced that no other "normals" exist.

Character generation is pretty standard. For your initial band, you can choose from Survivalist, Vigilante, Hood, Mechanic and Medic classes. Your choice affects their basic starter set of skills, their "bonus points" to be allotted to the various character attributes, and their hit points.

As you can imagine, Survivalists and Vigilantes are better equipped to handle the unpleasantness of modern Florida existence. The other, more technical classes have specialized skills that help you succeed (because, as Citibank tells us, mutants want to succeed, not just survive), while they lack some knowledge of the finer points needed to unload a clip of ammo into a glowing rodent. Some skills are active, others passive, as in the recent *Escape from Hell*.

The interface consists of menus, keyboard commands and some use of the function keys. Nothing new here, but at least it doesn't get in your way.

Gardening at night just didn't work

Your party then starts out at a little settlement, complete with a free doctor and your little home, between the Killer Klown Kollege (KKK) and Miami. You, Ignatz and Junior (the first two NPCs you meet) decide that this settlement thing isn't working out: too many Klowns around for you to get a good night's sleep. Maybe you should try cleaning up this little island and kicking some Klown ass to avenge some past wrongs. Okay, why not?

Well, considering the fact that Florida is overrun by mutant spiders, rats and snakes (so numerous as to be annoying), not to mention the fleshy pink varmints that run around on two legs (two legs,

that is, *before* mutation) and are armed with anything from handguns to MegaUzis, this task doesn't seem easy. In the beginning stages, you can get free healing and "store" your NPCs at the settlement base, but don't count on the settlement staying there long. You'll have to move on to Miami, which still has a number of urban problems, including a rising crime rate and escalating incidence of mutations.

This game has a number of interesting features, the first of which is mutation. As exposure to mutagens is virtually guaranteed, your characters will mutate, gaining sensational powers such as chameleon-like abilities and a shriek that will paralyze your foes — if your looks don't.

Mutating does have its

drawbacks. At first your skills are devastatingly effective, but you require re-exposure to mutagens to gain effectiveness at a paralyzing shriek. You don't end up looking as muscular or stud-ly (or babe-like) as the X-Men, but wind up looking like the extras from Jabba the Hut's place in *Return of the Jedi* instead.

You don't heal properly. You get ugly. And in this game, Charisma and time count. Recruitment and interrogation of the NPCs hinges on your characters having high Charisma. And, as in *Ultima*, time matters. Guards sleep (and hence are in their bunk rooms) at night, and Klowns can't spot you creeping up on their stronghold at 1 AM. The various NPCs and possible hirelings appear at certain times during the day, so catch 'em while they're up.

And of course, the doctor's office, the armor shop and firearms emporium all close at night and on weekends. Similarly, there are a limited number of goodies at the arms and armor shop, so use of firearms should be judicious. If you can stab it, stab it. Save the bullets.

Three coins in a mutation-arresting fountain

Your quest is for the Fountain of Dreams, an almost legendary fount that can stop or reverse the effects of mutation. However, you must negotiate your way through a city with several factions. The Miami Police is run by a pair of vice squad detectives that has been relegated to



Mutated MSDOS

By Bernie Yee

Continued on next page

Fountain of Dreams

Continued from previous page

pastel reruns on USA network, and then there's the Obeah Orders, an essentially benign voodoo cult whose (dead) cultists are a good source of small sidearms. The Bahia Mafia are gunrunners, another good source of spare change and handguns.

And the DeSoto family, the most powerful family on the island, produces a rum that can also temporarily halt the side-effects of mutation — you can heal, except you'll still be ugly, and then you'll be drunk. After completing the various detours in the city, you'll be led to a hidden mutant outpost in the swamp, and eventually, the final you-knew-it-was-coming showdown with those crazy Klowns.

A mutated game?

The game has more than its share of negatives. There are encounter areas where little nuisances can overwhelm you by sheer force of numbers, over and over again. The KKK was designed "for you to lose, not to win" said one EA hotline helper. Which wouldn't be so bad, if you could save more than one game.

Like *Wasteland*, this game has the "permanent world" feature: once you change something, it remains forever changed. And as in *Wasteland*, the save game option takes a snapshot of the current game and saves it, so when you boot up the game next, it starts off from where you left off. That's it. One saved game. And whenever you enter a new location, it updates the game position on the disk for you.

And boy, is it annoying. There are puzzles that, if you don't have the proper tools to finish them, will leave you stuck. Permanently. You'll have to restart from the beginning, not really sure what you did wrong, knowing only that you lacked something. At least EA has a help line, which I ended up calling more than once only to find out that I had to start all over.

The one, sometimes forced, save position was less annoying in *Wasteland*, where the game itself was better laid out and thought out — you seemed to run into new caches of supplies when you had just about run out. Here, the entire game seems to conspire against you. And solving a number of the side "quests" hinges on obscure discoveries, such as trying to recruit Imelda DeSoto by returning a lost piece of jewelry. Apparently, the game design wasn't very well conceived. One of the few good things I can say is it's kinda fun waltzing around Florida and shooting up all the skinhead

Sneak Peeks

Since Christmas is near, we thought you'd at least like a few comments on games we received too late for adequate coverage in this issue. Feature reviews are on the way next month. Except for *Spirit of Excalibur*, also out for Amiga, all are MSDOS games (see *Conversions*, page one, for recent Amiga, C 64, Mac and GS quests.)

The Savage Empire

Lord British has finally teleported the *Ultima* system to a new world — Eodon, a jungle world reminiscent of H. Rider Haggard's *Lost Continent*. Incorporating extensive research into Aztec and

beachboys. And there is no copy protection that I can see, nor anything for Jesse Helms to get worked up over.

Conclusions: It's a shame that, as more and more time and effort are being devoted to providing the gameplayer with a balanced game environment (a good example is *Dragon Wars*: a game where the game designer doesn't give too much or too little away to the gameplayers, but only gives the rare "just enough to win"), *Fountain of Dreams* seems poorly thought out and quickly thrown together. *Fountain* costs as much as *MegaTraveller* or *Ultima VI*, games that, whether you like them or not, are far more richly detailed and much grander in scope. Yet it costs almost four or five times as much as *Wasteland*, which is similar in gameplay and weaker graphically but by far a better game. At best, this one is a fun diversion if you loved *Wasteland*. But at almost \$50, this RPG nostalgia is costly.

If you haven't played *Wasteland* yet, buy it for \$15 instead, since it was given bargain-rack pricing by EA a while back. Five years ago on an Apple II, I would have loved it. *Fountain* is a one-shot deal from EA, as no sequel is being planned. With good reason, if you ask me. If you loved *Wasteland* and are looking for something a little better, you can always wait for *Mean Time*, Interplay's *Wasteland* "sequel." So unless you're immutably addicted to *Wasteland*, just hop on the next plane and make the trip to Miami for real, and skip over *Fountain of Dreams* until EA puts it on the bargain rack.

Difficulty: Advanced

Protection: None

Price: \$49.95

Company: Electronic Arts

Maya civilizations, it promises to be one of Origin's most refreshing RPGs yet. It uses the *Ultima VI* game system, which was upgraded to allow larger, more detailed portraits of the characters and "cut-away shots" that portray dramatic events with a cinematic perspective. 256-color VGA. Hard disk, 10 mhz+, mouse recommended. 640K required, extended memory required for music.

Tunnels & Trolls

Based on the paper and pencil game devised by Ken St. André and popularized by Flying Buffalo, New World Computing's latest RPG is a four-character quest to rescue the great wizard Khazan. It has more text than most RPGs and puts less emphasis on graphics. Still, you do get auto-mapping, and there are lots of neat little icons in the interface. There are numerous quests to complete, and more than 60 spells. There's no sound board support, and graphics are EGA at best (it was programmed in Japan). 640K and hard disk or two floppy drives required.

Battletech II: The Crescent Hawk's Revenge

You have over 55 kinds of Mechs and 27 scenarios this time. But it's a series of battles linked with "textual cut scenes." No puzzles to solve, just combat situations to figure out and win. True 256-color for VGA; support for major sound boards. Hard disk and 640K required.

Bane of the Cosmic Forge

Wizardry is back and better than ever in David W. Bradley's wholly new game system that delivers color, animation and digitized sound effects (no board required) in a familiar yet original setting. Rather than continue the story line of any previous *Wizardry*, this one starts a legend of its own. (Yes, we previewed it recently, but it's so good, we wanted to remind everyone about it.)

Spirit of Excalibur

Anyone remember Robert Clardy? Synergistic Software? Well, he's back. *Spirit of Excalibur* blends role-playing with strategy war gaming, but emphasizes graphics and sound effects more than other such games. It supports the major sound boards and VGA/MCGA graphics. Hard disk recommended.

Railroad Tycoon and Wing Commander

OK, you caught us: these are not adventures. But all of us occasionally play something else, and these are the best non-quests we've played all year, both highly recommended.



Keys to the Kingdoms



Secret of Monkey Island

Sword Master: Go to map of island (reached from the starting position) and go to the Fork. Get yellow petal. Map all paths. When you find sign, push it. Go east and talk to Sword Master. **Mansion:** use yellow petal on hunk of meat (from Tavern kitchen). Use meat on dogs.

F. J. Philipp

Getting a helmet: Get the qpu on floor in Ijudifo at the tavern. Use it for a helmet. When you reach Monkey Island, you need to blow up the dam to get rope from hanging man. After you get the monkey to follow you, go to monkey head, pull down second nose on left totem pole. To get head, give headhunters the pamphlet "hot to get a head in navigating." Tickle feet to get grog.

Darlene Baker

Get monkey head key from ifsnbo and head of the navigator from the cannibals. Go to clearing on the east side of the island. Use monkey head key in monkey head ear and enter monkey head. Walk to the cave entrance. If you look at the head of the navigator, it will direct you through the maze in the cave to the ghost ship. Talk to the head of the navigator and beg for the necklace. The head will give up and give it to you. Use the necklace before entering the ghost ship. Get the key from Lechuck's room with the compass. Get the ghost chicken feather and use it on the sleeping crewman to get the jug o' grog. Use the key to unlock the hatch, then open and enter the hatch. Use the jug o' grog in the rat's disk to get the glob of grease. Then go back to the main deck and use the glob of grease on the squeaky cabin door. Get the ghost tools and return to the ghost animal room. Use the tools on the glowing crate to get the voodoo root. Return to the cannibal village with the root.

Stephen A. Blythe

Buck Rogers

Dazzle grenades can be rendered totally useless with protective goggles. Characters without goggles may be blinded. Stunning can last from 2-7 rounds and is quite as effective as Sleep spells or Stoning, but can be counteracted by a Medic with high Treat Stun/paralysis skill. Stink Clouds are replaced by gas grenades.

Almost all enemy combat robots (Combots) have heavy explosive missile weapons that can damage your characters if they are in the same area. Where robots or characters with explosive grenades are in the attacking formations, hit the space bar to disable auto mode, then use heavy

explosive missile weapons to keep these powerful characters from using their devastating weapons.

Spreading your warriors out when up against explosive area weapons is also a good tactic, but characters with little Maneuver in Zero-G skill may be unable to disperse. During combat, each character's turn begins with a Maneuver in zero-G skill check. The characters that fail this check may be limited to 2-3 movement points for the turn, and explosive area weapons will be used by the enemy if your group is within range.

The only set of battle armor with fields in the game is obtained later in the game by clearing a mining outpost of ECGs just before the last battle on Mercury. The extra -2 points in AC will sure help. Buck has a Lunarian Smartsuit, a gun, a Rocket Pistol and other gear you may want. Save your game to an open game slot and duplicate these items using a simple technique in the training menu (also from c:\buck\save directory in DOS, you can use copy chrdatx7.stf chrdatx4.stf if buck is in character slot 7 when you save, 4 is the character you want to get Buck's equipment, and x equals the save letter that you saved your game to).

Al Giovetti

Tunnels & Trolls

To get money at the start: at each location where there are adventurers, dismiss three of your group and add the NPCs. Exit the transaction with the Shopkeeper, have your permanent character gather the money and gear from the NPCs, and return to the shop. Dismiss the NPCs and add your original members. If one or more of the team isn't there, leave and return (characters cycle in availability). **Gull Sewer, level one:** when you attempt to free the girl behind the locked cage door, waves of rats are released. Kill 150 rats in a sequence of battles, and you'll free her and earn a prize; it's a good way to earn points, and you can repeat it after a week.

Joe Maddigan

The Savage Empire

Here's an easy way to get around. Go to the Sakkhra Caves. Inside, go east till you pass the Pteradon nests. Go north till you find a lot of floor plates. Sketch their positions, label them A through G, moving clockwise; label the top one Z. A-G are fountain tiles. When you step on them, they teleport you to places. A: east of Kurak; B: east of Tichticatl, C: north of Jukari; D: southwest of Disquiqui; E: west of Barrab; F: south of Sakkhra; G: north

of Barako. I'm not sure what Z does.

Greg Chatham

Altered Destiny

Floating Village: to get a cage, tell Alnar to make cage. Wait. Take it. **Frag:** Walk north under arch, then east to the steps and north into Tentro's shop. Get tube. Look at frags (one at a time). **Pqjju uvvcf** at frags. **Rune Island:** to reach it, go to Land's End and walk near the edge. Drop anything heavy and climb aboard. To leave the Village, get a small Floater. To return, get a large Floater. Crossroads: Start off going east into the Forest of Dreams. Sleep in the hammock. **Esfbn.**

Fred J. Philipp

Fountain of Dreams

A Clow Mega Uzi is a combination sub-machinegun and grenade launcher. Irwin Desoto has a task for you, one that requires good Lockpick skill. When you complete it (try the basement of the bottle plant), he'll let you store characters in the guardhouse. Imelda's brooch can be found in the garden in front of her house. Use your machete on the bushes to the east, closest to the road. A player with 20+ Strength and Blade skill of 4 or more can do damage of 30 points and up with a machete. It's wise to develop this skill in one character for times when ammo is scarce. Like *Wasteland*, this game saves your progress (or lack of it) automatically as you move from place to place. You may find yourself trying to restore a game in which all your characters are dead. The safest way to make a backup is to save when everything is going well, then quit. Use a utility like PC Tools to make a copy of files that have changed.

Rick Vicedomini

Ultima VI

For a good party member, go to bar in Serpent's Hold and ask Segallion to join. He has 800+ experience. The Cyclop's Cave is 8 degrees south, 12 degrees west. The Spider Cave is southwest of Empath Abbey, at 13 N, 27W. Spells are available from Nicodemus, who lives southeast of Yew at 20N, 3E. Also from Horance, who lives on a little island northwest of Skara Brae at 12S, 31W. You can buy magical Yew staves from Nicodemus; to use them, you must be able to cast Enchant, then you can put a spell into the staff and use the spell when needed.

Al Ihm

You can find a Triple Crossbow in the house on the left of Serpent's Hold. It's in a secret room in a magically locked

chest. The mayor of Trinsic was a pirate. Buy Swamp Boots from Utomo in Yew. Take the skiff in Skara Brae, go north and you'll find the island with Horance's Hut (see above). Use the Pickpocket spell on Lord British to get the Amulet of the Snake, a protection ring, and a regeneration ring. The mantra of Passion is **Ps**. The mantra of Control is **Vo**.
Greg Chatham

Chronoquest II (Amiga version)

To kill the Cyclops in Stage II, you must first have the jug of wine (fill the jug with wine in Stage XIII). Use the anchor on the little rock (left of the big rock) and enter. Once inside, get the Cyclops drunk with the wine and use the spear on his eye to kill him. Now fill the jug with his blood and return to the Time Machine. In Stage IX, all you have to do is pick up the candles (left of the baby). With the candles, and the rope from Stage V (outside the hut of the Sorceress), you can now safely proceed to Stage VII. Tie yourself to the mast with the rope and use the candles on your crew. Remember to pick up the earrings from the cabinet before you leave this time period.

Andrew Phang

King's Quest: ye new version

Because the introduction is animated, you can't enter the castle and bow. You get two points for following the dragon out of his lair instead of for swimming out. You get two points for saying fill the bowl. The points for talking and reading the note are reversed (one for taking it, two for reading). You get two points for climbing the beanstalk. The tree to hide behind while waiting for the giant to fall asleep is now the lower right tree, not the upper left as in the original. You get three points when you return to the castle. The Gnome's name is still **svnqmfutjmutl-jb**, but now it's simply **tqfmmfe** **cbdxbset** instead of the retrograde alphabet spelling in the first version.

Bill Borre

If using Iolo's cheat menu, you still have to buy reagents. The program won't recognize Iolo's. Don't waste time exploring under the Lycaenum. All **mantras** can be obtained by asking about mantra in the towns. And they're the same as those in *Ultima IV* and *V* anyway. Both the **crypt key** and **daffodils** are given to you by Beyvin's cousin in the southeast building in Moonglow. Forget the **horses**: you'll move around just as quickly without them. Food is useless, so don't carry any. **If your magic points are too low**, hit ALT 471 to return them to the max [but be sure you've made a copy of your saved game and the program before using this or any other ALT trick]. **To free the shrines**: use rune, type in mantra,

get Moon Stone. **Some necessary spells**: Telekinesis, Unlock Magic, Dispel Field, Wind Change, Locate, Kill.

Fred J. Philipp

War of the Lance

The surround bonus is the attacker's best bet. A unit on each side of an enemy force with no other adjacent enemy units. Wizards die easily. Never attack with them on streams, rivers or bridges. A fortress or Dwarven fort can almost hold out indefinitely, so occupying them should be a priority. Save some Griffins, Pegasus and Dwarves for the assault on Neraka.

They can walk over mountains to attack the city. Highlord: never go to war with Minotaurs or countries with eight alliance level or higher. Both sides: invest points in Zhakar and Palanthus. Fleet battles: never battle with units onboard. Try to fight enemies with units onboard (the computer never did get this straight).

Stephen Weddig

Knights of Legend

To get money: go to Poitle's Lock and save party at the Inn, then go to the Jeweler. Have five characters buy diamonds, then give diamonds to the sixth character and let him sell them. Save that character and restart the game. **The quests**: when you complete a quest and get an award, ask their quest word again to get directions on where to use that word.

Robert Shaw

Dark Heart of Uukrul

It's easy to modify the saved game file, but the program won't accept it because of a checksum—and it's no ordinary checksum, but an inconstant one! The checksum is a 16-bit word at hex offset 24E that's formed by multiplying the 16-bit words in the file by a constant and subtracting. The constant is constantly changing. To find it, use the program's Utility to change one letter of a character's name, then do a DOS file compare. It shows the changed bytes and the resulting change in the checksum as well.

For example, suppose you have 299 tons (money) and want to give yourself 5,000 more. Suppose the checksum is DD9C and the "constant" is currently 6. In this case, you subtract $6 * 5000 = 1E000$ from DD9C (this is all hex math). The 16-bit result is FD9C. Therefore, you change the money byte at offset 7 to 52, and the checksum byte at offset 24D to FD. Then you can go on a shopping spree [just be sure to make a backup of your saved game file before trying to edit it.

Jack Higbie

King's Bounty

Use a Sorcerer, which have the most magic, advance fastest and, as they are never engaged in a battle, don't

require hit points or armor (her spells can be used by anyone in her army). Start the game in the lowest mode, then save the game and quit. Go into the directory and you'll find a file with the name of your character.dat. Copy this file to a disk and keep a record of the files.

Restart game with very small army and rent a boat. Most loot can be found from the shore. Go into every town, make notes about castles, their occupants and the local spell and its cost. Make notes and a map of each item you find. Save game and quit. Go into the directory and copy this file. Copy the first file from the floppy to the hard disk, and you will have half the information you need without using any time. Now get an army together from the King, pick up the other two armies and finish off this continent. Do the same for the next three continents, and hopefully you will arrive at the final battle with enough time left to win the game.

When you reach the fourth continent, save your game, save the file and search inland from either the west or east shore until you locate the Vampires. At this point you will have to disband all of your armies except one. Take 50 Vampires, then dismiss your last army and fly over the continent and locate all the castles, treasures, etc. Be sure to map the maze. Also locate all the Dragons and other flying creatures, which will be your new army when you begin your final approach to this continent. This is all done after saving a game on the shore. You can then go back and quit, transfer the files and proceed in earnest. The reason for all this is that every step on the sand costs a day, so seven steps seven days.

C. F. Shaffer

Sorcery 101

Surfboard: Go to Iphelta Thi at 8 and wait for Gretchen. Say yes, search Gretchen, get key. Unlock president's door with key, open Frimp box, go to meeting hall and cast Frimp on trap door. Open trap door, downw. Go SE, S, E, SW, W, S, W, W, down. Open Dispar box. Go to suite. Cast Dispar. Get surfboard. Open Blubba box. Go to dock. Set dials to desired coordinates. Put surfboard in water. Get on it. Push button.

Tom Page

Keys to the Keys

Each month *two* contributors to Keys get the game of their choice. The winners are randomly selected. Please send clues and tips to recent adventures—those not covered in previous issues, walkthroughs or *Quest for Clues*. [All clues become exclusive property of *QuestBusters*.] This month's winners: Rick Vicedomini and Darlene Baker



Swap Shop

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

APPLE

Will buy: Ancient Land of Ys, Aztec. Ingrid Hybinette, 1648 Shadow Ct, Dunwood GA 30338

Mac: need disks only for Witness, Suspect, Riddle of Crown Jewels, Infidel, Cutthroats, Enchanter. Want complete Border Zone package. Will pay up to \$25, or trade Zork Zero, for any two. Write 1st. L. A. Urness, 1454 N 1600 E Logan UT 84321

Want: Apple e or better with 128K+. Tony Ellis, 2800 Rolido #157, Houston TX 77063

\$9 @: Wizard's Crown, Roadwar 2000, Sundog. \$5 @: Bard 1, Wishbringer, Planetfall. \$15: Bard 2 w/cluebook. \$18: M & M 1 w/cluebook. Send for list. Tim Prokott, 849 SE 23rd Ave, Minneapolis MN 55414

\$10 @: Eternal Dagger, Pool of Rad, M & M 1, Times of Lore, Dungeon Master Asst. #2. \$15 @: Ultima 5, Bard 1 or 3. Champions of Krynn, \$20. Phantasie 2, \$5. Will also trade for one game. I want Dragon Wars, Centauri Alliance, Wizardry 5, Demon's Winter. Tory Richard, Box 129, East Kelowna, BC Canada V0H 1G0.

COMMODORE

Will buy: Murder Party, 9 Princes in Amber, Aentdvure Creator, Adventure Master, Game Maker. H. M. Whitley, 1651 Madison Ave C-3, Anderson IN 46011

Selling all C 64 software. Send SASE to Georgina Jankay, 809 Hatcher St, Montgomery AL 36109-1701

Buy: Spellbreaker, Leather Goddesses, President is Missing. H M Whitley, 1651 Madison Ave C3, Anderson IN 46011

Sell only: \$12 @—Wasteland w/cluebook, Phantasie 1 or 2, Wizard's Crown, Indy action game, others. Write for list. Tommy Earnest, 2465 Plum Creek Rd, Christiansburg VA 24073

Amiga: \$15 @: Faery Tale, Journey, Defender of Crown. \$12 @: Bard 2 w/maps, Roadwar 2000, Barbarian, Terrorpods, Sorcerer, Spellbreaker w/cluebook. Send for list. Tim Prokott, 849 SE 23rd Ave, Minneapolis MN 55414

MSDOS & QUEST-ALIKES

Sell only, 5.25": Hero's Quest, Larry 3, Loom, \$15 @. Starflight 1 w/cluebook, \$12. Lee Birch, POB 213, Bryn Mawr CA 92318

Trade: Starflight for Wizardry 3 or 4. Tony Ellis, 2800 Rolido #157, Houston TX 77063
Trade 3.5: Ultima 6, Hero's Quest, Keef the

Thief, Silver Blades. Want 3.5" Savage Empire, Rise of Dragon, Lord of Rings, Trial by Fire, Tunnels & Trolls. Tom Page, 96 Haddon Place, Upper Montclair NJ 07043

5.25" only, trade only: Ultima 6, Larry 3, Spirit of Excalibur, Les Manley. Edward Carr, 216 Shanes St, Boyertown PA 19512

Sell/trade: Ultima 6, Bard 2, Hillsfar, Azure Bonds, Pool & more. Send list & SASE or stamps. Also need CGA simulator that will run with Heroes of Lance for Hercules. N. Mark Kassouf, 12767 Royal Ave, Grand Terrace CA 92324

Sell/trade: Wizardry Trilogy, \$25. \$20 @: Pool w/cluebook, Heroes of Lance. Demonstalkers, \$10. More. Want Escape from Hell, King's Bounty, or send list. 5.25" only. Lance Scarinci, 462 Elmore St, Port St. Lucie FL 34983

Sell/trade: Pool, Azure Bonds, Silver Blades, Champions of Krynn, Hillsfar, Hero's Quest, Times of Lore, Arthur: Quest for Excalibur. Make offer, send list. Greg Kitzerow, 8 Dellwood Dr, Long Valley NJ 07853

Want: Scavengers of Mutant World, Zak McKracken, Misadventures of a Wizard's Apprentice. & a good deal on to boost Tandy 1000 HX to 640K. Peter Rocco, 6342 SW 32 St, Miami FL 33155

3.5" for sale, \$12 @: Prophecy, Zork Zero, Tangled Tales. \$17 @: Mean Streets, Crime Wave, Centurion, Codename Iceman, Sorcerian, Dragonstrike. Will buy (prefer 3.5") Knights of Legend, Bad Blood, Dragon Wars, Loom, Breach 2, Universe 3. Peter Gedzyk, 502 S. Brookwood Tr, McHenry IL 60050

Sell only, 5.25, \$18 @: Pool, Azure Bonds, Champions Krynn, Dragon Wars, M & M 2. Silver Blades, \$20. M & M 1, \$15. Leisure Suit 3, \$25. Wasteland, \$10. All but Leisure include cluebook. Mili Roberts, POB 6486, Florence KY 41033-6486

Will trade King's Quest 1, 2 or 3 for Space Quest 1 or 2. Derek Figg, 1704 Firewood Ct, Herndon VA 22070

Sell only, both disk sizes. Altered Destiny, \$25. \$15 @: Hero's Quest, Space Quest 3, Police Quest 1, Leisure 3, Manhunter NY, Alien Fires, Bard 2. Robert Kraus, 3038 N Christiana Ave, Chicago IL 60618

Sell only, 5.25", \$20 @: Azure Bonds, M & M 2. \$25 @: Hero's Quest w/cluebook, Magic Candle w/cluebook, MegaTraveller & more. Jeff Peedin, 504 Powell St, Smithfield NC 27577

Sell/trade: mostly 3.5" games. Steve Lake, 90 McKay St, Beverly MA 01915

Many 5.25" games to sell/trade. Send list &/or SASE or stamp to N. Mark Kassouf, 12767 Royal Ave, Grand Terrace CA 92324-5821

Will trade 5.25" Dragon Wars w/cluebook, Starflight 2 or Centurion for Imperium, Reach for the Stars or Empire. Ed Caylor, 158 Woodland Rd, Hampton NH 03842
Will buy 3.5: Heroes of Lance, Dragonstrike,

Waiting for Duffy

Duffy's dreaming up new excuses, so contact these people if you can help.

Zork 2: how to get past dragon? Brad Nolan, 8 Longmeadow Rd, Lincoln RI 02865

M & M 2: what is final word? Ralph Harrington, 4619 Polaris NE #D, Salem OR 97305

Wizardry 1-3: clues, general help, maps, riddle answers. Michael Hennessy, 2001 Privet Lane, Bloomington IL 61704

Times of Lore: where is Heidric? How to get through ruins? If I wear circlet and invisibility wears off, can I become invisible again? Need clues too. Norman Hughes, 5801 Flaxman St, Lot 75, Pensacola FL 32506

Sorcery 101: how to get past serpent, what to do at Island of Lost Soles? Tom Page, 96 Haddon Pl, Upper Montclair NJ 07043

Earthrise: how to get info from security terminal's database? "Biosphere" opens it, but I need "search string" to get info. Ed Caylor, 158 Woodland Rd, Hampton NH 03842

Ultima VI: how to find Blue Lens & Capt. John? Need help fixing lenses, finding level 8 spells, and what to do with Vortex Cube? Evan Stubbs, 48 Soi Saphan Khu, Rama IV Rd, Bangkok Thailand

Chronoquest I & II: can go upstairs to Altar Room in I, down to workroom, but can't move switch behind mirror. Robt Sitz, POB 626 Cando ND 58324

Deathbringer: need maps for all dungeons. **Fire King:** where is Mage's ring, need exact instructions. **Ultima VI:** how to put spells in spellbook? Where is Blue Bottle Tavern? Where can I get yew log sawed? Greg Chatham, 2244 Richelieu Dr, Vienna VA 22182

Knights of Legend: Olanthen says "You're not that good." How do I get him to train me? Sean Stratman, 866 Mercury, Littleton CO 80124

M & M II: can't find the two wizards even with the code. How to leave Dawn Cave with the Orb? Translate the different codes, yellow, green and red? Fraser Hewitt, 1001 Ironwood Rd, Alameda CA 9454

Ultima 6, Keef the Thief, Hero's Quest, Tunnels & Trolls. K. G. Steinbeck, Mobay Corp, 8400 Hawthorn Rd, Kansas City MO 64120-0013

ST

\$10 @: Time & Magic, Phantasie 2 & 3, Dungeon Master, Questron 2, Jinxter, Sundog, Beyond Zork, Plundered Hearts. Betty DeMunn, 703 W. Ferry St # A-2, Buffalo NY 14222

Sell only, \$20 @: Dungeon Master, Bloodwych, Pirates, more. Tom Page, 96 Haddon Place, Upper Montclair NJ 07043

Passport to Adventure

Books & Map Kits

- Quest for Clues I, II or III \$24.99
- Official Book of Ultima \$15.99
- King's Quest Companion \$14.95
(has solutions to games I-V)

QB Map Kit (includes US/APO shipping, Canadians send \$3 US for shipping; no overseas sales)
 Kit A: (text/graphic games) \$8
 Kit B: (role-playing games) \$8
 (Each has 100 sheets of mapping paper.)

With each game you get a free packet of mapping paper—and 3 issues added to your sub (2 for 1st Class and Canadian subs, 1 for overseas). With Quest for Clues you get the same; other books entitle you to two extra issues for regular subs, one for 1st Class, Canada and overseas.)

To US addresses, add \$3 shipping/etc. for each book & game; to Canada, APO, \$6; overseas, \$12. No credit cards or bill mcs. AZ, residents add 5% sales tax. Please send street address, not POB.

MSDOS Quests

- Secret of Monkey Island \$45
- King's Quest 5 VGA \$55
EGA \$45
- Quest for Glory II (Hero's Q II) \$50
- Altered Destiny (640K) \$50
- Countdown (640K) \$45
- Bane of the Cosmic Forge \$45
- Savage Empire (MSDOS, 640K) \$45
- Lord of the Rings \$45
- Battletech II \$40
- MegTraveller (512K) \$50
- Tunnels & Trolls \$45
- Escape from Hell \$38
- Circuit's Edge (512K) \$45
- Ultima VI (640K) \$55
- Conquests of Camelot (512K) \$45
- Starflight 2 (512K) \$45

Apple Outings

- Dragon Wars IGS \$40

Amiga Missions

- (512K except *, which need a meg)
- Dragon Wars \$40
- King's Quest IV * \$45

- Police Quest II* \$45

C64 Seek & Slays

- Times of Lore \$30

Assorted Systems

- Buck Rogers or Silver Blades
512K MSDOS, \$40; C 64, \$35
- King's Bounty (all but ST) \$35
- Les Manley (IBM, 640K; Amiga \$45)
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