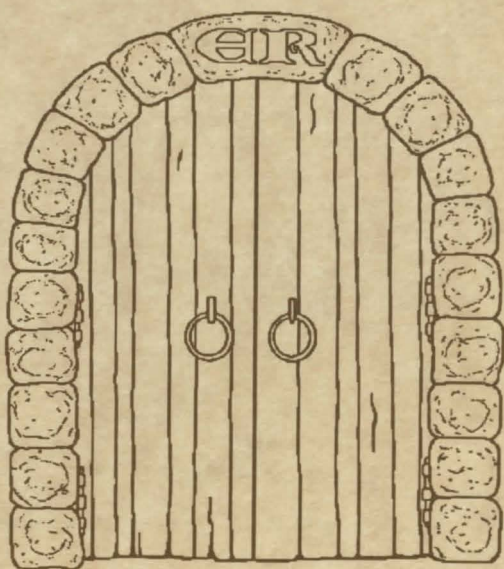# Enchanted Realms™

Issue 2

The Premier Adventure Game Magazine
For The Commodore Amiga!

Enchanted Realms™

Adventure Game Magazine

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Enchanted Realms™

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Game Rating System

We use a very simple identification and rating system for our game reviews. Each adventure is identified by primary type and assigned an overall score (which is rounded to the nearest half point) based upon several criteria. These are listed below so that you can identify each adventure, at a glance, according to its type and quality.

Type	Criteria	Score
Graphic	Documentation	Excellent (5)
Animated	Playability	Very Good (4)
Role-Play	Graphics	Good (3)
Strategy	Sound	Fair (2)
Action	Atmosphere	Poor (1)

Notice: Graphics for reviews and walkthroughs have been digitized from their particular software manuals for review purposes only. All rights remain exclusively with their respective companies.

Departments & Columns

From The Premier Adventure Game Magazine For The Commodore Amiga!

Proclamations
From The Lord Of The Realms

Welcome to **Enchanted Realms**! Whether this is your first visit or a return from our Premier Issue, we're glad to have you with us. You may have already noticed several improvements since our first issue, like the contents listing on the back cover. It's our intention to continually refine **Enchanted Realms**. However, we don't want to change simply for the sake of change. Let us know what you like and dislike. We'll take your suggestions to heart. Please take some time to fill out the survey found in the Book Of The Realm. This will provide us with your input and will also allow you the opportunity to help us select the best adventures for 1990. So, look it over and cast your votes today!

In the next few issues, Proclamations will focus on the matter of piracy and copy protection, a major area of concern for software manufacturers and legitimate software owners. Some companies have maintained a disk-based method of copy protection, while others have adopted an off-disk one. A few companies have removed copy protection entirely. Meanwhile, many legitimate owners of copy-protected software have purchased "back up" programs to copy their "protected" disks. Some have refused to purchase protected software at all.

I know from personal experience the problem of playing a copy-protected game on the original disk and having it get trashed. Twenty-five hours of progress was destroyed in a few seconds. Is this a penalty I must assume for being a "legitimate" owner? (By the way, I never did finish that game.)

What about plunking down $30 to $50 on a game sight unseen. I've done that too, only to have another "pretty box" that sits on the shelf. That's one reason we're here. We want to help you avoid this type of waste. And, what about those "pretty boxes?" How about putting real screen shots on the packaging rather than those elaborate illustrations that don't look anything like the game inside? Better yet, how about producing demo versions of the game? We applaud those manufacturers who have had the courage to actually show their efforts before the point of purchase.

These are some of the issues we will be discussing in the days ahead. You too can voice your opinion. The included survey asks for your response to the copy protection issue. When tabulated, we will send a summary of our poll to software manufacturers in the form of an industry proposal. Thanks in advance for your participation. And, until next time, Happy Adventuring!

Chuck Miller
Lord Of The Realms

Audience Hall
Letters To The Lord Of The Realms

Here are some letters from this month's mail bag. We thought we would share some selected portions from reader responses to our first issue. And yes, we are lauding our own plaudits . . . a little!

Dear ER:

I was able to look at **ER** briefly last night and was very impressed. (I was reminded of the first time I started up **Defenders of the Crown**, just after I got my Amiga 1000!) Nice work - I'm looking forward to spending some time with it, although I'm a "casual" adventurer at best.

Thanks again,
Allen White
Brunswick, OH

Dear ER:

I received the first issue of **Enchanted Realms** a few days ago. I cannot begin to express the awe I felt when I first inspected it. The dedication and love for what you are doing is obvious. I think that your magazine will do very well if you can get the word out about it.

I hope to be reading **Enchanted Realms** for many years to come.

Have fun,
Eric Penn
San Mateo, CA
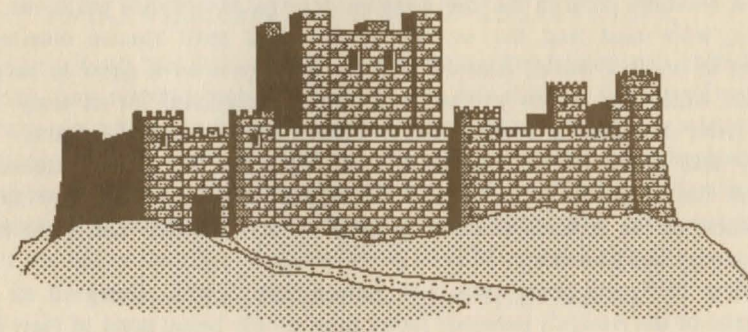
Court Herald
Tidings From Hither And Yon

Several new adventures worth noting will be hitting the streets in coming months. Two games coming from Virgin/Mastertronic are **Spirit Of Excalibur**, a fantasy epic due out in September, and **Wonderland** (being produced by Magnetic Scrolls), an adventure based on the works of Lewis Carroll, which should be available later this year or first quarter 1991. Expect **Wonderland** to use new features like interactive illustrations and auto-mapping. Also due out later this year from Interplay and Delphine Software is **Operation Stealth**, their second game to use the Cinematique gaming system introduced in **Future Wars**.

Electronic Arts will soon be releasing **Immortal**, a role-playing game which pits the player as a wizard whose goal is to rescue the High Wizard who is trapped in a dungeon. They have also just released **Imperium**, a game of stellar economics, defence and diplomacy where the player's task is to lead Earth's empire to preeminence in the galaxy. From EA's affiliate label, Cinemaware, will come **Dragon Lord**, a strategy-fantasy allowing one to three players to compete simultaneously. As a dragon lord, you will create magic potions, as well as hatch and train dragons to assist you in your quest to conquer enemy villages. Look for these this fall. From another affiliate, Lucasfilm Games, keep watch for **The Secret of Monkey Island**. This pirate adventure, using the same gaming system as Lucasfilm's Zak and Indy, will be available early next year. Also look for Electronic Arts to release UBI Soft's futuristic **B.A.T.** (Bureau of Astral Troubleshooters). As a **B.A.T.** agent, the player must foil the plans of the evil (aren't villains always?) Vrangor who is threatening the people of the planet Selenia. Explore hundreds of locations and meet characters from seven different species.

Accolade will be debuting two new titles this fall: **Search for the King** and **Altered Destiny**. **Search for the King** places you as network employee, Les Manley, who must find the world's greatest and most elusive entertainer. Moving to another world, **Altered Destiny** leads you on a quest to save an alternate world into which you've been drawn. Scheduled for an early 1991 debut from Accolade is Horror Soft's **Elvira, Mistress of the Dark**. This ghostly and grisly role-playing adventure, featuring the game's namesake, involves the player in a search for The Scroll of Spiritual Mastery hidden somewhere on the grounds of a demon-filled medieval castle. This game looks (and sounds) like a winner.

Spring 1991 will bring two new games from Sierra. Designed to take advantage of the Amiga's potential rather than simply being ports of their IBM counterparts, **Space Quest IV** and **Kings Quest V** will continue the saga of their respective quest series. Look for improved graphics and sound.

For those of you who have tried unsuccessfully to contact Micro Momentum, the distributors of **T.A.C.L.**, you're not alone. They have gone out of business. One phone line gives a "no further information available" answer, while the other directs the caller to Oxxi, Inc. Oxxi is not distributing or supporting Micro Momentum's products, but are relating the news that **T.A.C.L.** is no longer being distributed. (This has resulted in some modification to our adventure game contest. Refer to the Royal Announcement for details.) However, Oxxi will soon be releasing their own adventure game language. It is written by the same author as **T.A.C.L.**, but will be far more advanced. About two years in the making, it includes more commands and support for IFF images, ANIM format animations and digitized sound. It also has a built-in SMUS player. With this new game system, the programmer will be able to create commercial-quality adventures along the lines of the newer Infocom titles, Sierra animated adventures and ICOM simulations. We will keep you informed on this hot new product! Look for a release this fall.

Mandarin Software has also released a new game development language, **AMOS The Creator** (PAL version). AMOS Basic has over 500 commands allowing the programmer to create arcade, adventure and educational games, as well as demos and productivity applications. We will let you know if and when the NTSC version is available.

Finally, two more games were just released at press time which fall into the action adventure category. Coming from Digital Wizards, Inc. is **Heart Of The Dragon**, a fantasy/arcade adventure featuring smooth animated action and large characters. This HAM mode game offers one or two player action and digitized music and sound. And, from across the "deep blue," look for **Beast II** from Psygnosis. This sequel is even supposed to surpass the original in sounds and graphics. Look for reviews of these two games in our next issue.

Adventure Game Drawing

Subscribing has its benefits. In this case, free adventure games. Yes, free adventures! Each issue, we will have a drawing from our subscriber list for a free game. We'll then contact the winner to notify them of their good fortune and send them the adventure of their choice. Their name will be published in the following issue. This drawing is available to subscribers only. It's just one of the many benefits of subscribing to Enchanted Realms.

Winner's choice of game will be from a preselected list.

Royal Announcement

The Official Enchanted Realms Game Writing Contest

Hear Ye! Hear Ye! The Sovereign Lord Of The Realms hereby requests thy participation in a quest of extraordinary magnitude. Thou art bid to manifest thy skills in the fashioning of an adventure worthy of the rank and privilege of the elect of the Realms. So began last issue's announcement of the Adventure game writing contest we are sponsoring.

Well, as you may have noticed elsewhere in this issue, there may be some difficulty acquiring a copy of **T.A.C.L.** It's currently out of distribution and will be unavailable when the copies presently on dealers' shelves are gone. Unfortunately, this leaves it unsupported. **T.A.C.L.** is still a good product, but you are basically on your own at this point.

So, where does this leave us and our contest? It's still on. Of course, some modification is in order. The contest will continue as planned with the following changes. We are opening up the contest to adventure games written with ANY language. The adventure can be created from scratch with any programming language or with the use of an adventure authoring system. The choice is yours.

The submission deadline is January 31, 1991. You have until then to write your games and submit them to us. Entries must be received on disk, clearly labeled with your name, address, phone number and game title. Each game should be fully documented on disk. You may enter as many times as you wish. All entries remain the property of their author with **Enchanted Realms** having one-time publishing rights.

There is no restriction on the type of adventure you write. It can be fantasy, sci-fi, mystery or another. It can also be either a text or graphic adventure or a combination of both. We will leave that up to you and your creativity. However, we would prefer that your game be no larger than 500K including graphics and sound, though, we will accept all entries as long as the adventure is contained on a single disk.

Three winners will each have their game featured in an upcoming issue of **Enchanted Realms** in 1991 and will receive the following:

1ST Place - Choice of Three commercial adventure games and a One Year Subscription to **Enchanted Realms**
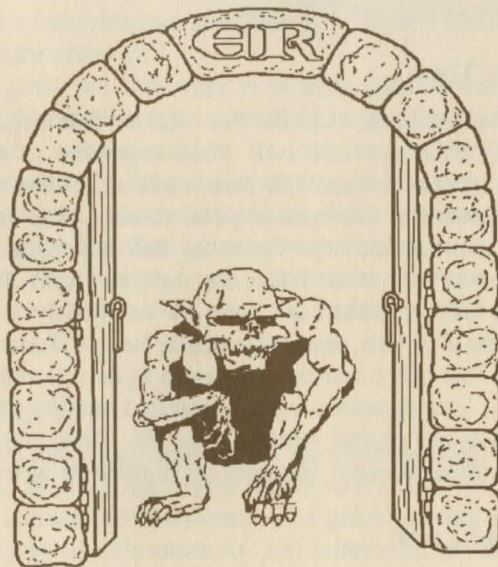**2ND Place** - Choice of Two commercial adventure games and a One Year Subscription to **Enchanted Realms**
3RD Place - Choice of One commercial adventure game and a One Year Subscription to **Enchanted Realms**

So, get started now! Writing a good adventure will take longer than you think.

Adventure Reviews

From The Premier Adventure Game Magazine For The Commodore Amiga!

The Faery Tale Adventure

By Chuck Miller

"Rescue the Talisman!" Was the Mayor's plea.
"Only the Talisman can protect our village
from the evil forces of the night." And so,
Julian set out on his quest to recover it.

If you've never treated yourself to the pleasure of playing **The Faery Tale Adventure** from Microillusions, then you've missed a pleasure indeed! Though **Faery Tale** was one of the earliest adventures released for the Amiga, it still remains one of the best, if not THE best.

Once Upon A Time . . .

The story line is simple, but effective. As the **Tale** begins, we find Holm under a blanket of darkness and evil. Mass migrations of ogres and goblins, marching ranks of dead corpses and dark-robed apparitions swept down upon the unwary inhabitants of this once peaceful country. The Talisman was gone, stolen from its shrine. And now, Holm lay defenseless against the forces of darkness. With the death of his father, the master at arms, the future of Holm now rests in the hands of Julian and his brothers, Phillip and Kevin. Julian, or one of his brothers if he fails, must try to defeat the evil Necromancer and rescue the Talisman, so that peace and order are once again restored. According to an ancient prophesy, seven quests must be completed in order to defeat the enemy. Numerous artifacts and charms must be acquired. There is even a fair princess to be rescued. All the necessary elements are in place for an exciting adventure.

In A Far Away Land . . .

The Faery Tale Adventure presents a magical land with over 17,000 screens to explore. Your journey includes traversing forests, deserts, caverns, mazes, mountains, lakes and castles. The final combat even takes you to a beautiful, but treacherous astral plain. You must face wraiths, skeletons, ogres and goblins. You also meet a good sorceress and an evil witch, a golden swan and a fire-breathing dragon, as well as the evil Necromancer himself.

As the game begins, we find Julian in the village of Tambray. A thorough search of the town will reveal some very helpful supplies for the quest ahead.

Julian begins with very low stats of bravery, luck, vitality and kindness. All these must be developed in order for him to survive. He also begins with very little gold, a necessity for buying food at the inns.

As a word of caution, it's wise to stay close to Tambray in the beginning for it provides a safe refuge from danger. Battling near the village will allow Julian to flee to safety if his vitality drops too low.

There Lived A Young Lad . . .

As Julian explores the land of Holm, he grows tired and gets hungry. As such, you will need to feed him and find a place for him to rest. The more tired and starved he becomes, the slower and more wobbly he grows. Food is scarce. Except for a few apples in Marheim, Julian will need to get to an inn to buy food. He will also need gold to do so. This is acquired by defeating enemies and by finding treasure. As for sleep, appropriate quarters are available at all inns, as well as most keeps and houses. Sometimes, Julian even seems to have a mind of his own. Trying to get him to go someplace where he can't go or to do something he is unable to do will often elicit a response of exasperation and a shaking of his head indicating his disapproval. It doesn't take long to grow very attached to your little alter ego.

Early in the game you will want to acquire a better weapon than Julian's supplied dagger. The easiest way to do this is to first find the jade skull hidden in Tambray. Then, venture outside the city and to the south toward the graveyard (it's between Tambray and Marheim). When you are attacked by the denizens roaming about, use the jade skull. Now, you can simply search the dead bodies and, hopefully, find a better weapon. You might want to save just before leaving Tambray, so that you can restore if you are unsuccessful in running into some sword-wielding enemies. From here on out, you're on your own!

Of Noble Distinction . . .

One of the first things you notice when the adventure begins is the quality of the game. The graphics are very nicely done and the whole game is accompanied by an excellent soundtrack. The graphics scroll smoothly as Julian roams the countryside and all characters are animated in a very lifelike fashion. Perspective is from a three-dimensional, bird's eye view.

While the graphics are eye-catching, it's the sound that distinctively adds the most to the game. The music is superb and has the added feature of changing along with the time of day. As dusk approaches and daylight fades, the music assumes an appropriate tenor. Such is the case, as well, as morning light breaks upon the land. The music also changes when going into a cavern or maze and upon entering buildings. In addition, impending danger elicits a change in the accompanying soundtrack. This provides an alert just before Julian is attacked.

So, if he is low on vitality, you had best keep moving. Sometimes, foes will give up and retreat.

And Of Great Refinement . . . ,

The interface for **Faery Tale** has been executed well. The largest portion of the screen is devoted to the overhead view. The bottom third of the screen is shared by the Narration Scroll which provides a running commentary of what is transpiring in the game (no text is entered from the keyboard), the Command Menu from which you make your selection of actions and the Compass which depicts the direction of travel. Julian's movement is controlled by the keyboard's numeric pad, the mouse or, most preferably, the joystick.

Commands are executed with the mouse or keyboard. Selecting "Items" brings up an inventory screen. Clicking the mouse on "Game" activates a sub menu which allows the player to pause the game and turn music or sound on and off. It also allows the player to save or load up to eight games.

The Faery Tale Adventure comes on a single disk and uses both disk-based and key word copy protection. It also can't be installed on a hard drive. Apart from these few gripes, however, there are no other really negative comments to level at the game. It plays fine on single-drive Amigas with only 512K of memory. **Faery Tale** also operates fine on accelerated systems.

There are several little quirks worth noting, though. If you return to the scene of a conflict shortly after dispensing with your foes, you will often see their corpses roaming around again. They are harmless in this state and without possessions. Strange. Also, when the game first begins, the introductory music is garbled more often than not.

An Excellent Choice For A Hero

Well, you already know the verdict. BOTH THUMBS UP! If you have never played **The Faery Tale Adventure**, you owe it to yourself to buy a copy. It's truly a classic and well worth the investment. In fact, if you enjoyed immersing yourself in this game half as much as I did, you too will be repeating to yourself, "There's no place like Holm. There's no place like Holm."

The Faery Tale Adventure
5
Microillusions

Playability - 5	Graphics - 5	Sound - 5
Documentation - 4	Atmosphere - 5	

$49.95   Role-Play Adventure   512K

Might and Magic® II

By Charles J. Besecker

Might and Magic II is an exciting adventure game similar in most respects to **The Bard's Tale**. Set in the fictional land of Cron during the 9th era, the object is to save the land from the evil forces which are growing ever stronger. In order to do this, you assume control of a hearty band of up to six adventurers and two hirelings. To save Cron, you'll have to kill numerous monsters, solve many quests and travel back in time to help King Kalohn defeat the evil dragon.

Forming A Party

The game's interface and character mechanics are essentially identical to those of **The Bard's Tale**. You start the game by rolling six characters and choosing attributes such as race, sex and alignment. A good portion of early game play is centered in and under Middlegate, the town where your party is located at the game's outset. Exploring Middlegate thoroughly will provide enough gold and items to equip your party for further exploration, for once outside the safety of the city walls, it gets very dangerous. You have to kill lots of monsters, gain experience points and then train at the training centers to significantly raise the level of your characters.

The common character classes are available: fighter, paladin, ninja, barbarian, thief, cleric, sorcerer and archer. In my opinion, it is best to have at least one of each in your party. During your travels, others will cross your path who you can hire to assist you. The basic character information is located in the bottom half of the screen. The top half is divided between the view window on the left and assorted information on the right. The view window is used to show your party's view of the area in front or, in battle sequences, a picture of a monster staring at you with a mean and nasty look. Some of these monster sequences are animated. Nothing spectacular here, but cute nonetheless.

There are hundreds of different monsters in this game making it difficult to keep track of all of them. These range from the conventional wimpy orc to the cruel and vicious cuisinarts. Battle sequences are executed in the conventional fashion. You either swing or shoot at a monster, cast a spell, defend yourself by blocking or flee. Basically, this means having fighter-types up front swinging away and absorbing the punishment and spellcasters in the back cooking up nasty fireballs to wipe out the hordes of monsters assailing your party. If you win the fight, you can search the remains and find treasure which is always in

some sort of box. Of course, it must be opened and is quite often trapped. This is tough at the early stages even for thieves and ninjas.

Exploring The Land

When you're not busy fighting monsters, you'll be exploring the many locales of Cron. Outdoors, it's divided into 20 locations in a 4x5 grid. Each area is in turn set up as a 16x16 grid of spaces. The towns, caverns, castles and dungeons are also set up in a 16x16 fashion. With five towns, five caverns, five castles, ten dungeons and assorted other areas, there are over 50 of these grids to explore. If you do the arithmetic, you'll discover that there are over 12,000 spaces to be explored. Your party must search every one of them also to be assured of discovering all the clues and items necessary to complete the quests and ultimately save Cron.

The game is rather large, but the mapping facility within the game takes much of the tedium out of the exploration process. Simply typing "M" will bring up a map of your current grid showing only the squares that your party has visited. The map is quite detailed and readable. What remains for your record keeping is to keep track of the places of interest and perhaps a few secret doors. These, however, are quite easy to find once the area has been mapped completely. When a spot has been visited, it's permanently stored in the map and will be visible if you find it necessary to return there.

Unraveling The Plot

The general plot of the game is relatively easy to follow. I suggest that you proceed along as best as you can and not be overly concerned when you stumble upon things that don't make sense. Simply keep a record of the location and forge ahead in search of things that you do understand. Sooner or later, you'll stumble upon everything you need to solve the adventure. During the searching process, you will find numerous hints and your characters will progress to higher levels of abilities. An unfortunate consequence of this strategy, though, is that you will occasionally run into horrific packs of monsters that can destroy your party in an instant. You won't even get a chance to swing at them. The obvious way around this problem is to save the game often. If your party is annihilated, the game will place you back at the inn of the town you last visited. Every time you enter an inn, the game automatically saves your position. Given this, it's best to explore a bit, then head back to one of the inns and save the game. I tried to do this every half-hour or so which seemed to work just fine.

The flow of **Might and Magic II** is intriguing early on as your characters rapidly advance in level, get stronger and gain physical and magical abilities. My interest was also maintained through the middle portion of the game, since it was here that most of the quests are solved and the majority of the land is explored. Toward the latter stages, though, I began to get bored. During this part of play, there is still some exploration left and your party is strong enough to defeat most monster parties. However, the battle sequences are rather long and tedious. It's not uncommon to run across a party of over a hundred monsters. Even if your party can survive this without a scratch, the battles take a lot of time to complete, as each monster must be individually defeated. Spells that take out ten or more monsters at a time don't help much here. Once your spellcaster casts the spell, individual reports on its effect on each monster are still presented. At about two seconds per monster, it's not uncommon to run into battle sequences that last 10 minutes or longer. This begins to wear on you when you're no longer greedy for levels and gold, but are simply interested in exploring. You can try hiding, but it's not really effective. At this point, the game begins to resemble a battle of attrition and patience. Luckily, this doesn't go on for long. You soon find yourself ready to tackle the end of the game.

Tallying The Score

The peripheral aspects of **Might and Magic II** are generally very good, aside from the sound, which is nothing more than conventional effects. The graphics are excellent, although confined to a small portion of the screen. If you're looking for great full-screen graphics and booming passages of sound, I suggest you search elsewhere. The manual is well-done without being excessive. A quick reading will get you started in the game. However, you have to spend a fair amount of time rolling adequate characters since low stats will lead to an early death and frustration. Copy protection is via the look-up-the-word-in-the-manual scheme. You can therefore transfer the game to a hard disk. I played the game from a hard disk on a 3 Meg machine and never ran into long loading delays. It can be played from floppies on a 512K machine, although I would expect some delays in this setup.

Overall, I genuinely enjoyed playing this adventure. Chances are you will too, if you enjoy adventures of this type and have lots of time on your hands. You certainly won't finish this game in an evening. While **Might and Magic II** doesn't break any new ground in adventure gaming, it has few flaws and should give you many hours of pleasure for your money. The authors deserve a round of applause for a job well-done.

3.5 | **Might and Magic II**

New World Computing/Electronic Arts

Playability - 4   Graphics - 4   Sound - 2

Documentation - 4   Atmosphere - 4

$59.95   Role-Play Adventure   512K

DAY OF THE VIPER™

By C. Albert Scott

"Circuit Board Damage Detected" are the first words to greet you as your attack android, Viper V, materializes on the now hostile defense base in the Parin system. These kind of things happen in transport, you know. But, don't be too alarmed, at least not yet. A lot more damage awaits you!

Mission Dossier

"Since 2782 A.D. a war has raged between the planets of the Sun League and GAR, the ruthless cyborg master of a mechanized race." Now you and your powerful attack android have been summoned to infiltrate the heavily armed Parin Defense Base and regain control. The Sun League Defense Force (SLDF) Base Complex at Parin, comprised of five buildings with five floors apiece, is currently under GAR's diabolical control. Your mission is to enter the base and reactivate the Security Defense Computer.

Since GAR destroyed the central computer program, you have to locate 25 hidden floppy disks that contain a backup of the program, one on each floor of each building in the complex. These disks are then loaded into your Viper's built-in hard drive. When you have all the disks and have the data stored on your hard drive, you must then locate the Command Post Main Computer and load the data back into the system. Once the system is reactivated, the Main Computer will see to the elimination of all intruders.

Finding the disks, however, is not a simple task as you must face the obstacle of GAR's mechanical storm troopers. Each level and each building is guarded and patrolled by more dogged and powerful enemies than the one before. Save your progress often! Additionally, you must contend with a substantial number of traps and mines in the corridors of the base complex. Traps include teleport devices, gyroscopic disorienters, proximity mines, energy disruptors, de-plotter devices and proton mines. All have a very negative effect on your Viper.

A"mazing" Adventure

Day of the Viper is primarily an action adventure with a good dose of problem solving thrown into the mix. Most of the game is spent traversing the mazes of the Parin complex in search of necessary components and objects, while fighting off the mechanical menaces and avoiding the numerous traps all designed for the purpose of relegating your Viper to the nearest stellar junkyard.

You need to monitor your levels carefully and move your mouse accurately to stay functional in this game.

While **Viper** lacks the development of attributes and abilities of a traditional role-play adventure, it does incorporate an advancement system of sorts. As you make your way further through the mazes of the defense base, you will find better weapons for attacking your opponents, more powerful deflector shields to provide greater protection and various electronic elements that will increase or add additional abilities to your Viper. You will need to keep your "sensors" active for spotting special items such as circuit etchers, damage repair pods, energy crystals and numerous weapons. Notes containing the combinations to the numerous supply rooms are very valuable (see last month's Hidden Gems for information on how to use the notes), as is the photon emitter (be sure you take this item when you find it). When you think you have found something you will need later, but have no more room to place it in inventory, use your Recorder to note its location.

Heads-Up Display

The interface for **Viper** is very well done, showing forethought in design. It is both functional and graphically pleasing. All interaction with the game environment is handled with the mouse. It is a fully mouse-driven system. (This is O.K. except for the directional Movement Buttons which lack keyboard equivalents. It would be much easier during combat if the player had the use of Viper movement at the same time as the use of weapons.) The interface is the Viper control screen. From here you access all functions of your Viper attack droid. The top of the screen identifies which building and floor you are currently on and provides a message display area. Directly below this are the inventory boxes. The next and largest portion of the display screen provides the Plotter Display and Right Monitor. You won't need mapping paper with **Viper**, as the Plotter Display provides an auto-mapping feature. In addition, it shares this left central display area with the Circuit Board, Disk Menus and Recorder (electronic notebook). The Right Monitor provides a forward view of the action directly ahead of your attack droid. Below the windows are the direction controls and system monitors. Keep a close watch on these.

The graphics are really good and give the game a high-tech appearance. The only thing lacking here is diversity in the view of the complex's corridors ahead. They all look pretty much the same except that each building is a different color. Animations are very smooth and well done. (A word of caution is necessary. Run **Viper** in 68000 mode if your Amiga is accelerated. Otherwise, your opponents move VERY fast making them more difficult to hit accurately.)

Digitized sounds are high quality and used throughout. Although **Day of the Viper** uses music during booting (and very nice music, too), there is none during game play. Even so, this is not detrimental as the sound effects used are very realistic and enhance the game significantly.

Mission Details

Viper comes on a single disk and is hard drive installable. If you have a hard drive, you will want to play **Viper** from it to speed up game loading and reloading. In fact, you will find a custom icon on this issue's disk to use for running this game from your hard drive (or from floppy if you wish to run it from the Workbench). Once you have seen the introduction to the game, loading is sped up by clicking the left mouse button on the first three consecutive screens. (For some additional hints, see Hidden Gems.)

Copy protection has, thankfully, been handled off-disk. Included with the game is a circuit board "slide-rule" which you move to the appropriate position as prompted by the game. Then, match three symbols . . . and you're in! Simple and effective. Only once did I fail to pass the protection scheme and this was due to my own lack of care.

There are some problems that need to be noted (as there usually are). To begin with, there is just not enough space in inventory to carry necessary items. Twice, would be nice! I also experienced some problems quitting the game from the menu option. **Viper** would simply lock up with the only remedy being a reboot. To quit and return to Workbench, you need to save, then get wasted! At the option to "Play Again? Yes or No," select "No" and you will be returned to Workbench. In addition, though the game is hard drive installable, following the instructions in the manual left the process incomplete. The root files copied, but not the directories or files contained in them. The easiest fix is to use a directory utility and do it yourself. Also, there's one final matter which can be considered a plus or minus. Each game is randomly generated, so objects in one game may be in a different place in another. Position of enemy characters also changes.

If you are a strict role-play adventurer, **Day of the Viper** may not be your mug of grog. It has good graphics and excellent digitized sounds, though it lacks some traditional adventure elements. However, if you like a change of pace from life in the dungeons and enjoy some arcade action, give **Viper** a try. You will surely enjoy the time spent in the 28th century.

☆4☆	**Day Of The Viper**		
	Accolade		
Playability - 3	Graphics - 4		Sound - 4
	Documentation - 4	Atmosphere - 4	
$49.95	Action Adventure		512K

UNIVERSE 3

By Michael J. Ballenger

The first adventure game I ever played that had little or no text interaction was **Murder on the Zinderneuf** for the Commodore 64. I fell in love with its style of interacting with game characters. It challenged the player because of its limitations, but was still playable. **Universe 3** is a similar type of game, though vastly improved over its predecessors.

A Matter Of Diplomacy

The protagonist in this sci-fi adventure of diplomacy is an agent of the Federated Worlds appointed to reestablish contact with the Home Cluster. Interstellar distances are crossed by hyperdrive, a vastly expensive method of locomotion, which has finally become practical since the discovery of hyperspace gates left by the mysterious Charon. At the outset of the game, you're aboard your ship, the FWS Union, with your orders in hand and the universe to save. All in all, there are over 100 locations to examine and explore.

The interface is graphic and controlled largely with the mouse. Movement, however, is easier with the arrow keys. Animation is primitive and SLOW. It's obvious that this is a port from MS-DOS, but strangely, that doesn't detract from its charm. Although this interface has shown improvement in more recent games, everything needed for complete mouse control is present. The game is not copy protected in any way.

A Matter Of Preference

If you enjoy adventure games that avoid the pitfall of an annoying text interface, **Universe 3**, though an early attempt, is one of the forerunners. However, it's not an easy game to complete and, for a suggested retail of $49.95, it's also a bit steep. If found at a GOOD discount, though, I still recommend it.

☆2.5☆	**Universe 3**		
	Omnitrend		
Playability - 2	Graphics - 2		Sound - 3
	Documentation - 3	Atmosphere - 3	
$49.95	Role-Play Adventure		512K

Future Wars
ADVENTURES IN TIME

By Chuck Miller

There's good news for Amiga adventurers. Interplay Productions and Delphine Software have joined forces to bring one of the year's best animated graphic adventures to the Amiga - **Future Wars!**

You Missed A Spot

In **Future Wars**, you begin your adventure in a modern-day city as a lowly window-washer. After tripping over a pail of water and receiving a thorough verbal barrage of expletives from your boss, Ed, your adventure commences on the scaffolding outside of an office building far above the city below.

Upon beginning your adventure, it's not long before you're hurtled back into the past without a clue as to your quest. This, however, is part of the task you've been assigned. You must not only solve the puzzles you encounter along the way, but must also discover the goal of the game itself. The discovery process has been programmed into the game in such a way that you only learn as much as you need to solve the tasks at hand, yet are kept baited for what lies ahead. This proves to be a very effective tool.

Pass The Croutons, Please

When you've transacted your business in the past, you are then propelled into the distant future where the purpose of your adventure crystallizes. It's here that you meet the vile Crughons (or Croutons, as our hero refers to them) and discover an intergalactic plot of deceit and treachery that spans the centuries. Suffice it to say that **Future Wars** is based on an excellent storyline. The rest of the details I will leave for your own discovery.

As you've gathered by now, **Future Wars** is a game of time travel. You begin in the present, then crisscross time in an effort to destroy the "Menace" that threatens all mankind. This two-disk adventure incorporates Delphine's new Cinematique gaming system which is entirely mouse controlled. Inventory management, conversation and character movement are all achieved through the point-and-click interface. Further, it lends a cinematic feel to the game by including animations at key points to convey important information concerning the plot and the actions required. These animations also function as transitions between different times and locations. The game does follow a linear path, limiting the players movements and action to an extent. However, I would not classify **Future Wars** as a linear game in the strict sense. There are sufficient options available to keep the adventurer involved in the discovery process.

Looking Good!

The first thing that impresses the player in **Future Wars** is the quality of the graphics and sound. While game play and appearance are reminiscent of Sierra games, the graphics and sound are far superior. The very first game screen conveys that this is no ordinary adventure. Here we see our hero perched on scaffolding outside a building composed of amber-tinted glass, reflecting the buildings surrounding it. NICE! Even the requestors convey quality with a translucent appearance that allows you to see through them to the images behind. This graphic quality extends to the animation sequences as well. Concerning sound, be sure that you play **Future Wars** with the stereo hooked up. Music and sound effects are tremendous! The musical score is even available on compact disc.

As stated before, **Future Wars** is entirely mouse driven. Clicking the left mouse button on the screen directs the movement of the main character to the location of the pointer when clicked. This action can be interrupted before completed to redirect the character. Clicking once with the right mouse button

brings up the Activation Menu from which you select the appropriate action to perform. Actions available are Examine, Take, Inventory, Use, Operate and Speak. Of all these options, Examine is the most crucial. You will need to carefully search each screen for objects necessary to complete the game. Select Examine from the menu, then slowly scan the screen in a pattern from top to bottom. As you pass over items that can be examined, their name will appear in the text box which is placed on screen during this process. Be thorough! Some objects are as small as one pixel wide. (Make sure you find the Gas Capsule in the second Machine Room!)

Clicking both buttons simultaneously brings up the User Menu which allows you to select Pause, Restart, Backup Drive, Load and Save. Restart takes you back through the copy protection sequence, so be sure to save the game at the very beginning. Then, you can bypass Restart. Backup Drive allows you to select either DF0: or DF1: for purposes of saving your game. Also, multiple game saves are permitted, but are limited in number. When you have used up all your saves on one disk, continue saving your game in progress on another. As always, be sure to save often.

Pardon Me While I Change

Several additional elements should be noted. Humor is evident in **Future Wars**. The wit of the designers comes through in numerous ways. Most noticeable, of course, is the response given when you examine certain objects and in the text accompanying the animated sequences. However, it's portrayed in other ways as well. When our hero acquires a change of clothes, he excuses himself and moves to a secluded spot to change. Cute! While the documentation is sparse, it is adequate. Including the storyline in the manual would have spoiled some of the game play. Also, **Future Wars** is hard drive installable. This is the way to go if you have a hard drive as it rapidly accelerates reloading of saved games.

What Color Is That?

As can be expected, there are several negative factors to point out. The first is the copy protection method chosen. While it's to Interplay's credit that they chose to use off-disk copy protection, their selection of a color-matching method is not without its problems. Too many colors are used with several colors being too close together for proper identification (red and brown). So, even though you can match the location, the correct color choice is not always clear. Having to try again wouldn't be so bad were it not for the fact that you have to reboot if you make a wrong selection. The solution for now is to choose very carefully and hope for the "right" colors. The solution for the future is to provide fewer and more distinct colors from which to choose. Another consideration is that people who are colorblind may have difficulty getting past this type of copy

protection in the first place. Only a small percentage of the population has this problem; but still, there are other methods available.

Also, the Cinematique system is too touchy at points. At one location in particular, the command window kept coming up with the message "Get a little closer" when trying to use one object on another. It took about five minutes of positioning and repositioning to finally get to the exact spot from which the action had to be performed. Not good. As already mentioned, there are some items you must find that are only a single pixel wide. This is TOO precise! (Future games made using this system are supposed to correct the problem.)

The final gripe I had with **Future Wars** was with the inclusion of arcade sequences. In an adventure of this type, I don't expect to encounter arcade segments. In most cases this is not a problem (Warning: when you boot this game up, always boot in 68000 mode if you have an accelerator running. Otherwise, you won't have sufficient time to complete necessary timed sequences!). The problem, though, occurs near the end of the game where you are placed in a scenario requiring you to shoot a mass of tiny opponents who are returning fire. They continue being replenished until the leader is shot. Problem one is that it takes too long before the leader even appears. Problem two is that the others are still shooting at you while you are trying to hit the leader. If you don't kill the leader and all his men, you can't continue the game. This was a very frustrating sequence that required placing a rapid fire device in the mouse port and well over thirty tries to get past. It just seemed out of place in **Future Wars** and detracted from the game. I play adventures for the problem solving aspects. When I want arcade action, I select an arcade game. Enough said!

Grab Your Squeegee And Follow Me

All in all, **Future Wars** is an excellent graphic adventure well worth the price. It will provide you with many hours of quality game play (and a little frustration, too, if you don't really like the arcade aspect). Despite the negative points mentioned, I can heartily recommend this adventure. Sound and graphics are clearly among the best and the game is very user-friendly. I only wish the adventure hadn't ended so soon. **Future Wars** will definitely be in our top ten list for 1990!

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4 | **Future Wars**

Interplay/Delphine

Playability - 3   Graphics - 5   Sound - 5

Documentation - 3   Atmosphere - 4

$49.95   Animated Adventure   512K

CHAMPIONS OF KRYNN

By John Basso

The War of the Lance is over. Now that the forces of good have rid Krynn of the evil Dark Queen and her Draconians, you had planned to take a well deserved rest. Guess again. The forces of evil are on the move once more and they're not in a good mood either. It's dependent upon you and your stalwart band to stop them in their tracks. Evil is a BAD loser.

Champions of Krynn is the first volume of the fantasy role-playing epic set in the legendary Dragonlance game world of Krynn. Here you meet some of the heroes of the lance such as Caramon, Tanis and Tasselhof Burrfoot. Game play in **Champions** follows the rules of Advanced Dungeons & Dragons (AD&D) role-play. The manual explains much concerning the world of Krynn and the DragonLance books, the story line being good enough to read on its own. If you're a novice to the AD&D style of role-playing, then the manual will be indispensible. Spells are detailed, races and their potential character classes are described and a list of evil denizens that you may encounter is provided. For veteran role-players, the manual proves to be a handy reference guide. Either way, it's a good thing to have nearby.

Party Creation

Champions starts off by letting you choose six characters for your party. It consists of members from the different races of Dwarfs, Elves, Half-Elves, Humans, and even Kenders (little people who always seem to find other people's possessions in their hands) with the character classes of Mages and Clerics (allowing you to choose a deity), Knights, Fighters, Rangers and Thieves. The computer then assigns points for their abilities, such as strength, intelligence and dexterity. One hint to remember when creating a party, include at least one Knight. You will need him in order to acquire some valuable weapons, armor and magical artifacts which come with Knighthood. Only a Knight is allowed to enter and take the test of Knighthood. Your other characters can help, but it's the Knight's neck in the long run.

Once your party has been banded together, they move out to discover their surroundings. First, visit the Lord of the Knights to see if he has any assignments for you. This is an important factor in the game. However, try never to get more then one assignment at a time. If you make it a habit of going back to the Lord too often, you may find your brave little band spirited away to battle an evil dragonlord who will soon make mincemeat of them in their state of inexperience.

Character Movement

Movement within outposts is through the menu. You don't physically move your characters, but choose through the menus which facility you would like to visit. This is where you gain levels for experience and purchase and sell food, clothes, weapons and shields. You can even deposit or withdraw money from the bank. Resting at an inn to gain back spells for your clerics and mages is also recommended.

Moving from one location to another on the main map of Krynn is quick and easy, unless you have an encounter. Movement in castles or towns is helped along with the aid of an auto-mapping feature, as well as two different views: a 3D perspective and an overhead view. Dungeons, however, will neither allow you to auto-map nor view movement from anything but a 3D perspective.

Your characters only need to be moved individually when you're in battle. Auto Attack Mode will do this for you, but I wouldn't recommend this until your characters can take care of themselves. The only problem I detected occurs when you control your characters in battle and an enemy decides to flee. If you're in a dungeon and your opponent runs into a dead end, you have to go and kill him or else the game just continues to give each of your party members turns to do something. If one of your characters meets an untimely death, take heart. Death is never final in **Champions**. You can always pay a priest or have your cleric resurrect him. Just make sure he doesn't get too "mangled" or you might not have sufficient funds for the procedure.
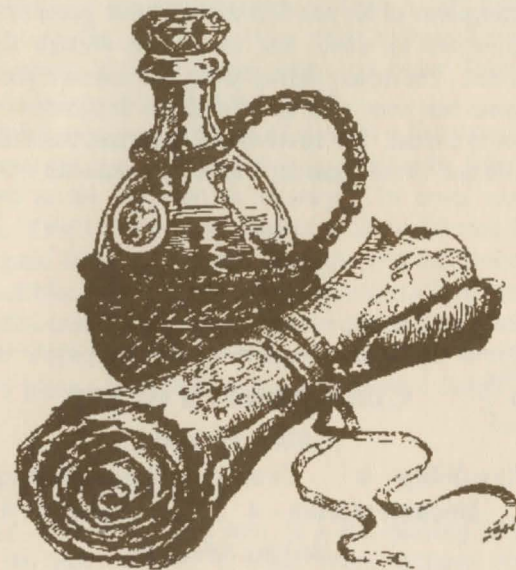
Game Design

Graphics rate from good to very good. Characters, when in battle, are small but still detailed, enabling you to tell who is who. A Draconian won't be mistaken for your female fighter. The map of Krynn itself is a bit basic, but colors and terrain are represented well. The graphic highlights occur when meeting individual characters and at major scene changes or events. Evil Draconians look nasty while the Lord of the Knights exudes a look of authority. Dragons, though, look the best, if and when you live to see them.

Sound is probably the only feature that is lacking in this game. The music is not something you'll hum while going to work. Battle sounds are interesting, such as those accompanying the casting of spells or the shooting of arrows. Some music is played during key scenes, but nothing special. Warriors, of course, don't want to hear a ditty during fights. I must admit, in a battle, I'd be the first to shoot the piano player (no offense to piano players).

The look of the main interface screen is reminiscent of **The Bard's Tale** and **Ultima**, accessed by either mouse or keyboard entry. I found that a combination of both controls works best. Graphic scenes are depicted in the upper left quadrant, character information in the upper right, and text, conversation and general information scrolls on the bottom half of the screen. The story and plot evolve through conversation with people that you meet. This is also where the copy-protection scheme surfaces. When you talk to someone, they will respond by telling you to look up a journal entry in the manual. This is where you will find the correct response. No manual - no response - no nothing. **Champions** requires 1MB of memory and can be installed on a hard drive.

Overall, **Champions of Krynn** was an enjoyable game to play with enough puzzles and mysteries to solve, and more then enough fighting to satisfy anyone's blood lust. The action moves along at a constant pace, with little time to rest. If anyone has ever read or played the Dragonlance modules and/or books, this game is a must. For adventurers, this game rates high, up there with **The Bard's Tales** and **Ultima** games. I highly recommend it.

Champions Of Krynn

4

SSI/Electronic Arts

Playability - 4   Graphics - 4.5   Sound - 3

Documentation - 4   Atmosphere - 4

$49.95   Role-Play Adventure   1MB

KEEF the THIEF

By Rick Henly

I never thought they'd do it. Sure, I was having some fun with them. But they didn't have to banish me to the jungle. Who cares about their ways of Mem? I'm young, strong and can take care of myself! I don't need those guys.

The Eldest One, he's pretty cool. He led me into the jungle to kick me out, but then told me all about the Tri-City area. There are three cities just waiting for me and my special talents: Same Mercon, Tel Hande and Mem Santi. Sounds like ideal places to go and, let's say, chart my destiny.

I've heard stories about this guy, Telloc, who came to the area and declared himself king. He got a bunch of slaves together and built himself a palace called Tel Empor. He was really rolling, too, for a couple hundred years, till someone named Al Handratta gave him a prophesy and flipped him out.

Telloc couldn't handle it. He sent an army to "take out" old Al. When it never returned, he worried that the prophesy would come true. In fact, he "waxed paranoid." So, Telloc secluded himself in his palace and practiced magic. Unfortunately, in doing so, he ceased to care for the needs of his subjects. Finally, when the starving peasants could no longer stand this neglect, they went after him. Telloc, however, in an effort to save himself, accidently made himself disappear. Nobody knows where he went. From that day on, everything's just kinda wound down to a standstill.

Since then, nothing exciting happened till the day a fisherman pulled a gold-encrusted object from the sea. Suddenly, this guy was rich. After his death, the object was donated to the Tel Mercon treasury. The town soon became the richest in the area. That's when they renamed it Same Mercon because of the city's wealth and good luck. About the same time, Tel Santi was turned into a temple and renamed Mem Santi. They found some sort of artifact to worship. I hear now that people come from far places just to donate their wealth.

Actually, I think a thief has a bright future around here. Who knows, maybe I can take Telloc's place. It sure doesn't look like he's comin' back anytime soon!

Have Lockpick, Will Pilfer

Keef the Thief, from Electronic Arts, is a role-playing adventure with a twist. You play the part of Keef, a brash young pilferer who has yet to

experience life in this new world after being exiled from his home. Now banished, he can put his special talents to use.

As the game begins, Keef has certain larcenistic abilities that need to be honed. Throughout the game, you will be rewarded with improved abilities after successfully completing small tasks. It is imperative that you steal from ALL of the houses in Same Mercon. Some have nothing, while others have great treasures. Of course, in the homes really worth pilfering, you might have to try repeatedly to reap the rewards of your efforts.

In the beginning, your stealing ability is low. Steal the easy things first to build up your ability (see Hidden Gems for some help in this regard). Then go after the bigger stuff. And be careful! There are traps that have to be removed before theft is possible.

Keef is a well-designed adventure. It includes good graphics and a great storyline, as well as a smattering of arcade sequences. You can talk to numerous people, buy things and, of course, steal most anything. Movement from scene to scene is accomplished by using the mouse. No typing is required. Just point and click.

It does help to have some previous adventuring experience. You'll need to map out a few areas and remember what you've tried in the past to remove traps. Keef does a good job of luring you into playing it "just a few minutes more" to get just a bit further. In fact, if not careful, you may find it "stealing" more time than you had planned.
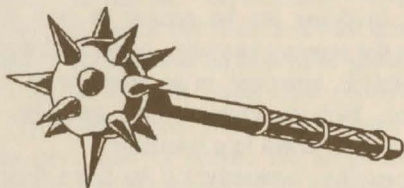
Pick A Card, Any Card

Before the game begins, you are taken to a mandatory game of Three Card Santi (the chosen form of copy protection) and asked to make the correct choice of a fourth card. The possible combinations are included in the Keef the Thief Travel Guide. There is also a menu that can be pulled down to select easier and/or fewer monsters which makes the game a little friendlier for the first-time adventurer.

Keef the Thief requires 512K of memory, uses off-disk copy protection and can be installed on a hard drive. I strongly recommend that you copy the original disks and store them away. Also, you are only allowed one game save per disk. However, if you have an extra copy of the second disk, you can save an additional game in case a trap or something unfriendly gets you.

As Keef, you wander around collecting or stealing. Sometimes you find things after killing your foes. It's been said there are special weapons to be found at different locations, but you will need to be able to fight well, cast spells and stay alive long enough to find these helpful items. My personal favorite is the sword of Nischtarr. When I found Al Handratta in the jungle, he said his treasure was guarded by a three-headed hydra. I'll use this blade to dispatch that creature.

A Little This, A little That

Although there are many weapons to be acquired and used, magic is the key to winning the game, magic in the form of spells. Spell books are essential for they contain the information necessary to create spells. When you begin the game, you have none, so you must first find a spell book before you can mix any spells. Spells, themselves, range from Bandus Aidus to Goodas Newsus for increased health. Agenus Oranus to Wastus Em gives you some offensive power. There are spells for protection like Riteus Guardus and lighting spells that start with Flickus Bickus and go to Generus Elektus. It seems there are spells for every occasion. Of course, you can only get the more powerful spells later in the adventure. It does help, though, to buy or steal ahead of time enough reagents to mix many of these spells later. Also, every time you use a spell your magic points go down. You have to keep an eye on your point count or you could waste a spell in the heat of battle because you didn't have enough points to cast it. Some battles are so quick you don't have very much time to think, so be sure and save your game often.

Keef has been executed well. It has good graphics and music, plus an interesting sense of humor. The magic spells will get a chuckle from even a hard-core adventurer. The mood the adventure creates is that you REALLY are Keef, a teenager that doesn't know his limitations. The documentation has been carefully prepared with a history of the area to draw upon on your quest. The only serious drawback is the failure to explain how to show items to other people. You have to double-click on the item itself instead of selecting "OK" when the requester appears.

Electronic Arts has a winner with Keef the Thief. In this adventure, crime really does pay!

3.5	**Keef the Thief**	
	Electronic Arts	
Playability - 4	**Graphics - 4**	**Sound - 3**
Documentation - 3	**Atmosphere - 4**	
$49.95	Role-Play Adventure	512K

Maniac Mansion

By Michael J. Ballenger

I confess. I don't enjoy text adventure games. With few exceptions, I don't enjoy fooling around with clues embedded in screen after screen of text either. I particularly hate dimwitted parsers that annoyingly proclaim, "I don't understand," even when an entry makes perfect sense to me. If you share this annoyance, you ought to check out **Maniac Mansion**.

Visiting The Mansion

When combined text and graphic adventures came along, I found them to be more tolerable. Still cursed with clumsy keyboard entry and dim parsers, these at least used the screen to present clues to puzzles in a graphic form. These text and graphics adventures also gave computer artists a new market for their wares. On the whole, graphic adventures are a definite improvement. The Lucasfilm adventure games represent yet one more step away from the drawbacks I perceive in text-only adventures. **Maniac Mansion**, one of the latest entries from Lucasfilm, is noteworthy in this respect.

While playing the game, you control Dave and two other teenage friends as they enter Dr. Fred's Mansion in search of Sandy the cheerleader. Dr. Fred has kidnapped Sandy and is about to subject her to some horrible experiment involving world domination. Your opponents include Dr. Fred himself, a "retired" physician turned mad scientist; Nurse Edna, a former health care professional whose hobbies would make a sailor blush; Weird Ed, a teenage commando with a hamster fetish; Dead Cousin Ted; the Tentacles and somebody or something else.

When you boot **Maniac Mansion**, the title sequence greets you much like the opening of a movie. The graphics are definitely an IBM port, but the music and smooth animation is all Amiga. After the title sequence, you are presented with pictures of seven kids from which to choose your team. Each kid has different strengths and weaknesses. Your choices will therefore affect the conduct of the game. Positioning the cursor over each portrait with the mouse will yield a brief biography to help you in your choices. After you complete your selection, click on the "Start" gadget and your team arrives at the driveway of the mansion to begin their adventure.

Inside The Mansion

The interface consists of a message line at the top of the screen, the animation window, the sentence line, the verb list and the inventory. With this interface, I found it possible to play this adventure with almost no keyboard entries. Here's how it works. Game-related messages and speech from the various characters appear in the message line at the top of the screen. The animation window is the eye of the camera through which you observe action and see what your characters are doing. The sentence line below the animation window is the area in which you construct sentences that control your character. By using the mouse cursor to point at items in the verb list, the inventory list and objects that appear on the screen, you construct sentences that give you control over your character beyond the gross aspects of moving from place to place.

The movement of the kids around the animation window is accomplished by pointing at their destination and clicking with the mouse. Finer activities, such as picking something up or reading a sign, are accomplished by clicking on one of the verbs and then clicking on an object in the object list or an object in the animation window upon which you want to act. Double-clicking on the sentence line will execute the command there. You can type in the commands if
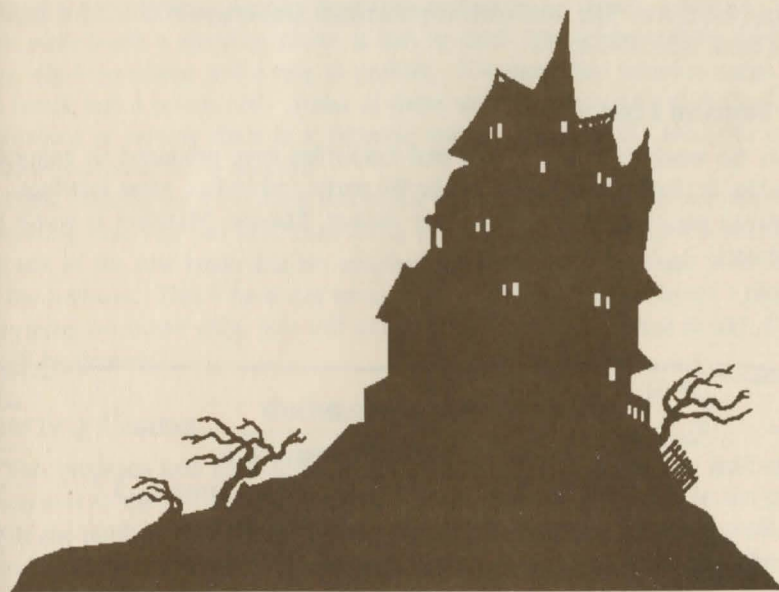
you like (why you'd like that I can't imagine), but the parser doesn't recognize anything except the vocabulary that you can point and click at anyway.

One of the most useful verbs in the list is "What is." When you click on "What is," you can move the cursor around a room watching for the names of objects to appear on the sentence line. If a name appears, chances are you can use the object in your adventure. If you like to cheat, you can use "What is" equally well in an unlit room, obviating the need for a flashlight. Simply wait until "What is" informs you the cursor is over a light or light switch and double click on that spot. Wait for your character to arrive there and click on "turn on." Other than this rather strange anomaly, the game plays realistically.

One portion of **Maniac Mansion** that is initially amusing, but which soon becomes tiresome, is the use of "cut scenes." Cut scenes are like those from a movie where the camera changes locale to tell the story of what is transpiring elsewhere or to another character. The cut scenes here feature the antics of Dr. Fred and his minions. While these scenes do allow you to see parts of the mansion you have not yet entered, and may give you clues to the solution of the game, on second or third playing they get boring. Fortunately, they can be bypassed by hitting the "escape" key.

A code book provides copy protection. You can play into the first floor of the mansion, but in order to enter the more interesting areas of the second and higher stories, you must successfully enter a security code to open a locked door. The lack of disk-based protection is very useful, enabling you to play **Maniac Mansion** from the hard drive, or if you have enough memory, you can play it from RAM. I have done it both ways and the game was very stable, never inviting the Guru. The minimum requirements are AmigaDOS 1.2 (or higher) and at least 512K RAM.

The Bottom Line

On the whole, Electronic Arts and Lucasfilm have produced an enjoyable game that is closer to what I feel to be the perfect adventure game interface. At the asking price of thirty-five to forty dollars, **Maniac Mansion** is worth the investment.

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       ☼4☼        Maniac Mansion
           Lucasfilm Games/Electronic Arts
     Playability - 5      Graphics - 3      Sound - 3
        Documentation - 4      Atmosphere - 4
  $49.95             Animated Adventure            512K
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THE ISLAND OF LOST HOPE

By Millie Miller

Have you ever had one of those days? One day you're the captain of a ship and are searching for the lost treasure of forgotten souls. And then, you suddenly find yourself alone and stranded on a desert island - your crew murdered and your cargo stolen by a band of pirates. What else could possibly go wrong?

Ship Ahoy!

Now, alone on an island, you survey your situation. There's not much around except a lot of sand (which you need to excavate) and one lone coconut tree. Anchored off the shore of your private, little isle is the pirate ship. The first problem with which you are faced is getting off the island and on to the pirate ship (without getting killed). Actually, this is one of the easiest problems to solve.

After successfully boarding the ship, there is much to be accomplished. There's a hungry buccaneer to feed (the cupboards are bare), a key to snatch from underneath a sleeping pirate, a fish to catch (the slippery little devil!), a baby whale to rescue and a ring to purloin. You must also search a cargo hold and break into a prison cell. Some of these tasks don't sound too difficult, but succeeding at solving them is a different matter. Many of the solutions to the puzzles encountered are obscure.

Upon completing everything that needs to be done on the ship, you must take everything that you can hold (and those items that you think you'll need), get into one of the row boats that are attached to the ship and continue your search for the treasure. This I have not been able to achieve. If you haven't finished everything on board ship, you sail out to sea and die. Needless to say, this is VERY frustrating.

Charting Course

The graphics and digitized sounds are very good. In the top half of the screen and to the left there is a porthole containing the graphics. In the center beside the porthole is a skull and cross bones "compass" which you can click on to go in different directions. To the right of the compass is a small map showing your current location.

The bottom half of the screen contains the text area where commands are entered via the keyboard. There are also some built-in macros for often-used commands which can be redefined by the player. To the right of the command/text window is a small inventory window. Anything that you are carrying or wearing is listed here. You can examine each item or enter that item as text simply by clicking on its name.

The sounds are digitized and lend a realistic feel to the game play. You can almost feel the rocking of the ship and the breeze upon your face. If you get tired of the constant sea sounds (and the heart beat), you can turn them off. Also, when unlocking and opening doors, you hear the digitized sounds of the tumblers falling into place and the door opening - very nice.

Lost At Sea

Overall, **The Island of Lost Hope** has a well designed interface, excellent graphics and superb sounds. However, the game does have some problems. As stated before, some of the puzzles were impossible to figure out without some help from Digital Concepts. Also, the parser was quite frustrating. Typing in a simple command to use one item on another item brought on the response that "the first item was not ON the second item."

All-in-all, **The Island of Lost Hope** is a good adventure - not an excellent game, but a nice one. The graphics, sounds and interface are pleasing; however, the problems to solve may simply be too difficult. I don't know if I'll ever get off the ship (or if I'll continue trying). If you're a busy person, but enjoy a good adventure that moves along with no snags, you will want to bypass this one. However, if you enjoy seafaring and difficult problems to solve and have a lot of time on your hands, **The Island of Lost Hope** may be for you. As for me, I get a little seasick and would rather walk the plank.

The Island of Lost Hope
3

Digital Concepts

Playability - 2   Graphics - 4   Sound - 4

Documentation - 3   Atmosphere - 3

$49.95   Graphic Adventure   512K

BEYOND DARK CASTLE

By John E. Gray

Your vision blurs, you feel sick and see the room spinning. With a shake of your head, you realize it's you spinning and not the room. Suddenly, your mind clears and you discover it was the bite of a poisonous rat that slowed you down. As the poison wears off, you continue towards the magical orb that lies across the room. Just in front of you, a floating eyeball appears, blinks and shoots a flameball in your direction. You duck out of harm's way, reach into your bag of rocks and prepare to rifle one off at the eye. Then from behind, you hear the sound of an approaching bat. As the bat sinks its fangs into you and your consciousness slips away, you look back to see how far you had advanced into the room. The door is but a mere three feet behind you. Blackness descends. Welcome back to Dark Castle.

Bad "Knightmares"

Beyond Dark Castle continues the story and characters introduced in its predecessor. While not an adventure game in the strict sense, this action adventure does offer some adventuring fun for those with a decided arcade preference. This time, you, Prince Duncan, are searching down your sworn enemy, the Black Night. Merlin the Magician has explained that in order to enter the Night's chambers, you must retrieve the five magical orbs located on the castle grounds. Once you have safely obtained an orb, you must retrace your steps and place it on the pedestal in the Ante Room. Each room on the castle grounds contains many animated obstacles which are quite deadly. More often than not, there is only one way (which you must discover) to get from one end of the room to the other. Sound simple? It's not.

This game is a port from the Macintosh and MS-DOS platforms. However, it is one of the finest ports I have ever seen brought to the Amiga. The graphics are top notch and the animated adversaries look and move quite realistically. What works the best, though, are the great sound effects. If for no other reason, this game is worth buying just to hear Prince Duncan stumble around after getting bit by a rat, or to listen to the varying sounds each nemesis makes. This is a phenomenon that I have encountered only once before, when I couldn't wait to hear the next attacker in **Axe of Rage**.

In **Beyond Dark Castle**, there are 14 different screens that you will have to maneuver through while avoiding (and fighting) rats, bats, vultures, burning

eyes and ten other animated foes. Your quest for the orbs will carry you through the standard castle dungeons and catacombs, but you will also have to pilot a jetpack over the grounds that surround the castle.

What, No Joystick?

The most difficult part of the game to master is, as in the original, the movement of Prince Duncan. Control is maintained from the keyboard to move Prince Duncan, making him duck, plant bombs, jump and fly his jetpack. Throwing objects is handled with the mouse. Fortunately, to help the game buyer overcome the initial feeling of frustration, Activision has provided a "cheat mode" so that you can practice maneuvering Prince Duncan.

All but the final level are available in Practice Mode. While in this mode, the function keys enable you to give Duncan more shields, fireballs, lives, weapons and health. It also allows you to place Duncan anywhere on any screen, so that you do not have to go from the beginning of one screen all the way to another. My only complaint is that the movement keys cannot be remapped. This makes **Beyond Dark Castle** a bit difficult for left-handed players, although, as such, I was able to slowly gain control of moving Prince Duncan around.

This two-disk game ran fine on an Amiga 500 with a Spirit memory board and Fatter Agnus chip (only 512K of memory is required). However, it would not operate at all on an Amiga 2500/20 in either 68000 or 68020 mode (this incompatibility problem has been confirmed). Piracy is deterred by a password protection scheme. No disk-based scheme is used, so the game disk can be backed up normally. There is also no provision for installation on a hard drive, but once the game is loaded, there is little disk access.

The sounds, graphics and animated characters in this game are superb. With fourteen screens of logic-type mazes and complex movement capabilities, **Beyond Dark Castle** should provide hours of fun, or at least a brief diversion, even for gamers who enjoy the more traditional "adventure."

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4   **Beyond Dark Castle**

Activision

Playability - 4   Graphics - 5   Sound - 5

Documentation - 3   Atmosphere - 4

$34.95   Action Adventure   512K

THE THIRD COURIER™

By Charles J. Besecker

The Third Courier is a refreshing change of pace from the more conventional RPG. You won't find any dragons or orcs here. Instead, you'll find a world of intrigue that patterns a spy novel. The character you play is in the role of your alter-ego, Moondancer, and his job is to follow the trails of three NATO couriers in Berlin (before the wall came down). Two are dead and the other is missing. Enough said. You know as much as James Bond does at the outset, so why complain.

Agent Profile

You actually create your own character at the beginning, but not in the conventional sense to which most of us have become accustomed. You supply a mini-biography of your character (age range, previous occupation and assorted other tidbits) and the game does the rest by generating your stats and instilling you with abilities and handicaps. Some of these are amusing and, at times, add interest to the game.
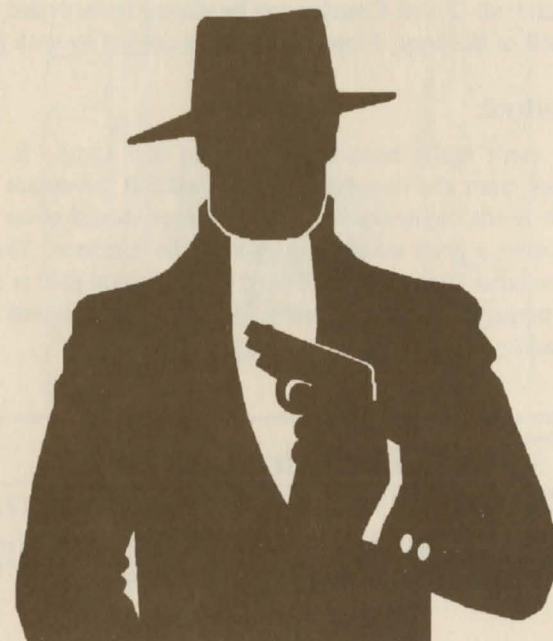
The going is very difficult in the early stages since your character is essentially defenseless and largely ignorant of the places and happenings in Berlin. You're supplied with a map in the game package which is most definitely a help. The viewing window, where the graphics have been crammed, is tucked away in the corner of the screen. **The Third Courier** operates via a menu system that presents you with a series of choices as different situations develop. The mouse is used for selection, but this part of the game is annoying since it's necessary to click several times to get a response. This becomes very frustrating. I expect better from programmers.

Thickening Plot

You're presented with the dangers you'd expect to find in a spy novel and must fight or negotiate your way through these encounters to discover the information necessary to complete the game. The characters you bump into are an interesting and assorted lot including policemen, muggers and barkeeps. Along the way, you uncover numerous clues that help you accomplish your mission in the short time alloted, for you only have seven days to discover and solve the mystery of **The Third Courier** and you need every one of them. If you choose, you can save as many as four characters. One or more can be used to help explore while conserving time for your real spy to solve the mystery.

The copy-protection scheme is extremely annoying. It is based on one of those fancy sliding bar, screen image schemes. A simple word look-up method would have sufficed. **Third Courier** can be played from a hard disk, but doing so requires 1MB of memory. Floppy drive users can get by with just 512K.

Mission Outlook

Overall, I can't really heartily recommend this game. It is a refreshing change of pace from the conventional hack-n-slash adventure game, but the game interface needs improvement. The computer should never get in the way of the game. Also, a good interface is an invisible interface. This one is highly visible. On the other hand, if you manage to find it available at a reduced price and you like mysteries, you'll probably find it clever, different and sometimes cute. Occasionally, it will even strike your funny bone.

3	**The Third Courier**		
	Accolade		
Playability - 3	Graphics - 3		Sound - 3
Documentation - 4		Atmosphere - 3	
$49.95	Role-Play Adventure		512K

Adventure Helps

From The Premier Adventure Game Magazine For The Commodore Amiga!

DRAKKHEN™

Walkthrough

By Eric Penn

Drakkhen, reviewed in our Premier Issue, can be a bit difficult at points. This walkthrough should enable you to complete your quest if you're stuck. On disk, in the Chamber Of Runes, you will find a very handy map of the Island. Enjoy!

General Notes

Equipping - You start the game with equipment, but none of it is readied. Care for this first!

Training - When you are low level, you can increase your experience by deliberately touching the wrong elemental symbol in the foyer of any castle with symbols. Then kill the monsters that appear. Do this over, and over and over. Higher level characters kill these simple creatures too easily to gain much experience. For them, the "water-monster" room in the Prince of Water's castle is an excellent training area.

Auto-Attack - Unless you are certain that you are in a hostile castle (like the Prince of Water's), it's a good idea NOT to have "auto-attack" on. When you meet a new creature, hit the greet button. If it responds with something like "You seem to be glorious warriors . . ." or "Hello . . ." or something that does not seem terribly unfriendly, leave them alone and they won't bother you! This is EXTREMELY important when dealing with the Dragon Princes!

Tavern - When you are unsuccessful in entering a castle, visit the Tavern. You don't have to do anything - just visit. This is not a cure-all, but a good first measure if having difficulty. It is necessary to visit the Tavern numerous times during the game.

Houses - Typically, you will receive hints from the occupants of houses, tents and igloos. Houses are also a good place to spend the midnights to avoid attacks from the constellations.

Temples - Temples provide a place for healing your characters. Be sure to see the "Hermit of the Sands" in the temple in the desert for clues.

Graveyards - If you disturb these, you get what you deserve. Stay clear at all costs.

Teleporters - Found at the north end of roadways are teleporters. Those in the grassy area transfer between themselves, as do the ones in the swamps. The teleporter in the ice plain sends you to the desert. The teleporters in the desert both send you to the same teleporter in the ice plain.

Weaponsmith - Following the road north from the Princess of Earth, you will find the Weaponsmith's. This is a good place to visit if you find yourself getting killed a lot. He will sell you some improved armor and weapons over what you start with. If you play your cards right, you can get MUCH, MUCH better equipment than the Weaponsmith has from various castles.

Prince Of Earth's Castle

Enter the first castle you see. It's the Prince of Earth's. One of the red symbols will turn off the force fields. Touching the wrong one will cause monsters to appear. If you win the combat, leave the castle and save. You will be able to acquire experience this way. Fully explore the castle to find better armor and weapons. Up the stairs and to the left you will find the Prince's apartments. When you enter each room, be sure that you are not in Auto-Attack mode, or the Prince will walk all over you. He will give you a message for his sister and directions to the castle.

Princess Of Earth's Castle

Take the message to the Princess of Earth. Then, return to the Prince of Earth. He will give you (bad) directions to the Prince of Water's castle.

Prince Of Water's Castle

Use the "Unlock" spell to hold the drawbridge open. Search the whole castle. You will pick up some AWESOME armor and weapons. If you find you can't survive, you need to either TRAIN or VISIT THE WEAPONSMITH. If you leave through the same door you entered, you haven't seen all of the castle.

Weaponsmith's Shop

Visit the Weaponsmith. From there, go north to the Prince of Air's castle.

Prince Of Air's Castle

Here, you should receive a ring that will lead you to the Princess of Air's castle (due west, in case you have trouble finding it). Go there next.

Princess Of Air's Castle

In the Princess of Air's castle, enter the first door to the right. Then, continue until you find the Princess of Earth. She will give you her gem and

direct you to the Princess of Water's castle (which has been impossible to enter until now). From this point, the flow of the game is easy to follow.

Princess Of Water's Castle

Visit the Princess of Water. She will tell you to kill the Prince of Earth (piece of cake), and give you a real nice weapon and some cool armor to help you.

Prince Of Earth's Castle

Kill the Prince of Earth and take his gem.

Princess Of Water's Castle

Return to the Princess of Water. She will give you her gem and direct you to the Princess of Fire's castle (again, you should not have been able to enter here yet . . . I was, but I assume this is a bug).

Princess Of Fire's Castle

At the Princess of Fire's castle, you will get yet another gem and will meet the Prince of Air. He will instruct you to kill his sister.

Princess Of Air's Castle

Kill the Princess of Air and take her gem. (Another easy combat, compared to what follows.) On leaving the castle, the Prince of Air will meet you and give you his gem. He will note that you do not have the Prince of Water's gem (real swift ain't he?) and tell you to go kill him. Also, he tells you that the armies of the conspiracy surround the Prince of Fire (go team go! :-).

Prince Of Water's Castle

Find the Prince of Water. He will be at his castle, even though he wasn't there the last time you entered. I killed him by doing the following: Before entering, have the mage prepare the "Paralyze" spell, and give all your best equipment to your best fighter. Have the mage enter the room alone and not in combat mode. Quickly cast the "Paralyze" spell on the Prince. Then have your best fighter enter. Move the fighter so that he is directly in FRONT of the Prince (position is very important!) and attack several times. Occasionally, "Paralyze" the Prince again (or heal your fighter) if necessary.

Prince Of Fire's Castle

Go to the "Inca-pyramid" castle in the desert. This is the humble abode of the Prince of Fire (and Death, if you believe what the game says. Nah!). Strangely enough, he was easier to kill than the Prince of Water. Also, inside this castle you will find some blue greaves +1 and curiass +1. These seem to be the best armor in the game giving a fully-dressed, unshielded person a protection value OVER 100!!!! Wow!

Four Holy Scriptures

You now need to read the four "holy scriptures." If you have already read some of them, you need not read them again. Once is enough.

Prince of Earth's Castle - Take three members of your party into the room behind where you found the Prince. Have the remaining character go past the "temple" and walk over both pentagrams. You should see some text when you pass over each one. A handle in the shape of a dragon's head will appear on the altar. Turn it. Switch back to the first three members of the group. A secret door leading down will have appeared. Go through it. Have two of the three characters wait in the room with the coffin. The third character should continue down, past the pool of liquid (6x8HP healing potions!) and stand on the "manhole cover." You should hear a click and see some text. Switch back to the first two members. Another secret door will have opened, this time leading down and to the right. Through this door are two altars. Stand next to each one in turn and examine it. You will be told the first part of the scripture.

Prince of Water's Castle - Past the "water-monster" room, where the force field protects the armor, there are two altars. Examine them both and you will get the second part of the scripture.

Princess of Air's Castle - Look for two miniature, castle-like altars in one room. They will reveal the third part of the scripture.

Prince of Fire's Castle - Again, look for two altars in the same room to gain the fourth and final part of the scripture.

Firestone Path

Go to the Firestone Path. This is the double row of flickering arrows pointing north that lies between the Prince of Earth's and his sister's castles. Before walking onto the firestone path you must DROP ALL YOUR EQUIPMENT!! Simply unequipping is not good enough! Throw everything away. Also, make sure that no spells are still active.

Walk onto the path. (If FOUR dragons do not appear, you have not completed the quest.) Congratulations! You've won!!!
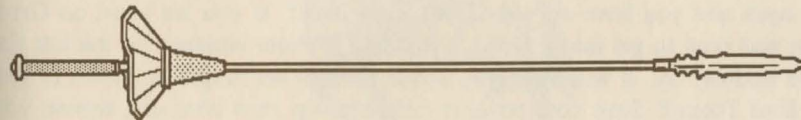
Hidden gems bring a sparkle to the eyes of the adventurer. They're a little something extra, an unexpected prize to add to one's treasure store. The same is true with hints and tips. They are the Hidden Gems that make playing your favorite adventure a little more enjoyable, especially when the going gets as hot as a dragon's flame. Here are a few more gems to add to your pouch.

Future Wars

If you find yourself at an impasse in the Middle Ages, go behind the Castle to the big tree. See the Robe hanging in the branch? As impossible as it would be in "real life," shake (operate) the tree and watch for something to drop. When in the second Machine Room, be sure to search carefully on the floor for the Gas Capsule. You need it to finish the game. Also, when in the Transit Station, be sure to get the Newspaper. This too is necessary to accomplish your mission.

Chuck Miller

Keef The Thief

To increase your stealing ability early in the game, go to Land's End. Climb the tree with the Phoenix Egg in it and disarm the trap by tying yourself to the tree. Steal the Egg and climb down. There will now be another Egg up in the tree. Repeat the process several times, but be careful to watch your health as you are sometimes injured when stealing the Egg. Use the "Bandus Aidus" spell to heal yourself (mix peppermint sprigs and narcissus root to receive the spell) and save often.

Rick Henly

Faery Tale Adventure

Here are several tips for this month's classic. When in Hemsath's Tombs, save your position outside the Maze of Doors. Now open the Gold Doors until you run out of Gold Keys. Reload your saved game. The Doors you opened are still open and you have all your Gold Keys back! If you are short on Green Keys and need to get into a Keep, try to find a secret entrance on the left side about midway up. It will bring you inside through the fireplace. Down to your last Bird Totem? Save your position before using, then after use, restore your game. You can play the whole game with only one Totem this way! Finally, to increase your bravery points, get on the Turtle (once you have the Shell) and slash away. The Turtle remains unharmed and your bravery points increase.

Chuck Miller

Day Of The Viper

Here are some assorted tips for **Viper**. Toxic waste can be either good or bad. Save before use so that you can restore if necessary. Higher level Access Cards open lower level doors. So, when you get the next higher level Card, drop the previous one. Tired of reading the slow display of text in the Communications Rooms? From a directory utility, access the Text directory on the **Viper** disk and print out the "Comm.txt" file. This file contains all the text displayed in the Communication Rooms. Mostly, it just tells you the sequence of events that preceded your arrival, but you do learn some helpful information. In building three, you will find a device in one of the labs that shuts down all robots on a given level. You also learn that all robots seem to have a weak spot, usually in one of three places: the eye shielding, just above the chin or lower legs/treads. Since **Viper** only allows you to save one game in progress, make sure to back up the "Mazes" directory after each session. This is where game progress is recorded. Be sure to copy the whole directory to another disk or directory and rename it according to building and level for easy identification.

C. Albert Scott

Dungeon Master

This is not so much a tip as a recommendation. When you finish **Dungeon Master**, keep a copy of your final game disk. Word is that your characters can be used in the sequel, **Chaos Strikes Back**. Also, last issue's Hidden Gems had a typo. The Screamer Generation Room is on Level Four, NOT Level Three as indicated.

Chuck Miller

Adventurer's Backpack
Collected Artifacts From Throughout The Realms

There's nothing quite like reaching into your trusty backpack and extracting the exact tool you need for the job at hand. Of course, you have to put it there in the first place. Here, in the Adventurer's Backpack, you will find information and capsule reviews of resources available for the adventurer.

Maps, Lists and Answers   Mullen Graphics $12.95

Yes, that's right, another help for **Dungeon Master**. We ran across this excellent dungeon aid at AmiEXPO Chicago and wanted to pass along our approval to you. Simply put, this is the best paper-based help we have found for our favorite dungeon game. Overall, it ranks a close second to **The Dungeon Master Editor** reviewed last month. In fact, if you just want maps and hints, but don't want to actually edit the game, this might be your best investment. **Maps, Lists and Answers for Dungeon Master** comes complete with maps of all levels including the location and identification of all objects in the dungeon, as well as a brief synopsis of each level. A very good buy! (If you are having trouble locating a copy, contact Mullen Graphics, 518 Roycroft Avenue, Long Beach, CA 90814)

Quest & Exploration Guidebook   Microillusions $9.95

This guidebook for **The Faery Tale Adventure** is the single best source available for the game. Actually, it's a bargain for the price. The guidebook includes descriptions of magical items, weapons and characters. Of special significance is the included fold-out map of Holm and the Stone Ring Directory which lists the locations of each ring and where you will be transported according to the direction you are facing. VERY NICE! If you want some help with **The Faery Tale Adventure**, but don't want to spoil all the fun of exploration, pick up a copy of the **Quest & Exploration Guidebook**.

Keef The Thief: The Cluebook   Electronic Arts $12.95

Written in story form from the perspective of Keef himself, this cluebook offers helpful hints to the game according to the necessary sequence of events from start to finish. In addition to these step-by-step helps, it also includes maps of the cities and jungle. **Keef The Thief: The Cluebook** adds to the mystique of the game and is an invaluable tool for the beginning adventurer.

Adventurers' Guild
The Adventurers' Outfitter For Tools Of The Trade

In the Adventurers' Guild, we will offer only select commercial and freely distributable software. These are products judged to be above the rest in quality and value. Each issue, we will select the "best" of the programs we review and offer them to you, expanding the list of titles currently available.

In addition, with each commercial adventure purchased, we will include a Note Of The Realm which you can use to extend your subscription. When you accumulate three Notes, mail them to us and we will extend your subscription an additional issue.

Commercial Software

Product	Retail	Guild
Drakkhen	$59.95	$48.00
Dungeon Master	$39.95	$32.00
Faery Tale Adventure	$49.95	$38.00
Future Wars: Adventures In Time	$49.95	$38.00

Freely Distributable Software

Product	Guild
Dungeon Master Resources	$5.00
Hacklite	$5.00
Moria	$5.00
Star Trek (2 Disk)	$7.00
Star Trek (3 Disk)	$9.00

To order any of the above products, send your payment in U.S. funds to: Digital Expressions, P.O. Box 33656, Cleveland, OH 44133. There is a $3.00 shipping and handling charge per order. Street addresses only - no POB.

Thanks for stopping by the Guild. We hope to see you here often!

Software Winners

Congratulations to our winning subscriber this issue, **Jacky Ahrens** of Ames, Iowa who received a copy of **The Hound of Shadow**. Also, we have an additional winner this time. **Michael Howe** of Bloomington, Illinois who received a copy of **Keef the Thief** for being the very first person to purchase a copy of **Enchanted Realms**. Enjoy the games, folks!

Prophet's Tower
Looking Ahead At Enchanted Realms

We hope that you've enjoyed our second issue of **Enchanted Realms**. We really put our all into the publication to make it an enlightening and entertaining experience for you. We even added a few more pages in this issue so that we could expand our coverage and include our first walkthrough.

We want to take the time to offer you our thanks for the great response we've had from all of you to **Enchanted Realms** thus far. We're only in our second issue and are already in national distribution. So, look for us to appear on more dealer's shelves in the near future. If you can't find **Enchanted Realms** at your favorite computer store, suggest that they give us a call. Thanks!

We have plenty of adventure reviews scheduled for upcoming issues. Watch for coverage on the following titles.

Code Name: Iceman
Conquests Of Camelot
Arthur: The Quest For Excalibur
Space Rogue
Iron Lord
Heart of the Dragon
King's Quest IV: The Perils Of Rosella
Neuromancer
Hero's Quest I
Imperium
Dragon Lord
Fool's Errand
Windwalker
The Colonel's Bequest
Plus Many More!

We look forward to seeing you next issue!

Chuck Miller
Lord Of The Realms

Enjoy The Adventure Experience!

Submissions

Writers, programmers and artists, we are interested in your original work for publication in **Enchanted Realms**™. Please read the details below concerning submissions.

Writers
We are looking for freelance authors to write game reviews, walkthroughs and articles of general interest to the avid Amiga adventurer. So, if you have a talent for writing and a love for adventuring, let us know.

Programmers
If you have written or are planning to write an adventure game, we would like to hear from you. We are interested in all kinds of adventures - fantasy, mystery, sci-fi and others - both text and graphic. The adventure may be the entire work of the programmer or may be created in conjunction with an adventure game authoring language. We are looking for game editors and character generators as well.

Artists
We are also interested in your original fantasy art creations. All categories of fantasy art are desired including adventure and sci-fi. Submissions may be in any standard Amiga display mode.

Guidelines
All work must be submitted on disk with full documentation. If you would like your disks returned, please enclose sufficient postage along with your full name, address and phone number. However, we recommend that you contact us first to discuss your submission.

Documentation should be submitted in ASCII format set at 74 characters across. Maps and illustrations should be submitted in standard IFF non-overscan resolutions, preferably in black and white with white as the background color. Maps and illustrations may also be submitted on paper if done so in a neat and professional manner. Games and editors should be accessable from Workbench. All materials submitted must be the original work of the person making the submission.

In addition, **Enchanted Realms**™ is not responsible for unsolicited materials and reserves the right to reject any submission.

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