



Enchanted Realms™

The Premier
Adventure Game
Journal for the Amiga®



Anniversary
Edition

Issue 7

July - August 1991



The Premier
Adventure Game
Journal for the Amiga®

Enchanted Realms™

Editors

Executive Editor

Chuck Miller

Associate Editor

Millie Miller

Contributing Editors

Michael J. Ballenger

Rick Henly

Zach Meston

Marcí Rogers

Subscriptions

Subscription rates via first-class mail are \$49.95 (\$59.95 Canada and Mexico, \$79.95 foreign airmail) for a one-year, six-issue subscription with disk and \$39.95 (\$49.95 Canada and Mexico, \$69.95 foreign airmail) for a one-year, six-issue subscription without disk. All payments MUST be made in U.S. funds, drawn upon a U.S. bank and made payable to Digital Expressions. Checks and money orders only. Charges to credit cards are not available at the present time. Payment in full must accompany all orders. Prices are subject to change without prior notice. The issue number upon which a subscription expires is printed on the mailing label accompanying each issue. Changes of address for subscriptions must be received four weeks prior to the effective date to assure uninterrupted delivery. Please address subscriptions to: Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133.

Correspondence

All correspondence, including subscriptions, should be addressed to: Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133. Please direct all letters to Attention: **Audience Hall**; contest entries Attention: **Tournament of Wits**; hints Attention: **'Starr Light**; and walkthroughs Attention: **Dragomon's Journals**. We can also be reached by telephone Monday - Friday from 9:00 - 5:00 Eastern Standard Time at (216) 582-0910. EMail can be left to our attention on American People/Link care of "Enchanted."

Contributions

Enchanted Realms™ welcomes submissions of written material, artwork and software programs. All submissions must be made on disk as textfiles, graphic images or executable programs. Please contact us prior to submitting your work to avoid duplication. All submissions must be the original work of the individual making the submission. Guidelines for writers and artists are available upon request. Please include a self-addressed, stamped envelope when requesting guidelines. *Enchanted Realms™* is not responsible for unsolicited materials and reserves the right to refuse publication of any submission.

Copyright

Enchanted Realms™ is published bimonthly by Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133. Entire contents copyright 1991 by Digital Expressions. All rights reserved. Reproduction of this publication in whole or in part without written permission of the publisher is prohibited. Original purchasers may make an archival backup of the disk supplement for their own personal use. *Enchanted Realms™* is a trademark of Digital Expressions. Amiga® is a registered trademark of Commodore-Amiga, Inc. AmigaDOS and Workbench are trademarks of Commodore-Amiga, Inc. Additional products named in these pages are tradenames or trademarks of their respective companies, unless noted otherwise, and are not affiliated with *Enchanted Realms™* or Digital Expressions. Graphics for numerous reviews and walkthroughs have been digitized from their particular documentation for review purposes only. All rights remain exclusively with their respective companies.

Enchanted Realms™ and Digital Expressions assume no responsibility whatsoever for damages or loss due to errors, omissions or faulty media.

Artwork

Art appearing on the cover of the Journal and in the introduction on disk comes from the creative mind of Bradley W. Schenck. Additional artwork has either been created in-house, digitized from copyright-free resources or has been used with permission.

Software Piracy

It's a fact that not all pirates come with patches, peg legs and parrots. Copying software illegally is more than just a shame. It's a crime. Please be a responsible user and support the software entertainment industry. Don't be a pirate!

1 Corinthians 10:31



Enchanted Realms™

The Premier
Adventure Game Journal

Devoted Exclusively To The
Adventure Experience
On The Amiga®

Issue 7

July-August 1991

Departments

Proclamations	3
Musings from the Lord of the Realms	
Audience Hall	4
Letters from the Citizens of the Realms	
Court Herald	5
Tidings of New Adventures from Hither and Yon	
Taleteller's Sanctum	25
Capsule Reviews of Quests Past and Present	
Prophet's Tower	27
Previews of the Newest Amiga Adventures	
'Starr Light	35
Helps Brought to Light from the Runes of Estarra	
Shrine of Restora	36
Sacred Artifacts from Throughout the Realms	
Mortaine's Caldron	37
A Mystic Collection of Odds and Ends	
Adventurers' Guild	38
Where Old Friends Meet and New Adventures Begin	
Tournament of Wits	40
Contests of Knowledge and Chance	

Features

Dimmer Dungeons	7
Bard's Tale III	
Reviewed by Marci Rogers	
Distant Moorings	21
Corporation	
Reviewed by Zach Meston	

Sage Advice	23
Roberta Williams: A Personal Interview	
By Marci Rogers	
Turret of Tomes	28
Rilian Rogue	
By Marci Rogers	
Dragomon's Journals	32
A Walkthrough to Trial by Fire	
By Marci Rogers	

Reviews

The Secret of Monkey Island*	9
Reviewed by Chuck Miller	
Warlords	11
Reviewed by Michael J. Ballenger	
Search for the King	13
Reviewed by Chuck Miller	
Breach 2	15
Reviewed by Zach Meston	
Trial by Fire*	17
Reviewed by Mack MacRae	
B.A.T.	19
Reviewed by Rick Henly	

* These adventures have received the **Enchanted Realms™ Distinctive Adventure Award**. This recognition is granted to adventures that have received an Overall Score in the "Excellent" category.

Adventure Game Rating System

Adventure Ratings

Enchanted Realms™ employs a categorical rating system designed to convey data concerning the quality of an adventure based upon its individual components, as well as its overall quality. Each standard adventure review concludes with a game rating chart. This chart displays the scores received by each adventure and additional data pertinent to that game. Mini-reviews receive a simplified version of the rating chart, providing the overall score an adventure receives, its category, publisher and suggested retail price. For you to have a proper understanding of how to interpret the data provided in the game rating chart, an abridged version of the guidelines used by our reviewers is reproduced here. This information is divided into four sections: **Adventure Types**, **Adventure Difficulty Levels**, **Adventure Categories** and **Adventure Scores**.

Adventure Types

Text Adventure - Adventures based entirely upon a text parser with little or no graphic enhancement.

Graphic Adventure - Games ranging from text adventures with significant graphic enhancement to interactive adventures which let you manipulate objects on screen.

Animated Adventure - Graphic adventures where the player manipulates one or more animated on-screen personae.

Role-Play Adventure - Adventures which emphasize character development and growth, usually involving more than one character.

Strategic Adventure - Adventures placing a strong emphasis on military defense, combat and diplomacy.

Action Adventure - Arcade-oriented adventures which stress hand-eye coordination.

Adventure Difficulty Levels

Novice - Adventures easily played by beginning adventurers and above.

Apprentice - Adventures requiring the skills of players who have several quests under their belts and who are accustomed to some of the more difficult aspects of adventuring.

Expert - Quests demanding expert level skills for successful completion, or the use of a clue book by less skilled adventurers.

Master - Adventures requiring the highest level of experience and skill, almost to the point of being impossible to complete.

Note: Most adventures will naturally fall into either the Novice or Apprentice classifications.

Adventure Categories

Gameplay - Storyline of the adventure, character creation and manipulation, variety and level of difficulty in play, nature and variety of puzzles to be solved and ability to maintain the player's interest.

Interface - Success in implementation of the user interface, whether graphic or text-based.

Atmosphere - A game's feel, its ability to draw the player into its world and provide the experience of actually being there.

Documentation - Quality and clarity of the printed and on-line documentation, support and development of the storyline, auto-mapping features and extras like cloth maps.

Graphics - Visual excellence, selection of images and colors, style of art and quality of animation.

Audio - Quality of music and sound effects included, number and appropriateness of selections employed.

Innovation - Creativity, revolutionary technology, unique elements or new concepts.

Mechanics - Product stability, copy-protection used, hard disk installation and bug-free operation.

Overall - Overall quality of the adventure.

Note: Since most games are either better or worse than the sum of their individual parts, the overall score does NOT reflect an average of the scores from the other eight categories. It stands alone as a final summation of the adventure as a whole.

Adventure Scores

Excellent (90-100) - State of the Art Quality

Very Good (80-89) - High Quality

Good (70-79) - Average Quality

Fair (60-69) - Acceptable Quality

Poor (50-59) - Below Average

Dragon Dung (0-49) - Don't Step in It!

Much careful thought and planning has gone into the design of our rating system. We believe that the refinements incorporated will now enable us to provide our readers with even more accurate reviews, as well as provide greater consistency in the reporting of pertinent data in each review. However, while the rating system has been improved, it is still not perfect. Therefore, when looking at the scores an adventure receives, keep in mind the components you consider the most important. These should be determining factors in the decision of whether or not to purchase an adventure. In either case, we trust that the information provided in *Enchanted Realms™* will enable you to increase the enjoyment you receive from your adventure dollars.



Proclamations

MUSINGS FROM THE LORD OF THE REALMS

Welcome to the new, enhanced *Enchanted Realms*™ Version 2.0! By now you should have been sufficiently WOWed. We have really pulled out the stops to bring our **Anniversary Issue** to you in all its new splendor. First, let me apologize for the slight delay in getting this issue into your hands. It simply turned out to be a much more involved process getting the revision finished than we had planned. However, I will quickly add that I think you have found the short delay to be well worth the wait.

As you can see, we have increased the proportions of *Enchanted Realms*™ to the more standard magazine format. This will allow us more freedom and creativity in the layout of the Journal and will increase its visibility in retail outlets. We have also increased the content to give you more in-depth reviews and extra adventure helps. In addition, you will find several new columns. So, let's take a look.

Certainly, you will want to read *Enchanted Realms*™ from cover to cover, including the covers! The front cover itself, is the most prominent improvement at first glance. This exceptional creation by Bradley W. Schenck has been specifically designed to enhance the atmosphere we wish to portray and will adorn our publication for some time to come. Moving inside, you will note that we now have several contributing editors who you will recognize as regular contributors. Some of these individuals have been with us from the start, but all have earned a place of respect for their commitment and contributions. This is just one of the ways we have chosen to honor them for their efforts. Without the hard work of our contributors, we could not provide the quality publication you have come to expect. Thanks, Folks!

We have made several changes and additions to our department and feature columns. **Proclamations**, **Audience Hall**, **Court Herald**, **Prophet's Tower** and the **Adventurers' Guild** remain basically the same in content, though greatly enhanced. **Hearthside Tales** has been replaced with the **Taleteller's Sanctum** and will be the repository for mini-reviews. In order to reflect the primary thrust of *Enchanted Realms*, most action adventures and strategic adventures, unless truly exceptional in nature, will reside here. Several other columns have been renamed as well. **Hidden Gems** has become **'Starr Light**; **Adventurer's Backpack** has been renamed **Shrine of Restora**; and the contest page has received the designation **Tournament of Wits**. **Distant Lands** has also received a new though similar name, **Distant Moorings**. It still serves as the receptacle for our resident European adventure review.

New to the pages of *Enchanted Realms*™ (they're parchment now in case you hadn't noticed) are **Mortaine's Caldron**, **Turret of Tomes** and **Sage Advice**. **Mortaine's Caldron** is our odds-n-ends column. This is where we will assign information that doesn't properly fit elsewhere. You will also find information about the Disk Supplement on this

page, including its contents for each issue and how to access the programs on it. **Turret of Tomes** debuts as our fantasy fiction segment, providing tales of the *Realms*. It will appear several times per year unless you request it on a regular basis. Also making its first appearance is **Sage Advice**. Here we will provide a steady diet of interviews and reports on developments in the adventure game industry. Look this time for Part One of a two-part interview with Sierra's Roberta Williams, author of the **King's Quest** series and winner of two awards this year by the Software Publishers Association, including Best Adventure Game for **King's Quest V**.

Another improvement instituted in our **Anniversary Issue** is our revised adventure rating system, designed to provide a more accurate and consistent scoring of adventures. A full page has been devoted to its definition and explanation. We are providing this so that you can better evaluate the results given at the end of each game review in the game rating chart. Please take the time to read this page before reading the reviews themselves.

In addition to the above, we have also expanded the **Adventurers' Guild**. Each issue will now feature a review of a freely redistributable adventure. We have also increased the selection of merchandise available from the **Guild** and made ordering a much easier process. The **Guild Order Page** is designed as a removable order form (though you can photocopy it if you don't want to deface your copy of *Enchanted Realms*™). The back side of this page serves as our contest page. Thus, if you want to place an order and/or enter the contests, it can be accomplished on one two-sided sheet. You will note that we have now made several commercial products available through the publication. More information is available in the **Guild** concerning this, but here are our reasons for doing so. First, we want to provide a one-stop-adventure-shop as a service to our readers. If you don't see something listed you would like, give us a call. Second, as you may have guessed, *Enchanted Realms*™ is a unique, niche-market product and costly to produce. Offering additional merchandise is a means of subsidizing this cost and keeping the price of *Enchanted Realms*™ down (yes, this new design is more expensive to produce). We will "test" this new addition to the **Adventurers' Guild** over the next few issues and determine if it fulfills its goals. If not, out comes the axe!

Well, that about sums it up for now. We sincerely hope you find *Enchanted Realms*™ more enjoyable now than ever. And again, thanks for your support!

Happy Adventuring,

Chuck Miller
Lord of the Realms



Audience Hall

LETTERS FROM THE CITIZENS OF THE REALMS

Dear ER:

I read with interest the review of **Bane of the Cosmic Forge** (hereinafter called **BCF**) which you were kind enough to give the program. Having finished reading the review, I found it extremely confusing and contradictory.

As you know, [an] Amiga product for this company is a new endeavor, but not one which we haphazardly pursued. We have spent a great deal of time reviewing the conditions of the Amiga market in the hopes of avoiding a truly colossal blundered product release. While I believe we have avoided this blunder, the review Eric Penn wrote does not give this impression for several reasons:

1. Penn needlessly repeats himself on the product's graphical shortcomings. Apart from constantly mentioning this throughout the review, I accept his grievance.
2. I have real trouble with the general rating system **Enchanted Realms™** utilizes at the end of each review. I noted out of all games rated in this issue, **BCF** received the lowest overall rating (72/100). I consider that rating simply unrealistic considering the product is receiving rave reviews in other major magazines. **Computer Gaming World** gives **BCF** the distinction of top FRP program in their April 1991 issue. Countless customers who play **Wizardry** have written to us as happy customers. Your overall rating for **BCF** simply does not reflect what actually is being said about the product.
3. Penn writes "The game play is so far superior to any other game currently available that it makes the pale presentation easy to ignore." Yet the game rating scored "Playability" at 14, again the lowest score a game received in this issue.
4. I strongly disagree [that] the weights given to graphics and sound, which really is a subset of atmosphere, should have such a significant impact on the overall rating of a product, in this case 40% of the total possible score. I have seen countless products which have all the graphics and sound razzmatazz, but lack any depth, balance, or challenge (that is, playability).

I could go on raising specific points of disagreement with this review, but I think you understand the major objections I have with it. The bottom line with all reviews is whether or not it accurately reflects on the product. I do not think this review does that. And while this is my opinion, countless other reviewers have endorsed **BCF** as a worthy product for consumers to try. We have thousands of Amiga **BCF** players who love this game regardless of its shortcomings, and who found an excellent value for their dollar. **Enchanted Realms™** readers who read Penn's review are not likely to give **BCF** a try which is regrettable, since they will not benefit from what **BCF** has to offer.

Yours very truly,
Robert Sirotek
Sir-Tech Software, Inc.

Dear Sir-Tech:

Each reviewer rates each game individually. This may (and probably does) result in an skewed rating system. I rate games according to the absolute scale published in each issue of **Enchanted Realms™**, with no knowledge of how other reviewers will be rating other games which may be reviewed in the same issue. The total score of 72/100 places **Bane** very near to the top of the Good category, only a mere 8 points from Excellent. This reflects my personal feelings that while **Bane** is a very good game, it does not break any new ground.

I feel that I may have downtrodden **Bane** a bit too often with respect to it's graphics, specifically on the effect on playability. However, after re-reading my review, I cannot honestly justify the removal of any of those remarks. I feel that each mention of the quality of that particular aspect of **Bane** is deserved. To be perfectly honest, I preferred the one line drawings of the earlier versions of **Wizardry** over **Bane's** look. There were numerous times where I felt that the graphics were a detriment to the game's playability.

Although the graphics were indeed low in their image quality, one quickly becomes acclimated and is able to overlook this very minor problem, as I stated in my review. However, when the graphical content of the game detracted from my ability to play it, I could not allow this to go without remark in a review.

Sincerely,
Eric Penn

Reviewing games is a very subjective process, not only from game to game, but from one reviewer to another. We have reproduced above selected portions of letters from Sir-Tech Software concerning our review of **Bane of the Cosmic Forge** and a response from the individual who reviewed it for **Enchanted Realms™**.

There is no question that **Bane** suffers graphically when compared to current technology. This is a given. Graphics and sound are becoming more important elements as game technology advances. (Refer to Court Herald for a report on significant improvements Sir-Tech is making on the sequel to **Bane**.) However, the fact that **Bane** has received such a hearty approval in spite of its shortcomings (especially among avid adventurers) speaks very highly for the playability of the product—its chief asset. We agree that **Bane** should have received a higher score in playability, echoed by the success it has achieved to date (we have had conversations with several enthusiastic Amiga owners of **Bane**). The sequel portends to offer an even better investment for **Wizardry** fans.

Concerning rating systems, we realize that no system is perfect, not even our own. This is why we have been striving to refine it since our inception. This issue marks the next stage in its refinement. Under this rating system, **Bane** would fall somewhere in the "Very Good" category.



Court Herald

TIDINGS OF NEW ADVENTURES FROM HITHER AND YON

This issue we're devoting this column exclusively to the latest news from the Summer Consumer Electronics Show (CES) in Chicago. Most software vendors were on hand to preview their summer and fall line-up of entertainment products. Overall, we were very impressed with the many excellent adventures we had the chance to view and test.

It was evident at CES that the industry is headed toward a higher level of quality in graphics, sound and gameplay. Multiple-disk games will become the norm. CD-ROM technology is also on the move with several companies developing for both Philips CD-I (Compact Disc - Interactive) and, of greater interest to us, Commodore's CDTV (Commodore Dynamic Total Vision) formats. CDTV has officially been released now, but more pertinent is their announcement of a fall release of their A690 CD-ROM Drive which attaches to the expansion port on the Amiga A500, allowing it to play CDTV titles (Commodore is currently working on an A2000 and A3000 version). A Commodore representative said it should be available in September for approximately \$500.00, but prefaced that statement with a "Don't quote me on this." What does all this mean to Amiga adventurers? Well, if you've not heard it elsewhere yet, there are quite a few adventure titles being released for CDTV in the coming months. With the purchase of Commodore's CD-ROM drive, Amiga adventurers will have an expanded range of games at their disposal. In the near future, *Enchanted Realms™* will be taking a look at CDTV, the A690 CD-ROM Drive and the new CD-ROM adventures which will soon be available.

In a private meeting for selected press, Sir-Tech unveiled their sequel to *Bane of the Cosmic Forge*, still in its development stages. While we cannot reveal the sequel's name or plot at this time, nor some of the more innovative aspects of the game's design, we can tell you that the weaknesses of *Bane* have been admirably addressed. Gone are the poor 16-Color EGA graphics. The PC version we saw incorporates stunning 256-Color VGA graphics which will be ported to a 32 or 64-Color Amiga palette. The interface is now fully mouse driven and character creation and manipulation are much improved. This next entry in the Wizardry series is scheduled for a September release on MS-DOS machines, followed in approximately 30 days by the Amiga version. Wizardry fans are in for a special treat!

Virgin Games, Inc. has an excellent lineup for 1991, beginning with their imminent release of *Wonderland* for the Amiga (it should be on shelves now). This long-awaited interactive adventure, based on the Lewis Carroll classic, lets you assume the role of Alice. *Wonderland* features a sophisticated new "windowed environment." In addition, Virgin will also be releasing *The Magnetic Scrolls Collection*, a compilation of three Magnetic Scrolls games in one package, enhanced to use the same windowing system as

Wonderland. At least two collections are planned. The first, available late July, will include *Fish, Corruption* and *The Guild of Thieves*. Also being pulled from Virgin's hat are *Conan The Cimmerian* (Fall); *Vengance of Excalibur*, the sequel to *Spirit of Excalibur* incorporating an improved interface and storyline (August); *Realms*, a populous-style, icon-based strategic fantasy game (no relation to our *Realms*); and *Corporation*, a futuristic 3D adventure being imported from Europe. The European version of *Corporation* (reviewed in this issue) is being enhanced for U.S. distribution. You would be wise to wait for the American version, available late July or early August.

The "graphic wizards" at Psygnosis have been extremely busy as we found out in our meeting with them. The most exciting news concerns CD-ROM-based game products scheduled for 1992. Psygnosis has developed the Fractal Engine™ which will enable them to create CD-ROM games with real-time, full-screen, full-motion animation. We saw examples up and running on CDTV and the Fujitsu fmTOWNS computer. They were extraordinary to say the least. CD-ROM titles for next year include *Planetside* and *Inner Explorer*. Psygnosis continues to lead the pack in graphic technology. In the more immediate CD-ROM future, look for *Lemmings* to be released as their first CDTV title by the end of June.

Psygnosis' Fall lineup for the Amiga looks very bright for arcade adventurers. *Aquaventura*, a cross between the *Beast* games and *Armour-Geddon*, will feature bit-mapped and filled-polygon graphics (September). *Barbarian II*, a sequel, featuring Hegor the Barbarian will provide more Psygnosis parallax scrolling (3rd Quarter 1991). Another arcade adventure due out this fall is *Leander*, a multi-level parallax scroller in the *Beast* tradition. And last, but certainly not the least of Psygnosis' upcoming games, look for a November release of *Shadow of the Beast III*.

Accolade has been working hard at home and abroad. *Altered Destiny* is finally set to ship on the Amiga at the end of June (check out the demo on disk). *Elvira* fans can look forward to *Elvira II: The Jaws of Cerberus* (4th Quarter 1991). This time *Elvira* is being held prisoner at the film studio of Black Widow Productions. Three sound stages must be explored in the search to rescue her. Anticipate improved graphics and interface, plus even more locales to explore. *Elvira* is not the only "II" being released by Accolade. *Les* is on the road again. This time, he must solve the mystery of who's kidnapping the biggest stars in Hollywood, including Helmut the world's smallest man. *Les Manley in: Lost in L.A.* will feature an all-new point-and-click interface, digitized graphics and, of course, *Les* himself. An early 1992 release is planned for the Amiga version.

U.S. Gold, Accolade's import arm, will be bringing several European adventures to America this year. *Cybercon*

III, a 3D Sci-Fi adventure, should be available now. **Murder**, a re-playable murder mystery with nearly 3 million unique murders(!), will be reaching our shores during the 3rd quarter of this year. Also, available about the same time will be **Knights of the Crystallion**, a "culture" simulation, featuring a mixture of mazes and mind games.

MicroProse, under their affiliate Paragon Software, has just released **MegaTraveller I**, a Sci-Fi RPG redesigned and enhanced for the Amiga. In the works for an August-September release is **Millennium**, a blend of strategy and arcade action (an improved version of **Millennium 2.2**). Other products to flow from the programmers at Paragon are **Mantis**, a spaceflight simulator with RPG elements (September); **Space 1889**, a Sci-Fi RPG set in the Victorian Age; **Twilight 2000**, an RPG set in the aftermath of World War III (January-February 1992); and **MegaTraveller II** (January-February 1992).

Sierra On-Line and Dynamix have some exceptional products in the works, many being displayed at CES. From Sierra, **King's Quest V** and **Space Quest IV** should both be shipping for the Amiga now. Expect new enhanced graphics and sound. **Leisure Suit Larry V** should be available in October followed by **Conquest of the Longbow**, a stunning sequel to **Conquest of Camelot** focusing on the legend of Robin Hood (a very popular theme at present).

From Dynamix look for three stunning adventures: **Rise of the Dragon** (August), **Heart of China** (Fall) and **The Adventures of Willie Beamish** (December). **Dragon**, a product of Dynamix's new GDS (Game Development System), is scheduled for an August release on the Amiga. This interactive adventure lets you play the role of a futuristic private-eye. Another GDS product, **Heart of China**, will follow shortly thereafter and take you to China in the 1920's, Indiana Jones style. Both adventures feature an icon-based interface. On the lighter side, **Willie Beamish** will escort you through a Disney-style comedy adventure designed to please adults and children alike.

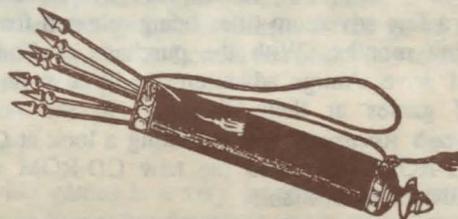
Electronic Arts had a flurry of activity taking place under their banner. **Centurian: Defender of Rome** has already shipped. Future products include Amiga versions of **Starflight 2** and **Hard Nova**, two Sci-Fi RPGs which should be available later this year. Brand spanking new, though, is an Amiga-only animated dungeon adventure, **Black Crypt**. Rendered in 64-Color half-brite mode, **Black Crypt** consists of exploration above ground and in the many interconnected dungeons below. Patterned after the famous **Dungeon Master** interface, it will be available this fall.

Most adventures shown, however, were under EA's affiliated labels. Lucasfilm Games had two adventures up and running at the show: **Indiana Jones and the Fate of Atlantis** and **The Secret of Monkey Island II**. Both products exhibit much improved graphics, as well as some refinements to the interface. These adventures are already on our "Must Buy" list and should be available early next year. S.S.I. has several new releases in the works. New products include, a new-series adventure, **Gateway to the Savage Frontier** (August) and **Secret of the Silver Blades** (July). Future releases planned include a sequel to **Eye of the Beholder**, a new Dragonlance adventure and an animated chess simulator similar to **Battle Chess**. Mindcraft showed Omnitrend's second IGS game, **Rules of Engagement**

(July-August) which can be linked with **Breach 2** to create larger games. From New World Computing comes **Might & Magic III: Isles of Terra** (September), third in the series and a noticeable improvement graphically from its predecessors. Interstel's **Armada 2525**, a strategic galactic adventure, should be out for the Amiga in October. UBI Soft will be releasing **Battle Isle**, a strategic adventure of conquest, similar to **Full Metal Planet**, this fall.

Interplay was on hand showing an early demo of their **Star Trek** game, a combination of adventure and space combat simulation, which should be available 1st Quarter 1992. **Lord of the Rings** will ship by July for the Amiga with **Lord of the Rings II** following it early next year. **Castles** may appear by Christmas, followed by an early 1992 release of the Amiga version of **The Bard's Tale Construction Kit**, a package allowing you to create your own adventures in the **Bard's Tale** style.

In the miscellaneous column, Arena Entertainment will be importing **Cadaver** to the U.S. this fall. Electronic Zoo will be offering **Eco Phantoms**, **Darkspyre** and **Khalaan**. The Software Toolworks will be releasing a U.S. Version of **Captive** with improved documentation. For mystery buffs, ICOM Simulations is back in the picture with **Sherlock Holmes, Consulting Detective**, a full-motion video adventure available for CDTV later this year. Also releasing several role-play adventures is Konami. On their list of titles is **The Killing Cloud** (September), **Riders of Rohan** and **Spacewrecked: 14 Billion Light Years from Earth** (September), actually B.S.S. Jane Seymour imported and renamed for U.S. consumption.



Well, that's the overall picture of activity at CES this summer. We can anticipate the release of several exceptional products this year and early in 1992. One note of particular interest is the development of an apparent trend in the industry. Most manufacturers are moving away from textual entry in adventure games entirely (or at least to a great extent). Icon-based parsers are becoming the standard. This can be both positive and negative. While it does make adventures more "playable" by the average gamer, it does limit the degree of interaction the adventurer can experience in a game, especially in relation to the puzzle solving elements. There are at least two companies that see this as a negative step and have tried to provide a viable alternative through a "windowed environment," namely Legend Entertainment (at present developing only for MS-DOS machines) and Virgin Games. We believe there is still a market for text-based adventures (with some graphic and audio enhancements, of course). What do you think? If you would like to see the continued development of text-oriented adventures, write us and let us know. We will make your wishes known to the software entertainment industry. So, until next time... Bye!

Dimmer Dungeons

THE BARD'S TALE III: THIEF OF FATE

Reviewed by Marci Rogers



Everyone in the tower looks glum tonight, even irrepressible Feeflier. Their mood depresses you. You were hoping to share your exploits in the haunted house, where you were so recently an *Uninvited* guest, but you quickly abandon that thought. Coming here is a chancy business anyway, sometimes bright, but more often dark. This is the narrow silo tower behind the *RealmsHead* Inn, laughingly dubbed the "Conversion Castle." Like all things in this magical kingdom, it is more than it seems, for it is the gateway to vintage adventures newly imported to the Amiga format.

A note of sadness touches you as you remember the last time you met Maeve here, and her joy as she transported you to the Caribbean for your *Pirates!* adventure. How different from this evening hour, when she looks as though she might cry. Cautiously, you sit beside her.

"Ah, my young friend, safe from the mansion of demonic hauntings, I see. Feeflier's hints must have been of great value to you."

"Oh, yes, they most certainly were," you say quickly, grateful that she is still speaking.

"You're welcome," Feeflier replies automatically, without even lifting her crown of golden curls. Although you have known her only briefly, you long to see her impish grin.

"Why are you all so glum?" you ask. "You all look as if you've lost a friend."

Maeve smiles then, a gentle half-smile that doesn't quite reach her eyes. "In a way, we have, for you see, we are all long in our days of adventuring, and we have all known other formats. Beloved to us are our journeys from those days, and we rejoice when we can meet an old challenge in a new form."

"I can understand that," you assure her. "I've had a glorious time in every world you've shown me—the buccaneer seas, the Great Underground Empire, the..."

"Skara Brae," she interrupts. "Did you find it intriguing also?"

"Did I! Why, I wouldn't feel I was a true adventurer without having conquered the *Bard's Tales*. Of course, I've only done the first two, but I understand there's a third, *Thief of Fate*, that was just released..." The heads around you lift and a flash of insight strikes you. "Oh, I see, I am a bit slow tonight."

"Not at all, young one, but you have hit on the problem, and a woeful one it is, for it has, as do most dilemmas, two sides. Let me share with you our troubles and relay a..."

Tale of a Lesser God

Mangar is long dead, of course, and Lagoth Zanta with him. Their disappearance should have left Skara Brae and the surrounding kingdoms in peace and harmony. But evil wizards are easier to slay than Mad Gods, and Tarjan did not take lightly his destruction in *Bard's Tale I*. This time he has returned to take center stage in his lust for vengeance. Skara Brae lies in ruins now; Garth's but a crumbling pile of wood holding only remnants of his once inexhaustible store; Roscoe's simply a deserted stack of bricks ripped of their magical sheen; the Guild unrecognizable in the burned rubble, its inhabitants forced to a small tent encampment outside the city walls. Only the Review Board remains, safe from the wandering monsters that prowl the city as well as the wilderness, and inside, one lone Elder strives to defeat Tarjan's evil with your help, and the aid of seven Champions scattered throughout space and time. Your task is to find those champions, and return with them for the final segment.

Hard to Get Good Help These Days

Easier said than done, I'm afraid, even after you change one of your magic users into a Chronomancer. As you travel each realm, you find that the champions have perished through some form of evil, leaving only Hawkslayer to aid you until he, too, joins the others in death. Even the old Elder is finally struck down by Tarjan's force, leaving you with the items of power that each champion possessed, and your own wits to defeat evil once more.

The Bard's Best Tale

With a series of seven quests to solve, two new classes of magic-user, and 84 dungeon levels, this adventure rises far beyond the normal *SASTEW* (seek and slay the evil wizard), or *SASTEG*, in this case. Monsters still abound, but the game features auto-mapping, and each quest lets you visit a different world, from a verdant forest, to a haunted tower, to a hellish "Twilight Zone" of eternal war across time. It is far and away the best of the entire series, and should be, on the Amiga, more enjoyable than the first two.

Soar Notes on the Old Late

However, the minute the game loads, you can see there's going to be a problem. Actually, there are several, but they all spring from the same root: namely, a lack of concern for

the end user, and a total disregard of the Amiga format. Only sound and music are bearable, and the whole product is several steps DOWN from the conversion of *Bard's Tale I*, which is a total delight at less than half the price. Now, you figure that one out! It's probably the most difficult puzzle in the whole game.

You can import a character smoothly from either of the two previous adventures, and the manual is as clear and detailed as it ever was, although the map that appeared in full color on other packages is now a small black-&-white illustration on a back page.

The interface suffers as well, and what was an all mouse-driven pleasure in the first volume is now a mixture of mouse and keyboard that is often awkward. In addition, the codewheel that you must use every time your Chronomancer casts a spell to travel to a new world is half the size of the one included in the 8-bit versions and can be hard to read. That codewheel should indicate that the disk can be copied, and that the game can be hard disk installed, both of which are true. It will also run on any configuration, but will not operate properly under Workbench 2.0.

Graphics are the major problem in this segment, and look much worse than either of the previous *Bard's Tale* installments. Little attention is given to animation or color, and results are garish and jerky. This is the second currently released product that counts on a fine plotline to carry substandard graphics and sound. (The first is *Bane of the Cosmic Forge*, which has one of the most outstanding and playable storylines in role-playing history, and graphics that are ugly even by EGA standards.) If these releases are signs of a growing trend, Amiga users need to fight back. The ever-growing base of Amigas both at home and abroad

creates a market potential too promising to ignore, but too many publishers seem to believe that "anything goes" for this market. Amiga users owe it to themselves to let developers know this just isn't so.

Your eager smile has faded now. Skara Brae was dear to you, and you've now caught the gloom. With over 500,000 copies of the Bard saga sold, shouldn't they have treated this last installment better?



"They should," says Maeve softly, leaving you wondering whether you spoke aloud or whether she read your mind. "But come now, let us all go together. We can trade members in and out at the refugee camp, and you might like to try being a Geomancer."

"We're going?" you ask, surprised she would still recommend this adventure after her disappointment.

"Oh, yes, we must. It may be extravagant in terms of hard earned coin, but the *Bard's* world was always so expensive, and Feeflier's dying for an adventure that makes thieves really important. That's the most vital ingredient, you know, adventure—the wonder of a story that transcends all of its shortcomings. Oh, granted it is not all, my young friend, but it is a great deal, and too rare in these days of 'Nintendo Terror.' We cannot afford to miss it."

She is truly smiling now, and you smile with her. She holds out her hand to you as she did the first time you met and she showed you to the crossroads that changed your life. You wrap your fingers in hers and go forward to defeat the God of Gaming Madness, leaving behind in the mundane world the capricious Gods of Marketing Greed.

Overall: 75

The Bard's Tale III

Price: \$49.95

Adventure Scores

Gameplay	85	Graphics	60
Interface	72	Audio	68
Atmosphere	72	Innovation	67
Documentation	91	Mechanics	72

Adventure Data

Category: Role-Play	Systems: All Amigas
Difficulty: Novice	Compatibility: WB1.3
Memory: 512K	Protection: Codewheel
HD Installable: Yes	Publisher: Electronic Arts

THE SECRET OF MONKEY ISLAND™

Reviewed by Chuck Miller

Aye...the life of a pirate. Tis' grand, indeed! The wind in yer face. Sea spray on yer back. A sword ready at yer side. A mutinous crew demandin' ya sail the Caribbean and just soak up some rays. Aye, tis' a great...What?! Sail the Caribbean? Soak up some rays? Why ya mutinous pack o' sea dogs! Ya filthy bunch of scurvy cutthroats. I'll string ya from the yard arms. I'll keel haul the lot o' ya! I'll...Oh, forget it.

I Was a Teenage Pirate

Lucasfilm's *The Secret of Monkey Island™* is an extremely fun and funny adventure. As a young man named Guybrush Threepwood, you arrive on Melee Island (in the Caribbean) to pursue your lifelong ambition—to become a swashbuckling, grog drinking, sail-the-seven-seas pirate! It's not long, however, before you discover that maybe there's more to being a pirate than you had anticipated.

In this multi-part adventure, the fearsome ghost pirate LeChuck has become an unholy terror on the sea, making pirates in these parts rather scarce. You begin by talking with three "important-looking pirates" to whom you must prove your worth so as to become one of their number. Since there is currently a shortage of these seafaring individuals because of LeChuck's handiwork, you're being considered.

Your first assignment entails **The Three Trials**. You must locate the buried treasure of Melee Island, master the art of thievery by stealing the Idol of Many Hands and defeat the Sword Master. In the process of completing these endeavors, you will meet the gorgeous Governor Marley, and thus begin a romance of a lifetime. However, before your romance has the chance to bud and flourish, you are called upon to rescue your newfound sweetheart from the grips of the nefarious LeChuck himself. For this you will need a ship, crew and map to Monkey Island™. Hmm... Maybe it would be a good idea to sit back for a while and think this whole pirate thing over again.

A Barrel Full of Monkeys

Monkey Island™ is a pleasure to play. Graphics are good, animation is great, sound is excellent and humor is simply outstanding! Lucasfilm has produced their best adventure to date in this release.

The graphics appear to be converted from the MS-DOS EGA version of the game, rather than the VGA. While still good, they do lack the quality of the 256-Color original. Hopefully, Lucasfilm will use at least a 32-Color palate when converting the sequel. Animation, on the other hand, is very well executed, portraying emotion and personality through realism of action. Smooth and lifelike describes the movements of characters on screen. Since their last adventure, proportional scaling has been added to further increase the realism, as well. Your character now appears larger or smaller as he moves toward or away from the "camera," respectively. More "camera angles" have been included, too.

Music and sound effects are on par with any other adventure on the Amiga. The tunes are memorable and appropriate to the atmosphere of the game. As good as they are, though, the real show-stealer in *Monkey Island™* is the quick-witted humor and "punacity" incorporated into it. Not side-splitting humor, mind you. But the kind that curls up the corners of your mouth, causes you to chuckle to yourself and call out to anyone nearby "Hey, come look at this!" The atmosphere of *Monkey Island™* draws you right into the action and experience of this lighthearted pirating quest.

I Am a Pirate on the Bounty

Gameplay, and there is an ample amount, is excellent. *Monkey Island™* incorporates a refined version of Lucasfilm's adventure interface, instituted back with *Maniac Mansion* (even more refinements are in the works for future products, like pictorial representations of objects in inventory). It supports both mouse and keyboard entry for accessing commands and inventory. Game functions like saving or loading are accomplished with the function keys. Movement of your "Guy" is handled with the mouse.

You will find many characters in your travels whom you can converse with. Interaction with them is a simple matter. The lower third of the screen (where commands and inventory are located) is replaced with a discussion box when interaction is possible. To talk with a character, just select what you want Guybrush to say from the available phrases by clicking on one. It is a flexible system which will not punish you if you select the "wrong" thing to say. In fact, you will probably want to offer ALL possible responses just to avoid missing something really funny.

One of my favorite encounters in the adventure so far is the sword fighting segments. Here, it is not a matter of skill with steel that saves the day, but a battle of wits that brings your opponent to his or her knees. To be a successful sword fighter, and eventually to defeat the Sword Master, you have to master the skill of parrying one-liners. Take these examples, please. Insult: "I once owned a dog that was smarter than you." Response: "He must have taught you everything you know." And, Insult: "My name is feared in every dirty corner of this island!" Response: "So you got that job as janitor, after all." You've got the idea, right? It is evident that Lucasfilm designed this game to be fun. They succeeded.

Yes, We Have No Bananas

The puzzle solving elements in *Monkey Island™* provide a good mix in variety and difficulty level. Some puzzles will almost solve themselves while others will leave you stumped for a while. So far, the puzzles that have stumped me were only of the "Oh, yeah! Why didn't I think of that?" variety, not the "Say what?" kind. I will admit, though. At the time of writing this review, I still haven't figured out how to get enough bananas to fill the gaping void that miserable little primate on *Monkey Island™* has for a stomach.

One thing I have always disliked in adventures is the try-to-solve-the-puzzle-without-dying-routine. First, you save your position. Then you try something like "Insert metal key into electrified lock" while standing in a puddle of water and wearing your rubber galoshes. ZAP! Restore GameSave#273. Well, there's none of that here! It's a pleasure to play a game for a change that has been designed to keep your character alive. In fact the only "death sequence" I have come across so far is provided solely for the sake of humor.

I find myself very much in tune with Lucasfilm's game design philosophy concerning character death. Let me quote briefly from it. "We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. We make it clear, however, when you are in a dangerous situation. We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths. Save the game when you think you may be entering a dangerous area, but don't assume that every wrong step will result in death." That's where the fun is, right—exploring and discovering? Certainly, there are appropriate instances where death must be in the equation. But not around every corner. Thanks, Lucasfilm!

Well, Shiver Me Timbers!

The Secret of Monkey Island™ is a rock-solid product. It installs easily on a hard disk (floppy-based systems will require some disk swapping as the game comes on four disks) and runs without a hitch on all Amigas under Workbench 1.3 and 2.0. However, it does require at least 1MB of memory. Copy protection is handled at the beginning of play by means of a "Dial-A-Pirate" codewheel.

Plain and simple, this is the most fun game I have played in a long time! I am really enjoying it (in case you hadn't realized that yet). It has all the ingredients necessary to provide a very memorable gaming experience. So, if you have even the slightest sense of humor and enjoy a fun, yet challenging adventure, *The Secret of Monkey Island™* is required playing. It's also your chance to breathe in some salty sea air and live the daring, seafaring life of a pirate (eye-patch and parrot not included).

Enchanted Realms™
DISTINCTIVE
Adventure Award



Overall: 95

The Secret of Monkey Island™

Price: \$59.95

Adventure Scores

Gameplay	95	Graphics	84
Interface	85	Audio	90
Atmosphere	94	Innovation	78
Documentation	79	Mechanics	92

Adventure Data

Category: Animated	Systems: All Amigas
Difficulty: Novice	Compatibility: WB1.3, 2.0
Memory: 1MB	Protection: Codewheel
HD Installable: Yes	Publisher: Lucasfilm Games

WARLORDS

Reviewed by Michael J. Ballenger

The Arch-mage who imposed a truce in Illuria has disappeared. With him, the truce has vanished as well. The Kingdom of Illuria never saw much peace anyway. Eight empires composed of ambitious and very different life forms exist side by side. However, each of the Illurian Empires aspires to the same goal: Total supremacy over the land of Illuria. There is only one brutally simple method for reaching this end. The supreme race of Illuria must eliminate all organized opposition to its rule.

Supremacy in Illuria

Several options exist for extinguishing organized resistance. Brute force, ever popular among warlords, is but one. Lucky races might form alliances with dragons, wizards or other magical forces. They might recruit heroes to seek out magical swords and other arcane artifacts that will tip the order of battle their way. The more intelligent races might even utilize clever military tactics and economic warfare.

Whatever methods are employed, the race that controls all 80 cities of the land reigns supremely over Illuria, the master of that race reigning as the supreme Warlord.

Who's Who in Illuria

Warlords is an eight-player game of struggle for supreme power in the fabled land of Illuria. As many as eight human players may compete, and any race not controlled by a human the computer controls. It is possible, although a little boring after a while, to let the computer control all eight players and just watch the mayhem.

The computer can be set for various levels of artificial intelligence and aggression ranging from Knight (the Illurian equivalent of a drooling idiot) to Warlord (I suspect Stormin' Norman Schwarzkopf rates Warlord). As you set the game up, determining intelligence levels for your various foes, you will note a percentage available. The lowest setting of AI provides 35% difficulty; the highest provides 100%.

Brief descriptions are in order for the races; if you do not like the sound of these, there are no options for creating a race of your own. I personally found that any of the races of Illuria was a likely candidate for my fantasies of aggression and military supremacy.

The Sirians are human knights who spread the word of their god throughout all Illuria, converting primarily by the sword. Storm Giants despise all those shorter than themselves and have vowed to purify Illuria of what they see as an infestation of minuscule pests. Grey Dwarves are miners and despoilers of nature; they wish to exploit all of Illuria without let or hindrance. The Orcs of Kor are degenerate (perhaps the term is a bit redundant when applied

to an orc) and vile creatures who kill and spread their authority for the heck of it. The Elvallie are light elves who live in such close harmony with the land that they consider the extinction of the other races of Illuria to be merely sound ecological practice. Selantines are humans with a particular love of the sea; they regard all trees of Illuria as ships waiting to be constructed. Horse Lords are barbarian cavalry who consider the height of achievement to be grazing their horse on the ruins of other civilizations. Lord Bane is an evil, supernatural force leading armies of warped races such as ogres, demons and the like. Tradition and ambition both decree that he attempt to enslave all of Illuria.

When in a really ugly mood, I play as supreme warlord of the Orcs of Kor. When I am feeling concerned about global ecology, I play as the Elvallie. The reader understands the general idea.

Let the War Begin...

Setup for play is a relatively simple task. You start on a screen with a list of the eight races. Amusing graphics let you know which races are under computer control. Select which one will be under human control by clicking on that race's graphic icon. Then set the level of AI for the computer by clicking on each of the other races until reaching the desirable level. I STRONGLY suggest that you play for a while at the drooling fool's level (Knight level of computer intelligence) before graduating to the big boys (Warlord level). After performing the simple tasks above, click on the "OK" gadget and away we go!

The next screen is your control system for the rest of the game. It includes two graphic windows, separated by a menu strip; a text and information window at the bottom of the screen; and, the usual AmigaDOS menu strip which appears at the top of the screen with a press of the right mouse button. The first graphic window is a playing map. Most of the game action takes place in this window, a tactical map with a close-up view of armies and castles. It is your control system. The second window is a strategic map which displays all of Illuria. The area displayed on the playing map changes easily by using the cursor (which becomes a magnifying glass) and clicking on the Strategic map. The most common actions used in commanding armies appear on the central menu strip. An information and text window includes such useful data as which turn number it is, how much gold you have and statistics for your armies, displaying information as both text and graphics. The remaining actions are used less often, or apply only to heroes and not to whole armies. They appear on the AmigaDOS menu strips.

Although the above description of the play control system may sound complicated, in actuality, the game is very simple to play. A brief tutorial is included in the manual, and it is

well-worth your time to read this enlightening section and walk your way through one turn.

A Fight to the Finish

You begin *Warlords* with one army and hero (whom you are prompted to name; I always modestly name mine Michael). You and your seven opponents emerge from the eight capital cities and begin to grab up all the other 72 neutral ones. Each city produces a set amount of revenue per turn. You may accrue the gold, or direct the captured cities to produce armies. Cities differ in what army types they produce; for instance, cities from the lands of the Elvallis tend to produce light infantry and archers. Cities of the Orcs of Kor tend to produce heavy infantry and wolf riders (a form of very heavy cavalry). A particularly helpful feature is the ability of a warlord to direct the output of one city to another one. Therefore, cities can produce armies at a remote location, nearer to the battle front.

The heroes deserve special mention. As stated above, you start the game with one. Heroes are strictly mercenaries. At times, others will crop up and offer their services. If you okay the cash outflow, then you will name your new hero. There seems to be no limit on the number you can employ other than the amount of gold pieces on hand. Heroes modify the strength of armies they lead. They can also explore the ruins, temples, tombs and other interesting locations that dot the landscape of Illuria. A strong army led by a hero who possesses The Staff of Might and The Staff of Ruling is nigh on invincible. Nasty beings guard all the artifacts that increase a hero's effectiveness, so sending him in search of artifacts sometimes leads to the hero's demise. Being a hero is a tough job, but the pay is great.

But Do You Like It?

As with Strategic Studies Group's other games, you have to enjoy strategy. These games evolved from play on maps with an overlay of hexagons. Tiny chips of cardboard

labeled as armies are moved across them. Numbers on the chips indicated strength of armies, while consulting battle effects tables after rolling dice determined battle outcome. The main draw back to the original strategy games was the unwieldy gaming system. A good breeze could ruin your day by blowing your stacks of chips (armies) to kingdom come. These maps occupied an entire table top and a game could take hours or even days to complete.

Enter the computer, and the Amiga particularly. It now performs all the nasty house keeping chores like rolling the dice and checking the battle results tables. The game can go on for as long as you like with the positions of all players saved to disk. Most importantly, you don't have to find a bunch of like-minded nerds to play. AI opponents in this game are quite challenging. The only problem I had with playability was the ease with which you can issue orders to the wrong army if you forget to de-select the previous one after finishing with it.

Although *Warlords* does not require the Amiga's unique operating system to run well, it takes advantage of what the Amiga has to offer. The graphics are good, and the controls of the game have the 3D look that is becoming popular with the appearance of AmigaDOS 2.0. There are sounds and some music, all are acceptable although not ground breaking. NO form of copy protection has been employed on this game.

Warlords runs on any Amiga with at least 1MB of RAM. I ran it on an A2000 with a 68020 accelerator with 9MB of RAM from the hard drive. I also successfully ran the game under a beta version of AmigaDOS 2.0 on the machine described above. *Warlords* was well-behaved and I only met the

Guru while trying to multi-task. This will teach me to believe the documentation, for although Workbench was available, the author clearly stated that nothing else should be running when *Warlords* is running.

I enjoyed *Warlords* very much and found it to be fully worth the \$49.95 suggested retail price. A word of caution is in order. If you do not enjoy strategy games like chess, or simulations of the sort described four paragraphs above, you will not enjoy this game despite its excellence.



Overall: 87

Warlords

Price: \$49.95

Adventure Scores

Gameplay	85	Graphics	75
Interface	90	Audio	70
Atmosphere	85	Innovation	69
Documentation	90	Mechanics	90

Adventure Data

Category: Strategic	Systems: All Amigas
Difficulty: Novice	Compatibility: WB1.3, 2.0
Memory: 1MB	Protection: NONE
HD Installable: Yes	Publisher: S.S.G.

Les
Manley
in:

Search for The King

Reviewed by Chuck Miller



ired of being a wimp? Sick of over-developed iron-pumpers showing you up at the beach? Have you had enough of all those yuppy executives primped up in their fancy \$500.00 suits walking off with all the best babes? Well, then it's about time to take your stand and, of all things, be Les Manley.

A Les Manley World

If you think life is the pits, take a break from your world and step into the world of Les Manley, a thin, nerdy video technician (that is, video tape rewinder) at WILL-TV who graduated in the top 60% of his class from Brooklyn High School where he was voted "Best Guy to Have Around When the Projector Goes on the Fritz." I think you get the drift.

However, Les' lifestyle is in for a dramatic change. WILL-TV, in a desperate ploy to offset their recent disastrous performance in the latest Nielson ratings, is sponsoring a "Search for The King" contest with a cool million going to anyone who can locate the greatest entertainer of all time. (Although The King is never specifically identified in the game, it takes little imagination to figure out his identity. I'm sure you can figure it out all by yourself, you "hound dog," you.) As poor, love-starved Les, you decide to enter the contest yourself in hopes of winning the dough, plus catching the eye of the lovely Stella Hart, your boss' "personal" secretary. So, with your thermos and lunch bag in hand (you did LOOK IN the desk drawer, didn't you?), you set off on your lunch hour to begin your own "Search for The King!"

The Eyes Have It!

There is no doubt of Accolade's commitment to enhancing their Amiga conversions. *Search for The King* is a prime example of this effort. In fact, the designer (Steve Cartwright) has even included a short letter explaining the economics of computer game design (PC compatibles still account for nearly 80% of the computer game market), as well as his own (and Accolade's) commitment to enhancing adventures when converting them for the Amiga. I applaud both Accolade and Steve Cartwright on their commitment in this regard. They serve as an example to many other game manufacturers who simply "port" games to the Amiga, but who do not take advantage of the Amiga's superior capabilities. Thanks, Accolade and thanks, Steve! You deserve a round of applause. May your efforts help sound the death knoll for plain vanilla PC ports to the Amiga.

As such, the first thing you will notice about *Search for The King* is the quality of the graphic and audio presentation. In bringing this adventure to the Amiga,

Accolade chose to use a palette of 32 colors. Their choice has resulted in an exceptionally slick looking product, from the elegant 3D-look requesters to the detailed scenery. Les' world is certainly an attractive one to behold.

Your entry into the game is preceded by a nicely animated introduction, setting the scene for the gameplay to come. Though it is a nice touch, viewing it once is enough. After that, just press "Esc" to by-pass it. I was especially intrigued with the street scene immediately in front and to the east of the WILL-TV studio. Here you find several puddles in the street which reflect Les' image as he passes. I simple had to walk past here several times just to see the reflection. Nice touch! It is this type of graphic detail that adds life to the adventure experience. (All you Simpson fans should also keep your eyes open when in the bus terminal. You may just see Bart skateboard past the doorway.) Animation has been handled in a very effective manner, as well. It is both natural and smooth.

The audio enhancements also follow suit. While sound effects are almost nonexistent, the accompanying music is very well done and adds immensely to the mood of the game. It can be toggled off if you prefer, but doing so would certainly reduce the atmosphere.

Play It Again, Les

Gameplay is quite good overall. The interface is seamless and intuitive to use, supporting both mouse and keyboard. I found, however, that movement of Les is more easily handled with the cursor keys than it is with the mouse. This is, of course, a personal preference.

The System Menu is available by pressing the "Esc" key, clicking on the top menu bar with the left mouse button or by simply clicking the right mouse button. From the System Menu, you have control of the File Menu which allows you to Restart, Save, Load or Quit the game, the Sound Menu which lets you toggle the sound on and off, the Speed Menu which lets you adjust the speed at which Les struts his stuff and the Help Menu which provides, for the most part, useless information. To enter commands, simply begin typing and a command entry requester pops up on the screen. The space bar and cursor keys let you cycle through the last four commands entered.

I found the parser to be both competent and limited. It recognizes over 1500 words and allows for multiple actions in commands as long as you only use one verb at a time (that is, "Take thermos and lunch bag"). Using a command composed of two or more verbs will elicit a "Please. One verb at a time!" reprimand. The parser also failed to recognize several words that seemed quite obvious to use in this game, words that I feel should have been included.

What Else is in the Box?

Search for The King comes on five disks, the first of which is devoted to the opening animation. If you don't have a hard disk, you can expect some delay in loading the adventure. However, disk swapping seems to be minimal for the number of disks included. Les, without a doubt, will be much more at home on a hard disk. Game loading and access is much improved and the number of game saves allowed is only limited by the space available (the Save Menu allows you to select different save game directories). The included hard disk install program is one of the nicest and most trouble free I've yet to see, providing a graphic interface for the installation process. In addition, Search for The King seemed to function without any problems on an Amiga 3000 running under Workbench 2.0, although Accolade claims no compatibility with this configuration.



The manual is complete, but nothing exceptional. All the basic stuff is there, including a brief profile of Lester P. Manley and a mini-walkthrough for the first few screens. Also included are an Amiga Instruction Card which details changes made to the Amiga version; a *National Inquirer* which adds some entertainment value, but offers no real help for the game; a codewheel for copy protection (better than disk-based copy protection, but not as preferable as a manual-based scheme); and a Clue Book. The Clue Book is packaged only with the Amiga version of the product. PC owners have to buy it separately.

Actually, being given the Clue Book from the start can be a boon or a bane. Unless you have immense willpower, keep the Clue Book far removed from sight. It is very tempting to take "just a peek" and end up spoiling the game by playing it with the Clue Book open. You will most likely (read that, absolutely) need it to solve several of the puzzles you encounter, but more on that later.

More or Les for Your Money

As I'm sure you can guess, Search for The King is not without its share of flaws. There are, however, less in Les than other similar products. Scenery to examine abounds in Search for The King. However, most of the window dressing is just that—window dressing. Many objects are visible in each location, but the items available for your use or consumption are very limited.

While most of the puzzles you encounter are relatively straightforward, some seem a bit obtuse. I found myself reaching for the Clue Book more often for this game than most others. On several occasions, it was simply to find out HOW to do what I already knew had to be done. On a few other occasions, I don't think I would have figured out the puzzle without some outside assistance. (To keep you from relying too often on the Clue Book, we have provided answers to several of the more unusual puzzles in the hint column, 'Starr Light.)

Part of the problem in several instances is with the descriptions given (or not given) when an object or room is examined. The information is insufficient and can be misleading. In a few cases, the problem lies with not being in EXACTLY the right spot. The worst offender, however, concerns objects you must examine or use which you CANNOT SEE! Yes, that's right. Several objects necessary to completing the game are not visible. There is nothing quite as "evident" as examining a door that you can't see, to find a "Do Not Disturb" sign you can't see, so that you can hang it on a doorknob you can't see. See what I mean?

Another gripe I have with Search for the King is the play time it provides. I felt that there just wasn't enough to do, or enough places to go in the game. You could map it if you want, but the number of places you can visit are limited enough that you probably won't have to bother (then again, the Clue Book already has the game mapped out for you). There should have been more for Les to do at each location, or there should have been more locations for Les to explore.

On the Trail of The King

Apart from these gripes, Les Manley in: Search for The King is a very good product. The graphics and audio are top notch. Gameplay, for the most part, is engrossing and fun. The sense of humor is a strong point, too. In many ways, Search for The King is reminiscent of the Leisure Suit Larry adventures, though much more tame.

If you're not ready for or dislike the raucous humor of the Larry games, you will probably enjoy spending some time with Les. He is much more like the nerd in all of us. If, however, you are looking for an adventure that will last for several weeks, you may be less than pleased with Les. On the other hand, Search for The King will provide some very fun entertainment in a product that was converted with the Amiga in mind. Hopefully, when the sequel arrives next year (Les Manley in: Lost in L.A.), the same level of quality will be maintained, with more effort going into making the adventure a more in-depth experience. As it stands, you still get more with Les than in many other Amiga quests.

Overall: 86

Search for The King

Price: \$59.95

Adventure Scores

Gameplay	78	Graphics	90
Interface	84	Audio	92
Atmosphere	88	Innovation	78
Documentation	85	Mechanics	95

Adventure Data

Category: Animated	Systems: 500 - 2500
Difficulty: Novice	Compatibility: WB1.3
Memory: 1MB	Protection: Codewheel
HD Installable: Yes	Publisher: Accolade

BREACH 2

Reviewed by Zach Meston



Kawasaki, cover the flank. Johnson, cover our rear. Quigley, you got a question?"

"Yes, sir. Is this really happening, or is it just a fictional setup for a game review?"

"What kind of question is that, Quigley? Pack up and move out!"

We move slowly through the underbrush, our Camouflage Suits rustling softly as we gaze intently at our scanners, looking for any sign of movement. It's about fifteen minutes before Kawasaki breaks the static on my comlink.

"Four soldiers at two o'clock, range fifty meters. Two have laser rifles, probably Marauders. The other two have stun pistols. Could be Psionic Talents. What say, chief?"

"Take out the Psionics with a grenade. Johnson and I will go after the Marauders."

Kawasaki throws the grenade. It explodes before it hits the ground, giving the Psionics no warning at all. Their limbs fly in various directions. The Marauders hit the ground and start scanning for us immediately.

"Do it, Johnson."

Johnson and I squeeze our triggers at almost the same time. Our laser bolts shear into the Marauders.

Quigley screams. I turn around and see what's left of him under the foot of a Biped. Damn. Johnson only stopped guarding our rear long enough to shoot the Marauder, but that's all the time a Biped really needs to sneak up on you.

I frantically load my rocket launcher while Kawasaki and Johnson take potshots at the Biped. It shrugs off their lasers with ease and returns fire with devastating effect. Johnson falls dead next to me. Kawasaki groans as a laser rips through him. The Biped takes aim at me just as I fire a rocket at its hull...

Breach 2, by Who?

In the beginning—well, 1987, anyway—there was *Breach*, a wargame where you commanded a group of spacefaring soldiers on various missions. The game was good, but had some annoying problems. The biggest one was the lack of diagonal movement. Aargh!

OmniTrend (the game's producer) received a tremendous amount of consumer response, and incorporated their fans'

suggestions into a sequel. *Breach 2* was born. Diagonal movement was added, along with a better movement system and significantly enhanced graphics.

Now Mindcraft has stepped into the picture. They are distributing *Breach 2* and have made more changes to the game's packaging (which looks quite slick) and to the game itself (which is better than ever).

The Good, The Bad, and The Genetically Altered

You are the leader of a squad of marines, tackling a variety of missions for the Federated Worlds (FW). Each mission has one or more conditions, such as rescuing prisoners of war or capturing DataPacks filled with valuable information.

Of course, your missions aren't that simple, because you're up against an enemy organization, the United Democratic Planets (UDP). They'll attack you with everything they've got, which is quite a lot!

Each mission has a difficulty ranking, and you can participate in missions in any order. If you want to go through the first mission eighty times in a row, that's up to you. If you die, don't worry—just try again. This wasn't the case in the original *Breach* where, if you failed on a mission, your Squad Leader was deleted from the disk forever! Talk about unfriendly gameplay!

The main object of the game is to advance the skills of your character, the Squad Leader. After every mission, the Squad Leader earns promotions, depending on how both he and his unit performed. If the Squad Leader becomes skilled enough, he'll be able to take on solo missions, with just him against the UDP. These missions are only for the best!

Tune In, Turn On, Drop Out

Each mission begins at the Drop Zone, a starting square where your men are beamed down onto the planet (or spaceship) where the mission is taking place. From there, your marines move out, checking out the surrounding terrain and gathering up equipment placed near the Drop Zone (there is usually a ton of stuff to get).

There are many enemies along the way, including Marauders (enemy soldiers), Bipeds (two-legged robots), and Seekers (alien orbs that are almost invulnerable). There are many weapons as well, like the bogus Stun Pistol, the average Laser Pistol, and the awesome Neutron Bomb.

If the missions included with **Breach 2** get boring, don't worry. You can use the included mission construction kit to build your own. There are already many scenarios on bulletin boards across the country. Or, you can purchase one of the Mission Disks offered by Mindcraft. They are generally much harder than the ones with **Breach 2**. You're warned!

Breach 2 is the first part of OmniTrend's grand plan known as IGS (Interlocking Game System). OmniTrend hopes to develop an entire series of IGS games that will allow you to take characters on a series of missions, jumping from game to game.

[Editor: The second IGS game, **Rules of Engagement**, was being shown at CES and is almost ready to ship. It allows a player to begin a mission and then expand that mission, if the player already has **Breach 2**, by loading and running a **Breach 2** scenario when the player attacks selected outposts. Additional IGS products are planned.]

Technical Analysis

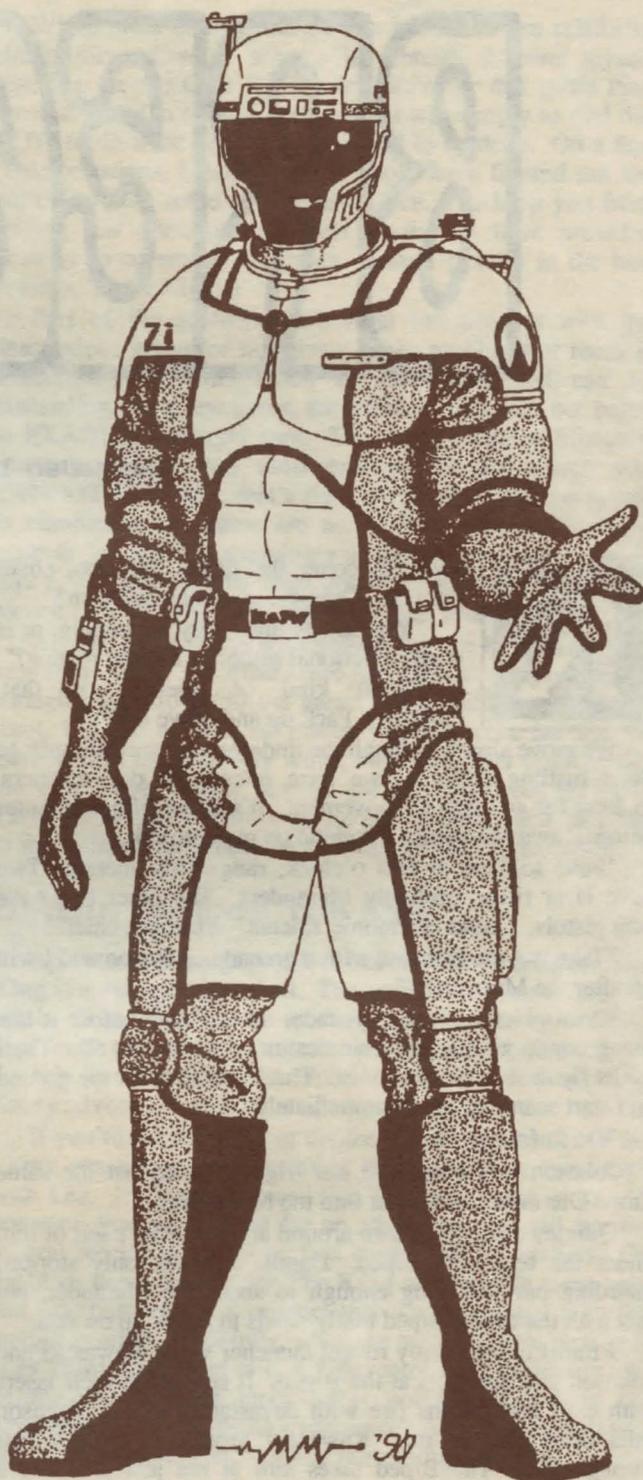
The graphics are drawn from a slightly angled, top-down perspective that works well. A few of the graphics even use color-cycling for flashing and blinking effects. The graphics, unfortunately, are only 16-Color.

The sound effects are very good, with many clear samples. The laser beams and explosions sound great, but the best effect is when someone eats it—they let out a great scream! The music in the game is disappointing, however. The title tune is below average, and the tune that plays when you successfully complete a mission isn't hot either.

Breach 2 installs to a hard disk (it is manual-protected), and requires a full megabyte of memory to run. (Is there a non-European Amiga owner who doesn't have a megabyte of memory by now?) **Breach 2** even multitasks!

Life's a Breach

Breach 2 is a very enjoyable gaming experience. The graphics and sound are more than adequate, and the gameplay is easily learned after a few games. And, I must admit that any game with a construction kit makes me like it that little bit more. **Breach 2** comes highly recommended for strategy buffs and wargame buffs, and less so for strict adventurers (but still worth a look).



Overall: 83

Breach 2

Price: \$49.95

Adventure Scores

Gameplay	85	Graphics	77
Interface	80	Audio	79
Atmosphere	76	Innovation	85
Documentation	74	Mechanics	80

Adventure Data

Category: Strategic	Systems: All Amigas
Difficulty: Apprentice	Compatibility: WB1.3, 2.0
Memory: 1MB	Protection: Manual-based
HD Installable: Yes	Publisher: Mindcraft

Trial by Fire

Reviewed by Mack MacRae

Cave of the Curmudgeon

After my controversial review of *Obitus*, I am known around the Realms as the Canadian Curmudgeon. I rather like this epithet; it conjures up images of briar pipes, tweed jackets, and a year or two at Oxford. Reality doesn't match, of course, but I am a firm believer in a good fantasy. That belief is the crux of my crustiness concerning game quality. In the manner of my fellow contributor, Maeve O'Shee (Marcy Rogers), I also lament the passing of Infocom, not because I am nostalgic for text, but because I am devoted to plot. I realize this will shock some of my MS-DOS owning friends, who hold that all Amiga users are arcade maniacs, fused to their joysticks and frothing over new graphics to dazzle their glazed eyes.

Are there Amiga game players who value gorgeous sensory gimmicks over glorious challenging storylines? Of course there are, and more power to them and the products they support for our format. Still, I hold that there are others much the same as I, who long for adventures that sweep them away, as a fine film or an enthralling novel does, to exotic times and places of wonder, heroism and charm. If you are one of these, enter my cavern unafraid. You will find Ali Baba's cave tonight, for I have found a product of 1001 delights: Sierra's *Trial by Fire*.

Petting the Katta

If you finished the first quest in this series, you will recall that our hero drifted off triumphantly on a magic carpet bound for a new adventure. This sequel picks up exactly where the first stopped, and you arrive in the Arabian Nights city of Shapeir, where your friends, Abdullah Doo, and the Kattas, Shameen and Shema, immediately set themselves up in a luxurious inn, where wine flows, dates are sweet, and all is free to you, Hero-Friend. Of course, there are a few small problems to plague the horizon, such as the disappearance of the neighboring Emir, the ongoing threat of a foursome of difficult and determined elementals, and the takeover of Shapeir's sister-city, Raseir, by a wicked wizard who wants to rule the world by freeing the most evil Djinn in history—in short, a hero's dream vacation.

The characters that populate these cities are as colorful as the stories which inspired them, and much conversation is required to unearth all their secrets. Each has a distinct and often quirky personality, and each responds to events and actions in an individual way. Keapon Laffin and Rakeesh

were two of my favorites, and one of the ladies in my life claims it's worth the price of the game just to see Shema dance. Humor abounds as well, with one-liners and puns that leave you groaning, a complete set of Marx Brothers, and a second-act spoof of Humphrey Bogart movies that made me laugh out loud.

A Good Flying-Carpet Mechanic

With all that's going on, a hero could get lost without a guide. Fortunately, Sierra has provided excellent documentation in the form of a clear, informative technical manual, another edition of the "Famous Adventurer's Correspondence School—Advanced Course," and a lavishly illustrated detachable map of the city, which also serves as a form of copy protection. I might add that it's one of the least offensive and best story-integrated copy devices I've seen, using the twisting streets inherent in ancient cities as the keys to vital areas.



Your single character can be a fighter, a thief, or a magic-user, and you can import your saved character from the first volume, or create a new one on the spot. If you do, you are given a number of bonus points to allot as you will, which allows the character to gain abilities from other classes at larger point cost. Be aware, though, that you gain game points only by solving puzzles and performing actions according to your class. Whether or not you played the earlier adventure, the plot presumes you did and talks about your exploits, a nice touch for those unfamiliar with the first

plot—and a good chance to bask in more glory for repeat heroes. As for building character attributes, it's much like the old joke about Carnegie Hall: "Practice, man, practice."

The Fly in Allah's Ointment

Surely there's a down side to all this, you are probably thinking, particularly if you remember that the original Arabian Nights stories were told because Scheherazade's husband had the nasty habit of murdering his wives after one night. Well, you won't be dead after an evening's play, but if you don't have a hard disk you might feel that way. *Trial* takes up eight full disks, which means endless disk swapping, especially if you want to get the full benefit of the lush music and varied sound effects, as they are often loaded in separately. If you do own a hard disk, you will be treated to a flawless installation program, yet another reminder that Amiga owners run second to MS-DOS users with game developers.

The graphics also suffer a bit from "port-over poverty," but not as much as Sierra's earlier releases. The company has announced avid support for Amiga products, and promises "real" Amiga graphics in future products. In the meantime, lots of entertaining spot animation makes up for the downgraded palette.

On the plus side, the parser is quite sophisticated, and function keys can be used for common commands. Movement is possible with mouse or keyboard and the game runs smoothly on all configurations, including Workbench 2.0. You may save anywhere, and use up to twelve different positions, allowing you, your family, or your friends to play

as different character types. This is recommended as it is the only way to see the whole game, and it does add to repeat play value.

In keeping with the rich texture of the story, the "reward" sequence at the end is detailed and satisfying, but be aware that it is a memory hog. As soon as you know you've won, save! The program has an annoying tendency to crash in the middle of the ending screens with an "out of hunk" error, even on one meg machines. I tested it on several models, and the only one that didn't produce this error at least once was using three megs! (A bit of sloppy programming, eh?)

Stranger in Paradise

Those who like arcade adventures may not be as enthralled as I was by this product, even with the adjustable arcade difficulty level set to hard. There just isn't that much to do along those lines. However, those who love a good adventure with intriguing puzzles, entertaining characters and lively humor will think they've died and gone to heaven. Authors Lori and Corey Cole have outdone themselves with a creative and complex fantasy, and you will spend many happy hours wandering in this "garden of delights." Do not walk to your local software store to pick up this game—RUN.



Overall: 92

Trial by Fire

Price: \$59.95

Adventure Scores

Gameplay	98	Graphics	75
Interface	85	Audio	87
Atmosphere	98	Innovation	90
Documentation	95	Mechanics	79

Adventure Data

Category: Animated	Systems: All Amigas
Difficulty: Apprentice	Compatibility: WB1.3, 2.0
Memory: 1MB	Protection: Manual-based
HD Installable: Yes	Publisher: Sierra On-Line



Reviewed by Rick Henly



Commence an adventure in the life of a B.A.T. agent. B.A.T. (the Bureau of Astral Troubleshooters) is a super secret organization that deals with special situations confronting life in the twenty-second century.

Space, the Final Frontier

The story unfolds in Terrapolis, the largest city on Selenia, a city built because of the vast resources of dytoxine and licox found there. Khergol, a vital fuel, is manufactured using these ingredients. Many races over the years have journeyed to Selenia to work in this vast industrial complex. Aliens, robots and terrans all live together in this domed city, producing this much needed resource for space travel.

Terrapolis, like any major city, has its good points and bad points. You can stay in hotels and visit the museum during the day and catch a movie and have a drink in the evening. There's even an arcade to while away your time and money. The "Hot Quarter" is the area of Terrapolis of which to be leery.

Some of the less than perfect beings you'll encounter during your time in Terrapolis are Glokmups, Skunks, and Stickrobs. Glokmups are skilled robbers and assassins. Skunks are aggressive individuals that tend to gather together and attack people to steal from them. Stickrobs are ultra-perfected robots that are very well armed and wander the streets.

Most of the beings you'll encounter will talk with you, but be careful what you say. You might find yourself in a fight for your life. If you become injured you can travel to the medical section of town for treatment. Good health is essential to completing this adventure.

Your Mission, Should You Choose to Accept It...

Selenia is very important to Earth because of the khergol it produces. If for any reason the flow of khergol stops, Earth would face drastic hardships. Enter an escaped criminal named Vrangor and his cohort, Merigo. He has sent word that unless Selenia is evacuated within ten days, he will destroy Terrapolis. Since Vrangor has been arrested previously for planting bombs and demanding the death of key political figures, he is not to be taken lightly.

The previous B.A.T. agent on assignment was killed by Merigo on Selenia. Now, you must go to Terrapolis and find his killer, the only clue to the location of Vrangor. A contact will be waiting for you upon arrival in Terrapolis who will give you the equipment necessary for this job. You have ten days. Good luck.

Become a Secret Agent!

Once the game boots, you can choose to create a new character, read the E.S.P. documentation file or start the game with a predefined character. When creating a new character, you must assign him the attributes you think a secret agent might need on Selenia. Your on-screen persona starts with a total of 78 points to spread between his different competences. Every time you add or subtract from those choices, your aptitudes will change. Watch the graph to see how you're doing and then save it to disk when you like what you see. You also choose your weapons at this point. You can have one large weapon or two small ones to start with. However, you start with no ammunition, so purchasing it should be tantamount on your list of things to do upon your arrival in Terrapolis.

Because you are a member of B.A.T., you also have a Biodirectional Organic Bioputer implanted in your arm. It electronically analyzes and controls your blood flow to supply you with information about your body. It also allows you to change some of your physical characteristics. B.O.B., as it's known, has four basic functions. It will remind you of the characteristics set at the beginning of the game. It monitors your physical condition which you can check at any time. It translates foreign languages and lets you see and/or control your electrocardiogram. And last, B.O.B. can be programmed to perform repetitive tasks, including translating alien or robot languages.

Watch That Icon!

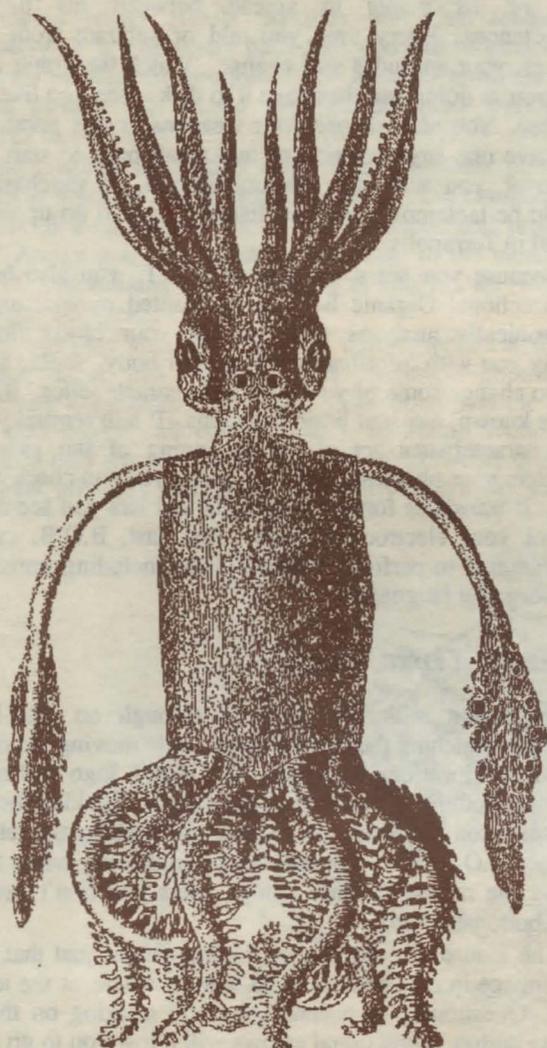
Interaction with the game is through an icon-based interface, watching the icons change while moving the mouse to different locations on screen. The B.A.T. logo will appear if there's nothing in that area of the screen. Clicking the right mouse button will bring up a menu and clicking the left will activate B.O.B. This control can be frustrating when trying to use the mouse because Amiga users just don't use that right button enough!

The icon of a conversation bubble means just that. You can engage in conversation with who or whatever the icon is over. Questioning is accomplished by clicking on the left mouse button. Directional arrows will allow you to go in the direction indicated. It is essential to cover all areas on the screen to discover possible exits to other locations. If you see a small face that looks as if it's talking, you have the option of talking to one or more characters in the area. These inhabitants are continuously changing during the game so talk to everyone you get the opportunity to converse with. You might be able to purchase something of value or get invaluable information relevant to your mission.

An icon in the form of a question mark tells you that something or someone is necessary before you can complete the required action. A bottle icon lets you know you can get

something to drink. This must be done from the health menu, but the bottle allows you to get there. The heart icon corresponds to the "love meter." When you see that, no explanation will be necessary. The purchase icon lets you know when you can buy something that you need. It might be ammunition, food or something else that you deem vital to the completion of your mission.

The need to operate a machine or accomplish a specific action is indicated by the usage icon. If you happen to get into a scuffle, the target icon will come up during the combat phase. No explanation needed here, either. Just aim and blast away. However, make sure you have ammunition before you get into a fight!



Different Strokes...

B.A.T. is composed of arcade sequences intertwined with a role-play adventure. The screens are portrayed in a rather comic book style with sections changing when a different location is reached. The arcade game "Bizzy" can be played at any time to acquire more "credits" which are then exchanged for the currency of Selenia, Krells. If you play "Bizzy" at the right time, you might be challenged by the local champ. Have paper and pencil handy during the game to defeat him. He can help in your quest to find Vrangor.

You will even have the chance to fly the DRAG over the world of Selenia, a 3D flight simulator within an adventure game. You must then locate Vrangor's station from the air and blast your way into it. I might suggest plenty of firepower when you get to this stage of the game, as well as shielding for yourself.

Six of One—Half a Dozen...

Every game has its positive and negative points. Graphics in B.A.T. are well illustrated. The two-disk set is fully documented and gets you right into the game. The music that accompanies the adventure changes periodically and can be turned off if it becomes annoying. Animations at each location are a nice touch as well. Aliens moving through the area or elevators going to the desired floors of buildings really add to the atmosphere of the game.

The negative aspects are a matter of preference. This game allows only one disk drive to be used. Disk swaps are few, but it would have been nice to be able to have your save or data disk in a second drive. Another frustrating feature is locating particular inhabitants that move in a seemingly random fashion. It took me forever to find the information I needed to get into a nightclub and find Merigo.

B.A.T. is set to run on any Amiga 500, 1000 or 2000 with Kickstart 1.2 or 1.3. A minimum of 512K memory is required. The game has disk-based copy protection, so installing it on your hard disk is impossible.

A word of caution is appropriate at this point. I have found that B.A.T. will not run on all systems. There have been reported incompatibilities with some Amigas with accelerator boards, bridgeboards and hard disk controller cards installed. It simply will not run on some systems. [Editor: This problem has been confirmed with Electronics Arts and has been reported to UBI Soft.] I feel that B.A.T. is an exceptional adventure, but the problems with compatibility will limit its popularity. If you have a non-stock Amiga, speak with your dealer about eventualities should B.A.T. not operate on your system.

Overall: 75

B.A.T.

Price: \$49.95

Adventure Scores

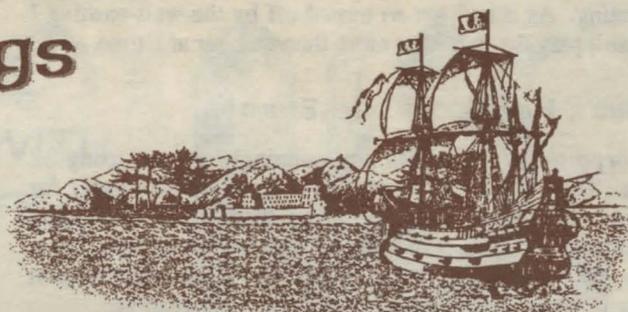
Gameplay	82	Graphics	90
Interface	75	Audio	75
Atmosphere	80	Innovation	83
Documentation	88	Mechanics	68

Adventure Data

Category: Role-Play	Systems: 500, 2000
Difficulty: Apprentice	Compatibility: WB1.3
Memory: 512K	Protection: Disk-based
HD Installable: No	Publisher: UBI Soft

Distant Moorings Corporation

Reviewed by Zach Meston



U

niversal Cybernetics Corporation. For years, their technological advances have made life easier for mankind, and made them bazillions of dollars in the process. But, like any organization, UCC keeps looking for better ways to serve their customers. Recently, they've been dabbling in the fine art of genetic manipulation. Bad move, dudes.

It's Not Nice to Fool with DNA

A few of UCC's experiments have gone out of control, murdering people and generally making quite a mess of themselves. The Government wants to crack down on UCC, but without some proof of their wrongdoing, they can only watch as innocent taxpayers get slaughtered.

Here's where you come in. You're an agent for ZODIAC, the Government's top-secret investigation agency. You have to infiltrate UCC's headquarters and find evidence to incriminate them—namely, a mutant embryo. Unfortunately for you, the building is teeming with guards—and a few of UCC's experiments...

Pick an Agent, Any Agent

At the start of *Corporation*, you choose from one of six ZODIAC agents. Two of the agents are male, two are female, and two are robots! The robots are the best choice for beginners—they're very strong, which means that you can carry lots of stuff. After you select an agent, you purchase goodies for him, her or it. You have a limited budget, so it's crucial to get the essentials (gun, backpack computer and compass) before you start getting frills (medical kit, armor and gas mask).

Once you select an agent and kit him up, you appear on the top floor of UCC headquarters. The graphics are presented in the now-classic first-person (*Dungeon Master*) viewpoint. The building has 16 floors in all, including a warehouse, laboratory and parking garage. By using the backpack computer, you get a small map of your surroundings overlaid onto the screen, which is incredibly useful for navigating the building. The compass also helps you by showing which direction you're facing.

Three different types of guards are patrolling the building. Humans are puny, and sometimes they won't even see you (probably too busy looking for donuts to munch on). Droids are tougher foes. Some droids are just maintenance droids

that won't attack you unless you attack them first. The battle droids are a different story. They're outfitted with rocket launchers and machine guns. The third type of guard? The alien mutant, which can—and usually does—thrash you before you can blink.

There are many other traps to avoid, including security cameras and infrared laser beams. If either one of these detects you, the building will be flooded with nerve gas. You'd better have a gas mask, or you'll suffer a most heinous death by inhalation. (Unless you're a robot, which is yet another reason to choose one as your character).

The Control System from Hell

The game interface is simple. Six icons and an unusual square are set up in a rectangular formation. By clicking on the icons, you can jump, crawl on your hands and knees, look at the ground, pick something up, sleep (recharge if you're a robot) or fix something.

The square is the heart of the interface. By moving a small crosshair around the square, you control your character's movements. If you move the crosshair toward the top of the square, your character walks forward. If you move the crosshair toward the bottom of the square, your character walks backward. And, if you move the crosshair to the left or right side of the square, your character will rotate in that direction.

Unfortunately, this movement system is the major flaw in the game. When walking forward or backward, your character has an extremely annoying tendency to walk into walls—even when using the backpack and compass for navigational help. Once you're against a wall, it takes much frustrating tweaking with the square before you spin into a new heading. Now you can start walking again—at least until you hit another wall.

Why else is this system so bad? First, because it's difficult to judge your distance from the walls, since they are totally blank. They look the same when you're smashing into them as they do from across the room.

Second, because the square isn't labeled clearly enough to help you know what you're doing. Am I spinning? Am I walking forward? You just don't know, because the various areas on the square aren't labeled, and are practically the same color.

If the designers had gone with a more conventional joystick-movement system, or a point-and-click system like in *Dungeon Master*, the gameplay would be much less

frustrating. As it is, I get so turned off by the wall-bashing I just can't play the game for more than an hour at a time.

It Ain't Hard on the Eyes

Corporation's graphics are stunningly drawn, using 32 colors. The opening sequence is a very effective opener for the game, and gets you right into the mood. The agent selection screen is also spectacular. As you move from agent to agent, you're shown rotating, three-dimensional representations of the agents' faces. Simply awesome!

The sound is also well done. A brief theme tune is played during the opening sequence, and from there, you get sampled spot effects, with aliens growling, bombs exploding and doors sliding open.

Being a European game, Corporation is a stubborn product. It does not work with AmigaDOS 2.0, it does not install onto a hard disk and you cannot back it up (without a backup utility, anyway). It also only supports the internal disk drive, a bit frustrating since it's a two-disk product.

Corporation is set to be imported into the States by Virgin Games, Inc. They even intend to create a version for the Sega Genesis game console. Whether they improve the movement system remains to be seen. I do suspect that they will have no choice on the Genesis version, since the Sega console ain't got no mouse.

The Last Paragraph

As it stands, Corporation is a wonderful gaming experience, possibly even superior to **Dungeon Master** in atmosphere, all but ruined by a horrid control system. If you think you can handle the controls, check it out. Otherwise, you may want to wait until the U.S. release to see if the controls have been changed.



[Editor: Corporation is currently being imported by Virgin and is being enhanced for U.S. distribution. They had a graphically modified, hard disk version on display at CES. However, the extent of improvements in game operation and features is not clear at present. Certainly, we recommend that you refrain from purchasing Corporation until the Americanized version is available at the end of summer. Any improvements to the original design are worth waiting for to gain the most benefit from this product.]

Adventure Game Drawing

Subscribing to **Enchanted Realms™** entitles you to the benefit of being automatically entered in our Adventure Game Drawing. Every issue, we select TWO subscribers at random who will each receive a FREE adventure game. Free games? Yes, that's right. FREE! All you have to do to qualify is become a subscriber, which entitles you to additional benefits (see the inside back cover for details). It's that simple.

This issue, we want to extend our congratulations to winning subscribers **Carl Gruenwald** of Vallejo, CA and **George Rackett** of Aurora, IL. Carl has won a copy of **Eye of the Beholder** and George a copy of **Death Knights of Krynn**. We hope you both enjoy the adventures. And, thanks for subscribing to the Premier Adventure Game Journal for the Commodore Amiga, **Enchanted Realms™**.

Tournament Winners

The time has arrived to announce our first **Tournament of Wits** contest winners. In Issue 5 of **Enchanted Realms™**, we ran our first contest open to our entire readership. From the entries to the **James Bond: The STEALTH Affair Contest**, we have five lucky winners: **Ivan O. Brown** of Prairie Grove, AR; **Brenda Collins** of Fort St. John, B.C. Canada; **Fran Maye** of Coatesville, PA; **David Mullen** of Crystal, MN; and **Don Russell** of Olympia, WA. Congratulations, folks, and enjoy your FREE copy of Interplay's **STEALTH Affair**.

As it turned out, all the entrants in this contest were subscribers. Remember, non-subscribers are eligible for all the contests that we run in the **Tournament of Wits**, too. So, be sure to enter this issue's **Wonderland** and **Visionary** contests. Don't neglect to send us your entry. Next time, YOU may be a winner!

In Issue 8, we will announce the winners in our **Death Knights of Krynn** and **Bill & Ted** contests. Thanks for all your entries. The response has been great. 'Til next time...Happy Adventuring!

Overall: 81

Corporation

Price: \$39.95

Adventure Scores

Gameplay	78	Graphics	91
Interface	83	Audio	85
Atmosphere	88	Innovation	77
Documentation	65	Mechanics	65

Adventure Data

Category: Graphic	Systems: 500, 2000
Difficulty: Expert	Compatibility: WB1.3
Memory: 512K	Protection: Disk-based
HD Installable: No	Publisher: Core Design

Sage Advice

A PERSONAL INTERVIEW WITH Roberta Williams

By Marci Rogers



When I first planned this interview, I expected it to be a formal piece, with "RW" and "ER" designations for the participants. Sierra is special to me, since they supported my school grant project from its inception—my mundane persona is that of Sixth Grade teacher and Computer Coordinator—and that support was a major factor in making it a national model and multiple award winner. I wanted everything to look as good as possible.

I need not have worried. After speaking with Roberta for nearly two hours, I have come to the conclusion that it would be impossible to make her look bad. She is a warm, endearing person who immediately makes you feel as if you are having coffee with an old friend. And, when I thought about it, I decided that maybe many of our readers would like to do that with their favorite game designer—have coffee and just chat. So here it is: Marci and Roberta just talking, in that kind of "cover it all style" that Hope and Nancy use in TV's "Thirty Something." If you ground your teeth on that one, cheer up. There's no angst here; Roberta Williams doesn't need or want it, and this conversation tells you why.

Marci: Hi. This is really neat for me, since there's so little emphasis on women in the computing world, and here you are, at the top of the heap, so to speak.

Roberta: Yes, that's always been a goal of mine, to show the girls that they can work with computers, that they can write, do art, program, whatever they want. I like to think I'm an inspiration.

Marci: Does Sierra have many female employees?

Roberta: Oh, yes, writers, artists, designers, everything.

Marci: But still, most programmers are men. Maybe it's just their thing. You don't program, do you?

Roberta: Uh-uh, never did. I design the games and tell the story, or I work with the people who do in an overview capacity.

Marci: Do you ever get static from programmers who tell you that you can't have what you want?

Roberta: I used to a lot in the beginning, but I'm really lucky because my husband is a programmer.

Marci: Yeah, mine, too.

Roberta: Then you know. They'd tell me it couldn't be done, and I'd go to Ken and ask, and he'd say, "Naw, they could do it this way, or that, but it would be a lot of work and they don't want to." Then I'd go back and tell them that and they'd do it. So now they don't argue any more. They just

say, "Go ahead and do it, 'cause she'll just go to Ken if we don't," and I get my own way 90% of the time. I know what that must sound like, but it's very important to have a solid view of where you want to go. I know how computers work, and I know what Sierra's customers want.

Marci: Even Amiga customers?

Roberta: Oh, yes. In fact, development for Amigas and Macintoshes is Sierra's top priority right now.

Marci: Well, I sure love mine, and the kids in our project just can't get enough of Amiga.

Roberta: I'm not surprised. The Amiga's so much easier to use than an IBM, and it does so much more right from the start. It has more built-in "goodies." To make our Sierra games shine, with the colors and the music and the sound effects, IBM owners have to add on so much. I mean, there's the monitors and the sound boards, and the expansion cards. It goes on and on. They need a full blown set-up just to do what the Amiga does naturally.

Marci: So you really like the machines?

Roberta: Oh, yes, and Amiga's a growing area for us, both here and in Europe. We're very interested in reaching Amiga markets.

Marci: And Macintosh? You really think Apple is going to save themselves with their new Macs?

Roberta: Gee, I don't know, they're in a lot of trouble. I'm not sure, but still...Okay, I'll say yes, they will, I think—maybe.

Marci: You started on an Apple IIe. How do you feel about their demise?

Roberta: Yes, I did. Well, in a way, I think it's kind of sad, the way Apple did that to themselves. They had a really viable machine in the IIGS, but they didn't do anything with it. If they had, if they'd brought it up to where it should be, they would have had two viable markets. But they just let it die. They put everything in Macintosh, and tried to force people to buy it.

Marci: And it cost them.

Roberta: Oh, yes. They wouldn't be in so much trouble now if they hadn't done it to themselves. But they didn't go forward, just held on to overpriced machines. That's why we switched to IBM and Amiga, because advances weren't happening anywhere else. Our games couldn't go forward. It's a shame, but that's the way it is.

Marci: And if they don't save themselves?

Roberta: (Laughs) Then we'll stop working on Macintosh products.

Marci: I've read a lot lately in reviews about how slow Sierra games are on the Amiga, and how their colors are strictly EGA port. Do you have any comments on that?

Roberta: I absolutely agree. That's why we'll be changing our new Amiga products coming out soon—*King's Quest V* and *Space Quest IV*. They'll be done in 32 colors and they'll really look good. It's a port down from our VGA product, since we can get 256 colors on the screen there, but it will still be a vast improvement over what our Amiga buyers are used to seeing. Too bad they don't use all 4096 colors on screen.

Marci: There's a new product that supposedly does do that, using the complete capabilities of the copper.

Roberta: And they're there, but Commodore hasn't done anything with it, and that means a port down.

Marci: What about real mouse support? I understand the IBM version of *King's Quest V* is icon-driven.

Roberta: Yes, it is, and the Amiga will be, also.

Marci: The end of the type-in format?

Roberta: I realize that, as a teacher, you're going to have mixed feelings about that, and we did have a number of people who complained when the new interface came out in *King's Quest V*. There are some die hards out there who really miss the old text menus, but the single biggest drawback to people buying and playing our games has been the type-ins. When we got to *Space Quest IV*, there wasn't a single complaint, not one. I know a lot of teachers tell me that the kids are learning to type because of our games, but we had to make a decision. I mean we had to look at our products, and say, "Are these educational, or are these entertainment?" And what we came down to is that they're basically entertainment, whether they may have some educational value or not.

Marci: Well, I'm going to argue with you right here, because I run a project which you've supported right from the beginning, and we're not teaching kids to type—we're teaching kids to think. If they can't think, there's not much else they can do. I have a book going out on that subject—the value of the interactive adventure in opening up minds.

Roberta: That's just it. It's the problem solving that's important. We're trying to find ways to bridge that line between education and entertainment. We're starting an educational division for that purpose. We'll have things like historical simulations, or a deep-sea simulation, and the skills will be put in there, but the emphasis will still be on entertainment, so that kids will stick with it.

Marci: They do stick with your adventures right now, and that's more than you can say for the other stuff that's on the market. Have you seen it?

Roberta: It's dreadful! Educational software is boring and behind the times technologically.

Marci: I don't know a single computer educator with real expertise who doesn't agree with that. About 85% of everything available is just plain drek.

Roberta: Outdated, completely. I mean, I'm the mother of a Sixth Grader, and I have another son just finishing High School, and I can tell you that no software, no matter what skills they put into it, is going to work if the kids won't use it.

Marci: (Laughs) Now you sound like me. If I could, I'd build a whole curriculum around things which entertain kids. Of course, they wouldn't let me.

Roberta: They should. There are more educational possibilities in entertainment than anyone realizes. The kids stick with it—and the problem solving—that's so important. They need that so much, and that's what Sierra wants to do—bridge those areas. But there still won't be any keyboard support on these programs, or—and here comes another one for you—any reading.

Marci: Then how?

Roberta: Talking—all talking. Now listen to me, because this is what's going to happen no matter how anybody feels about it: the future is CD. There are at least 11 companies working on this; I've heard up to 13. In somewhere between one to three years, there won't be computer systems as we know them now. Computers will be sold with keyboards optional. You'll buy a CD unit that will look like a VCR, and it will hook up to your TV. Monitors will be optional, too, and I'll say that floppy disks will be virtually obsolete in two years. These CD disk drives will be a lot cheaper, too. You'll get a system for somewhere around four or five hundred dollars. It will be a mass medium instead of an elite hobby, just like VCRs are now. The whole family will be able to gather around the TV and interact with the CD. When I think of what people go through to play one of our games now—I mean, they have to wrestle with 8 or 10 disks, and all that swapping, not to mention access time, or they have to put the whole thing on a hard drive and fiddle around with all that installation. Can you imagine what they'd do if they could have the whole thing on one CD disk that they could just slide into the drive? Everybody'd have one. And no reading, and no typing!

Marci: Is this a reaction to Nintendo?

Roberta: Not for us. It's the simple fact that more people don't play our games because of the typing. Nobody likes to have the right answer and then not be able to solve the problem because you can't figure out the word to type in.

Marci: Parser Blues.

Roberta: Exactly. And that's not Nintendo, although these CD units will function like an incredibly fancy Nintendo doing ten times as much. There's no question that Nintendo has really hurt the computer industry, but that's because a lot of folks really lost focus. There's only so many entertainment dollars out there, and Nintendo squeezed a lot of companies. But Sierra has always catered to the higher-end consumer, so there's no real comparisons. Nintendo is set for boys. It caters to their natural aggressiveness and competitiveness—the "shoot-'em-up" mentality, and Sierra's never been involved with that. There's really no comparison. We are just so different. Besides, I'm seeing a real backlash against the Nintendo type of products which I think is growing. Computers are just so much more sophisticated, more interesting. Even my own boys get bored with Nintendo easily. It's so limited and they just want more. It's really not necessary to pander to violence and aggressiveness.

To Be Continued...

[Editor: Next Issue we will present Part Two and conclude this interview with wife, mother and game designer, Roberta Williams. Be sure to join us then as Roberta shares more concerning Sierra On-Line and the future of CD-ROM.]



Taleteller's Sanctum

CAPSULE REVIEWS OF QUESTS FROM THE PAST AND PRESENT

Arazok's Tomb

Reviewed by Millie Miller

Occasionally, in the dark recesses of your computer game shelves, a dusty, older adventure cries out to be played to the finish. One such game for me was *Arazok's Tomb*.

Several years ago after purchasing our first Amiga, I attempted to play this adventure...with little success I might add. I was continually stumped by several puzzles: how to get the transport tube to work and how to get past that giant snake. Needless to say, this game was put aside for a long time because of my frustration in trying to figure these things out. Now, I can't stand the thought of not playing a game to completion, so *Arazok's Tomb* "came back out of the closet" and I began playing it once again—this time with considerable help from a walkthrough. I determined to finish this game, no matter what.

In *Arazok's Tomb*, you are an ace reporter for a newspaper, the *International Inquirer* (to which "the Only Sacred Cow is Hamburger"). Your assignment is to find Daphne and her uncle, who were excavating at the site of Caer Arazok, the tomb of an ancient Druid-type priest, and bring back a good story for your editor. Strange goings on had been reported and people started disappearing, including Daphne's uncle. She had sent you a telegram requesting your help—and then she turned up missing, too.

Since all the people have disappeared (all except one), there is really no character interaction. There is only Zud, and he only shows up twice. He is a nasty character and you have to get rid of him somehow. There are two towns to explore, one to the northwest and one to the southwest. These two towns are twin cities, set up almost identical to each other. (The key to my dilemma of how to use the transport tube was in the southwest city in a hidden passageway which I had not found on my previous journey. The key to getting past the giant snake was also through a hidden passage in the northwest city which I could only get to by using the transport tube from the southwest city. Thank goodness for walkthroughs!)

The graphics, for an older game, are quite good; however, the sounds leave much to be desired (just MS-DOSish beeps). The disk is not copy protected, thus you can make a backup of the original and store it for safekeeping, a real plus since saving a game must be done on the gameplay disk. *Arazok* does not support hard disk installation and would not run on an accelerated Amiga.

It was good pulling this game down off the shelf and finishing it, though it did require the use of a walkthrough to do so. Some copies of *Arazok's Tomb* are still floating around and, at a substantial discount, may be worth consideration for those who enjoy graphically enhanced text adventures.

Xiphos

Reviewed by Michael J. Ballenger

So, you still don't think that the genre of Space flight simulators with a role-playing component has been perfected? *Elite*, *Federation*, *Captain Blood*, and *Starflight* among others weren't enough for you? If you've not been quite satisfied yet in this area of gameplay, *Xiphos* may finally be the game you're after.

The storyline differs from the usual trader/mercenary role for the player to assume. In this one, the Xiphons have created their own universe with physical laws slightly different from those governing the master universe. These laws and the Xiphon space are regulated by the machine Xiphos, which unfortunately quit automating Xiphon civilization centuries ago. As an agent from the galactic federation, the player enters Xiphon space to find two warring factions, the Pios and Qons, inhabiting the remains of the ancient Xiphon empire. The player must strike up alliances and earn bounty credits to buy supplies at the various bases. There are six levels to the Xiphon universe and one game save is permitted at the "pole" or gateway base of each level. The machine Xiphos presumably inhabits the innermost, or sixth, level.

Game control by mouse is recommended, although keyboard and joystick control are also options. I preferred mouse control, but found the physical laws of the Xiphon universe a little difficult to master. There is an arcade version of the game which permits practice with the controls without losing your place in the main game.

This game runs on an unexpanded Amiga, but will make use of a second floppy drive if connected. It freezes, though, in the presence of an accelerator board unless the board is disabled.

Xiphos is different and deep enough to hold your interest. Once control of the ship is mastered, anyone can enjoy it. However, there is a strong enough flight simulator/arcade component that I cannot recommend it to those who do not enjoy this sort of game.

The Mission

Reviewed by Estelle Terrell

Here's great news for all those out there that are yearning for the good old days of the Infocom era. There are still wonderfully written text adventures being produced today that will provide you with weeks, perhaps months, of challenge. One such offering is *The Mission* which is brought to us from Jim MacBrayne of Glasgow, Scotland. Jim's quick wit and delightful prose are an enjoyment in themselves, not to mention the satisfaction provided when solving a challenging adventure.

In **The Mission**, you play the part of an adventurer known for your past exploits—stealing Guinevere's shoelace of all things. What's next? Now, Blenkinsop and his pal are challenging you to find Quetzalcoat's toothpick and bring it back? "A toothpick?" you ask. Yes, that is your mission.

This is Jim MacBrayne's third text adventure, released commercially. His first two adventures, **The Golden Fleece** and **The Holy Grail**, are both in the public domain as shareware (available through the **Adventurers' Guild**). The first of his games, **The Golden Fleece**, is more basic and requires only 512K, while both **The Holy Grail** and **The Mission** require 1MB. **The Mission** is the more refined of his games, adding scripting to printer, scrolling through the last 20 entered commands, defining of function keys, user-selected screen colors and requesters. However, the same wit and charm can be found in all of his adventures.

Packaged in a shiny black plastic case with a cover insert of the home-grown variety, **The Mission** also includes an Acme Security Company Codewheel, a stress monitor and a toothpick. (Is this the missing toothpick? Hmm...)

If you have been bemoaning the fact that good text-only adventures just can't be found, well bemoan no more. **The Mission** can be purchased for \$17 direct only from: Jim MacBrayne, 27 Paidmyre Crescent, Newton Mearns, Glasgow, G77 5AQ, Scotland. Those of you who want to test the waters first can do so by checking out **The Golden Fleece** and **The Holy Grail**.

Lemmings

Reviewed by Millie Miller

They are deliciously delightful as they drop out of the sky into a world full of treachery and danger. With green hair bouncing as they parade along, these blue-attired little critters just love to play follow the leader as they scamper headlong into self-destruction. With quick wit about you, you must appoint some as bridge builders, diggers, bashers, stoppers, et cetera, in an attempt to rescue as many lemmings as possible.

Although not considered an adventure game, **Lemmings** is well worth your consideration. With four difficulty levels (Fun, Tricky, Taxing and Mayhem) of 30 levels each, this puzzle-based strategy game will tickle the fancy of anyone. It's fun, cute, a challenge, addicting and, at times, quite frustrating as you work through increasingly difficult levels.

Requiring a keen eye and a quick mind, this game will keep you hopping (and up half the night) trying to save the lemmings. Currently not hard disk installable (a hard disk installable version is to be released soon, if it's not already available), **Lemmings** requires only 512K and will run on an accelerated 2000, as well as the 3000. Also, on-disk copy

protection has been employed and games must be played on the original two-disk set.

Overall, **Lemmings** may be the best non-adventure game of 1991 in this reviewer's estimation. So, come join the throng and help save the lemmings. You'll be glad you did.

[Editor: Here I am again! The latest news from Psygnosis is that a **Lemmings Data Disk** will be available in September (yes, more helpless lemmings to rescue) and a **Lemmings Construction Kit** in November (now you, too, can devise numerous ways for lemmings to meet their own demise). In the meantime, try to relax and have some "lemmingade" and a slice of "lemming merange pie."]

King's Quest IV

Reviewed by Estelle Terrell

A crisis has touched the land of Daventry again. King Graham, having decided to pass his adventurer's cap on to one of his two children, Alexander and Rosella, was struck down by a mysterious illness. With great concern for their father, his family rushed to his side with the cap lying forgotten on the floor.

Thus begins the saga of Rosella's perils. For, at the same time in the far-away, magic land of Tamir, the good fairy Genesta has also been stricken with an illness. The malevolent fairy Lolotte has stolen Genesta's talisman, without which she is fading fast and her powers weakening. The kind fairy calls out to Rosella through the magic mirror and beseeches her to seek out Lolotte and return the talisman to its rightful owner. Also, in this magical land, there is a tree with a powerful healing fruit that will deliver King Graham from his illness.

Once in Tamir, there is plenty to be done in a mere 24 hours. There's the seven dwarves' abode to straighten up, a frog to smooch, a unicorn to snatch and much more. The music lends itself to the fairy tale atmosphere, with the sounds of birds chirping, the ocean rushing to the shore and a waterfall pounding down a cliff. The graphics, as like other Sierra products, are pleasant in a cartoon-like fashion using a limited number of colors. Though not outstanding, they are enjoyable to watch and add to the gameplay. (I'm looking forward to future Sierra products and their promised improvements—the new 256-Color VGA graphics on the PC versions are stunning.)

King's Quest IV: The Perils of Rosella is hard disk installable (a necessity as it has four disks for the sounds and graphics), requires 1MB of RAM and uses manual-based copy protection. A fine addition to the **King's Quest** series, **King's Quest IV** is a must for fans of Daventry.

Taleteller's Sanctum Adventure Summary

Adventure	Category	Publisher	Price	Overall
Arazok's Tomb	Graphic Adventure	Oxxi, Inc.	Discounted	74
Xiphos	Action Role-Play	Electronic Zoo	\$39.95	82
The Mission	Text Adventure	Jim MacBrayne	\$17.00	86
Lemmings	Puzzle-based Strategy	Psygnosis	\$49.99	92
King's Quest IV	Animated Adventure	Sierra On-Line	\$59.95	89



Prophet's Tower

PREVIEWS OF THE NEWEST AMIGA ADVENTURES

Visionary

Reviewed by John Olsen

At last, a quality language for creating adventure programs has arrived! **Visionary: The Aegis Interactive Gaming Language**, may be just the program for which you have been waiting. Now you can create your own adventures, just like the commercial ones you have been playing—graphic, text or hybrid creations. All are possible with this new software package from Oxxi/Aegis.

A quick comparison of this software with similar programs shows it is in a class by itself. You've heard of AMOS, the game creation language. It does a great job on a large variety of games, but lacks features specific to adventures like a language parser. There have been specific adventure languages, like **AdvSys**, **ADL** and **AmigaVenture**; but they were limited to text adventures only, and each had weaknesses. Until now, the best thing for creating adventures was **TACL (The Adventure Construction Language)**. However, its graphic and sound capabilities were extremely limited. Plus, it's no longer available. Now comes **Visionary**, leaving all these other languages standing in the dust.

Visionary is based on a simple set of commands. With these commands, you can create any adventure that your mind can imagine. Mastering them takes very little time, since they are so "English-like." Additional commands to work with graphics and sounds complement the basic set and allow you to create any type of adventure you wish. Let's take a quick look at just what **Visionary** can do.

At the simplest level, you can create a text-only "Infocom-type" adventure. And, it can be huge! At the other end of the spectrum, you can create a pure graphics adventure with music, digitized sound, animations and full mouse control. The simple-to-understand commands of **Visionary** let you control everything, what the mouse does, where the graphics are and what they do, and the sounds used. The versatility of **Visionary** in creating adventures is unmatched.

As I look at all the adventure games I have played over the years, I find that any of them could have been created with **Visionary**. They weren't, of course; but they could have been. So, no matter what kind of adventure you like playing, you can create one to fit your tastes. If you have always had an idea in the back of your mind that you thought would make a terrific game, now you can do something about it. I'm certain that **Visionary** will be responsible for the release of many new adventures. It's that good.

[Editor: The release version of **Visionary** is almost ready to ship. We have sought here to give you a brief preview of the product, but have refrained from providing a full review as it is still in the final stages of beta testing. Look next issue for a complete review of this exciting, new adventure language.]

Eye of the Beholder

Reviewed by Chuck Miller

Advanced Dungeons & Dragons meets **Dungeon Master**. Yes, S.S.I. has finally released a role-play adventure in the now famous 3D first-person point of view, made popular with the release of **Dungeon Master**. So, how does their foray into this competitive graphically-based RPG arena stack up against the competition? Very well, actually. Very well, indeed.

From what we've seen and played so far, all that was present to make **Dungeon Master** so popular is present here. In fact, **Eye of the Beholder** has gone at least one step further. Character interaction now extends beyond simply killing everything because everything is killing you. There is now limited interaction with NPCs (non-player characters), some of whom can even join your party of four to give you a party of up to six.

Eye of the Beholder is the first in a new line of AD&D adventures from S.S.I. It marks the introduction of the Legend Series, a fantasy role-playing saga using the AD&D 2nd Edition game rules. The action for this volume takes place in the sewers and caverns beneath the city of Waterdeep (from TSR's **Forgotten Realms** game world). Your party has been commissioned to discover the nature of the growing evil below and destroy it. Plain and simple.

Full mouse support has been implemented in this "point and click" adventure. Graphics and sound have both been handled very well. Sounds are distinctive while graphics for dungeon levels vary as you progress deeper beneath Waterdeep. It is a complete change of style from previous AD&D computer products (and one that was needed).

Eye of the Beholder opens up a whole new player base for S.S.I. Those who have enjoyed the Gold Box adventures that S.S.I. is famous for will probably still feel at home with this new product. There is enough common ground to retain the "feel" of previous releases. However, gamers who have shied away from S.S.I. products in the past, now have a whole new avenue of adventure to explore—life in the dungeons from an eye-level, reach out and crush someone view. We will be taking a thorough look at **Eye** in our next issue, but suffice it to say. If you enjoy the **Dungeon Master** style of quest, you won't want to miss **Eye of the Beholder**. It's a next generation adventure. Don't wait till next issue. Start a Legend now.

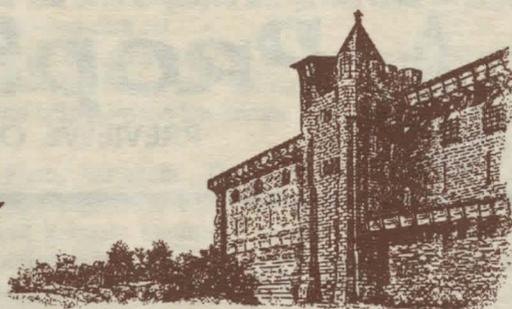


Turret Of Tomes

Territory Tales:

Rilian Rogue

By Marci Rogers



Estarra's Mirrors

Hail rattles against your window, making a mockery of the season. The incessant claps of thunder are unsettling your nerves, and the sound of paper slipping under your door is enough to make you bolt upright. Even in this warm haven, threats and challenges have been known to appear, and you almost expect to see one as you unfold the single sheet. Instead, you find a simple map detailing a part of the RealmsHead Inn you didn't know existed. It is unsigned, but you know who sent it, and you are quick to follow its directions.

The secret door outlined on the parchment opens easily when you push the cooking bricks in the proper order, revealing a narrow staircase spiraling upward. You take it, and find yourself in one of the twin back turrets that you have viewed from the outside, but could never locate within.

Maeve is here, of course, as you knew she would be, her terrier curled comfortably beside her, her cat asleep on the rug before the fire. The smell of spiced chocolate makes your mouth water, and plump pillows in opulent colors adorn the overstuffed chairs. None of this surprises you. You have ceased to be amazed by anything Maeve does. However, the room itself is a marvel, its walls rising high into the shadows above you, covered with shelf after shelf of books in every size and description. Many of them are far out of reach, and you wonder how anyone could expect to read them. "Welcome, young one," Maeve smiles softly. "I thought you might be a bit weary of our summer storm. 'Twas needed to break the drought, but I do think Bartt should have heeded Darhen's advice and let Lariel summon it. Marco seems to have overdone it a bit, but then human wizards are so intense. Ah, well, it does provide a bit of time for us, as I venture to say the RealmsHead will do no business this night, and I understand from Julea that you have been curious about the history of this fair land."

"Yes," you admit, "I have. There is much that puzzles me—the fact that I can see the whole countryside from the North tower, yet travelers from within the Realms are few, and all who arrive speak of passing through seemingly impenetrable mists. And then there's that castle across the water. It shimmers so constantly it appears to be in more than one place, yet my senses tell me that's impossible."

"Perhaps yes, perhaps no. The castle is Dragomon's. He is King of these Realms, and a mage of such power that it would be unwise to trust to your senses overmuch in his

regard. We are fortunate that his magic is bent only for good. He has done much for this land. The kingdoms are united now, and exist in peace, albeit an uneasy one. This is Dragomon's doing, and it has taken many long years for him to achieve such a truce, more years than any human should live. But, then again, he has an elven Queen, born and bred in the West Wends, where blood itself is magic."

She opens her hand to reveal a shining crystalline object. "These orbs are called 'Estarra's Mirrors'. They are as powerful and rare as Queen Estarra herself, and the Inn is fortunate indeed to possess one. Sit, young one. Relax. Soothe your worries with cups of cocoa, and let the crystal do its work."

In one graceful movement, she tosses the orb into the air. It spins for a moment, creating a rainbow against the storm. Then it soars upward to pause before one of the higher shelves. One of the books seems to fall into it, and, as it drops back down to the table in the center of the room, you can see that this is so. The cover of the book is dark, and decorated with a silver map.

Maeve laughs, a gentle recognition that seems to catch at the back of her throat. "I should have known it would choose to start there, but then, it always knows best. Tumujan's Territory, my friend, home of thieves, assassins, and shadows."

The book opens as she speaks, and you see not pages, but a portal that grows as you look, widening to a full scale view of a rocky seascape where the single beacon of a lighthouse cuts through the night.

"Watch, now, within the Realms, and learn the tale of one you know, and one most dear to me, he who once was called 'Rilian Rogue'"

Chapter One: The Changeling

She was whimpering now from the pain. The sleep tracing he had put over her was hastily wrought, and their journey over the sharp rocks jostled her little bones. He risked waking her by moving her higher onto his shoulder so that he could quicken his pace. When she did not rouse, he fairly ran toward the beam of light that marked Geordy's lighthouse.

The old gnome heard the youth's coming long before he left the beach and started up the rock-hewn steps. Gnomes were renowned for their preternatural senses, and Geordy had combined those with his natural compassion to become the finest Missionary Healer on the whole Blood-and-Guts coast.

"Again?" Geordy asked as Alairic mounted the stairs. "Will he never learn that she is beyond breaking?"

"He will learn nothing that does not serve his purpose," Alairic replied from between clenched teeth. "Nothing."

"Rest," said Geordy softly. "Give her to me. Her value to him is too great for any real harm. The bruises will be gone by the time you pour tea. Two mugs, laced with spirits. There's a good lad."

Alairic complied, though his hands shook as he poured the steaming liquid. Geordy cradled the child, his hands brushing her body lightly, finding each welted spot and soothing it. Her golden head nestled into his shoulder as the pain left her.

"Fiona, Fiona," he crooned as she drifted into slumber, "so little, and so stubborn. Are all in your world so set in their minds? Oh, how I have wondered, as your mother wondered."

Memories stirred as he rocked the child, memories of Tearra, pale and proud, kin to the great queen herself. He could hear the triumph in Barack's voice when he brought her home, a bride won in a trade agreement between an avaricious West Wend merchant and the Thieves' Guild. Powerful as Barack was as Guild Master, he had no possession to match this silver sea elf, and he adored Tearra in a way that astounded many who had known his coldness.

But Dark ways cannot feed Bright souls, and Tearra languished in the home of the Drows. She bore him a son with brown Drow hair and easily tanned skin, but with her wide grey eyes and gentle heart. Barack despised the boy, who showed no talent for Territory Ways, consigning him at last to Geordy.

"Train him as a Healer," he spat as he dumped the youth outside the lighthouse. "It's the only decent thing he can do."

Healers were the only profession accepted throughout the Realms, so Barack thought he had found his solution. In reality, he had given Geordy a student finer than any he had expected to see in his lifetime, a Healer of such great talent that the Goddess herself would rejoice. Geordy was refuge to Alairic, and Alairic was Geordy's salvation, an expiation of the choice that had driven him from his cloistered Order and onto the Missionary Trail.

However, the years with Geordy only intensified the tensions between Alairic and his father, and Tearra, watching the gap widen, saw it as a reflection of the loneliness in her own soul, and sickened. She grew heavy with another child, but it took no far-seer to predict that no good would come of the bearing. The delivery was hard, leaving Tearra in a stupor. The child was a girl, but dark and misshapen, a true Drow creature.

Barack took the infant that night, before Tearra had recovered enough to gaze upon her, and vanished through a portal that a Shadow wizard opened by magic best left

unused. When he returned, the babe in his arms was round and rosy, and not of the Realms world.

Whether or not she suspected, Tearra said no word. She raised Fiona as her own daughter, reveling in the child's natural merry spirits and her exuberant nature. Even as a babe, the girl showed marked speed and dexterity. If anyone had ever been born to be a thief, it was Fiona. She had the ways, and the mind, and the hands, but not the temperament.

She danced after Barack, absorbing every scrap of Territory Art her father would teach her, until the day came for her first trial. Wanting her to succeed, Barack gave her the easiest of all assignments, snatching an old woman's purse in the marketplace.

"Who did she steal the money in her purse from?" Fiona asked him.

"No one, silly gosling," Barack laughed. "You are to steal from her."

"Oh, I couldn't do that," the child replied instantly. "I never steal from, I only steal back."

So it began, the war of wills between the Guild Master and his changeling daughter. "I never steal from, I only steal back." The same answer, no matter how harsh the punishment. Tearra had endured the pain of her two children as long as she could, and then took the only escape open to her. In the cold of the harsh winter, she died, dissolving into song one bleak night, a flash of bright melody against the unforgiving wind. Something inside Barack died that night as well, and any hint of decency was buried forever, sentencing his children to lives without hope.

For two years, it had been so, and both had withstood it, Alairic honing his healing skills with grim determination, and Fiona standing firm despite the beatings. "I never steal from, I only steal back."

"Feeplier, Feeplier, how proud of you your mother would be," Geordy murmured, calling the child by a pet name only he and Alairic knew, a name born from one sunny day when they had played on the beach near the lighthouse, and Fiona had thought that Alairic cried, "Feeplier, Fiona,

Feeplier," when he had actually shouted, "Freer, Fiona, freer," as she ran.

"I talked to the Shadows today," Alairic said, snapping the gnome to attention. "One of their wizards is willing to open a 'door,' for a few services on my part."

"Out of the question."

"It could mean life for her."

"And death for you. Every time a Healer kills a piece of his soul dies. Besides, who can trust Shadow magic?"

"But it can't go on like this. I've got to get her away from him."

"I agree."

"So, what do you suggest I do? Travel the Missionary Trail, or try to manage the mountains? It wouldn't matter, you know. Anywhere we went, he'd find us."



Geordy put the child down on his bed and covered her with a puffed quilt, then went to a drawer in his bookcase and extracted a map. It was an ancient parchment that threatened to crack as it was unrolled, and the Realms map on it bore names and places not seen for many years.

The gnome Healer pointed to a shaded area near the very center of the map.

"You can't be serious," Alairic shook his head. "No one travels into the Mists."

"So 'tis said, but I have known those who did, and returned to speak of it as a safe place."

"Sure; that's why it was once called Tumujan's Curse."

"Have you never heard, lad, how it got that name, and why Territory folks shun it?"

Alairic shook his head and sat back down at the table. Geordy smiled. The boy had always loved a good story. Perhaps that explained how quickly he learned.

"Long before Dragomon came to unite the kingdoms, they were one instead of four. A series of great kings ruled; but in the way of such kings, each was a bit less than the one before, until Udgeon was left, and his four heirs. Jarduk was eldest, but he was sworn to the Order of Faith Founding, a repressive and corrupt sect that was unlikely to meet with popular favor. Clyandra and Kalina were next in line, but one twin was warrior and the other sorceress, and Udgeon had no desire to hasten his own death by favoring one of them over the other. As for Tumujan, the youngest? Udgeon had no use for those allied to the Thieves' Guild. Perhaps they reminded him too much of kings and those that surround them.

"Thus it was that Udgeon died without naming his successor, and the four gathered to decide among themselves, since none of their father's councillors was fool enough to judge who should have the empty throne. Helierette, the Prime Minister, had already persuaded the court illusionists to transform the middle forests, and she fled there with those few who had not sworn fealty to one of the four.

"Every school child in the Realms knows what happened after that. They all learn how the argument raged for eight days, and then broke into war which divided the kingdom into four factions, the same four factions that Dragomon later reunited, if such an uneasy peace can truly be termed unity. But the story not told in schools involves the depth of contempt the three elder siblings held for Tumujan, and he for them, a scorn so marked that he was offered only the smallest section in the center of the Realms, so that the three might 'watch over him, and make sure he did no evil,' as Clyandra so delicately put it. He spit on their offering, quite literally, and burned a hole in the center of their original map as surely as if he had poured acid. No ordinary burn, though, for he had learned much of Shadow. Where he spat, a thick, foggy mass appeared, both on the map in that room and on the land itself. Magic so instant and potent frightened all that beheld it, so forever after the Mists were called 'Tumujan's Curse,' and avoided by inhabitants of all the kingdoms."

"But Shadow Magic cannot create life," Alairic said. "It can only open and close the doors between worlds. Ghosts there may be in that land, and strange beings from worlds beyond our ken, but who can say they are evil?"

"Exactly so." Geordy lit his briar pipe and waited as the lad considered—a hard choice, to weigh a terrifying unknown against an unbearable reality.

Fiona turned in her sleep. "Never steal from..." she murmured.

"How could we get there?" Alairic asked. "He'll track us on the roads."

"Let him," answered Geordy, "or rather let him track me. The isolation of this lighthouse wears on me, anyway. I've been meaning to take to the Trail again. I will ride as fast as I can, and pull a laden mount behind me, so that he will assume you have joined me. Instead, you shall take my skiff and travel the coast to a narrow inlet just above Urikeen, an inlet only you will recognize. There you will land, walk due north to a flat rock shelf, stand on it, and proclaim one word: 'Rilamar.' After that, your own heart must guide you."

"But you..."

"Will be perfectly safe. Not even the Master of Thieves would harm a Healer in front of witnesses, and I shall make sure that there are plenty."

"That word—is it...?"

"More I cannot tell you. Come, undress and wash. We have much to do. That coast is too deadly to sail alone, even as fine a seaman as you are. You will need the light of a Rilian staff, and for that I must initiate you at midnight. We've less than three hours to prepare."

"There's so much I haven't learned," Alairic protested.

"There so much all of us never learn," Geordy answered. "And more that we can learn only through our own experiences. I fashioned your tunic and carved your staff weeks ago. You're ready, lad, and some day you will be more of a Healer than I."

"Never."

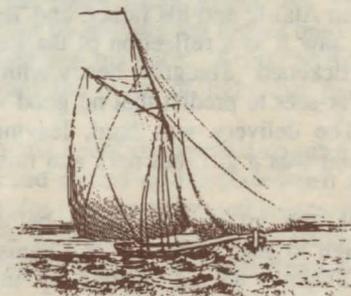
"Sooner than you think, and knowing that gives me fulfillment and peace, for you are more my son than Barack's, and that is the brightest joy I have ever known."

The young elf wept as Geordy embraced him. For a few minutes the old gnome held him in silent love, then tenderly pushed him away and began his preparations.

Hours later, two steeds with leather-muffled hooves trotted swiftly north on the Missionary Trail, pausing at the top of the hill to look out to sea. Geordy smiled at a flash of light from the craft he could not see on the dark waters. He raised a hand in blessing and farewell, allowing the tears to dry unheeded on his lined cheeks.

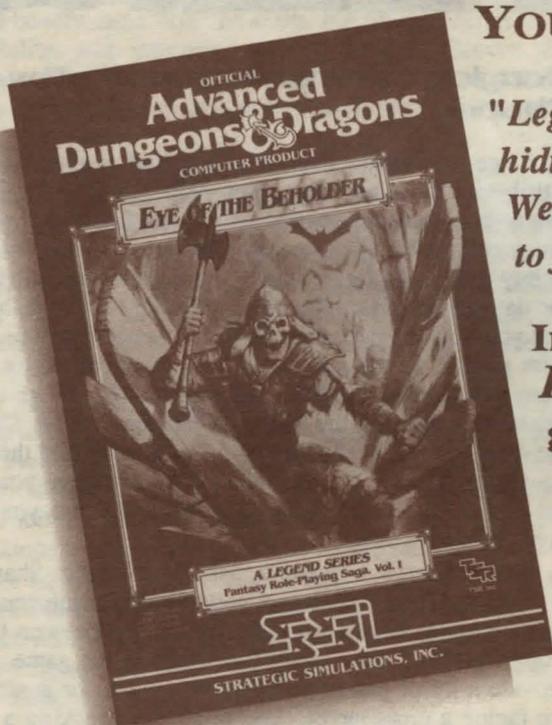
Below, the small skiff headed southward along the most treacherous coast in the Realms, carrying an excited changeling child, and steered by the newly consecrated Healer who was brother to her heart. Alairic and Feeflier, free for the first time, and guided through peril and darkness as many travelers, including Dragomon himself, had been before them, by one single Rilian star.

To Be Continued...



EYE OF THE BEHOLDER

Explore AD&D® Computer Fantasy Role-Playing Like Never Before!



YOU ARE THERE . . .

"Legend has it there's a criminal conspiracy hiding in the Waterdeep sewers. Is this true? Well, if someone is hiding down here, we're going to find them . . . and destroy them!"

Introducing *EYE OF THE BEHOLDER*, volume I of the first graphically based AD&D computer fantasy role-playing saga -- **The LEGEND SERIES!**

Stunning 3-D graphics and explosive sound deliver mesmerizing face-to-face combat and encounters!

Easy "point-and-click" commands and 3-D point of view create a "you are there" feeling *throughout your entire adventure*. Everything you experience, including movement, spell-casting and combat, is from your point of view!

AD&D computer fantasy role-playing has never been like this!

- ❖ **IBM & AMIGA!**
- ❖ **Cluebook!**

To order -- visit your retailer or call:
1-800-245-4525, in the U.S.A. & Canada, to
charge on Visa or MasterCard.

To receive SSI's complete product catalog,
send \$1.00 to: SSI, 675 Almanor Avenue,
Suite 201, Sunnyvale, CA 94086-2901.



ADVANCED DUNGEONS & DRAGONS, AD&D and the TSR logo are trademarks owned by and used under license from TSR, Inc., Lake Geneva, WI.
©1990 TSR, Inc. ©1990 Strategic Simulations, Inc.
All rights reserved.

STRATEGIC SIMULATIONS, INC.
675 Almanor Avenue • Suite 201 • Sunnyvale, CA 94086

Dragomon's Journals

WALKTHROUGH: QUEST FOR GLORY II Trial by Fire

By Marci Rogers



This walkthrough was too massive to include here in its entirety. *Quest for Glory II: Trial by Fire* has been designed to be played through the role of more than one character: Fighter, Thief or Magic-user. As such, all three characters must be considered in presenting a thorough walkthrough. What appears below is Part One, taking you from the beginning through Day 16. Part Two of the *Trial by Fire Walkthrough* will appear in the next issue of *Enchanted Realms*™.

Right From the Start

This adventure is the sequel to *So You Want To Be a Hero*, and will allow you to import your character. Whether you do or not, the game will assume that you have played the first adventure and will refer to you as the "Hero of Speilburg," even filling in your deeds at several times during the story. Since this is true, it's better to roll a character from the game itself, as your first hero is unlikely to be as well balanced and strong as the one the game will roll for you.

Character creation is easily done, but presents a few limitations. First, your character must be male. I don't believe this is sexist as much as "plotist,"—Look, Ma, a new word—since the storyline spoofs classic feature films such as *Casablanca* and *The Maltese Falcon*. Also, unlike the first adventure, the three classes veer sharply at a number of plot junctures, and what happens to your Thief will not happen to your Paladin. It's possible to create a combination character, but points can only be gained by performing actions "in character," and some sections of the story will be denied to you no matter what class you choose. In order to see the whole story, you will have to play the game three times.

To create a Fighter, add your bonus points to strength and vitality, and also a few to agility, as well as enhancing your fighting skills. A Thief will need vitality, agility, and luck, along with stealth and lock picking, while a Magic-user should opt for agility, intelligence, and a bit of vitality, with every spare point given to magic.

No matter what class you choose, this is a "Carnegie Hall" game in which practice does indeed make perfect. Your character should practice skills EVERY day. Fortunately, this practice is free, but it does require that Fighters locate the Guild. I am not enclosing a map to Shapeir because a detailed one is included in the package and is part of the copy protection. No other mapping is necessary, simply a mental note of a few key locations.

Douglas, Humphrey and Three in Shapeir

Once the introduction ends, you find yourself in the Inn. Attribute points are important here, so talk to the other characters whenever possible. Eat breakfast and dinner at the Inn each day during your stay. This will eliminate your need to buy rations, and give you a chance to talk to Abdullah on the days he appears. There is a calendar built into this game, and you must be in certain places on certain days or you will miss points. At the start, chat with Abdullah about Shapeir, Raseir, the Sultan, the Emir and money. He will give you the general location of the Money Changer. Thank Shema for the meal (do this every time she serves you), and then follow your package map to the address Abdullah gave you. If you get lost, type "look" at any street corner and you will be given the street names.

At the Money Changer's, ask about Raseir, Shapeir, and the Sultan. These are always good topics for information and skill-building. If you are a Thief, pick the locks on the doors along the way. They aren't functional in the game, but they provide a lot of practice. Keep an eye out for guards if you are facing a cross street. You might try sneaking a bit, too, but don't waste too much time. When you arrive at the Money Changer, make the Thieves' Sign and then ask about a job as well as the other items.

As soon as you've exchanged your coins, return to the Gate Plaza and buy a map and a compass from Alichica. Never take the price quoted; always bargain with every merchant and use the dinars you save to give to the beggar and the astrologer for honor points. At some spot, buy a bouquet from Lisha and present it to Shema. There are no game points for this, but it does raise your honor or communication, whichever is lower.

You will now want to visit some places of interest. The Fighter's Plaza will yield a weapon's store. The owner is nasty, but he does sell the best swords and daggers around. This sword is a Fighter's "must-have," and Magic-users and Thieves may want to pick up a dagger, although they can manage without one. The Katta merchants here have some items you will need, but you will probably want to watch your money in the early stages, so just chat to get an idea of their wares, and buy what you need when the time comes. This is also important to a Magic-user whose carrying ability is limited.

Enter the Guild and sign the book. Also talk to Uhura about desert survival and monsters. Rakeesh should give

information about the usual things and about Honor and Paladins. Follow through on his story about the wound on his leg, his homeland, and the demon. Keep asking until he has no more to tell. You can finish the game as a simple Fighter, but if you wish to be promoted to Paladin status, you should listen carefully to everything Rakeesh says, and perform all your actions in the most honorable fashion. Magic-users can benefit here, also, as they can also be given Paladin status. Thieves cannot, and are simply gathering information. Read the Quest board for information about several needed items, and then practice with Uhura. Yes, everyone can, unlike the first adventure which limited training to Fighters. Naturally, they will benefit most from the skills, but Magic-users will up their vitality and carrying capacity, while Thieves can increase most of their stats. Practice with Uhura as often as possible, at least once a day, and possibly more if you are a Fighter.

In the Fountain Plaza, visit Keapon Laffin's Magic Shop, where Magic-users should bargain for as many spells as they can afford. (You must ask about the item you want each time in order to be able to bargain more than once a visit.) Thieves will need the rope which Keapon sells, but won't be able to afford it yet. All classes should ask him about magic, the Enchantress, and the Dervish, and Magic-users will need to learn about WIT and spells.

Also visit Harik, the Apothecary, and collect the pills you need, particularly Mana pills for Magic-users and Vitality pills for Fighters. Healing pills are a help for all, and Thieves must have a flask of oil. Ask about components, and he will give you some hints about valuable monsters, while questions about potions will get information about the Dispel Potion.

If you have time before sunset, head to the Palace Plaza and check out the Katta Merchants there. You can't get into the Palace itself until you win the game, so don't waste your time with the guards. Make sure you get back to the Inn in time for dinner and a good night's sleep.

A Hot Time in the Old Desert

Although the game does have certain events occur at certain times, it is not truly linear, and the following actions can be performed in any order you choose. Some are class limited, and will be detailed as such, but don't forget to practice your skills every day, including a session with Uhura, and bargain for everything. Always watch Shema dance and return for every poetry reading with Omar. You will have to follow given directions and walk to each place once before it will appear on your map, but you can return by mouse-click. Pinpoint necessary locations as soon as possible.

All classes should visit the Sorceress Aziza. You can enter by giving your correct name, then answering "Keapon Laffin," "Air" and "Aziza." Sit when she asks you, and say "Yes" to her offer of tea. Then ask her about elementals, the Djinn, Iblis, containers, contrary elements, water, magic, and WIT. If you have discussed the potion with Harik, she will tell you more about the "plant," but you cannot complete this portion of the quest until a later time.

A trip to the Astrologer at the Tarik of Stars is also in order. Be honest about yourself and ask about omens and the future. Give him dinars to increase your honor. He will do a casting for you, but you must return on a separate day to learn

it. When you do, you will pick up points, and learn some more of the plot ahead. Pay him again for more honor.

Desert survival will be extremely difficult for anyone, even the strongest Fighter, without a Saurus. On Day 2, Ali Fakir (yes, there are all four Marx Brothers in this game. Hopefully, you will be able to spot Harpo in the streets) will appear in the Saurus lot just outside the Gate Plaza. Let him ramble on, and say "no" a few times, then reverse your decision and say "yes." This will send you into a bargaining session, where "no" is the right answer until he offers five dinars. Take it. He won't go lower and you need the beast. "Ride" gets you off and running, while "dismount" will let you perform other actions and cast spells. Magic-users should "Zap" their weapons before mounting, as your Saurus will throw you whenever monsters approach. If you search for him afterward, you will end up lost, but if you leave the frame and then return, he will be back where the monster's body was. Just search the corpse first and all will be well. When you want to return to the city, you only have to type "go home," and your Saurus will instantly be one screen from the city entrance. Try it, you'll like it.

Your first trip into the desert should be to the Griffin's nest, which is four screens west along the cliff. The guard at the city gate can help you with desert directions, but this one is very easy to find. A Magic-user should cast levitate to retrieve a feather from the nest, while a Fighter can examine the rocks and dig out the one he finds. The Griffin is not an aggressive creature, but can be scared off with rock throwing. He will then return to fight on the next screens. Defeating him will add strength, but no game points, and will inhibit becoming a Paladin. It's best to leave him alone and build up on other monsters. A Thief won't be able to solve the Griffin problem without a rope, so he may have to wait on this trip until he does some other "work."

A Touch of Class

Fighters, in fact, will want to head out into the desert as soon as possible, both during the day and at night, as they need to build up skills by defeating monsters. Points will be given once for each monster, but components and looting corpses are great ways to make money. Just don't forget Healing and Vigor pills, and never attack unprovoked. Take a Cure Poison pill before encountering scorpions, and bear in mind that a second sting is fatal. Don't let the ghouls touch you or your energy will be sapped, and defeat the first Jackalmen quickly, as they save their best fighters for last. The Terrorsaurus is the toughest monster, and carries no booty. Brigands are safest and profitable in the early stages, and there is no shame in running away if you are low in health. Don't forget to collect the Scorpion's tail and the Ghoul's claws. Getting these components is also a good way for Magic-users to practice Flame Dart and Zap, as well as pick up some cash, but there are game points for monster-slaying only for fighters.

Thieves need more money than anyone else, and it's easier for them to get it. Take an afternoon nap on Day 2, and then return to the Money Changer. She'll tell you about the tea set of a rich miser and give you his address. Go there at midnight armed with oil and the high lock-pick level you earned the first day. You did pick all those doors on the way, didn't you?

Pick the lock and enter in sneak mode. Be careful here, the floorboards creak, and the Money Changer failed to mention that the miser's sons were all guards. Freeze when the first one enters. He'll be too drunk to notice you. You should have the tea set from the shelf on the left by now, and, of course, you've noticed the rug and the cupboard. Oil the hinges on the cupboard as soon as you can, then lift the rug, and look in the secret cache. You won't be able to open the chest yet because another son will come home. He's tipsy, but not that tipsy, so replace the rug and hide in the cupboard until all is quiet. Now, if you're quick, you can roll back the rug, open the cache, and pick the lock on the chest. This will net you some tidy cash, along with a marked decrease in honor, but you won't be able to escape before the third son returns. Close the chest and replace the rug before you hide, or he'll have you for sure. This one's sober and observant, just a little clumsy. When it's safe again, sneak out the door as quickly as possible, zoom to the Inn and get to bed. Timing is tricky during this whole sequence, so save often.

If you've succeeded, take the tea set to the Money Changer and bargain with her for the best price possible. Then ask her about another job, and you'll hear her sad tale of the wicked Issur—yes, that's right, Issur of the Weapons Shop. It seems he's stashed a fortune in his ill-gotten gains under his anvil. Wait a couple of nights and then go after it. (You might want to buy the rope and retrieve the Griffin feather in the meantime.) Time your lock-picking by starting just after the guard leaves the Plaza and you should be inside before he returns. Don't forget to enter in sneak mode and close the door behind you. Oil the anvil, and you can then push it to reach the trap door underneath. Pick the lock on the chest and clean Issur out. Click to the Inn, sleep it off and lie low for a while. Your next "paying job" is in Raseir.

Magic-users face a challenge of a different type. You must locate WIT, which isn't in the known world, gain entrance and meet the challenges within. You must buy all the spells you don't have from Keapon before you can succeed, and then you still have to find it. Oh, you could cast Detect Magic all over the city, but you'll need all the Magic points you have once you get there, and you should be carrying some Mana pills when you go. So, here's the help you need. To WIT: from Aziza's alley, turn left, then left again at the "T." Follow the forced curves of the street until you can turn right. Do so, and then repeat curve following until you can turn right again. You will find yourself in an alley which appears to be a dead end. Cast Detect Magic and a door will appear in the end wall. Cast Open and go through the door. Like the Thief's test, timing is tricky here, and saving frequently is highly recommended.

Once inside, give your correct name and answer "Wizard" when asked why you came. "Yes" to accept the challenge, and then select Erasmus as your sponsor. After all, he's an old friend, although Fenrus is a real rat. His pre-test is easy, too, just a matter of casting Detect Magic, Fetch, and then Trigger. See? Enter the doorway for the Big Showdown.

Keep your eye on your Magic points here. You'll be thrown out if they get lower than the cost for the next spell you need, so type "Take Mana Pill" whenever they're too low. Don't type "use." It won't work in this situation. To pass the Air Wizard, cast Fetch, then immediately Levitate. Remain in the air until the staff passes under you. The Earth Wizard is

bested by casting Trigger to start the wall's reaction, then a Calm after which you can climb over. The wall will awaken before it leaves the belt, so you will have to cast calm again. Defeat the Water Wizard by casting Flame Dart to reveal the fissure and Force Bolt to crack it. You have to aim this one precisely. Back up the bolt with Open and the iceberg will fall from the path. Overcoming the Fire Wizard requires the most spells. Stay back from the door and cast Open, followed immediately by Calm. Fetch the door to close it and then aim a Force Bolt at the center of the door jamb. Walk over, and you're at your wit's end—gee, I wish I'd said that.

Don't blow your adventure by accepting WIT's offer. Answer "No," and Erasmus will give you the Reversal spell as a reward. Naturally, it's vital to winning the game. Don't forget to practice it along with your other spells.

Night and Day, You are the One...

Some events are timed within the plot, including the appearances of the elementals, which are in the next section. Shema dances on Day 2, and then the week after. Be sure you're there, and don't forget to ask her about her dance and the Katta in general. You will also want to be at the Inn each time Omar does a poetry reading. Ask him about Raseir, Shapeir, the Sultan, Poetry, Paladin, and the Dervish. Always ask Abdullah for the News anytime he shows up. Also around this time, a travelling showman will stage a balancing act in the Fighter's Plaza, offering a challenge to all who think they can walk the rope. Thieves must take this wager three times and win in order to succeed in their end game, but the other classes can benefit from the agility increase as well. (If you have no points in Climb, you can't take this test.)

On Day 7, hang around the Fountain Plaza periodically until Omar shows up. After he leaves, you'll notice a purse on the ground. Look inside and find a clue, then return it to him the next time he visits the Inn for points.

You can visit the Dervish any time. He's five screens south and three screens east of the city, and his beard is worth dinars to Keapon Laffin. However, he'll summon you to return to the oasis on Day 12 and present you with a puzzle. Ask about Who, What, Where, Why, When, How, and then about Beast or Cage. After that, you can visit the location he has given you, but wait until you have the Dispel Potion.

If you are a Fighter, check into the Guild Hall, as you should have been doing all along, on Days 13, 14, and 15. You will be summoned to the alley at the end of Askeri Darb after sunset on Day 15. The men you meet won't seem too pleasant, but you'll have to submit to their test. If you've been practicing daily with Uhura, your agility will now be high enough to dodge away from the fighter and grab your sword and shield. Then it's a matter of your skills against his. You will be urged to kill him if you defeat him, and you will get no extra points for sparing his life. But, if you want to become a Paladin, don't do it! News travels fast in Shapeir.

If all has gone well for you, whatever your class, Aziza will summon you to her home on Day 16. By all means, go and learn more about your future in Raseir, as well as a few things about Roget, your devoted Saurus. Shema will feed you a farewell meal that night, and worry about you in her motherly fashion. Be sure to ask her about Raseir, her cousin, the Underground, and the Emir. **Continued Next Issue...**



'Starr Light

HELPS BROUGHT TO LIGHT FROM THE RUNES OF ESTARRA

Corporation

The best character to choose when you first play the game is Core Droid 1. Equip it with one Gun 2, two Grenades, one Bomb, two Power Packs, four Refills, three Electronics and an Armour 3.

Use the Backpack Computer and the Compass! And get some graph paper to map with. Without maps, you will die quickly and often by wandering into booby traps.

If you get thrown into the Prison, here's what to do. Move into the Southwest corner of the room and plant a Bomb. Set it to go off in 30 seconds, and arm it. Run to the North end of the room. When the Bomb goes off, you'll be able to run South and out of the Prison.

The Crabs aren't real attackers. You'll notice that they always appear next to alcoves; there are hologram projectors hidden in these alcoves. Get rid of the Crabs (no jokes, please) by shooting the projectors. You may possibly reveal something that they were obscuring.

Zach Meston

Search for The King

Q: How do I get Helmut to come along with me?

A: Before leaving WILL-TV, make sure you EXAMINE the Man sleeping at the desk in the lobby. Then, EXAMINE the Dream. TAKE it. You will need to have the Dream when you arrive at the Circus and meet Helmut. Also, while at the Circus, make sure you get a Resurrection Card from Madame Z. You will need it at the end of the game.

Q: How do I get to Las Vegas?

A: Did you carefully EXAMINE the Test-O-Strength attraction at the Circus? Don't just stand there, STAND somewhere else.

Q: How do I keep Helmut from becoming a pile of ashes on the way to Las Vegas?

A: Maybe there's another form of "Airmail" you could use to transport him.

Q: How do I get the Skeleton Key from the maid's cart in the Las Vegas Hotel?

A: First, SIT on the Bed and mess it up. Then, EXAMINE the Door (the one you can't see) to the Typical Room. TAKE the Sign (which you also can't see), REVERSE it and PUT it back on the Door. Now go out into the hall and wait until the maid is making the Bed. TAKE Key.

Q: Is there anything to do in the Bathroom?

A: Yes, but not what you think. Walk into the bathroom and EXAMINE the Sink. TAKE Dental Floss. You will need this at two points later in the game.

Q: What do I do when I'm finished at the Hotel?

A: Go back out in front of the Hotel where you entered it and HITCHHIKE.

Chuck Miller

The Secret of Monkey Island

If you're having trouble getting the Fish on the dock out behind the Kitchen, WALK TO the end of the dock and "click" on the Loose Board. Do this until the Seagull flies far enough away for you to quickly PICK UP the Fish (actually, a Red Herring). You need to GIVE the Fish to the Troll. While in the Kitchen, make sure you also PICK UP the Hunk of Meat and the Pot. USE the Hunk of Meat with the Pot o' Stew. Now, PICK UP the Stewed Meat.

Of course, you will need to stock up on Pieces of Eight. To do so, go to the Circus Tent at the Clearing. Enter and TALK TO the Fettucini Brothers. When they ask you about a Helmet, GIVE them the Pot. You are now semi-rich.

To locate the Sword Master, ask the Storekeeper about her. Then follow him when he leaves the shop and he will lead you directly to her cottage.

Chuck Miller

B.A.T.

Enter the arcade around 1:00 p.m. to find Sloan and beat him in a game of "Bizzy." You will need him to get in to see Crisa Kortakis. Enter the club to find Lydia late nights or early mornings. If she doesn't appear immediately, just sleep for one increment and she will normally appear. Lydia will have to be a member of your party for you to get anywhere in the adventure.

Rick Henly

Captive

At the shops, the resale price of an item isn't artificially lowered, but is dependent purely on the condition of the item. You can thus explore the uses of various items without wasting money by buying, looking, reselling ad infinitum. Ammo, however, isn't resalable.

In Base 5 of the first mission, walking on the ceiling using Anti-grav is necessary to progress. There is a hole in the ceiling without a ladder to indicate its presence.

Generally, Handguns shoot low and Shoulder-arms high (Anti-grav reverses you and this). Many foes can only be hit by either high or low shots. Though Shoulder-arms are more damaging, you might be better off spending the money on more Magnums and using Anti-grav to switch when needed.

Carefully map the position of Power Points. These get quite scarce later on. This scarcity means a Recharger or a Heavy-duty Battery is a worthwhile purchase. Don't attempt to recharge anything else than the chest—you'll short out any other part. (Recharging is accomplished by clicking on the Power Point. The "hand" will be outlined with a charge-glow. Then, select the chest of the robot that you want to recharge.)

Bern (B. J.) Entriken



Shrine Of Restora

SACRED ARTIFACTS FROM THROUGHOUT THE REALMS

Quest for Clues I, II and III

Origin Systems, Inc. \$24.99

The **Quest for Clues** series has seen me through a number of sticky spots. The walkthroughs are complete with maps, and are coded so that the challenge of the game is not completely taken away if you tend to read ahead too often.

Quest for Clues I (no longer in print) may be available on some dealer's shelves in scarce quantities and contains walkthroughs for older quests, including numerous text adventures. The second **Quest for Clues** volume contains walkthroughs for over 40 adventures while **Quest for Clues III**, the newest addition, contains many current games that have been released on the Amiga in the last year.

Although some of the games included are not available for the Amiga, the percentage of walkthroughs for games available in an Amiga version is 50% for **Quest for Clues I**, 72% for **Quest for Clues II**, and 85% for the latest edition. With a list price of approximately \$25 each, these books are a good investment for the Amiga adventurer. **Millie Miller**

Dungeon Master Helps Revisited

There are possibly more helps available for **Dungeon Master** than for any other dungeon adventure. Back in Issues 1 and 2, we reviewed a number of these helps. Well, here we go again. Mullen Graphics has revised and reprinted their **Maps, Lists, and Answers for Dungeon Master** (\$8.95). It has now been released in a new, smaller format, but still contains some very valuable help for this classic adventure. It's still one of the best resources.

Since our original review of resources for **Dungeon Master**, FTL Games has released an offering of their own for **Dungeon** devotees, the **Dungeon Master Adventurer's Handbook** (\$12.95) by S.A. Swanson. It, too, is an excellent resource to have at your side while dungeoning.

Both resources contain complete maps, item locations and spell lists, offering sufficient help to complete the quest. Mullen Graphic's work is more concise, while FTL's provides more in the way of general information about game strategies and denizens encountered. Either help will be an excellent choice. **Chuck Miller**

Chaos Strikes Back Resources

Many of you are currently stuck somewhere in the dungeon depths of **Chaos Strikes Back**, a much more complex maze than its predecessor. If so, there are two very helpful resources at your disposal, again from Mullen Graphics and FTL Games. **Maps, Lists, and Answers for**

Chaos Strikes Back (\$8.95) follows the same format as Mullen's offering for **Dungeon Master**. The first part of the book is devoted to maps and item locations, while the remainder provides the solutions for each level. FTL's **Chaos Strikes Back Adventurer's Handbook** (\$12.95) takes a different approach. Again, it provides more in the way of general information and combat strategy. It also approaches the game from the perspective of one "Way" at a time, leading you through Dain, Ku, Neta, Ros and the Fulya Pit. Only the data pertinent to the appropriate "Way" is displayed for each level. The remainder of the handbook gives level-by-level solutions to the adventure, providing full maps of each level.

Both of these resources will provide all the assistance you will need to successfully complete **Chaos**. If you basically want the overall picture, check out Mullen's offering. However, if you prefer a more meticulous, step-by-step approach to dungeoning, you may find FTL's handbook more to your liking. **Chuck Miller**

Official Book of King's Quest

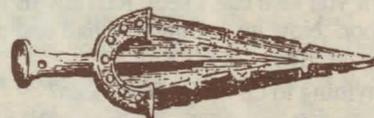
COMPUTE! Books \$10.95

Have you been wondering how to pronounce Valanice (VAL-a-niece) or Llewedor (LOO-dor) or have you been wondering how those **King's Quest** games came into being? Now is your chance to find out in **The Official Book of King's Quest** which chronicles the making of **King's Quest IV**, from Roberta Williams' hand written notes to the debugging process of the final product.

Also, included is a section containing hints and maps for **King's Quest I** through **IV**. Just enough hints are given to spur you on your way, but not enough to give you every answer to the tough spots.

If you like puzzles, Donald B. Trivette has also included crossword puzzles for each of the **King's Quest** games—each giving a clue for its respective game. In the back of the book is a list of the most asked questions (and their answers) and a pronunciation guide.

The **Official Book of King's Quest** is a fun and informative help, and every avid **King's Quest** enthusiast should add this to his or her collection. **Millie Miller**



Note: Resources reviewed in the **Shrine of Restora** are available through normal retail channels unless indicated otherwise. Select products reviewed here are also available through the **Adventurers' Guild**.



Mortaine's Caldron

A MYSTIC COLLECTION OF ODDS AND ENDS

Charted Sectors

About The Disk Supplement

ISSUE 7 CONTENTS

This issue of *Enchanted Realms™* features a demo from Accolade showing off their new adventures for the Amiga: *Elvira: Mistress of the Dark* (which many of you have already seen), *Les Manley in: Search for The King* (reviewed in this issue) and the forthcoming *Altered Destiny*. It will run on all Amigas under Workbench 1.3. The *Elvira* demo, however, will only run on Amigas with 1MB of RAM or more.

Also on disk is the program *FixSix*. It corrects a text reader problem many of you experienced on the Issue 6 disk. We sincerely apologize for any inconvenience this has caused.

DISK OPERATION

To use the Disk Supplement, boot from Workbench as usual. Insert the disk in your floppy drive and double-click on the Issue 7 disk icon. You will see three icons. Double-click on the ReadMe1st! icon before running the other programs on disk. It will provide you with full instructions for running the Accolade Demos and the *FixSix* program. Enjoy!

Assorted Ingredients

Miscellaneous Data

Close-Out Adventures

Trying to locate those rare, long since forgotten adventures that no one seems to carry any more? How about out-of-production classics like Infocom text adventures? Well, though they certainly don't have everything, COMPSULT does have many of those older titles for a fraction of their original cost, including quite a few Infocom titles. So, if you have always wished you had bought a copy of that long since forgotten adventure, give COMPSULT a call or write for a catalog. COMPSULT • P.O. Box 5160 • San Luis Obispo, CA 93403-5160 • (805) 544-6616.

Trivial Requirements

For all who have ordered or are planning to order *Star Trek: The Next Generation Trivia Challenge*, there is one requirement that you should know about. This excellent two-disk trivia game, based on the first season T.V. episodes, requires 1MB of RAM. Unfortunately, that bit of information was omitted from the flyer sent out with the last issue. So, if you're a Trekie with an Amiga expanded to 1MB of RAM or

more, check out this set. It is available from Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 for \$5.00, plus \$3.00 shipping and handling (a total of \$8.00). Canadian orders please add an additional \$2.00, all other countries add an additional \$3.00. All orders MUST be accompanied by payment in U.S. funds, drawn on a U.S. bank and made payable to Digital Expressions. Thanks!

Dungeon Master Music

If you're tired of the solitude that accompanies the average dungeon and would like some appropriate "music to slash by," you just may want to give FTL a call. *Dungeon Master: The Album* is now available on compact disc for the low price of \$15.00. This high-quality, digital music adds some nice background atmosphere for *Dungeon Master* or any adventure. To order, contact Software Heaven, Inc. • 6160 Lusk Boulevard, Suite C-206 • San Diego, CA 92121.

Origin Drops Amiga Support

According to a representative at the Summer CES, Origin has no plans to convert any further adventures to the Amiga. All development efforts are being directed toward MS-DOS and CD-ROM technologies. At a time when most other vendors are stepping up their support of the Amiga (the recognized number two gaming platform in the U.S.), Origin is abandoning the Amiga and thousands of Amiga adventurers. We believe it's time to write them and inform them on the error of their ways. So, we encourage you to write to Origin (letters are a more visible expression than calls) and encourage them to rethink their position on Amiga development. If Origin, and like companies, hear from enough Amiga gamers, they will have to face the fact that the Amiga is deserving of their efforts. Address your letters to: Origin Systems, Inc. • P.O. Box 161750 • Austin, TX 78716 or send your letters to us and we will forward them in quantity to Origin.

Psygnosis To Abandon "Nuclear Protection"

It's always good to hear that manufacturers are listening to their customers. Psygnosis, in doing so, has decided to move away from dreadful disk-based copy protection schemes to less obtrusive methods. Codewheels look like the preferred replacement. However, their first product to receive friendlier protection, *Lemmings*, will use the key-disk method. Psygnosis products will now allow you to make archival backups and allow for hard disk installation. Thanks, Psygnosis! Look for a hard disk installable *Lemmings* shortly. Hopefully, other manufacturers will follow suit and move away from the disk-based protection method as well.



Adventurers' Guild

WHERE OLD FRIENDS MEET AND NEW ADVENTURES BEGIN

Adventure Features

Freely Redistributable Adventures

MORIA 3.0

Before venturing into the depths of the dungeons, you must be prepared. Let me see. Your dagger and sword are hanging at your side, and you do look smashing in your new leather armor. Most dungeons are known to be dank and dark, so you must procure some torches and flasks of oil from the General Store. Food will also be scarce in the dungeons below, so you'll need to add some rations to your pack as well. Oh...don't forget to purchase some potions for curing wounds and reversing the effects of poison, plus a pick for tunnelling through rock. There now. I believe (and hope) that you are prepared for the task set before you...to seek out the Balrog and destroy him. Not a very small task at that. In fact, your adventure may last for a period of days, weeks, even months.

On your journey, you will meet up with many adversaries—from slimy, crawling things to wandering rogues and harpies. Traps, hidden doors and passageways abound. Treasures, weapons and magic devices may be found in rooms and passageways, left there by previous adventurers who met a terrible end.

You can choose your character race (Human, Half-Elf, Elf, Halfling, Gnome, Dwarf, Half-Orc or Half-Troll) and class (Warrior, Mage, Priest, Rogue, Ranger or Paladin). You can also choose a female or male character. Your abilities, however, are dependent upon which race, class and sex you choose. Females are weaker than males, but more intelligent. Humans gain experience quicker, but their life span is shorter. Of course, as you gain experience levels, your abilities become greater and more refined.

Moria is a massive (and addictive) dungeon adventure which originated on a mini-computer and has since been ported to several systems. The Amiga version has been enhanced with menus, graphics, real time mode and more. With over 100 levels, you will be kept busy for a long time to come. Commands (and there is a multitude of them) are handled by pull-down menus and keyboard entry. Character movement is controlled by using the numeric keyboard. **Moria** allows multiple game saves, but make sure you backup your character on a regular basis. When you die, your character is deleted!

The current version runs like a charm on all Amigas up to the A2500 with at least 1MB of memory. However, this adventure does not take kindly to the Amiga A3000.

So, if you enjoy wandering through dungeons, and discovering treasures, and enjoy the role-play element in a game, check out **Moria** in the **Adventurers' Guild**. It's a great game that will enhance your adventuring experience.

Enchanted Orders

Ordering Information

ADVENTURE PRODUCTS

In the **Adventurers' Guild**, we offer only select merchandise, products which stand out for the quality and value they offer. Every time you make a purchase from the **Adventurers' Guild**, you receive **Notes of the Realms** that you can use toward extending your subscription to **Enchanted Realms™**. For each freely redistributable item purchased, you receive one **Note**. (Two-disk sets count as a single purchase. Multiple-disk sets of five disks or more earn two **Notes**.) The purchase of commercial merchandise earns **Notes of the Realms** as follows: adventure games and languages, three **Notes** each; clue books two **Notes** each.

Here's how it works. When you buy products from the **Guild**, we send you the appropriate number of **Notes**. When you have acquired **SIX Notes**, just mail them to us and we will extend your subscription by an additional issue at no extra charge—our way of saying thanks!

Note on Notes: **Notes** are now one-third their previous value. (Current subscribers will be credited additional **Notes** based upon total purchases to date to adjust for this re-evaluation. If you purchased three disks and only received one **Note**, we will credit you two additional **Notes**.) However, fewer **Notes** are now required to extend your subscription. So, you come out ahead. Before, a purchase of nine disks was required to extend your subscription one issue—a cost of \$27.00. Now you need only buy six disks at a cost of \$18.00 to do the same. In addition, if you bought just one commercial game, one clue book and one disk every two months throughout the year, you would earn a total of 36 **Notes**. This would enable you to receive **Enchanted Realms™** absolutely FREE!

SHIPPING AND HANDLING

There is a \$3.00 shipping and handling charge required per order on freely redistributable products, \$2.00 additional for Canadian orders and \$3.00 additional for all other countries. Shipping and handling charges on commercial merchandise, including games and clue books, is \$3.00 per order for the first item, plus an additional \$2.00 on multiple product orders. Canadian orders require an additional \$3.00 for the first commercial product, plus \$2.00 extra on orders of multiple items. (Commercial products are not available outside of the U.S. and Canada.) A street address is required to ship commercial merchandise! We cannot ship commercial products to P.O. Boxes. It's our goal to ship on a timely basis. However, if an item is out of stock and there will be a delay in shipment, we will notify you of that delay in writing.

Featured Adventures

Freely Redistributable Products

ADVENTURE GAME TREASURY

In the Adventurers' Guild, we offer only select adventures and resources for the Amiga adventurer. All products listed in the Adventure Game Treasury and Fantasy Art Gallery are freely redistributable.

Role-Play Adventures

	Price
<input type="checkbox"/> Hacklite - Dungeon Role-Play Game	\$3.00
<input type="checkbox"/> MechFight 1.0 - Excellent BattleMech RPG	\$3.00
<input type="checkbox"/> MechForce 3.65 - BattleTech-style RPG	\$3.00
<input type="checkbox"/> Moria 3.0 - Excellent Dungeon RPG (1MB)	\$3.00
<input type="checkbox"/> NetHack 3.0 (2 Disks) - Dungeon RPG (1MB)	\$5.00
<input type="checkbox"/> Omega 1.3 - Dungeon Role-Play Game (1MB)	\$3.00
<input type="checkbox"/> Rings of Zon - Excellent D&D Maze Adventure	\$3.00
<input type="checkbox"/> Star Trek (2 Disks) - Jimbo Barber (1MB)	\$5.00
<input type="checkbox"/> Star Trek (2 Disks) - Tobias Richter	\$5.00

Text Adventures

<input type="checkbox"/> TACL Adventures - Text Adventures	\$3.00
<input type="checkbox"/> The Golden Fleece - Infocom-style Text Adventure	\$3.00
<input type="checkbox"/> The Holy Grail - Infocom-style Text Adventure	\$3.00

Adventure Resources

<input type="checkbox"/> Dungeon Master Resources - Maps & More	\$3.00
---	--------

FANTASY ART GALLERY

<input type="checkbox"/> Bradley W. Schenck Fantasy Collection	\$18.00
<input type="checkbox"/> Individual Disks - \$3.00 Each	Total \$.

This collection includes the following creations by fantasy artist, Bradley W. Schenck (the designer of our cover art): **Amiga Dreams Portfolio**, fantasy slideshow; **Charon (1MB)**, 1988 BADGE Killer Demo Contest winner; **Myth & Ray-Traced Images**, beautiful Director animation; **Helmet (1MB)**, 3D animation of ancient helmet; **Helmet (2 Disks-2MB)** and **The Sentinel (2 Disks-3MB)**, 1989 BADGE Killer Demo Contest winner. Individual disks are available for \$3.00 each (if ordering individual disks, circle the disks you want and enter the total in the space provided above).

Featured Adventures

Commercial Products

Commercial adventures and adventure resources are now available through the Adventurers' Guild. However, we are not striving to compete with the mailorder discount houses in offering these products. They are being made available as a service to our readers and subscribers, providing a one-stop-adventure-shop, and as a means of subsidizing the costs of producing **Enchanted Realms™**. In fact, by ordering through the Guild, you can help us keep the cost of **Enchanted Realms™** down. We, in turn, will provide the best adventure products available at reasonable prices while offering an additional avenue for our subscribers to extend their citizenship.

We appreciate your support and hope we can all benefit from the new products available through the Guild. Please refer to the ordering information for details.

Adventure Games

	Price
<input type="checkbox"/> Bane of the Cosmic Forge	\$44.00
<input type="checkbox"/> Chaos Strikes Back	\$33.00
<input type="checkbox"/> Death Knights of Krynn	\$42.00
<input type="checkbox"/> Dungeon Master	\$33.00
<input type="checkbox"/> Elvira: Mistress of the Dark	\$44.00
<input type="checkbox"/> Eye of the Beholder	\$46.00
<input type="checkbox"/> Legend of Faerghail	\$33.00
<input type="checkbox"/> Les Manley in: Search for The King	\$44.00
<input type="checkbox"/> Quest for Glory II: Trial by Fire	\$44.00
<input type="checkbox"/> The Secret of Monkey Island	\$46.00

Adventure Languages

	Price
<input type="checkbox"/> AMOS: The Creator (NTSC)	\$75.00
<input type="checkbox"/> Visionary	\$75.00

Adventure Clue Books

	Price
<input type="checkbox"/> Bard's Tale III Clue Book	\$12.00
<input type="checkbox"/> Chaos Strikes Back Adventurer's Handbook	\$12.00
<input type="checkbox"/> Death Knights of Krynn Clue Book	\$12.00
<input type="checkbox"/> Dungeon Master Adventurer's Handbook	\$12.00
<input type="checkbox"/> Elvira Hint Book	\$12.00
<input type="checkbox"/> Eye of the Beholder Clue Book	\$12.00
<input type="checkbox"/> Quest for Clues II	\$22.00
<input type="checkbox"/> Quest for Clues III	\$22.00

Enchanted Realms™ Product Order Form

NAME: _____ ADDRESS: _____
 CITY: _____ STATE: _____ ZIP: _____ PHONE: _____

Please be sure to include the proper shipping and handling charges for your order. All payments must be in U.S. funds, drawn on a U.S. bank and made payable to Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133. Checks and money orders only.

Total Merchandise	
Ohio Residents Add 7% Sales Tax	
Shipping and Handling	\$3.00
Additional Shipping and Handling	
TOTAL PAYMENT	



Tournament Of Wits

CONTESTS OF KNOWLEDGE AND CHANCE

Contest Rules

Entering contests is very simple. We have designed this page so that it can be filled out and detached. Of course, if you don't want to deface your copy of *Enchanted Realms™*, you could photocopy this page instead.

Some contests require you to match answers, solve a wordsearch or answer multiple-choice questions. Others require no more than filling out and mailing a 3 x 5 card. In either case, we require your full name, address and a phone number where you can be reached. Please use a pencil or pen to indicate the correct words or answers. Or, if you prefer, you may use a highlighter. Entries should be addressed to: Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • Attention: **Tournament of Wits.**

NAME: _____
 ADDRESS: _____
 CITY: _____ STATE: _____
 ZIP: _____ PHONE: _____

All entries for contests in this issue **MUST** be received by **AUGUST 15, 1991**. Contests are open to all readers and subscribers in the U.S. and Canada.

On Being A "Visionary"

When's the last time you had vision? No, I don't mean the kind that accompanies a trance or supernatural appearance. A vision of an adventure game, one that you wish someone else would create. Or better yet, one that you have always wanted to produce yourself, but you haven't because you lack the necessary programming skills. Well, prepare yourself. The answer to your prayers may be just around the corner: **Visionary!**

Oxxi, Inc. will soon be shipping **Visionary: The Aegis Interactive Gaming Language**. And, we have made special arrangements with them to give away 10 **FREE** copies! **Visionary** will retail for \$99.95, but you now have the chance to win a copy for yourself. All you have to do to enter is take a 3 x 5 card and write **Visionary Contest** on the top of it and include your complete name, address and phone number (check out Contest Rules for more information and contest deadlines). It's that simple! All we ask is that you only enter if you are serious about writing your own adventure games.

Well, are you interested? If you would like to know more about **Visionary**, check out the preview this issue in the **Prophet's Tower**. Next issue, we will feature a full review.

Win an Adventure in "Wonderland"

- ALICE
- CATERPILLAR
- CHESHIRE CAT
- CROQUET
- DORMOUSE
- DUCHESS
- FLAMINGOE
- FOOTMAN
- GRYPHON
- HATTER
- HEDGEHOG
- HOOKAH
- MARCH HARE
- MOCK TURTLE
- MUSHROOM
- QUEEN
- TARTS
- TEACUP
- WATCH
- WHITE RABBIT

M	D	L	C	A	O	G	P	Y	T	E	A	C	U	P	W	K	D	O	I
G	N	G	G	P	W	Y	H	F	G	X	D	T	H	A	H	D	W	D	W
Y	U	M	D	H	S	H	E	S	L	C	M	K	U	S	T	H	H	Z	T
Y	E	M	F	A	K	Q	D	Y	H	A	D	Y	A	P	H	H	I	Z	P
I	E	U	L	T	I	C	G	O	I	M	A	U	X	K	R	O	T	W	T
T	B	S	A	T	Q	Z	E	Q	X	R	N	N	C	D	F	O	E	D	D
I	Y	H	M	E	G	Q	H	B	Y	C	A	M	Z	H	W	K	R	Y	C
G	S	R	I	R	G	U	O	D	U	C	H	E	S	S	C	A	A	X	R
R	J	O	N	Y	C	E	G	A	E	N	V	R	Z	D	H	H	B	C	O
Y	M	O	G	Y	S	E	G	W	A	T	C	H	J	H	E	P	B	A	Q
P	A	M	O	S	V	N	Q	T	F	U	Q	D	U	Y	S	Z	I	T	U
H	R	H	E	A	G	A	I	R	N	E	J	H	P	H	G	T	E	E	
O	C	D	O	R	M	O	U	S	E	O	K	H	H	M	I	S	H	R	T
N	H	O	Z	Q	S	E	S	X	S	A	A	E	W	W	R	N	A	P	K
F	H	Y	R	D	K	P	B	Y	E	S	L	U	Y	Z	E	B	K	I	F
C	A	I	A	F	Q	T	A	R	T	S	I	J	E	H	C	E	W	L	T
K	R	G	H	O	G	Q	Z	O	H	D	C	M	D	P	A	L	I	L	U
I	E	M	V	R	W	Q	F	B	D	V	E	C	H	Y	T	Y	B	A	T
A	Q	L	G	T	F	M	O	C	K	T	U	R	T	L	E	T	N	R	P
V	T	F	P	Y	F	O	O	T	M	A	N	J	U	B	C	H	Y	T	U

If you find a grin lingering on your face at the thought of winning a free copy of **Wonderland**, don't end up mad as a hatter because you neglected to enter our **Wonderland** contest. Just follow the contest rules explained above and you may be one of five lucky entrants who will win a copy of **Wonderland** for their very own, courtesy of Virgin Games, Inc. and *Enchanted Realms™*. So, don't be shy as a dormouse, or sit there dreaming away the hours. Send in your official entry today. It's quite possible you could find yourself having a wonderful adventure with Alice in **Wonderland**. And, that's a far cry better than having to kick yourself for being too late and missing the contest deadline!



The Premier
Adventure Game
Journal for the Amiga®

Enchanted Realms™

Subscribing Does Have Its Benefits

As we're sure you have realized by now, **Enchanted Realms™** is not only growing in size, it is also growing in popularity. This may make it more difficult for you to get your copy off the magazine rack before it is completely sold out. Of course, if this happens, you can always order that issue direct. However, we have a much better suggestion: Subscribe! (You knew we were going to say that, didn't you?) Subscribing to **Enchanted Realms™**, though, really does make sense. As a subscriber, you have additional benefits unavailable to single-copy purchasers. Here's a list of the extras that come as part of your subscription*.

- First-class delivery of each issue
- A savings of 24%, or more, off the retail price
- The chance to win FREE adventure games in each issue's Adventure Game Drawing
- The opportunity to earn **Notes of the Realms** to use toward extending your subscription
- Exclusive citizenship in the **Realms** and membership in the **Adventurers' Guild**, including a framable **Certificate of Citizenship**
- Plus, discounts on products available through Digital Expressions

That's not all, either. We're working on additional benefits to be instituted in future issues. So, why not begin enjoying the benefits of citizenship now. You see, **Enchanted Realms™** is more than a publication. It's a growing association of Amiga adventurers dedicated to enjoying the adventure experience to the fullest. You can be a part of this too. Come and join us for the adventure of your life!

To subscribe, simply photocopy this page or use a blank sheet of paper, fill in all the information below and mail it along with your check or money order (sorry, but charges to credit cards are not available at the present time) to the address below. Rates via first-class mail are \$49.95 (\$59.95 Canada and Mexico, \$79.95 foreign airmail) for a one-year, six-issue subscription with disk and \$39.95 (\$49.95 Canada and Mexico, \$69.95 foreign airmail) for a one-year, six-issue subscription without disk. All payments MUST be made in U.S. funds, drawn upon a U.S. bank and made payable to Digital Expressions. Please address subscriptions to: Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133.

Back Issues

All back issues of **Enchanted Realms™** are available in limited quantities except for the Issue 1 Journal which is currently out of print (it will be available again later this year). Back issues are currently available for \$10.95 each with disk. Journals are available separately for \$7.95 each. Disks are available separately for \$6.95 each. Subscribers may purchase back issues with disk for \$9.95 each, Journals for \$6.95 each and disks for \$5.95 each (just another benefit of subscribing). There is a \$3.00 shipping and handling charge required per order. Canadian orders add an additional \$2.00, other countries add \$3.00.

* Subscriber benefits apply only to subscriptions placed directly through Digital Expressions. The Adventure Game Drawing is limited to U.S. and Canadian subscribers only.

Subscription Order Form

Subscriptions to **Enchanted Realms™** are available with or without disk according to the following information.

- One-year, six-issue subscription with disk: \$49.95 (\$59.95 Canada & Mexico, \$79.95 foreign airmail)
- One-year, six-issue subscription without disk: \$39.95 (\$49.95 Canada & Mexico, \$69.95 foreign airmail)

Please indicate the type of subscription you would like entered and fill out all the information below for our records.

- Yes, please enter my citizenship and my one-year, six-issue subscription with disk to **Enchanted Realms™**.
- Yes, please enter my citizenship and my one-year, six-issue subscription without disk to **Enchanted Realms™**.

NAME: _____ ADDRESS: _____
CITY: _____ STATE: _____ ZIP: _____ PHONE: _____

*In a land where like hearts meet, at the crossroads to adventure,
come join our ranks and enter...*

\$10.95 (U.S.A.)

\$12.95 (Canada)

Issue 7

The Journal

The Bard's Tale III
The Secret of Monkey Island
Warlords
Search for The King
Breach 2
Trial by Fire
B.A.T.
Corporation
Capsule Reviews
Interview: Roberta Williams
Fantasy Fiction: Riflan Rogue
Walkthrough: Trial by Fire

The Disk

Three Adventure Demos:
Altered Destiny
Elvira: Mistress of the Dark
Search for The King

Enchanted Realms™ © 1991 Digital Expressions All Rights Reserved