

QUESTBUSTERS

The Adventurers' Journal

Vol. VII, # 10

October, 1981

\$2.50

Special All-Clues Edition!

The entire batch of "useful and treasure" which I've waited on my shelf when Jim Walls arrived, I had packed it up in Mexican weeks ago, and upon learning Walls and Steve's public relations bonanza, Adule Chavez went flying to try to give me a sneak peek at the game. Just figured that if any's board would make an appropriate way to welcome to the author of *Puller Quest* III: *The Kindred* in Tucson.

After we tasted *Sony Bonds*, *Wrestling*, the *Old West*, the *New West* and the *Great Northwest*, Walls suggest open a portable Toshiba 180 and clipped up a pair of these speakers.

by Shay Addams

Simulations!™ cleared for take-off

It was the best of times, it was the worst of times — it was time to launch another publication. *Simulations!* will cover the fast growing field of flight simulation, both simulators, model simulators — everything that goes around! (In fact, we almost called it "Everything but Golf.") *Simulations!* will be published seven times a year and commence with a November-December issue. Subscriptions are \$18 a year in USA addresses. But QP subscribers can get *Simulations!* for half the regular subscription rate, or even less.

If you have a hot class rate, it will cost



Questbusters forever!

Compared to Joe Hansen of *Arkane* (see issue), the music's driving beat and dynamic melodies make an exciting counterpart for the digital video used to illustrate the characters.

The first one I saw was *Walls' Heroes*, decked out in his old California Highway Patrol uniform. Besides appearing in the opening scene, he shows up when you make mistakes in the process of investigating crimes. Other characters, cars and props are also depicted with digital video and photos.



A similar photo of Walls was digitized for the game

a regular attempt, someone else has walls. More in the video. She lives but is hospitalized with a crime. *Sony* sets out to track down the psychopath

responsible for a series of similar killings, eventually identifying him as none other than the brother of Jesse James, the Death Angel — the villain of I and II.

Sony's brother went mad and wound up in some crazy cult. In addition to bringing him to justice, you've got to bring out a crooked cop in the department, a sub-plot that gives the *Puller Quest* some depth that previous issues. Walls goes crime streamer to the real he gets from adventures. That's why *Sony*, even though he was promoted to *Simulations!* for solving previous crimes, gets the one on traffic duty. "Heigh and they bleed" mapping can and giving me

Continued on page 2

Contents

Gateway to the Savage Frontier.....	3
Knights of Crystalline.....	5
Pools of Darkness.....	6
Sega RPOs.....	8
Terminator.....	9
Walkthru: Megatraveller 2.....	10
Keys to ye Kingdoms.....	12

Looking for clues?

QuestBusters is full of clues and reviews for all the latest quests! For a free copy just return this card. Or send \$18.99 today for the next 13 issues — and get a special Map Kit with 30 map sheets designed for mapping lost worlds and insidious mazes!

- Please send my free copy!
- I've enclosed \$18.99. Send my first copy *and* my free Map Kit.

Free!

Name _____

Address _____

City _____

State _____ Zip Code _____

My current quest _____

(To Canada, add \$5 US Funds; other overseas, add \$19.)

QuestBusters, the world's largest group of adventurers, has been helping questers with dedicated reviews, clues and walkthroughs since 1983.



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

First Class Permit No. 1341 Tucson, AZ

POSTAGE WILL BE PAID BY ADDRESSEE

QuestBusters™

POB 5845

Tucson AZ 85775-0335

