

QuestBusters™

The Adventurer's Newsletter

October, 1985

Vol. II, # 9

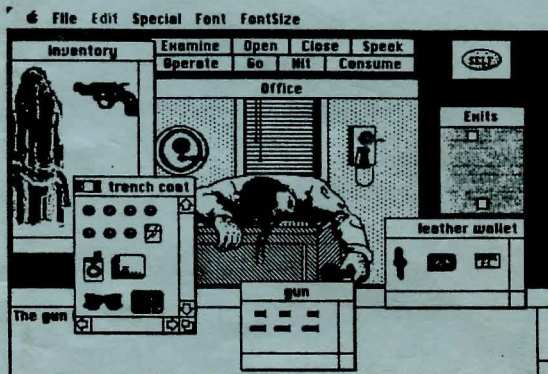
DEJA VU: A Nightmare Come True

More of a dream come true for Macintosh adventurers, Deja Vu's perceptive application of icons, windows and exquisitely detailed art is unparalleled. To be converted for the Amiga next year, this "disk drive detective" story is set in "Chicago during the Forties, where you awake in a dingy men's room at Joe's Bar.

A needle mark on your arm reveals that you've been drugged, and you can't even remember your name. A side effect causes your brain to slowly deteriorate unless you find an antidote. Otherwise you'll black out (special effects show the screen fading and flickering as you lose consciousness) and awaken as a vegetable in a local loony bin.

HAVE I BEEN HERE BEFORE?

Joe's Bar is rife with secret passages, a hidden casino, a maze of sewer tunnels, and plenty of ways to get killed while exploring these places. In the upstairs office, you stumble across a stiff. Hang around the scene of the crime too long, and the police



will implicate you in a case involving murder and kidnapping. Then you wind up in the same mental hospital, and must start a new or saved game.

The priority becomes finding a way to counteract the drugs; then you can get on with the business of finding the killer and deciphering the question mark of your own identity. As soon as I realized the nature of the plot, I experienced a sense of *deja vu* I'm sure the designers hadn't counted on: the feeling that I had played this game before (in Mindshadow and Cyborg, discovering your own identity is central to the plot).

[CONTINUED ON PAGE 3]

Adventure * Hotline

Was Wishbringer too easy for you? Don't get overconfident, for Infocom's next title -- Spellbreaker -- is supposed to be the toughest of the Enchanter series. Called "Conjurer" in a recent QB news item, Spellbreaker will be the trilogy's final act. Author Dave Lebling says, "I wanted to round out the story of a young magician who grows steadily in power and magical ability . . . to look at some of the consequences of having magic be so important, and what it might lead to. I also wanted to try some things we had never done before, such as letting the player add to the vocabulary." Spellbreaker is set for an October release.

Earthly Delights, the all-text mystery originally marketed by Datamost, is now being sold and supported by one of its co-authors. A Mac version is now available, as well as Apple and IBM. Each costs \$32.95, which includes postage and handling. (No credit cards; Californians add 6% sales tax.) Dan'l Leviton Company, 2401 E. 17th St., Suite 139, Santa Ana, CA 92701. COD orders, call 800-854-0561, extension 827. In California, or to request a hint, call (714) NEW-TIDE.

Synapse's Essex should be reaching the shelves any day now. And they've also announced the imminent release of Brimstone, a medieval adventure written by poet James Paul. In this tale, Sir Gawain of the Round Table must escape the underworld of Ulro with five mystical words, or be condemned to Brimstone for eternity. All-text, set for Apple, C-64/128, Atari (400, 800, XL, & XE), IBM (PC, jr & all compatibles), and Macintosh Mac versions of Essex and Mindwheel are also on the way.

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DEJA VU

[Continued from page 1]

But the hallmark of this game is the interface, not the plot. Rather than relying on a parser, the designers at ICOM Simulations envisioned a graphics-oriented interface in the tradition of the original Macintosh dream. Each location's illustration appears in a window, with another below for textual descriptions. Commonly used commands such as examine, open, operate, consume and four others are selected by mousing the arrow over the appropriate button.

Notice there's no command for "get" or "take"? Ingeniously, looting this alternative universe (the adventurer's favorite pastime) is conducted by clicking on an object and sliding it over into your inventory window. An individual window represents each item that can be opened: click on the trench coat, then hit the "open" button, and a new window opens to reveal the coat's contents, some of which (such as the wallet) may also be opened. Items can be moved from window to window or into a different location; your .38 revolver is loaded in this manner.

ON THE GO

To move, you can click once on a door or window, then hit the "go" button; shortcuts enable you to simply double-click on exits. Sometimes an exit isn't visible in the picture, so an "exits" window shows little blocks that correspond to the location's exits and are accessed by clicking the mouse. (The "self" window never offered much useful information, just wisecracks about how poorly I was playing the game.) All windows can be resized; if your inventory gets crowded, you may double-click its title bar and watch the window fill the screen. Another interesting and

creative aspect of Deja Vu's design allows the player to freely rearrange the windows, placing the picture on the left, text above, inventory on the right, or whatever scheme is desired.

Occasionally you may need to talk to someone. The wino, the newstand boy, the mugger, a cabbie -- none will carry on lengthy or complex conversations, but by hitting "speak" you'll gain access to a window into which you may type a few words. Most of the puzzles are based on "icon-manipulation," this game's version of object manipulation. A button marked "operate" facilitates using an item on something in the room or on another object in your possession.

A bit more attention has been paid to the sound effects department here than in most Mac adventures, which adds depth to the playing experience. There are no points awarded for problem-solving, though the manual does say "turn the tables on the rats and you just might get yourself one of them awards or somethin'." While I never got past the neighborhood of Joe's Bar, the pair of taxis there wait to transport the tenacious player to other locales, and the world of Deja Vu should be on every Macadventurer's itinerary.

The game works with 128K and one drive, but plays more efficiently (faster, no disk swaps) with 512K and two drives. It's a refreshing divergence from the traditional adventure, a kind of adventure that wasn't possible before the Mac. (Apple II and Commodore gamers will soon have their shot at a "windows and icons" style adventure -- watch for next month's review of The Fourth Protocol.)

SA

Computer: Macintosh

Planned Conversions: Amiga (Jan.)

Skill Level: Intermediate

Price: \$54.95

Manufacturer: Mindscape

THE WIZARD OF OZ

When the Telarium line was announced a couple of years ago (under its original name, Trillium), Spinnaker said the games would introduce a new element -- "acting in character" with the protagonist -- to make adventures more like interactive stories than just collections of puzzles. Little of this materialized in their early releases, but the promise of authentic interactive fiction is being fulfilled by Spinnaker's line of Windham Classics, especially in games like Treasure Island and this one. "Acting in character" has taken a backseat to meaningful character interaction via dialogue.

TALK, TALK, TALK

As Dorothy, you will have to chat up all sorts of bizarre people in order to successfully complete your trek down the Yellow Brick Road to find that elusive wizard and a return ticket to Kansas. You might "ask" or "tell" the Tinman or Lion about something, and "discuss" up to ten topics with each of the numerous denizens of this strange land. They have been programmed to respond to a variety of comments, so it's fun talking with them. A few will help by suggesting a topic, while other will fork over hints or even the solution to a problem if you ask "Now what?" After typing in a character's name once, it doesn't have to be repeated in your next statement; lengthy names such as Jack Pumpkinhead can be abbreviated to initials. Conversationally speaking, this game surpasses Cutthroats, a landmark of interactive fiction.

It doesn't have as vast a vocabulary, though its 400+ words do include about a dozen prepositions (over, through, behind)

and even more adjectives. The only annoying thing about the prepositions is that you can't employ them in commands such as "look behind the tree". I didn't use a stopwatch, but the parser (which accepts multiple commands) definitely does its job faster than the parser in the early Telarium games.

Of course, you'll still discover plenty of object-oriented brain-twisters to solve. You can't get killed, only stumped by the puzzles, which cannot be solved by killing orcs, lions, tigers or bears. However, none struck me as truly difficult, and the "Wordwindow" will save the day for anyone who does get stuck. A stock feature in Windham adventures, this consists of a window that appears in the top right corner of the screen and displays a list of words applicable to the immediate situation.

The top half of the screen is devoted to graphics, the bottom to text. One to three pictures may appear simultaneously, and sometimes a panoramic view is shown. Graphics aren't as detailed as in Treasure Island or many other games. The artist chose a different, simple, smooth lines and bright colors that create a coloring book look. Characters won't always look like those in the movie: Glinda, the Good Witch of the East, is a squat dwarf who resembles the little psychic in Poltergeist.

WHAT'S THE SCORE?

Music is top-notch on the Commodore version but will necessarily be less impressive on other computers. Several lively original melodies -- and too much classical music -- accompany numerous scenes. Often the tune continues playing during disk access. Initially I was disappointed in the choice of songs: no "We're Off to See the Wizard" or "Ding Dong, the Witch is Dead" or any of the other familiar

Letters to the Editor



Dear QB:

I enjoyed my first issue. But was disappointed that no games for the Atari were reviewed. Please try to include some in each issue.

William F. Smith

We review all new games as soon as possible and report on conversion plans and release dates. Except for Infocom and others doing simultaneous releases, most companies release new adventures for the Apple or C-64 first, then convert. And lately there haven't even been enough new adventures for *any* computer. But the Christmas season is almost here, and you'll soon be up to your ears in orcs -- and new Atari reviews.

WIZARD OF OZ

[Continued from previous page]

tunes from the movie.

Then I realized it isn't meant to be an adaptation of the film, but an interpretation of the same pair of L. Frank Baum's books (Land of Oz and Wizard of Oz) on which the movie was based. As such, it's a lighthearted story with an ambience all its own yet faithful to the books, an interactive fairy tale that will be enjoyed by youngsters and oldsters and in-betweensters. SA

Computer: Apple, C-64 & 128, PC & jr
Planned Conversions: Amiga, Atari ST
Skill Level: Novice
Saves: 10
Price: \$26.95
Manufacturer: Spinnaker

BACK ISSUES

November '84: Hitchhiker's Guide, Amazon, Cutthroats, Xyphus, Robots of Dawn (This is the premier issue.)

*Dec. 85: Dragonworld, Earthly Delights, Suspect, Fahrenheit 451, Lucifer's Realm.

January '85: Timeship, Elysian Fields, Ripper, Mindshadow, Tracer Sanction, Cyborg (Mac), Serpent's Star (C-64).

February '85: Adventure Construction Set, Shadowkeep, Sundog, Hulk, Rendezvous with Rama.

*March '85: Mindwheel, Spider-Man, Gemstone Warrior, Kukulkan

*April '85: Sword of Kadash, Below the Root, SuperEamon, Legacy, AdventureDisk, AdventureMaster vs. Adventure Writer.

*June '85: Gateway, Phantasie, Ready to Run, Swiss Family Robinson, MacXyphus, MacUltima 2.

*July '85: Ringquest, Wishbringer, Original Adventure (Mac), Sherwood Forest (C-64), Alice in Wonderland, Clue Books on Disk

August '85: Ultima IV Preview, Wilderness, Reach for the Stars, Phantasie (C-64), Pyramid of Peril (Mac).

Sept. '85: Treasure Island, MacUltima 3, Lost Ark, Ultimore, King's Quest 2

Back issues cost \$2 each. An asterisk * means only photocopies of that issue are available.

Another Bow

The biggest mystery in this "disk drive detective" scenario is how Imagic managed to translate such a good idea into such a dismal adventure. Of all the games based on Sherlock Holmes (including the user-written games developed with Adventure Writer), Another Bow turns in the poorest performance.

Imagic has attempted to redefine adventure games by transcending object-oriented problems: when I typed in "inventory", Dr. Watson said, "Holmes, we are not lowly stock boys." But because the authors didn't provide a satisfying substitute for object-type puzzles -- and their idea of character interaction is a joke -- the effect is like "upgrading" from an Amiga to a Timex-Sinclair. Saddled with a parser less intelligent than the one Willie Crowther introduced in the first adventure nearly 20 years ago, the game was doomed from the outset. Too bad, for the story had potential.

MURDER ON THE HIGH SEAS

Narrated by Watson, as in Conan Doyle's novels, the tale's opening chapters are in a 33-page manual. These tell how you (as Holmes) happen to be aboard the S.S. *Destiny*, a luxury liner, when the actual computer game begins in Chapter Three. The manual also contains a map of the ship, Watson's observations on all the passengers and crewmembers, and other background on the story.

Rather than being asked to solve a single mystery, you must crack five related cases before tackling the main crime. The first involves the murder of General Ryan, a World War I hero who is found hanging from the ship's railing with a noose about his neck.

Solving the case requires observation, finding evidence, deduction, and being in the right place at the right time. You can switch between an easy (Watson gives unsolicited advice) and difficult (no help at all) skill levels at any time. One minute passes for each typed-in command, and the combined mysteries can stretch out for days in "game time." There's no score: when you quit, you'll be told how many cases you solved and the number of tips provided by Watson.

GOLDEN PROSE

No mapping is needed, for you can say "go to room 202" and move directly there. The custom character set scrolls smoothly, and Peter Golden's well-turned prose is the best element of the game. (He should be writing all-text games, not prose to accompany illustrated adventures.) Graphics are clean, shown in a horizontal band across the top. No animation or sound effects here, but the many characters are depicted from-the-shoulders-up each time one enters a room. There are so many, in fact, that the scene occasionally gets distractingly cluttered. And though the cast includes colorful characters such as Thomas Edison, Baron Rothschild, Gertrude Stein, and many others from the 19th Century, you cannot engage them in meaningful conversation to effectively interrogate a single suspect. All you can really say is "What are you doing here?" (What am I doing here?, I began to wonder after playing this game for a few days.)

Another Bow's most devious culprit is not the killer, but the program's parser, which doesn't give useful feedback to words not in its vocabulary (purportedly 2,000 words). Instead of saying "I don't know the word 'motive,'" the program might say "Really?"; this can be confusing, for you don't know if you're using a word it doesn't understand, or

if it knows the word but you've used it in the wrong context. Sometimes it gets weird even with words that are in its vocabulary: the manual says you can use the word "converse," so I said "Converse with Arthur" and was told "Rather unusual, I do say?" Now what the devil is that supposed to mean, Holmes, old boy? Once I said "open pouch" and was told it "contains some tobacco." When I said "examine tobacco", Watson said "Open it and see." Another time, I was asked "which door?" after typing in "open door." I tried again with "Open Jenkin's door," and got the same question. (Unlike I, Damiano, which was also developed by Imagic for Bantam, you can say "look" or "examine room" and at least be told who is present.)

Now I'm not knocking the game just because it doesn't enable you to question people as thoroughly and freely as an Infocom mystery permits. I appreciate the risk Imagic took in trying something new, and I'm as eager as the next adventurer to play games with a fresh approach to adventure. I just don't like *this* approach. It's boring to read about characters in a manual rather than learn about them through conversation. And the modus operandi for solving a case is tedious and uninspired. If Another Bow were a Broadway play, you can be sure it would have folded on opening night. SA

Computer: Apple (48K), IBM PC & jr
Planned Conversions: Macintosh (Oct), C-64/128
Skill Level: Novice/Intermediate
Saves: 1 (one game disk)
Price: \$39.95
Manufacturer: Bantam



Hotline

[Continued from page 2]

The Bard's Tale

What to do with those veteran characters from Ultima 3 and Wizardry? Put 'em back to work in Electronic Art's imminent Bard's Tale, a new role-player that will accept characters from either game. C-64 is due in October, Apple to follow in December or January. And a sequel to Seven Cities of Gold is also on the way, C-64 first. Atari 800 users should be pleased to hear that EA will keep porting games (including ACS) to that system. And the Amiga, but not for Atari's ST. The Mac? Eventually... maybe.

Telarium/Windham Update

Spinnaker has responded to negative consumer feedback by ripping the arcade games out of Rendezvous with Rama and Dragonworld. Nine Princes of Amber will have a "game within the game," but Telarium Brand Manager Tom Pavela says it is cerebral and visual, not reflex-oriented.

Starman Jones won't be out until next year. They're still deciding whether to release Jones first or go with another Robert Heinlein story, The Moon is a Harsh Mistress. Meanwhile, Mac versions of Fahrenheit 451, Amazon and Dragonworld recently hit the racks; Rama is next. (Amazon looks good, and we'll cover it in-depth next month.)

No Telarium or Windham versions are planned the Atari 800. Spinnaker is still watching that market. The Atari ST version of 451 should be out by Christmas, with other titles later. Same for the Amiga, but not for months. All Telarium's C-64 adventures now work with the 1571, INDUS & MSD disk

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2. Damiana

Like Wizard of Oz, this graphic adventure is based on a series of fantasy novels (Damiano, Damiano's Lute, and Raphael, by R. A. MacAvoy). But instead of seeking a wizard for help in returning home, you *are* a wizard, Damiano Delstrego, out to save his home town from the evil General Pardo. It turns out you have to discover the Secret of the Sacred Stone in order to successfully complete the game, which displays some unusual and intriguing elements and a couple of severe defects that may or may not spoil this engaging tale for you (as they nearly did for me).

The setting is 14th Century Europe, where the story is narrated by your dog, Macchiata. With flowery prose the dog describes each scene and situation, offering hints and barking out orders. Messages from the parser are also mouthed by the dog. I've always preferred this technique over typical messages such as "I don't know the word 'blah blah'" because there's less intrusion on the fantasy.

Graphics span a horizontal band across the top third of the screen; text fills the rest of the screen. This resembles Spinnaker's presentation scheme, but diverges by depicting each scene in one continuous picture instead of several individual "panels." Characters often appear in a picture and genuine animation -- not the customary "spot" variety -- makes them seem to move about. Damiano always perches on the left side, and his actions, such as turning his head to look at someone, are also animated.

In the first scene, Satan hopes to win you over to the side of evil by offering you some magic spells: damn, terror, terminus and fire. (You don't have to accept them, but

spells have been known to come in handy in an adventure.) Then he boots you out of the Pit and into medieval Europe. Map-haters will love this game, for you don't have to draw a single line. To travel to one of the 10 cities (shown in a map on the game's box), you just say "Go Aosta" or "Go Ludica." If the dog or weather doesn't interfere, the next graphic might depict a forest, mountain pass or other scenery on the way to your destination. You'll encounter problems enroute, and their solutions usually require magic. Spells can affect inanimate objects as well as people, but don't always work as expected and frequently have disturbing side effects.

GOOD VS. EVIL

If your actions cause harm, you become more evil. A horizontal bar between the graphics and text reflects the "score" in terms of good and evil. The game ends suddenly if you turn too evil, and Satan gleefully carts you off to the Pit. This also occurs if you get killed or exceed the time limit. Be a do-gooder, however, and you'll get more time.

Character interaction with the soldiers, merchants and other locals is limited. There are only a few things you're expected to say to each one; other utterings elicit quaint but useless replies. Most problems involve helping or rescuing people or animals. Clues crop up in the text, not pictures; at times, the angel Raphael drops in with a tip. Objects are rarely important, and the parser doesn't even recognize the word "inventory." (It does have a funny response, though.) A smattering of "real-time action" is evident, for things occasionally happen in the story while you're still sitting there staring at the screen.

You are armed with a magic staff and a lute. Play the lute and you'll hear one of several simple melodies. Sinister music and

sound effects also accompany spellcasting and other actions. When Damiano casts a spell, his face flashes back and forth between his normal expression and the twisted countenance of a madman, apparently to display the danger of his turning more evil by resorting to Satan's magic.

OF PARDO & THE PARSER

The parser accepts full and complex sentences, or at least puts on a good show. In reality, it seems to be searching for keywords that it expects in specific situations. You *can* say "Saara, help us defeat General Pardo"; however, you will achieve the same results by saying "help defeat." There's no realistic implementation of prepositions or adjectives, and the vocabulary is slim. While in the hut, you cannot leave by saying "exit" or "exit hut" or "leave" or "leave hut" or "out" or "go out." It's surprising to see this Ghost of Adventures Past haunting a contemporary game, forcing the player to "word wrestle" with the parser when he would rather be adventuring.

A more serious drawback is the inability to "look room" and redisplay the description of the location or situation. After trying several methods of rescuing a cow stuck in a frozen stream, I found it impossible to review the description for clues. I tried to leave, figuring the text would be displayed when I returned -- but that dog wouldn't let me go anywhere until I saved the cow! Can't leave, can't look -- a bewildering "catch-22" if ever I saw one. Another snafu is that the story is often too linear. When you see the hut, the mutt *insists* you go there and go you must. (After a few nights of taking orders from a dog, I realized how Son of Sam must have felt.)

Despite these defects, I eventually grew to like the game and felt compelled to carry on. One reason I enjoyed it was that I, Damiano

avoids the cliches usually associated with magic-oriented adventures. And the story has plenty of unpredictable twists and turns that kept me interested.

The prose is superlative, and I would probably enjoyed it more in an all-text game with a smarter parser. Take heed, weak-kneed adventurers, for the horrors of medieval Europe -- a woman holding her intestines in her hands, decapitated corpses rotting in the sun -- are vividly and gruesomely portrayed. In this regard, the illustrations pale beside the text, which earns the title "Living Literature" (Bantam's brand name for their adventures.) **SA**

Computer: Apple (48K), IBM PC & jr

Planned Conversions: None

Skill Level: Novice

Saves: 1 (on game disk)

Price: \$39.95

Manufacturer: Bantam Books

HOTLINE

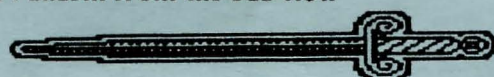
[Continued from page 7]

drives as well as the 1541 and the C-128.

IBM versions are now COMPAQ-compatible. Telarium's latest games are Amber and Perry Mason. (C-64 & IBM should be out by now; Apple in October; Mac, next year.) Next year they plan to do more mysteries based on books by Agatha Christie, Nero Wolfe and Ellery Queen.

Contest Winner

Dennis Conway won the September contest and a copy of Windham's Treasure Island. This month's contest winner will be selected at random from the sub list.





SWAP SHOP

Got a houseful of old adventures? Trade 'em off with a free ad in the next issue.

Wanted: C-64 Adventure Construction Set games. Send ACS game & blank disk for 2 adventures in return + membership in ACS fanclub. Also, two ACS adventures for sale, \$5 each: Tunnels & Trolls, based on the FRP by Ken St. Andre, and Dreamworld, based on H.P. Lovecraft's Dream Quest of Unknown Kadath. For \$4 each, Middle Earth Construction Set and Character Creator or Barsoom Constr. Set, using ACS. Or join club for \$1, & get latest newsletter; \$1 each for updates. Ken St. Andre, (authorized ACS fanclub leader). 3421 E. Yale, Phoenix, AZ 85008.

For C-64, I have Amazon with complete instructions & hand-drawn map of Chak. Will trade for Infocom game: Sorcerer, Infidel or Starcross or sell for \$13.99. Mike Limbaugh, 3600 Winona Dr., Orlando, FL 32812.

Interested in buy all types of Apple & C-64 adventures (legal originals only). Send list & prices, SASE for list of items for sale. Jim Davis, 4221 3rd

Ave., San Diego, CA 92103

30+ Apple games, including Wizardry, Zork 3 & Legacy of Llylgamyn. All original. 50-60% off retail. For free list, write: T. Ard., 4207 Cypress St, Tillamook, OR 97141.

Will give \$3 to 1st person with a solution to Her Majesty's Secret Weapon. Can help with Hitchhiker's at 50¢ @ hint & \$4 for solution & map. Ali Baba, 21 Stratford Pl., Syosset, NY 11791.

C-64 games for trade or sale. Write for free list of about 15 games (mostly Penguin & Infocom). Most come with map & some answers. All have box & manuals. Very cheap! I also want to buy or trade for any of the Ultima series and Sorcerer. Send SASE to Andrew Bundschuh, 635 E. Comstock, Glendora, CA 91740.

C-64 games to trade: Amazon, Enchanter, Hitchhiker, The Quest, Telengard, Gothmog's Lair, Zork I, II, III. Looking for any Infocom. Christy Turtzo, 526 W. Moorestown Rd., Nazareth, PA 18064.

C-64 games for sale. 12 Infocom, 2 Telarium. Original packaging. Dana Clapp, 207 W. Waupansie, Dwight, IL 60420.

Numerous C-64 games to trade or sell. Send \$2 and SASE for

complete list. G.M. Shearer, 1500 Iceplant Rd., Suite 7F, North Versailles, PA 15137.

Apple games for sale or trade: Quest & Murder by the Dozen, \$20 each). Both are original disks with manuals. (Quest has hint book.) Will trade for Fahrenheit 451, Mindshadow, Transylvania, Wishbringer, Ring Quest, Ultima III, Sherwood Forest, Witness. (Must have original documentation.) Write first: William Hall, 1110 44th St., Sacramento, CA 95819.

Almost interested in buying any of your better C-64 adventures. State game & price. Shaun MacIntyre, 45 Chapple Dr., Glace Bay, Nova Scotia, Canada B1A 4C3.

Want to buy original copy of Scott Adams TEXT adventure package containing numbers 4, 5 or 6 or the graphic versions of 5 and 6. (Apple) Write to: Bob Snow, POB 211, APO NY 09053.

C-64 adventures for sale: Questron, Telengard, Sword of Fargoal, Aztec, Death in the Caribbean. \$10 each. Dan Antolec, 5204 Midmoor Rd., Monona, WI 53176.

Apple games for sale: Mystery House, Empire of the Overmind, Invasion Orion, Ultima, Time Zone, Cyborg, Mask of the Sun, Interactive Fiction, Blade of Blackpoole, Creature Venture,

Legacy of Llygamyn, and a set of paddles. All are originals with documentation. Write first to Gayle Anne Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

For C-64/128, I want to buy or trade some of my 30+ adventures for Seastalker and the new King's Quest II. Chris Raudonis, 45 Pelham Rd., Hudson, NH 03051.

PC games: Will trade Ultima II and III (complete with documentation). Also Zork I and King's Quest. Am interested in any good adventure games. Write or call (not collect) before sending game: Thane K. Sherrington, RR #2 Port Hood, Nova Scotia, Canada, BOE 2W0. (902) 787-3387

C-64 games for trade: Deadline, Zork I, Transylvania, Dragonworld, Mask of the Sun, Amazon, The Hulk, and Indiana Jones. Joel Wright, 2341 Charboneau, Waco, TX 76710.

Will trade or sell Planetfall, Serpent's Star, Cutthroats, Deadline or Seastalker. Have hint books for all but last. Looking for any Infocom or Telarium, Mask of Sun, Time Zone or Adventure. (Apple only) Write first: John Lema, 431 Alphabet St., Holbrook, NY 11741.

Will trade complete copies of

Sorcerer or Gruds in Space for complete copy of Fahrenheit 451, Shadowkeep, Dragonworld, Adventure Construction Set, Timeship or Robots of Dawn. (Apple only.) Mark Fujimoto, 1646 Komo Mai Dr., Pearl City, HI 96782.

Will trade most of the Infocom games (12 of the 14), all three Wizardrys, Ultima 3 and others. Send list of what you want and I'll try to fill the order. All are for Apple. Thomas Blake, 3002 Pendell Lane, Ft. Smith, Arkansas 72901.

Interested in trading off original Apple copies of Zork I, Enchanter and Starcross, complete with documentation but no boxes. Can also trade Infocom maps and clue hint books for these games. Looking for original Apple copies with documentation of: Sorcerer, Hitchhiker's Guide, Infidel, Cutthroats, Sundog or Coveted Mirror. Write before sending game: Philip R. Christensen, Academy for Educational Development, 1255 23rd St. NW, Suite 400, Washington, DC 20037.

I'm looking for Infocom games for CP/M 8" disk. Will buy or trade. David Aultfather, 13209 Dossau Rd., Austin, TX 78753.

I have the following Apple games for trade or sale: The Mask of the Sun and Serpent's

Star (\$30 each), Coveted Mirror (\$20), Do-topos (\$24), Transylvania (\$22), The Wizard & the Princess (\$20), Xyphus (\$22), Escape from Rungistan (\$25), Time Zone (\$65), Eamon Master with utilities & a new adventure (\$5), 5 fully packed adventure/game disks (\$25), Suspended (\$20). Scottie Freeman, Knott Route, Big Springs, TX 79720.

For C-64, I'm looking for Serpent's Star, Infidel, Sorcerer, Blade of Blackpool, Gruds in Space, Planetfall and Cutthroats. To sell or trade, I have Amazon, Dragonworld, Tracer Sanction, Starcross, Suspended, Deadline, all Zorks, and Mask of the Sun. Tim Fox, 734 Strobel N.W., Grand Rapids, MI 49504.

Waiting for Duffy

[Continued from back cover]

I can help anyone with Mask of the Sun, Wizard & Princess, Ulysses, some Secret Agent 1 & some Serpent's Star. Stanford Lin, 1702 Aftonshire Dr., Greensboro, NC 27410.

How do you solve the final 1-person maze in Expedition Amazon? G. Stanford, 3281 Foxgate Dr, Memphis, TN 38115

Questron: What other use does the magic powder have? T. L. Earnest, Jr., POB 329, Athens, W. VA 24712-0329.



Waiting for Duffy

Duffy's deep-sea diving in Denver this week. But if you're stuck in an adventure, send in a brief description of the situation. And let us know when to delete it, too.

Stone of Sisyphus: How do you get past kennels, arena, heating & cooling plant, & giant spider? Where are oysters? Can help on Enchanter, Adventure, Ultima 1,2,3. B. Smith, 3035 Montego, Plano, TX 75023.

Free Hints for dozens of adventures, some not in Book of Adventures (Mindwheel, Mindshadow, Critical Mass, Lucifer's Realm). Need help on Masquerade & Rama. Timothy Walsh, 116 Homestead Cr., London, Ontario, Canada N6G 2E8.

Need help in Hitchhiker's. How do you get the common sense particle? Also need help on Dragonworld and Amazon. Andrew Bundschuh, 635 E. Comstock, Glendora, CA 91740.

Where are keys in Ultima 2? I'm at level 50 & haven't found any. Mask of Sun: what do I do in room with the large boulder? D. Angelotti, 600 Primrose St., Haverhill, MA 01830.

Robots of Dawn: How do you open safe? Is desk important? Where is time strip? Can help with Amazon & Dallas Quest. S. Newman, 1917 N. Edison St., Arlington, VA 22207.

Questron: In the castle, I get killed shortly by guards if I do anything. What do I do? Chris Raudonis, 45 Pelham Rd., Hudson, NH 03051.

King's Quest II: How do I get across lake or into the antique store? Jan McKenzie, 202 Jananna Dr., Berea, OH 44017.

Can help on Enchanter, Zork & Original Adventure for \$5 + map. Need clue on Ice Maze in new Adventure. Looking for CP/M Infocom games for 8.5" disk. D. Aultfather, 13209 Dossau Rd., Austin, TX 78753.

Amazon: Need all the help I can get. Will pay for answers. Can help on Planetfall, Deadline, Seastalker, Cutthroats & Serpent's Star. J. Lema, 431 Alphabet St., Holbrook, NY 11741.

In Amazon, how do you get across the bridge? In Sundog, how and where do you buy the ground scanner? Can help with Quest, Mask of Sun, Zork I. William Hall, 1110 44th St., Sacramento, CA 95819.

[Continued on previous page]

Next Issue:

Ultima IV arrived too late for this issue, but will definitely be covered next month. Also for certain: The Fourth Protocol & The Cave of Time. Transylvania II may be ready. Maybe Inca or Holy Grail.

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