

QUESTBUSTERS™

The Adventurer's Newsletter

Vol. III, # 1

January, 1986

THE BARD'S TALE

Bard + wizardry tricks - Jimmy Chen.

The traditional theme of Dungeons & Dragons-style role-playing games -- seek and slay the evil wizard -- has been superbly implemented here with a smooth interface, exuberant color graphics, animated 3-D mazes, and brisk disk access. Apple pioneers may detect a resemblance to *Wizardry*, whose roots lie in the same rich plot of land first tilled by J.R.R. Tolkien in his *Lord of the Rings* trilogy. But that was then and this is now.

In *Bard's Tale*, the evil wizard is Mangar, in whose ichor-stained claws the once-fair town on Skara Brae finds itself hopelessly ensnared. To exterminate this vermin, your "dirty half-dozen" warriors and mages will have to trod every square inch of the town and its sixteen 22 x 22 mazes. Character classes also include monks, rogues, paladins, and bards. You can roll your own or bring in seasoned dragonslayers from any of the *Wizardrys* or *Ultima III*. I put Shazamm, a mage from the former, in a group led by Yo Vinny, a paladin from the latter. (They didn't even seem to notice they were in a different game until that copper dragon tried to barbecue them alive.)

The bard is author Michael Cranford's captivating contribution to the genre. A troubadour whose tunes invoke a variety of magic spells, the bard must hit the bars for frequent mugs of ale or mead or he won't be able to sing his sorcerings songs. You'll hear

his short melodies, but there are no sound effects in combat and few elsewhere.

Your crew's hit points and other stats fill a horizontal box at the bottom of the screen; the top left side holds graphics, while scrolling text (whose speed is player-adjustable) on the top right delivers ongoing combat results, descriptions of discoveries, and so on. (More detailed data of each character may be displayed on the right; his picture simultaneously appears on the left.) The individual buildings scroll past on either side as you stroll through Skara Brae.

A CONVENIENT INTERFACE

Cursor keys or the standard i,j,k,l keys suffice for movement and kicking in doors; menus facilitate other activities. These include shopping at Garth's, checking to see if anyone's been promoted a level at the Review Board, healing at the many temples scattered about town, and having spell points recharged at Roscoe's. In battle, you conveniently type in easily remembered 4-letter codes rather than a spell's entire name.

One monster from the first rank of attackers appears in the picture window during the fray, minimally animated with groping claws, blinking eyes, dragons spraying fireballs across the screen. After a victorious battle, you may be awarded experience points outright. In the mazes,

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ADVENTURE HOTLINE

Penguin Software has announced the first adventure based on a hit song, Jimmy Buffet's "Margaritaville." The game will probably be out this summer, just in time for tequila season. (The tune's also being turned into a film.) Beginning with Transylvania, Penguin is adding new puzzles, bigger vocabularies, and the Comprehend parser to their existing line of graphic adventures. The graphic version of Oo-topos, Michael Berlyn's first adventure, should be available for most systems any day now.

Rick Incrocci's cartoon-style graphics are on display in another Dale Johnson game from American Eagle, Fractured Faebles, for the Apple only.

Michael Cranford, who did Bard's Tale, got some help from Brian Fargo (Mindshadow) on designing some of the game's toughest mazes. They're both part of Interplay Productions, who produced both games. Activision recently released another Interplay title called Borrowed Time. It's a graphic adventure that casts you as a '30s detective, Sam Harlow. Illustrations are small, occupying barely half the screen; the other half is covered with lists of nouns and verbs that can be selected with a mouse or joystick if you're tired of typing. Looks like a novice level game; more details in a full review soon.

Ken St. Andre, our new contributing editor, will be covering Eidolon, the animated role-playing game from LucasFilms, next month. (Ken designed "Tunnels and Trolls," one of the legendary role-playing games that didn't require a computer.)

Lord British has acquired the rights to Ultima I from California Pacific and plans to rerelease it at a still-undetermined-but-no-time-soon date. It will have to be upgraded to machine language and perhaps polished a bit. And Origin will be getting back the rights to Ultima II next year. Atari adventurists don't have to worry about the new conversion of Ultima IV, which can be played on a 48K Atari as well as the 64K and 128K models. If you've got an Atari ST or an Amiga, look for Ultima II and III this summer.

If you're looking for an excuse to wipe out gooks, enlist in Rambo: First Blood Part Two an all-text adaptation of the back-to-Vietnam-with-a-vengeance movie. It's being published by Mindscape for the Apple, IBM, and Macintosh.

Waiting for Werda? Might as well wait for Godot, because the fourth Wizardry scenario may not even make it out of the dungeon for months. Recent rumors say it's riddled with bugs and that Robert Woodhead is working on the debugging from Japan.

QuestBusters™ is published monthly by QuestBusters™, 202 Elgin Ct., Wayne, PA 19087. Editor: Shay Addams. Feng Shui Consultant: Sabona London. Contributing Editors: Ron Wartow, Ken St. Andre, DWP. Annual subscriptions, \$15. International (except Canada and Mexico), \$22. Contents Copyright Shay Addams 1986, All Rights Reserved. Copying without express permission is prohibited and punishable by punishment. Names of the games reviewed herein are trademarks of their manufacturers.

THE BARD'S TALE

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however, you've usually got to cope with locked chests that are often booby-trapped. Unknown weapons and objects must be identified by paying Garth; at least there are no cursed items.

A map of the town is provided. Some places, like Harkyn's Castle, are guarded by figurines that turn into ogres and golems when approached. Slay them you will, but they are reincarnated each time you begin a fresh session. If things look grim, you can run from most monsters. And you'll remain in the same spot rather than dashing off to get hopelessly lost in the maze.

The mazes aren't stacked atop one another as in most games, but located in different areas of town. One is six or seven levels deep, another takes the form of a castle three levels high. Mangar's Tower consists of five demon-filled floors. They're loaded with devious traps. Some maim and kill, others -- teleporters, spinners, dark zones -- are designed to confuse. One or two of the latter will drive the most adept maze-mapper mad beyond recognition.

In addition to the torturous mazes, a few puzzles await the intrepid explorer. These consist of questions and riddles whose answers are to be typed in. But the accent remains on swordplay and sorcery. Spellcasters begin as magicians or conjurers, each with specific spells that are learned in groups. After mastering at least three spell groups in one school of magic, each spellcaster can change class and eventually learn all the spells of the first two schools as well as the more powerful Wizard and Sorcerer spells. (There are 85 individual spells in all.) Fighter-types and bards cannot change classes.

The 22-page manual is full of clues and tips on effective party formation and strategy. A four-page reference card is included for those who prefer to cast spells first and ask questions later.

Battle-scarred *Wizardry* and *Ultima III* players whose champions are resting peacefully in Valhalla-on-a-disk should consider this top-flight game a call to arms. Commodore owners, not likely to see *Wizardry* in this century, will find months of solid entertainment in this two-disk package. But unless you have some strong characters ready to transfer in, *Bard's Tale* may prove too rigorous.

UNTOLD TIPS FROM DAYS OF OLDE

So I'll conclude with some old *Wizardry* tricks and tips that have served me well once again. First, the dummy character scam: Create ten characters named A-J, then take them to Garth's and pool the gold to A. Head back to the Adventurer's Guild, delete everyone but A, and repeat the process until you've ripped off enough gold from those poor souls to outfit your real party with all the armor and weaponry they can handle.

But before splurging, copy A, with all the gold to another disk. Reboot and load the second disk, create XYZ and have A give his 5,000 gold pieces to XYZ. Reboot, copy XYZ to the first scenario disk, and give his gold to A, who will now have 10,000 gold. XYZ on disk two still has the same amount; you can bring him in in emergencies, when someone needs resurrecting but you're down to your last dinero. Before venturing into a maze, be sure to give most of the gold to a character who remains in the Guild (also the only place where the game can be saved in progress). That's because the active players lose all their gold if you choose to escape wholesale slaughter by ripping out the scenario disk and rebooting.

Even with strong, wealthy, well-armed characters, you've still got to create a bard, who will be the group's Achilles' heel unless developed rapidly. The swiftest way is to send him out in the town with just one or two powerful warriors or magicians. After each victorious battle, the experience points will be divided among fewer people than if

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Essex

The events leading up to the opening scene in *Essex*, Synapse's second Electronic Novel, are revealed in a 100-page hardbound book that you're supposed to read prior to playing the game. Set in the distant future, the all-text story begins right after an interstellar war between the Federation (the good guys) and the alien Vollchons. Defeated, the Vollchons have reappeared, and only Professor Klein possesses the "mathematical construct" needed to crush them before they overrun the galaxy. But Klein's spaceship has crashlanded, leaving him stranded -- some say dead -- on a faraway planet. Only the Starship Essex is close enough to reach him in time.

AND AWAY WE GO

You first board the Essex as a member of a sightseeing tour, not the Captain as is usually the case in a science fiction adventure. You can stick with the guided tour, composed of a midget named Tiny Ed and about a half-dozen other tourists from various planets, or strike out on your own to explore the starship. The group leaves the Essex on a shuttle craft a few minutes later; the first problem is remaining onboard. Otherwise, the game ends without your having seen much of the Essex, let alone the sights of Malphormalleh, planet of the hamster people, where Klein's ship crashed.

If you make the right moves, you and the group will still be on the Essex when things start popping. A dying Federation agent, attacked by the spy, hands you some secret orders to give to Captain Dee. Finding the reclusive Dee becomes your next goal. But it's not the last. Before I was able to track down Dee, the ship suffered a power shortage -- at least one member of the group is a Vollchon spy in disguise, who sabotages the Essex in hopes of thwarting Klein's rescue. -- and I was recruited as part

of a landing party and beamed to the surface of a nearby planet to search for a trillithium crystal that would reenergize the ship's engines. If this isn't accomplished in time, all hands must abandon ship and the game ends.

Most of problems are object-oriented, but a certain amount of character interaction is necessary. To succeed, you must pry information from people like McKinnley, the Scottish ship's engineer -- a takeoff on Star Trek's Scotty. A good deal of the game's humor derives from such subtle satire. Another example of Bill Darrah's humor is a tourist who runs around the ship collecting items as souvenirs of the trip -- a clever dig at the conventional concept of adventuring.

The Essex is a huge ship that will have to be carefully mapped. Color-coded corridors simplify the task. There is a real-time aspect to the story, and you can type "... " and often watch things happen around you. Death frequently leads to reincarnation in the medical bay, but not always. No points are awarded for problem-solving. Instead, your accomplishments are stated when you type "progress" -- "you have got a comlock tuned to your own brainwaves," etc. You also learn how many days you have to find the Professor. (At the outset, you only have two days to find him, and time passes swiftly.) Some objects are easy to find, others demand intensive brainwork. It's definitely harder than *Mindwheel*.

SAY AGAIN?

The Synapse parser doesn't shine as brightly here, however. Its 1,200-word vocabulary and ability to field complex sentences and multiple commands make it among the top parsers in the field, but it's still no match for the parser Infocom introduced in *A Mind Forever Voyaging*. Characters will respond to an unprecedented variety of questions (what is east of here?, what do you have?), but their responses to standard questions don't always correspond to the subject. When I asked someone

ULTIMA IV: Clues & Tips

Becoming an Avatar is an elaborate and formidable quest, but I'm not about to spoil your fun by revealing the mantras or the locations of the runes, stones etc.. However, here are some useful tips that can save you a considerable amount of time that might otherwise be devoted to backtracking.

The first is to start off as a Paladin, the strongest and best-equipped of the classes. You'll also amass experience points faster this way. Ron Wartow discovered that if you always choose the card representing the virtue of a particular class, you'll start the game in that class. To be a Paladin, always pick the honor card when it is offered.

Ron suggests immediately finding a source for herbs and load up on cure spells. Then concentrate on finding the formula and

"where is Dee?" I was enigmatically told "At the same time Dee was building the Essex, the economies of three major planets collapsed."

With all versions, you can get hard copy of the text. The Macintosh version lets you define your own pulldown menu commands by copying a command and moving it to a slot in the menu. There's a menu for regular commands like "examine the" (which appears in the parser window when selected) and one for talking to people. There is no disk access when played on a 512K Mac, for everything loads into RAM.

Sidesteps most of the usual cliches, Essex proves a good read for the science fiction enthusiast, as it is stocked with amusing characters that will keep you smiling through all the frustration.

Computer: AP, IBM (128K), C-64/128, Atari 400, 800, XL, 130XE (need 48K and two disk drives), Macintosh

Skill Level: Advanced

Price: AP, IBM, \$44.95; others, \$39.95

Manufacturer: Broderbund/Synapse

ingredients for the gate spell. You need to develop the virtues to get other people to join the expedition, but it's not necessarily advantageous to recruit them too early. Increasing the number of members also boosts the number of monsters that will attack in the arena, so you spend more time fighting than with a small group of two or three. Do gather a sizable band before tackling the mazes; fill all seven slots before stumbling into the Stygian Abyss.

Ron also points out that the end game is impossible to complete unless you've taken careful notes, especially of the visions you see each time you're elevated in a shrine. He says: "Question everyone and everything, and record *all* the information, both text and pictorial, you're given." Scribble down the names of everyone in each place. Sometimes a person will tell you to ask someone else without saying where he lives, and your notes will save plenty of time. Ron adds: "Forget all the devious tricks that helped in prior *Ultima*s (such as stealing and wholesale slaughter of monsters) if you want to complete the game. The game is not automatically saved when entering or leaving a town or dungeon so save it frequently."

Duane Zumwalt sent in a tip on an undocumented feature. Press control-s and you'll see a 16-digit number. Each pair of digits represents a virtue. A low number means you've got lots of work to do, a high one means you're doing ok. If the number for a virtue is 99, you're ready for partial elevation; 00 means you've attained it. The numbers correspond to the virtues in this order: honesty, Compass, valor, justice, sacrifice, honor, spirituality, and humility.

This way you won't have to trek down the hall to visit Hawkwind every time you visit Lord British. And while you're chatting with his Lordship, be sure to inquire about his health. If you're already doing so, be aware that it still pays to visit the healers, even if you don't need healing.



Advanced Techniques for Adventure Construction Set

by Ken St. Andre

Despite its superficial simplicity, ACS is not an easy program to master. So I thought I would pass on some of the tricks and techniques I have learned in almost eight months of constant experimentation.

Patience and planning are essential. ACS is a massive series of programs, and creating a game requires many accesses to the program and adventure disks. Plan your work sessions for one-three hours at a time and work on one region at a time. Don't give up. Making a good adventure is like writing a novel: it can't be done in one day.

Never let ACS finish the adventure for you. I lost over two months work in one swoop when I was almost finished with my Tunnels and Trolls world the first time. With only a few rooms to go, I chose to let ACS put in things I could come back and edit to taste. What a disaster! It filled the rooms all right, but it also moved all the gateways on the world map. My carefully constructed geography of the continent of Rhalph was utterly destroyed. It took two months to rebuild it all from scratch. Never let ACS finish anything you care about.

Make lists of necessary items and creatures before you get too deeply involved in creating your adventure. The lists that ACS gives you won't always work that well for what you want to do. I usually start my adventures with lists of creatures, situations, treasures, and characters that must appear. (Incidentally, did you know that you actually have five construction sets on your program? You can use the sprite set from "Rivers of Light" or "Adventuria" as the basis of your own new adventures.)

When customizing your character set, try to make as many changes as you can at once. It takes a lot of time to switch in and out of edit mode. Also, you should build a character customizing room on one disk (or buy mine, which comes with the "Middle

Earth Construction Set") so that you can set up characters who are designed especially for your adventure.

ACS gives you random characters, but you might need Tarzan or Conan as the player's character in your adventure. Characters can travel from adventure to adventure. Thus, you could start Tarzan in the adventure that contains your customizing room, build up his strength, constitution, and melee ability (by having him bump into blocks rigged with Magic Spells), then transfer him to the beginning of an Africa adventure. I have already done this with John Carter in the "Barsoom" adventure set.

Now let's get down to some of Smith's tricks: The one I liked best was the message space that looks like a human character. You can use an Obstacle Space to convey a message, pose a riddle, issue a warning, etc. Give the Space a human picture, and the game effect is one of bumping into a character and having him speak to you. Stuart Smith used this technique repeatedly in "Rivers of Light" to simulate character interaction.

Choose the most effective room border, even if it is no border at all. With black as the background color, an empty border looks perfect for the depths of interstellar space or for some lightless cavern. One of my favorite tricks is to confuse the adventurer with a small room or region that seem bigger than it is, which is done by using what I call a Get Lost Gate. It's an invisible portal that can be placed anywhere to transport a character anyplace else.

Suppose you have two or three forest rooms scattered throughout your adventure. To simulate the effect of being lost in the woods, scatter lots of Get Lost Gates around the different rooms. If you do it right, just getting from one side of the room to the other can be a major endeavor requiring a space-by-space mapping project. If you're

tricky, you can give all the rooms the same name, but different random monsters.

To effectively double the size of a room, take out one wall and completely replace it with invisible doors. I've used this technique to link as many as four rooms that characters can explore without seeming to encounter any barriers. (What would really be nice would be the ability within the program to scroll from page to page or screen to screen without disk access.)

Name and rename your non-player characters when using them as room residents or random monsters. Every Orc doesn't need to be called an Orc. You have the ability to call the Mork the Orc, or Pegleg. The game will seem to have more character if you use your own imaginative names for the NPC's instead of setting for what ACS has given you. Incidentally, do not forget that you can customize any room resident. I might start out with some unknown planetary noble with an energy sword from the sci-fi set, but I end up with Killer Kane and his blaster when the room is finished. The standard character may be Queen Aleta, but when I'm through, she'll be Princess Ardala. Customize! Customize!

These tips could keep you busy for months, and there are things I haven't mentioned, such as the possibility of defining a class of creatures as machines. If you have some favorite techniques of your own. I'd be glad to hear or read about them. To talk about ACS tricks and techniques, write to me, Ken St. Andre, (ACS Fan Club), 3421 E. Yale, Phoenix, AZ 85008.

THE WINNER!

Aaron Chou of Woodbury, MN, won the latest contest & a copy of Perry Mason.

As usual, the winner of this month's contest and free game will be randomly selected from the subscription list.

THE HOLY GRAIL

"The Holy Grail? Wasn't that a Monty Python movie?" Kramden, the new copy editor, asked when I told him I was reviewing the latest all-text adventure in Hayden's TimeQuest series. Patiently I told this uninformed lad, of how the knights of medieval England charged across Europe in the Crusades, searching for the cup from which Jesus supposedly drank his wine at the Last Supper. A recurring theme in adventures is the quest for a specific item, so it's surprising this one has been overlooked for so long.

A 16-page manual sets up the story: as the eldest offspring of Emperor Soltan of Lantavia, you are the rightful heir to throne. But your young brother Prince Balnard has weaseled his way into dad's graces, forcing the old man to choose between you. The king tells you both about the Grail, said to bestow great power upon its owner, and says that whoever finds it will be the next king. Before you leave, Hocuspo, the castle soothsayer, gives you an envelope containing four clues worded as riddles. (Included in the package, these hints are as difficult to figure out as the problems they're supposed to help solve.)

A KNIGHT TO REMEMBER

After roaming for five years without finding the Grail, you wind up in the monarchy of Beronia, where the computer game begins. There King Albana sends you on another quest -- to rescue his daughter Princess Lorinda from the fearsome Black Knight. The dragon of Beronia poses another threat as you explore the extensive geography, which encompasses a vast forest, a deserted fortress, an Enchanted Lake, a village and more. Mapping is a must. You can check your score with a command that brings up a horizontal bar notched with ratings from Peasant through King. Top score is 333 points.

TIME IS NOT ON YOUR SIDE

Time constantly ticks away whether you make a move or not. The disk is frequently accessed for data to update the story; sometimes this produces fresh text, but usually the effects are not immediately apparent. As a result, good timing is as important as sound logic. A key problem is getting inside the castle to meet King Albana, who will advance you some gold for expense money. Unless you're in the right place (not hanging around the castle's well-guarded gate, but nearby) at the right time, you can forget it. This kind of problem, similar to that of catching George in *Deadline*, crops up throughout the game. No real character interaction is evident; the problems are either object- or time-oriented.

ALL-WORDS, ALL-WINDOWS

The program employs the same Storyteller Presentation system introduced in *Inca*. Individual windows, often several appearing simultaneously, show location descriptions, inventory, dialogue of non-player characters, and other information. I prefer this presentation style for an all-text game over the conventional methods.

Wish I could say the same for the parser. Though text games usually have stronger parsers than their graphic cousins, the TimeQuest parser doesn't include enough synonyms for the relatively few words in its vocabulary (which omits even common words such as use and examine). Too often I got the response: "The word 'xyzy' is not in your vocabulary."

A related problem: the designers didn't anticipate enough of the players' commands and provide funny responses for them. This kind of subtle interaction is always evident in the best adventures. Here I couldn't even have any fun fooling around with stuff? I felt restricted, not free to experiment. I also object to a time-oriented game that doesn't offer a "time" command -- am I supposed to keep one eye on the screen and the other on my watch?

While I'm whining, I might as well say that *Grail* borrows too obviously from early adventures in several instances. Many authors have patterned a character after *Original Adventure*'s Pirate -- the Thief in *Zork I*, for example. But *Grail*'s Highwayman, who inevitably shows up and steals from you or kills you, uses the same material without bothering to reweave it into a new pattern.

So I'm just not as happy with this game as with *Inca*, whose story and characters were entertaining enough to compensate for the drawbacks I've pointed out. The time factor, which plays a more dramatic and significant role in the Hayden games than in Synapse's *Mindwheel* or Imagic/Bantam's graphic adventures, adds a new dimension to the genre. But if you want to sample it, try *Inca*, a far more enjoyable game.

Computer: Apple, IBM (128K & 80-columns required)

Planned Conversions: Macintosh

Skill Level: Advanced

Saves: Five

Price: \$49.95

Manufacturer: Hayden Software

The Bard's Tale

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you took all six out together.

Set specific goals for each foray into a points to promote a character (keep a running tally with a calculator). Teleport to the main entry when that's done, unless you've got enough hit and spell points to probe a bit further in the gloom. Finally, try not to play till dawn four nights in a row. It's murder on the eyes. (Fortunately, I have a Braille word processor.)

Computer: Apple (64K), C-64/128

Skill Level: Hardcore

Price: Apple, \$45; Commodore, \$40

Manufacturer: Electronic Arts

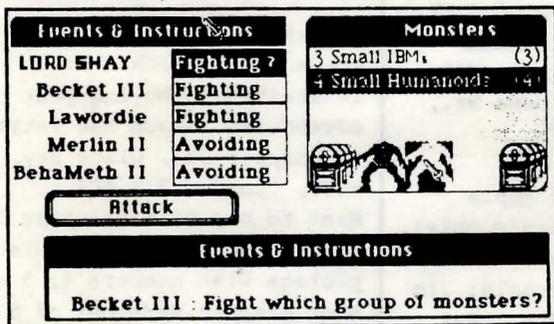
WIZARDRY

[Ronald Wartow beta tested Macintosh *Wizardry* for Sir-Tech Software.]

Spread the word. *Wizardry* is now available for playing on your Macintosh.

Wizardry is a fantasy role-playing game involving the creation and development of characters, who explore a 4000-location maze, using magic and weapons against nasties in search of treasure, magical and "conventional" weapons and items, and a discernible wizard. The game has a plot, some puzzles, a noble goal, and the program and its two sequels each took well over 50 hours to complete on the Apple II series.

For those of you who have played it before, the maze, goal, and spells are the same. However, many of the weapons and monsters are different and lots of new features have been added.



No, Sir-Tech didn't invent a new monster for the game. RW added the "small IBM's" with MacPaint.

The game is mouse-run with keyboard equivalents, which shortens game completion time. While adventuring, the desktop has a party window where each character is represented by a distinctive insignia for his/her class (bold shield for fighter, e.g.), a swag bag for holding items and moving items, and the maze window which can be enlarged or reduced. Double clicking on an insignia brings up a character information window. Activating a menu

command results in an explosion of telescoping character information windows. Movement is by mouse with an arrow cursor.

When in the castle's shop or hotel, highlighting the first party member causes all 6 to march in one after the other. On When you encounter monsters, the desktop changes to party status, monsters and events & instructions windows. When queried as to which monster group a particular character is to fight or "spell," the cursor, now a sword, is clicked on the targeted monsters which "wince" from your attack.

NEW, MAC-ONLY FEATURES:

- * Statistics screen, a running database on game play telling how long you've played, the number of mouse-clicks, etc.
- * At a specific level, a character can become a Guild Master, with special combat and magic advantages, and design his/her own insignia.
- * Lousy spellers no longer have to fear opening chests.
- * Combat and spell commentary is more vivid: "Lord Shay casts [any combat spell] and [any monsters] were electrocuted."
- * Restart a party in the maze. (No need to scurry back to the castle.)
- * Casting spells in peacetime is only a double click away and in combat requires only typing in a few identifying first letters of a spell.

* Backup characters utility directly on the scenario disk.

* Mark location with a distinctive spot, which makes mapping easier.

* Print character information utility.

Several familiar features of the original are absent. There is no camp, but I was never attacked just sitting around recovering from the last encounter. Also, you can only change a character's class except when a new level is reached.

In sum, the game is faithful to the *Wizardry* tradition, which is as high a recommendation as I can give.



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 - get 2 adventures & membership in ACS fanclub in return. Also, 2 ACS games for sale, \$5 each: Tunnels & Trolls, based on FRP by Ken St. Andre, and Dreamworld, based on H.P. Lovecraft's Dream Quest of Unknown Kadath. For \$4 each, Barsroom Construction Set or Middle Earth 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.

Will trade original Apple copy of Gemstone Warrior or Sword of Kadash for original of Ring Quest. Write 1st: Bob Reitz, 218 N. Fourth St., Sunbury, PA 17801.

Apples games for \$20 each: Amazon, Deadline, Cutthroats, Hitchhiker, Rendezvous w/Rama, Zork I, Zork 2. \$18 each: Blade of Blackpoole, Gruds in Space, Murder by the Dozen. \$15: Wizard & Princess. All original

w/docs, packaging. Call or write: Karen M. Lee, 444 Bridgton Rd., Westbrook, ME 04092. (207) 797-7985.

Apple original of Ultima II with map & manuals for \$30. Can help anyone with Ultima II or III. Michael Gathers, 1419 Heathwood Dr., Houston, TX 77077.

Seeking Infocom games: will trade Zork 1, Karateka, Summer Games, Ring Quest or will sell. All Apple. Have docs for all but Karateka. Send list of what you want to trade & games you want. Ba Ha, 1101 Laveta Ter. #24, Los Angeles, CA 90026.

C-64 Amazon w/complete instructions & map of Chak. Will trade for Sorcerer, Infidel or Starcross. Mike Limbaugh, 3600 Winona Dr., Orlando, FL 32812.

Seek all types of Apple adventures (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 Llygamyn. All original, 50-60% off retail. For a free list, write Tony Ard, 4207 Cypress St., Tillamook OR 97141.

Write for list of over 20 games C-64 games for trade or sale. All have boxes &

manuals, some w/map & some answers. Very cheap! Send SASE to A. Bundschuh, 635 E. Comstock, Glendora, CA91740.

Numerous C-64 games to trade or sell. Send \$2 & SASE for 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 original disks w/manuals & Quest has hint book. Will trade for Ultima 3, Fahrenheit 451, Ring Quest, Mindshadow, Witness, Transylvania, Wishbringer, Sherwood Forest. Write 1st: W. Hall, 1110 44th St., Sacramento, CA 95819.

20 C-64 games for sale or trade, \$8-30 each. Also interested in buying your adventures. Shaun Mac Intyre, 45 Chapple Dr., Glace Bay, N.S., Canada, BIA 4C3
Want to buy original copy of Scott Adams TEXT adventure package with numbers 4, 5 or 6 or graphic versions of 5 & 6. (Apple) Write to Bob Snow, POB 211, APO NY 09053.

Apple games for sale: For \$20: Mystery House, Empire of Overmind, Cyborg, Invasion Orion, Legacy of Llygamyn. \$15 each: Mask of Sun, Creature Venture, set of paddles, Interactive Fiction. Time Zone, \$50. Will buy or trade for Questron, Timeship, Sundog, Phantasia, Swiss

Family Robinson. Originals only, w/docs. Write 1st to Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

C-64 games for sale, \$10 each: Phantasie, Dunzhin, Maze Master, Viking Raider, Imperium Galacticum and 15 more! For free list, write to Dan Antolec, 5204 Midmoor Rd., Monona, WI 53176.

For C-64/128, want to sell or trade some of my more than 30 adventures for Seastalker & King's Quest 2. Chris Raudonis, 45 Pelham Rd., Hudson, NH 03051.

IBM PC games: will trade Ultima 2 & 3 (complete with docs). Also Zork 1 & King's Quest. Want any good adventures. 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, trade or sell: Deadline, Zork 1, Hulk, Mask of Sun, Amazon, Indiana Jones, Transylvania, Dragonworld. Joel Wright, 2341 Charbonneau, Waco, TX 76710.

Apple: Planetfall, Deadline, Serpent's Star or Cutthroats or Seastalker. Trade or sell, have hint books for all but last. Want any Infocom or Telarium, Mask of Sun, Time Zone, or Adventure. Write 1st. John Lema, 431 Alphabet St., Holbrook, NY 11741.

Will trade complete Apple copies of Sorcerer or Gruds in Space for same of Fahrenheit 451, Shadowkeep, Dragonworld, ACS, Robots of Dawn or Timeship. Mark Fujimoto, 1646 Komo Mai Dr., Pearl City, HI 96782.

Apple: Will trade 12 Infocom games, all 3 Wizardry's, Ultima 3 & more. Send list of what you want & I'll try to fill order. Thomas Blake, 3002 Pendell Lane, Ft. Smith, Arkansas, 72901

Apple: will trade originals of Zork 1, Enchanter & Starcross, w/docs but no box. Can also trade Infocom maps & hint books for these. Want originals of Sorcerer, Sundog, Hitchhiker's, Infidel, Cutthroats, Coveted Mirror. Write 1st. Philip R. Christensen, Academy for Educational Development, 1255 23rd St. NW, Suite 400, Washington, DC 20037.

Looking for Infocom games for CP/M 8" disk. Buy or trade. David Aultfather, 13209 Dossau Rd, Austin, TX 78753.

Apple games, trade or sell: Mask of Sun or Serpent's Star, \$30. Coveted Mirror, Suspended or Wizard & Princess, \$20. Oo-topos, \$24. Transylvania or Xyphus, \$22. Escape from Rungistan, \$25. Eamon master w/utilities & a new adventure, \$5, 5 fully packed adventure/game disks for \$25. Scottie Freeman,

Knott Route, Big Springs, TX 79720.

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

Apple 2e: Seeking Original Adventure, buy or trade. Have Sorcerer, Transylvania, Seastalker, all 3 Zorks, Serpent's Star, Ghostbusters, Broadsides, Flight Simulator. Documentation, hints and maps for all adventures. Frank Lee Linne, POB 45, La Vernia, TX 78121

IBM PC/jr games for trade: Seven Cities of Gold, King's Ques 1 & 2, Transylvania, Pinball Construction, By Fire & Sword, Lode Runner, Ultima 2 & 3, Wizardry, Gato, Zork 1, By Fire & Sword, Archon, Mindshadow, Murder on Zinderneuf. Robert Reid, 404 Shelley Place, Goldsboro, NC 27530.

Apple games, trade or sell: Rendezvous with Rama & Dragonworld. Want Amazon, Spellbreaker, Ultima 4 or AdventureMaster. Must be originals with docs & boxes. Aaron Chou, 7032 Stratford Rd., Woodbury, MN 55125.



Waiting for Duffy

Duffy's completely burned out on alliteration this month and is recuperating in a rest home in Saskatchewan. But if you're stuck in an adventure and need help, send in a brief ad. And let us know when to delete it.

Suspect: How do I get evidence to arrest Alicia? What's the deal with Smythe? In Dragonworld, what do I do with the Cenotaph & small door in Hall of Mirrors? Can help with Hitchhiker's, Zork 1-3, Sorcerer, Deadline, Starcross, Planetfall, & some Lucifer's Realm. Aaron Chou, 7032 Stratford Rd., Woodbury, MN 55125.

Stones of Sisyphus: How do you get past the dogs in the kennel? In Asylum, I need all the help I can get - will pay for complete solutions to either game. Brian Smith, 3035 Montego, Plano, TX 75023.

Free hints, answers, and/or maps for all Infocom games except mysteries. Send SASE to Dana Clapp, 207 W. Waupansie, Dwight, IL 60420.

Stuck in The Mist. How do I start the truck? In Questron, Mesron wants to see me; how do I go about meeting him in castle? Can help anyone with Mindwheel, Tracer Sanction, Amazon, Mindshadow, or Dragonworld. Call or write Karen M. Lee., 444 Bridgton Rd., Westbrook, ME 04092. (207) 797-7985.

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

Need help in Ripper. Have found clue under blood & had Holmes decipher both messages; identified all parties but dwarf; climbed ladder (to no avail), put all items in study; tried to

close stuck closet door. Now what? Does anyone know words so I can approach fireplace to find secret passage? J. Swienty, 7951 Saloma Ave., Van Nuys, CA 91402.

Free hints for many new games Mindwheel, Mindshadow, Critical Mass, Lucifer's Realm, etc. Need help on Masquerade & Rama. Timothy Walsh, 116 Homestead Cr., London, Ontario, Canada N6G 2E8.

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.

I will pay \$7 to anyone who can provide me with accurate maps of Mantor's Mountain in Questron. Shawn Gelegan, 1876 Idlewood Circle, Hanford, CA 93230.

Need all the help I can get with Questron. Will gladly pay for hints and/or maps. Frank Lee Linne, POB 45, La Vernia, TX 78121.

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

Yes, I want the next 12 issues of QuestBusters™, and enclose \$15.

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