

QUESTBUSTERS™

The Adventurer's Newsletter
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Murder on the Mississippi

Easily the most innovative graphic adventure of the year, this "disk drive detective" game is also the best thing to emerge from Activision since *Mindshadow*. Solving murders has become almost as common a scenario as searching for gold in limestone caves, but this game's design, interface, distinctive slant on animation, and refreshing musical themes make the murder mystery motif seem like a brand new idea.

The story opens in your cabin onboard the Delta Princess, a four-deck riverboat steaming down the Mississippi River from St. Louis to New Orleans. You're wearing the shoes of Sir Charles Foxworth, a British sleuth vacationing in America. Decked out in a blue suit, he stands about two inches tall onscreen. Regis Phelps, your sidekick, wears green and is a pudgball about half as tall; he makes me think of Alfred Hitchcock.

In the top half of the screen you see the characters either inside a room or outside strolling the deck of the ship. Joystick control enables you to guide them about, Regis following dutifully wherever you lead. (Keyboard control is supposed to be included as an option on the upcoming Apple conversion.) Below, a menu lists available options: walk around, inspect,

talk to someone, examine evidence, share notes with someone, accuse someone. Until you've found the body, however, you won't be able to do anything, so a door-to-door search is first on the agenda.

Then you must identify the victim, which takes a bit of logical thinking but not much. (Hint: you can ask someone to follow you.) To search for clues, move next to a desk or other object and "inspect" by highlighting that option and pressing the joystick button. If it's of interest, Regis will offer to pocket it. You can examine it and read a one-line description; a small picture of the item appears beside the text. And you can ask people about it for more information. When you get too many to carry, objects can be stored in a trunk.

The other passengers await in their staterooms. Each has his own music: an appropriately staid theme for socialite Madame Des Plaines, a catchier melody for Southern belle Daisy DuPree. You may inquire about their opinions or knowledge of themselves, the victim, or other people onboard. In the last two cases, the people's faces fill the top half of the screen and you move a cursor around to choose one. Wherever you wander, new sound effects lend variety to the background. The paddlewheel churns in the water, the engine

pounds away when you go belowdecks.

I have never thought much of the joystick-controlled interface for an adventure centered on logical puzzle-solving, especially the ones in Activision games like *Borrowed Time*. But this one succeeds where most have fallen flat on their gimmicky parsers. All the actions relevant to a murder mystery are available and can be conveniently selected from the menus. You can even compare two pieces of evidence.

An exceptional feature allows you to take notes while questioning people. It's like the diary feature in *Heart of Africa*, with the advantage of being able to decide which words go into it. After you address someone, his reply fills the screen. Then you can copy key words into your notebook by highlighting them with the hand-shaped cursor and jabbing the button. Notes can be reviewed later by "sharing" them with other characters, which may prompt someone to provide more useful information. Interactions such as these are vital to solving the case.

You've got to nail the murderer before the Delta Princess docks at New Orleans in three days. And without enough evidence, Regis won't even let you accuse anyone of the crime. To win, remember the three elements needed for any murder conviction: motive, means and opportunity. And don't forget the murderer may add you to his hit list if you get too close. No mapping is necessary. The rooms are numbered, so it helps to jot down who's in each one and where you found different pieces of evidence. (Too bad this can't be done with the notebook feature.) No points are awarded for puzzle-solving; all you get is a guaranteed good time.

The crisp animation -- a knife flies at your face when you enter one room, and you must dodge it or die -- and atmospheric sound effects are effective and unique enough to give this game a distinct personality. The characters are entertaining individuals who are fun to talk to, and the story that emerges as you learn more about them is an original and inventive tale. *Murder on the Mississippi* does for graphic mysteries what *Deadline* did for text mysteries. It's just not as hard, which a lot of people will be glad to hear.

A View to a Kill

Would you buy this game if you didn't see the film? If so, you're in trouble, for the first problem is a skullsmasher that's near impossible without information obtained only in the film. Atop a Siberian mountain, surrounded by snow and Russian soldiers, you (as James Bond) must find the body of 003. That's easy, but neither the game nor the manual provides a clue as to the next step. I searched and examined the body, looked under and all around it, and was told only that 003 had been shot to death. Finally I recalled the film's opening scene, in which Bond retrieved a microchip from the body, and said "get microchip."

Only then did I learn 003 was wearing a watch, where the chip was concealed. If I hadn't seen the film, I would have given up before the game was off to a good start. Maybe the designers figured people wouldn't play this game unless they'd seen the movie. Even so, the response to "search body" ought to point out the watch. It's an inexcusable "failure to communicate" that should be remedied in future versions.

After that scene, however, this all-text story doesn't suffer from the same kind of oversight. Problems are based on often obvious object manipulation and occasional character interaction that consists of asking someone about a key word in his previous response. Mandatory Bond characters like M, Q, and Moneypenny are effectively portrayed. The villain this time is Max Zorin, a renegade Russian scientist who wants to wipe out Silicon Valley so he can dominate the global microchip market.

Faithfully recreating the film's plot, the adventure takes you from Siberia to London to get an assignment from M and some hi-tech gadgets from Q, then it's on to the Eiffel Tower to view yet another kill. Ultimately you'll wind up in California, where Zorin plans to trigger a massive earthquake near the San Andreas fault. Logical puzzles have been worked into key turning points of the story, so even those who saw the film can't just stroll through

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Computer: C-64/128
Planned Conversions: Apple
Skill Level: Intermediate
Saves: 1 (on game disk)
Price: \$39.95
Manufacturer: Activision

ADVENTURE HOTLINE

Quest for CES

by Ronald Wartow

Along with 125,000 others, I recently attended the Consumer Electronics Show in Chicago. Armed with a press badge, I spent 2 days in an exhibition area the size of twenty football fields. Although there were 150 exhibitors, I spent most of my time in the area of the show set aside for computer software houses. I saw previews of a lot of the new adventure games, and here's a quick look at some games that are scheduled for release in the next few months.

Infocom showed off two new games. In the most provocative story yet to emerge from the Boston area, *Leather Goddesses of Phobos* is a standard level game in which you try to stop them from turning the Earth into their own personal sex playground. It's the first in their new comedy series and offers three levels of play: tame, suggestive and lewd. Infocom also announced *Moonmist*, an introductory level classic gothic mystery reminiscent of the Nancy Drew stories.

Mindscape showed me *Uninvited*, a newly-released graphic adventure based on the same gaming system as *Deja Vu*. This one contains lots of digitized sounds and animation. I was told that this game is more difficult than its predecessor. (Be sure to choose the "About" command of both games for a real treat.) Another developer for Mindscape, co-creator of *Chipwits*, let me have a peek at his new adventure game, *The King of Chicago*, the first installment in a series of movie-adventures. Other games in the series, which will feature unlimited character movement, music scores and rapid-action graphics, will be based on themes ranging from medieval knights to space-age warriors. All are designed as role-playing games in the context of an adventure.

Interplay Productions gave me a glimpse of the *Arch-Mage's Tale*, a greatly enhanced followup to their *Bard's Tale*. This game will be on 4 rather than 3 sides and you will be exploring 6 rather than 1 cities and 25 rather than 16 maze levels. Summoned creatures will now be participating members of the party, and it will feature a new magic system. The combat system is "ranged," so that monsters' distance from the party affects the effectiveness of spells and weapons. Interplay advised that they're also working on a fantasy role-playing game in the *Mad Max* vein.

Electronic Arts announced its first interactive text adventure, *Amnesia*, written by well-known science fiction author Tom Disch. You can reportedly explore 4000 locations in Manhattan, including the entire subway system. Avalon Hill told me that *Dark Horn*, a fantasy role-playing and strategy game is in the works. Sierra talked to me about the impending *King's Quest 3*, which will have lots of new wrinkles.

Omnitrend demoed *Breach*, a new strategy

game still under development; it's based on the combat system introduced in *Universe II*. The game will also have a construction set. Firebird showed off *The Pawn*. A graphic adventure with an extensive parser, it sports very impressive graphics.

SSI was burning rubber with a fantasy role-playing game called *Roadwar 2000*, which looks like a cross between *AutoDuel* and *Phantasie*. This is a 30-60 hour game with lots of puzzles. *Shard of Spring*, another fantasy role-playing game, will be released in the fall, as SSI continues to address the adventure market.

Finally, for the second June in a row, I had a chance to chat with an Origin Systems Vice President who has "royal" blood. He demonstrated *Ogre*, which he says is a very faithful recreation of Steve Jackson's strategy board game. The game's pull-down menus are controlled via joystick, mouse, or keyboard, and it has nifty sound effects and a relatively small playfield. An average game will take about 40 minutes, and the program comes with an editor for adding to the 10 playfields. There is a two-player mode, and the game should be out by now. And, I know you've all been waiting for this. He told me about the as-yet-incomplete...

...*Ultima V*. Twice as big as *Ultima IV*, it will contain lots of the new specials and features that we've come to expect. He was carrying the game in his shirt pocket, but our inability to find a Unidisk prevented an advance look. He described the game as a continuation of its predecessor, in which you begin as an avatar (transfer will be available) and will discover different terrain and monsters, like one that crawls beneath the desert sand and scoops you underground with a tentacle. Expect more multi-level towns and castles and the possibility of something ominous happening to Lord British. The graphics will be even more detailed, allowing for you to manipulate objects like books and chairs. I don't want to say anymore, so as not to spoil the fun. Lord British welcomes suggestions from anyone on what they would like to see in *Ultima V*. Just write to him at Origins Systems in New Hampshire.

Meanwhile, Back at the Maze...

Star Trek was just released for the Mac. Epyx has killed *Robots of Dawn*. Telarium bought Hayden Software. They've killed some games but say the *TimeQuest* adventures will continue. Unless a hitch developed, Infocom will have been acquired by Activision (which rumors say is changing its name to Aquisition) by the time you read this. Telarium's latest mystery adventure is *Agatha Christie: The Scoop*. The winner of our monthly contest is Duncan Clark, who won a copy of *Frankie Goes to Hollywood*.

View to a Kill

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without getting killed a few times. (Mindscape adventures are among the deadliest and most unforgiving; one wrong move and it's time to reboot.)

The text is well-written and exhibits the dry sense of humor that is the Bond trademark. When I goofed by parachuting off the Eiffel Tower, thus ending the game prematurely, I was told I had "broken several rules in the Napoleonic Code." After drinking a martini, "stirred, not shaken," on the plane, I got off in France and felt "shaken, not stirred." So there's a good read here as well as a lively, well-plotted adventure.

Time is the major drawback: you'll need lots of it because the game is poorly programmed and often takes 5-10 seconds to respond to simple commands. And if you get killed, you must wait more than a minute for the entire program to reload. It understands sentences with direct objects and prepositions, but the parser's not up to par with the Infocom or Penguin systems. You can get hard copy of the game, which is always useful.

So if you can put up with the slow response time (so slow I suspect BASIC routines lurking somewhere in the program), this game has a well-paced story tied together at key stages with puzzles that are fair (expect for the initial one) and fun to fool around with. Bond fans will not be disappointed.

Computer: 64K Apple, IBM, Macintosh
Planned Conversions: None
Skill Level: Intermediate
Saves: 5
Price: \$39.95
Manufacturer: Mindscape

Penguin Cuts Prices!

Just call him "Crazy Markie" from now on, because Penguin President Mark Pelczarski recently slashed prices on all their Comprehend adventures from \$34.95 to \$11.95. (No, this is *not* a typo.)

QuestBusters

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Spell of Destruction

by Tim Snider

Drinn stood at the entrance to a room deep within the Castle of Illusions. If he could somehow make his way through the entire dungeon complex, he would be accepted as the youngest member of the Loremaster Guild. He opened the door and released a spell that destroyed the guardian of this dungeon level. "Only 70 more levels to go," he sighed as he progressed deeper into the labyrinth.

Imported from England, *Spell of Destruction* is an animated action adventure starring you as Drinn, a 17-year-old sorcerer's apprentice. The Chief Loremaster has decided that you're ready to become a full-fledged sorcerer. To prove yourself worthy of such a high honor, you must face the mission that all Loremasters have accomplished before you: enter the mystical Castle of Illusions, fight your way past magical yet deadly creatures on 71 levels, and find the awesome "Spell of Destruction" that will destroy the Prime Elemental rumored to live at the end. Aiding in your undertaking are some of the many spells you have learned over the years. And in case you use up the spells too quickly, your ever-ready sword hangs at your side.

Each dungeon is a puzzle in its own right. Many times, you'll have to turn around and double back because an action you perform in one part of the maze may open up a hidden door at the beginning. Or you may find a spell -- the only way to vanquish a particular foe -- in one of the many chests scattered throughout each level.

On each level you'll encounter an omnipotent creature known as a "guardian." The only way to move on to the next level is to find the one hidden spell that will remove this obstacle, then cast it in his face. But in order to find that spell you must first locate a spell that will enable you to find the first one. And before that can happen, you must find the . . . and so forth and so on. Cleverly interlocked puzzles like this will have you wandering all over creation just to get to level two!

The presentation is what I call "move through the maze with an onscreen-character." What's so visually exciting is its three-quarter perspective, the same technique seen in the arcade game *Zaxxon*. It gives a 3-D feel to the action. Not only can you go left and right, but you can also move toward the back wall or the front of the screen. Unfortunately, this makes

casting spells a bit more difficult. There have been many times when I've cast a spell at a monster only to watch the fireball soar quietly past the fiend. At least the designers must have realized the trouble we players were going to have, so they put lines on the dungeon floor that make it easier to line up with your target.

The game uses the keyboard as well as the joystick. The numbers '1' and '2' let you scroll through your vast inventory of spells; the Commodore key permits you to walk through doors. I wish they'd come up with a faster way to select spells, because it's unnerving to desperately go through the list while a giant spirit warrior prods you with a spear.

Sound effects are outstanding. You won't hear the usual creaking doors or the roar of the crypt's minions. Instead, the designers orchestrated movie-like background music that changes with the action. Every creature has a unique theme song, and so does Drinn. When I'm delving in a place like this one, I usually put something in the tape deck to set the mood. No need for that with this game. I'm down as far as level five, and new monsters are still accompanied by novel songs. The mind staggers at the thought of all the enemies in this castle having their own songs!

The price is excellent for such a high calibre game, which won't gather dust on your shelf like a lot of adventures. After solving the puzzle on level one, you'll still have 70 more to go. It took me almost a week to figure out level two. (At that rate, I should see the final level by this time next year.)

There's enough action to satisfy hard-core hack 'n' slashers, but it's not for people with no puzzle-solving ability. Unless you can figure out what a "headache spell" does or why you change color when walking across that mysterious glyph on the floor, you might as well hang it up. But if you've got the patience to play and replay a game in order to unlock its secrets, this game is highly recommended. Now, if you'll excuse me, I must figure out what this map I've found means. See you in the dungeons!

Computer: C-64/128

Planned Conversions: None

Skill Level: Intermediate

Price: \$29.95

Manufacturer: Mindscape

Haunted House

Here's a first -- an *Eamon* adventure with graphics. *Haunted House* is Little Green Software's initial title in their "Graphics Eamon Adventure" series. You'll need either the original *Eamon* or the company's *Super Eamon* version (which provides an illustrated, animated Main Hall) to play it.

The plot concerns a pair of bets. Red Eric has bet 2,000 gold pieces you can't last the night in Squire Bull's deserted house. (He also stipulates that you can only be armed with a club, nothing else.) Mad Hattie has bet you can't fight off all the monsters in the house without breaking a glass from the bar. So you head for the haunted house, glass and club in hand.

Exploring the three-story house's front porch, kitchen, and other rooms leads to useful discoveries, and you can also walk around in the yard. From an overhead view, you see what looks like a floor plan or blueprint of one or more rooms. The graphics are done with Penguin's *Graphics Magician*, so they load briskly and the colors are bright. Text below the picture may offer information on the situation. Standard directional commands -- type "n" to go north, etc. -- are employed. A compass at the top points out possible exits, and a blinking cursor shows which room you're in if several are visible.

On the right side you also see a picture of Tommy, a character who helps you fight monsters. When you enter a room inhabited by a monster (witches, bats, or a vampire called The Count), you see the fiend illustrated in a small icon-like graphic beside Tommy. The same technique is used for objects. If desired, you can switch from graphics to all-text and just view the names of the current room and any monsters or objects.

The combat system is same as the original *Eamon*, using text commands to say "attack black bat" or another monster. Several new commands are available, the most important being "tell." This is used to "Tell monster 'something.'" Discovering what to say to which monster looks like the key to success in this game. You can also change the attack display speed by saying "Spd= # (1-20)." Numbers may used with blast and heal same way they're used with the attack command. By typing "status," you can find out the time, weight & value of objects carried, and see pie charts that reflect yours and Tommy's health. You may "heal self" or "heal name."

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Frankie Goes to Hollywood



This one was called England's "Best Adventure of '85" by *Commodore Computing International*. It's named for the band, and a recognizable riff from their only hit song is heard in many scenes. British programs have a dubious reputation in this country, but *Frankie* is an exception to the general rule -- it looks good and plays smoothly. An action-style game, it is set in Mundaneville and opens with your inch-tall, animated character standing outside a row of four houses.

Via keyboard or joysticks controls you can send him through doors to pick up objects and manipulate things in an involved quest composed of 60 puzzles. To check inventory or use an object, you call up a window that shows items as icons. This intuitive interface is quickly mastered. In the first part of the game, I spent lots of time running from one house to another, checking out rooms furnished with stereos, paintings and other colorful details. It's a sort of maze, not too convoluted but it must be mapped.

Then I stumbled across a body and set out to find the killer. This is really easy, for the clues appear in little windows -- "the killer is a vegetarian" -- and I only had to enter a room to discover its clue. To solve the crime, you just find all 23 clues, return to the scene and pick the killer in a visual line-up of suspects. (OK, it's a little harder than that, but nothing like a *Deadline*.) The victim and killer are randomly determined for each new game, and different clues are provided.

The game is full of usable objects, like videocassettes that you can play in a television. You can open refrigerators and cabinets to loot them and make off with bottles of milk, herrings, floppy disks, guns and all kinds of other stuff. To use something, you move a cursor over it while the inventory window is open, then hit the button. You've got to be in the right place, or nothing happens. Some objects are pleasure pills that will double your pleasure or cut your pain when attacked in the action sequences. When you solve a puzzle, you score Pleasure Points and Personality Points, which are announced with music and a text window. Four colored bars grow vertically to reflect different aspects of your score as you strive to become a Complete Person by scoring 87,000 Pleasure Points.

A maze called the Corridors of Power leads to the Pleasure Dome, where you can gain entry to places packed with a variety of diverse problems and mini-games. In the Terminal Room, information is the key to

success; the ZZT Room combines strategy and action with thinking skills, and the Shooting Gallery is an all-action scene in which you get to shoot at famous personalities.

After inserting a videocassette into a TV, you can walk into the picture and find yourself inside an action game. One of these is reminiscent of *Breakout*, while a more original and humorous one lets you move a Reagan head up and down and fire bullets from his nose at a retaliating Russian leader. All the arcade games are bolstered with simple animation, eye-catching graphics and good sound effects. Another plus is that you don't have to wait for disk access in this game. The chief drawback, and it's a strange one, is that you can't save a game in progress. That means you must play it straight through to the finish in one sitting, which entails keeping track of a lot of information and mastering the action-strategy sequences (luckily they aren't too demanding and won't kill you).

There are supposed to be numerous shortcuts that reduce the amount of time required to beat the game, so maybe this isn't as much of a weak point as it first appears. Anyway, there's a lot to do in this game, which offers a diverse array of adventuring opportunities. It also has above average replay value, and I suspect some people will return to Mundaneville just to gun down a few celebrities in the Shooting Gallery. And it certainly makes the Mastertronic games look like rejects from the Stone Age.

Computer: C-64/128

Skill Level: Intermediate

Saves: None

Price: \$34.95

Manufacturer: Firebird

How to Build ACS Construction Sets

by Ken St. André

Although realizing that the great potential of the ACS program is its ability to make original construction sets, I somehow thought you had to start with the five on the disk: Fantasy, Science Fiction, Spy, Rivers of Light, and Aventuria each has its own construction set.

Starting with those, I have redefined and created my own Barsoom, Middle Earth, Tunnels and Trolls, Dream World and Galaxy of EA sets. I made all of these by

drawing new sprites, changing old ones, and redefining the powers of certain items in the things and creatures lists. That's fine if you like the original classes and types of things given you by the program. You can do all of that while you're in the editor. That is simply a matter of customizing what you have been given, and without giving it much thought, I figured that was about all you could do.

I was wrong. There is another, more drastic and basically superior approach to construction set design. I first became aware of it when I examined Mike Shapiro's *Magic* adventure. While you're in the editor you can go all the way on to the menu that offers you a choice of either editing things, or erasing and copying things. Take the erase and copy option and you are offered the choice of erasing part of the adventure or copying graphics from another adventure. Take erase again, and you hit the final menu, which gives three choices: (1) erase everything but the graphics (2) erase master creature list (3) erase world map and all regions. Nowhere in the ACS manual did I see any discussion of the possibilities of using this part of the program.

Let's say you have an adventure on hand and want to reduce it to just its construction set. Perhaps you'd like to use the *Rivers of Light* set to make another adventure entirely. Take option 3. Bingo! You've still got the creatures and objects, but the world and regions are gone. This is what I did to make the Magic Construction Set from the *Magic* game that Mike sent me.

If you'd like to design a special world for Tarzan from the bottom up (I would!), go ahead and use all three options. Erase everything. Now you have complete freedom. By departing from this set of erase menus, you get back to where you can edit Things, Creatures and Graphics. Now you start with a list. What does Tarzan's world need? For landforms, I want ocean, desert, jungle, veldt, rivers, mountains and hills. For region gateways, I want Cities, Caverns, Lost Lands and Jungle Lands. I start by editing graphics and creating a different sprite for each of the above. Actually, I'll use the same picture for both jungles and Jungle Lands. Next I decide I want a class of jungle creatures consisting of lions, leopards, gorillas, and others. Switching to the creature set of graphics, I create a sprite for each creature. I name a category of creatures animals and define the size, strength and fighting ability of all these animals. Next I might decide I need a set of weapons, so I define some by starting at the bottom and working up: sharp teeth elephant's trunk, smashing blow, rock,

razor-like claws, cannon, grenade, pistol, machinegun. Some of these need pictures, others don't. No point in making a picture for an elephant's trunk, since only an elephant is going to have one.

And so it goes. You decide what you're going to need, then make it! Using this approach may take a little longer, but it's so much more elegant and individualistic. When you are finished, you have no superfluous items in your construction kit. It is a perfect fit for the adventure you wanted to create for it. I define Tarzan as one character, and then you, the adventurer can meet him and get his help in all the right places.

I have a sinking suspicion this approach will be used to win the ACS contest. Now that I'm hip to it, it's certainly one approach I'd use to determine the relative quality of submitted adventures if I were a judge. Of course, the winners will need to design more than a good construction set: they'll have to design a great adventure to go with it.

Another thing about construction set design. One mark of a good adventure is how often your character must interact with non-player characters to complete the quest. Combat is the most common way of interacting, but a more challenging method is through communication. There are several ways to stimulate communication with ACS -- all involving the use of the long message items.

My favorite technique has been to place invisible message custom spaces in places the character would have to pass through, possibly near some creature so it would seem as if the creature were doing the talking. A better method might be to design a large number of custom message spaces or obstacles and give them appropriate pictures. In the Tarzan set, I might design a sprite of a Zulu warrior and use it as the picture for the Savage Message Obstacle. Whenever a savage needs to tell you something, I'd place this icon in my adventure. For repeatable messages, I'd have it not disappear after one use. For one-shot messages, I'd have it vanish after one use. This technique, used sparingly by Smith in his *Rivers of Light* game and extensively by Shapiro in his *Magic* adventure, is excellent for passing along information. I used it a bit myself in my *Galaxy of EA* game and will be using it more heavily in future adventures.

Many of you may not have needed the ideas in this article, but they came as a revelation to me -- after a year of using ACS -- and I hope it has broadened your outlook on the design and modification of construction sets.

Bloodaxe, Quo Vadis, & Revelation

by Tim Snider

The deal sounds great -- three games on one disk for \$14.95 is a tough price to beat. Unfortunately, I feel this is a touch overpriced for the materials you get. It's supposed to give us Americans a taste of computer gaming overseas. The back of the package says, "First there was the American Revolution. Now there's a computer revolution going on, and the British are trying to get even!" Good luck with stuff like this, gang.

The first one, *Brian Bloodaxe*, parodies every joystick-controlled adventure ever made. The premise is simple: help Brian invade England, capture the crown jewels, and sit on the throne with them. It's like something the Monty Python comedy troupe might produce if they knew computer programming. Their theme song constantly plays while the game is in progress. You can be attacked by such imaginative creatures as the Killer Penguin, the Killer Pope, various knights in shining armor, coal miners, sharks, toilets, rhinos and even God himself! This game even contains the Daleks from the *Doctor Who* TV series!

But good comedy can't save a game with so many other bad points. First of all, the graphics *constantly* flicker like a game from 1981. Second, the manual tells you how to move and use objects -- pity you can't tell what in thunder you've got! I found what looks to be a money bag with the English pound symbol on it. What does it do? Beats me. Third, there have been many times I've actually walked through a monster that should have killed me outright. I just chalk it up to the graphics. If they flicker, there's a chance the computer can't tell if two objects are at the same place at the same time. A few years ago, this game would've cleaned up, but today it's overshadowed by most programs. It's really a shame too, for I'm a die-hard Python fan.

The second game you get is *Revelation*. In this little scenario, you ride your sacred eagle in search of the Monster of the Apocalypse. The lance you carry on the mission shoots a steady stream of energy blasts. Translation: you have no control over what you're shooting. If you face right, you shoot right. This makes it difficult to tell if what's coming at you is a creature from the depths or just your "energy blasts."

Within each cavern lie five demon towers that you must destroy. When this is accomplished, the fiends in the cavern become "mortal" and won't keep

regenerating from the lava pits below. There are 40 levels to go with this baby. I'm trying to figure out how it's possible for anyone to get past level 15! I never thought I'd see it, but here's a game that's *too* hard. Survival in the upper levels is virtually impossible. That might turn some people on to this game for the challenge. But there's a difference between challenge and frustration. Another point: the game is a *Joust* kickback. Those of you who enjoyed the arcade game might like this one. *Maybe*.

Finally, we have *Quo Vadis*. The manual's description of this one had me drooling and ready to play. The set-up is that the Dark Lord (yes, Satan himself) is ready to take over earth. As a bit of a joke, he approaches you in the local tavern (Why do most adventures start in the local tavern? Just asking.), arms you with a sword and shield and says you're mankind's only hope. You find yourself in a large cavern with a door on one side and a rope going straight down into a bottomless pit.

"Quo Vadis?" the Demon Lord asks. (This is Latin for "where are you going?") Obviously, being the hero you are, you grab the rope and start down. You know mankind's existence hinges on your finding the magical Sceptre of Hope. With it you might be able to bring about the Dark Lord's downfall. There's a catch! To use the sceptre you need to find the chests that contain clues to the Words of Power that activate it.

Are you excited too? Well how about this? There's a contest: the first person to find *all* the riddles, *all* the clues, and the location of the sceptre -- and to mark each location on the enclosed master map -- can win a sceptre worth up to \$10,000! Oh, by the way, the underground complex is 66 units wide by 92 deep. That's a lot of ground to cover.

Still excited? Well, calm down and listen. You begin with 100 shield units. Every time you get hit by one of the critters in the cavern you lose some strength. Luckily, your sword constantly sends out pulses of pure energy. Sound familiar? This time, however, you can shoot in all eight directions instead of just four. Moving the joystick diagonally causes you to jump in that direction. It's heart-breaking to fire up-right, only to miss the creature and jump right into it. You may ask yourself, "What does the button do in this game instead of fire?" (Go ahead, I said ask yourself.) It doesn't do a thing.

Continued on next page

A Walk through BALLYHOO



Read this slowly, for these are exact answers, not hints. You get ten points for each action marked with a *. Mapping is simple, but if you need a complete map send SASE. This walkthrough was contributed by Sandy Walton, who won Infocom's latest game, *Trinity*. If you've got a complete solution to a new game and want to trade it for an adventure, write and let us know what you've got.

From the Connection, head south and help the midget, then south again and get the pole from Near White Wagon. North to the Performance Ring and go up the ladder. With the pole, you can walk the tightrope* and get the balloon. Return to the Ring and be sure to get the pole.

Go to Beside Big Top and get the clown mask, then to Inside Prop Tent and get the gorilla suit. Hide and wait twice, then return to In the Wings and go northeast to Under the Bleachers, where you can examine garbage* and find a ticket.

Punch blue dot, go to Connection, and put ticket in slot. Then go east, south and southeast to the Menagerie Nook. Get key* with pole, unlock door then open it. Northwest to Menagerie, unlock door then open it. Now visit the Hypnotist's Parlor, give ticket to Rimshaw and say hypnotize me. Wait four times and buy one of whatever the hawker is selling. Get up and go to In the Wings. (The maze is easy to map, so we won't insult your intelligence by showing it.) South to Connection and get in line. Wait twice, get out of long line, get in short line, wait twice. Get out of long line, say "yes," get in long line. Eat chocolate, drop banana. (This will finally get the monkey off your back.) Go to Wings and talk to hawker. Return to your seat, which sends you back to Rimshaw's.*

Go west to Midway Entrance and say "sidewall tent." This leads back to Under Bleachers, where you can examine the garbage and get the food you bought from the hawker. Now visit the fat lady. Get the stool, give her the food, say "Tina, hello," get hand, kiss hand. Southwest and get the radio*. From this point on, inventory management is tricky. It's easy to overlook one item or leave it in the wrong place, so this is a good place to save the game.

Go to the Menagerie Nook and move north to Inside Cage, where you can get the bucket and headphones. South to the Nook, drop radio and headphones. Now go to the Connection and drop bucket, stool and pole. Move west and south to the Backyard and untie balloon. Inhale helium, talk to Harry*, south to Camp East. Unlock compartment, open it, get whip. Go west to Camp West, wear gorilla suit, wear mask, knock on door*, south to Clown Alley. Look through ash, get scrap, close door, wait. Remove gorilla suit, drop it, sidewall tent* to Inside Prop Tent. Go to Connection and get all. Head for

Performance Ring, where you will unlock door then open it and get meat. West to Lion's Den, whip Smooth, again, again, open grate. Throw meat in grate. Go east, then west and close grate. Lift stand*, go east, drop pole, whip and stool in Performance Ring. Return to Backyard and give cigarette case to Harry*. West to Inside Prop Tent, get wood, say ouch, say ouch. Examine wood, get cheese, put cheese in trap, drop trap.

Go south, north, south, north, which puts you back in Inside Prop Tent. Put bucket over mouse* and go to Connection. Put ticket in slot and go to Menagerie. Get mouse, show mouse to Hannibal, again, wait*. Go to Menagerie Nook and drop all. Get radio and headphones

Up to Top of Cage and turn dial to 1170. Rewind tape, again. Record. Wait five times (tape counter should say 434.) Rewind tape, wait, down. (Ignore death.) Get all (at Nook), go northwest, and, unlock with key, west to Mahler's Cage. Play tape*, move straw, open trap door, get ribbon. Return to Connection and fill bucket. Put ticket in slot, east to Midway Entrance, pour water on detective, ask detective for note. Drop bucket and radio, get note and trade card. Compare ribbon to card. Now it's off to see Andrew and Jenny at Jenny's Boudoir. Show case to Andrew, show case to Jenny*. Up to Wardrobe. Get combination and combo. Examine combination, look in pocket, get veil.

Go to Menagerie Nook, put ticket under front*. East to Blue Room. Get ticket, bet \$2, say yes or no until you win or lose at blackjack one time. Open door, say yes or no until you win or lose at blackjack one time. Open door, go west, northwest,

southwest to Near White Wagon. Wait, drop all. (This is another good place to save the game.)

Up to On Wagon. Open panel, knock on roof, climb in wagon*, lock door. Now get spreadsheet, move desk under panel, up, down to Near White Wagon. Get ticket, go to Menagerie Nook and put ticket under front. East, look under table in Blue Room, get suitcase, open door. West, up twice, east three times. On the Tent, you should get shaft, pull shaft*, go down twice, northwest and southwest to Near White Wagon. Take all, go west to Backyard and read spreadsheet. Ask Harry about Eddie. Go to Camp East, show card, show ribbon, show note, show scrap, show spreadsheet to Eddie*.

Wear combination, wear combo, wear veil. Knock on door, east to Inside Trailer, close door. Get crowbar, move moose head, open door, west twice to Camp West. Pry door with crowbar, south, get Thumb, return to Inside Trailer. Put Thumb in hole, wait, get girl*. Go to Midway Entrance and get radio.

Now go to Lion's Den and drop all but radio. Get stand, east, drop stand in Performance Ring. Clap hands. Say "roustabout, get net"*. Remove combo, remove combination, remove veil. Drop all but radio. Get on stand. Up twice to Platform. Drop radio. Down, get pole, get on stand, up, get radio. East across tightrope until radio announcer asks for donations. Go west, drop radio and pole at Platform, down, south three times and east to Office. Call WPDL, return to Ring, get on stand, up, get all, east 5 times*. When you're finally Left Hanging, let go.

Bloodaxe & Co.

Continued from page 5

And I've found many chests in this cavern. I've walked over to them. I've watched them disappear. Where are the clues? Are they supposed to just appear? I haven't seen one clue or riddle yet!

Also, the monsters of the cavern attack you in droves. You might be able to pick off a few, but you're going to take some damage. A game of *Quo Vadis* usually doesn't last long. One other small detail that bugged me. The theme song was probably chosen because it sounds vaguely like a medieval ballad. We Americans will recognize it as Gargamel's song from the Smurfs. Yeesh.

I don't want to sound negative about this trio of games, but it's hard not to. After playing them, I think I understand how we won the Revolution. After playing *Spell of Destruction*, also imported from England by Mindscape, I can only say, "What happened?"

Computer: C-64/128
Skill Level: Intermediate to Impossible
Price: \$14.95
Manufacturer: Mindscape

Haunted House

Continued from page 3

My favorite aspect of the game is that there's no way to get killed and thus lose a character you've spent months developing. Instead of killing him, the monsters will knock him out and mistakenly assume he's dead; so they leave the body to be found by Red Eric's men, who revive your character and take him back to the Main Hall.

If you survive the entire night, even by getting knocked out, you win Red Eric's bet. But if you break the bar glass you'll lose Mad Hattie's bet and must pay her what you won from Eric. Winning both bets, the only way to wind up 4,000 gold pieces ahead of the game, is not as easy as it seems. Serious Eamonists will definitely find this an intriguing and rewarding adventure, and not just because of the graphics. It's also the first Eamon scenario that challenges you to accomplish two goals rather than one.

Computer: 64K Apple and Super Eamon or Eamon
Skill Level: Novice
Price: \$15
Manufacturer: Little Green Software, POB 1190, Columbia, MD 21044

Keys to the Kingdoms

Bard's Tale

Get a wizard as soon as possible so you can use "summon demon" spells early on. After a magician learns 3 spell levels, switch him to a sorcerer to learn 3 more and then to a wizard. Build another magician to an ArchMage. A wizard can spellbind the dragon outside the castle, or the Jabberwock, & these fiends will fight for you. Teleport up from Jabberwock's to find statue of the Mad God. Mad God's name is found at magic mouth on 2nd level of sewers. ("834033") His eye is in level 3 dungeon below his temple, at 19N 20E. Crystal sword at 0N 19E, level 1 of Harkyn's Castle is used against crystal statues and crystal golems. Use MIBL spells against Harkyn's legions at 5N 12 E, level 2. Mad God is at 21E 1 N, level 2 (or see above). Bring him to life with eye, then slay him. You'll be transported to Blue Highway. Go south & enter building to find entrance to Kylarean's Tower. APAR & PHDO don't work here, & there are lots of teleport squares. To magic mouth at 2N 12E level 0, answer "sinister" & you can open a door later on. Continue to meet Kylarean at 14N 17E. Be sure you have room to collect onyx key from Kylarean.

Now return to sewers, APAR to 16N 17E level three & take stairs. Face east & enter building to find entrance to Mangar's Tower. Copy character disk frequently, as demon attacks are common. Level 1 is reached by traversing long hall starting at 13N 13E.

Phantasie 2

To use Phantasie 1 characters without losing any spells, gold, hit points, first copy the program (use Diskmaker 3.3 for Commodore version). On the copy of Phantasie 2, list directory to find file called "Char22." Now list Phantasie 1 directory to find file "Char 2." Delete "Char 22" & copy "Char2" from Phantasie 1 to Phantasie 2 - then rename the file on Phantasie 2 "Char22." There are more red herrings in the sequel, like the oracle in the first dungeon.

Frankie Goes to Hollywood

After inserting a videocassette into a TV, move character behind TV to enter arcade game. Paintings will also open up in a window that you can enter. Wear flak jackets found in houses to protect you from pain when attacked in action games.

SpellBreaker

No Place Cube: To catch the rock, go around the diagonal corner once. Changing Room Cube: Put the compass in the runes to move around. The order is W, NE, NW. Dark Room: Snaviggrue and enter the pool. Timing is important because the magic should wear off as soon as you enter. Climb the pillar and snaviggrue again to get the cube. Fire Room: a special property of the gold box is to open the blocked passage of the cube that was last in it. The direction from the cube room will transport you to wherever the box is.

Elite

Buy a less expensive mining laser for the front of your ship, rather than a military laser, because enemies usually attack from the rear anyway, and the mining laser will yield lots of credits by using it to destroy asteroids.

Star Fleet One

When entering sectors with multiple enemies, go to battle shield configuration and navigate into the first row of the sector. This way no power is used up by your rear shield. When a starbase is attacked, dock immediately and use the starbase's shields for protection. Disable enemies instead of destroying them, then tractor beam them in to get higher efficiency ratings.

This month's help is from Ken St. André, John Kaiser, Andrew Bundschuh, Ron Wartow and Aaron Chou. If you want to help other adventurers in distress, send in tips, strategies, clues and solutions to tough problems you have solved.

Waiting for Duffy

Duffy's stuck inside a mobile with the Memphis blues agin. So if you're stuck, send in a brief ad.

Spellbreaker: How do I get the right cube in the outer vault? What do you do in the Magic Room? Aaron Chou, 7032 Stratford Rd., Woodbury, MN 55125.

Need help in Black Cauldron, Zork 3 & Hitchhiker. Send SASE for free help with Witness, King's Quest 1 & 2. Jennifer Shulman, 12 Ardmore Rd., Scarsdale, NY 10583.

Essex: Regenerated engine & got to computer shaft but can't get safely to ledge there. Can give graduated hints for many games, including Spellbreaker, Fractured Faebles, Below the Root & Alice. T. Walsh, 116 Homestead Cr., London, Ont., Canada N6G 2E8.

Can give serious help with Bard's Tale. Need help with Hitchhiker, Zork trilogy, Rama. Willing to trade information. Mike Bagnall, RD #1 Box 1025, New Freedom, PA 17349.

Novice needs help! All Zorks, Spellbreaker, even Wishbringer! Also Fahrenheit 451 & Amazon. Need both maze directions in Original Adventure. G. Casey, 319 Longbranch, CA 92621.

Can give serious help with Bard's Tale. Need help with Hitchhiker, Zork trilogy, Rendezvous with Rama. Willing to trade information. Mike Bagnall, RD #1 Box 1025, New Freedom, PA 17349.

Expedition Amazon: How do I solve the final one-person maze? Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

Need help with Sundog and Suspect. Can help with Infocom and others. Chris Muller, 514 SW 34th St., Apt

6., Gainesville, FL 32607.

If you have more than 330 points in Spellbreaker, please write. Free help on all Infocom games, Ultima 3, some Ultima 4 & Mindwheel. Send SASE to M. Friedman, 108 Lewis Lane, Oak Ridge TN 37830.

Can help with Ultima 2, 3, 4 & Masquerade. Michael Gathers, 1419 Heathwood Dr., Houston, TX 77077.

Spellbreaker: Have 330 points & key, no idea what to do next. I'm just wandering around. Someone please help! Can help anyone with Ultima 2, 3 and 4, Enchanter, Sorcerer, Zork 1,2,3, Hitchhiker, Mask of Sun, Serpent's Star, Deadline, Suspect, Planetfall and some of Spellbreaker - free! Send SASE to M. Kim, 10425 NE 124th St., Kirkland, WA 98034.

Need help on Bard & Ultima 4. Can help with Ultima 3, Hacker, Zork 1 & Phantasie. J. Trice, 6417 Oakbrook, Corpus Christi, TX 78413.

Zork 2 & The Quest - can you help me? I can help with Enchanter, Ultima 3 & 4, Questron, Hitchhiker, Infidel, Sorcerer. J. Reihl, 1005 Normandy Dr., Moose Jaw, Sask., Canada S6H 3G8.

Fractured Faebles: Said what the note said to say to bees but still can't remove them. Or kiss frog, get to tea party, or stick letter on sign. Can help with many games, including Spellbreaker. T. Walsh, 116 Homestead Cr., London, Ontario, Canada N6G 2E8.

Can help with Asylum. Send SASE: Brian Smith, 3035 Montego, Plano, TX 75023

Need maps for Bard's Tale dungeons. Can help with Zork 1 & 2, Phantasie, Enchanter, Sorcerer, Hitchhiker, and many others. Ba Ha, 4111 Sunset Dr. #4, Los Angeles, CA 90027.



Got a houseful of old adventures? Trade 'em off with a free ad.

APPLE

Wanted: 550-point version of Adventure. Write first. T. Walsh, 116 Homestead Cr., London, Ontario, Canada N6G 2E8

To trade: all four Ultimas, the Zorks, Moebius, Transylvania, Fahrenheit 451 & more.

Looking for ACS, Questron, Sorcerer & others. Write 1st: Paul Berland, 4430 N.

Francisco, Chicago, IL 60625.

Discs for sale. Write for free list. Frank Lee Linne, POB 45, La Vernia, TX 78121.

Will trade games and utilities. Send list of your programs.

Also will sell solution to Zork I for \$2.50. Jon Champlin, Moffat Rd., Nelsonville, NY 10516.

\$15 each: Interactive Fiction, Sands of Egypt, Invasion Orion, Gemstone Warrior, Rings of Zilfin, & TG paddles. \$20 each: Mystery House, Cyborg, Empire of Overmind, Wizardry 3, Shadowkeep, 7 Cities of Gold, Suspended, Adventure Construction. \$25: Ultima 3. \$40: Time Zone. All are originals with docs. Will buy or trade for Questron, Timeship, Sundog, Zork 3 & Prisoner 2. Write 1st to Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

Ultima II original with docs and maps for \$20. Michael Gathers, 1419 Heathwood Dr., Houston, TX 77077.

Interested in trading all types of adventures and FRPs. Send list of what you have to trade and games you want. Ba Ha, 4111 Sunset Dr. # 24, Los Angeles, CA 90027.

Trade or sell: Original copy of Dragonworld, \$15. Perry Mason, \$25. Want Crimson Crown or Adventure Construction Set. Must be originals with docs and boxes. Aaron Chou, 7032 Stratford Rd., Woodbury, MN 55125.

To trade (all originals): Enchanter, Nine Princes in Amber, Perry Mason, Fahrenheit 451, Rendezvous with Rama, Below the Root, Swiss Family Alice in Wonderland. Write for list of these & some strategy games like Rails West. Scott Huang, 14 Equestrian Ct., Huntington, NY 11743.

Will trade for Ultima III, Fahrenheit 451, Ring Quest, Mindshadow, Witness, Transylvania, Wishbringer, Sherwood Forest. Write first. William Hall, 1110 44th St., Sacramento, CA 95819.

Planetfall, Deadline, Serpent's Star, Cutthroats and Seastalker. Will sell or trade, have hint books for all but last. Want any Infocom or Telarium, Mask of the Sun, Time Zone or Adventure. Write first. John Lema, 431 Alphabet St., Holbrook, NY 11741.

Will trade complete 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.

Will trade first 12 Infocom games, all three Wizardrys, Ultima II and more. Send list of what you want and I'll try to fill order. Thomas Blake, 3002 Pendell Lane, Ft. Smith, Arkansas 72901.

COMMODORE 64/128
Send for my list of 157 games. Mike Bagnall, RD #1, Box 1025, New Freedom, PA 17349.

Want AdventureMaster, Borrowed Time, Alter Ego, Little Computer People, Countdown to Shutdown. Helen Whitley, 1644 Pine Colony, Elvin, TX 77551

Interested in buying original adventures with docs. Send list and prices to Jeff Muxlow, 8957 Burnside Rd., Brown City, MI 48416.

Ultima 1, 2 & 3. Have Spellbreaker, Amazon, Fahrenheit 451, Dragonworld, Zork 1-3, Suspect, Sorcerer, Hitchhiker, Planetfall, Suspended, Infidel. Will give hints to any of above (except Spellbreaker). D. Bromby, 14723 Bluebell Dr., Chino Hills, CA 91710.

Games for sale or trade: Write for free list, new adventures,

old adventures, anything! Kevin Kraus, 33 Fox Hill Rd., Shrewsbury, MA 01545.

Sell or trade: 64 boot (for C128), utilities disk. Want any Ultima (with docs), any Infocom but Hitch or Zorks. Mike Basnall, RD #1, Box 95, New Freedom, PA 17349.

New adventures available from Adventure Construction Set Club. Magic & The Caiston Quest, by Michael Shapiro \$5 each. 1st club newsletter, \$1. New "Wild West" construction set by Ted Mayes, \$4. ACS Club will support new Atari version. For these & more details, write Ken St. André, ACS Club, 3421 E. Yale, Phoenix, AZ 85008.

For sale or trade: Deadline, Zork I, Hulk, Mask of the Sun, Amazon, Indiana Jones, Transylvania, Dragonworld. J. Wright, 2341 Charbonneau, Waco, TX 76710.

Want Serpent's Star, Infidel, Sorcerer, Blade of Blackpool, Gruds in Space, Planetfall and Cutthroats. To sell or trade: Amazon, Dragonworld, Tracer Sanction, Starcross, Suspended, Deadline, Mask of Sun & all Zorks. T. Fox, 734 Strobel N.W., Grand Rapids, MI 49504.

Want to buy Suspect, Suspended, Planetfall, Hitchhiker, Infidel, AMF Voyaging, Cutthroats, Fooblitzky, & hint books. H. Whitley, 4701 Anderson Rd. L, Houston, TX 77053.

Want to trade my adventure games, hints, etc., for yours. C. Raudonis, 45 Pelham Rd., Hudson, NH 03051.

IBM & Quest-Alikes
Trade or sell (\$25 each): Apshai Trilogy, Sherlock Holmes, King's Quest 1 & 2, Black Cauldron, Hitchhiker, Planetfall, Suspect, Enchanter all Zorks, Rendezvous with Rama, The Mist. Will trade for The Quest, Ballyhoo, Sorcerer, Amazon, Star Trek, Infidel & many more. Write to Byron Byrd, 5160 Verdun Ave., Los Angeles, CA 90043.

Will trade Ultima 2 & 3, 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, N.S., Canada B0E

2W0. (902) 787-3387

To trade: 7 Cities of Gold, King's Quest 1 & 2, Transylvania, Ultima 2 & 3, Wizardry, By Fire & Sword, Gato, Zork 1, Archon, Mindshadow, Zinderneuf. R. Reid, 404 Shelley Pl., Goldsboro, NC 27530.

ATARI

To sell (for AT 800) Cosmic Balance 1 & 2 (these also run on Apple), Universe 1, all Infocom titles, many others. Chris Muller, 514 SW 34th St Apt. 6, Gainesville, FL 32607.

Want adventures for either 800 or 130XE. Write if you have games for sale. B. Smith, 3035 Montego, Plano, TX 75023.

Will trade Gruds in Space for any Infocom but Starcross, Zork 1 or Hitchhiker. Write 1st: John Kalstrom, 6237 Cumberland Dr., Goleta, CA 93117.

Will trade Ultima 1, Zork 3, Adventure Creator, or Questron for any Infocom title except Zork trilogy. Have 64K Atari. Brent Dollins, Rte. 2, Box 157, Powderly, TX 75473.

PASSPORT TO ADVENTURE

For a 10-20% discount on new games, order from QuestBusters:

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Rings of Zilfin: AP, C.....\$34.95
Wizard's Crown — see Zilfin
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Ultima 4: AT, AP64, C....\$49.95
Moebius: AP48.....\$49.95
AutoDuel: AP64.....\$49.95
Bard's Tale: AP64, C.....\$39.95
Crimson Crown: AP64, C...\$11.95
Adventure Construction Set.. C and AT64, \$35.95; AP64, 42.95
Book of Adventure I or II...\$19.00

AP = 48K Apple. AP64 = 64K Apple.
C = Commodore 64/128. AT = 48K Atari. AT+ = 64K Atari. PC = IBM PC, jr, quest-alikes. M = 128K Mac. M+ = 512K Mac. Enclose \$1.95 for shipping, handling and make check payable QuestBusters, Canadian orders add \$5. PA residents add 6% sales tax.