

QUESTBUSTERS™

The Adventurer's Journal
April, 1987

Vol IV, #4

Hooray for Hollywood (Hijinx)

Something funny is going on at Infocom. First they drop the categories from their packaging, so games are no longer described as being science fiction, mystery or fantasy. And almost simultaneously they pioneer a brand new category—comedy. Douglas Adams did the first one, of course, with *Hitchhiker's Guide to the Galaxy*. More recently, Steve Meretzky satirized Fifties science fiction in *Leather Goddesses*. But not until a third comedy arrived were there enough such games to qualify comedic adventure as a category. Now *Hijinx* makes it official: Comedy has become as popular in adventure games as it is on late night TV. (Maybe Dave Letterman will do the next one and have a puzzle based on stupid parser tricks.)

In the first scene you emerge from a black limo at the Malibu estate of your Uncle Buddy and Aunt Hildegard. Their attorney says her will stated you stand to inherit the mansion and Buddy's film studio if you can find ten treasures concealed in the house and on the

property. (Buddy died years ago and left everything to her.) You've got until nine the next morning to do so, and it's already dark. As you investigate the two-story house, the nearby beach and the flower gardens, you realize you are not alone. Floorboards creak, things fall onto the floor in distant rooms, and you get the uneasy feeling someone is watching you.

The house, once you manage to get inside, is as weird as the home of the Addams family. Buddy, who produced B-movies like *Vampire Penguins of the*

North and *Cannibal Meatloaf Party*, rigged the house with props and boobytraps left over from the films. My favorite was the scale model of Tokyo used in his Godzilla-type film, *Atomic Chihuahuas from Hell*. By pressing colored buttons you maneuver a mechanical Atomic Chihuahua as it demolishes the town. Tanks and planes attack, just like in a typical low-budget monster movie, and you've got to defeat them in order to obtain one of the treasures, a Big Diamond Ring.

All the problems are object-oriented, which makes *Hijinx* a good old-fashioned treasure hunt in the tradition of *Colossal Cave*. Sometimes you have to solve a puzzle to get the treasure, while some of them consist of figuring out how to get into a location where the object, a stuffed penguin, for instance, is lying in plain sight. They are progressively more difficult but are logical and quite original. Clues are clear and ingeniously concealed; one is hidden in the poem on the back of Buddy's photo, included with the packaging. You can acquire at least one treasure without solving the puzzle, but won't get any points for it this way. Top score is 150 points. Unfortunately, you don't get rewarded with new ranks like Intermediate Enchanter as your score advances.

A couple of simple graphics flesh out the text. One treasure lies within the estate's convoluted hedge maze, its location pinpointed on an onscreen map.

Continued on page nine

>Inventory

Star Trek II.....	3
221 B Baker Street....	4
Play-by-mail.....	4
World Builder.....	5
Walkthru: Tass Times..	6
Walkthru: The Pawn....	7
Keys to the Kingdom..	10
OrbQuest.....	11
Swap Shop.....	11

Bronze Dragon

by Ronald Wartow

Bronze Dragon is a new fantasy role-playing game that is a cross between *Wizardry* and a simplified *Zork*. On the plus side, it provides an impressive variety of clever plots generously sprinkled with puzzles, surprises and some new wrinkles. There is a very detailed system for magic and hand-to-hand combat, and the acquisition of objects truly affects events and your character.

On the down side, the game is all-text, entails some awkward keypress commands and character manipulation sequences, and even with two drives requires some disk-swapping at an oft-visited place. (Three of the four disk sides are used, plus a scratch "Castle" disk containing the game map.) I was able to overcome these downsides and thoroughly enjoyed playing the game. I should say games. There are 12 separate plots (some sequels), each with an estimated playing time of 10-15 hours, and a major 30-hour plot called "Seekers of the Storm."

Your party of five characters can be

Continued on page eight

QuestBusters Guild

Thanks to the members of our newly formed QuestBusters Guild, the next few issues will feature coded solutions to *Hollywood Hijinx*, *The Pawn*, *Labyrinth*, *Phantasia I and II*, *Bureaucracy* and many more. Current Guild members are: William Carte, Brian Smith, Aaron Chou, Eric Mitchell, Larry Paprocki, Tim Walsh, Allen Reinwasser, Curt Weber, Jon Champlin, Bob Bowen, Jerry Datillo, Tom Kirby, Sandra Walton, Tim Snider, Mike Bagnall and Scott Huang. To apply for membership, send us a walkthru for a recent game—you'll also get the game of your choice if your solution is accepted. (But write first and let us know what you've got.)

Adventure Hotline

New Games

SSI's latest role-playing game, *Realms of Darkness*, wields a type-in parser in addition to the traditional keyboard controls. It's a multiple-character game in which you face the Rogue Alliance in their 30-level dungeon. The Apple II is already out, and a C-64/128 is on the way. Look for *Phantasie III* and *Roadwar II* by the end of the year, plus a couple of others along the way. Mindscape's new ICOM graphic adventure for the Macintosh is *Shadowgate*, which sends you into a castle to dispatch the Warlock Lord. It uses the same icon-based interface as *Deja Vu* and *Uninvited*. Their *Rambo* sequel is an arcade game, not a text adventure like the first one. The company's most recent text game, *Indiana Jones*, is supposed to be a really tough one. Infocom's latest, *Bureaucracy*, was written by Douglas Adams and the Infocom staff. It is the first adventure that, besides incorporating your name into the story, lets you type in your address, which appears onscreen as the name of a location.

Later than You Think

Electronic Arts sent us a video of upcoming games they showed at the latest CES, and it included clips from *Return to Atlantis*, an Amiga graphic adventure that features 14 scenarios, digitized sound, voice synthesis and animated graphics. But it probably won't be out until after this summer. *Wasteland* has also fallen behind and may not appear till then. Same with *Space Rogue* from Origin, whose IBM *Ultima IV* won't be ready till July (even though they already announced its release). And there's still no sight of Intellicreations' *Alternate Reality—The Dungeon*.

Space Quest II

Sierra's sequel is targeted for the second half of the year. By now *Leisure Suit Larry and the Lounge Lizards* may be on the shelves. Revolving around the antics of a traveling salesman, it is supposed to be racier than *Leather Goddesses*. *Police Quest*, written by a real cop, will be on the beat in June.

Interactive Stories

Electronic Arts' adventure game division now has an official name: Interactive Stories Division. Besides role-playing games, they also plan to do more text adventures. The C-64 conversion of

Starflight is definitely underway, but don't expect it before Christmas. They killed *Dark Lord*, a graphic adventure whose release had been postponed for months. It reportedly had super-fast graphics display but a weak plot.

Interactive Comics

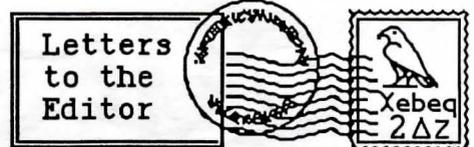
Accolade announced "Accolade's Comics" at the January CES show in Las Vegas. It's the story of a spy named Steve Keen, who works for SpyStuff, Inc., and consists of two themes and dozens of major and minor story lines. Eight arcade-style games are incorporated into the action, in which you determine the story's direction by choosing an action from several possibilities. This 3-disk package will be released for C-64 and Apple II computers. Electronic Arts is marketing an interactive comic based on England's most popular comic strip: *Dan Dare, Pilot of the Future*. It looked pretty slick on the EA video.

Interactive Typos

Due to a bug in the QuestBusters parser, there was a typo in the March story about our new prices. The \$16 sub price actually went into effect last month, to coincide with (and help pay for!) ads in several magazines, but current subscribers still have until April 15, 1987, to renew at the old price of \$15. We will continue to honor the \$15 price for new subscriptions if you send in a subscription card from a game (currently found in many adventures from Infocom, Electronic Arts, New World, Origin, Polar-Ware, Sierra, Sir-Tech and Strategic Simulations) that offers the \$15 price. (Overseas subscribers still have to pay for the extra postage, of course.)

Winners

For the *Tass Times* walkthrough in this issue, Aaron Chou won the Apple version of *Dark Lord*. But since EA cancelled the game, we're still waiting to hear which game he wants instead. Tom Kirby will get *Moebius* for his solution to *The Pawn*. The winner of our random drawing held every other month) was Glenn Labar, who got *Spellbreaker*. And the winner of the Keys to the Kingdom contest was Robert Carpana, whose prize will be announced next month. (Send a clue or strategy tip and your name will be entered in the drawing for the current month's Keys contest. We pull a name from the sub list for the other drawing.) The winner of the *Ultima IV-Zork I* contest will be announced next month.



Dear QuestBusters:

I really think I have some great ideas for new adventure and arcade games, but don't have the necessary programming skills. How do I go about selling my ideas to software companies?

Michael Walker

Most companies want to see a completely programmed game, not an idea, unless you happen to have already written a couple of hits. The best thing to do is collaborate with a programmer on the project. You might find someone at a local users groups or by leaving a message on a BBS.

Dear QuestBusters:

Congratulations on graduating from newsletter to journal. Perhaps a way to help shorten the distance from journal to full-scale magazine would be to include several pages of maps to one or two adventures per issue. This might help new adventurers avoid giving up in frustration during their first game. It would also offer an alternative to those who feel walkthroughs offer too much help.

Dom Rampa

That's a very good idea that we intend to implement as soon as we expand to 16 pages, which we hope to do by this summer. Those who need maps of games for which we have already published walkthrus can get them by sending \$1 to cover postage, handling and cartography fees. To find out which games have been covered in previous issues, send SASE for a list of all back issues.

QuestBusters™

Editor: Shay Addams

Contributing Editors: Ron Wartow, Ken St. André, Tim Snider, Stephen King, Brian Smith, Bob Guerra, William E. Carte

QuestBusters is published monthly by the Addams Expedition, POB 525, Southeastern, PA 19399-9968. Annual subs, \$16. Canada, \$24, Int'l, \$28, Sosaria, \$50 (US funds). Contents Copyright Shay Addam, 1987, All Rights Reserved. Copying without express permission is punishable by having all your electronic mail forwarded to Ollie North.

Star Trek II: The Promethean Prophecy

by William E. Carte

As it nears the planet Prometheus Four, the Enterprise is suddenly rocked by a blast from an unidentified enemy. Then another, and another. It's clear that she cannot take much more damage. And what's worse, your newest crewmember, Ensign Duane Berryman, can't locate the attacker. How can you fire those phasers and photon torpedoes at something you can't see? Better call someone with more experience to help him out, or the Enterprise will be destroyed.

So begins *Star Trek, the Promethean Prophecy*, an all-text adventure written by Ron Martinez and Jim Gasperini. The program puts you in the shoes of James T. Kirk, captain of the starship Enterprise. Unlike in many games, you can't solve all this one's puzzles singlehandedly. Success depends on your ability to delegate authority to the crew, which includes Spock, Bones, Sulu and a fresh face, xenothnologist Hernanda Dimas.

This will be easy for avid *Star Trek* fans. To anyone unfamiliar with the TV series or films, it will require careful study of the manual. Write down their names, noting each one's special capabilities. Lt. Sulu, for example, is your helmsman and will arm and fire the Enterprise's weapons for you. Mister Spock is your First Officer and will prove invaluable by analyzing many things throughout the game. All communications must go through Lt. Uhura, your communications officer. Learn your crew well and rely on them. A section of the manual cleverly elaborates on this in the guise of Kirk's "Notes for Speech on Effective Starship Crew Management."

After the initial space battle, the action moves to the surface of Prometheus Four. As a result of the enemy ship's attack, leaking phaser coolant has contaminated the entire food supply. Your only hope is to beam down to Prometheus with three crewmembers and find food for your crew of over 400. But don't take too long, for you're working under the gun of a time limit in this game. After all, the crew (and you) can only go so long without food.

On the surface you will encounter killer creatures that burrow beneath the desert sands, hoping to burst forth and make

you their next meal. You'll run into killer sand storms that are difficult to avoid. There is even a pool of quicksand that must somehow be crossed. *Star Trek* is an advanced level game: Some puzzles are difficult and have few or no clues.

You'll soon meet up with different groups of aliens, whose cultural classes or castes are called "chams." There are Chanters, who wear hooded robes and, well...chant all day. There are



Sustainers, who exert psychic powers to collect food and push large carts of it back and forth. In an enclave of the Delighters, you'll even find a ghetto filled with vagrants and derelicts. My favorite group was the Traders. They trade objects all day long and will eagerly trade almost anything with you. But will they give you junk, or something valuable? That may depend on what you offer. If you trade away something and later on realize you need it, don't worry. All traded items go into a "pool" and will eventually be traded back to you.

Soon you discover that all is not well on Prometheus, for these peaceful aliens are in bondage to one they refer to as the Afflictor. It becomes clear that in order to obtain food for your crew you will have to expose the Afflictor and free these people. As the game progresses and you befriend the aliens, they begin to look upon you as their savior. They are counting on you. In fact, the first one you meet speaks of a Prophecy being fulfilled by your arrival, the source of the game's title.

Armed with your trusty phaser and your wits, you set out to solve the mystery of the Afflictor. There are five chams, and you must get into each of their enclaves, which is no easy feat. The gates of their town, situated on a mesa in the desert, are

guarded by a mean group called the Defenders. You must figure how to get past the gates and obtain a different colored jewel in each enclave. There is also a special rod that must be found, an important item. With the rod and all five jewels, you'll be ready to confront the Afflictor. Can you liberate the aliens and save your crew? In the end, Bones and Spock offer conflicting advice, so only one is right. Which one should you heed?

The biggest problem *Star Trek II* faces is the bad reputation of the original *Star Trek* adventure. [Adventurers as far away as Antares have heard about it by now.] If you were one of the people who was disappointed by the first one, remember, this is a *new* program written by different people—and it's a good one, superior to the first game in every way. Disk access is fast, and it supports two drives and six save slots. If you make a mistake or get killed, a saved game can be quickly restored. And the designers jettisoned all those confusing windows that showed information on phasers, shields, dialogue and other things in the first game. This one relies on traditional presentation: a large window for game text and a smaller one where you type in commands.

The parser, while not as good as Infocom's, is certainly above average. It has a comfortable vocabulary, accepts multiple commands and makes it fairly easy to talk with people. Even so, there were quirks. Once I typed, "Show rod to Daia," and the reply was given by Gaidren, who was not even present in the room. And if you type something like "Spock,analyze the rock," the program won't recognize it. You have to put a space behind the comma, something the manufacturer tells me has confused many gamers. There are a few other minor shortcomings, among them a lengthy introduction that apparently can't be skipped. You simply have to wait it out. Also, you can only type a single line of text, but it doesn't take long to adjust to this.

Not having been a *Star Trek* viewer, I relied heavily on the manual, which is excellent. It provides story background, crew biographies and vital information on the ship itself. While it lists a few

Continued on page six

221 B Baker Street

"So strange in its inception and so dramatic in its details..."

The Adventure of the Engineer's Thumb, Sir Arthur Conan Doyle

by Tim Snider

This one is based on the bestselling board game by Jay Moriarty. (Why do I sense a feeling of irony in that name?) In it you compete with up to three other players to solve a crime much the same way you would in a game of Clue. But this is no mere "who-what-where" mystery.

At the beginning, the computer asks which character you want to play: Sherlock Holmes, Dr. Watson, Inspector Lestrade or Irene Adler. The game takes place on a board whose squares represent a map of London, with 3-D buildings rising from many of these city blocks. Players must move around London to enter the buildings and get clues. The first one to make his way back to 221-B Baker Street and solve the crime wins the game.

It is presented in a unique style that combines elements of the graphic adventure with those of a computer board game. A picture and text illustrate and describe the interior of each location and any clues found there. Ultimately, *Baker Street* is like the game Clue taken one step further. The cases involved (30 in all) are much more involved, concerning everything from murder to espionage, theft to blackmail. And the clues you get require logical thought. If, for example, a clue reads "The Bible says if you live by one, you die by one," you can be sure the murder weapon was a sword.

Although it can be played alone, the game is not designed for the solo player. As a solo game, the only way to play is to wander around the board and try to solve the crime with the least amount of clues. This is enjoyable, but not as much fun as competing with other people to be the first to bring the culprit to justice.

Graphics are very stylish. Someone really did his homework when programming this bit of computer art. The characters move realistically around the board, each with his/her own distinct style. Sherlock Holmes puffs on his pipe, while Lestrade crouches with his arms crossed behind his back. You press

a key or hit the joystick to pick a random number that determines how many squares you can move on your current turn, and must take them all.

Theme music plays at the beginning, which brings to mind the opening music of any good mystery movie. I like a game that sets the mood before you begin playing. The designers also brought in yet another dimension—voice synthesis. You hear animals, barmaids and other characters with whom you interact, and even the famous sleuth himself congratulating you at the end. I was pleasantly surprised by this effect and really enjoyed it. [This game's voice synthesis is clearer and more articulate than that of any Macintosh or Amiga adventures that employ the same effect, whose voices usually sound like the robot from *Lost in Space*.]

How Hard is It?

The mysteries are not the most difficult I've encountered. (*Deadline* sent me into a tizzy for a year, but I wasn't racing against three other people, either.) Most can be solved with plain common sense. Though some logical deduction is required, you won't have a cerebral hernia trying to unravel these puzzlers. Once you have completed the cases on the disk, you can get two more case disks with 30 cases each.

Each comes with a Case Book and Solution Checklist. The Case Book gives a detailed description of the crime up to the point where your characters enter the picture. Not only must you rely on the hints given during play, you must also refer to this pamphlet often if you hope to be first to thwart the dastardly evil-doer. The Solutions Checklist is simply for taking notes and keeping track of where you found each tip. Since you get the same clue at each location, it is helpful to know which places you have already visited.

In case the people you are competing against are not your most trustworthy friends, the game can display coded clues. There are 20 codes, and the computer will assign a different one to each player. This way only you can decipher the hint that is displayed. It's a nice touch, but also a great drawback. If you use the codes, you might spend up to five minutes decoding each tip, which brings the game to come to a virtual standstill

when someone enters a building. I found it easier to compete with people whom I could trust to look away from the screen when something came up.

Plenty of Extras

Finally, the game includes assorted "extras." There are two secret tunnels that will instantly teleport you randomly to any location in London. Locations can be locked so that other players can't enter them unless they find a key. And a carriage depot lets you travel instantaneously anywhere on the board. These features may be used to help yourself or to hinder others, while enabling you to come up with a strategic plan for victory.

When you think you're ready to solve the crime, you take a multiple choice quiz about the murderer, motive and weapon. If you don't get all three correct, you're told how many were right—but not which ones. You can try again later, but must first pick up another badge at Scotland Yard. The winner is rated according to the number of clues needed to solve the game.

Conclusions: This is an excellent icebreaker at group gatherings and parties. With a large number of people, the competition is really appealing. The game's simplicity makes it easy to learn. I wondered why people would purchase this game when they could buy the actual board game. Then it struck me—the "extra touches" make this one much more exciting than moving plastic pieces around a piece of cardboard. [And you don't have to worry about losing any of the pieces, or the dice.]

System: Apple, C-64/128

Skill Level: Novice

Price: \$29.95

Company: Intellicreations

Coin of the Realm

It's the best trinket Infocom ever included in their game packaging: a genuine, metal one Zorkmid coin with the image of Belwit the Flat on one side. You'll find this treasure in the *Zork Trilogy*, along with a stock certificate for 100 shares of FrobozzCo, International, a four-chapter history of the Great Underground Empire and a map of this landmark fantasy land. (If only they could have fit an Oriental rug and an elvish sword of great antiquity into the box...)

WORLD BUILDER

While reviewing *Enchanted Sceptres* last year, I noticed it was developed with the *World Builder* system. I figured this was a proprietary system and only recently learned that *World Builder* is available to the public. It is the only such software for the Macintosh, since plans for converting *Novel Construction Set* are still on hold. It is also the easiest to use of all the various "roll your own" programs. Well, *Adventure Construction Set* is really easier, but it's aimed at devising role-playing games instead of the *Zork* and *Ring Quest* kind of adventure you can do with this one. *World Builder* facilitates the creation of role-playing games that incorporate hit points, magic and weapons into the design, and also lets you combine this element with standard puzzle-solving situations presented with graphics and text, or all-text if you prefer.

It is easy for two reasons: the Mac interface and the program's well-planned design. All the work is done in windows. You begin a new game by renaming a template called Next World. Four windows appear: Scene Map, Character List, Object List and Sound List. After clicking on Scene Map you can draw boxes in a scrolling window to represent rooms and other locations, then name them. Determining which exits are available from a room is done in a dialog box, where you click on "south" to indicate the player cannot go south from that room. You can type in the message that appears when someone tries to exit in a direction where no door exists.

Other facets of adventure construction are handled in an equally straightforward fashion. By selecting Scene Design from the menu, you get to work in the windows that show the picture and text for each room. Text is entered by typing it directly into the window where the player will read it. A complete set of drawing tools is on-hand, including several zoom bit options. And you can import clip art or illustrations created with other art programs. Text and pictures of objects and characters are invented in similar windows. Radio buttons and scroll bars are used for making many decisions about your game.

The digitized sound effects are truly amazing, as Silicon Beach has the state-of-the-adventure stuff in this department. You get a sound library that has common

noises and effects, such as a doorbell and spellcasting sounds, and can buy three more (\$15 each). The manual explains how to import sounds captured with the MacNifty digitizer, and you can borrow sounds from other *World Builder* games.

A certain amount of BASIC know-how is mandatory, for you have to write the Scene Code that determines the program's responses to the player's actions. If you know the least thing about IF THEN statements you're in good shape. If not it won't take long to master the fundamentals—because they're simple and



it's always easier to learn any programming language when you've got something practical to do with it. A line of code might read: IF {TEXT\$=examine Schnauzer} THEN PRINT{The rabid Schnauzer bites your nose off!} If there is a syntax error the program places the cursor near the mistake and won't let you save code changes until it is corrected. The cut/copy/paste functions are very handy when writing code.

Many common verbs, such as directions, get, and inventory are already built into the system and can be chosen from the pull-down menus that may be modified with your own words. The best part about code-writing is that you don't need to write an entire program, just individual sections of code for each room. That makes it much easier to write in the first place, and to debug when things don't work out the way you planned. For example, you don't have to punch words into a vocabulary routine as in *AdventureWriter*, because this one compares your instructions for the current room with the player's commands.

Instead of going into excessive detail about how it works, I'll point out some of the most significant features from the player's perspective. You can examine and use an item by clicking on its picture as well as by typing a command or using a menu selection. Menu selections are

handy for combat, where the weapons can range from ray guns to swords to anything the designer imagines. Your character can have speed, strength and other traits that increase with experience and combat, and spiritual points that govern spellcasting success. But a game with none of these factors is also possible. Mapping may prove important, for games can include up to 2,500 locations on a 50 x 50 layout. (Not to mention 32,767 objects and an equal number of characters and sounds.)

Advanced programmers will appreciate the system's finer points, like 234 user variables, LET, EXIT and END statements, several RANDOM variables, and other variables for counting how many times a player has visited a certain place or the number of commands issued in the current location. The more you know about BASIC, the more you can coax from the system. There is no copy protection, so you can slip it onto an 800K or hard disk, and games created with it are stand-alone programs that will even run on a 128K Mac.

I've already seen ads for several shareware games written with *World Builder* and expect to see more, since the system makes it possible to produce professional quality adventures without mastering machine code or some bizarre language. The 87-page manual includes a clear tutorial, and a small sample game is on the disk. If you've got this program, the most difficult part will be thinking up an original scenario. **Conclusions:** The best such program I've seen, *World Builder* makes adventure writing so accessible that even I was able to cobble up a game.

System: Macintosh (512K)

Price: \$49.95

Company: Silicon Beach Software

Origins '87

July 2nd-5th, 1987 at the Baltimore Convention Center and Hyatt Regency Inner Harbor.

For more information write:

Atlanticon

Dept. C.A.

P.O. Box 15405

Baltimore, MD 21220

or call

(301) 298-3135

Sponsored by GAMA, the Game Manufacturer's Association.

Walkthru: Tass Times in ToneTown

by Aaron Chou

Living Area

South. Look *□□. Get key. North. West. Unlock door. Look □□●. Get book and □***▲. Read book. East. Flip switch. Enter *□□□.

Construction Site

North. Look in ▼□*■***. East. South. East. Buy *□*●. East. Buy jumpsuit. Buy hooplet. Wear jumpsuit. Wear hooplet. West. West. South. South.

Main Office, Red Devil

●● ■◆!◆. Get camera. East. Turn on □□*■▼*□. Turn on terminal. Type (your name). Yes. Get □●▲▲. Drop key. West. North. North. North. North. North.

Park

Show □●▲▲ to ▲▼*●*●*. Take □*▼◆□*. Get ■*▼□■*. ▼●●* ■*■*. Wait. Wait. Wait. Drop □●▲▲. Drop camera. South. South. South. South. Buy newspaper. Read newspaper (articles 1-5). South.

Main Office

Show □*▼◆□*. North. North. North. West. Get *●□. East. East. Get ○*▼▲. Wear ○*▼▲. West. North. North. East. North. North. East. North. Get *■*●*. North. North. West. West.

Wooden Gate

Get ○◆▲*□□□○. Throw ○◆▲*□□□○ at eye. Drop ●□□* and *●□. South. South. South. South. East. South. West. South. East. Buy ○●▲*. Get ○●▲*. Wear ●●●*. West. West. Wait (for snarl). Buy ●●□□*▼. East. South. East. Order ●◆□*■□. Get ●◆□*■□. West. North. North. West. (Save)

Well & Wooden Gate

(If Ennio says "I smell Snarlmeat," leave and return until he doesn't say it. If your light source runs out, restore the saved game.) Down. West. West. North. North. North. Up. North. East.

Unlock gate. Drop mask. South. South. West. South. South.

Sandy Patch

Get *●□*. East. East. East. North. East. North. East. East. East. East. North. North. Enter boat. West. South. West. North.

Tower Entrance

North. West. Insert card. Push button 5. East. Hit *◆*■▲ with ■*▼□■*. West. Push button 1. East. South. Enter boat. South. West. West. West.

Wooden Gate, Snarl's House

Get ●□□* and *●□. Open gate. West. West. West. North. ▲** *■*□. Give ●□□* to Gramps. □□■* *●□. Throw ▲■●□● through *□□□.

Star Trek II

Continued from page three

commands, I felt a more thorough listing, perhaps on a reference card like the one furnished with Mindscape's adventures, was in order. [It provides online help that will explain syntactical and other kinds of problems with your commands, often offering a list of the correct uses of the verb you just used unsuccessfully.]

Conclusions: This is a very good text adventure whose imaginative story is told with well-written prose. While it's not for beginners, I highly recommend *Promethean Prophecy* to experienced adventurers. Science fiction fans and Trekkies will certainly love it, for it faithfully and entertainingly portrays characters such as Spock and Bones. So don't let *Star Trek I* scare you away from *Star Trek II*.

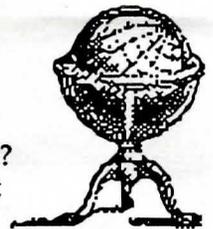
System: Apple (64K), IBM, C-64/128

Skill Level: Advanced

Price: \$34.95

Company: Simon & Schuster

LOST AGAIN?



Do your maps look like hastily scribbled hieroglyphs? Did you spend more time mapping your latest quest than enjoying the adventure? Then you need *The Official QuestBusters Cartography Kit*—50 sheets of mapping paper designed specifically for text and graphic adventure games. With these you'll never have to draw another of those funny little boxes again—or redraw them all when you discover a new area that won't fit on the map. The boxes, large enough for the name of the location and any objects found there, are pre-drawn and laser-printed. You also get 10 record sheets for making notes on objects and puzzles.

If you spend more time getting lost in role-playing games, you'll want 50 map sheets designed for mapping maze-style dungeons. Much easier to use than standard graph paper, they include 10 forms for recording character stats, traits and spells.

With either set you get a copy of the rare manual "Adventures in Mapping" by Professor I.M. Lost, Director of the Sheboygan Institute of Cartography, in which he reveals dozens of mapping tips. Each kit costs \$5.00. Be sure to state whether you want Kit A (for text/graphic adventures) or Kit B (for role-playing game mazes). Or get both for \$9.00 and save a fortune! (Please include \$1 for postage/handling for US and Canada, \$3.00 for overseas delivery.)

Voyages of the FET Jungle Fever

Play-by-mail gaming offers a different kind of adventure, one that many find a diverting adjunct to computer gaming. Some are played for a specific number of turns before a winner is declared, while others are open-ended affairs. In the next few issues we'll offer a brief "Captain's Log" of a QuestBusters-sponsored mission in *Beyond the Stellar Empire*, an open-ended game run by Adventure By Mail. The story is set in the Capellan Periphery, a region of space where players can join the Imperial Forces or one of many companies that have different goals. (But you can pretty much invent your own goals, go independent, form new organizations—and much of the fun emerges from interacting with other players.)

In addition to controlling your own ships, you can establish colonies and set up factories, mines, hotels. You get to write your own "blurbs" about them, which other players read when they visit your colonies. The QB ships—Jungle Fever and Snakebite—are members of the FET (Frontier Exploration and Trading) and are commanded by Lt. Comdr. J.B. Chalmers and Lt. BJ Daniels.

FET Jungle Fever, Year 187, Week 5: Travelling in fleet with Snakebite, preparing to land at Colony Titan on Urson Minula in Quoda system. Hope they have enough metals/nonmetals to fill the cargo bay for the trip to the TransHole. And food, which will probably cost a fortune out there. With a lot of luck, the exploration mission we've been assigned will lead to some lucrative discoveries, as long as the alien SAMs, whose territory we'll have to traverse, don't get trigger-happy. This will be the first time a FET ship has "made the loop," as they call the long trip from the one-way entrance to the TransHole systems and the exit back into the far side of the Periphery. We'll get 10,000 stellars just for completing the mission, and who knows what our finds will be worth? Just got the message that we're cleared for landing—the crew is geared up for some hard-core liberty, so I'd better double their pay this time. This will be their last R & R in the Periphery for a long time. For some, it could even be their last...

Bronze Dragon

Continued from page one

chosen from five classes, four races and four alignments ranging from virtuous to vile, each with its own special attributes and abilities. For example, my now powerful Elf-Ninja, Albert of Zilfin, can detect evil in characters by virtue of his elfness, and can learn any of ten martial arts disciplines, imitate the dead, and leap in combat by virtue of its ninjaness.

Dragon Village is your jumping off point, where you can buy equipment and special magical items (wonderfully described) that can be very expensive (but very useful), haggle with merchants, learn



spells and martial arts, hit the pub, visit healers, consult the Tower Wizard (who identifies many items for free), resurrect a character or visit First Federal Dragon. The command structure becomes a little awkward in the bank, for the only way to manipulate gold is to bring characters in and out of First Federal one at a time by typing in the individual's name. On leaving, you must save the character, then successively bring in others. From here you can visit two Lords, who reward you with skill points and levels on finishing plots. Unfortunately, this key location is visited often, and in addition to the above, you must do some disk swapping. (With two drives, no disk swapping is required while adventuring.)

Each plot calls for acquiring a Final Object, and for each plot you generate one of these and a new "castle" from 10-100 rooms, and set the monster and difficulty levels. It took twelve minutes to generate a 57-room castle with three levels above ground and nineteen rooms per level. Though each level is 19 x 19, the actual number of steps needed to

explore each level is far less than 19 x 19 because many rooms, for example, are 5 x 3 or 10 x 1. Each room has at least one exit, and the party moves as a whole through an exit no matter how large the room. There is some minimal disk access in moving from room to room.

Having gathered your party, armed up, and mingled in the pub for clues, you consult the top of the screen for a short menu listing names of the first character in the party, the regular command numbers 1-9 and 0, Hit Points, Armor Rank and Endurance. Toggling the space bar brings up another menu of special commands applicable to the class and race, such as sneak for Assassins, and

spellcasting, which has its own submenu of available spells. Several more commands bring up submenus. For example, the search command has four kinds of searches (for secret doors or for objects); the use command has five ways to use objects (unlock, examine, or on possessions); the inventory command has five subcommands, and so on. This takes some getting used to, particularly because all keypresses must be followed by a carriage return, and most, but not all first letters of a command highlight the command when pressed.

When you enter a room the program spits out a text description and names the monsters and objects present. One terrific feature permits you to leave the room instead of fighting. This eliminates that painful experience of witnessing the all-too-soon death of one after another new character, which is common with games of this type. At times, the monsters seem to chase you—but not often, at least in the scenarios I played. Combat and spellcasting is conducted in turns by character and directed against individual

monsters, which can attack in any of 17 ways.

There are nine spell levels for Elders and Wizards, including such unusual ones as turning an object carried by the caster into the number of bronze pieces equal to its weight, or exchanging weapons and armor with a monster. You can change weapons in hand (necessary due to the fact that monsters can be in short, medium, or long range), choose a special command, or whatever.

The Die is Cast

Should my Knight go into a "Rage," should my assassin go into "Sneak" mode? Should my Ninja imitate the dead or just use the garrote, should my Elder "innate heal," or should my Wizard "Cast Energy" or a normal spell? All of these special commands have advantages and disadvantages. Then, a shocker, a die roll, remindful of the old FRP games, like *Wilderness Campaign*. The die roll is stopped by a keypress, and the results displayed. You can then scavenge in the area with the above-mentioned multiple options for search, hoping to find objects to solve the scenario. One clever feature: I found a dagger hilt and "used" it on a dagger blade, and voila, a dagger.

The puzzles I encountered (so far!) were not difficult, but fun. An object unreachably floated above my head, but when I found some jumping boots.... A partially open window too high for jumping down, but using a rope....

Mapping is a little awkward in spots with several stairways up and down existing on the same level. (A future version is planned to make transition between levels more exact.) Several commands are useful and helpful: It is easy to abort almost any errant command; group moves can be toggled on and off; time delay for text display is adjustable; the game can be saved anywhere; location descriptions can be toggled on/off; and a quick reference overview of the whole party can be called up at any time. The Main Menu's character utilities permit you to print hardcopy of character stats.

The game's real strength is its staggering number of options and "events," with over 100 spells, almost 60 weapons, three merchants to haggle with, hundreds of monsters, and clever little surprises at almost every turn, to say nothing of thirteen separate plots. I expect that much of this detail comes from D&D (the die roll mentioned above, the "To Hit" ratings on weapons, and

poisons that do +50% damage). All of this is explained in the very thorough manual, but it might overwhelm an absolute beginner. Warning: Be very careful when creating a castle disk or copying "Seekers of the Storm" onto a scratch disk. I almost formatted one of the master disks this way. Future modules are planned, including Part Two of "Seekers of the Storm" and a disk with ten new plots.

Conclusions: As I said, I thoroughly enjoyed the game. After awhile I grew accustomed to the command structure and it became almost automatic. As for the lack of graphics, did it bother you when you played *Zork I*? While the disk swapping is a pain, I used the time to think about whether I should ... or...?

System: Apple (64K)

Price: \$34.95

Skill Level: Novice to Expert

Manufacturer: Commonwealth

Software, 3821 S. State Ave.,
Indianapolis, IN 46227 (317) 786-6983

Hollywood Hijinx

Continued from page one

The map, a puzzle in itself, is drawn with dashes and lines in a mini-graphics display that reminded me of Dave Lebling's maze puzzle in *Zork III*. Another graphic effect is triggered by inserting colored cards into a computer. They change the computer's display, which is depicted with columns of zeros, to reveal a clue—if you used the right cards.

Until recently, adventure game humor consisted mainly of understated, often snide responses to commands the parser didn't understand or wouldn't let you perform. The humor was added to lighten up a frustrating situation, or to provide entertaining responses to the most unlikely actions a player might attempt, such as eating a mushroom in *Tass Times*.

That changed with *Hitchhiker*, which featured funny characters, puzzles and situations—portrayed from Douglas Adams' cock-eyed perspective on life, the universe and everything. Meretzky's *Leather* relied on another traditional type of adventure game humor, the pun, which he built upon with double entendres.

In *Hijinx*, "Hollywood" Dave Anderson begins with puns on B-movie titles but doesn't stop there. Irreverent, witty one-liners are sprinkled throughout his

descriptions of locations, objects and events: The Atomic Chihuahua, reeling in pain after being blasted by planes and tanks, pauses to "recall happier days with Xavier Cugat." In most adventures the phone is worthless except for making that one vital call, or to receive a message at the right time. Here you should try dialing your own number a few times, or 911, or information. Better still, dial 492-6000, a real phone number that has been programmed into the game.

Surprise Ending

And Anderson invented lots of of amusing responses to unprofitable commands, and even a fitting reply if you answer yes after typing quit. The story's plot doesn't reveal itself until the end game, which has two possible conclusions. It cleverly wraps up the story and leaves you with a sense of having done more than just found a series of assorted treasures. Like Meretzky, Anderson, started as an Infocom game tester (in 1985), and this is his first game. It was based on a concept by Liz-Cyr Jones, who heads up Infocom's testing department.

Have you noticed how the Infocom parser now handles pronouns? If you enter a room that contains only one object, you can just "take it" instead of typing "take thin piece of paper." Then you can "examine it," which is the only way other programs deal with pronouns (and many don't even do this). It's a subtle enhancement, but how much more can the Infocom parser be improved?

With the game you get a photo of Buddy, a manual that parodies the *Hollywood Tattler*, and a genuine "lucky palm tree swizzle stick" that's guaranteed to help you find treasure in your own home. (We've been using it five-six times a day in the QuestBusters office but still haven't turned up anything except a tattered map of the maze in *Zork I*.)

Conclusions: *Hijinx* has everything going for it: good problems, good writing, good clues. Its fresh slant on the classic treasure hunt theme—and original puzzles—provides welcome relief for anyone weary of solving puzzles by talking to other characters.

System: All Home Computers

Skill Level: Intermediate

Price: \$34.95, C-64/128 & Atari 8-bit;
\$39.95, others

Company: Infocom

KEYS TO THE KINGDOMS

Hollywood Hijinx

To unlock the house, check out Buck Palace carefully and read Uncle Buddy's poem: ▼◆□■ ▲▼◆♦* ◆▲▼. ▼◆□■ ▲▼◆♦* *◆▲▼. ▼◆□■ ▲▼◆♦* ■□□▼*. If you're having trouble with the safe in the hallway, examine the statuettes: ▼◆□■ *◆♦● □*◆*▼ ▼□ ▼*□◆*, ▼◆□■ *◆♦● ●◆◆▼ ▼□ ▲◆◆◆, ▼◆□■ *◆♦● □*◆*▼ ▼□ *◆◆*.

William Carte

High Stakes

Can't open the gate at the Quadrangle? After breaking the lock with the *□□◆□, give the *□□◆▲◆ to ◆◆◆ and ask *◆□ to come with you. Then ◆▲* ◆◆◆ to *◆◆□□◆ the gate.

Brian Smith

Wrath of Denethenor

Before leaving Nisondel, make sure you have learned all four spells found there: ◆*□▼*□* (◆□ *◆◆◆), ▼◆◆*◆◆□* (◆◆◆◆□◆▲), ▲□◆◆◆◆* (◆◆▲▼◆◆ ▲□◆◆◆◆) and ◆◆▼◆◆◆ (▲□◆◆◆◆◆◆◆◆◆). The most powerful weapon in the game is the □◆◆◆□ sold in ▲□◆◆◆◆◆◆◆◆◆. To reach Cestiona, go through ◆◆◆◆◆◆◆◆◆◆ to ◆◆◆◆◆◆◆◆◆◆ and steal a ◆◆◆. Then ◆◆◆◆ to the large ◆◆◆◆◆◆◆◆◆◆ of Nisondel to find the Interdimensional Door. Try to have at least 5,000 hit points and 2,500 stamina points before you go.

Larry Paprocki

Ring Quest

To find the bow, arrows and animal trap, follow these directions from the starting point: W, W, SW, SW, N, NE, E. Get all. To pass the Manticora, give him a boar. Return to the starting point and go: E, E, SW. Set trap. NE. Wait 10. Wait some more. SW. Get all.

Alex Golovitser

Shard of Spring

For money and experience points, go to the gate of Islanda and move south through the gate until you get into a battle. Here you will usually meet Ghouls and Evil Spirits, who carry about 300 gold. After defeating them, go north to Athe to recover. Save and repeat.

Pat Jankowski

Destiny Knight

Here's a fast way to make money. When asked how much you want to deposit in the bank, enter a number higher than the amount of gold your character possesses. The bank will reject it and start over by asking for your account number. This time put the right amount of money in, but with a different account number. Check the accounts and you will see that both accounts are there. Withdraw them both and repeat, and each time it will add the original amount of gold.

Allen Reinwasser

To decode clues, see page 7. If you've got clues to recent adventures, send them in & qualify for next month's contest. But please, no more Ultima IV, Bard's Tale, Destiny Knight or Tass.

Waiting for Duffy

Duffy's out getting his dragon bronzed, so if you need help send in a brief ad.

Need help in Robots of Dawn. Mrs. R.E. Whitley, 1644 Pine Colony, TX 77511.

Hitchhiker: How do you catch the Babel fish? Bard's Tale: how do you exit castle after defeating Mangar? Where is clue for 3rd word said in sequence on 3rd floor in Mangar's Tower? What does Ali's Carpet do? Rick Cote, Rte 5 Box 382-B, Vashon, WA 98070.



Starflight: Have 23 Arth days before Arth sun explodes. Have used black egg on planet at 55,32. Now what? Why can't I orbit planet at 192,152? Can help with Ultima 3. Michael Albert, POB 50, Plaisted, ME 04767.

Bard's Tale: need 18th-level or higher characters. Have hints, solutions to 50+ games. Send SASE to Armen Kassabian, 6230 Amigo Ave., Reseda, CA 91335.

Sekaa of Assial: Need walkthru for second part, where I am stuck in many areas. Linda Perry, HCR Box 71, Cold Brook, NY 13324.

Trinity: How do you get across lawn to Long Water? Sword of Kadash: How do you get into the dragon's lair? Tass Times: Where is the Tower? Can help with Sorcerer, Alternate Reality—the City (complete map with all guilds, secret doors, etc.) Samantha Kunz, 651 W. Sheridan Rd., Chicago, IL 60613.

New at adventures, need help with Transylvania. Doug Douglas, 112 Danube Dr., Apt. D, Fairfield, OH 45014.

King's Quest I: What's the name of the old gnome? Faith Hersey, Rd. 5, Clark Ave., St. Clairsville, OH 43950.

Need help? Have solutions to King's Quest I & II, Phantasia I & II, Ultima III, Bard's Tale I and Dragonworld. Brad Kinman, 510 Laurel Rd., Easley, SC 29640.

View to a Kill: How do I get by May Day? Get down the elevator alive? Can give graduated hints for Essex, Spellbreaker, Fraktured Faebles, Below the Root, Alice, Crimson Crown, Leather Goddesses, Ballyhoo, Robot Odyssey & Halley Project. T. Walsh, 116 Howestread Cr., London, Ontario, Canada N6G 2E8.

King's Quest II: How do I find mermaid & return bird to antique shop? Can give free help with Alice in Wonderland, Below the Root, Swiss Family, Treasure Island, Zork I, Wishbringer, Seastalker, Hitchhiker, King's Quest I. Leigh Henderson, 5145 Huggins Rd., Michigan Center, MI 49254.

Amazon: As Expedition Leader, can't stay out of jail. No trouble with other levels. Stanley Rea, 695 Anchor Dr., Sanibel, FL 33957.

Wizardry—Knight of Diamonds: Need solution to last riddle on level six. M. Bertrand, 5213 Windsor Ave. S., Edinu, MI 55436.

Moebius: Found last two monks, can't get them to temples. Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

Destiny Knight: Need 3rd word of the 10 in Dargoth's Tower, probably 6 & 10 also. Kathy Taylor, 4133 Caldwell, The Colony, TX 75056.

Serpent's Star: How do I get past the silver door? Ed Hall, 25 Forrest Park, Yellowknife, N.W.T., Canada, X1A 2B4.

For help with C 64 games, send software list. If you wrote before & didn't get reply, your mail was lost in Post Office mix-up. Try again, the problem has been solved. S. Bugaj, POB 1997, East Hampton, NY 11937. No phone calls please.



SWAP SHOP

Got a houseful of old adventures? Trade 'em off with a free ad. (Adventures only, no pirated or copied software, limit of 10 games per ad.)

APPLE

Want Telengard for 2C. W. E. Carte, Rt. 2, Box 264A, Charleston, WV 25314

\$15 each: Sands of Egypt, Gemstone Warrior, Expedition Amazon. \$20 each: Mystery House, Empire of Overmind, Cyborg, 7 Cities of Gold, Suspended. \$25: Ultima 3. Will buy or trade for Timeship. Write first, also have other games. Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

Does anyone have Computer Novel Construction Set

(Hayden)?. Tom Hayden, 2868 East Ave., Columbus, OH 43202.

Have 7 Bard's Tale characters, 18 & higher levels. Will trade for other characters & weapons. Joe McGuire, POB 5231, Newport News, VA 23605.

To trade: Phantasie 2, Star Trek, Bard's Tale, Adventure Construction. Want Moebius, Might & Magic. Phil Crowther, 1610 Barnstead Dr., Reston, VA 22094.

Trade only: Mindwheel, Essex, Brimstone, Breakers, Star Trek, Ballyhoo, Moonmist, Goldfinger, King's Quest, Gunslinger, Tass Times & many more. Send your list for mine. Tom Burns, 2868 East Ave., Columbus, OH 43202.

Wanted: Crystal Caverns. Write first. T. Walsh, 116 Homestead Cr., Ontario, Canada N6G 2E8.

Trade/sell: Tass Times, Pawn, Leather Goddesses & more.

Also have hardware to sell/trade. Send list of your games. Scott Huang, 14 Equestrian Ct., Huntington, NY 11743.

COMMODORE 64/128 \$20 each: Trinity, Moonmist, Wishbringer, Labyrinth. \$10 each: Zork 1, Deadline, Ootopos. Write first. Craig Konecnik, 873 Yorkshire Lane, Crystal Lake, IL 60014.

\$25 each: Dragonworld, Essex, Ultima 4, AutoDuel & more. Will trade for Roadwar or Fairlight. Janice Bumgardner, Rte 1 Box 136, Fillmore, IN 46128.

To Trade: adventure & RPGs for 64 & Amiga. Massimo Galluzzi, Via Arzani 10, 15057 Tortona (AL), Italy.

Interested in buying used, original adventures with docs. Have over 100 to trade, including Planetfall, Transylvania, Mindshadow. Send list of adventures to trade/sell, with SASE. Sheila Hazelwood, 308 Newcastle

Dr., Ft. Walton Beach, FL 32548. Cannot answer without SASE.

Trade! Have over 60 games & adventures. Want many older and recent ones. Bob Bowen, 3 Peekskill Rd., Nelsonville, NY 10516,

Want Moebius, Destiny Knight, AutoDuel, ACS, anything else good. Will trade or sell Rendezvous with Rama. Peter Sniderman, 2214 Coronado, Youngstown, OH 44504.

Want all Ultimas, Moebius, Zilfin, AutoDuel. Will trade or sell Cutthroats, Amazon, Countdown to Shutdown. H. Stecker, 406 S. Cambridge, MN 55008.

Sale/trade: Phantasie II, \$20. S. Bugaj, POB 1997, Hampton, NY 11937. Or leave message at 516-324-3329. (No collect calls)

Continued on back page

OrbQuest

While toying with the idea of a satire on role-playing games last year, I made up the most absurd name I could imagine—and naturally, six months later someone released a real game with the same name: *OrbQuest*. The game is as uninspired as its name.

I've seen plenty of *Ultima* play-alikes, but none that so closely resembles the interface, animation and other familiar aspects of the Lord British series. It looks like the Mac version of *Ultima III*, but is a one-character scenario centering on hack 'n slash. You create a character who may be one of the usual races and classes, though even fighters can cast spells. Then you set off to find the seven Wards, which must be reunited to form the Orb of Magical-type Power so you can defeat some unnamed evil (who apparently will manifest in a sequel, since this is called part one).

Your character's actions are mouse-guided as he moves about the land from town to city to village. (All the icons are crisply illustrated in sharp detail.) Upon entering a population center, you view

the same kind of layout seen in any *Ultima* and interact with the merchants and bartenders to obtain food, weapons, spells and so on. Interactions bring up dialog boxes with scroll bars for determining the amount of gold to spend, or boxes you can click to choose an item.

Outside you battle Buccaneers, Snakes and other fiends by trying to move onto their space. There are no levels to be gained, though you get more hit points as your experience points pile up.

The sole way to cross the troll-controlled bridges connecting various parts of the land is by paying a 100-gold piece toll. Only the most basic kinds of puzzles are in store. To enter some of the pyramids that house the Wards, you must have visited the Isle of the Mystics. But to do that, you have to find the Ring of Waterwalking. And so on. When you've found a Ward, it can be used to remove any active curses, such as traps inside a maze.

The ability to revert to the previously saved game (without reloading the program) and to save while inside a town makes *Orb Quest* a pushover. Naturally, you can steal from the shops, so you just sell any item successfully stolen, save the

game and steal some more. If you get caught—and the merchant confiscates all your gold and weapons—you can just revert and steal. The same trick lets you spend all your gold buying tips from the bartenders, then revert and buy some more.

Conclusions: While this is not the first role-playing game to emulate the *Ultima* formula, it is the most blatant. What is truly audacious is the manufacturer's claim that the game features "a unique, eight-directional Movement, Spell and Combat System." Gimme a magical-type break! The game's main drawback, however, is not its lack of originality, but the fact that it is too easy. After an hour, I realized I could finish it in a day or two at the most, which means that the only people who might be interested in *Orb Quest—Ultima* fans who can't stand waiting for the next *Ultima*—would get little, if any, satisfaction. Not recommended.

System: Macintosh (all)
Skill Level: Sub-Novice
Price: \$49.95
Company: Qware, Inc.

First Class



Southeastern, PA 19399-9968

POB 525

The Adventurer's Journal

QuestBusters™

87/07
Goleta CA 93117



SWAP SHOP

Continued from page 11
Text & graphic adventures my specialty. Sell/trade. Also have many solutions. Chris Raudonis, 45 Pelham Rd., Hudson, NH 03051.

IBM & Quest-alikes

Ultima 3, \$25. Write first. Jason Overgard, 375 Nash Rd., Crystal Lake, IL 60014.

Want to buy King's Quest 3, Space Quest, Ultima 2. Will sell/trade Ultima 3, Apshai Trilogy (\$20 @). M. Albert, Plaisted, ME 04767.

Trade/sell: King's Quest 1 & 2, Black Cauldron, The Quest, Oo-topos, Infidel. Marc Manderino, 104 Lagoon Rd. SE, Winter Haven, FL 33880.

Want to buy Wishbringer, with docs and box. Jennifer Shulman, 12 Ardmere Rd., Scarsdale, NY 10583.

Trade/sell (\$25 each): Borrowed Time, Sherlock Holmes, King's Quest 1 & 2, Spellbreaker, Hitchhiker, Planetfall, Suspect,

Enchanter, all Zorks, Sorcerer, Rendezvous with Rama. Trade for The Quest, Starcross, Ballyhoo, Amazon, Witness, Infidel & others. Byron Byrd, 5160 Verdun Ave., Los Angeles, CA 90043.

ATARI

Sell/trade: all SSI games & more. Ed Park, 1115 Meadow Lane, Streamwood, IL 60103.

For sale, \$15: Realm of Impossibility. \$20 each, Zork 2 & 3, entire Enchanter series, Hitchhiker, 7 Cities of Gold, Cutthroats, Ultima 1. \$22: Zork 1 with map & hint book. \$35: Ultima 3. All with docs, boxes. J. Weigley, 327 S. Smedley St., Philadelphia, PA 19103.

ST games wanted. Send list of your games. David Aultfather, 13209 Dessau Rd., Austin, TX 78753,

800: Universe 1, all Infocom, many more. C. Muller, 514 SW 34th St., Apt. 6, Gainesville, FL 32607.

Want adventures for 800 &

130XE. Brian Smith, 3035 Montego, Plano, TX 75023.

ST: Trade/sell Oo-topos, Apshai Trilogy, Time Bandits, Starfleet 1. Want Sundog. Wiliam C. Johnson, 20 Tioga Way, Chico, CA 95920

Passport to Adventure

For a 10%-20% discount on NEW games, order from QB—and get 3 extra issues of the newsletter for each game.

Might & Magic:.....\$45
King's Quest 3:.....\$35
Pawn:C & At 8bit,\$35
.....others, \$40
Destiny Knight:.....\$35
Earthly Delights:.....AP, PC, Mac.....\$25
Oo-topos:....AP, C, PC.....\$18

Enclose \$2 for shipping & handling. Make check payable to QuestBusters. Sorry, no Canadian or overseas orders. PA residents add 6% sales tax.

Canuck Bucks

*Canadian orders only,
Canadian funds only.*

Labyrinth..C, \$34; AP, \$37
Tass Times..C, \$34; AP & PC, \$37; Mac & Am, \$44; ST, \$49
Infocom..C & At 8-bit, \$34; others, \$37
Destiny Knight..C, \$38; AP, \$47
Amnesia.C & AP, \$38; PC, \$47
Ultima 3..C & At 8-bit, \$49; others, \$54
Ultima 4..C, At 8, AP, PC, \$54
Breakers..C, \$38; AP, PC, ST, \$43
The Pawn..C, AP, Am, ST, \$46

Please do your homework. We cannot be responsible for hardware incompatibility. Shipping, ad: 1, \$3; 2, \$5; 3, \$6. Sask. residents add 5% sales tax. Cynical Software, Box 387, Springside, Sask., Canada S0A 3V0.