

## The Legend of Robin Hood: **Conquests of the Longbow**

To successfully retell a legend, the writer must put his or her own personal stamp on the story by keeping some of the original elements, tossing away others, and inventing wholly new pieces that keep the legend fresh and intriguing to those who've read the books or seen the films a dozen times. In *Conquests of the Longbow*, Christy Marx weaves her own distinctive tale of courage, romance and intrigue.



All the conflict coils around the kidnapping of King Richard, whom Robin hopes to free by raising the ransom. Of course we all know how Robin intends to do so; the fun part is that *you* get to rob from the rich and give to the poor, fight with quarterstaff and bow, and confront tyranny in the ultimate underdog story of all time.

As in recent Sierra quests, the story unfolds day by day. And this is the longest one yet, with thirteen days of varied activities, exploration and puzzle-solving. Each day begins with you leaving the cave at your hideout in Sherwood Forest, and ends when you return at nightfall.

Characters will often tell you where they're headed, giving you a clue as to where you might go next: to join Little John at the overlook to watch Watley Street in hopes of replenishing the now-empty treasury, or go with Dale to practice with your bow in the glade? This holds true for people you meet in other places, who often advance the plot with their conversation.

### One day at a time

A fundamental aspect of the new Sierra style is centered on the "day by day" design of the stories. This lends each story a more life-like feel and narrows the nature of the puzzles and their distribution throughout the quest. Some things may be performed only on certain days as well as under specific conditions. With easy-to-find hints and

clues that still take some thought before you can apply them, Marx increases the odds that you'll do everything you're supposed to do on a particular day.

Much has been made of the effects of Sierra's new interface on the nature of the puzzles, particularly in recent issues of *ye* *very* Journal. Having played through *Police Quest III* and now about half of *Longbow*, I see the point our reviewers have made.

However, half the "problem" lies in a gamer's expectations: if you're expecting the same kinds of puzzles as in yesteryear and don't keep your mind open to change, you will probably be disappointed in the new style of Sierra questing. But if you enter each new world with an open mind and accept it for what it is, not what you expect it to be, it's far more likely that you'll be delightfully surprised than let down. (The basis

Continued on page 14

### Contents

<b>Bard's Tale</b>	
<b>Construction Set...</b>	<b>3</b>
<b>Dick Tracy.....</b>	<b>4</b>
<b>Murder!.....</b>	<b>5</b>
<b>Corporation.....</b>	<b>6</b>
<b>Grailquest.....</b>	<b>8</b>
<b>Riders of Rohan....</b>	<b>9</b>
<b>Walkthru: Police</b>	
<b>Quest III.....</b>	<b>10</b>
<b>Keys to ye</b>	
<b>Kingdoms.....</b>	<b>12</b>

by Shay Addams

Shay Addams'

## Adventure Road

Most people are unaware of the fact that 99% of the writers and editors of the computer game magazines are named Russ, and that once a year they all meet to pick the Russ who made the biggest contributions to the art and craft we like to call writing and editing. At an exclusive dinner party in San Francisco, our very own Contributing Editor Russ Ceccola was recently named "Russ of the Year."

Congratulations, Russ!

### Secret Weapons of Ultima?

We regret to report that *Ultima VII* has been delayed until February. So was *Leather Goddesses of Phobos II*. Infocom's compilation of all-text games was set to ship the end of December, but we haven't seen it yet. Interplay's *Star Trek* was still in beta in mid-December. *Magic Candle II* is now an early January release. A playable demo is available on CompuServe and GENie: characters developed in the demo can be used in the game, enabling you to get a head start.

### Games that made it

SSI said they were "building the packages" for *Eye of the Beholder II* last night, so it should be out now. *Monkey Island II* made it out the door, but *Indy in Atlantis* probably won't arrive until March. Look for a color Mac *Monkey I* by February. *Les Manley in: Lost in L. A.* shows off Accolade's new GUI interface and their introduction of digitized videos for graphics. It's VGA only, and will be covered here next month.



Russes Sipe, Ceccola & DeMarla

Interplay's *Castles: The Northern Campaign* mission disk is out, with new combat features, Picts and Vikings, and options for buying and selling grain, etc. (it will be covered fully in *Simulations!*). Their latest from Delphine, *Out of this World*, is on the way, using simulations-type polygons for graphics. Ocean has *Elf* for the Amiga and PC. It looks more like a fancy ladder game than an adventure.

### Sierra extends help line

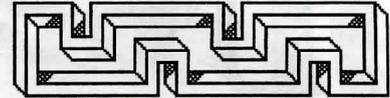
For the Christmas season, Sierra has extended their Customer Support Lines. Through March 31, they're open 8 AM-9 PM PST Monday-Friday, and until 5 PM on Saturdays. (209) 683-8989.

The Sierra Network start-up kits have been well-received by major retailers such as Babbages and Software Etc., and Sierra expects to reel in 10,000 users by year's end. SierraLand is now open, though the formal opening is set for later this year, when LarryLand will also arrive. Recent additions include E-Mail, Conference Rooms and Sierra Game Hints. Sierra also released a few games, mainly edutainment pieces like *Dr. Brain*, *Mixed-up Fairy Tales* and the *Larry Laffer Utilities*. (OK, the last one's actually sex edutainment, but it's still fun.)

### New Game Books

A pair of new books from Peter Spear arrived last week. *The Unauthorized Uncensored Leisure Suit Larry Bedside Companion* is a revised edition with clues to games I-V. Spear also hooked up with a virtually unknown ghost-writer to do *Dvorak's Guide to PC Games*. It's a full of capsule reviews and tips for hundreds of games and two disks of shareware games. Both are highly recommended (but buy *Quest for Clues IV* first!).

## The Mail Maze



Dear QuestBusters:  
About the December article on "Adventure Express," I'm worried that people who get Journal 3rd class will never find out about the news and clues in it. Will these be covered in the next issue?

Denise Drummond

*Don't panic! All the news that is still news will be reported in the next issue. If you get it sent 1st Class, you'll get a two-page insert with all the news and clues that arrived while the upcoming issue was being printed, along with brief excerpts from upcoming reviews. If you wish to upgrade, check your mailing label and count the number of issues left in your sub, then multiply by 50¢. Everyone who gets the Journal via Air Mail will automatically receive "Adventure Express" — the most up-to-the-minute news in the industry!*

## QuestBusters™

The Adventurers' Journal

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# Bard's Tale Construction Set

In the good old days I played *Tunnels and Trolls* six times a week. (Not *Dungeons and Dragons*, never *Dungeons and Dragons* — though the experience was much the same.) Many a dungeon my friends and I delved, many a city explored, and many a monster we sent back to meet its maker. But the most fun of all was in being the Game Master in charge of the expedition, and I did that a lot.

These days I do most of my dungeon-delving via computer. But for everyone who wants to create their own adventures, Interplay has finally released the *Bard's Tale Construction Set*. Now you can make the mazes, set the monsters in ambush, reward the mighty or the cunning with gold, jewels and magic.

Best of all, you can be a fantasy game designer without need of programming ability or a publisher. If the prospect of

**Type:** RPG Construction Set  
**System:** MSDOS (640K required, hard disk recommended, mouse optional; CGA, EGA, TGA, 256-color VGA/MCGA; Ad Lib, Pro-Spectrum, Sound Blaster, Roland, Tandy)

achieving dungeon-master deity on MSDOS machines, including Tandy and other IBM questalikes, appeals to you, then you will want *Bard's Tale Construction Set*.

## Big bad Bard

It is a huge program, taking up three high-density disks in compressed format. You will almost certainly need a hard drive with three megabytes of free space in order to decompress and run the program.

This is not the kind of program that allows you to just

plunge in and create a program. You need to know what you want to do before you get started. You should begin by making lists: how many dungeons and what to call them, how many monsters, how many items, how many spells.

That's because you will be using a different editor for each section of adventure creation: one for maps, one for monsters, one for items and one for spells.

The program also includes a utilities section for saving your levels, your monsters, your items, and your spells, and one grand compiler for putting it all together into a stand-alone, playable adventure that you may distribute freely to friends.

## Game included

The program also includes a new sample adventure in the *Bard's Tale* style: "The Mystery of the Star Festival at Isil Thania." You can either create characters or use the party provided with the game to go sewer-crawling, dungeon-delving, and castle-crashing just like the old days in Skara Brae.

Better still, you can use these dungeons, creatures, and monsters as examples of how to put together your own creations. You can examine all the maps, look at all the spells, or items, etc. Interplay provided a rather minimal manual under the assumption that player/designers would learn their craft by studying the sample game that is provided.

Certain special modules are provided as part of the compiled program. Character generation, for example, is exactly the same as in *Bard's Tale I*. You have no

opportunity to customize or rename your character types.

There is also an Adventurer's Guild for saving the game and resting, a Garth's Equipment Shoppe for buying and selling equipment, and a Review Board for level increases and gaining

new magic spells. I hadn't realized that Garth had a franchise operation, but the presence of these three distinct

institutions lets you know that you are definitely in the *Bard's Tale* universe.

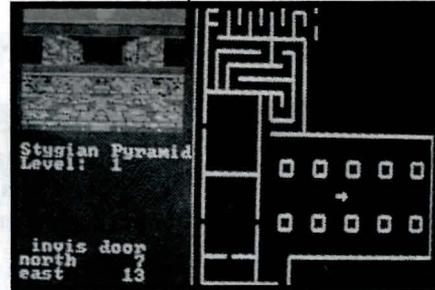
## Arts and crafts

The program gives you a lot of art for creatures and scenery, but a *whole lot* of art is needed in order to make a really snazzy adventure. In that sense, more art is still needed. The construction set comes with several open slots you can fill with your own *Deluxepaint II* drawings. Those of us who don't have *Dpaint II* are just out of luck.

Personally, I would have preferred a little editor program for drawing my own monsters or dungeon walls, something inside the main program. Going outside the program to draw something in *Dpaint*, then saving it into the correct subdirectory of the main program, then importing it into an open slot — all this will really slow down the process of getting new graphics into the program.

## The daily specials

The heart of the program is in the creation of what Interplay calls specials. Specials include all the really interesting parts of the program: the monsters, the treas-



by Ken St. André

Continued on next page

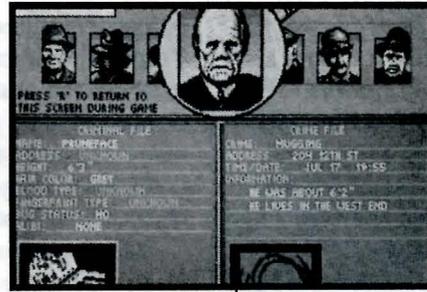
# Dick Tracy: The Crime-solving Adventure

by Russ Ceccola

Frankly, I didn't think I would enjoy *Dick Tracy*. I didn't like the movie very much, despite the excellent character makeups for the comic strip criminals such as Flattop, Pruneface and Deadhead, and the presence of Madonna as the town tease. Yet even though this one is for best-suited for beginners, it is certainly worth playing for its excitement and crime-solving challenges.

Tracy puts fourteen of the criminals from the 1990 feature film into a mystery game. It pits you as Dick Tracy against minor criminals as you build up a solid case against Big Boy Caprice. You will investigate assorted crimes, attempting to locate and arrest

the proper criminal. Each crime you wrap up puts another villain out of action and you one step closer to Big Boy.



layouts, color choices and use of gimmicks from the comic strip and movie keep the visuals lively and entertaining.

Indoor and outdoor fight and exploration

scenes are fun, and you get to see the full range of Warren Beatty's poses. Sound Source owners get a real treat, while the rest of us have to deal with the crummy PC speaker.

**Conclusions:** *Dick Tracy* rests on the border of action games and adventures, but the game is worth it for the challenge it offers to players' investigative skills. **RA**

**Difficulty:** Novice

**Company:** Walt Disney

**Price:** \$39.95

**QuestBusters price:** \$34

**Type:** Action-intensive mystery  
**System:** MSDOS (640K required, joystick optional, 10 Mhz, hard disk & Sound Source recommended; VGA, EGA, TGA)  
**Planned conversions:** Amiga

## Clues on your wrist

A crime lab, rogues' gallery, the Kid, and Dick's two-way wrist radio help narrow down the suspects to a few likely ones. You get clues from the criminals' hide-outs and the scene of the crime.

Unlike Disney's *Roger Rabbit*, *Dick Tracy* doesn't have incredible graphics. The gameplay, sound effects and music, however, more than compensate for the lack of graphic prowess.

In aerial view, action/arcade segments, you ride around and go head-to-head with the thugs when you find them. Graphics are nothing impressive, but the screen

## Bard Con.....from page 3

ures, the character interaction.

Each map may contain up to 30 specials, and each special may contain up to 30 lines of code telling the game what to say, display and do. The manual does include a few examples of typical specials such as the Pit special on page 14. Study them carefully if you hope to design your own *Bard's Tale* adventure.

Except for the Deluxepainting, everything is done via menus and cursor manipulation. You can change labels by typing in your own words, construct specials by choosing one of 66 lines of code to put on a given line, and set walls and doors and specials on maps by moving the cursor and hitting return. You even get from one segment of the program to

another by going back to a main menu showing your various choices. This approach works well, but it takes a lot of time. For example, it would be a lot faster to simply type in the special instructions — the format is easy enough to learn.

Another criticism of the program is that some obvious things seem to have been left out. For example, there is no provision to take gold or give objects among the various special possibilities. Nor can you edit the music to provide different tunes for Bards to play, or draw and import your own dungeon walls. There is no animation in the monster window, and you can't simply place a predesigned monster in a dungeon without invoking a special. Perhaps some of these needs will be addressed in

future versions.

**Conclusions:** *Bard's Tale Construction Set* is a deep, powerful program with a lot of potential for would-be dungeon designers. Skimpy documentation forces the onus of learning to use it well on the buyer. You will need plenty of patience, perseverance and willpower to actually build anything worth playing with this gaming tool.

I predict that most buyers will play the mini-adventure included, toy with the construction set, and wish for something easier. This program certainly shows that even with the best of tools, creating a good role-playing game is no easy task. **RA**

**Company:** Interplay

**Price:** \$54.95

**QuestBusters price:** \$38

# Three million killers, not enough time: Murder!

by Ken St. André

Remember Clue, the best mystery board game ever? What a kick it was to race through that old mansion, digging up weapon, motive and opportunity! Aha! Colonel Mustard in the library with a branding iron! Wrong! It was Professor Plum in the library with a bookend!

An English game, *Murder!* tries for the same effect. You must uncover a murderer within a strict time limit. To do so requires a lot of legwork: finding clues, taking fingerprints, asking questions — you know, the detective bit. And you don't get a Watson-type sidekick to help you out.

## The dating game

*Murder!* offers almost three million crimes. Each time you change one of four major variables (date, name of house, type of house and difficulty), you get a different crime. The really big variable is date, ranging from January 1, 1914 to December 31, 1945. There are four difficulty levels: Novice to Supersleuth.

All the crimes are cut from one master pattern. Someone is murdered within a house by one of the occupants. The program itself must be a masterpiece of randomization to generate so many different possible stories.

**Type:** Animated Mystery  
**System:** Amiga, MSDOS (640K & mouse required; 16-color EGA, VGA, no sound board support)

*Murder!* has a most elegant interface and playing field. All commands are handled by means of icons that allow you to ask questions, take fingerprints, pick up objects and arrest the murderer. A secondary set of icons generate conversation and semi-automatically take notes for you, listing all clues under the

headings of people, places, objects, and motives. You'll have to work fast, for you have only two hours of real time to piece together the solution — you can pause the game, but you can't save it. *Murder!* is meant to be played and finished in one sitting.

## Black & white movies

Graphics show an isometric view of an English mansion in black and white. Color is used solely to decorate the borders. It looks like a Lord Peter Wimsey episode in black and white, full of lords, ladies, visitors and servants, many of whom have very similar names; for example, William Jenkins the Butler, John Jenkins the Footman, and Mrs. Viola Jenkins, a visitor.

Characters wander around constantly when not talking to you. Though animation is very smooth, they can walk through each other, which causes a ghostly effect of one person dissolving, then reappearing pixel by pixel. And character images are recycled, so sometimes you'll see four women in one adventure who all look exactly the same.

I tried eight different cases and never solved one. Partly, I attribute my lack of detective derring-do to my natural obtuseness, partly to the fact that it took me a while to master the interface — but mostly because the game seemed a bit buggy. Characters are designed to give you their bits of information just once, but in every single game many characters could only say that they could tell me nothing more.

Since they hadn't told me anything yet, I had the distinct feeling that the program thought I had already received those clues. Once the game locked up, and once it went crazy and printed gibberish all over the screen. In both cases, all I could do was turn the Amiga off and start over.

## Severe tire damage

Copy protection seemed a bit excessive. The disk itself is protected, and you must look up a key word in the manual before the credits even appear. The manual tells how to use the icons, though it could have been a bit more extensive and clearer, and also gives you twelve celebrated



case histories, each of which seemed more interesting than the game you are about to play.

The idea may be to provide atmosphere, or just to stretch out a painfully short game instruction manual. Whatever excitement this game may contain has to come out of your mind as you try to piece together the who, what, why and when of each homicide. The only action you'll see onscreen is people walking around, talking and sitting down.

**Conclusions:** I'm more of a Mike Hammer-style detective — I solve mysteries by getting hit over the head several times and shooting bad guys until I get Mr. Big, not by doing logic puzzles in my head. But if you like cerebral whodunits with a British flavour (and can overlook a few bugs), then *Murder!* may be just your cuppa tea, old chap. ❧

**Difficulty:** Quester-adjustable  
**Protection:** ondisk & keyword  
**Company:** U. S. Gold/Accolade  
**List price:** \$45  
**QuestBusters price:** \$35

# Corporation: mapping mania

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*“...the main challenge lies in mapping each of the sixteen levels.”*

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**O**ver the years, European Cybernetics Corporation established itself as the leader in robot design technology. Domestic, agricultural and industrial robots forged the success of this multinational giant that became Universal Cybernetics Corporation.

Corporation, as the company was called, with their domestic servant droids that were programmed for entertainment, household chores and gardening, became a household word. A life of leisure had arrived, and most of the people began to devote themselves to the arts or scholarly pursuits.

Encouraged by its cybernetics success, Corporation began investigating the genetic bioengineering of organic life forms. Part of this project was to develop a self-sufficient killing machine for a certain client with designs of world domination.

The project was doomed to failure from the beginning. It was no surprise when some of the creatures escaped and began killing and devouring unsuspecting citizens who strayed near the research facility.

## Zodiac: CIA of the future

The new world order had been successful in founding a cohesive world government that still found it necessary to maintain ultra-secret espionage agencies to control certain undesirable elements of the populace.

One such agency, Zodiac, was selected to enter the Corporation headquarters facility and obtain the evidence in the form of an embryo of one of the killing creatures. Once the evidence was obtained, the operative needed to escape and return the evidence to Zodiac.

To begin the game you must select an agent alter ego from the available agent staff of six operatives: two men,

two women and two androids. Each agent has abilities and skills that may be boosted temporarily by artificial means but which cannot be permanently increased by training or experience. Psionics are used in the game, in addition to the normal reflexes, vision and combat skills.

## Lots of gear

Once a character is selected for its statistical configuration, you need to equip him or her from the available equipment with the limited funds provided for the mission.

Recommended and necessary mission equipment include the most powerful pistol, body armor, grenades, bombs, electronic lock-pick, backpack computer (which provides auto-mapping), gas mask for humanoid protection against poison gas, and vision-enhancing visor (which provides vision after disconnecting a building's electricity).

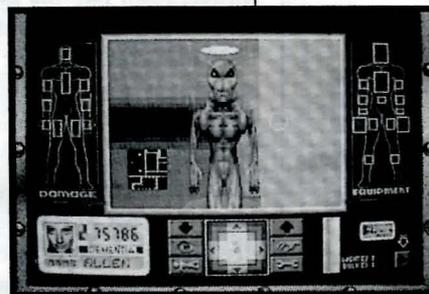
*Corporation* is a real-time, first-person perspective adventure

game. It is not a pure role-playing game, since it has no character statistics to improve. There are plenty of artifacts that will give you certain powers, but the powers are temporary, lasting only as long as the length of time it takes the ammunition to run out or the charge to run down.

## Mapping mania

The main challenge lies in mapping each of the sixteen floors of the Universal Cybernetics Corporation headquarters. While mapping the structure, you are also taking out the cameras and laser traps. Your character must determine which characters are harmless, like the maintenance droids, and dangerous, like the human guards, battle droids and alien mutants. Dangerous characters are to be destroyed, harmless ones left alone.

After wandering awhile, you get the impression there is just enough



Meet the monsters

equipment left around to be useful but not enough to keep you alive for very long. I always find myself running out of power or ammunition, and the game ends with me being captured and put out of my misery.

## Fields of dreams

Psionics (psychic powers) are available only to human characters. Psionics can be enhanced by drugs or by the psi-eye device. Every psionic "spell" has three fields of power that in turn have three states which determine effect. The first field is the level of power: none, little or a lot. The second field effect is related to intensity: none, positive or negative. The third field effect relates to where the effect is manifested: none, home (self) or away (others). There are four basic psionic powers: levitation, heal, density and mind blast.

The interface can be activated by a mouse or keyboard. You use the control key to toggle between cursor control and moving your character. This toggle is the first large mistake in a clumsy interface. Player movement and cursor control should be independent of one another. Other keys govern the generic commands of look and manipulate. The onscreen mouse icons control such commands as repair, sleep, up and down.

Another confusing aspect of the interface is the repair of damaged equipment or body parts. Damage is repaired by looking at the damaged item and activating the repair icon. Player movement is determined by the onscreen "shaded square." By positioning the red marker within the square, you can turn or move sideways, right or back. The shaded square is very hard to master and

causes much confusion. Your character is often moving into walls, sliding along walls or simply immobilized by walls. I found the movement shaded square completely unmanageable.

## Battling the bad guys

Combat involves guns, grenades, hand-to-hand combat, or psionic spell-casting. With a pistol in either hand, your free hand cannot be used to punch an opponent.

To dislodge the small crab-like robots without wasting precious ammunition, you need a free hand. To use a free hand, though, you must move the pistol from your hand to chest holster, wasting time. A better arrangement would have been to use an icon or toggle key to switch between punch and fire to perform these functions.



**Ready your weapons!**

## Inconsistent graphics

The level of detail in the graphics is quite good in pictures of the monsters, equipment, weapons, character selection and objects. But the graphics depicting the walls and doors of the headquarters are no more than simple lines drawn on the walls like the first *Wizardry* games of the early 1980s.

Color is employed sparsely, and you'll see more black and white than anything else. The holograms and the monsters are colorful, but are predominantly green and yellow. Music and sound effects are also minimal and unremarkable for a game of this type. There are very few sounds that utilize the sound board.

*Corporation* allows only one saved game, which is painfully inadequate for such a game. The save feature

**Type:** Role-playing adventure  
**System:** Amiga, ST, MSDOS (640K & 10mhz or better required, hard disk and Microsoft-compatible mouse recommended; VGA, EGA or Tandy 16-color; Roland, Ad Lib, Sound Blaster, Tandy 3-voice, PC speaker)

by Al C. Giovetti

continued on page 14

# GrailQuest: an Artworx adventure

by Russ Ceccola

**G** Occasionally I chance across a game that completely surprises me. *GrailQuest* is such a game. I never saw the original Macintosh game, but something tells me I would not have been as greatly impressed by it as I am by the VGA version.

What is most surprising is that it's from Artworx, better known for their fine chess and bridge programs, as well as their hugely popular *Strip Poker* games, than for adventures. *GrailQuest* is a fine product that will please fans of the Arthurian legends, even though that theme has been beaten to death in recent months.

Initially I was predisposed to complain about it as yet another game in which you have to find the Holy Grail or partake in quests in and around legendary Camelot. Although a quest for the Holy Grail is now a stale subject (except, of course, in Monty Python's hit movie,) I thoroughly enjoyed *GrailQuest* because of its presentation, puzzles, simple prose and user-friendly interface. Not a very difficult game, it is built around puzzles that are fun

**Type:** Graphic Adventure

**System:** Mac (512K, b/w only), MSDOS (512K & hard disk required, mouse optional; EGA, VGA, no TGA; digitized speech

**Planned conversions:** none

to solve because they're object-oriented and because many of the objects are hidden or contained within other objects.

The ultimate goal (you guessed it!) is to find the Holy Grail. As Percival, you must survive a number of hurdles along the way. In particular, you must survive the Wastelands and make it through the Castle Perilous. To top things off, only knights with high spiritual

strength can take the Grail. You gain spiritual strength by solving moral dilemmas along the way.

*GrailQuest's* presentation consists of three main areas: a graphics window, text window and control panel. The graphics in VGA mode are gorgeous because they are largely digitized pictures of locations and characters. Only the usable objects are computer-drawn.

These digitized pictures, especially those depicting locations, bring *GrailQuest's* vision of Arthurian times to life with a sense of drama, as seen in the recent releases *Martian Memorandum*, *Police Quest III* and *Heart of China*. The text descriptions and responses are displayed in an easily-read font. Together the text window and graphics window take up the upper two-thirds of the screen.

## Easy does it

Most designers struggle with a suitable command entry system for their games. *GrailQuest* uses an uncomplicated system that makes game control simple. A control panel along the bottom third of the screen contains clickable boxes for the various game commands or current game options. You click on a box to execute a command. If further information is necessary, the program prompts you for it by placing additional choices in the control panel boxes.

As an example, it is easy to see which objects are in a location by clicking the GET command. All objects you can pick up will replace the commands in the panel boxes. To finish the command, click on the object you wish to get, or hit ESC to cancel it. You deal with all commands in the panel the same way.

## Puzzles & mini-quests

Puzzles get more complex as the game goes on, but never detract from enjoying the scenery and situations. Mini-quests keep you occupied along the way, and success in these sometimes depends on three qualities: physical health, magic resistance and spiritual strength.

The latter increases gradually throughout the game; others more readily change as a result of a particular action or inaction. High physical health and magic resistance help you win battles. It is important to find the objects that favorably adjust these levels. This touch of role-playing makes the puzzles and plot more interesting.

*GrailQuest* was conceived and developed in the fine tradition of the classic text adventure, except that there are great digitized pictures and no old-style parser. The story is interesting, and the subplots break it up into bite-size chunks. Lots of digitized sounds and music play through the PC's speaker to spice things up.

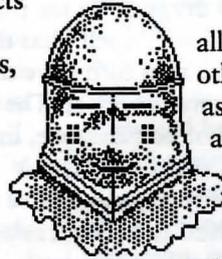
**Conclusions:** Two things require change when the author uses this game system again. First, *GrailQuest* takes about an hour to install, a ridiculous waste of time caused by the digitized pictures. And though it's still easy to move around, the WALK or RIDE commands should have been replaced by a compass rose to eliminate the need to first click on the verb. Other than these small gripes, *GrailQuest* is a fun game set in a merry olde England full of puzzles, challenges and chivalrous deeds. ❧

**Difficulty:** Novice to intermediate

**Company:** Artworx

**Price:** \$40, MSDOS; \$30, Mac

**QuestBusters price:** \$35/\$25



# Riders of Rohan

by Al C. Giovetti

**A**nother in a long line of games based on J. R. R. Tolkien's books, *Rohan* dwells on the Battle of Rohan from the second book of *The Lord of the Rings* trilogy, *The Two Towers*. Hobbits Frodo and Sam have forged on alone to Mount Doom to destroy the Ring of Power, while Aragorn and his party pursue the Orcs who kidnapped Merry and Pippin, two other Hobbits. The Ring is not involved, for the main plot involves the inhabitants of Isenguard, Helm's Deep, Edoras and Fangorn Forest.

All the forces in each of these locations must be convinced of the need to unite and fight the forces of evil wizard Saruman, who has joined in the fight to dominate Middle Earth.

Once they're persuaded to unite, your task is to control of

**Type:** Adventure & War Game  
**System:** MSDOS (640K required, hard disk & mouse recommended; MCGA, VGA, EGA, TGA; Ad Lib, Sound Blaster, Tandy)

the forces of Rohan in a war game. You must mobilize quickly to destroy the forces of Saruman and keep a substantial force of Rohirrim, the soldiers of Rohan, and heros alive to come to the aid of Gondor at the end of the game.

## Adventure & war

*Rohan* is basically a strategy game with some adventure game aspects. Knowing what to say and where to send certain heros to obtain the needed mobilization quickly is a matter of trial and error. Merry and Pippin must be freed by Eomer and his heavy cavalry, then flee into Fangorn Forest to mobilize Treebeard and the Ents, an ancient and powerful race of ambulatory trees, against Saruman's forces.

Aragorn and his group must go to Edoras and quickly convince the King of Rohan to mobilize his armies. Once these events are set in motion the game is decided by several arcade sequences and tactics and strategy on the combat screen and the overall map of the land of Rohan.

## Combat & strategy

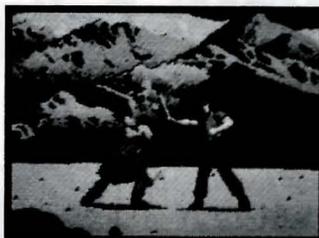
The map is depicted in overhead view on the main strategic screen. It resembles the one used in *War in Middle Earth*. When two opposing troops come into close proximity a battle is eminent.

A scouting report can be obtained to assist in making the decision to fight or evade the enemy troops. Using the quick combat option is very foolish, since in order to win the game, you must defeat Saruman's troops without taking many casualties.

Your only hope to defeat the enemy troops with minimal casualties is to confront them on the battlefield and harass the enemy while destroying their army with mounted archers. A direct confrontation will prove fatal.

Once a battle has started, the top-down battle map, with no terrain, becomes the arena. Opposing units enter at the top and the defending units are positioned horizontally across the bottom of the screen. The battle resembles that of Microprose's *Sword of the Samurai*.

Other battle options include a side-view of two opponents in a melee duel or a magic duel. The mouse or keyboard controls the parries and thrusts of the battle, while bars of health flank the combatants. There is also an archery contest. A practice mode lets you work on archery, melee and magic duels.



## Graphics & sound

The colorful graphics are quite good.

Several screens are divided into a graphic on one side and text on the other. Graphics are carefully drawn depictions of the characters and their armies.

In the adventure portion, text represents the narrative character interaction, and the graphic of the character's head and shoulders illustrates the interaction. Colors are bright and do not give the impression of a limited palette.

Music and sound effects are used well, if sparingly. The introduction has a very suspenseful musical sequence. An 80-page, detailed, interesting and useful "guide book" is used for keyword copy protection.

Lack of time compression in strategic combat causes some problems.

You can name an unlimited

number of saved games. The game installs easily and does not take up much on a hard disk.

**Conclusions:** *Rohan* is more of a war game than an adventure. Game mechanics are well thought out and provide an entertaining diversion. The majority of its intricacies are taken up in the tactics of using cavalry against slower infantry and foot archer units. The game has substantial replay value in trying the different alternatives which lead to victory rather than defeat. 

**Difficulty:** Advanced

**Company:** Konami

**Price:** \$49.95

**QuestBusters price:** \$38



# WALKTHRU: Police Quest III: The Kindred

by Paul Shaffer

## Day One

Go to your office. Get form from basket. Go to briefing room. Talk to Morales. Get clipboard (left side of podium). Return to office. Sustained. Get form from basket. Go to third floor. Give form to Mike. Get card. Return to office. Use computer. Put card in computer. Personnel. Morales. Quit. Quit. Go to first floor. Open storage closet. Get batteries and flares. Go to men's locker room. Open locker. Get flashlight, notebook and night stick. Return to office. (When dispatch calls, go to your office and call dispatch. Then finish this section before driving to Aspen Falls.)

### Aspen Falls

(To reach Aspen Falls, drive east on River until you see the Aspen Falls sign. Stop car and get out there.) Talk to woman with child. E. Examine man. Talk to man. Grab man. Search (get) man's clothes. Examine license. Throw keys into pond. Get nightstick. As man attacks, use nightstick on him. Cuff man. Search man. Open passenger door. Get in car. Check license # on computer. Return to station. Open locker. Put gun in locker. Go to booking. Put license and knife into drawer. Open inner door. Code: possession of concealed weapon. Get cuffs. Retrieve gun. Go to car.

### Interstate 41

Go to interstate where Morales is waiting (drive north on 7th, turn east on 41). Walk around right side of car. Talk to Morales. Talk to woman in car. Talk to Morales. Signature. Return to car. Patrol interstate 41 at 55 mph.

### Traffic Patrol

Do not leave the interstate until you have given tickets to four drivers. You should spot two speeders first. When you see either one, match speed with it. Look plates. Enter plate id in computer. If it's the sheriff, let him go. If not, turn siren on. When exiting car, note time. Walk around right side of car. Talk to man. Examine license. Go



to police car. Put license in computer. Form 900. Enter time and vehicle code: exceeding speed limit. Get ticket. Give ticket to man. Return to patrol.

### Too Slow

Match speed. Look plates. Enter plate ID in computer. Use siren. Note time when exiting car. Talk to driver. Look license. Go to police car. Put license in computer. Form 900. Enter time and code: driving too slow in fast lane. Get ticket. Go to right side of the driver's car. Return ticket to man. Return to patrol.

### Too Drunk

Match speed. Look plates. Enter plate ID in computer. Use siren. Note time. Talk to man (twice). Search (get) man. Cuff him. Take (get) him to patrol car. Enter car. Return to station. Open locker. Put gun in locker. Go to booking room. Remove cuffs. Examine breathalyzer. Turn machine on. Get tube. Get printout. Use drawer. Open inner door. Enter code: driving while intoxicated.

### Marie at the Mall

Retrieve gun. Go to Homicide. Call dispatch. Go to car. Go to Oak Tree Mall. After doctor gives you the chain, examine Marie. Talk to Marie. Exit room.

### Back at the Mall

Talk to reporter. Examine car. Examine ground. Put batteries in flashlight. Use flashlight on ground. Walk around car. Stop when you see a glint. Get glint. Examine medallion. Examine reporter's card. Go to car.

## Day Two

Get music box from closet. Exit.

### Station: Reviewing Murders

Go to homicide office. Use computer. Insert access card. Homicide. Review. 199144. Review. 199137. Serial number. 09987. Review. 199124. Quit. Quit. Call reporter. Go to evidence lockup. Put chain in drawer. 199144. Put medal in drawer. 199144.

### Hospital

Go to flower shop. Talk to woman. Pay woman. Talk to receptionist (twice). Use elevator. Examine Marie. Talk Marie. Give rose to Marie. Give music box to Marie. Kiss Marie. Exit.

## Day Three

Go to homicide. Get message in box. Go to unmarked car. Go to address on message (go south on Second Street, stop and exit car just south of Poppy). Talk to bag lady. Show badge to lady. Cuff cart to pipe. At station, talk to lady. Get lunch bag (on Earl's desk). Talk to woman. Use computer. Tools. Drawing Composite. Adjust features until lady says all are OK. Search. Quit. Quit. Talk to woman. Get cuffs. Go car.

### Mall

Exit car. Note stores. Wait for Morales to return. Go car.

## Day Four

Station: Preparing for Court

Go to homicide. Get subpoena from box. Go to marked car. Open glovebox. Get calibration chart. Go to unmarked car. Go to courthouse.

### Courthouse

Enter building. Talk to attorney. Give chart to attorney. Go to car.

# QuestBusters

## The Mall and the Key Store

Take Morales keys. Go to key store. Give key to clerk. Pay him. Return to car and replace keys. Wait for Morales. Go to 300 W. Rose.

## 300 West Rose

Open trunk. Open briefcase. Get scraper, toothpicks, and envelopes. Close briefcase and trunk. Examine wrecked car. Use scraper on paint. Examine body. Move shirt. Examine pentagram. Examine hand. Use toothpick on hand. Search pants. Exit. Put equipment back in trunk. Go car. Return to station.

## Station: Morale's Desk

Go to evidence lockup. Put skin samples and paint sample in drawer. 199145. Go to homicide. Save. Use Morales' key in her drawer. Examine paper (386). Close drawer. Get paper from box. Go to hospital.

## Hospital

Use elevator. Examine chart. Get chart. Examine (look) Marie. Examine IV readout. Push call button. Wait for nurse. Talk to nurse. Kiss Marie. Exit.

## Day Five

Go to psychologist's office. Get file from desk. Go to homicide. Examine bulletin board. Talk to Hanks. Use computer. Homicide. Review. 199145. Quit. Quit. Call dispatch. Use computer. Tools. City Map. Plot past the four murder/assaults (plot points over roads, not intersections, at: 200 West Palm and North Third, 300 West Rose and 0 South Third, 400 S. 6th and 0 River, 300 E. Rose and 100 S. 9th). Check pattern (draw lines to connect all four points). Plot hypothetical fifth point where it would form perfect pentagram (200 E. Palm, 300 N. 8th). Connect all dots to form five-sided shape; connect dots through center to shape to form an inverted five-pointed star, or pentagram (you'll get a

message indicating you have done this correctly). Quit. Quit. Go to Third floor. Click on top corner of desk with hand icon. Get tracking device. Go to car. Go to East Palm between 8th and 9th. Exit.

## Gold Nugget Saloon

Examine car. Put tracker on car. Enter saloon. Talk to people. Save. Ready your pistol (click it on yourself). When suspect enters room, look at him (twice). He'll go for his gun. When he runs, get in the car, turn on your tracker and follow him to the freeway.

## Freeway wreck

Use flares on interstate. Examine body. Get keys. Search body. Talk to ambulance guy. Use key on trunk. Examine cocaine. Get cocaine. Return to homicide. Get note from box. Go to hospital.

## Hospital

Visit Marie. Examine Marie. Talk Marie. Kiss Marie. Exit.

## Day Six

Go to homicide. Talk to Captain. Computer. Homicide. Review. 199145. Go to 1st floor. Go to ladies locker room. Go to men's locker room. Get toilet paper. Put it in toilet. Talk to janitor. Go to ladies locker room. Open Morales' locker with combination from desk. Examine contents. Get notebook and click it on cocaine. Exit. Go to homicide. Talk to captain. Go to coroner's.

## Coroner's

Enter building. Examine drawers. Open drawers until you find Steve Rocklin's tag. Read tag. Get envelope (after coroner returns). Examine envelope. Examine locket. Exit. Go car.

## Hospital

Visit Marie. Give locket to Marie. Talk Marie. Kiss Marie. Exit.

## 500 West Peach

Talk to fireman with bullhorn. Enter building. Get photograph

(from glob south of cushion). N. Examine pentagram. Return to car. Get scraper and envelopes. Return to pentagram, get blood with scraper. Return to car. Replace scraper. Go car.

## Mall

Exit car. Go army recruiter. Show badge to recruiter. Show picture to recruiter. Get printout. Go car.

## Station

Go to evidence lockup. Turn in ring, cult book and blood sample. 199145. Go psychologist office. Talk psychologist. Give military record to psychologist. Exit. Examine photo (noting address on post). Go to 522 West Palm.

## 522 West Palm

Examine house, window, dog, electric meter. Knock on door. Go to courthouse.

## Courthouse

Enter building. Talk to judge. Show news clipping to judge. Show photo to judge. Get warrant. Return to West Palm

## 522 West Palm

Examine door. Knock. Return to courthouse.

## Courthouse

Enter. Get judicial order. Return to West Palm.

## 522 West Palm

Save. Give order to knock door down. When entering, ready pistol (click it on yourself). Fire at man who rolls out. Examine second man. Talk man. Cuff man. Examine sofa cushion. Move cushion. Use remote on TV, channel eight. Enter secret passage. Save. Ready gun. Walk around room. Attack will come as you reapproach exit — shoot attacker. If you then get killed, see the preceding sections on "The Mall and the Key Store," "Station: Morales' Desk," and "Station: Morales' Locker."

# Keys to the Kingdoms™

## Pools of Darkness

Of the dimensions beyond the four portals, the easiest is the Dragon Prince's plane. Build up Strength for the next two. The fourth can't be reached until you solve the others.

Kalistes won't show up to fight unless goaded. Her pool is in a temple complex beneath Manshoo's Tower. It will be beneficial to first go through the prison area and help Silk. (You'll get help from the Drows in the ruined temple.)

Take the road outside the temple to a stockade and collect a Dwarf Fighter, Storm, then return down the road to the first bend at the lower center of the overland map. You can find another NPC, Dennia, nearby, where webs and lava have formed "ramparts." She'll lead you to the Testing Grounds. Save slots for these two. Add Dennia before finding the assassin Valardis, and he won't even show up.

The Testing Ground is near a mountain peak in a foggy area just left of the overland center. You can get the Ward of Safe Passage by taking the Drow tests. Dennia shows you a secret door near the first trial room, then you must pass seven tests. The last is just a Drider under an illusion, so kill it.

Follow a Drow named Daris to capture the Ward and battle the Pet of Kalistes, Shest. The gateway to the Parlor is inside a village beside it. With the Ward, you can pass a "seamless" wall at the left center of the village. The swiftest solution is to find the kitchen at the top left and use the trap door down to the basement. Either of the two egg chambers at

the left is where the Big Battle occurs. Once an egg chamber is found, back off to camp and cast your protective spells, because a dangerous fight will be triggered by your natural response to finding the eggs. After you destroy the eggs, Kalistes and friends will arrive to fight.

Bill Dawson

**Dark Phlan:** at the wall, blow the Horn of Doom for each party member.

**Gothmene's Palace:** use "look" to redistribute items of power. In the outer Palace, Rakshasa will impersonates Sasha and the party immediately enters the inner Palace. They'll meet Elminster, who is also being impersonated by Rakshasa. Blow the Horn of Doom to undermine the morale of the Dragon Guards. Show the Talisman of Bane to the Minion Guards for the same effect. Have your most dispensable character wear the Crystal Ring, in case you don't get a chance to cast a Heal spell on him in the final battle; have him swim the Pool to retrieve the Crystal. Once you located Gothmenes, refuse to bargain. Have the character with the Crystal use it on the Minions climbing out of the Pool. That character will then lose all but four Hit Points. There are three very tough battles, so be sure to Heal and cast Protection spells between rounds.

Vivienne Stevenson

## Bad Blood

Here's how to get lots of "oozee ammo." Pick any person and start your journey. Go to Zerotown and buy the bazooka from the man. Blast him with it. Then head to Okkarn. Go to the right side of the fence and walk straight down.

If something is in the way, walk around it and get back on course. You should find the Urse. Don't fight him. Avoid him, then find and enter his cave. Take the oozee and ammo. When your oozee looks like it's going to run out, you get 65,000 more rounds.

Kelly Smith

## Bane of the Cosmic Forge

Here are a few bugs in the Quest for Clues IV solution for this game. In the section "Basement: Level One," the dungeon key is not there. See paragraph seven to find it. In paragraph three, it should say "southeast tower," not southwest. On the map of the "Castle Basement: Level One," Queegueg is one room south of the indicated position.

In the section on the rubber strands, you need four of them, not three. In the same section: after using the chisel at all four locations marked (C), you must return to the first location and use it again. On the map of Giant Mountain, the correct location of (D) is west of thest, at end of the path north of (E) next to mountain in center.

F. J. Philipp

## Shadow Sorcerer

The northwest corner of the map is 0, 1, so a location described as 4, 1 is the fifth block from the north and the first block from the west. Food caches for refugees are at 3, 4; 12, 6 and 14, 6 (but when you get any one, the other two will disappear). There's also a cache at 8, 6 and 30, 7. It's recommended you take the refugees to 8, 6, then go to 3, 4 to get

# QuestBusters

the Royal Jelly for the Neidar King. Then the food will be delivered to the refugees at 8, 6. Next take the refugees to 14, 6, then to 30, 7. From there go to Skullcap, which is the entrance to Thorbardin. It's at any of the five entrances at the south end of the map: 31, 3; 31, 7; 31, 11; 31, 15; 31, 19. If you look you'll see a skull appear at 8 PM; this is the entrance.

At the outpost mines, enter at 8, 6, go north one room, east one room and south one room to get the Brass Rod, which is needed to free the dragon in room three at Skullcap. It in turn will slay Ember the Dragon. Leave the mines the same way to avoid delay and battles.

Keys are found at:

Green: Troll Cave (21, 4); slay troll with Fireball

Red: Ogre's Camp (27, 16) enter in daytime

Silver: Shipwreck (9, 19) fight Skeletons

Yellow: Battlefield (15, 14)

Key Ring: see Yellow Key

Brown: Skullcap (room 3A)

Final key: Fitzan (9, 2)

**Other useful gear:**

Cure Light Wounds: Battlefield (15, 14), Skullcap (room 9)

Fireball: Shipwreck (9, 19)

Bracers of Defense: Battlefield (7, 16), Skullcap (room 3A)

Sword +3: Hobgoblin pirates (10, 19)

Sword +2: Hidden City, room 4 (18, 18) and Troll Cave (21, 4)

Ring of Protection +3: Lizard Men Temple; use Fireball north in room 2 to clear plants and see chest (carry Ring in pack for protection from Green Dragon at 26, 10, then wear it later.

Vorpall Sword: Skullcap (room 4)

Bows: Skullcap (room 3) 5 at 13,

7; 16 at 22, 7

Quiver of Arrows: Room 2 (1, 2; 22, 7; 9, 19)

C. F. Shaffer

## Corporation

If you ever get caught and put in prison, you need a bomb to blow your way out. Head for the nearest elevator (use your computer to find it) and exit the prison level. To improve your abilities, make sure you have brain implants, or take new courses when you get a chance. To avoid monsters, don't stand too close to doors (which open automatically if you're near). The game is in real-time, but you can pause by examining your gun.

Andrew Phang

## Conquests of the Longbow

On the first few days, there is a lot of action at the overlook.

## Willy Beamish

Examine the jetski carefully for an item needed in the phone booth. To get rid of Ray the Tavern bouncer, think astrological. In the Tavern, be generous with your lottery ticket. To get past the Sludgeworks guard, use the pass from the Union boss' office. Examine the blueprints from the Humpford mansion carefully, and you'll be able to navigate the tram section.

Andrew Phang

## Might & Magic III

Wildabar: don't pull any levers in the dungeon.

Swamp Town: to Statue of yad, say mirror and get password primary for Main Engine section

Castle Whitehead: dungeon password is joabary, chest password is smello

Castle Blood Reign: dungeon password is ogre, chest password is nortica.

Castle Dragontooth: dungeon password is 2000, chests are opened by using math based on 12-hour clock

Castle Greywind: dungeon password is circle. Don't take chests, or you'll lose all your gold. Free Greywind to learn half the computer code.

Castle Blackwind: dungeon password is ten; Blackwind tells other half of computer code.

Slithercult Stronghold: answer is epsilon.

Arachnoid Cavern: Zeta tells you day to find Seashell; answer to Lord Might is 20301, you multiply by 2, not 52.

Cyclops Tavern: don't go through door to west in mid-west section.

Cursed Cold Tavern: answers are tomorrow, icicle, echo, chain. To raise island, say youth. Pirate treasure is real on Onesday.

Fortress of Fear: pull B, R, X, B

Hall of Insanity: answers are tear, blink, eyes

Dark Warriors Keep: answer is 314

Cathedral of Carnage: answer weeds. Heads at N, O, P, Q, R should be turned to face south, east, north, west, north in this order. Deactivation code: JVC.

Main Engine section: passwords are warp and sublevel.

Alpha/Beta Engine section: password to return to Main Engine section: primary

C. F. Shaffer

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This month Vivienne Stephenson and Bill Dawson were randomly selected to receive the game of their choice for sending in Keys.

So send in yours today! (All submissions become exclusive property of Eldritch, LTD. until October 11, 2317 A.D.)

## Longbow.....from page 1

for all *QB* and *Simulations!* reviews, in fact, is "review it for what it is, not what you think it should be or assumed it would be." After all, we are game players and reviewers, not frustrated game designers.)

And no one can criticize *Longbow* for lack of puzzles: it contains the most puzzles Sierra ever packed into a game — including *Time Zone!* While you must click certain items, such as scrolls and coins, on people and things, prose-based puzzles, even riddles, are also in play. An example of this is the way you read clues in a scroll to learn which "faces" to click on to open a door that leads out of a castle. Marx has made the most effective use yet of Sierra's new "no-typing" interface.

Puzzles, many with alternative solutions that lead to multiple paths through the game, start out easy and grow more complex, with a total score of over 7,000 points. That reflects only one of three scores. Another tells how much gold you've raised to pay the ransom, and another how many of your original 31 Merry Men are still alive.

## Video visions

Visually we're treated to another round of video-captured animation reflecting the latest evolution in computer graphics. Sierra videotapes live actors (and lucky employees) walking, shooting arrows, and so on, then converts the video to animated graphics that are the most realistic and fluid yet. I marveled at Marian's graceful moves as she performed the Spiral Dance in Robin's dream.

Interaction is the name of the game, for there are no lengthy animated sequences that serve simply as passive entertainment (a valid criticism of *Larry V*, for instance). Conversational scenes are dramatically reinforced with little

cameos — bordered boxes depicting the head and shoulders of the person — that alternate between the sides and top and bottom of the screen.

In a few arcade sequences, such as a quarterstaff fight, you fight by clicking directly on an animated character. (Set your arcade level to the max, and you'll automatically win these.) There's also an ancient board game, 9 Men's Morris, to play.

You'll hear the expected lutes and flutes, but melodies are treated more delicately than in most games. And there is *no* music in many scenes, emphasizing the songs when you do hear them.



## Icons new & olde

When you travel great distances, a map icon lets you view a map and click on locations to go directly to them. In at least one aerial-view map of a castle's interior, your character walks around the halls on the map.

Another new icon controls shooting your bow. In combat, you just click on the target. When practicing, you see a behind-the-bow view and will find it easy to aim by using an animated flag to note wind direction (keeping in mind that at greater distances you must aim high). Other icons are Sierra's standard mix, such as the eye to look at things.

There is little in the way of magic, aside from certain rings and artifacts, but much in the way of myth and lore. Elements such as money and the druid's lore of gems and trees are authentically treated.

Remember how you trustingly hand over your wallet when buying things in *Larry V* and *Police Quest III*? Here you click on your money-bag, and a number beside each of three coins (silver, half-penny, farthing) tells how many of that denomination is left. Then you click on a hand beside the coin to choose the number to give to someone.

The manual is succinct and

lushly illustrated. Written by Marx, it is one of Sierra's most enlightening pieces of documentation, not to mention practical and concise. (It also serves as copy protection in several stages of the quest). She includes a two-page bibliography of fiction and non-fiction.

**Conclusions:** From Errol Flynn to John Cleese, the finest and funniest actors have played the role of Robin Hood. *Conquests of the Longbow* is your chance to disappear into Sherwood Forest, rob from the rich and give to the poor — don't miss it! Christy Marx has hit the mark twice, first with her tales of King Arthur and now the legend of Robin Hood. I can't imagine what she's aiming for on her next quest, and I can't wait to tag along.

**Difficulty:** Intermediate

**Company:** Sierra, Inc.

**Price:** \$59.95

**QuestBusters price:** \$41

## Corporation.....from page 7

should be more versatile. The program installs effortlessly onto a hard drive and takes up about five megabytes. Documentation is functional, but too brief.

**Conclusions:** *Corporation* is an excellent game — except, of course, for the clumsy interface and poor use of graphics and sound. And of course, the fact that many people have found it almost unplayable due to the difficulties in manipulating the shaded square for movement. If you can manage the clumsy interface, *Corporation* could be good.

**Difficulty:** Intermediate

**Company:** Virgin

**List price:** \$49.95

**QuestBusters price:** \$35



# Swap Shop

Trade or sell your old adventures with a free ad. Adventures and original programs only, limit 10 games per ad, one ad per issue. \* = cluebook included.

## Apple

\$10 @: Space Quest 1, Tower of Myraglen, Times of Lore, Realms of Darkness. \$15 @: \*M & M 2, Dark Heart of Uukruk, Suspended, Wizardry. \$20 @: Wizardry 4, \*Keef the Thief. Write 1st. Gayle Ann Stanford, 3281 Foxgate Dr, Memphis TN 38115

Sell/trade: Enchanter Trilogy, \$40. Temple of Apshai, \$5. \$20 @: War of Lance, Pool of Rad. Hitchhiker's Guide, \$15. Send SASE for list of used games. Frank Lee Linne, 1219 Eastwood Dr, Seguin TX 78155  
1-103 Ave, Edmonton, Alb, Canada T5N 0T8

## Amiga

Sell/trade: Bard's Tale, Champions of Krynn, It Came from the Desert, Battletech, Buck Rogers, Indy Jones Last Crusade (adventure), Targhan, Hero's Quest, Immortal, Dr. Doom's Revenge. Send your list for mine. Darren Martinez, 36 Radcliffe Rd, Island Park NY 11558

Sell/trade: \*Krynn, \*Neuromancer, \*Eye of Beholder, \*King's Quest 4, M & M 2, Zork Trilogy, Zak McKracken, more. Dan Bulmer, 231 Heddle Ave, Victoria BC, Canada V9B 1T9.

Amiga 500, 2 drives, 1 meg, complete, 1 year old: \$700. P. Matta, 73 Basswood Rd, Farmington CT 06032

## Commodore 64

Trade: Knights of Legend for Bad Blood, Buck Rogers for B. A. T. Sell Tangled Tales, \$15 Roadwar 2000 or Mars Saga, \$5. James Wilkes, 3189 Haneys Br., Huntington WV 25704

Sell only, 150 C64/128 games, send SASE for list. Also C128 system for sale. John E. Peterson, 4101 S. Sheridan #12, Lennon MI 48449-9412

## MSDOS & Questalikes

Trade: Eye of Beholder, Space Quest 4, Countdown, Battletech 2, more. Want M & M 3, Monkey Island (256 color), Covert Action, any new VGA. Andy Webster, 2012 Cedar St, Jacksonville IL 62650

Sell Megatraveller 2, 5" VGA/EGA for \$34 or trade for any Leisure Suit Larry. David Young, 698-975 Gold Run Rd, Susanville CA 96130

Sell/trade: Les Manley, It Came from Desert, older Infocoms, Carm Sandiegos. Send SASE & list. David Winfrey, 323 Jewel Dr, Statesboro GA 30458

Want to buy hint book for Fool's Errand, Timequest. Sell Spellcasting 101, Altered

Destiny for \$20 @. Maureen Moran, 160 West 96 St, 9S, NYC, NY 10025

Sell/trade games, most 3". Steve Lake, 90 McKay St, Beverly MA 01915

Will buy Maniac Mansion, Elvira 1. L. Klein, Rte 2 Box 317, Oldtown ID 83822

Trade/sell: Buck Rogers, Hero's Quest 2, many more. Les Minaker, 76 Keeble Crescent, Ajax, Ontario Canada L1T 3R5.

\$15 @, 2 for \$25 or all 3 for \$32: Indy's Last Crusade VGA 256, Populous 3" & Stellar 7. Want Trial by Fire 3". Paul Shaffer, 4735 Roswell Rd NE 17H, Atlanta GA 30342

Sell only, 5", \$24 @: \*Eye of Beholder, M & M 3 3". \$28 @: \*Martian Dreams, \*Pools of Darkness. \$22 @: \*Megatraveller 2, Gateway to Savage Frontier. Postpaid. Richard Robillard, 52 S. Main St, Baldwinville MA 01436

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