

Indiana Jones & the Fate of Atlantis

Adventurers around the world had been drooling in anticipation of this quest since hearing about it more than a year ago. And when LucasArts Games released it last month, fans everywhere finally satisfied their hunger for more Indy-style adventure and fun.

Its plot takes the world's favorite archaeologist to parts of the world where we've never seen him before and teams him up with a former archaeology enthusiast and current psychic new-age quack, Sophia Hapgood, to find the legendary kingdom of Atlantis and its treasure. *Atlantis* is not only the best adventure ever done by LucasArts (who recently changed their named from Lucasfilm Games), but it is also probably the nicest graphic adventure ever. As anyone who plays it will attest, this game's just about perfect in all areas.

Interactive intro

Atlantis even begins in one of the most interesting ways ever seen in a computer game — with an interactive credits and introduction sequence. LucasArts could have easily made players watch the introduction as one of their "cut-scenes," of which there are plenty in the game anyway, but instead allow you to move the sequence along at your own pace. The end result is a scene that has dramatic music to reward you as you make it from room to room in the museum's storage facility until the Nazi shows up to steal the artifact.

This introduction sets the game up like an Indy movie, and the unique

approach continues throughout the quest, even in the movie-like scenes straight out of a cinematographer's head, to the end credits that play over the final scene. *Atlantis* also follows the familiar technique of the Indy films by presenting a section of a world map with highlighted dots for destination selection, then draws a line between the dots to represent travel time.

Atlantis would make the best Indiana Jones film if George Lucas could somehow convince Harrison Ford to agree to play the role again (personally, I think Lucas should blacklist Ford until he does this movie — even though most of his other films have been pretty good).

The plot is very well-structured, moving you closer and closer to the discovery of Atlantis. There are over 200 rooms and locations, with plenty of red herrings and extra scenery, but not so much that the main story gets lost in a lot of clutter. You go from an Iceland dig site to the desert, Monte Carlo, Crete and a number of other locations, including Atlantis. Far from predictable, the story features major discoveries that are surprising, especially the location of Atlantis.

Alternative solutions

The previous Indiana Jones game, *The Last Crusade*, followed the movie script closely but included some scenes deleted from the film, and offered alternative solutions for some puzzles. For example, you could either fight or dazzle with charm certain Nazi guards.

This flexibility made the game more

playable and set up an idea brought to fruition in *Atlantis*. Points are assigned after you solve a certain puzzle or complete a task. The overall total of I.Q. (Indy Quotient) points gives you an idea of how well you did in the game. In *The Last Crusade*, you could replay the game and add to your I.Q. total by solving puzzles in different ways and earning points you missed the first time.

Atlantis goes one step further. Not only are there different ways to solve puzzles in the game, but there are also three paths the player can take to get from the discovery of Plato's Lost Dialogue to Atlantis. This approach makes it easier to accumulate the grand total of 1,000 possible I.Q. points and also makes about half the game replayable and almost completely different from the other paths.

The paths are Team path (Sophia accompanies you for the entire adventure), Wits path (more puzzles and

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by Russ Ceccola

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Shay Addams'

Adventure Road

New Quests

Norsehelm Productions, has released their first product.

Ragnarok is based on Norse mythology, a refreshing change of pace from the usual medieval setting.

Steve Meretzky's *Spellcasting 301: Spring Break* is set to ship this month. Meretzky recently described it as "spicy, half-baked and, hopefully, well-done."

Sierra in September

Look for a raft of quests from Oakhurst this month. *Quest for Glory III*, the VGA-enhanced *Police Quest III*, a CD-ROM version of *Space Quest IV*, and *Goblins*, licensed from Cocktel Vision. *Goblins* is an "adventure/strategy" that lets you control three characters but does not involve arcade action. *Space Quest V* will ship in November, about when we'll see the CD *Amon Ra*. *King's Quest VI* is set for "later this fall."

Conversion Castle

Quest for Glory I, with clay animation graphics in combat and conversation, just arrived. Amiga conversions also showed up for *Conquests of the Longbow* and *Treasures of the Savage Empire*.

Coming soon

Jon van Caneghem says there's a "good chance" *Might & Magic: Clouds of Xeen* will arrive this month. EA keeps sending betas of their upcoming *Lost Files of Sherlock Holmes: The Case of the Serrated Scalpel*, so it must be getting close.

Origin is doing part two of *Ultima VI*, called *Serpent's Isle* next. *Ultima Underground II* probably won't make it until January. (We hear it outsold *Ultima VII* two to one.)

Consolidation continues

Virgin recently bought WestWood, known for their excellent knock-offs of hit games from other companies. Sierra, continuing to move into the educational market, acquired Bright Star.

And EA is looking to buy somebody, but the rumor that it's LucasArts proved unfounded. After losing its major affiliates this summer, EA is picking up new ones specializing in CD-ROM. Two such game developers are Pop Rocket, which is doing a "rock and roll adventure" called *Total Distortion*, and Novalogic, which is developing "battle simulations."



Quest for Glory III

DisEnchanted Realms

The bimonthly adventure game journal *Enchanted Realms* ceased

publication in mid-July. According to publisher Chuck Miller, the combination newsletter/disk package never really grew due to its \$48 price tag. Current subscribers will have their subscriptions filled with *Computer Game Update*, a new publication from Hawaii.

Upcoming solutions

We already have solutions for *Leather Goddesses II*, *Indiana Jones and the Fate of Atlantis*, *Dagger of Amon Ra*, *Dark Seed* and *Ultima VII*. If you'd like to see a particular solution soon, let us hear. Meanwhile, write if you can provide solutions for other recent releases.

Simulations!

If you are already receiving *QuestBusters*, you can get our bimonthly newsletter on flight and *SimCity*-type simulators at a special low rate. To USA addresses, *Simulations!* costs only \$10. To Canada: \$14. Overseas: \$18. For a free sample, send \$3.

The Mail Maze



Dear QuestBusters:

I disagree with the people who complain about a walkthrough showing in the same issue the game is reviewed. It's up to the individual whether to use it or not, and I could use the solutions mentioned in the latest *Adventure Express* now. Perhaps you could offer a price sheet so we can buy the solutions before they are published.

Peter Matta

We've had a lot of negative mail about two things: running a solution in the issue with the review, and running a long solution in a series. But we'll try this again and see how the mail goes on it this time, so the Prophecy of the Shadow solution and review are in this issue. We also have Part 1 of a lengthy Planet's Edge solution in this issue; to anyone who wants the rest of it, we will send a photocopy for \$2.

QuestBusters™

The Adventurers' Journal

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PROPHECY OF THE SHADOW

SSI's latest single-character RPG, *Prophecy of the Shadow* incorporates a very simple point-and-click interface with icon-based commands, beautiful digitized art and over 50 sound effects. Combining these new (for SSI) features with a multi-faceted story makes *Prophecy* a significant improvement over their Gold Box series — and a lot of fun to play.

The Sorcerer's Apprentice

Prophecy takes place in the days when magic was banned throughout the land, and magicians (and their apprentices, namely you) are ruthlessly hunted by the Mage Hunters of Cam Tethe. Cam the Tyrant is ruling the land in place of the Princess Elspeth, who has mysteriously disappeared. You assume the role of a character (male or female) who is under the tutelage of Larkin of Bannerwick, a mage disguising himself as a healer.

As the story opens, Larkin is assassinated before your very eyes. Dying in your arms, he gives you a

Type: Fantasy role-playing
System: MSDOS (640K & hard disk or two 1.2 MB floppy drives required; CGA, EGA, VGA, MCGA; Ad Lib, SoundBlaster, Tandy)
Planned ports: Amiga

mission to warn the members of the banned Magicians Guild about a prophecy concerning the coming of the Shadow Lord, whose appearance will cause life as we know it to cease to exist. So begins your quest: penniless, with nothing more than your trusty dirk in your hand and some food in your pack, you set off to save the world.

Your travels will take you through wilderness, villages, castles, towers, catacombs and dungeons as you strive to rescue the Princess, defeat the Tyrant and save the world

by preventing the rise of the Shadow Lord. Piece of cake for our intrepid hero, right? Wrong!! You will die often, until your skills are fully developed and you acquire decent weapons.

In *Prophecy*, each time a weapon is swung or a spell is cast there is a chance of an ability score (Health, Agility, and Magic) increasing by a point, i.e., "...that which does not kill you makes you stronger." Initial skill levels are determined at start up, based on your answers to three multiple-choice questions, as in *Ultima*.

Health and spell points will regenerate (slowly) as long as you have food in your inventory, and you can never have enough food. My character went through five food units per day, no matter what, and most my acquired silver was used to constantly replenish my larder.

Catch the mouse

Prophecy's point-and-click interface and icon-based commands are a pleasure to use. Movement is accomplished by holding down the left button on the mouse and pointing the arrow in the direction that you want your character to go. Placing the pointer over an item in inventory will tell you what it is, and left-clicking on it will "use" it. Clicking on an NPC with the right button will put you in Conversation mode.

Rather than have you guess what to say or do any typing, *Prophecy* uses a list of words that pertain to subjects the NPC might be expected to know. When talking to the Sheriff of Bannerwick, for example, you see a list of words that include Larkin, Bannerwick, Cam Tethe, etc. Some of these subjects the NPC will be knowl-

edgeable about, others he will just say "Huh?". As you travel about and speak to different characters, you will learn new words. If you return to speak to someone you previously conversed with, such as the Sheriff, you will find that his vocabulary has expanded as well, which allows him

to give you more detailed clues to assist you in your quests.

Combat may be initiated by clicking the pointer on an enemy. Armed with a melee

weapon, you can click only on the enemies immediately adjacent to you. With a missile weapon, or with magic, you can attack at a distance.

There are three speed settings. At the fastest speed, the foe will sometimes be on you before you can react, and you'll take damage before you ever strike a blow. The more damage you take, the less damage you can inflict — so when you're going through unfamiliar territory, change the speed to its slowest setting, to get plenty of warning of approaching doom.

It must be magic

You must possess a "catalyst" in order to cast spells. Initially you acquire a lead catalyst from Larkin's storehouse and may use it to cast only the most basic of spells (which, by the way, you get by stumbling across spell books in your travels).

As you find more "noble" catalysts, the strength of the spell, as well as the types of spells you can cast, will increase. When you click on your catalyst in your inventory, a small window appears with the list of your known spells. Just click on the spell you want, and it is cast. The spells themselves are your basic Fireball, Heal, Teleport, etc. There are over fifteen spells, some of which are not



by Fred G. Brooks

Continued on next page

Prophecy.....from 3

listed in the documentation. These are special purpose spells that you will discover when you need them.

Graphics and sound

Prophecy graphics include over 50 semi-animated digitized photos. When you click on the figure of an NPC, the adventure window shifts to a digitized photo of the character in full costume, engaged in an animated sequence: the peasant removes his cowl, the bartender sets a drink, the fair maiden twirls and smiles.

However, some male characters, such as peasants and bartenders, all look exactly the same. The female characters are all different. Hmmm! The rest of the time your character icon and the world at large are seen in a top-down, three-quarters view.

There is no auto-mapping. But fortunately, the areas that you explore are so small you won't get lost. Outdoors, you can usually spot a landmark and compare it to a map supplied with the documentation for a good idea of your location. Later in the quest you acquire both a spell and an object that presents a birds-eye view of your surroundings.

Music and sound are excellent. Over 50 sound effects add significantly to the mood. The musical score is light and pleasant, and changes to fit your character's current locale. In the initial release, there is a hardware interrupt for the sound driver that caused the game to actually lockup on startup. SSI has come up with a fix that can be accessed through CompuServe.

Hisses and boos

My complaints are minor. The Save game routine does not provide you with a list of previous saved games, and requires you to type in a Save Name each time you save. For those of us who like to have multiple saves, this gets to be a real chore.

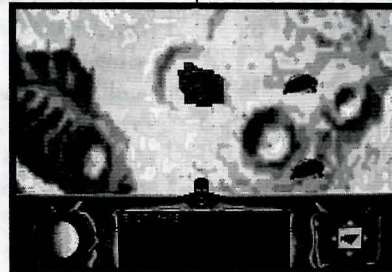
Until you find the Pack of Holding, your Inventory is limited to fifteen items, and there were times when I was really

Dune

by Alfred &
Amanda Giovetti

Written in the mid-Sixties, *Dune* has sold over 3 million copies and is considered to be one of the greatest science fiction work of all time. [And in 1984, Dino DeLaurentis and David Lynch spent over 50 million dollars making it into one of the most boring science fiction movies of all time.] Now in the Nineties, it has been revived as a computer game.

Dune is set 8,000 years in the future, when the universe is ruled by a feudal emperor and the most valuable commodity is spice, which provides the means for guild navigators' to "fold space," or travel almost instantaneously across the universe. For centuries the evil, vicious, and ruthless Harkonnen family has



in a quandary as to what I could afford to drop in order to pick up a new item. Another gripe is that the game only permits you to hold one item. Therefore, you cannot hold both your sword and your catalyst at the same time. If you forget that you are holding your catalyst and not your sword when meleeing with a Torlok, well, that's why they have saved games!

Conclusions: I liked the game. It's not as sophisticated as some other recent RPGs, but those sophisticated games can get tiresome. *Prophecy of the Shadow* is simple in scope and execution. It is easy to play, has a good story, state-of-the-art graphics and sound, and just plain fun. It's good to see that SSI recognized the need to revitalize their RPG offerings. *Prophecy of the Shadow* should serve them well. RR

Difficulty: Intermediate

Company: SSI

Price: \$59.95

QuestBusters price: \$45

controlled Dune, a desert planet, which is the only known source of spice.

At the beginning of the story the galaxy emperor has given the House of Atreides the right to mine spice and to live on Dune, while the Harkonnens still control the northern one-third of Dune. A violent armed and economic conflict between the two houses has been set

up by the emperor, but House Atreides cannot turn down the emperor's offer to compete.

The only way for Atreides to overcome the vast resources of the Harkonnens is to not only learn as much about Dune as possible in the shortest time, but also to make allies of the native inhabitants of Dune, the Fremen. Currently, the Fremen are Harkonnen slaves, but there is more to these mystical natives than meets the eye.

Spice is a source of many types of power in the universe, including the navigators' folding of space, and the telepathic and psychokinetic abilities of the Benejessurate sisterhood, to which Jessica Atreides belongs. The Fremen have lived on Dune for a long time, and the spice has permeated and saturated their bodies with its power. They now await a leader to free them of Harkonnen oppression and to find their rightful and prophesied role in the galaxy.

In the game, you take the role of Paul Atreides, son of Duke Leto and Jessica. Paul is particularly attuned to the benefits of the spice. Paul will develop powers if he is patient in his use of the powers spice brings as he spends more and more time on the planet's surface.

Paul must find, recruit, equip and train the Fremen tribes, Fremen leaders, and Fremen wise men to mine the spice, fight the Harkonnens, and bring water

and vegetation to the surface of Dune. Eventually, he must defeat the Harkonnens and become the leader of the Fremen people, as foretold in centuries past.

The story is so good that I am unsure as to whether I like this game, which was produced by the French company CRYO in partnership with Virgin, or whether I just enjoy seeing it brought to life as a computer game. The mouse and icon-based interface is easy to use and learn. Graphics are colorful, and the music is what one would expect from a company that also owns recording and film studios.

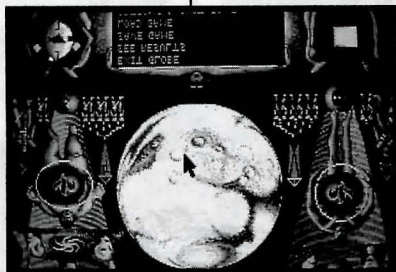
The main screen is a first-person perspective of full-screen width backgrounds of the areas. Characters are depicted as unmoving, full-torso pictures overlaying the brightly colored and highly detailed backgrounds. Conversation and character interaction can be effected in the main screen, or later, from the Dune map, by telepathy to the Fremen.

Color-coded maps

By looking at the Dune map, you can observe the planetwide progress during the game. Fremen are depicted as animated characters, or equipment, that are color-coded to their occupations of spice mining, warrior or ecologist. Known Harkonnen troops are shown in blue. Also shown on the Dune map are icons for Fremen Sietchs (cave-like towns), off-worlder towns (abode of Smugglers), Harkonnen forts and the Harkonnen and Atrides castles.

A smaller, pop-up, color-coded map window of spice and troop density becomes available shortly

after recruiting the spice prospectors directly east of Atrides' castle. Once recruited, the Fremen can be ordered to change occupation, collect equipment, train, construct wind traps, plant vegetation, spy and attack. Equipment include spice harvesters, kris knives, laser guns and weirding modules. Equipment increases efficiency in occupations and may be essential for certain tasks.



A "results screen" shows Paul's charisma level, a measure of Fremen loyalty and control, and the percentages of spice production,

number of men and other elements controlled by Harkonnen and Atrides.

A cast of important characters must be used to their greatest advantage. Constantly talking to these characters will provide hints to further actions. The way you use these characters will determine your success in the game.

You get a well-written players' guide and version sheet. There are only two save games, which keep a record of the number of days that have elapsed since Atrides' arrival on Dune.

Conclusions: I really enjoyed this game, a high quality product with many surprisingly entertaining aspects. It is as much a strategy game as a graphic adventure, and is there-

fore best-suited for those who like strategy games as well as graphic adventures.

Difficulty:

Company: Virgin

Games, Inc

Price: \$59.95

QuestBusters price: \$49

STAR CONTROL II CONTEST

The first ten people to correctly answer the questions *Star Control II* designer Paul Reiche plucked from the first half of the game will win all kinds of prizes. Grand prize is three Accolade gift certificates; second place will get two gift certificates, and third place will get one. The other seven, as well as the top three, will get Accolade's special *Star Control II* Jigsaw puzzle — and a QuestBusters gift certificate good for either *Quest for Clues: The Book of Orbs*, or the next *Quest for Clues*. Deadline is October 30. Send answers to Star Control II QuestBusters Contest, POB 1946, Cupertino CA 95015-1946.

The Questions, Please...

1. On the HyperSpace star map is a constellation called vulpeculae. What does this Latin word mean in English?
2. Who are the Kohr-Ah, and what's their special relationship to the Ur-Quan?
3. Who are the Zebransky and what happened to them?
4. What's the function of a talking pet?
5. At the start of the game, how many Shofixi are alive in the Galaxy?
6. Which race travels throughout known space but is most frequently found in Supergiant star systems?
7. What alien race is native to the Persel constellation?
8. Who founded the religious cult, "Homo Deus?"
9. Why don't the Spathi live on their homeworld?
10. What are the names of the two gods of death and treachery worshipped by the Ilwrath?

DARK SEED

If you really enjoyed the *Alien* movies, and if you loved the *Elvira* role-playing games from Accolade, *Dark Seed* may just be the game for you. Don't get me wrong. *Dark Seed* is not a role-playing game, but a graphic adventure with a strong blend of science fiction and horror. Also, it's not a game for younger kids, because some scenes are graphically shocking (in a gross-out sort of way) and even bothered me — but not enough to prevent me from finishing it, mind you.

The general plot is that you, a science fiction writer, have just bought an old house. You're looking for the right environment to help you with your writing and — you guessed it — this house goes just a little bit beyond "haunted." There won't be any goblins or vampires jumping out at you in this game, however. No, it's a little more

Type: Animated adventure

Systems: MSDOS (640K rhard disk, VGA required; Ad Lib, Sound Blaster, PC

Planned ports: Amiga (Oct), Mac (1993)

complicated than that. It seems that the mirror in your living room is the gateway to a parallel world — a world so parallel, in fact, that if you leave a door open in your world, you'll find entrances in the parallel world that wouldn't be there if you'd left your door shut. You have three days to prevent an alien invasion from happening or...didn't I mention it? While you were sleeping, an alien embryo was implanted in your brain (no, not your stomach) and at the end of three days you won't be yourself anymore. Literally.

Who the heck is Cyberdreams?

Cyberdreams is a new name on the market. It's headed up by the former head of Datasoft, Patrick Ketchum, who brought in Chris Cranford (*Bard's Tale*) and a lot of other well-known designers of numerous hit games. They have two more games coming later this year, and I'm looking forward to playing both.

The company, however, has no plans on doing a clue book for *Dark Seed* and does not offer a hint line, so watch the an upcoming issue of *QuestBusters* for my walkthrough.

Much of the art in the game was scanned in from the work of Giger, who created the art and monster for *Alien*.

The enhanced things here and there, adding animated characters and other touches. The graphics are hi-res VGA 16-color and look excellent.

Theme music plays throughout, changing depending on your location. Intermittent sound effects keep you on your toes: doorbells, phones ringing, footsteps, your body frying as high voltage courses through you, that sort of thing. The Soundblaster gives the best overall effect.

The scheme of things

Basically, the action consists of walking from place to place manipulating objects in order to solve puzzles. There are a couple places where the order in which you do things is very important (don't take the gun out of jail before you've dug up a grave, for instance).

The early routine of the day is the same if you've done the right stuff the day before. You'll wake up with a splitting headache (aspirin's in the bathroom cabinet), and after a bit the mailman will bring you a package (different one each day). You'll visit a library, police station, cemetery and crypt (and find a couple hidden passages in your own home), but the real fun begins when you cross over into the other world on the second day.

A smart cursor

The parser is icon-driven and plays best using the mouse. You can use keyboard or joystick if you wish. As you move the pointer icon around the screen, it changes shape to indicate different tasks


that can be done when over certain objects, areas or people (pick up something, speak to somebody, use something).

Accessing inventory will also bring up your save, restore and quit options. You can save up to 75 games, but if you die you'll have to restart the game to get back to your saved position, which means going through the opening intro again and again and again.

It was, however, with great relief that I had no overloaded inventory the entire game (I hate juggling items). And the "smart cursor," by changing shape over

usable items, helped rule out a lot of unnecessary investigating. Beware, though, some items are very small.

The program is definitely memory hungry and does not respond well to TSR programs running in the background. *Dark Seed* played okay with *QEMM* running on my 386, but I had to disable my Smartdrive program in order to use the Soundblaster. With the Smartdrive running, I could use only the PC Speaker. Go figure

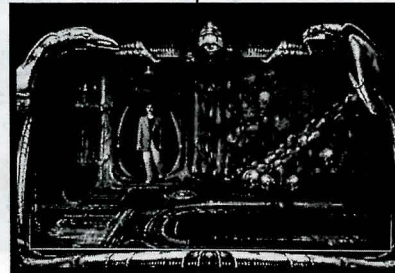
Conclusions: The graphics are impressive, the atmosphere gripping, but for me the staying power was the story and wondering what was going to happen next. If you have a bent for the macabre and like a solid graphic adventure; if you can handle a story that operates with a deadline; if small inventories don't make you feel uncomfortable; if you're not going to go nuts trying to do things in the right order; this is probably one you won't want to pass up. I didn't think it was the best thing out this year, but I certainly would have missed out if I'd passed it by. Give it a shot. 

Difficulty: Intermediate

Company: Cyberseed

Price: \$69.96

QuestBusters price: \$59



by Paul Shaffer

Lost Treasures of Infocom II

Activision did something very smart recently by repackaging a good number of the most popular Infocom all-text games into one product, with all the manuals and hint books bound into book form. *The Lost Treasures of Infocom* flew off the shelves in software stores everywhere. The *Zork* games alone were worth the \$69.95 price tag.

Now Infocom fans can get their paws on the sequel to this popular game collection, *The Lost Treasures of Infocom II*, which contains most of the remaining Infocom titles and definitely some of the most experimental and interesting ones. You get: *Border Zone*, *A Mind Forever Voyaging*, *Plundered Hearts*, *Bureaucracy*, *Cutthroats*, *Hollywood Hi-Jinx*, *Seastalker*, *Sherlock: The Riddle of the Crown Jewels*, *Wishbringer*, *Nord and Bert Couldn't Make Head or Tail of It* and *Trinity*. *Lost Treasures II* and the first collection together contain all of the Infocom adventures, except for the *BattleTech* RPGs, the *Infocomics* stories, *Journey*, *Shogun*, *Arthur*, *Leather Goddesses I* (which they're trying to sell on its own to promote *Leather Goddesses II*) and all the post-collapse games that bore the Infocom name brand but had nothing to do with the company as we knew it. For all intents and purposes, the two collections are all that fans need to preserve their Infocom favorites.

Flashback...

For those readers who never had the chance to enjoy these games, here's a quick look at what's in store. *Border Zone*, the first and last spy game from Infocom, is divided into separate chapters like a book. It is also the only Infocom game to incorporate a real-time clock. *A Mind Forever Voyaging* was the first 128K text adventure and is more of a story than an adventure. *Plundered Hearts*, their only historical romance game, puts you in the role of a woman on the high seas amongst pirates and treasure. *Bureaucracy* designer Douglas

Adams liked working on *The Hitchhiker's Guide to the Galaxy* so much, he wrote this hilarious romp through modern life.

Cutthroats, by Michael Berlyn, is an earlier title and was the first Infocom game to use their standard gray, striped box. It takes place in and around the world of scuba diving and some corrupt people in a search for sunken treasure. *Hollywood Hi-Jinx*, with more than its share of wacky humor, exhibited the spirit of the treasure hunt in *Zork I* but takes place in a Hollywood mansion of a deceased uncle.

Old-timers

Seastalker was the simplest of all Infocom adventures and really geared toward teenagers. This

game was also the first collaboration of Stu Galley and author Jim Lawrence. *Sherlock* was the first game by Bob Bates, now president of Legend Entertainment, and Infocom's only use of a licensed character.

Wishbringer was "Professor" Brian Moriarty's first Infocom game, a wonderful fantasy that exhibits his way of thinking and characterization that eventually led to a game such as *Loom*. *Nord and Bert* is an adventure game whose story progresses as you unravel pun-based puzzles. Different wordplay types are separated into chapters. It also has the longest Infocom game title. *Trinity* addressed the nuclear age in an adventure that takes the player through dream/fantasy zones back to the test site of the first nuclear bomb.

Lost Treasures II has some winners, but most of the games — with the exception of a few like *Wishbringer*, *Trinity* and *Bureaucracy* — took chances and weren't as popular as the games in the first collection. All of them are

fun and cover the range of difficulty levels.


Two glaring errors are the crediting of *Nord and Bert* to Kevin Pope, who actually did the cover art and the original package's enclosed post cards, and the misspelling of the title (*Burt*) in the manual. The game was designed by Jeff O'Neill, author of *Ballyhoo*, who left Infocom in protest of their move to incorporate graphics into their titles and make other company changes. I hope this credit oversight is not a result of bad blood between O'Neill and Infocom. In any case, it's a fun and unique game, just like the collection. Unfortunately,

Lost Treasures II does not have an extra booklet that collects the hint books,

Type: All-text adventures
System: MSDOS (640K required; no sound support)
Planned ports: Amiga, IBM CD

but the collection is certainly worth the money. Unlike recent games, it has many hours of game play in only a little bit of hard drive space.

Further driving these classic stories into the memories of the new generation of computer gamers, Activision just released a CD-ROM version of *The Lost Treasures of Infocom*. This version eliminates the disks from the first version and storage requirements and is the most bang for the buck of any CD out there. The version on store shelves works in both IBM and Mac CD-ROM drives and is the perfect way to make use of this new medium.

Conclusions: Your "interactive bookshelf" is not complete without this *Lost Treasures I* and *II*, which provide months of adventuring and offer rare insights into the golden age of adventure games. 

Skill Level: Varies with game
Company: Infocom/Activision
Price: \$59.95
QuestBusters price: \$49

by Russ Ceccola

WALKTHRU: Prophecy of the Shadow

by Fred J. Philipp & Clancy F. Shaffer

Bannerwick Island

Pick up and equip dirk. W. Examine trapdoor. Return to start, go south onto beach, west into building. Talk to Berrin. Get key. Return to the trapdoor and use the key. Enter Larkin's workshop. Get the Book of Spells containing Memoria, Repetere, Curare and Incindiere. Also get Lead Catalyst, sack of silver and Burnt Journal. Read Journal, then drop it.

Go to Larkin's house and rest. Drop both keys on doorstep. Set out for Town along the east beach. Locate the Ferry stop as you go, then go west along path into town. Talk with everyone you meet about everything on the list. Check out all the buildings: a Pawn Shop, Inn, Store and Jail. You will learn of a bandit hide-out N of town in the forest.

Headed for the hide-out

Buy a bottle of Zinfandel at the Inn and give it to Robin. To find the hide-out, go west out of town and head north along the beach, watching out for paths into the woods. Continue north, noting two Menhir Statues along the way. In the NW corner, talk to Silvan. Continue north and you'll soon find a path going south into the woods. Follow it S, E, N and E to the hide-out. Save.

The password is zinfandel. Be prepared for a major fight. Search all the chests for silver. Take the rug, which opens a trap door. Open it and enter. Search for a rope and a Death Warrant (for Larkin). (The battle for the Death Warrant is a tough one; you may want to visit the Ruins first to earn experience points.) Exit and kill Larkin. Present document. Get the book 'The Joy of Pies' for directions to a secret location.

Return to the west beach and located the Menhirs (statues of a head). Go to the second one south. Stand south of it, walk 7 paces S, 2 SE, 19 E, 4 NE, 1 NW, 1 NE. Then follow the path east to the end and search for jewelry. Go to town. Sell all the dirks and jewelry. Buy a

rapier, food, a lantern and lamp oil, and flint and steel.

The Ruins

Go east and north to the beach to locate Tower Ruins. On the way you'll pass a Cemetery with a Ghost. Just NE of the Cemetery are the Ruins. Use the rope to climb down and enter Ruins. Light a lantern, which lasts longer than a torch.

You should find Larf's notes, which give the Inlustrare spell (light), a Blood Stained note, Severed Head (Larf's), Platinum Catalyst, Torn note and Larf's Rod. Also the remnants of a Journal which talked about a Controlling Rod and Translocation Devices. (The Dirk of Sharpness found here is supposedly the game's best weapon.) Return to Berrin and show him the Death Warrant to prove your innocence. He gives you a Vellum Scroll to take it to the Guild in Silverdale.

Getting off the island

Northwest of the Ruins are two Conical Stones. Stand between them and wave Larf's rod. You are teleported to some woods on the Mainland.

Head south to a town, talk to everyone and learn you are in Glade. Kill the Guard outside the Ferry Office and get the Suspect List with the names Gerald of Glade and Garen of Silverdale. Leave most of your items here and cast a Memoria spell so you can return for them later.

Someone tells you to check out a Lodge, which is to the S. Talk to a Hunter there to learn about the Torloks and a Crystal Orb deep within the forest. Then go to Silverdale and find the Guild. The Guild Hall is the last house in the SE. But the Hall is closed by order of Tethe (who took over after the Princess disappeared). Backtrack to the path south of Glade and head east on it. At the end of the path is the Mage, Gerald. Show him the Scroll, and he tells you to find Garen and

then go to the Guild.

Return to Silverdale and go up the east coast. North of the path leading west into Glade is a Mine. East of here is a Peninsula where you'll find Garen. Show him the scroll.

Now check out the Mine. Follow the tracks to the end, go south and located a ladder going down. Climb down, search the two skeletons and get the Miner's Journal. Go E and S around the E side of two lakes and past some large mushrooms. After slaying the Gnomes at the fence of human bones, enter and get the Shadow Sword (after slaying the Chieftan) Definitely hold onto the sword, but do not put it into the Pack of Holding, or all items in it will disappear. And if you use it, you will lose all your magic. In the future, when you want to use your magic, first drop the Shadow Sword.

Go to the Guild to meet Gerald and Garen. They talked about the Withering, Tethe and a Library deep within the Great Forest and tell you to go to the Library and retrieve the Prophecy Scroll. They also give you a Key to the Library.

To enter the Great Forest, walk along its perimeter and locate the two paths. One goes south on the road to Silverdale and leads to a Teleporter. The other path goes north on the highway to Granite (next to a rock). Go to Granite.

Buy a bow, arrows and a Great Sword. Talk to everyone to hear about a man who had been passing through and has gone underground. In the center of Granite is a Manhole. Enter and get the Pack of Holding by searching a skeleton.

Cast Repetere to return to Glade to gather up your gear. Go to the path north of Granite (just after you make a turn SE on the paved road at a white rock). Cast Memoria here.

The Library

Enter the path, go as far N as possible, then W to another path north. To the west are the teleporters you had

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discovered earlier. Continue on the N path, go E, then S as far as possible. Then E to a path N, and go N to a campfire outside of a cave. Save.

Enter the cave and NE to three fires, which when searched reveal a Torlocks Tongue. Also get the Black Potions. Exit the cave, go behind the cave and take the path NE. Follow it E, S, W, S, E to the Library. Save. Fight the rats and spiders, then read the books and learn about a Grotto, the Song of Creation and Bardach. (Finally, after all these quests!)

Be sure to pick up some Spider Venom in the course of your battles here. Get the Gazer/Commoner Dictionary (you never can tell when one of these will come in handy, eh?). On the third floor is a large block with a message of a Prophecy that says you have completed the Rites of Passage and learning the Ancient Ways and have been elevated to full membership into the Guild.

Exit, cast Repetere and teleport to Granite. Go to the Guild and talk with Gerald and Garen. Go back to Granite and spoke to the owner of the house SW of the city. Head S into the Withering Lands. In the SW, find locate an empty building with Desert Robbers in it. Kill them and search for the Pango Fruit. Locate Ruins of a large city with several openings into the ground, all connected, and the Teleport Gerald spoke of.

Enter a nearby opening to visit these Ruins. Slay the Dead Mummy. Exit, cast Memoria and go to the Teleporter. You emerge on an unmapped Island. To the S is another Teleporter. Use it, and you arrive inside the Gazer Cave. Watch out for Wild Gazers, as they can kill you quickly. (You need 100 HP to survive the battle.) Go E until you reach a small lake, then S to a dead end, then W, S, W to the remains of the Gazer Civilization. (Be sure to snare a Great Bow and a Eternal Light while down here.)

There are 6 plaques and a Teleporter in this room. Read the plaques (one gives you the Oculorum

spell), then whip out the Dictionary and talk with the Gazer. He is actually Bardach, the High Gazer, who tells how to use the Teleporter to go to the Hall of Mages. Do it.

In the Hall, go N, E, S, W then up a ladder. Continue E and S to rooms with columns, pedestals and a throne. Lying around are: Last Words, Everfull Flask, Apprentice Notes, Letter, Resolution 212 and Minutes Fragments. Read everything, then cast Repetere. Return to the Guild. Gerald and Garen are dead. Go to the Swamp on the E beach and find the grave. Search and get the Worn Journal. Read it. Continue S to Jade and get more info on a Sea Hag or Witch that lives in Fell Swamp.

The Keep

Slay the Guards on the causeway. Go to the door on the E side. Use Death Warrant signed by Tethe for identification. (You cannot get in unless you have seen the dead bodies of Gerald and Garen.) After a few battles, find three sets of stairs, one going down and two going up (one in the SW corner and one N of the entrance). First use the north one to reach a Burial Chamber and get the Undead and Moldy Spellbook. Then use the southwest stairs, which leads to a locked door. Go up the N stairs and talk to Fiona about 'resistance' to get a key to Tethes Chamber. Go west to Tethes Chamber door, south to a locked door. Save.

Tethe is *tough!* Don't go after him until your HP and SP are at their maximum. Then try this: 1. Use key. 2. Enter. 3. *Immediately* use Platinum Catalyst. 4. Cast Cremare Magnus (not on yourself). 5. Cast Incendiere. Inside is a Copper Key, Ebon Ax, Evil Note, Final Warning and a spell book with Lamia.

Go back down, SW and on to the locked door. Unlock it with the copper key. Inside is Elspeth, the missing Princess. Free her, and she gives you an Ebon key to Tethes Torture Chamber.

Return to the locked door south of Tethes Chamber, open door, enter and pick up some Evil Acouterments. On the way out, stop off at the Alchemist in Granite and load up on Magic and Strength Potions.

Now go to the Fell Swamp once more. Walk on the reeds, entering in the north-central section. Go S and E until you find an Island and met Esme, the Swamp Witch. Give her Larf's head, and she'll make a potion to raise the dead. She also needs Pango Fruit, Spider Venom, Vial of Acid (Black Potion) and a Torlocks Tongue to make the Respirare spell.

Malice

Take the path out of Glade and head NE to the place you encountered a Wild Gazer previously. Cast Cremare Magnus several times to get past them. Use the Evil Acouterments to get in. Go NW and up, slay the Evil Monk and everything else that moves. Get the a Gold Catalyst, a Fan of Shadow and an Evil spell book with the Umbra spell. Exit the Temple and walk around outside it to where you found a Teleporter on the N side. Case Memoria. Save. Use Teleporter.

End Game

Fight off a few Morgoths and go E into another Temple. Drop the Earth Wand, Eternal Light, Everfull Flask and Fan of Shadows on the appropriate pedestals in the corners. After the earthquake, enter the opening that appears on the N wall. Save. Go downstairs.

Go east to two Zombies. Cast Umbra to get past, or hit them with a few Cremare Magnus. Continue E to the body of Abraxus. Drink all potions until health and magic are up to Maximum. Save.

Proceed in this manner: 1. Use Gold Catalyst. 2. Cast Respirare on remains. 3. Use Timestop spell. 4. Cast Cremare Magnus. 5. Search/get Shadow Sword. 5. Attack, attack. ☞

WALKTHRU: Planet's Edge

by Fred. J. Philipp & Clancy. F. Shaffer

General

Gather up/locate raw materials, ship plans and tech plans to construct improved ships, weapons, armor and ammunition as you progress. Friendly traders may be avoided, traded with or attacked. Unfriendly planet defenders must be attacked.

Starting Out

Warehouse: get weapons, ammo, armor for each of your crew. Get Medical Kits. Go to Shipyard. Add one motor (MK1), nothing else. This leave sroom for cargo. Save. Launch ship.

Alpha Centauri System

Have your Navigator use Auto-Pilot to Alpha Centauri. Upon entering system, slow down. Orbit Planet 4 and load a few organics. (Note: Whenever you orbit a Planet have your Science Officer Scan Target.) Leave orbit and go to Planet 2 (Alien Outpost). Orbit. Beam down. Alien Outpost This Outpost is primarily informative and will give you an opportunity to add to your inventory. Fight your way inside and to the west side rooms. Talk to Android, who will give you an Android Tool. Use this tool on all of the Android Heads lying around on the floor (light blue spheres) for information. Look at Video Screens for new broadcasts. When you have explored entire base it's time to leave. Save and Beam up. Head for Algieba Sector at maximum speed to avoid Space Pirates.

Algieba Sector

Talitha System

Enter system and orbit Planet 2. Beam down. Your quest is to assist the Princess in escaping marriage to the Space Clam. Explore the Castle, get matches in kitchen, go to Garden to East. (Bushes to North are mined.) Follow secret path below to go to next area. Stay on path.

The Garden Path

P=PATH B=BUSH

PPPPBB

PBBBBBP = OUT

PPBBBB

BPPBBB

BBPBBB

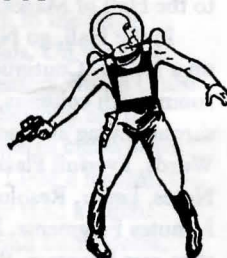
BBPPBB

BBBPPP

PPPBPB

PBPPPB

IN = PBBBBB



Proceed along corridor and get Levitator. Return to Garden. Kill Guard at South door and enter room. Open SE door and get Queens Standard. Go to Queen and use Standard. She will give you a Laser Rifle. Go to Princess. Talk to her. Move case with Levitator and have Princess follow you to Space ship in NW Garden. Talk to man there. Princess will escape and give you a Trinket. Beam up. Set course for Subra System.

Subra System Planet 2

Proceed South. Read pictographs. Avoid traps. In tree trunk you will find a Imastyl, which enables you to talk to the Stick People. Kill red alien and get Alien Meat. Proceed to SW corner.

Give alien meat to Bridgekeeper. Cross bridge and talk to Magin. Cross to East Bank. Fight your way to NE corner. Enter cave. Attack Bladder Claws. Note Bladder Cow. Proceed through cave and pick up Talking Stick. Continue South to room with Stick Man. Talk. Don't kill. Show (use) trinket. Exit barrow. Return to Magin. Talk. Get Invitation to Algieba System. Beam up. Proceed to Algieba System.

Algieba System

Locate Planet 4 (Ishtao Station). Communicate. Pay one organic. Beam down. Use Invitation on Guards. Go to SW corner and enter Kitchen.

Search cages. Get 6th Seal. Climb (search) ladder outside kitchen. Go to Press Room. Talk. Get Press Pass. Go to Presidents Guards. Use pass on them. Enter. Talk to President. Use 6th Seal. Get Presidents Amulet. Return to beam down room. Go E to SE corner. Talk to dispatcher. Yes.

Attagi (Luxury Liner)

Locate gambling room. Talk to robot. Take Cards to W room with Algiebian. Show cards. 1=orange, 2=green, 3=red, 4=blue, 5=yellow. Play Choassqa. Get Gravity Bar. Ask robot to play game two more times to get two more sets of cards. Go N and give bar to Engineer. This activated teleporter in room and unlocks door S of Algiebian you showed cards to (room contains eyeglasses). Teleport.

Search beds for items, including Technicians ID. Go S to Engine Room #1. Insert cards (1, 5, 4, 3, 2). Locate and talk to Algiebian Leader. Kill all Geal Anai in area. Get Geal Anai Amulet. Return to Leader. Use amulet. Go E to second teleporter. Teleport. Battle. Go to Engine Room #2 and insert cards in same order. Get Command Card. Return to Leader. Use card on him. This unlocks doors to Escape Pods.

Algieba

Give eyeglasses to Algiebian. Use Geal Amulet on President. Get Security Code. If you found, or someone gave you a Tal, go to bartender and buy Wine. If not, kill bartender and take wine. Go to Hall of Shame. Note statues. Give Wine to Woman. Enter room. Pull switch. Go to NW statue and search. Get Albiebian Crystals. Return to beam down room. Go north. Get Ship Plans (Calypso) and Fixit Kit. Beam up.

Koo-She

Set course for Koo-She prime. Caves are 1500 meters below surface. You arrive in the NW section. Check your inventory. Note you now have a Uni-

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Lock! Go S and get Mirror Shard. Return N and E to switch. Search. Check map. Red bridge appears in E Central area. Your Party will vanish.

Proceed along SW until you locate red bridge. Cross and go N to 3 pads. Stand 1 block away and use shard on pad #1. Step on pad. Step on pad #2, likewise #3. This teleports you to S Central area. Walk E to fire blasts. Step on fire blasts to East (holograms). Step on pad in NE corner. Transports to SW area. Continue on. Note Mind Transfer Machine and Genetic Extrapolater. On east side note four lever switch.

In Extrapolater room there are 4 dispensers on north wall. Change these to green, red, red, red. Use the Extrapolater. Child with 4 arms will appear. Walk to Mind Machine. When child is on pad, use the machine. This will transfer your mind into that of the 4 armed Tawalli. As Tawalli, go to 4 lever switch and pull switch. This will return you to your own body. Go N to room with 3 comrades and enter. Researcher will give you a set of Tech Plans. Beam up. Return to Moon Base to improve ship, etc.

Kornephoros Sector

Rutilicus System

Rutilicus 2. Arrive in SE area. Kill Cin-Sae spawn and work your way to NW Substation. Engineer will inform you that he needs a spare transformer. Lady in house has an old generator she will give you if you kill all the Cin-Sae spawn (you can shoot across barricades to kill them). Note two men locked in time vault who need electrical power to free them. Gun Runner will give you a Sossee Dagger if you give him a Battle Laser.

Proceed to SW area. In center of Lozam field you will find a grate. Enter Sewer. Pull switch in NW corner. Go E to Center of Sewer. Find switch. Pull switch. It opens NW section. Go to extreme NW section to locate and pull 3rd switch. This opens SE section. Go there and pull

4th switch, which opens eastern section to north of you. Go there and pull 5th switch which opens eastern section. You will also find a Deed #38466 here and a Pikor. Proceed East, then to hatch in NE corner. Use hatch. This will bring you out behind barricades. Go north to Substation and get Transformer. Beam up. Beam down. Give transformer to Engineer. Get Generator from Lady. Beam up.

Sabik System

Sabik Prime. Bi-Level Mining Colony. Enter elevator. Throw switch. N and E to Dantea miner. Talk. Note switch. Look. Back to guards. Show Visitors Pass (if you have it), or just kill them. Proceed SW. Avoid 1st yellow door. Note switches along way. Note Teleport room. Locked door. Look at all switches. Use Teleporter to lower level. Get Skocha Roots (2) lying on ground. Go E to teleport pad.

Return to Miner. Give roots. Get 2 bags of Diamonds. Back to Lower Level. W, N, E to Miner. Give him 1 bag of diamonds. Get Industrial Badge. Up to room N of elevator with 3 guards. Use badge on guard. Get Door Spiker. Use all 8 switches (in any order) so they spell out 'Our ships wait in hiding until your awakening' (green, green, red, green, green, green, red, green). This will open locked door. Enter and take elevator down. W to Launch Room. Use door-spiker. Pull green switch, then red. Get Spare Parts. Go N through door. Pull switch. Exit. Get Sector Clearance. Return to where you beamed down. Beam up.

Eltanin System

Eltanin 7. Sub Arctic. Arrive N Central area. Get Thermaul. Note Intern. Go to S Central area and give generator to Alien. Get Sonic Pincers. Go S and exit building. NW is freezing Captain. Talk. He will follow you. Kill Cin-Sae. Get Blo. Return Captain to Intern. Talk. Exit again.

Go E to craters. Use thermaul on any crater. Return to building. Go to Terminal. Use sector clearance. Get Ship Plans (Sheroshu). Beam up.

Kochab System

Kochab 2. You arrive in Kochab just south of a large screen covering an auction. The last item to be auctioned off is a Mass Converter. Go N and talk to Movrin. He will give you Spare Parts. Open crate with Uni-Lock. Proceed to kill Cin-Say and Movrin. This will open door to N. Enter and get Shroud Admission. Go to guarded Shroud vault and use admission on guard. Enter and get Shroud of Krig, which will restore life ten times. Proceed to auction and bid Sonic Pincers, Planetary Deed and Cybercredit (obtained on Kornephoros) for Mass Converter.

You can make some additional trades here too, but none seem important to completing the quest. Kornephoros System Kornephoros 3 (Impremi). Go S, then E and drop both crates of spare parts on two locations in N of room. Go east to Restricted Area. Go N and W through damaged area and give Uni-Lock to Colonist for a Cibercredit. Kill Cin-Sae.

Go N into room for loot. Return to Restricted area. Go N across Restricted Line. Fight your way N. Search dead alien meat for Hatch release. Enter Hatch and search each coffin. Take what you want. After getting the Last Stanza on Vindematrix in the Izar Sector you can return here and use it on the Gold Coffin to get a Cygnus Cannon. 🐉

So those who need the rest of this solution can get it now, and those who don't need it won't have to see it carried over into the next 2-3 issues, we are making it available for \$2.

Keys to the Kingdoms™

Indiana Jones: Atlantis

After you drive to Algiers, a plane will take you to Crete. Go to the ruins. Search the buildings for a painting showing a diagram of horns, a bull's head and bull's tail. Search the nearby rockpiles to uncover statues of the head and tail. The horns are in the center of the compound. You may also find a transit (over the ridge from the site) and a spindle.

Use the transit from the tail and sight on the outside corner of the right side of the horn. After you click on the center, a line is drawn across the ruins. Go to the bull's head and sight on the inside edge of the left side of the horn, and another line appears, crossing the first to form an x on the ground. Use the ship's rib to dig up Moonstone at the x. Go to the large area near the landing dock and put the Sunstone and Moonstone on the spindle. Align them properly, and a door opens behind you. It leads to the greater colony of Atlantis.

C. F. Shaffer

Free D. C.

The robot's body is in the National Archives with Cy. After you drop off the body and ensure Cy's safety, see her for a slime gun. Use it at the Museum of Natural History to get the brain. Once it's dropped off, see Harry in the underground for the head. Next you'll find the weapon somewhere in the forest (make a map). Now return the weapon and see Johnnie for the servo. Finally, take the servo to Dr. Valerion for final assembly.

Paul Kmosena

Ultima VI: Amiga version

Iolo's cheat menu and the other

cheats are in this version too. One change: to advance time by one hour, hold down ALT key and type 2 1 5 on the keypad.

Carl Lund

Black Crypt

Magic items can't be recharged, so toss them when depleted. Combat tip: get creatures to follow you to a doorway; some won't pass through, so you can stay on the other side and hit them with arrows and magic. When they start to turn around, run up and take a few swings with your Fighter and Cleric, then retreat and repeat. Save two Potions of Invincibility for the party's front members in the battle with Estoroth on level 28.

Frank J. Skunicki

Treasures of the Savage Frontier

Dungeons under Lord Geildarr's Keep: secret passage is at 13, 4. Cast Detect Magic on arguing women. NPC named Jarbarkas is here. Loudwater: secret doors at 0, 10 and 9, 8. At 13, 15 you get a crystal; the type depends on who is killed first in combat. The Hosttower crystal is green. Kraken crystal is blue. Zhentil crystal is red. You get chances to get the other crystals later.

Jason Burkholder

Ultima Underground

There are a few things that may prevent you from completing the game. Never kill anyone who does not attack you — especially Shak, the only person who can fix the Talisman. You may have to speak with or get help from other characters too. On level six, when you press the gray button to get the Vaf runestone, stand up one tier, not on the ground floor. And don't use the Silver Sapling

tree too often to restore life: you lose experience points this way, and may not have enough to complete the quest.

Russ Ceccola

Dark Queen of Krynn

An effective party: Paladin, Knight, Ranger/Cleric, Fighter/Magic-user/Thief. After passing level 20, they can defeat any monsters. The prerolled team has some powerful weapons, so load them and grab the Dragonlance and MAce of Disruption for your party. Get the items by removing the characters, adding them back on, trading all their gear to one person and removing the characters — but when asked if you want to overwrite, say no and rename them. Add the original characters back with all their powerful weapons intact, and you can repeat this trick to duplicate as many of them as you want.

Brandon Doan

To get Dragonlances, Gauntlets of Ogres Power, Cloaks of Displacement, lots of Magic Arrows and other magic stuff: in the installation menu, say yes to the default party. After installation is complete, start game and load game A. Remove all characters from game A. Create a party of your own characters and save to game B. Remove all characters from game B. Load game A and remove the last character, saying yes to "update him?". Add a character you created. Trade all good items to him. After trading is done, remove all default characters but say no to updating them, then his escape key when asked for a new file name. Make sure to keep your character there. Now add all your newly created characters and dispense the items as you see fit. To get more,

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remove all your characters but one, saying yes to update. Add five of the default characters, take their stuff, and repeat.

Jon Mason

Prophecy of the Shadow

To create a character with the most strength possible, choose: play with friends; fight bully on own terms, play baseball. Buy and use all the Strength potions you can, which boost Strength permanently. Use Incindiere and Cremere Magnus to defeat strong foes. Always search bedding and skeletons for items.

Locations of useful items

Shadow Sword: in mine north of Silverdale (use on Lord Abraxus)

Ebon ax: from Cam Tethe in Granite Keep

Great Sword: search dead Mage hunter in Library

Key to Larkin's house: under his doormat

Key to Larkin's workshop: Berrin

Book of Spells, lead catalyst: Larkin's workshop

Death Warrant (allows entry to Granite Keep): Robin's hideout

Treatise of Light (Inlustrare), platinum catalyst: Larf's Tower

Larf's Rod (to use Translocators):

Larf's Tower

Tome of Earth (Terra Motus): catacombs under SW corner of Withering Lands

Bob Schreur

Dagger of Amon-Ra

Act 4: Go back to Yvette's office and talk with her. As you leave you will bump into Steve. After he enters

Yvette office, use the water glass to listen to their conversation. Leave and wander around. When you return to her office, there will be signs of a struggle. Examine the scene and find a piece of fabric, red hairs, and a shoe. Take the shoe.

Go into the Old Masters gallery and examine the new statue. Use the Bone to break the plaster casting and find Yvette.

Examine the body, take the red hairs and the bifocal glasses. Go to the

Armor room and

look at the

Dog. Take

Steve's boot.

Now go back to

the Rodin

statue; appar-

ently the Countess is in

Olympia's office, dying. Save game.

When attacked by a Cobra, shake the snake oil at it three times. Using the Snake Lasso, capture it and use your hand cursor on the cage in the corner to dispose of the Cobra. Look at the Countess' ankle to see how she died. Get the Smelling Salts from her. Get the grapes on the floor. You may need to go to the Container in the Alcohol Preservation Room to refill the Snake Oil Bottle if its less than one quarter full. Save. Using the notebook, decipher the scroll on the wall, the solution is "Womb" and "Tomb" you will need them soon.

C. F. Shaffer

Ultima VII

There are two ways to get unlimited gold. Beginning characters may talk to the Cook in the castle, then visit the Slaughter House in south Paws and buy as many mutton as you can carry. Visit the Cook again, and she'll buy them all.

Advanced characters can visit Dungeon Destard in mountains west of Trinsic (enter on the northeast side). Kill all dragons: each holds 4-8

gems worth 30 gold each at Jeweler's Shop in Britain. (Monsters are restored when you exit cave, so you may repeat as needed.)

Brandon Doan

Get the Pirate's treasure on one of the three islands west of Serpent's Hold: 600 gold, six gold bars, four Glass Swords (save these for the Stone Harpy on Spektran and the Ethereal Monster in Dungeon Deceit.

Tommy Russell

To get Caddellite for helmets: Talk to man in observatory. Talk to Jillian in Lycaenum. Go directly north from island north of Moonglow. Enter cave where fairy is and go to room with Hydra. Talk to Hydra. Open secret door in north part of Hydra's wall. Kill Hydra. South. Get enough Caddellite for the entire party; otherwise, Zorn won't make the helmets.

Chris Roman

Super Cheat Menu

See August Keys for how to access this menu. Then use the "create object" option and the following numbers to make some of the most useful items:

553: Firedoom Staff

840: Flying Carpet

646: Gold Bar

548: Hoe of Destruction

404: Honey (for Emps)

666: Magic Armor

835: Magic Gauntlets

843: Magic Gorget

383: Magic Helm

647: Triple Crossbow

Mike Gernhardt

This month Tommy Russell and John Mason 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.

Indy & Fate.....from 1

thought) and Fists path (more action and fights). After completing one of the paths, the other two are a little easier because they share a couple of locations, but in a different order and with different puzzles.

The best way to play and enjoy this quest is to save the game when Sophia asks you to choose a plan for action, play the three paths to get most of the I.Q. points and see the different challenges, and then play through Atlantis. Designer Hal Barwood even set up the Atlantis part to include different endings: you can save Sophia or let her die in jail. *Atlantis'* flexibility is refreshing and makes the game worth every penny.

Indy's interface

The interface is the typical LucasArts model in which you click on verbs and then objects from the picture window or the inventory to complete a sentence. In conversations, you select a sentence from a list of possible responses. Though the side view is the main perspective, there are many devices and more complicated objects that have their own interfaces that replace the picture window. This approach has appeared in a number of recent games (*Gateway*, *Space Quest IV*, *Police Quest 3*, *Leather Goddesses 2*, etc.) and works quite well.

The interface makes it easy to hop right into *Atlantis*, and it also helps develop the story, particularly in Atlantis and with Atlantean devices that require the use of orichalcum beads (magical beads for power) or the circular sliding stones (which open some doors). Some devices also require assembly and are neat puzzles in themselves. Parts must be

Type: Animated Adventure
System: MSDOS (640K & hard disk required; GA, VGA, MCGA; Ad Lib, SoundBlaster, Tandy)
Planned ports: Amiga

found and then assembled before they will work.

Exemplary puzzles

The puzzles are quite creative and certainly fair. From opening doors and using strange devices, to talking with strangers and working special vehicles, all the problems are varied and leave you with a strong feeling of accomplishment that is often emphasized with the *Indiana Jones* theme music.

In addition to normal travel, Indy can use a camel, balloon, automobile and submarine. It's not too difficult to operate the interfaces for these methods of travel, and it's even fun to learn how. The design team thought the game out nicely and the quality of the game and story reflect their efforts.

Atlantis shines in 256 colors. Because of the various areas of the world and locations in them, many color palettes are employed. Characters look good and move smoothly, though they are not as detailed as the background in some scenes.

There are plenty of cinematic views, from the huge rooms in the center of Atlantis to the outdoor scenes from the balloon or on Crete. The scenes come across as realistic, and a director could easily use the game as a moving storyboard for a movie version.

The animated cut-scenes are fun to watch and show off the techniques of the artists and animators. One particular effect that deserves mention is the graphics work in dark rooms. Upon first entering one of these rooms, you only see pitch black. But if you move the pointer around the screen, unknown objects will at least register in the picture window. After a few minutes, you begin to see details, just as if your eyes were adjusting to the dark like when you walk into a dark movie theater. This is just one example of the care taken by the LucasArtists to bring the game to life on



the computer.

In a similar way, the musicians and sound effects specialists deserve a tip of the hat. *Atlantis* is the second game from LucasArts to use the iMuse music system, which plays music throughout the entire game just like a movie soundtrack. This technique completes the effect of playing a movie.

Most locations have distinctive background music and sound effects, and completion of major puzzles triggers a reprise of one of the Indy theme songs. If LucasArts ports this game over to a CD version, recorded voices would improve the game dramatically as they did in the CD version of *Loom*.

Conclusions: *Indiana Jones and the Fate of Atlantis* gets my vote not only for "Best Quest of the Month" but also for "Best Quest of the Year" — in a tie with *Ultima Underworld*, both of which redefined the state-of-the-art in their respective genres. It's a must-buy for all adventurers out there and definitely for all Indy fans, because this format may be the only way to experience the story other than the abridged version in comic book form from Dark Horse Comics.

Though it would be the most expensive of the Indy films to make, I strongly suggest that *Atlantis* be made into a film. It would certainly be the most successful of them all. I defy Harrison Ford to prove his commitment as an actor to entertain moviegoers everywhere and sign on to do an Indy Atlantis movie, the ultimate quest for Indiana Jones and a more fitting conclusion to his movie history. Until then, enjoy this wonderful game!

Skill Level: Intermediate
Company: LucasArts
Price: \$59.95
QuestBusters price: \$49



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