



# QuestBusters™



The Adventurers' Journal

March, 1988

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## New Adventures Introduced at CES

By Shay Addams

Activision kicked off the first day of the Winter Consumer Electronics Show in Las Vegas with a press conference where President Bruce Davis announced a deal with Telecomsoft to distribute all the Firebird and Rainbird titles formerly handled by Firebird Licensees. Davis also said Activision just bought Triton, a direct-marketing firm, to launch direct mail sales (so start watching that mail box).

Next, Infocom President Joel Berez announced Infocom's "three-part strategy," which is already in progress: supporting existing adventure fans, with an emphasis on keeping the games fresh with new innovations; going into role-games like *Beyond Zork*; and *InfoComics*, a new kind of interactive storytelling done in collaboration with Tom Snyder.

Flu-stricken Tom Snyder and not-yet-flu-stricken Peter Reynolds presented an overview and example of *InfoComics*. "We wanted to do something that wouldn't be just for 14-year-old boys and 35-year-old men," Snyder sneezed, "to create a kind of computer game that even my mother would play." *InfoComics* will have no puzzles or goals—by assuming a different character's persona at key intersections of the plot, you change your perspective rather than the story itself.

### "A French Film Director's Dream"

Panning, zooming and other cinematic techniques are combined with "minimalist graphics" and a four-key interface that lets you fast forward or rewind through the story. There is some spot animation, and text appears both in the picture and below. The first three—*Lane Mastodon Vs. the*

*Blubbermen* (Steve Meretzky), *Gamma Force in Pit of a Thousand Screams* (Amy Briggs) and *ZorkQuest: Assault on Egreth Castle* (Elizabeth Langosey)—feature comic book themes and will even be sold in comic book and toy stores. Snyder's company developed the concept and creates the graphics, and Infocom is producing the programs, which are supposed to last four to five hours and sell for \$12 suggested retail. *InfoComics* will be released for Apple, IBM/100% compatibles and C 64/128 in March.

After the press conference, Sandy Ward showed off Micro Illusions' *Land of Legends* on the Amiga. It has vivid 3-D dungeons, and during combat you see an oblique view of the maze, where full-figured monsters and party members wage animated battles. A text parser in the bottom window means some puzzles will be solved in this manner. It's an eight-character game that accepts *Ultima* and *Bard* characters and comes with a *Dungeon Construction* set. Look for C 64, GS and IBM conversions.

*Might and Magic* maestros Jon and Michaela van Caneghem said *Book Two* will be out by Christmas and may offer special features specific to other machines. (See "Conversion Castle" for a look at the Mac version.) They also revealed that *M & M* will be a three-part series, and that they'll have a new *non-fantasy* role-playing game (IBM first) by Christmas. (More details in an upcoming interview.)

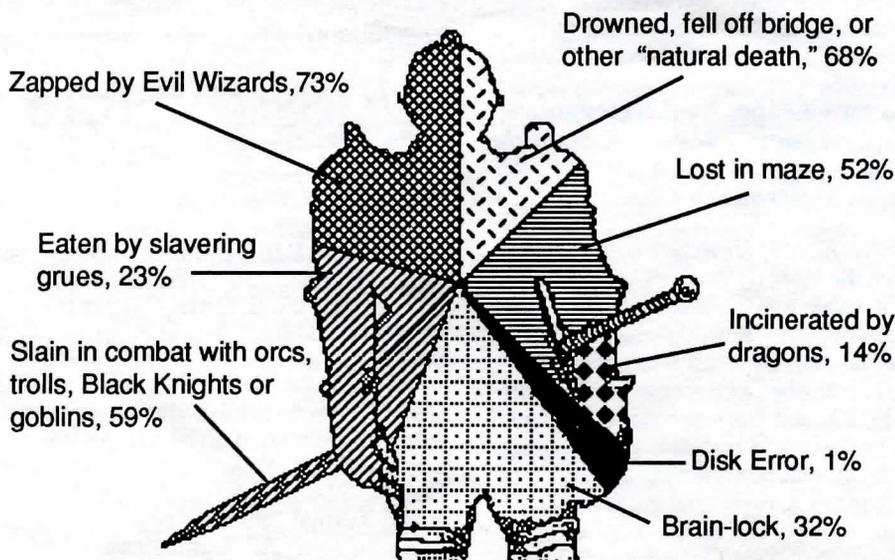
### Return to Atlantis

At a suite across the Strip, Mike Kawahara showed me Electronic Arts' *Return to Atlantis*, a two-disk Amiga program (it can be played on a one-drive system). Working for the Foundation, your character operates from a submarine and scuba dives into the ocean, relying on telepathy, psychology, awareness and other unusual traits, which are increased as you complete each of eight increasingly

## QUESTBUSTERS SNAPSHOTS

A look at statistics that shape our adventures

### How do Adventurers Die?



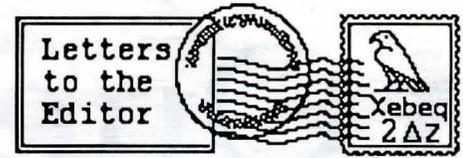
(Due to save game feature, statistics add up to more than 100%.)

Source: US News & Fantasy World Report

Continued on page six



# Adventure Hotline



## Year of the Dragon!

Even if you missed Chinese New Year's Eve, which was February 17, it's still not too late to celebrate the fact that 1988 is the Year of the Dragon. To commemorate it, we're compiling a list of all the games that have dragons, so send in the names of any you recall.

## Key Club Update

As soon as we go through the last 40 or so copies of the Key Club list, we'll publish an updated list of names of addresses of people who can help with specific adventures. (Send SASE for a list.) If you're on the list and want to add new games, or want to drop out—or if you're not and want to help out, let us know.

## Free Breach Scenario Disk!

*Breach* now includes a subscription card for *Vidcomm*, a newsletter devoted to the Omnitrend games but published independently—and when you subscribe you get a free "Campaign Scenario Disk" for the IBM, ST, Amiga or Mac. *Vidcomm* subscribers can also access a 24-hour BBS to get more scenarios.

## IBM 3.5" Support

Following Sierra's lead, Infocom is putting 5.25- and 3.52" disks in all MS-DOS games, starting with *Beyond Zork*, *Plundered Hearts*, *Stationfall*, *Nord and Bert*, *Lurking Horror*, *Leather Goddesses* and the *Zork Trilogy*. This is also true for Micro Illusion's *Faery Tale Adventure* and *Romantic Encounters* at "The Dome." *Might and Magic* has a coupon to trade in your 5.25 disks for a 3.5" version for \$1.00. EA's *Starflight* and *Bard's Tale* and Origin's *Ultima* series also include a coupon to send in for 3.5" disks.

## Sierra and EGA

Sierra's adventures have been revised to work with hard disks and EGA boards and will also work on Hercules cards. (256K is required.) You can trade in an earlier version by sending it in with \$10.

## Contests

The Keys contest winner is Mike Olsen, who got *Might and Magic*. Joe Terwilliger and Brian Smith got the games of their choice for this month's walkthrus. (William Carte also did a *Beyond Zork* walkthru we used to verify Joe's).

## Berlyn Splits for Coast

Michael Berlyn has departed Mt. Pleasant for the West Coast, where he'll be a Producer in Electronic Arts' ISD (Interactive Stories Division). (Incidentally, has

anyone else noticed that ISD is an anagram for SDI?) His latest independent effort, written with Muffy Berlyn, is *Dr. Dumont's Wild P.A.R.T.I.*, on the way for Mac and IBM.

## Conversions

These are listed as "coming soon" in the catalog of a major software distributor: *Moebius*, *Ultima IV* (ST, Amiga), *AutoDuel*, *Alternate Reality: The City* (Amiga). Sierra's *Apple 2 Police Quest* is supposed to ship this month; Mac and GS versions are already out. Amiga versions of *Shadowgate* and *King of Chicago* are on the shelves.

## ZombieWare

That's what SSI is calling the Mac *Roadwar 2000* and the ST *Shard of Spring*, both cancelled due to "circumstances beyond our control."

## EA Upgrades & Updates

*Legacy of the Ancients* has been fixed so you can save your game on a GS. Send in your old disks for replacement. Half the Binary team is currently working on *Star Flight II*, while the others are doing the C-64 conversion of the first game.

## Wizardry V

This one is set for a September release, probably IBM and Apple at once. Robert Woodhead says they expect to release 6-7 titles in 1989. If you haven't done it, be sure to boot disk "F" from *Werdna*.

## ST Reviewers Wanted

Are you as good an adventurer as you are a writer? (Or maybe even better?) And do you have an ST? We're looking another ST reviewer right now.

## Murder Cheaper by the Dozen

Mindscape recently moved *Murder by the Dozen* (Apple, C 64, IBM, Mac) into the Thunder Mountain line of \$9.95 games.

## Renew Early, Renew Often!

Check the label on the back of this issue. If it's within two months of expiring, go ahead and renew now. We have to pull your name off the list if it expires, then add it back when you renew: Multiply this by 200 and you can see it eats up a lot of time that could be better spent playing games, er, that is, reviewing games. Yeah, that's it, reviewing games and editing reviews and all the other things that go into making *QuestBusters*. (See the first letter to the editor if interested in receiving the Journal by 1st class mail rather than third class.)

Dear QuestBusters:

Is it possible to pay extra and get the Journal sent to me first class?

Terry Barnes

*Several people have asked the same question, so we will give it a try. If renewing for a US address, send \$5 a year more to cover the extra postage & handling. Otherwise, check your expiration date to see how many issues you have left. Subtract one (this service starts in May) and multiply the total number of issues left in your sub by 42 cents. Your QB will arrive unfolded and in an envelope about two weeks earlier than now. (Canadian and overseas subs already go 1st Class but the shipping schedule has been changed so you'll soon get QB a few weeks sooner.*

Dear QuestBusters:

I enjoy the Journal but don't like having to search to the end of a review to see if the game is for my computer. You should put game info at the start of each article.

Tom Richardson

*A few other people have recently registered the same complaint, so we'll begin putting a box with this information at the start of each review. This will commence in the April issue.*

Dear QuestBusters:

Why don't you list the solutions you already have and those you need?

*Right now we need Deathlord, Return of Werdna, 2400 A. D., Sherlock Holmes (the Infocom version), Uninvited, Deja Vu, Space Quest II, Seven Spirits of Ra and all games in the CES story.*

# QuestBusters™

The Adventurers' Journal

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# Space Quest II: Vohaul's Revenge

By Stephen King

Well, he's at it again! Sludge Vohaul—mad scientist extraordinaire, creator of the dreaded Star Generator, dastardly enemy of all mankind—is out to wreak havoc in the Earnon system, this time by attacking your own home planet, Xenon. Vohaul's latest scheme is to scatter thousands of genetically engineered, obnoxious door-to-door life insurance salesman clones who will infest the entire planet's surface, thus rendering it uninhabitable by intelligent life. Not only that, he wants personal vengeance on you, Roger Wilco, for throwing a monkey wrench into his evil Sarien operation.

## Rags to Riches to Rags

As you remember from chapter one of *Space Quest*, Roger was heaped with fame and fortune for his daring exploits in saving the planet Earnon from destruction by the Star Generator. Well, fame is fleeting, and all good things must come to an end. It seems that Roger is only suited to two kinds of work: saving the universe or being a sanitation engineer.

Unfortunately, the universe doesn't need saving every day, so *Space Quest II* begins with our hero doing what he does second best, sweeping up the decks of Xenon Orbital Station 4. Don't worry: a "wristcom" call from your boss is all it takes to start you caromming wildly into a new adventure and a fight for Truth, Justice and the Xenonian way!

Almost all of the opening segment is automated. While carrying out your usual janitorial duties, you are abducted and introduced to the dreaded Sludge Vohaul himself. This scene is done in a new style for Sierra's animated adventures, a full-screen illustration more like those in standard graphic games, but with fine detail work and some nice spot animation that accentuates the evil Sludge's countenance. Humanely deciding not to kill you outright, he opts for working you to death in his mines. Gee, thanks Sludge!

Luckily your prison shuttle crashes in a rather exotic forest, and your guards are killed. From here, it is up to you to find your way back to the asteroid fortress and foil Vohaul's latest attempt to inflict himself on mankind. The forest is inhabited by many exciting types of flora and fauna: man-eating mushrooms, root monsters, swamp creatures and spinning Labion terror beasts. But most of the excitement comes in the adrenaline surge

you get when you first discover they are trying to eat you!

## Two Guys Spaceware

*Space Quest II* was designed by those ever popular "two guys from Andromeda," Scott Murphy and Mark Crowe. Just like the first chapter of this series, it is destined to become a computer gaming classic and possibly best game of the year. *Vohaul's Revenge* is chock full of color animation that takes advantage of the larger color palette available to EGA, VGA, Tandy, and IBM PC and jr graphics adaptors. The sound effects are outstanding, from the whooshing water going over the waterfalls to the buzzsaw sound of the spinning Labion terror beast (hmm, haven't I seen you chasing after a certain wascally wabbit?) as it eats its way through solid rock.

A catchy little number plays during the opening credits (in three-part harmony on Tandy and jr machines) and a morbid sounding relative of it plays whenever you get killed (plan on a lot of this!). Once again, that special brand of Sierra humor is in full swing. Just look at some of the weapons poor Roger must use to defeat the ultimate evil villain: A plunger, an athletic supporter, a roll of toilet paper and a wastebasket.

It's a good thing he spends much of his time as a sanitation engineer daydreaming up novel uses for these mundane artifacts. Oh yes, and while you're on Sludge Vohaul's asteroid fortress, don't forget to stop off in the restroom and read the graffiti. Aside from finding out what Vohaul does with his spare time, you might read some interesting gossip about other characters around the Sierra offices.

Roger Wilco can be controlled by mouse, joystick or arrow keys. Moving him is a simple matter of pulling the joystick in the direction you want to go or hitting the appropriate cursor key. If playing with the keyboard, you can hit the same arrow a second time to stop his movement, or a different one to change his direction. The Escape key brings up a menu of special functions like save and restore, which you can step through with the cursor keys or joystick. Function keys control these directly.

You can save and name up to twelve games in a single save file and may keep as many save files as you need by simply changing the default name when it is displayed. Another menu option controls Roger's speed. Unlike in Sierra's previ-

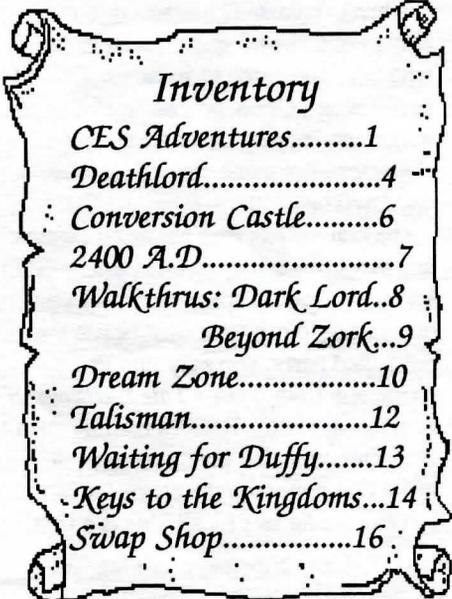
ous adventures, I could discern very little speed increase as I changed from normal to fast, to fastest. One minor disappointment for me was Joystick control. The "A" button usually makes the windows disappear whenever text needs to be displayed, but I noticed in some places, primarily when talking to Sludge and the alien chief, that it stopped working efficiently and forced me to press the enter key several times to get through these long text sequences.

Also, in *Leisure Suit Larry* the "B" button was used to bring up the option menus. I enjoyed this feature immensely and really missed being able to use it in *Space Quest II*. One more thing, the F6 key is used to terminate certain actions, like monitor viewing and rope swinging, and I feel the "B" button would be handier for this too.

## A Plethora of Mazes

Mapping the game is a simple matter, because it is divided into small areas that are available to you one at a time. There are, however, at least three different and very innovative variations of the classic adventure maze. The only one that I found worthy of mapping was the underground tunnels. The light from the glowing gem in this maze was handled beautifully, by the way. One maze that was displayed completely onscreen but nonetheless proved tough to navigate was the one guarded by the root monster. I generally find adventure mazes tedious

Continued on page 15



Inventory	
CES Adventures.....	1
Deathlord.....	4
Conversion Castle.....	6
2400 A.D.....	7
Walkthrus: Dark Lord..	8
Beyond Zork..	9
Dream Zone.....	10
Talisman.....	12
Waiting for Duffy.....	13
Keys to the Kingdoms...14	
Swap Shop.....	16

# Deathlord: I Think I'm Turning Japanese I Really Think So...

By Shay Addams

In the beleaguered land of Kodan, Emperor Nakamoto pleads with you to save his empire from renegade forces led by an outcast wizard called the Deathlord. He also expresses interest in any documents your expedition recovers, promising immense rewards for success. High on your list of things to find are seven mysterious words and some special artifacts hidden on the sixteen continents that comprise the world of Lorn.

It's an icon-intensive "mazes and monsters" game with a streamlined character generator: Choose a race, then punch a key to see the stats of a potential character and the classes for which he or she is eligible. Don't like it? Just punch the "N" key for another, and another, until you've got what you want. You can watch the stats while doing so, or observe the class names if aiming for a particular class. When you highlight a class, the icon that represents it is shown. They're displayed again as you assemble a party, which makes it easier to ensure you've got a well-rounded group.

Up to six characters in your band may represent any of eight races, four of which are Japanese inspired—Toshi, Nintoshi, Kobito and Obake. The others are the more familiar Humans, Gnomes, Troll and Ogres. There are sixteen classes, all with names like Senshi (Fighter), Yakuza (Thief), and four classes of Oriental spellcasters, each with a unique batch of incantations—84 spells in all. Good, neutral or evil Alignment may be chosen for most characters, but some classes are inherently evil or good.

The manual has four charts on classes and races that tell everything you need to know to create a capable crew. If you don't want to roll your own or use the pre-rolled party, you may import characters from *Bard's Tale I*, *Ultima III* or *Wizardry I-III*. Besides naming each character, you also give your party a name that rests atop the character stat screen. As far as I recall, this is a first.

## Icons R Us

When your party appears on the scrolling, aerial view map of Kodan, the

leader's icon represents the group. You can change leaders at any time, and the new commander's icon replaces the first one. Movement and other actions are conducted with one- to three-keystrokes commands: "J" to move west, "O" for Orate (to talk to someone), and so on; often you must enter a direction too.

When talking to a non-player character you can type in one of seven words: "Buy" leads to a menu of items in the Armory, or "Talk" may elicit a clue. Talking and conversations are very limited, nothing like *Ultima IV*, and so far each person I've met always repeated his or her only line over and over.

Out on the land you'll find Cities, Villages, Castles, Dungeons, Fortresses, Ruins, Temples, Towers and Pyramids. You can enter a Town from any side, not just the same main entrance, which saves steps (therefore food) when you know which side of town to find the shop you're seeking. Town interiors and dungeons are depicted with the same scrolling, top-down view as the main map and may be up to sixteen levels deep or high. With luck and persistence you'll find 157 levels in all. In addition to having to "Find" things like secret entrances in the walls, you must also try to walk through each wall section to check for "illusory walls" that lead into new areas for exploration. Mapping is obligatory.

## The Writing on the Wall

On your journey you will stumble across more than two dozen kinds of objects and dungeon features, such as urns, boats, pits, teleporters, secret doors and chutes that drop you into the next level. Messages are embedded in the walls next to shop and tavern doors so you can read them to learn what's inside; similar messages in other walls provide clues.

Five minutes of real time amounts to an hour of "Lorn time," and a digital clock shows the current time and the position of the sun and moon. As night falls, the screen turns black except for your party's icon. When you pitch camp to wait for dawn, you'll see an icon of a tent with a little fire burning in front of it. The digital clock spins off the number of hours you decided to sleep.

## That Ol' Black Magic

The game looks like an *Ultima* but its magic system resembles *Wizardry* or *Bard's Tale*, for you type in the names of spells. To cast a spell you punch "C" and type in its entire name. Or you can just hit the shift and "?" keys, which opens a pop-down window listing all the spells the active character knows. Then you cursor down to the spell you want and stab the return key again. Two more thoughtful features: One tells you number of spell points the active player has left before he casts a spell; the other does the same thing for the number of charges remaining in a magic item.

With the exception of crossbows and a few others, most weapons also bear names from the land of the Rising Sun. Some are hand weapons, others are missile weapons. A glossary in the manual defines them all, and this is definitely a game for equipment freaks, who'll spend plenty of time looking things up the first week or two.

Inventory is limited: A character can carry just one of each kind of item: hand weapon, missile weapon, shield, etc. This gets sticky in the case of lock picks, which naturally break, so you've got to have someone else carry a spare. You can trade among players or pool gold with ease. Buying and trading food, limited to 100 per character, is the most cumbersome operation. (Why doesn't someone give us a Pool Food command?)

## Into the Fray

Combat is handled in an uncommon manner. Instead of the display switching to show a combat arena where you encounter a group of monsters, the battle is waged right there on the main map (as in *Ultima II* but *sans* animation). You see just one icon that represents multiple monsters of a single type, and your party's icon. This is the concept of "stacked units," used frequently in war games.

The number and name of the monsters are shown at the top of the all-text combat report. Extra finesse is called for in combat, for only the character who finishes off a monster gets the experience

Continued on page twelve

# BEYOND



The *Zork Trilogy* has become a legend in its time, selling nearly one million copies! Now the legend continues with an extraordinary new Zorkian universe that breaks ground in computer gaming. For the first time, the character-building and combat of role-playing games joins the masterly prose and puzzles of Infocom's interactive fiction.

*Beyond Zork's* sophisticated new interface makes interaction more natural than ever, plunging you into a world teeming with magic and peril. The vast and varied Southlands of Quendor come alive as you seek fantastic treasure and combat the vicious monsters who haunt the streets and wastelands.

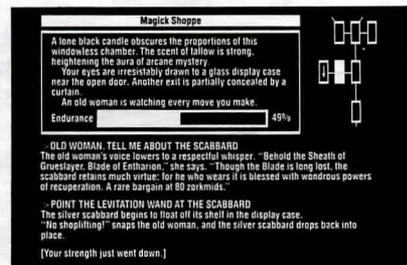
Challenge yourself to a quest that's far beyond anything you've ever experienced. *Beyond Zork*. The incredible new interactive story from the master storytellers at Infocom.

## INFOCOM™

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*Beyond Zork* is available at your local dealer for the Apple II series, Macintosh, Commodore 128, Amiga, IBM PC and 100% compatibles, and Atari ST. To order direct, call 1-800-262-6868. Coming soon: Apple IIGS.

Zork is a registered trademark of Infocom, Inc.



One glance at *Beyond Zork* will show you that it's unlike any interactive story you've seen before. On-screen mapping, Window displays. A character that grows in strength and power. You get all the excitement of role-playing games, skillfully blended with the fabulous puzzles and award-winning prose of Infocom's interactive fiction.

Screen shown is for the Commodore 128 version.



# Conversion Castle

C 64/128

## Wizardry

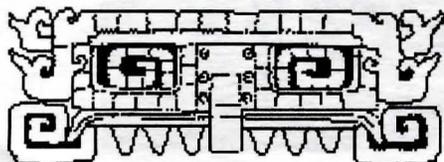
Only one game has influenced the look and feel of fantasy role-playing on the computer as much as *Ultima*—and the 1981 *Wizardry: Proving Grounds of the Mad Overlord* has finally arrived for all Crazy Cartographers of the C 64 world. (No plans now for Amiga.) In a wicked ten-level maze, your band of six wizards and wise guys will strive to slay the evil wizard Werdna and recover an amulet stolen from Trebnor, the Mad Overlord.

Each 20 x 20 maze is depicted with simple first-person pictures of halls and walls drawn in stark black and white—don't look for the full-color "panels" used to illustrate more recent games like *Bard's Tale* and *Might and Magic*—and information is displaying in overlapping windows. Appearing in mid-screen, monsters and chests are illustrated with detailed pictures that were redrawn specifically for the C 64 (but no spot animation).

Character creation and development are dealt with in text menus. All input is conducted from the keyboard, while a type-ahead buffer expedites giving orders. And you can save a game while inside the maze, a big improvement over the original *Wizardry*.

Instead of having a number of spell points that are reduced each time you cast one of the game's 50 spells, the magic system gives you nine of each spell you've learned; this makes it easier to keep track of the number you have left. Upon attaining enough experience points, a character—of any class, not just spellcasters—can change classes.

The *Wizardry* programmers paid extra attention to the 128. It loads more of the program into a 128's extra RAM to minimize disk access, and you can use the 128's cursor keys and numeric keypad. Both RAM Expanders for the 64 and 128 are supported. A special DOS permits the



program to run faster than under standard Commodore DOS.

Characters from this game must be used in the rest of the series (all being converted over the next year or so), which don't have character generators. If you like to map and are more concerned with a tightly balanced game system than with lush graphics, this is definitely your kind of quest. \$49.95, Protected. Sir-Tech.

## C 64/128, Macintosh Might and Magic

In the most significant new series to emerge in years, *Might and Magic* offers a variety of mini-quests as you seek the *Secret of the Inner Sanctum* in the vast stretches of Varn. Your party of six can draw on 94 spells and a sorcerer's grab bag of over 250 magical items and artifacts. It has a great save game feature: If (or should I say when?) your party gets wiped out, you can restart from the last saved position by punching that return key—and without rebooting the game.

The 3-D graphics of the C 64 version look clean and colorful, and anyone who has been trapped in the dungeon for too long will delight in visiting the many outdoor locations, which even include beaches, oceans, glaciers and swamps that tally up to 50 areas comprising 13,000 locations. Fortunately alternate solutions are provided for most puzzles. Sound effects and brief musical tunes also show improvements on the Apple original. You have to play in 64 mode on a 128. It spans both sides of two disks, and access is quick. (\$39.95) Protected.

Macintosh gamers will see the first *Might and Magic* conversion that has been "ramped up" to take advantage of a computer's special capabilities. Several icons enable you to cast spell, rest and perform other common actions with a click of the mouse, as well as conduct other activities. It's \$59.95 and also protected, but you can move your scenario disk to a hard drive. With lots of "specials" to keep you entertained even when completely lost, this game was rated "Best Quest of 1987" and is unequivocally recommended for either system. (See February, 1987, for a feature review.)  
Activision/New World Computing

## CES Adventures

Continued from page one

difficult "save the world-type" scenarios.

A mini-sub named RUF accompanies and helps you, and there's a talking computer for onboard assistance. Besides battling Crabbots and other monsters, you engage characters in conversation via a menu scheme similar to the one in CinemaWare's *Sinbad*. Graphics are crisp, and special effects include 3-D targeting and scanning. Voice synthesis is excellent, and one character even spoke with a detectable Scottish accent. The voices in *Alien Fires* were more monotonous—that creepy computer voice—and the graphics weren't up to par either.

### Into the Desert: Wasteland

Dave Albert, another EA producer, took me on a tour of *Interplay's Wasteland*, set in the Southwest after nuclear war. The long-range goal is discovered as you go. You get an aerial view of the terrain, or town or building interior on the right side, as in an *Ultima*, while 3-D monsters appear on the left, as in *Bard's Tale*. Battle reports are all-text, and ranged combat is included.

Continued on page eleven

### CELEBRATE 1988: MAGIC YEAR OF THE DRAGON!



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# 2400 A. D.

By Charles Don Hall

A science fiction role-playing game, *2400 AD* was written by Chuckles, who co-authored *AutoDuel* and appears as a non-player character in the *Ultima* series. Commodore gamers will recognize him as the one who converts *Ultima* for that machine. For some reason he wrote *2400 AD* under a pen name, Chuck Bueche. It's a one-character role-playing game best described as an easy, futuristic counterpart of *Ultima IV*. Conceptually, the most unusual aspect is that this is a science fiction game without a space ship.

## The Tzorgian Empire is Watching

The action takes place entirely within the walls of the city of Metropolis, the capital of the planet Nova Athens. It seems the evil Tzorgian Empire conquered the planet 50 years before the game begins. Once the planet was under their control, the Tzorgs moved their army onward, leaving behind a robot-based security system to monitor the population. Your goal is to free the people of Metropolis from the Tzorg robots by shutting down the master computer, which involves discovering a long, secret passageway full of robots to fight and puzzles to solve.

A very unpleasant picture of life under the Tzorg security system is painted by the manual, with references to rebels being routinely brainwashed and photographs of pathetic-looking humans laboring under the watchful eyes of cold, gargantuan robots. Things are a lot easier in the game, though: You don't seem to have a job, so you just spend your time hanging out on the streets, where most of the robots don't even react when you walk past them dragging a laser rifle bigger than yourself. If you manage to get arrested and taken to the Social Rehabilitation Center, you just stroll out the secret passageway and, five minutes later, you're back on the street. They *always* put you in the cell with the secret exit.

That isn't to say that life under the Tzorgs is all wine and roses. For example, every 2,000 moves you must report to the Public Tracking Office, or an alert is sounded and all the robots attack you on sight. You'll also get in trouble if caught in some areas without a pass, or if you enter certain others at all. The usual Apple sound effects, beeps and clicks, accompany combat and other actions.

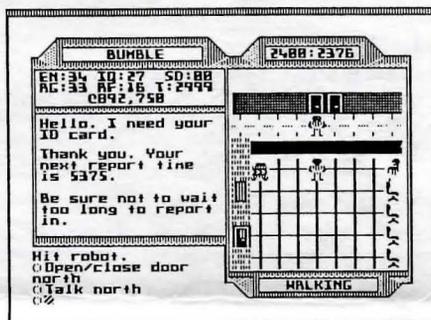
Worst of all, you can't escape the horrible Orwellian telescreens no matter where you go. What do they do? At random intervals, your computer beeps, the disk drive spins, and a message appears in a window: For example, "The Tzorg robots are here for your protection.

They are your friends."

## Safe in the Dungeon?

In a twist on role-playing tradition, all the monsters are found on the main streets, and the safest place is in the "dungeon," a maze of steam tunnels and forgotten corridors beneath the city. It is inhabited by members of the Underground, a secret society dedicated to overthrowing the Tzorgs. This area contains most of the information needed in the early stages, as well as the places to buy weapons and electronic devices.

Mapping is no problem, for the package contains a large, fold-out map showing the names and locations of the city's roughly 50 buildings. There is no map of the Underground's area, but by using the tunnels' residents as landmarks you can easily draw one. And a device called a "scanner" serves the same function as the mapping gems in an *Ultima*, but can be used repeatedly.



## Talking to Lucy

In order to collect the equipment and information you need to make your assault on the computer, you must transact with the city's inhabitants. Conversation is conducted in the style of *Ultima IV*. Each person says a short piece when you talk to them, then you make one-word requests for additional information. A character might say, "Hi, I'm Harvey, and I know the way through the minefield." You could say "minefield" and get the response, "The minefield at the east end of town." Saying "route" might lead to, "I promised Lucy I wouldn't tell anybody," a dead give-away that you should seek out Lucy and see how she reacts to the words "route" and "minefield."

You could also try asking Harvey about "Lucy." He might say, "She hangs out at the Burger Barn a lot," but is more likely to answer, "I don't know anything about that." As in *Ultima IV* you should note the name and location of everyone you meet, in case someone else sends you back to them for more information.

## Robots and Ray Guns

Of course, information isn't enough. In order to win the game you'll need an assortment of hi-tech devices, most of which must be bought. Money can be earned only by breaking robots and

ripping out their power supply units; the value depends on the amount of charge left in it. At the outset you are poorly armed, so trying to kill robots can be a frustrating experience; two robots attacking at once will wear you down quickly. Fortunately, robots won't attack unless you do something illegal, such as firing a weapon, and they forget about you if you duck into an elevator. For the most part, robots are assigned to fixed positions. If you defeat one, it will eventually be repaired and put back in place.

There's no need to worry if you find yourself surrounded, since it's impossible to die in this game. The worst that can happen is that your endurance will drop to zero, in which case you fall unconscious and awake in jail. All your possessions are confiscated too. This simply means that you leave the cell through the secret passage, then recover your property; the location isn't hard to find once you get clues from the right people.

My favorite money-making strategy is to shoot a gun near the entrance to one of the four subway stations. Three robots will emerge from the nearby checkpoint, and you can pick off one or two before your endurance gets too low, then take the elevator down to the train platform. After leaning on the space bar to rest and heal yourself, you can go back upstairs and finish off the survivors.

The subway, incidentally, closely resembles real-life subways: Trains take forever to arrive unless you're walking on the track—in which case they're on top of you before you know it. Aboveground you can also get around on a system of moving sidewalks, which are quicker and a lot more fun than the trains.

Robots are usually fought with one of several kinds of laser guns. You can also use special devices like the video scrambler, which blinds robots that use visual targeting, and the "Directive Override," which reprograms a robot to attack other robots. All these items require charging at one of the many "power nodes" in the city. Nodes are easy to find, but using them is illegal, so plan a fast route to a nearby elevator before using one.

**Conclusions:** *2400 AD* closely resembles *Ultima IV* in structure, interface and animated graphics, but is considerably smaller in every respect, has easier puzzles, and there are no books of magic to memorize. With one character to control, combat is less complex. For these reasons, it is a good game for novices who might be overwhelmed by the sheer size of *Ultima IV*. However, there are enough people to talk to and thing to find and do to satisfy experienced players.

**System:** Apple (64)  
**Skill Level:** Novice/Intermediate  
**Protection:** Program  
**Price:** \$39.95



# Beyond Zork

By Joe Terwilliger

Many elements of *Beyond Zork* are randomized: Locations in some areas, plus the objects found there, are arranged differently, and magic spells often have different names or are cast with different items. For these reasons no map is provided (since it wouldn't do much good unless you got lucky and hit the same pattern of maps, etc.), and the solution itself is presented in a new format.

Instead of giving a step-by-step walkthrough, this one tells what must be done and which spells are needed in each general area. The magic items' effect vary from game to game, so related answers refer simply to the spell: Thing of Annihilation, for example (though these have been coded). You can ask the woman at the Magick Shoppe to identify spells and items. If you don't have an item mentioned here, just look around—it won't be hard to find. Locations of those not readily noticed are pointed out.

If you use this walkthru, let us know how you like the format.

## Hilltop, Sea and Tavern

Go northwest from the start and get the weed at Edge of Storms. At the dock, examine the sailor's canvas and get the driftwood. Wield it as a weapon. Get the lantern outside the Tavern, enter and wait to hear the bandit's mention the helmet. Try to go west, then get the dagger.

## Wine Cellar and Kitchen

When you first enter the Cellar, get the scroll and read it. (Say the word on it if your light goes out.) Squeeze the moss on the wall for Dexterity so you can climb the Bottom Stack and get the wine bottle. Slay the skeleton, get the amulet and wear it. Get the crown and search the nest for the coin; sell both. After the door is slammed on your, tgcf the amulet through the dqvng and say the word to get a Strength boost so you can break the door. Conserve the lantern by shutting it off as soon as possible. Give the bottle to the cook. Go east and get the rug, pushing the onion to the cliff wall.

## Cliff and Lighthouse

The riddle's answer is nkjvpkpi, which lets you enter the lighthouse. Inside you'll need the ucnv (from the vkfcn hncvu), twi, Thing of cppkjknvcvkqp,

fciigt and the qpkqp. Bash the spider and vjtqy ucnv on the slug. twd the twi and vqwej the Dust Bunny. Get and wear the ring. (Sell the bubblegum card.) ewv the qpkqp with the fciigt to distract the Dornbeast, then point the thing of cppkjknvcvkqp at him and take the chest and get all. Search the debris in the top room and sell the sextant.

## Accardi by the Sea

Give the ejguv to the Monkey Grinder after he squashes the warning nymph. Get the palimpsest and vague outline from the chest. Get the gurdy. You can sell the chest. Buy the axe, wield it and use the Scroll of Honing on it. Use the axe to slay the Puppet, then point the thing of cppkjknvcvkqp at the Hellhound. Get all you find in the forest. Eat the fishcake for an Intelligence boost.

## Plane of Atrii

Say the word from the icvkpi spell (from the chest) to enter the plane of Atrii. Move around until you find a place where the fabric of time squeezes shut to produce a vague outline. The xciwg qwvknpg you found in the chest becomes a Phase Blade when you enter the Plane of Atrii; use it to cut the vague outline blocking your route. Enter the blocked off area and you'll find the Implementors. Wait till they drop the coconut and give you the iquv. They'll most likely teleport you to the billboard.

## Fields of Frotzen

The iquv will protect you from the thunderstorm. Get the four-leaf clover when you find it. Wait for a dwvvgthna to land on the iquv. Open the gurdy and put the iquv in it. Close the gurdy, set the dial to enqem and turn the crank left. Open it and get the caterpillar before he runs away. Remove the iquv and close the gurdy. Find the scarecrow with a flourishing crop of corn around him. Turn the dial on the gurdy to eye, then turn the crank to the right. Note the scarecrow's rags: the Corbies are afraid of this color. After the farmhouse falls, enter it and stay until the storm subsides.

## Land of Froon

Exit the house. Examine the flowers. When offered, take the key that's the same color as the scarecrow's rags. When transported back to the fields you can pass the Corbies and get the Compass Rose.

## Jungle

Kill or point Thing of cppkjknvcvkqp at the

crocodile and bloodworm. Find the Idol, then the Hungus. Attack the baby. The mother will attack and follow you to the Idol. Climb the Idol. When the mother is on the bottom, get the jewel. Inside the Idol, turn on the lamp. Squeeze the moss, then point the Thing of gxgtukqp at the wall. Find the mother and point the Thing of gxgtukqp at her to get the jewel. Then point the Thing of ngxkvcvkqp at the baby. You can sell the tusk.

## Thriff

Look under the pew in the chapel for the vial. Listen to the Cardinal. Examine the glyph, then go west of the clearing. The caterpillar will scare the Trees. (Sell the ornament.) Open the mailbox and examine the contents thoroughly. This should net you a burin. Go south and search the bench to get the Black Hemisphere. Go north and west to kill the Snow Wight. You may have to recuperate a few times to do so, or use the Thing of cppkjknvcvkqp. Sell the snowflake. Go west and point the Thing of fkurgnn at the dome. Boogie on back to Thriff before you get fried. Make sure you're wearing the tkpi, then return to the clearing. With the burin, inscribe a glyph in the hot lava. Ask the Cardinal for the reliquary and get the White Hemisphere from it. Go northwest and hide the minx's footprints. After the hunter leaves, pet the minx. Wait until she digs up a truffle and let her eat it. Don't forget the sunlit wall to the west of here. Remember, you must pick up the minx to take her to certain places.

## Stable

Get the horseshoe. Kiss the unicorn's horn first for luck, then say the word on the amulet and smash the stable door. Or you can use Thing of ngxkvcvkqp to free the unicorn and get the saddle.

## Pterodactyl

Make sure you're holding the yggf and Thing of cpguvjgukc and have enough room to hold the arrow and whistle. Point the Thing of cpguvjgukc at the pterodactyl. Get the arrow, then put the yggf on the wound. Get and wear the whistle. Put the saddle on the pterodactyl. Get the minx and board the pterodactyl. To fly, "go up" and point the Compass Rose in the opposite of the direction you want to go. Fly until you're over the castle (near Thriff), then land.

*Continued Next Month*

# Dream Zone

By William E. Carte

It's the nightmare of your life. It could be the nightmare of your death! Baudville, previously known for their paint programs, has taken a giant leap into the world of Apple IIGS entertainment software with this great new graphic adventure. Remember last year when *Might and Magic* hit the shelves? It was a fantastic new program that kept Apple gamers busy for weeks if not months. Well, it's a year later and now *Dream Zone* is going to be to the GS what *Might and Magic* was to the Apple II.

Plagued with terrible nightmares, you haven't had a good night's sleep in weeks. After each restless night of sweating, tossing, turning and crying out, you awaken in the morning but remember nothing of what it was that scared you. The only logical thing to do is visit that famous shrink, Dr. Sigmund Fraud.

Fraud tells you there is a beast in your mind that, though powerless by day, rules your thoughts by night. You must kill the beast or you'll never sleep peacefully. Then Fraud gives you a drink and informs you that unless you kill the beast tonight, you'll never wake up again.

So begins *Dream Zone*, a clever creation that's like a cross between *The Twilight Zone* and *Nightmare on Elm Street*. Most of the creatures you'll meet are not as grotesque as Freddie Cougar from *Elm Street*, but they can be just as deadly.

When you first boot the game you'll be awake and everything is illustrated with black and white digitized photos. Enter your brother's room, for example, and you'll be told he's guarding his toy chest and see a digitized photo of a snarling boy crouched over his toy chest. There are a few puzzles to solve here, then it's off to Dreamland—or Nightmareland.

Once you begin to dream, the black and white digitized photos are replaced with vivid graphics—beautiful color paintings enhanced by spot animation. These were created with another Baudville program, *816 Paint*, and are among the best graphics I've ever seen. It was written by a pair of high schoolers, Andy Gavin and Jason Rubin. *Dream Zone* is their first effort, and I predict a bright future for them.

The game world is great. There's a bar that requires i.d. (which naturally you don't have), a carnival, a palace, a castle that floats on clouds, and a government Department of Information Office that will remind *Bureaucracy* players of the bank teller windows.

And the creatures you'll meet are interesting, to say the least: rats, bar bouncers, winos and even gum-chewing twins (where have I seen them before?). There's also a loan shark and a dishonest-looking preacher, and of course the dreaded Demon of your dreams that must be killed eventually.

Most of the puzzles aren't too difficult if you read the descriptions carefully, talk to all the characters, examine the pictures and pick up everything you come across. It's also possible to have characters join you in your travels. In fact, in order to finish the game you must have three specific characters join and help you at the proper times. Another helpful thing to know is that you need all the items that can be picked up, for there are no red herrings in this game. This adventure hasn't got a scoring system, so you won't rack up points upon cracking each conundrum.

Below the menus is a picture area, and beneath that is a display line of verbs such as look, get, drop, etc. A description window under the display line holds all text descriptions. Then, at the bottom of

the screen, a command lines appears for you to type in sentences. To the right of the picture area is a control pad; if playing with a mouse, you can click on a button to move. The game can be controlled by mouse, keyboard or a combination of both. Pull-down menus allow you to save and load games and set other options, such as text color and visible objects (which makes all visible objects appear in icon form in each location).

The parser is basically limited to two-word commands. Occasionally you may know how to solve a puzzle but will find yourself struggling for the right combination of words that the program will recognize. Another drawback: Every time you restore a saved position, you get a screen that reminds you that restoring will lose your current position and asks if you want to save first. But if you try to save and then restore, you'll still get the same message. This was time-consuming and annoying after the first time. But these are only minor points that are certainly overshadowed by other aspects of the game.

Documentation is a seven-page leaflet that was most helpful. The game is protected, but comes with an order form that can be used to purchase a back-up copy. The program fills a pair of 800K disks, and you'll need at least 512K memory and one 3.5" drive.

**Conclusions:** A must for GS owners who like graphic adventures. If you're thinking of upgrading to a new computer, this is a good reason for choosing a GS. Is it really that good? Yes! Overall, *Dream Zone* is the best game I've played in years, bar none. If you only get one game this year, *Dream Zone* should be it.

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**System:** Apple IIGS  
**Skill Level:** Intermediate  
**Protection:** Program  
**Price:** \$49.96  
**Company:** Baudville

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## CES Adventures

Continued from page six

Your team consists of seven members, some of whom are non-player characters who perform some actions independently. Dead is dead in this game, for you can't resurrect anyone—and there's no roster for saving characters that aren't in the party. Each member can carry 30 items, with a wide range of weapons like Uzis, machine-guns and so on.

Once an item is picked up or an NPC killed, it's gone forever. And your game is automatically saved when you change regions, so you must copy your play disk for a real back-up. Graphics and spot animation are excellent, and it's at least a 100-hour game. Dual drives and hard disks are supported. The game covers both sides of two disks, and looks like a real winner. Look for the Apple version late this month, followed by C 64. Advance Clue Warning: Hold onto that broken toaster!

### FutureMagic

In the previously unannounced *FutureMagic*, I saw the most original new design and some of the best graphics at the show. Written by Karl Buitter, this IBM game looked sharp in EGA mode (conversions are planned for GS, 64, Apple). Your four-person crew on a Federation Interceptor must learn the source of alien raiders while preventing their attacks on convoys of cargo ships. Ultimately this leads you to a world where magic still works, so the game combines science fiction with fantasy. The action is 20% space combat, 20% ground combat, 60% character interaction.

An exceptional aspect is the top window's view through your "battle helmet," which simultaneously shows an aerial view and a first-person view with color vector graphics. A lower right-hand window holds a detailed illustration of the immediate area. The story takes place in a three-planet system and includes color-coded topographic maps displayed onscreen, *Star Wars*-style magic, dynamic menus whose options change during the conversation, the opportunity to blast alien ships out of space and sell/buy loot and black market goods.

### Bard's Tale III: Thief of Fate

Interplay's Brian Fargo explained how

Skara Brae has been wiped out by the Mad God, Tarjan, in *Bard III*. Through time and space you'll travel through the dimensions of Ice, Fire and seven others to track him down (even to Berlin in the 1930s to fight Nazis!). Clues are often found in the flowing text passages of Mike Stackpole, who wrote the story.

New features: save anywhere, even in a dungeon; use female characters; 240 spells, 3 of which must be learned like ZZGO, but you *must* learn it in the game to cast it; five Wilderness Areas; five Cities; mazes that vary in size, from 4 x 4 to 22 x 20; two new magic classes, GeoMancer and ChronoMancer; and much more text and emphasis on the story. A Thief is vital to identify items, and there are no real-time puzzles as in *Bard II*. A new artist, Todd Camasta, did some outstanding work. The spot animation is smoother and more realistic.

"In difficulty it's comparable to the first game," said Fargo, "but easier in puzzles and balance than the second one. It's the most balanced and offers the most to do of all three—and it has a *great* ending." Some puzzles have alternate solutions. He says it should take 60-100 hours—at least 50 for an experienced player—to finish.

### Questron II and A D & D

In the West Hall I found the SSI booth, where Linda Blanchard demoed *Advanced Dungeons and Dragons* and *Questron II* on the C 128. The Dougherty brothers wrote the story for *Questron II*, which was programmed by Westwood, a Vegas team. It takes place in Landor, as you journey back through time to prevent the Evil Book of Magic (from the first game) from being created. One new feature shows monsters small in the distance, then growing larger as they approach. Auto-mapping complements *Questron*'s familiar and convenient interface. The C 64 game should be out now, with Apple, IBM, ST and Amiga versions this spring.

*A D & D* is being programmed by Keith Brors and Paul Murray (who did *Wizard's Crown*) and will have three combat modes: tactical, like in *Wizard's Crown*; *Phantasia*-style, in which you give orders to all; and the fastest, in which you control your character. The galloping horse and other animated characters looked better than anything SSI has ever done. First title in the series is *The Pool of Radiance*, set in the TSR *Forgotten Realms* fantasy world. The 64/128 version is scheduled

for June, with Apple and IBM in the summer and ST, Amiga and GS by winter. TSR will release a paper module that doubles as a clue book for the computer game. SSI is also doing an arcade version of *A D & D* for the C 64 and ST, plus a *Dungeon Master's Utility Program* for C 64, Apple, IBM and Amiga.

### Sierra's No Parser Adventure

Sierra's upcoming *Manhunter* is an animated adventure with no parser. All actions are selected with the mouse or a joystick. Written by the authors of *Ancient Art of War*, it's a futuristic story in which aliens have taken over New York and you work for them to track down rebellious humans. *Gold Rush* is also on the way. You head west in a western adventure designed "with an eye toward the educational market." Sierra's also working on a sequel to *Leisure Suit Larry*, and I saw a GS conversion of the original *Larry*, which features all-new graphics and startling sound effects and music. I also interviewed Roberta Williams for a future issue, and she said *King's Quest IV: Perils of Rosella* will be the first in which you play the role of a woman. It's set for September.

At Mindscape's suite I witnessed *Citadel*, a Canadian Mac game reminiscent of *MacWizardry*. It's got a unique combat system: Your characters' icons appear on-screen and are attacked by icons representing monsters. Lots of icons in the interface, and you can design your characters' icons.

### Paladin: Have Booth Will Travel

Bill Leslie and Tom Carbone were showing "The Serayachi Campaign," the first set of 16 scenarios for *Breach*. Even more intriguing was *Paladin*, a fantasy RPG based on the same system. "A big difference is that *Breach* uses ranged combat," Leslie shouted over the rampaging throng, "while *Paladin* has magic and lots of in-fighting with swords." The ultimate goal is to achieve knighthood by completing a major quest. Some quests are linked together, so your crew leaves one scenario and goes directly into the next. You can use a character from *Breach* or make a new one.

A party of up to ten can avail themselves of a much larger assortment of weapons and artifacts than in *Breach*—not to mention other new features such as

Continued on page thirteen

# Talisman

By William E. Carte

In this two-disk graphic adventure you're a prisoner on death row in a Persian palace. Just as the executioner is about to relieve you of a valuable possession—your head—the King stops the proceedings. It seems hard times have hit the kingdom. Crops are withering and livestock is dying. The King needs someone who is expendable, someone like you, to search the land and find the source of the trouble. He sends his chief advisor, Abu, a giant of a man, along to aid your quest. What Abu lacks in intelligence, he makes up for in muscle.

Many puzzles, some very difficult, must be solved along the way. At the Village Bazaar, for instance, you've got to prove yourself a wise trader. Once you decide what you want to buy, you must haggle with the trader to get the best possible price without insulting him too much. You'll visit a cave inhabited by an evil genie, a village complete with a town drunk, a waterfall with a secret entrance and even a hut with a talking door that taunts and teases as you try to open it. No scoring system is involved, so points aren't awarded for puzzle-solving.

You'll journey across the sea and across a hot, burning desert that's impossible to map, and have to navigate a hidden, underground chamber that has moving walls. In many ways, *Talisman* is like a chapter right out of *Indiana Jones*. For example, if you take the talisman from the balances the Demon statue is holding, the balances tip and the exits begin to seal off.

And then there is Abu. He's not there for scenery or conversation—Abu can and will perform many actions for you, deeds that otherwise can't be accomplished. Author Bruce Hoffman injected a dose of humor here, making Abu a lot like Floyd the robot in *Planetfall*. He's constantly throwing pebbles or climbing trees or falling, though he always comes through when you really need him.

Graphics are good, offering a choice of standard or double hi-resolution. They're pretty much like those in *Ring Quest*. In fact, *Talisman* reminds me a great deal of *Ring Quest*. Graphics can be turned on or off with the touch of the return key, which speeds up play drastically. The Comprehend parser is fast and smart, accepting full and multiple commands. The manual is brief but seems adequate, as game play

is fairly simple.

**Conclusions:** A pretty good game, *Talisman* surprise ending really caught me off-guard. It's a very good value for the price, and I wish other companies would follow PolarWare's lead in providing quality programs at discount prices.

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**System:** Apple, IBM

**Planned Conversions:** C 64

**Skill Level:** Advanced

**Protection:** Program & password from manual

**Price:** \$19.95

**Company:** PolarWare

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## Death Lord

Continued from page five

points. During each character's turn in battle, his icon represents the party—though I was usually too busy looking at the keyboard to watch the action.

A handy combat order—Retreat—sends a wounded character to the rear of the party. You can also "Skip" a turn in battle, useful when you're facing a couple of wolves and want to let the Fighters finish them off; say "skip" on the first Magician's turn, and the first Fighter becomes the active character. Peacemonsters may opt to negotiate rather than fight, though that won't always work.

There are 128 monster types. Some have Oriental names like Kosaku, while others are the customary Brigands and Lizard Men. The monsters are personified by individual icons, but the manual offers not a clue about these fiends. That means it helps to remember what works and what doesn't with each type. The program writes a character's death to disk immediately, unless you can rip it out of the drive in a flash.

### *An Expeditious Expedition*

Plenty of convenient features make it easy to reorder the group, exchange gear and so on. The leader performs any action you punch in, but you can override this by typing another character's number after the command: Typing "C," then "3" and "Todo" would tell the third character to cast that spell. A "+" beside a character's name indicates he's ready to be advanced a level, so you know when to head for the nearest training center. This spares you one more bit of bookkeeping.

The "power quester" will appreciate the

implementation of macros. You can program one-four strings of one-key commands up to fifteen letters long. Executing a macro is still a two-key operation, however, since you have to hold down the shift key. Even though they can't be used in combat, macros are useful for simplifying the "Orate" and "Find" sequences, which require a direction, and to cast healing spells.

Played on two scenario disks, the program lets you save one game in progress, even in a dungeon; you can continue playing immediately after saving. Characters can be backed up to another disk with a simple utility. However, you must disperse the party to save them, and when reassembled they'll begin at the original place on the first island. If you've already reached a distant continent, it's more practical to use the "Make Scenario" utility to copy your scenario disk.

The program is efficiently designed and speedy (no disk access during character generation or combat, for example) and supports two drives. You can move the scenario disks to a hard disk, though you'll be asked to insert the program disk in the floppy drive.

**Conclusions:** Authors David Wong and Al Escudero (it's their first game) paid extra attention to the little things you do frequently in a role-playing game, making it easier to keep track of all the information the game throws at you. They also incorporated other thoughtful extras, like the pull-down menus for spellcasting and the "+" sign that automatically informs you when a character's ready to advance a level. But with so many options and multiple keystroke commands, plus having the master the Japanese names for character classes and weapons, the learning curve in *Deathlord* is higher than that of most games.

If you like the idea of a *Wizardry* or *Bard's Tale* magic system in an *Ultima*-style world, however, you'll have plenty of time to commit every command and piece of terminology to memory in the more than 200 hours it will take to finally dispatch the Deathlord.

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**System:** Apple (64K)

**Planned Conversions:** C 64 (Spring)

**Skill Level:** Expert

**Protection:** Program is protected

**Price:** \$49.95

**Company:** Electronic Arts

## Waiting for Duffy

*Duffy lucked out and escaped the dungeon but fell right into a Time Door. So send in a brief ad if you're stuck.*

Ultima IV: Is Skull of Mondain usable? If so, where is it? Also need help with Moonmist, red version. DMK, 1914 Doniphan, St. Joseph, MO 64503

Uninvited: How do you make a key and get past the dogs? Barbarian: How do you get past the tin man? H. Gierlinger, Rte 2, Box 283, Smithfield, VA 23430.

Guild of Thieves: Need help at opaque cube. Kathy Longan, POB 1071, Oak Harbor, WA 98277

Eternal Dagger: How do you rescue the Rainbow Princess? Get into Avil's Tower? Ray Dominguez, 6295 N. Spalding, Fresno, CA 93710

CBS AdventureMaster: Need password to get in "Clever Catacombs" program. Bruce Smith, 10035 Placer St., Apt D, Cucamonga, CA 91730

Wizardry 1: Have Lords a' fighting, Priests a'healing, mages a'casting, a thief a'stealing and a dumb cursed ring. So what am I trying to accomplish? And how do I get to the end of this game? Craig A. Lee, 1st PERSCOM (PSSD-FSD), APO NY 09081-5604

Might & Magic, Zork 2-3, Beyond Zork: Need help. Planetfall: can't get stuff in radiation lab. Respond quickly—going bald at 18! Karlo Yeager, 2043 Ganinet St., El Señoral, Rio Piedras, PR 00926

DungeonMaster: How do you get by door 5 west, 2 south of stairs on level two? Use Alex Ander's Lockpick? Might & Magic: Where is code key? Dan Heffron, 2 Lavelle Lane, Framingham, MA 01701

Might & Magic: How do I find the canine? Where is the crypt of Carmenca? George Milliorn, 7202C Alo Alo, Honolulu, HI 96818

Bard's Tale: Need help. Todd Draper, POB 4366, South Bend, IN 46634

Promethean Prophecy: Need help. Paul Taylor, 1 Penfield Ave, Croton, NY 10520

Trinity: How do you take out searchlights in the last white door? Disarm bomb? Guild of Thieves: How do you get platinum brooch out of the temple? Past spider? R. Laughlin, Old H Highway, Waynesville, MO 65583

Mask of the Sun: Need help, hints, maps.

Gamble Staempfli, 40 E. 78th St, NYC, NY 10021

Wizard's Crown: How do you get past the gates to the mansion? Mike Alberghini, 3900 Northpoint Dr., Marietta, GA 30062

Planetfall: How do you get into computer? Is there a light source? Uninvited: How do we get past the spider behind the trap door? Past the five zombies in the basement? James Ackison, ASU Bahrain, POB 87, FPO NY, NY 09526-2800

Lurking Horror: How do I get through the hole without hitting my head on the iron plate? P. Ericksen, 5129 Emstan Hills Rd., Racine, WI 53406

Alternate Reality, the Dungeon: How does an evil character get the mirrored shield from the clothes horse? Armand L. B. Christophersen, Box 387, Springside, Sask., Canada SOA 3V0

Knight of Diamonds: Need help with 1st riddle (on 2nd level). J. Bieber, 3625 Lyndale Dr., Endwell, NY 13760-2439.

Might & Magic, Bard's Tale 1: Need maps and help bad. Also need Wizardry 1 super-dudes to get back my dead and out guys from the maze. J. Pinkos, 23 Whitman Rd, Medford, MA 01255

Gateway: Where do I find the rifle? Steven MacIntyre, 444 Central Park West, NYC, NY 10025

Phantasie 3: Have found Nikademus but have broken wand and can't kill him. SSI's hotline couldn't help—can you? Donald Glinkie, 1900 SE 5 Court, Pompano Beach, FL 33060

A Mind Forever Voyaging: How do you keep Ryder from melting you down? C. Williamson, 144 Patricia, San Luis Obispo, CA 93401

## CES Adventures

Continued from page eleven

teleports and magic. Text boxes will provide clues. It also has a "Quest Builder" and should be out in March for the Amiga, followed by ST, IBM and Mac versions. By April look for *The Traveller's Return*, the third in the *Universe* series, for IBM, then ST, Mac and Amiga. It uses tile graphics and animation in a system similar to *Breach* but has dialog boxes and more text.

Spectrum HoloByte had a demo of the impressive spot animation and graphics in *Dondra*, the first game in the *QuestMaster* series (all systems, Apple and GS first). First Row was showing *Dr. Dumont's Wild P.A.R.T.I.*, Michael and Muffy Berlyn's text adventure (IBM and Mac), and *Star Empire*, a graphic adventure (64 and IBM) by the authors of *Elite*.

### Ultima V

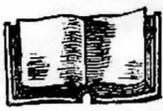
Richard Garriott offered a peek at *Warriors of Destiny*, in which Shamino summons you back to Britannia to rescue the missing Lord British and rid the land of the Shadowlords. Returning to Britannia is like going home after a few years and marveling at all the changes. A fresh crop of villages has mushroomed up around Lord British's castle, and a pier juts out into the nearby bay.

Empath Abbey is now a three-story structure, and you can walk around on top of this and other buildings. Indoors I beheld countless new graphic elements, all

highly detailed: flickering torches, a waterfall, pianos, candelabras, ticking clocks. There's more and better spot animation, and some items, such as beds, are depicted from an angle that lends a 3-D effect. When you read a sign, its picture and runic message appear in the text display. Pictures on other signs outside each shop tell you what's sold inside. The new style of tile graphics eliminates the clunky "staircase look" of rivers and the edges of land masses.

An enhanced combat system make the battle more fun and less work. You can aim *diagonally* as well as left/right, front/back, and a foe you've aimed at remains targeted even if he moves. After slaying a monster, you will search the body or chest while *inside* the combat arena. Open a chest and its contents are listed; then you "get" each item, represented by money bags, swords and so on, one at a time. (And combat with the Shadowlords is a whole 'nother ball game.) Scrolls and potions are plentiful, but scarcer are the Shards of Cowardice, Falsehood and other "anti-virtues" you've got to round up. The program is a monster, filling both sides of four disks. It supports six different sound boards, even one that lets you play it through a MIDI synthesizer. You can import an *Ultima IV* character or create a new one. The big question is still when? *Maybe* late this month.

After seeing all the new adventures at CES, it looks like we're going to have a tough time picking "Best Quest of 1988."



# KEYS TO THE KINGDOMS



## Deathlord

An excellent party: Samurai, Ninja, Shisai, Shizen, Genkai and Mahotoukai. At the start don't enter *any* locked doors. First-level characters should explore the island of Kodan, but neither of the ruins. There's a dungeon there that's not on the map. In each new place inquire about these: fwpigqp, kuncpf, twkp, ratckf, etc. The other islands are *not* in the position shown in the map on the package. Don't explore dungeons until your Shizen knows Kaeru. Before transferring *Wizardry II* characters, use a dagger of change to produce a good Ninja. Use a dummy disk while exploring dungeons. Pitch camp in corners of mountains. If totally lost, quit and disperse, then reassemble and begin afresh at Kawa.

James B. Simpson

## 2400 A. D.

To use transporters you need a password. You can get it from Fred in the underground, or just say ngvuiq. The destination code is the transporter id number. But not all the transporters are connected to one system. Jet packs can be used to go the opposite direction on slidewalks, and you can also turn corners provided you press the "use" key when you want to turn, then the direction. It takes a few turns to get the skill nailed down, but the trick is handy in finding the main computer console.

David A. Lewis

## Ballyhoo

To get past the turnstile, wpvkg dcnnqqp, dtgcvjg the jgnkwo and say jgnnq nctta.

Brian James

## Wizardry IV: Return of Werdna

To open the Gates of Hell you need the ecpfng (Level 10), ejkngu (after defeating the Beast at 9, 8 or 10, 9) and a book (dqqm).

Brad Kinman

## Phantasie III: Wrath of Nikademus

After your party hits level five or six and you need lots of gold to spend on random creatures, try this. From Pendragon follow the stone path all the way south to Tierrin, or use the transport spell. Exit town and go west to a dungeon entrance. The dungeon's not crucial to solving the game, so you can raid the dragon's hoardes as often as you like and sell the booty for a nice profit. To get the egg from the viper and get an old bow from the gnome challenge, you need the foul-

smelling potion found in the lower right part of the dungeon. (You must go through a secret passage to find it—don't take the sweet-smelling potion when offered.) Approach the viper and the options appear, select to distract him. Do this until he runs away. Minotaurs are expensive to train but make excellent fighters.

Phillip H. Little and Bill Rader

## Dream Zone

To get past the crowd, say htgg dggt. Don't marry the woman or princess. To find a good girl to marry, get sent to the tqrgt tqqo. Wash mouth with soap if it's there. You're sent to the DOI basement, where the crowd went. Propose to the girl in the crowd. To get the key without getting killed, swap the key with the tqem. Give the bartender the ychgtu from the ejwtej to get the keg. For a fake ID, steal the crrtqxcn hqto from the officer in the DOI after getting all the other forms. To get the rice to feed Sushi, give the lngcvjgt lcemgv to the uokvj.

Scot T. May

## Guild of Thieves

Bet the note on the grey rat. Use the check to buy the nwwg from the oknngt. Put the nwwg in the bag and close it to get out of the oknn.

Randy Laughlin

## Might and Magic

A dead character may be resurrected by the fountains at C-1, 9, 14 and 8, 14. After drinking from fountain, cast Raise Dead. These raise spellcasting to level seven for one day or battle, whichever comes first. For experience points (after Sorcerer is at least level three), go to Wyvern's Peak at C-3, head east from C-3, 5, 2 and you'll defeat wyvern's for 2,500-5,000 experience points a shot, plus 900 gold minimum. Lightning bolts are very effective here. After all the battles, fly to E-1 and trade gold for experience points in Dragadune (see July, '87 QB). [Richard Rasmussen] For the solution to Og's chess problem, watch the Star Trek episode where the Enterprise goes to the galaxy's asylum world. The chess problem is used as a password. The hourglass (in the C 64 version) is at E-1, 3,3. [Steve Mead]

## Tower of Myraglen

For the key to reach the second level, set your GS's built-in clock to 12 AM. The grandfather clock on the first level will gong and show you where the key is. To

enter the second level you must say Mendalick's fate, which was "hcfkpi cyca" when you reach the two gargoyles guarding the gate. The riddle on level five? ctvkuv

Brian Johnson

## Space Quest II: Vohaul's Revenge

In the jungle, avoid the roots maze and get the berries. Mail the order form at the mailbox and get the whistle. Before entering the swamp, twd dgttkgu on enqvju to avoid the monster. Hold your breath and dive into the deep part in the middle of the swamp. Climb the dead tree to pass the fissure. Get captured, then talk to the oak twice and throw the urqtg at him when he's near the door. Get his keys and free yourself.

Mike Olsen

## Bard's Tale II: Destiny Knight

In the seventh Snare the answer to the first Magic Mouth is uvqtohkuv. Say icng to the second. Go to 10, 14 to find the bgp ocuvgt. Follow the cryptic hints in the manual when you reach the set of 1 x 1 rooms that start immediately south of 8, 18. (Left-cursor is J, up-cursor is K, right cursor is L.)

Joel R. Champagne

## Faery Tale Adventure

The magic wand is found in the ftcipq'u ecxg in the northwest part of the mountains in the northwest. The bone is in Hemsath's Tomb. Trade it to an old man in the cemetery building for a shard. The rope is in a hqtvtguu in the north part of Grimwood. Use it to tame the swan on Swan Isle and to fly to the Invisible City in the Burning Waste. Also, the swan must fly you to get the Princess from a castle surrounded by mountains in the southeast part of the map

Allen Reinwasser

## Defender of the Crown (IBM)

Pick a lord good at jousting, since sword-fighting if easy. Conquer at least two territories before buying more men. Then forget the enemy territories, go straight for his castle as soon as you get a catapult. Seek Robin's help first. Attack Norman castles first. Always control territories bordering your castle.

Mike Olsen

*To decode clues,  
count two letters back.*



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Trade/sell: Might & Magic, Bard 1 & clue book. Want Bronze Dragon, Eternal Dagger, Alternate Reality Dungeon, Realms of Darkness. Super characters for sale (you name it!). Tony Kuo, 11572 Jerry St., Cerritos, CA 90701

Trade/sell: Wizard of Oz, Starcross, Infidel, Hitchhiker's Guide, Sundog, Wilderness, Dragonworld, Deadline, Seastalker. Let's trade lists. Byron Blystone, POB 1313, Snohomish, WA 98290

Trade/sell: Leisure Suit Larry, Bard 2. Want Beyond Zork, Leather Goddesses. Also have Moebius, Bard 1, Might & Magic & supermen, Bard 1-2 solutions & supermen, many more. Write 1st. John Pontaoe, 820-D S. May, Chicago, IL 60607.

Trade/sell: \$20@ or make offer: Trinity & Mind Forever Voyaging (both 128K), Elite. Write 1st. M. Ruth, 269 Georgetown Ct., Albany, NY 12203

## COMMODORE

Have Defender of Crown, AutoDuel, Leather Goddesses, Ultimate Wizard. Will trade for Ultima 1, Might & Magic, Gauntlet, Demon Stalkers or Rad Warrior. Edward Chen, 33-35 70 St., Jackson Hts., NY 11372

Amiga: Many games. Send your list for mine. H. Gierlinger, Rte 2, Box 283, Smithfield, VA 23430

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Phantasie 3, unopened: \$25. Will trade for either Alternate Reality or Might & Magic. Pat Jankowski, 16301 Dearborn Dr., Stilwell, KS 66085

Trade/sell: Bard 1-2, Phantasie 1-2, Ultima 2-3, Wizard's Crown & more. Will trade for Wizardry, Ultima 5, Moebius. Write 1st. A. DeWitt, Box 287, Agassiz, B.C., Canada V0M 1A0

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Have most Infocoms, Bard 1 & 2, Legacy of Ancients, Qwestron, Nine Princes, PSI-5 Trading Company, both Gemstones, Shard of Spring, Ogre, Labyrinth, Maniac Mansion, The Pawn, Phantasies and more. Send lits. Tom Helton, 6723 Harris, Raytown, MO 64133

Amiga: Mindshadow, Borrowed Time, Temple of Apshai, Rogue, Pawn, Deep Space, Phantasie 3. T. Ellison, 407 N. Division, Lowell, MI 49331

## IBM & QUEST-ALIKES

Want Space Quest 1 and/or Police Quest.

Continued on next page

## Space Quest II

Continued from page three

and unnecessary, but with creative handling Sierra has illustrated that they don't have to be.

The parser in this adventure is the same Sierra parser we've all come to know and love. It handles full sentences with alacrity but does not understand pronouns. For instance, if a small stone is described in the text window, "GET IT" will not suffice. It does handle several noun variations nicely enough though. For instance, "OPEN THE BOX" (where the oxygen mask is stored) works quite as well as "GET THE MASK." The parser generally doesn't handle multiple commands, but using them never seems to be necessary, and it does respond to "GET ALL" in most situations where more than one item is available.

*Space Quest II* comes in a colorful package with three 5-1/4" disks and two disks for people with the newer 3-1/2" drive format. Including both sets of disks is an extremely admirable practice that seems to be limited to very few companies, and Sierra should be congratulated for their foresight in this. The package also comes with the usual registration form and advertisements as well as a small "Getting

Started" type pamphlet and "Space Piston," a full-color action comic (complete with Charles Atlas ad) detailing the exploits of our hero after his triumph in *The Sarien Encounter*. A short walkthru of the opening sequence of the game is included in "Space Piston" to give beginners an idea how adventure games are played.

As with most other 3-D Sierra adventures, *Vohaul's Revenge* is copy-protected by the key disk method. This means that you can install the game on blank floppies by using a simple COPY \*.\* command or put it on a hard drive with the supplied INSTALLH file (necessary because of hard drive sub-directories). But in order to run the game, you must briefly put the original floppy in drive A. I stress the word briefly here. Installing this program in no way affects other files on your hard drive. The copy protection is on the master floppy itself, and that is where it stays. The program asks that you insert the master disk in drive A when first run; as soon as the red light is out on the A drive, you can remove and return it safely to your library. This is about the least offensive method of copy-protection I've ever had to deal with.

The program requires a minimum of

256k and one floppy drive but will take full advantage of two drives if you have them. Play speed can be enhanced considerably by installing it on a hard drive. As previously mentioned, it supports many graphic standards including a minimum MCGA, so even monochrome owners will be able to play this one. **Conclusions:** Once again, Sierra has succeeded in putting together a puzzle-intensive three-dimensional graphic wonder. If a sequel is to be measured against the original, *Vohaul's Revenge* gets an A+. One word of warning though: While most of the game would be ranked as intermediate, there are several puzzles that require all the brainpower an advanced player can muster. Not to worry though, for players who find themselves up against a stone wall, a Hintbook is available.

**System:** IBM (see above for requirements)

**Conversions Planned:** Amiga, GS, Macintosh, ST, Apple 2e/c (128K)

**Skill Level:** Advanced

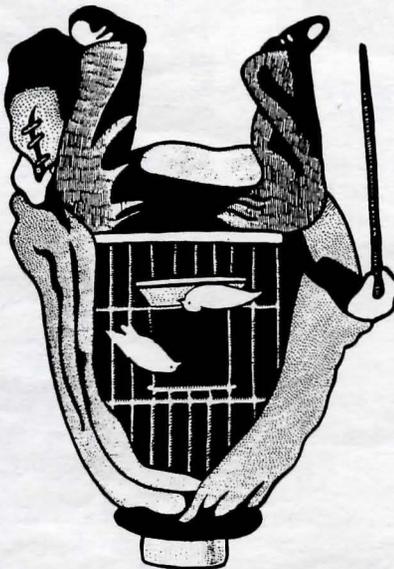
**Protection:** Key Disk

**Price:** \$49.95

**Company:** Sierra On-line

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*Continued from previous page*

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For sale: The Hobbit and Fellowship of the Ring. Mint Condition, \$15. Hobbit is missing book. Joe Terwilliger, R. R. #1, Box 782, Cornish, ME 04020

Trade/sell: Wizard's Crown, \$25. Universe 2, \$43. Jim Kim, 20530 Anza Ave. #184, Torrance, CA 90503

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### ATARI

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8-bit games for sale. Jupiter Mission 1999 Part 1 & 2, both for \$10. Alternate Reality: The City, \$15. Greg Watanabe, 3203 N. Alpine Rd., Stockton, CA 95205.

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Legacy of Llygamyn: IBM, \$47  
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