



QuestBusters™



The Adventurers' Journal
February, 1989

Vol. VI, # 2

\$2.50

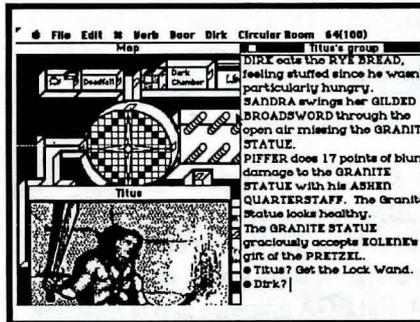
Infocom's first RPG: Quarterstaff

By Stephen Payne

More than a year ago, a modest brown envelope from Simulated Environment Systems arrived on my doorstep. Inside was *Quarterstaff*, ready for review. Since the program required at least 1MB of memory, it sat forlornly on my desk for another month, till Santa replaced my Mac 512K with an SE. Once up and running, however, *Quarterstaff* turned out to be a fantasy role-playing game of the usual "explore an under-

ground world and defeat the forces of evil" variety, yet with enough surprises to keep me interested.

In this case you are leading a party of adventurers into the complex, three-level subterranean "Tree Druid colony" to discover the fate of its recent-



ly vanished inhabitants. You begin at the cave entrance with a character named Titus and pick up additional companions,

weapons and supplies along the way as you move slowly from room to room.

Serendipitously Seeking Setmoth

In the course of the adventure you discover monsters and magical items galore, along with traps and secret doors. Gradually you learn that the source of all this evil and devastation is Setmoth, a bloodthirsty demi-god from an alternate astral plane whom you must search out and destroy. He lies securely imprisoned in a special tomb on the

lowest level, hence the new subtitle.

The plot will sound familiar enough to seasoned gamers, but the original *Quarterstaff* featured perhaps the most extensive and innovative use of the Mac interface I've

yet seen in a role-playing game. Almost everything imaginable could be done with menus and mouse-clicks. On the negative side, however, the original program was slow and bug-infested. It seemed that every few weeks I would hit an unsalvageable glitch, just about the time that a new upgrade would arrive, supposedly correcting earlier problems. Sad to say, none of the upgrades could use saved games from previous versions, so I kept having to restart from scratch. Since I always try to complete a game before rendering any opinion, the review never got done (though I ended up with the beginnings of a nice collection of master disks).

On their behalf, I must say that authors Scott Schmitz and Ken Updike at Simulated Environment Systems were always most gracious and cooperative when I phoned

them with the latest bug reports.

The game, for them, was obviously no quick rip-off, but a labor of love that they kept

improving. Meanwhile, favorable mini-reviews began appearing in other journals like *MacUser* (though I find it

10,000 Hit Points & Six Free Issues!

To a publication, subscribers are like hit points: you can never have too many, but you're in trouble if the number falls too low. Don't panic, because there are currently 3,500 QuestBuster subscribers, so we'll be around for awhile—at least through *Ultima 7*. But when you consider the number of people actually playing adventure games, 3,500 is still not a lot. So we've set a goal for this year: 10,000 subscribers by December 31, 1989.

One way you can help fulfill this quest is by getting *everyone* you know to subscribe—and you'll get six free issues for each person who mentions your name when they subscribe (four if you're receiving First Class or Canadian delivery, two if overseas

Airmail). This offer applies even if the new subscriber uses one of the cards found in games from Sir Tech, Infocom, Sierra, New World, SSI, Magnetic Scrolls, First Row and the Sierra newsletter (but not cards from *Quest for Clues*). You can give someone a gift sub to get your free issues—but even though charity begins at home, you can't give a gift sub to yourself or a household member.

Renewal Blues

It's also a good idea to check your mailing label for the expiration date when you get each issue. The month named on the label is the last issue you will receive. We send out cards a few weeks

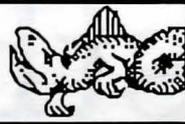
Continued on page 15

Type: Fantasy Role-playing
Systems: Macintosh, Mac II (1 megabyte and one 800K drive required for both; color graphics disk for Mac II costs \$10; owners of original game can upgrade for \$20 with proof of purchase)
Planned Conversions: GS, IBM

Continued on page 12



Adventure Hotline



Letters
to the
Editor



What's an Adventure?

Some software companies still don't know what they're selling: Electronic Arts, for example, just sent out a press release calling their *Reel Fish 'n a* "a bass fishing adventure...." Would somebody please give us adventurers a personal-type break? This is even more off the wall than the reviewer who once called *Type Attack* an adventure game. EA's not alone, for Buena Vista Software, in a blurb about their upcoming *Who Framed Roger Rabbit?*, describes it as an "adventure that's *more* than an arcade game."

New Quests for a New Year

Guardians of Infinity, Paragon's all-text time travel story that sends you back to save JFK from the lone gunman (if you still believe *that* one), is out for the IBM. So is *Battletech*, Infocom's role-playing game based on the paper and pencil game from FASA. *Zork Zero* finally arrived for the Mac. Interstel has an IBM strategy-oriented RPG called *Scavengers*, set in yet another "post-holocaust future." And if you like strategy/wargaming with a fantasy setting, look for PSS's *Sorcerer Lord*, which seems reminiscent of *Defender of the Crown* (IBM, Amiga and ST).

Conversions

The Apple *Neuromancer* is out; Amiga and IBM are scheduled for early this year. A C 64 *Demon's Winter* should have arrived by now. *Pirates* has set sail on the Mac, and so has *Where in the World is Carmen San Diego?*. The Apple *Pool of Radiance* was set for February. *Bard's Tale II* showed up for the IBM (512K required). *Star Saga* is out for the Apple 2.

ACS: The Handbook

The Adventure Construction Set Fanclub is distributing a 24-page manual filled with useful tips and inside information on how to build ACS games. There are chapters on the Fantasy, Spy/Mystery and Science Fiction Sets, plus a substantial section on Game Design. It also includes five templates (that can be photo-copied) that assist in creating World Maps, Room Shapes and other aspects of a game. For

information, write ACS Fanclub, 3421 E. Yale, Phoenix, AZ 85008.

Coming Soon to a Computer in Your Neighborhood

Look for Spinnaker's *The Scoop*, an Agatha Christie tale, for the Apple and IBM next month. The company has been concentrating on VCR games lately, releasing titles such as *RoboCop*. Cinenaware's next title will be *Lords of the Rising Sun*.

AD & D IBM Update

The IBM version of *Pool of Radiance* requires at least 384K, two disk drives or a hard drive. It supports 16-color Tandy, CGA and EGA graphics and is shipping in different packages for 3.5" and 5.25" disks.

Awards from Game Developers' Conference

Last month we mentioned that Origin was voted Best Publisher by game designers attending the September conference in Silicon Valley. Other awards included: Best Producer—Epyx's Matt Householder (*Impossible Mission II*, *Art and Film Director*, *The Games* series); Most Innovative Publisher—Cinemaware (*Rocket Ranger*, *Defender of the Crown*); Best Quality Control—MicroProse (*Pirates*, *F-15*, *Gunship*); and Best Technical Support—Electronic Arts. The next conference will be held in May. For info, write: Computer Game Developers' Conference '89, POB 50282, Palo Alto, CA 94303.

Play-By-Mail Breakthrough

Finally, a PBM company is using computer graphics instead of just sending players a print-out of numbers telling them what happened on their last turn. *The Next Empire* uses sheets of six-sided hexes where newly sighted ships, planets, Starbases and other game elements appear—and since it's laser-printed, it looks like you're playing a real game, not reviewing last week's database updates. For information, write Cyborg Games, POB 71019, Milwaukee, WI 53211.

Dear QuestBusters:

The yellow brochure you send out lists only game reviews and interviews, not a hint as to what's in the "Keys to the Kingdoms" in each issue. How about publishing a list telling which issues have Keys to various games. Since most people only need a clue or two to get past a dead-end point, they could then buy a few back issues instead of a \$24.95 book with *all* the clues.

R. C. Stone

True, most people only need a few clues. But they don't always need the same ones, the reason we publish detailed solutions. And the drawback to buying a bunch of back issues with Keys to a game is that you might buy five or six and still not find the clue you need. (Also, Keys, unlike walkthrus, are not verified.) The brochure doesn't have space for all the Keys, so it just names the walkthrus. But if enough people request it, we will publish such a list in an upcoming issue.

Dear QuestBusters:

How about a section that tells what will be in the next issue? And how about making a cover or spicing up the title?

Andrew Arno

Easier said than done, since we're not always sure what will be in the next issue. Review copies and reviews often arrive late, early or not at all (the Mars Saga review in this issue was meant for last month, for example, but nooooooo!). A fancy cover would cut down on the amount of text, but the World's Best Fantasy Artist is doing a new logo.

Editor: Shay Addams

News Editor: Nuyu

Contributing Editors: Ken St. André, Tim Snider, Stephen King, Brian Smith, Bob Guerra, William E. Carte, Charles Don Hall, Mike Bagnall, Tracie Forman Hines, Steven Payne, Russ Ceccola, Matt Hillman, A. Bruce Lotts

QuestBusters is published monthly by a pack of Desert Rats. Annual subs, \$18. Canada, \$24, Int'l, \$32, Intergalactic, 324 ziirgz. Textual contents Copyright Shay Addams, 1988, All Rights Reserved. Copying without express permission is prohibited and punishable by the people, of the people, and for the people.

The Legend of Blacksilver: Not Questron III, but...

By Michael R. Bagnall

After three design changes in as many games, the Dougherty brothers have done it again. Starting with *Legacy of the Ancients* (Electronic Arts) and moving on to *Questron II* (SSI), Quest Software shifted to Epyx with their *Legend of Blacksilver*. Set in the land of Thalen, it defies you to find and vanquish the Baron Taragas, who is using the magical ore called Blacksilver to cast evil upon the land.

This fantasy world spans two continents, so you'll be doing some sailing as well as rambling about the land. The package includes a world map and stickers with names of each town or location, which is a lot neater than drawing your own map and scribbling the names down on it.

The game is basically an extension of *Legacy of the Ancients*, right down to the typeface and graphics and spot animation for things like flickering torches and twitching monsters.

A few sound effects were modified, but the rest remain the same. The joystick interface, with command options listed in a row alongside the graphics window, could hardly be improved on.

Serf's Up!

You begin as a serf, alone and wondering. You know you've got to find a castle and visit the Prince in order to be assigned your first quest: free the Wizard Seravol, who was captured by Orcs. (Taking gold from the castle provides a quick way to raise cash, and the guards won't attack.) After accomplishing this feat, you'll get more quests from the Wizard as well as the Prince. These are remarkably similar to those issued by the Caretaker in *Legacy's* Hall of the Ancients. You search the countryside looking for objects in other castles, dungeons or towns. Towns are similar, with banks, and shops selling armor, magic, weapons and so on.

Get a Job!

One noticeable addition are production shops. Here you can work to earn gold, rather than steal it or hope to win a for-

tune at Blackjack, Heigh-Lough or a "Dragon Wheel" slot machine. You can deliver packages, bake bread, make candy and perform other odd tasks. Most of these consist of a simple exchange of dialogue, after which you get paid.

The Temples from *Legacy* are also found here. In addition to healing your wounds, the Cleric will open up the Archives, which are exactly like the Galactic Museum in *Legacy*. Of the three Temples, two have Archives. As in *Legacy*, these are essential to completing the game.

Temples also facilitate boosting Dexterity and Intelligence, for the related games of skill are found here. In *Legacy*, you had to play the Stones of Wisdom to increase intelligence; in *Blacksilver*, there's an even more strategy-oriented game called Triste, which is somewhat easy to learn after the first two games. In Temples you'll meet Wizards

who offer training in magic, and obtain an item needed for healing. Elixirs can be bought once you've found a ring, but the price goes up as your level increases. I suggest stocking up on this stuff while it's cheap!

Combat and Magic Enhancements

Combat has changed a bit since *Questron II* and *Legacy*. Instead of just fighting, you can now decide how you want to fight. You may choose to simply do battle, or to charge. When informed of approaching creatures, you are given several options, such as flee, wait, stalk, speak and the like.

There are also several ways to speak to NPCs. You can barter, be nice or threaten them. This affords much more flexibility in combat but can become annoying at times. Weapons break much more easily this time around, so beware.

Magic has changed a bit. Not only are there more spells, but a certain spell skill is involved with each skill. There are

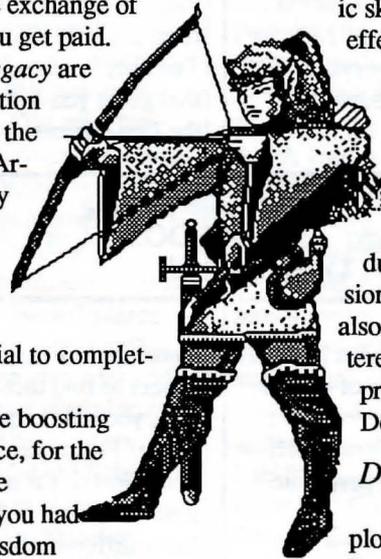
your normal damage spells, and then there are your armor and weapon skills. For dungeons, there are creature-inhibiting spells that are useful in combat. A specific skill determines each spell's effectiveness.

Skills can be boosted by going to Temples and speaking to the Magicians. It costs one silver coin to raise a skill. These coins are primarily found in the dungeons, though they occasionally turn up in castles. This also makes spellcasting more interesting and challenging than in previous games by the Doughertys.

Dungeons and Archives

Dungeon and Archive exploration remains the same as in *Legacy* but differs from *Questron II*. There is no auto-mapping. First-person graphics fill a window on one side of the screen, and combat reports are all-text. There are 40 dungeon levels and a 22-section labyrinth. The latter are spread across several different dungeons, such as the Taragas Mines, which require great skill to clear.

Continued on page 13



Type: Fantasy Role-playing
Systems: C 64/128,
Planned Conversions: IBM (summer), Apple (fall)

Inventory

Quarterstaff.....	1
Legend of Blacksilver....	3
Wizard Wars.....	4
The Mars Saga.....	5
Conversion Castle.....	6
Pit of Doom.....	7
Walkthrus: Ultima V's Dungeon Doom.....	8
Willow.....	9
Waiting for Duffy.....	13
Keys to the Kingdoms...14	
Swap Shop.....	15

Wizard Wars: In One Dimension, Out the Other

By Stephen King

Once again we have been asked to seek out and do great bodily harm to a member of a much maligned, oft misunderstood minority of wizards. The wizard Aldorin was getting along fine with everybody until they suddenly decided he knew too much and was getting too big for his britches.

Oh sure, he did imprison the white unicorn of light and justice. Yes, he closed off the higher dimensions and tried to set himself up as the ultimate power. And of course, he struck down his apprentice, reducing him to a mere shadow of his former self—but is this any reason to try to persecute the guy? Well, maybe...

Taking a Wiz

In *Wizard Wars* you don the robes of Temeres, a promising young wizard. Your master Aldorin, the greatest wizard of all time, was basically a good man, but in his insatiable quest for knowledge he experimented with dangerous black magic and became corrupted by it.

As Aldorin's hunger for power increased, he decided to take out any possible competition, so he stripped you and the Wizard's Guild members of all but the most basic magic skills. He also upset the delicate balance of good and evil by imprisoning the white unicorn of light and order.

Your task in this one-character RPG is to relearn your skills and search for helpful magic items while fending off the attacks of various enchanted creatures. If successful, you will eventually confront Aldorin in the astral plane where he has isolated himself.

Don't Dimension It

The game is divided into three different sections, referred to as dimensions. In the beginning you are restricted to travel within the first dimension, a land made up of 30 countries. As your magical abilities increase, you will be able to tackle the second dimension. Finally, after defeating all of the guardians of the second dimension, you will be able to approach

Aldorin's castle in the third dimension.

When the game begins, you are presented with a menu in the form of a magic scroll. Temeres pointing hand will be there to help you make your selection. At first, the only useful choice is the "Go To Territory" option. This displays a map that gives you a choice of 30 regions in the first dimension.

Type: Fantasy Role-playing
System: IBM (MS-DOS 2.1 or higher, 256K required)

Selecting any of these regions will reward you with a short description of the area you've chosen and, in

some cases, a hint about what you might expect to find there. After the description, you will be presented with another menu. From here you can Search for an item, Search for inhabitants, Use an item, Return an item or Return to the map to select a different territory.

Decide to search for an item, and you might be attacked by an enemy creature, or you might find a cave. The cave may contain one of the various items, both magic and mundane, that help you to complete the game. Some of these items are associated with certain tasks or conditions, but many seem to be randomly distributed among the territories.

If you elect to search for inhabitants, the screen changes to a picture of a castle. On the left is a banner with a picture of Temeres on it, and on the right another banner with a picture of the creature you have encountered.

Sometimes you will have the choice of attacking, fleeing or trying to reason with the creature, but many times they simply attack. Battle results are shown in text similar to *Bard's Tale*.

There are a few friendly inhabitants as well, but you will usually not come across more than one or two per territory. If you do meet up with a character who is subject to reason, he or she may freely give you a valuable artifact or ask for some favor in return. In the first dimension, you'll spend most of your time trading fa-

vors back and forth from one region to the next until you are fully equipped and magically adept.

There are few items that you might want to use, usually things you can wear to increase your spell power or offer some limited defense against hits. I never did find any reason to return an item. Many objects serve no purpose, but your ability as a pack mule seems unlimited so you can just hang on to everything you find.

At first the various territories seemed fairly interesting, but it soon became tedious trudging through the first dimension and performing the same two operations over and over again. If you have the patience, Temeres will eventually have enough wisdom to venture into the second dimension.

Second Base

The second dimension is made up of a series of mazes similar to those in *Wizardry*. In each of these mazes you simply need to walk around mapping the area until you find the guardian. There are no hidden passageways, tricks, traps or secret doors, but there will be plenty of monsters.

The first maze has a single level, and subsequent dungeons consist of two or three levels. If you decide to leave a dungeon, the next time you enter the second dimension you will have to start back at the beginning of it, so don't start solving one unless you have the time to complete it. On the good side, once you have completed a maze, you will advance to the next without having to re-

negotiate prior dungeons. Even though the mazes are relatively simple, I suggest mapping.

My personal feeling about mazes is that they are the most overused device in gaming history. Nothing is more boring than walking down non-descript hallways with graph paper and a pencil in hand. At least, that's what I thought before I played through the first dimension...

Once you have completed all the dun-



Continued on page 13

The Mars Saga: A Westwood Original

By Russ Ceccola

Because there are so many more fantasy role-playing games than those with science fiction themes, lately I've leaned more toward the latter. Science fiction RPGs aren't as limited as fantasies in the number of different objects, terrains, characters and goals. Fantasy quests typically send you out to retrieve some object, rescue some character or defeat an Evil Wizard, and the majority combine all three goals.

Science fiction games, however, can take place in many different types of places, generally have different goals and can involve so many characters and objects that they aren't as self-restricting. For the most part, fantasies follow the time-proven formula: dungeons and townes, monsters and parties of characters, magic and combat. These elements have worked in the past, so why not try them again? That's the attitude some game designers take. Now don't get me wrong—I love fantasy RPGs. But playing *Mars Saga* started me hankering for more original game systems and ideas.

The Red Planet Beckons

Westwood Associates, who did *Battletech* for Infocom, designed *Mars Saga*. They seem to know their stuff as far as RPGs go, for both games are very innovative and adventurer-friendly. *Mars Saga* is set on the red planet and is a lot like *Wasteland* in spirit. (My comparison is based on the mission's locale: a barren land in which you must discover the few areas of civilization—so far I've only found four cities/outposts separated by a vast amount of terrain.) Your mission is to find out what happened to the Proscenium outpost, from which there have been no communications in a long while.

Don't expect a simple "explore and survive" scenario, for this one takes a lot of thought. In addition to moving around, you also have to interact with a lot of characters in order to obtain information, items and help needed to locate the lost

outpost. *Mars Saga* requires solid deductive skills and the ability to remember (or at least write down) important facts and quick thinking.

Mars is a prison planet where the prisoners mine the precious mineral ilmenite, from which titanium is obtained. You are a former convict and must

conceal your identity to avoid becoming a permanent resident of the red planet. You begin with one character and must assemble a

party of up to six. You'll need all six, because there are countless foes to fight and many special functions to perform. Attributes are: Might, Agility, Stamina, Health, Education, Charisma and Wisdom. Sex and age are also involved, but the most important factors are the first four. Uniquely, health is an average of the first three attributes and decreases if any of them slip, or vice versa. Agility is critical, because it determines the number of moves the character get per turn.

Besides attributes, each character can learn a number of skills from a list of 21. These are improved in learning centers and institutions as well as by practicing them. Most skills deal with combat, weapons and other items. The Auto skill, for example, determines how well you handle an automatic weapon. Others include Mining, Medical and Program; Program is very important, for you'll find plenty of computer terminals scattered throughout the cities. And you'll have to do lots of hacking to protect your characters and find information on the lost outpost. The terminals offer a nice touch, allowing you to explore numerous information files and access other functions, yet this is but one of the game's fascinating aspects.

The Interface on Mars

You can use a joystick or keyboard, but there are at most only four keys you need to punch. These represent the four compass directions; they also scroll through menus that are the crux of the interface. In a window in the upper left corner, you get a first-person view of the direction in which you're moving. The 3-D graphics are handled very well and are reminiscent of the *Bard's Tale* style.

In the upper right corner of the screen you'll find the game's most useful feature—a map. As you move, a colored block map is drawn in this window, revealing only as much as you've actually explored. The map uses a logical legend, with different letters and a couple of symbols for certain locations: A for Armory, B for Bar, C for Computer Center, etc. For me, the map was the game's most useful utility, and I'm sure we'll soon see more game designers adding this feature to their creations. You can thank *Beyond Zork* and *Questron II* for making auto-mapping so popular.

Menus and More Maps

A message window and character summary also appear on-screen. Whenever you need to do anything other than move around, you can call up a general option menu by hitting the space bar or pressing the joystick button. This menu lets you do things such as inspect a character, save and

load games and view the full map (you have enough to do without having to map the entire game universe). By viewing this map, you can scroll through the locations you've been through, both inside and outside of the cities. The maps are valid for a certain mine location or the outside terrain. The little map that's drawn as you move only covers an area of 9 x 9 squares. The general option menu takes care of things necessary to play the game but not important enough to be placed onscreen.



Type: Science Fiction Role-playing
System: C 64/128
Planned Conversions: Apple II, IBM



Conversion Castle



C 64/128

Faery Tale Adventure

By Russ Ceccola

The tale of three brothers and their mission to save their village and land from the evil Necromancer, *Faery Tale* was heralded as one of the finest adventure for the Amiga—and the people who classified it as “the best” in all those software polls were certainly right. At the time it was the most innovative adventure yet written for the Amiga. Other adventures only took advantage of the Amiga’s graphics and sound but overlooked its memory capabilities, superior animation and windowing/menu functions. *Faery Tale Adventure* took all these things and incorporated them into a solid story line with an easy-to-use interface. The result was an excellent first effort for Micro Illusions.

Now C 64 owners can experience this adventure, and the 64 version also takes full advantage of the capabilities of the machine for which it is written. The only things that really differ from the original version are the graphics and storage medium. The Amiga version is on one disk and has little disk access time. The C 64 version takes a couple of minutes to load and requires two disks. At various points in the game (especially when you enter a building or a window pops up), you have to wait a few seconds for the computer to pull an image from the disk. The more buildings you enter, the more you have to wait. Get the picture? If your character dies, you also have to wait. All this waiting could really turn off someone who has never seen the original game.

One contributing factor to the access time is the number of locations in the game: 14,400 screens. You try storing that many places on disk for the 64! All things considered, the access time isn’t all that bad. You get used to it after awhile and, after the first half-hour or so, you won’t notice any disk access until you have to physically switch disks. This is all just one of the problems involved in translating something from a 16-bit machine to an eight-bit.

The graphics are obviously not as good as those in the Amiga game, but I was still impressed with the work that Micro Illusions did. Everything moves smoothly, and the interface works as easily as on the Amiga. I suggest using a mouse if you have one, for the game was originally designed for a mouse and works best with one. A joystick is also well-suited to the game but not as nice. (If you prefer to press keys, the keyboard assignments essentially match those of the Amiga version; the only difference is that the 64 has fewer function keys.)

In any case, the locations are colorfully drawn, and the power of the C 64’s graphic capabilities are pushed to the limit. If this were a game that had been released on the 64 first, I would have been quite impressed with it as it stands. It’s still a very good conversion, except for the disk access time. If you’re already used to such things (as you must be if you have a 64), then you probably won’t complain. The interface removes any annoyances and helps *Faery Tale* capture your attention longer than the average C 64 adventure. [For a feature review, see the Jan., ’88 issue.] Micro Illusions, \$49.95

Mac, Amiga AutoDuel

By Shay Addams

Based on Car Wars, the Steve Jackson board game, *AutoDuel* is set in a war-torn America of the future where heavily-armed cars, trucks and vans battle it out on the highways and in demolition derby-type arenas. It’s a one-character game in which you design and equip your vehicles, search for clues across the Northeast, solve lots of mini-quests and eventually round up a big time criminal. The only design flaw is that if you rack up enough Prestige points, you can go straight to the final mission without having solved a single one of the others.

Much of the time is spent on the road or in the arena, in which joystick, mouse or keyboard-controlled arcade games pit you against one or more enemy vehicles. The three skills—Driving, Marksmanship and Mechanic—are improved by driving

and Mechanic—are improved by driving well and winning the arcade-style duels, so *AutoDuel* neatly ties the RPG to the arcade game.

One of the few RPGs that I actually played through to the end, *AutoDuel* remains a personal favorite. If I had the time, I’d probably play it through again on the Amiga—but not on the Mac. Both conversions were done by MicroMagic (who did the Amiga *Moebius*). The Mac version supports a hard disk (the original program must be inserted as a key disk) and reveals color on a Mac II (if you have two drives, one of which can be a hard disk) but it doesn’t support a full-page monitor. Mouse, keyboard and even numeric keypad controls are on-hand.

The car-building process is slower on the Mac than on the Apple original: the numbers roll over at their own leisurely pace, and you can’t just type in “25” for the amount of armor you want to buy, for example. The animated combat sequences, though more briskly executed, still poke along when compared with other versions, and the cars are harder to handle. A couple of pull-down menus display Car and Driver Status, Courier Tasks, Salvaged Goods in your car’s cargo (a thoughtful addition) and other commonly used commands. A good conversion that sticks with the Mac interface, the Mac *AutoDuel* is just a bit too slow for me to enjoy. One advantage is the ability to quickly duplicate the DRIVER file that holds your characters and cars (if killed without a clone, a driver is erased from this file) and spare yourself lots of time when starting over at the outset and gambling in Atlantic City.

AmigaDuel

Though the Amiga version omits pull-down menus and doesn’t appear to support a hard disk (at least the docs don’t mention it, and I pawned the Amiga hard disk to buy a CD changer), it does show off the color and animated effects for which the Amiga is best-known—making this the finest *AutoDuel* so far. The action (when building cars and driving them) rips right along, and the color and detail makes a major difference. On my first mission in the Amiga version, I drove all the way to the next town, wiping out several outlaws on the way—but on

Continued on next page

The Pit of Doom

By William E. Carte

While taking a leisurely stroll through the countryside, you fall through a hole—and it won't take long to realize this is no ordinary hole. In fact, it turns out to be an amazing labyrinth of underground caverns. Your quest is simple: find your way out.

From the people who did *Gem of Zephyrr*, this text adventure takes place on two different levels of caverns that consist of over 60 locations. You'll encounter monsters such as Medussa, a minotaur, an orc and the fire-breathing Balrog, which seems impossible to kill. Many weapons, armor and treasures have no use other than to increase your total point score. There's even a giant snake that makes no attempt to attack you. (Leave him alone until the end of the game. You'll soon learn you're not alone in these caverns.) When you discover altars and podiums, you realize this is no ordinary cave.

Should you simply try to escape, or is there a greater mission here?

Perhaps I should point out that *Pit* is not in the league of traditional Infocom all-text games. Objects are never hidden—all are in plain view, waiting to be scooped up. For me, one of the great joys of a text adventure lies in searching for concealed items, such as examining the soil in a flower pot and finding a valuable coin, or even a simple ordeal like opening a chest that may or may not be locked in order to find a necessary item. This kind of puzzle does not exist in *Pit*.

One improvement over *Zephyrr* is that you don't automatically win battles with creatures. You may now be defeated in combat, so save often. This is the way it should be. Battles in *Zephyrr* are meaningless, since you always win. Even so, there are no indications of why you win or lose battles in *Doom*. Evidently the outcome is randomized. There is, of course, one weapon that destroys any enemy. The catch is that it only have five charges. This reminds me of *Beyond Zork*, though the game is hardly as sophisticated.

Also, I noticed that the descriptions of

rooms are mere window dressing. You're told the earth is soft and loose in one room, but you can't dig or search in it. In one room, according to the text, a podium existed, but when I was told "I see no podium here." when I tried to examine it. The avid text adventurer has learned to read descriptions carefully to find clues, but you can play this game without reading the descriptions at all: just draw a map and pick up all the objects!

The parser in this game is superior to *Gem of Zephyrr*. If you try to move in a direction that is not permitted, you are now told "You cannot go in that direction." This is a feature that should be part of all text games, for it simplifies mapping. The parser understands basic one- and two-word commands such as search, look or use staff, but not full sentences. It's fairly easy to communicate with, but those accustomed to more advanced parsers may be frustrated initially.

Novices should be able to complete

this one in an afternoon. There is one key verb that's used to find several rooms and complete the

quest. Though it's not an uncommon verb for adventures, it isn't in the sample list of verbs in the documentation. This may throw gamers off track for awhile, but basically there are only a few tricky points in *Pit of Doom*.

Conclusions: Do I recommend this game? Well, let me answer by saying that I enjoyed it. That's important. I should also point out that beginning adventurers will probably get their money's worth. They may play it for weeks. Experts may find it too easy and feel let down, unless you're going through "Infocom withdrawal" and dying for an all-text game. In that case, buy it for an enjoyable day or two. At any rate, it's refreshing to see a company still committed to the all-text adventure.

Skill Level: Introductory

Protection: None

Price: \$24.95

Company: DAR Systems (800 THE-MENU)

Adventure Hotline

Continued from page 2

Key Club Helpers

For a copy of Key Club members who will help out on specific adventures, send a self-addressed, stamped envelope to Brian Smith, 3035 Montego, Plano TX 75023. Feel free to volunteer if you want your name on the list—especially for games released in the past six months.

Contest Winners

James Tan won this month's Keys drawing, and Dave Kent won the Random Drawing.

Solutions We are Seeking

Hey! We need walkthroughs (with maps) for the following games: *Zork Zero*, *Guardians of Infinity*, *Might and Magic II*, *Mars Saga*, *Blacksilver*, *Battletech*, *Scavengers* and *Neuromancer*. Please write first before sending in your solution.

Business Updates

Sierra ended their distribution deal with Electronic Arts, who was handling all of Sierra's Amiga titles. EA "terminated" their Affiliate label deal with Paragon Software (can't *imagine* why). SSI signed a big contract with Japan's Pony Canyon to produce the *AD & D* series over there. And Epyx just bought up Infomgrames, a major French computer game company.

AutoDuel

Continued from previous page

out of New York. However, the files are hidden on the Amiga disk, so you'll have to do some extra work to figure a way to duplicate the DRIVER file.

A couple of innovations (at least I don't recall seeing them in the Apple and C 64 versions) were added to both versions: the name of the current town or highway is stated at the top, and an odometer tells you how far you've traveled on the present trip. And now you don't have to reload the entire program after you quit/save, for the program will auto-reload in a split-second if you want to keep going. Both conversions require 512K. [For a feature review, see the February 1986 issue.] Origin, \$34.95

Walkthroughs: Ultima V's Dungeon Doom

This walkthrough for *Ultima V's* final dungeon was provided by Captain Kirk, of Origin's playtest department and, with Frank Evangelista's solution, will appear in *Quest for Clues II*.

The dungeon is located at the exact center of the Underworld (HA HA) and is reached by descending through dungeon Shame. Use the Bnvmfu to get through the dark area to Doom. You must have the Dspxo, Tdfqusf and Word of Power for Doom (Wfsbnpdps). You also need the Tboebmwppc cpx.

Dungeon Shame

Yell the Word of Power. At first you appear to be locked in, but by attacking rocks on the southern edge of the level with magic axes, you'll eventually reveal a southern exit. Go through the exit and take the first corridor on your left. Follow it around to the descent to level seven. A sign will inform you that this is the "deepest" level. On level seven go south four, then descend to level eight. On level eight go west one then Des Por to the Underworld. The exit, if you care to find

it, is (from your entrance on level eight) west two, south one, west one, south two, then east (through secret door) three. To find Doom, travel east as far as you can go, then "Blink" to the grassy plain. Cross the water on the Magic Carpet.

You must have already killed all the Shadowlords before entering Doom. Up and Down spells cannot be cast here, so you can only exit by saving Lord British or by being killed. Rings of Invisibility don't work well here. It helps to wear the Crown.

Dungeon Doom

Level One

Exit the room at (a) by walking up to the edge of the west wall and using the Tdfqusf, which clears out the walls. Follow the hall to the ladder down at (b).

Level Two

From (c), walk to (d) and take the ladder down.

Level Three

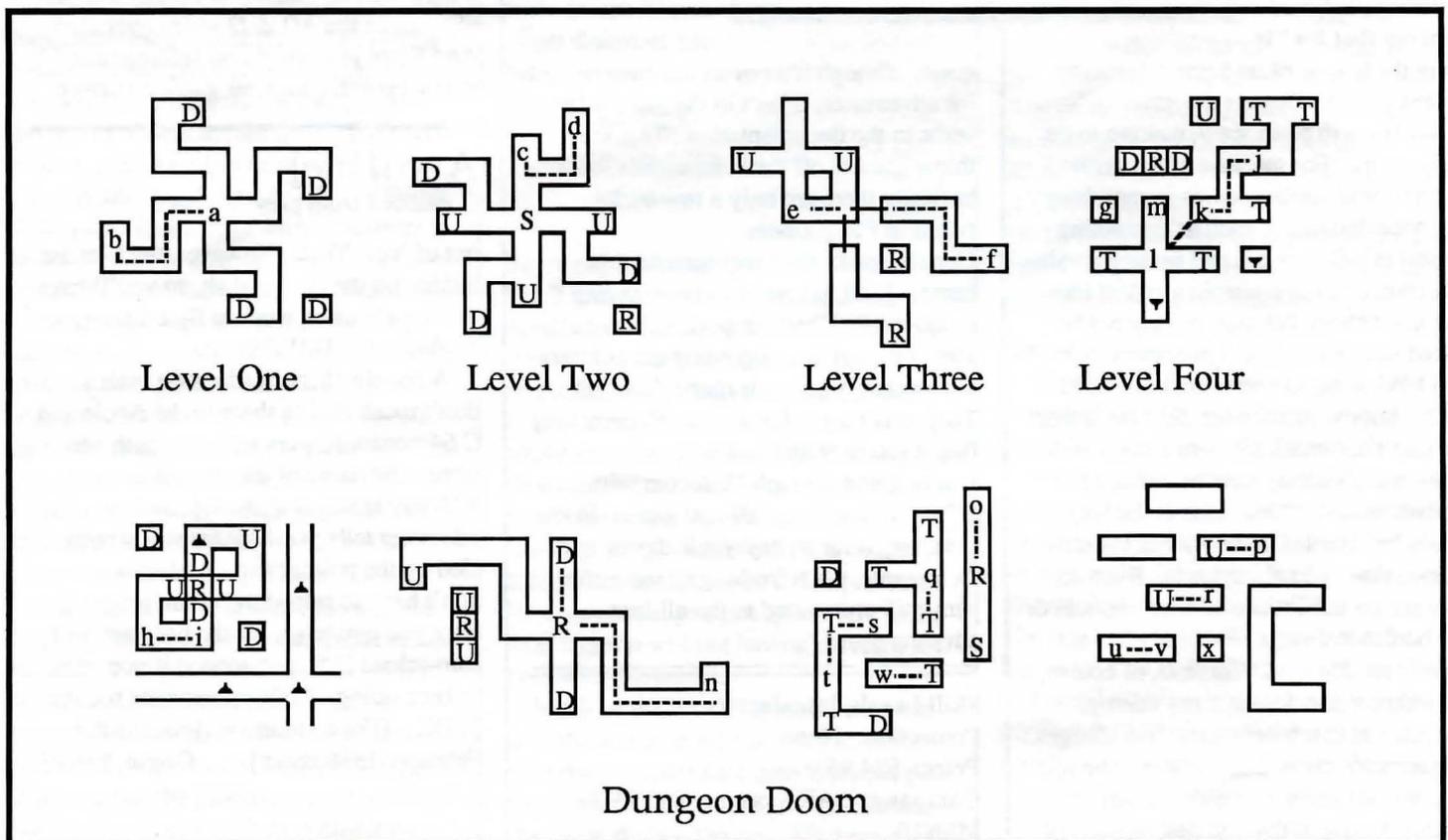
From (e), go due east through the secret door and east to the room at (f), where you can go down.

Level Four

You emerge from Level Three at (g), but continue down the ladder to Level Five.

Levels Five and Four

You emerge at (h) and go east, then climb up the pit at (i). You'll be at the top of the plus sign-shaped area (j) on Level Four. Go south and search for the pit at the trap (k). Climb down the pit, and you'll be in the east/west corridor on Level Five. If you look at a gem, this area looks like a giant grid, with endless hallways in each direction. Right now you are in between intersections. (You're about to get bounced around between levels a few times here.) At each intersection is a pit going up. Go east to the first intersection, turn north and take the first pit that goes up between intersections (this is not shown on the maps). You should come out at (m) on Level Four. Search for the pit at (l) in the



and Willow

By Stephen King

Use your pointing device to select the highlighted word "Willow" from the scroll, allowing you to play all of the game segments in order. If you pause too long or wander into a dungeon cell, you'll be thrown in jail. This solution is for the standard configuration. If you randomized the game, most of it will be useless. If you did this on a hard drive, you can use the SETUP program to uninstall the game, then reinstall it to get back to the standard configuration. If you have randomized on the master disk, this method will not be effective. (Because objects

Dungeon Doom (from previous page)

area's southwest corner, which takes you to a ladder that goes down through Level Five and drops you off at (n) on Level Six.

Level Six

Go west from (n) to the room at the junction, then move north to the ladder and go down.

Level Seven

From (o), go south to the room in the middle of the hall. Don't just pass through. You must slay all monsters in the room. A Fear spell—followed by a Tremor or something like that—does wonders here. Be *sure* to wear the Crown here. After wiping out the fiends, collect all their stuff. From a sandtrap in the center of the room, you'll find a chest. Open it, take out everything, and a ladder appears under the chest. Go down this ladder. (If you've taken extensive damage, leave the room and heal first.)

Level Eight

You emerge in a room (p) divided by a river. Kill off the Dragons and Sea Serpents (Fear works well here too). To cross the river, you must activate a trip mechanism in the upper left corner of the room. Use a magic axe, spears or a throwing axe and hit the wall in that section. It's left of the two waterfalls. When you hit it, the bridge is lowered so you can cross the river. This also releases

are so insignificant here, no Map Key is provided.)

The Dungeons of Nockmaar

The dungeon segment is a standard maze of 52 rooms and four levels. (See map for route.)

The Nockmaar Woods

The Forest game is the first of two arcade-type segments that are not affected by the randomizing feature. It is played on an overhead view of the forest and river area outside the village of Nelwyn. There are both active and passive hazards in the Nockmaar woods. The active ones are the Queen's men and the Death Dogs, which come at you randomly and can be dealt with by keeping trees or rocks between yourself and them, or by facing the direction from which they are approaching and, when they are in a direct line, throwing a magic acorn at them to turn

some monsters, but you can just race across the bridge if you don't want to fight it out. Go west and climb the ladder to (q) on Level Seven.

Level Seven

In the room at (q), you want to go south but there is no exit. So wipe out the monsters and push on the wall near the grate to activate the trip, which exposes a section of wall to the north. From where the grate is, go to the section of wall just revealed and push on it, which opens an exit to the south. After going south, search for a trap at the end of the hallway. This pit trap takes you down to (r) on Level Eight.

Level Eight

Go west from (r) and climb up the ladder to (s) on Level Seven.

Level Seven

From (s), go west and south, searching for the pit trap on the corner. Go around this one, search again and take the next pit trap (t) down to (u) on Level Eight. (Be sure you're wearing the Crown before going down the pit.)

Level Eight

On the island (u), first wipe out all the monsters. Choose one character to go to the northern section of the room, which

them to stone. Passive hazards—the road, forest and river, and quicksand—impede your progress. Stay on the road as much as possible but don't be afraid to cut across small sections of forest. Use the bridge in the southeast to cross the river. From your starting point, go straight towards the right side of the screen, crossing the forest at its narrowest part. When you reach the road on the other side, start down it toward the bottom of the screen and cross the bridge. Once across, head up and to the right as quickly as you can. If soldiers or dogs get near you, try zig-zagging a bit and hope they get sidetracked.

The Daikini Crossroads

To release Madmartigan from the dreaded Cages of Death, move your joystick towards the cage on the right and press the button.

Spellcasting

You must cast spells four times during the course of the game. During play, these are separated by other segments, but for brevity, the spells are listed here. To turn Fin Raziel from rat to raven, choose

appears to contain an exit. After the exit seals itself off, someone should push around on the little niche up in the walls of the room's northeast corner. There's a trip that opens an exit to the east. Go east to (v) and climb up the ladder to (w) on Level Seven.

Level Seven

In (w) is a giant brazier. Do not hit or push the brazier (unless you enjoy being engulfed in hot lava). To deal with the daemons on the other side of the barrier, use the Tdfqusf to chew it away. (If you're wearing the Crown, the daemons can't harm you.) Then walk through and bash the monsters. (Or you can stand near the wall and attack them with a Morningstar, though this would take a long time.) Exit to the east, but search before you get to the end of the hallway to avoid falling into a trap. After searching, you can go down the pit to (x) on Level Eight.

Level Eight: Free at Last!

This room (x) has no exits. Walk up to the mirror. (Hopefully you brought the Tboebmwppc cpx.)

Continued from previous page

symbols 1, 2 and 13.

To turn him from raven to goat, choose symbols 5, and 7. To turn him from goat to human, choose symbols 4, 6 and 12. To defeat Queen Bavmorda, choose symbols 1, 2, 13, 4, 6, 12, 5, 9 and 7.

The Ice Caves

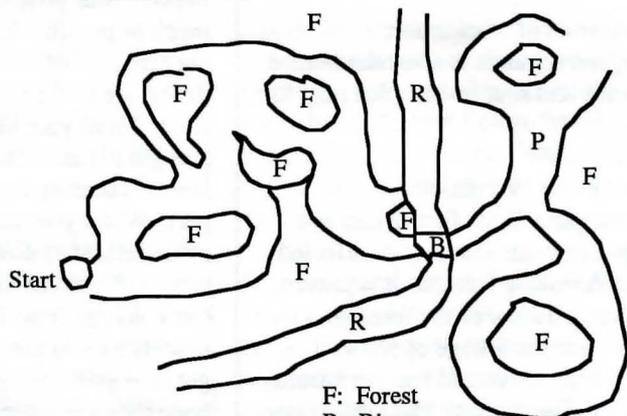
In this maze, you will be constantly moving. Your job is to steer the shield down the correct tunnels to get out again. (See map.)

The Battle between Madmartigan and General Kael

This arcade segment is random to a certain extent. Observe the speed of the approaching objects. If you see a small red arrow approaching, duck or jump to avoid it immediately. If you see the larger black javelin, wait a second before jumping, or it will get you as you come down. Slower still are the burning barrels and flying axes.

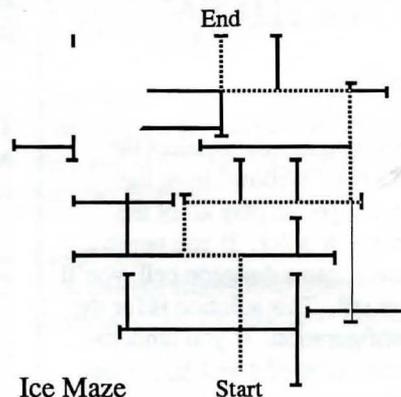
Time your movements carefully to successfully avoid these. When you do reach Kael, a chasm will open behind you. One successful strategy is to stand close to the chasm and make Kael come to you. When he is within striking range, do several low slashes until he trades positions with you; then try to force him into the pit. Also, you can not usually trade hit for hit with Kael and hope to survive. You must use every advantage to sneak one or two in when he isn't ready. Try prodding him straight forward as soon as you get the

Willow

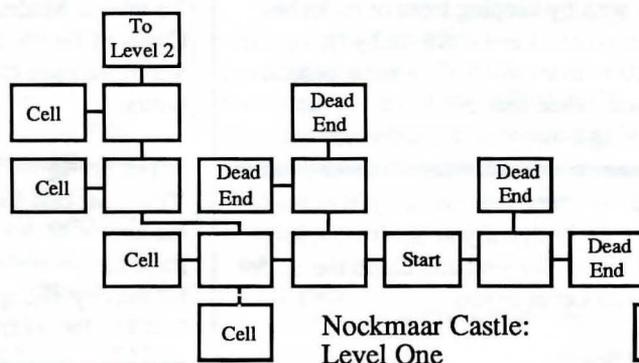


Nockmaar Woods

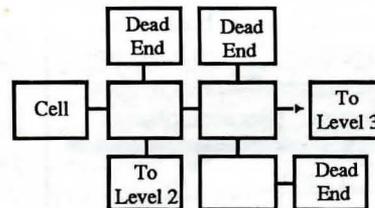
F: Forest
R: River
B: Bridge
P: Path



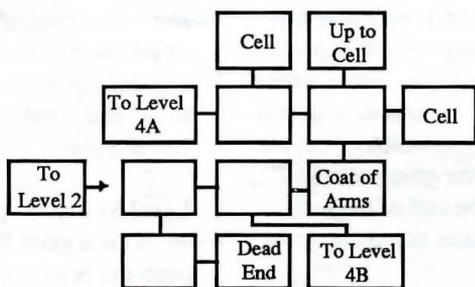
Ice Maze



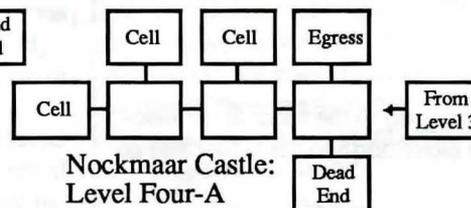
Nockmaar Castle: Level One



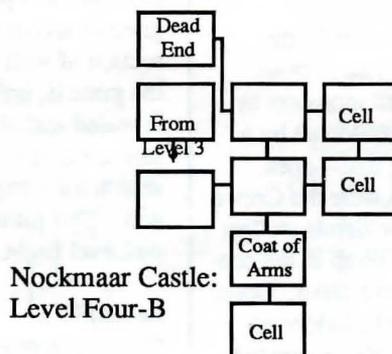
Nockmaar Castle: Level Two



Nockmaar Castle: Level Three



Nockmaar Castle: Level Four-A



Nockmaar Castle: Level Four-B

Walkthru Update

Return to Atlantis

Don Bondema and Djanet Stumreiter spotted some flaws in the *Return to Atlantis* solution that appeared in November (which, due to the game's hostile interface, was not verified). In Game Six, the

chance, then quickly slashing high before he recovers. If there is still time, repeat.

spheres range from west to northwest or north, depending on the individual game. In Game Thirteen, the color of the mirrors' border may be all red on the left side and gold on the right, or just the opposite. The way to determine which warrior to shoot is by examining the black cross on each one's hip: most will have it on one side (left or right), while the one to shoot has a cross on the opposite side.

Mars Saga

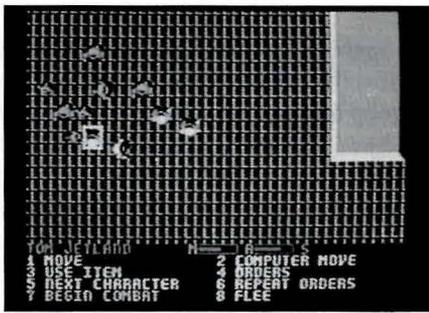
Continued from page 5

Tactical Combat

The combat system is unique, allowing tactical as well as computer-controlled battles. You can control the moves of every one of your characters during each combat turn, or allow the computer to make what it thinks is the best move for one or all of them. This flexibility was inherited from war games and fits wells in RPGs.

You might think such a combat system is commonplace at this point in the game industry, but *Mars Saga* adds an extra feature that makes it stand out. After you select your moves for a combat turn, they are dramatically played out onscreen. In combat, as well as in mines, tunnels and underground areas, you see the party (and enemy) from an overhead view. Again, the graphics are very good. Sitting back and watching the combat moves come to life on the screens contributes enormously to the important, but sometimes easily boring, element of combat in an RPG.

The manual is very good at quickly explaining everything you need to know. It provides the background of Mars from the



perspective of someone living in the story's time frame, plus all the pertinent information on game mechanics. And it even offers a few hints, useful ones you might not have thought of otherwise. A codewheel is used for protection, so the disks can be copied. I prefer this method over having to look up words in a manual. **Conclusions:** *Mars Saga* is a fun game that's easy to play, yet one that taxed my brain about what it would be like to play a survival game on a planet populated with monsters (human and non-human) while solving a mystery. Graphics and sound are very good, and I was really impressed. The originality, clever plot and great interface make it the most entertaining RPG I've played in the last month or so.

Skill Level: Intermediate

Protection: Codewheel

Price: \$34.95

Company: Westwood/Electronic Arts

UNSOLVED CRIMES: The QBI's 10 Most Wanted List

Have you seen any of the following individuals? All are wanted by the QuestBusters Bureau of Investigation for committing various Evil Deeds in Sosaria, Xuluui and numerous other fantasy lands. If so, contact your nearest QBI office. And don't forget, rewards range from 10,000 to 50,000 gold pieces if your information leads to a successful arrest and conviction!

Mangar the Dark
Lagoth Zanta
Mondain



Manannan
Werdna
Exodus
Minax
Kaimen
Xyphus

Denethenor

Bumper Stickers of the Ancient Astronauts!

OK, so they're not *really* bumper stickers of the Ancient Astronauts, who probably didn't have cars anyway. But even if *you* don't have a car, you can find plenty of other things that would look a lot better with one of these quality two-color, vinyl 3" x 12" stickers on it.



Order yours now, for supplies are limited (we only have 75,000 left!). Stickers are \$2 each, or 6 for \$10. (1st Class US postage is included in both prices. Overseas, add \$2 for one, \$4 for six.) AZ residents, add 5% tax. Send all your money to QuestBusters, POB 32698, Tucson, AZ 85751.

Also Available:

Support your Local Dragon
He's Dead Jim—You Grab his Tricorder, I'll Get his Wallet
Beware of Troll

Mad Max School of Defensive Driving
(black or white background)
Teleport Now, Orac
No Matter Where you Go,
There You Are
Don't Panic

Warning: Monster Lurking
Inside My Trunk
I'd Rather Be Avenging & Pillaging
Carousing & Wenching
Slaying Dragons
Flogging Peasants
My Dungeon or Yours?

Quarterstaff

Continued from page 1

hard to believe the reviewers actually finished it).

Now the game has been taken under Infocom's wing and re-released as *Quarterstaff: The Tomb of Setmoth*, the company's first true fantasy role-playing adventure. Though the essentials remain intact, the Infocom version contains some major improvements. Unfortunately, it also contains a few major new bugs and eliminates my favorite glitches (the ones that worked in the player's favor and allowed me to cheat!).

Though I'm no expert on the subject, I've heard from others that *Quarterstaff* does a good job capturing the mood and feel of non-computerized fantasy role playing. Certainly its progress is more open-ended than most computer adventures. Weapons, food, magical items—all sorts of characters and objects are scattered throughout the various levels, yet only a few are truly necessary to complete the adventure. From the rest, you can pick and choose at will.

Whole sections of the Tree Druid colony need not be visited at all, and you can spend a lot of time exploring areas that have no essential relation to your objectives. Non-party characters seem to have goals and motives of their own (though these are often obscure, since there is no communication, and you have to guess what they want). I particularly liked some of the clever puzzles that had to be solved to open hidden doors or travel to other planes, as well as the magical objects with peculiar effects (such as a potion that sends a character's mind into the body of a grue, or a scarab that changes the wearer's sex). The sound effects, though few, are excellent. I only wish there were more of these things in the game!

An Outstanding Mac Interface

But the really outstanding feature of *Quarterstaff* is its use of the Macintosh interface. The game offers automatic tiling of the different on-screen windows, as well as automatic mapping in both "hot" and "cold" modes, which means that your party can move around either by typing in directional commands or by clicking di-

rectly on the map. All of the characters you enlist (by bribes or smiles) can be either group leaders or followers, and every leader has a separate text window, shared by his or her followers. At each round of play, the commands of all leaders are entered first, and then those of the followers. You can split and regroup your parties any way you like, even making each character totally independent (not always a good idea, since the rush of appearing and disappearing text windows

"...Quarterstaff does a good job capturing the mood and feel of non-computerized fantasy role playing."

gets a little confusing). Scrolling back on your next turn will show the results of your recent actions.

From time to time, graphics suddenly pop up as you examine certain rooms, objects and creatures. Infocom has expanded these (though the one shown on the back of the box is no longer in the game!) and included color capabilities for the Mac II. They added a "Help" window (where you can obtain useful hints at crucial points) as well as a special menu for choosing various fonts, automatic saves, automatic carriage returns, macro options and other commands.

Infocom has also switched the game to hierarchical menus, a major improvement. Now you no longer have to go through a tedious series of "examine" commands to discover what an object contains or what a person is holding; you can find out directly from the pull-down character and location menus by simply clicking on what you want in order to filch it for your swag bag. In addition, there are menus for the verbs, prepositions and exits available during each turn. In other words, you could construct a "throw thick potion at south door" command simply by pointing and clicking; since I am a fair typist, however, I usually found it easier to enter

commands from the keyboard.

A "vital statistics" menu shows the character's proficiencies (blunt, cold, etc.), resistances (heat, poison and so on), experience, health, weight and bulk. Unfortunately, while experience increases with combat, your maximum allowable weight and bulk (as well as maximum possible hit points) remain basically constant. Since each object also has weight and bulk, inventory management becomes critical; characters often have to drop items or put them inside others in order to pick up new objects or enter cramped spaces. Some important objects in the game are visible only to certain party members, so you shouldn't always trust your leader's eyesight. Also, characters eventually become hungry, thirsty and sleepy, and begin to lose health points if they don't attend to their needs.

Most monster and non-player characters are tied to the same locations in every game, though a few roam about. This makes it fairly easy to avoid the ones you don't want to meet (ordinarily, they won't pursue you) and to find safe places to sleep. During combat, every activated player in the vicinity gets a shot at the enemy. You can enter individual commands or have everyone "mimic" the leader's "attack." There is no animation or sound during combat itself, but you can read the results after each round and can retreat at any time.

A Few Tips

Several monsters (such as the granite statue) are virtually indestructible, so save often and don't waste time trying to "fight the unbeatable foe." Sometimes it is better to attack with missile fire from a neighboring room, so the enemy cannot reach you. Unfortunately, there is usually no way to resurrect a dead party member. Still, when a character dies, you are rewarded with a wonderful death scream!

In earlier versions, certain potions allowed you to "teleport" to any room you could name; this was an especially handy cheating device for getting past locked doors, since the program would graciously mention the name of the room you had "failed to enter." You could also set fire to most enemies, then simply retreat for a

Continued on page 15

Wizard Wars

Continued from page 4

geons in the second dimension, you will be told the location of The Sword of Majeus. This is a component you need to cast one of the more powerful spells that allows you to save the white unicorn.

Astral Plane, Flight 707

After saving the white unicorn, you will be able to access the third dimension. Here you will confront three dragons, one after the other. You can fight them if you choose, or try to answer their riddles. Since the riddles are not too hard, I suggest you do it that way.

As soon as you have finished with the three dragons, you will face Aldorin himself. He will summon several monsters to wear you down before the final conflict. Aldorin is by far the hardest opponent in the game, armed with 250 hit points and a variety of wicked spells to throw at you. If you survive this battle, Temeres will be proclaimed supreme and the game will end.

Not Affected by Effects

Wizard Wars comes on two 5.25" inch disks and one 3.5-incher. The game can be freely copied to floppies or a hard drive. Only the EGA version is supplied right out of the box, but with some extra effort and a couple of formatted disks you can create a CGA version. The 16-color Tandy mode is not supported at all. There is some limited spot animation connected with some the various monsters, but it wasn't nearly as detailed as the animation of *Bard's Tale*.

Sound effects are sparse. A one-voice theme song is played as the opening screen is displayed. After that, simple beeps and bips are used very rarely, usually to indicate an operator error.

Included in the box are an owners manual, a book of spells and a quick reference card. The only thing you'll need to refer to after familiarizing yourself with the basic operations is the spell book. It offers a list of ingredients for the ten most powerful spells.

These are used only a single time, usually to solve specific puzzles in one of the regions of the first dimension. There are also some runes in this book that correspond roughly to the *Ultima* alphabet. I took a shot at decoding these, but quickly

found that it was just the same nonsense word over and over again.

Conclusions: I find little to recommend *Wizard Wars*. The graphics are commonplace, sound is almost non-existent, and the completed product is boring and uninspired. Paragon seems to excel at basic game ideas but never fleshes them out enough to make the games interesting.

Skill Level: Beginner

Protection: In Spell Book

Price: \$44.95

Company: Paragon/Electronic Arts

Blacksilver

Continued from page 3

Monsters, especially after the third level, are very nasty. Some will close your eyes so you can't see, while others destroy weapons, armor and even your skills. Little has changed in the dungeons, which are 15 x 15 in size, though they are deeper, darker and nastier. You are not provided with light in the form of torches in the dungeons and must buy a light spell in order to see where you're going. And sometimes even these won't work!

Documentation consists of a "Hero's Handbook" that, in addition to game directions, offers an imaginative history of the troubles associated with the legendary *Blacksilver*. It's more ornate and much better than the manuals from *Legacy* and *Questron II*. Other than a list of wilderness creatures, however, it conceals no real hints.

The disks are protected, so you don't have to answers questions by typing in words from the manual or a code wheel. This is much nicer, since gameplay is uninterrupted.

Conclusions: A spellbinding achievement, *Blacksilver* is by far the best game of its type. The game system has been refined and may even continue to be modified in the future (though the changes are hardly as bold as those in each new *Ultima*). It's harder than either of the authors' previous works.

Skill Level: Intermediate

Protection: Disk is protected

Price: \$39.95

Company: Quest Software/Epyx

Waiting for Duffy

Duffy is at Mardis Gras, so write these people if you can help.

Ultima 5: How do I defeat Shadowlords? Also need other tips & maps. Chris Kelly, 3709 Sandal Lane, Cincinnati, OH 45248

Original Adventure: Need help in Plover Room, Mirror Canyon, window pit, green dragon, reservoir. Christopher Dox, 975 Laurel Ave, St Paul, MN 55104

Legend of the Sword, Fish: Need help. Paul Shaffer, 1705-C O'Shea Ave, Bowling Green, KY 42101

Emerald Mine: How do I complete or get past level 4? Turn a diamond into a rock and you can't get past it. E. Gooch, 1703 E 10 Mile Rd, Madison Hts, MI 48071

Bureaucracy: How do I get past gate 3 houses south of my own? Do with weirdo in farmhouse? Norm Lowrey, 170 Stephenson Lane, Springfield, IL 62707

Mindwheel: Need any and all help (including maps). Can't get past stoned soldier to get latchkey. How do you get it? Vasant Jayasankar, 74 Country Dr, Weston, MA 02193

Might & Magic: Been playing long time but haven't made any progress. Need any general help on anything special, anywhere. Erik Kurlanska, 20 Scrimshaw Ln, Saco, ME 04072-2240

Pool of Radiance: How do you get treasure in Cadona Textile House area? How do I get past all the monsters? Need maps & supermen, lots more help. Brad Fowler, RR1 Box 95, LaCrosse, KS 67548

Wizardry 2: Need help on level 6, answer to riddle. Bard 3: need help with Malefia. Might & Magic: need any info worth knowing. Ultima 4: what is complete word of passage to Codex? Phil Tayco, 3569 Boston Ave, Oakland, CA 94602

King's Quest 3: Need help on ship. How to get off ship before made a cabin boy? Need maps, location of spell ingredients, esp. dew. Or any other clues. N. Madden, 5 Willard Cir, Bedford, MA 01730 IL 60033



Keys to the Kingdoms



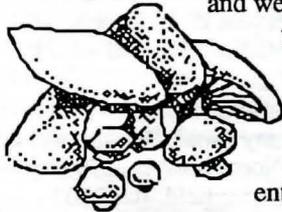
King's Quest IV

To capture the unicorn, shoot it with Cupid's bow, then put the bridle (from the desert isle) on it. To escape the whale, tickle his uvula with the gfbuifs. For protection from undead, go to Skull Cave and lure the moving witch away, then grab the eye as it's being passed between the other witches. Leave, come back, get the scarab and return the eye.

Dagan Galarneau

To get the board and bone, first get the orb from under the csjehf. Give it to the frog in the pond, then kiss the frog.

You'll get a crown. Go to the waterfall and wear the crown to turn into the frog. Swim through the waterfall, get the board and enter the cave cautiously to get the bone.



To get the spade, go in the haunted house, go through the west door, look at the picture, then at the wall. Pull the mbudi, go through the secret door and get the spade. To get the gfbuifs, go to the end of the pier and fall off. Swim west to the island and look around the beaches until you find it (the actual location is randomized).

Dan Engber

AD & D: Pool of Radiance

A good party: (1) Human-Fighter, (2) Dwarf-Fighter/Thief, (3) Elf-Fighter/Magic User, (4) Human-Cleric, (5) Elf-Fighter/Magic User, (6) Half-Elf-Fighter/Cleric/Magic User. The two in back can be equipped with missile weapons, and everyone can have good armor.

Lee Franklin

To duplicate items (on the C 64 version, at least), first make a back-up copy of your save game disk and use it. 1: Give all items to be duplicated to one character. 2: Go to Training Hall and remove that character. 3: Leave the hall. 4: Encamp and save game. 5: Turn computer off. 6: Reload game, load saved game. 7: Add the character you just removed. 8: Begin

adventuring. 9: Encamp again. 10: Trade items from the character you just added to the other party members. 11: Select "Alter" and drop the character you just added. 12: Save the game. 13: Return to step 5 and repeat the process as many times as you want to duplicate the items from step 1. 14: After finished duplicating items, save game with all your characters.

Joseph M. Smith

Before clearing the graveyard, be sure you have lots of Restoration spells and the Efreeti bottle from Kobold Caves. In Valjevo Castle, Magic Users should memorize Fireball and Lightning Bolt. Use Fireball on Hill Giants, Lightning on Fire Giants. Before going to the Lizard Men, make sure you have freed the slaves on Sorcerer's Isle. On the panel in Yarash's Study, the blue button teleports you to a spot near the exit. The other three send you to various treasure rooms. Name Left out in Letter

End Game: In Valjevo Castle, there are four squares in the center of the maze. One contains a gbmtf Uzsbouisbyvt. Polish him off and you'll find one of the walls is illusionary. Pass through and find stairs to other rooms, one of which contains the sfbm Uzsbouisbyvt.

J. Hadler

Battletech

Training Mission: When the Kuritans invade the Citadel, being by running north at top speed. When buildings are destroyed, go west through the fence. Run and jump to the west side of the city, where there's a hole in the wall. You will have escaped with the 'Mech of your choice, preferable a Chameleon. If you aren't allowed in the shops, there's a double agent in your party. Inspect all characters to find the traitor. Put him on foot outside, and he'll be killed in the next battle. The jail is in a village northeast of Star Port. One crewmember and another 'Mech is there. The Doctor is found in any hospital outside of Star Port. "Examine Medical Records" to find him. The Tech is at the MechtLube in Star Port (pick "Apprentice"). The in-

ventor's hut is in the northwest, near 36.40 x, 49.20 y. However, you must view your holo-disk in the Citadel barracks. The Star League cache is on an island at 39.60 x, 55.60 y.

Dagan Galarneau

Leisure Suit Larry II

Your passport is in Eva's garbage. Before leaving for the cruise, buy tvotdsffo from the drug store. To leave the ship, you need the xjh, tvotdsffo, tpeb and txfxjoh lju. As the lifeboat drifts away, wear the xjh, put on tvotdsffo and throw dip in water if you have it. To get past the KGB agents on the island, you need the cjloj upq from the ship's pool. Go through the jungle once until you reach the barber. Get your hair fixed. Before your second trip through the jungle, get the cjloj cpuupns from the nude beach. Then go through the jungle to the guest house, change into the cjloj and put your money in the top. Go to barber shop for a xby kpc, and you can now walk past the KGB.

Dagan Galarneau

Ultima V

Here's a quick way to find potions, scrolls, weapons, gems, etc. First find the skull keys. Observe the Armourer in Minoc (Shenstone) at noon. At about 1 PM, search the tree where he hangs around and you'll find five keys. (These are replaced at noon every day, so you can go back for more.) Go to the basement in LB's castle and use a skull key to open the southernmost door, where you'll find three chests. Get everything from them, exit the room and climb up any ladder. Climb down and reenter the room, and the chests will be full again. Sell all you don't need. Since stealing lowers your Avatarhood, enter a quest-solved Shrine, meditate for three cycles and offer 900 gold. For each 900, your Avatarhood level is raised.

James Tan

The "CBDLXBSET" edition of the QuestBusters Code: count one letter back—RC = QB.



Swap Shop

Trade or sell your old adventures with a free ad. (Adventures only, no pirated software, limit of 10 games per ad. Please state system.)

APPLE

Sell only—many Infocoms, \$15. Assorted others. Write for list: S. Kunz, 211 E. Ohio #610, Chicago IL 60611

Ultima 2-5, Bard 1-3, M & M, Questron 2, AutoDuel, Moebius, Infocoms, supercharacters & solutions for most. Many more; send list for mine. Jason Zatylny, 2038 Edgar St, Regina, Sask., Canada S4N 3K6

Make offer: Infidel, Wishbringer, Enchanter, Sorcerer, Spellbreaker, Planetfall, Stationfall, Hitchhiker, Beyond Zork, Wizardr 2-3 with supercharacters. All have hint books & maps. S. Poynor, 132 C Ave C, Gunter AFB, AL 36115

Suspended, \$8. Questron 2, \$12. Or trade both for Bard 2 or 3, or Wasteland. Theo Chen, 10 Redbud Ct, Potomac, MD 20854

Will trade Ultima 4 for King's Quest 1, 2 or 3. Send list. Lou Tometich, 1299 Kasamada Dr, Ft Myers, FL 33919

Changing systems—over 70 games to sell. Send SASE for list. Douglas Adair, 3833 Cologne Ln, Austin, TX 78727

Trade/sell: Ultima 1 & 4, Wizardry 4, Legacy of Ancients, Bard 1 & 2, Leather Goddesses. Want Deathlord, Wasteland, 2400 AD. Send list for mine. Mike Clayman, 2 Ridge Rd, Winfield, PA 17889

\$30 @: Bard 3, Ultima 5. \$10 @: Gauntlet, Amazon, Talisman. Serpent's Star, \$5. Ultima 4, \$30. \$20 @: Bard 3, AD&D DM's Assistant, #1. Write 1st, send list. Chris Carlucci, 15927 Viewfield Rd, Monte Sereno, CA 95030

COMMODORE

Times of Lore, \$16. Bard 2 and 3, Druid 2, Last Ninja: \$10 @. Write for list. Al Polorec, 403 Whitestown Rd, Butler, PA 16001

\$5 @: The Hobbit, Fellowship of Ring, Plundered Hearts. Joe Lore, 34 Woodford St, Worcester, MA 01604

\$20 @: Wasteland, Ultima 4, Pirates, Bard 1 & 2 with advanced characters, Phantasie 3, Roadwar Europa. More. D. Clark, 214 Washington St, Hackettstown, NJ 07840

Trade/sell: Wasteland, Maniac Mansion, Phantasie 3, Bard 2, Pirates, Questron 2, Elite,

Mindwheel, Star Trek 1, Infocoms. Send list. Lou Tometich, 1299 Kasamada Dr, Ft Myers, FL 33919

Ultima 4, \$25. Questron 2 or Wizardry 1, \$15. Want Phantasie 1 or 3-in-1 Football. Tim Niland, 1009 Peter Rd, Schenectady, NY 12303

Ultima 4, \$25. Hitchhiker's Guide, \$15. Lords of Conquest, \$20. Fairlight, \$20. Star Trek 1, \$20. Richard Mills, 4709 Woods Edge Rd, Virginia Beach, VA 23462

\$8 @: Zork 2, Deadline, Murder on Zinderneuf, Fahrenheit 451, Amazon. C. Jackimowicz, 70 3rd Ave, Garden City, NY 11040

Numerous games. Send SASE for list. Mike Bagnall, RD #1, Box 1025, New Freedom, PA 17349

Trade/sell: Ultima 3, Sherlock, Hollywood Hijinx, Portal, Mindshadow, others. Want Brimstone, Breakers, more. C 64 & Amiga traders wanted. RD Goodkind, 4444 West Pine #413, St Louis, MO 63108

Sell: Bard 1 & 2, Ultima 3, Tass Times, Phantasie, Legacy of Ancients, most Infocoms. Mike Alberghini, 3900 Northpoint Dr, Marietta, GA 30062

31 adventures to trade or sell cheap. Exchange lists. Capt. J. Hadler, 15 E. Lagoon Dr, Brickstown, NJ 08723

Continued on next page

Quarterstaff

Continued from page 12

few turns while their health points burned away. Both of these options have been eliminated by Infocom, but the changes have caused at least two major bugs in the new version.

The "New Improved" Bugs

Now, for example, if you forget that you're carrying a torch and successfully "attack" an opponent, he may be set alight but your program will probably crash. If you're lucky, you get a "system error" message; if not, the screen freezes up entirely. The same thing can happen if a character who just joined your party tries to use a teleport potion; since the game now allows you to teleport only to places you've already been, the new version gets confused by players who haven't yet done any traveling. These bugs will no doubt be fixed soon, but they can destroy the saved game you are currently playing, so be forewarned!

Infocom added a new item to *Quarterstaff*: an "identify wand" that reveals the function of the scrolls, keys, wands and

potions you find along the way. This is the only kind of copy-protection involved, since you need a parchment and disk from the game package to know the magic words to use with the identify wand. Too bad that they didn't put in spell words for the many rings and other magic items you come across! I never figured out a use for many of them. The game package also comes with a reference guide, user's manual and color poster. The game itself comes on two disks, with a third color graphics disk for the Mac II.

My biggest disappointment is that the final confrontation with Setmoth turned out to be just one more combat encounter, albeit much longer and more difficult. For all my troubles, I was expecting more than a victory fanfare and congratulatory message. Even though the game essentially ends after disposing of Setmoth, you can still wander around the colony, but so far as I can tell nothing much seems to have changed. I certainly would have appreciated some scoring system that at least tallied the value of all the loot I so painstakingly accumulated.

Conclusions: Nevertheless, *Quarterstaff* could well become a hit, especially with those who love traditional pen, paper and dice fantasy role-playing. I know it gave me many hours of entertainment. The game is not easy, but even beginners can make steady progress by using the on-line hints. I look forward to the authors' next project.

Skill Level: Difficult

Copy Protection: In manual

Price: \$49.95 (owners of original game may upgrade for \$20 with proof of purchase)

Company: Infocom/Mediagenic

10,000 Hit Points!

Continued from page 1

before a sub actually expires, but if you don't renew in time you will probably miss at least one issue (unless yours is a First Class, Canadian or overseas sub). That's why you should strive to renew early and renew often. (And a tip of the QB helm to Donald Fudge, who recently renewed for five years.)

Continued from previous page

AMIGA: Captain Blood, \$20. Will trade for Wishbringer, or buy it. Paul Shaffer, 1705-C O'Shea Ave, Bowling Green, KY 54210

AMIGA: Deep Space, Faery Tale, Phantasie 3. Send list/offer. Simon Lee, 7031 Bret Harte Dr, San Jose, CA 95120-3213

AMIGA—\$10 @: King's Quest 3, Defender of Crown, Sinbad, Leisure Suit Larry, Temple of Apshai, Shadowgate, Mindshadow, Deep Space, more. Tony Ellison, 407 N Division, Lowell, MI 49331

AMIGA—trade/sell: Paladin, Guild of Thieves, Ultima 3, Phantasie 3, Faery Tale, more. Want Ogre, Ultima 4, Phantasie 1, Bard 1-2, Shadowgate. Send list. Mike Metzger, 209 Kepler Lake Ct, Slidell, LA 70461

IBM & QUEST-ALIKES

Trade/sell: King's Quest 4, Star Command, 2400 AD, AutoDuel, Might & Magic, Bureaucracy, Thexder, more. Dagan Galarnau, 6342 Conlon Ave, El Cerrito, CA 94530

Trade/sell: King's Quest 4, \$25. Deja Vu, \$15. Willow, Infiltrator & more, \$10. Want Zak McKracken, LA Crackdown, Dreamzone, Movie Monster, Omnicron Conspiracy. Tim Dowd, POB 360602, Lynnwood, VA 98046

100+ games (all Ultimas, Wizardrys and 4 Zorks). FC, POB 1842, West Monroe, LA

71294

\$25 @: Ultima 4 & cluebook, Sentinel World & clue book. Star Command, Romance Three Kingdoms, \$20 @. Breach, Starflight, \$15 @. Tony Ellison, 407 N Division, Lowell, MI 49331

Want to buy complete set of original Scott Adams adventures (Ghost Town, Golden Voyage, etc.). Dave Gelder, 513 Portville-Ceres Rd, Portville, NY 14770

\$10 @: Beyond Zork, Zak McKracken, Pirates, Rings of Zilfin, Willow, King's Quest 3. Chris Steinig, 10808 Middleboro, Damascus, MD 20872

ATARI

ST: Want Paladin, Breach, Heroes of Lance, Dungeon Master. Trade, sell or buy. Send list. R. Podlesak, 11616 SW 4th Terr., Yukon, OK 73099.

ST—\$10 @: Gauntlet, Land of Havoc, Space Quest, Rogue. \$15 @: Questron 2, Bureaucracy, Stationfall, Beyond Zork, Knight Orc, Ultima 2. Trade for Ultima 4, A. Reality: City. Robert Olsen, 6818 Winterberry Cir., Wichita, KS 67226

Sell (ST): A. Reality: City, Warlock's Quest, Beyond Zork, Gateway, Questron 2, Phantasie 1, 2 & 3, Golden Path, Dark Castle, King's Quest 2, Shadowgate, Rings of Zilfin. \$15 @, 2 for \$25, 3 for \$30. Dale Angelotti, 600 Primrose St, Haverhill, MA 01830

Passport to Adventure

For a 10%-20% discount, order from QB—& get 3 extra issues for each game.

Bard's Tale 2: IBM, \$45

Blacksilver: C 64, \$35

Quarterstaff: Mac, \$45

AutoDuel: Mac, Amiga, \$35

Faery Tale Adventure: C 64, \$45

The Mars Saga: C 64, \$30

Neuromancer: Apple, \$40; C 64, \$35

Ultima 5: Amiga, IBM, AP, \$50

Zak McKracken: IBM, \$40; others, \$35

A D & D: C 64, \$35; IBM, \$40 (state disk size)

Earthly Delights: \$25

Wizardry 4: Apple, \$45

Quest for Clues: \$24.99

QB Map Kit (includes US/APO shipping)

Kit A: (for text/graphic games) \$8

Kit B: (for role-playing games) \$8

Enclose \$3 shipping & handling for 1st game/book, \$2 @ extra. \$6 to Canada & APO, \$12 overseas. AZ residents add 5% sales tax. Send checks payable to Quest-Busters, with street address—no POBs.

QuestBusters
POB 32698
Tucson, AZ 85751

Forwarding and Return Postage Guaranteed
Address Correction Requested

Bulk Rate
U.S. Postage
PAID
Tucson AZ
Permit No. 3056

YOUR SUBSCRIPTION EXPIRES: 89/08

GOLETA CA 93117