



QuestBusters™



The Adventurers' Journal

Vol. VIII, # 1

January, 1991

\$2.50

Lord British slain by adventurers!

After *Ultima III*, Richard Garriott vowed to make his Lord British character impervious to attacks by gamers. So since then, we've sponsored a "Kill Lord British" contest, offering a free lifetime subscription to the person who managed to do so — it seemed like great promo, especially since no one would ever win! (Shades of *Les Manley*...)

But three adventurers have told us how they slew Lord British in *Ultima VI*, all using the Glass Sword. A call to Origin confirmed that Lord British becomes vulnerable and mortal when sleeping due to a wrinkle that makes this true for all sleeping characters in the game.

The contest winner is Ontario's Robert Khoury, who bopped Lord British on the head with a Glass Sword while his character was wearing a Ring of Invisibility and the King lay sleeping (a dastardly deed, but it did the trick).

Would-be bounty hunters out for the head of Shamino, Garriott's other game persona in the *Ultima* series, should keep in mind we won't run a related contest.

Under the tree

Most of the games promised in time Christmas by manufacturers showed up under the tree, the notable exception being Interplay's *Lord of the Rings* (they

apparently had to wait for a Lithuanian translation).

Quest for trademarks

Sierra's *Quest for Glory: Trial by Fire*, their sequel to *Hero's Quest* (which sold over 130,000 copies), is the last game they'll do with the old development system.

They changed the name because Milton Bradley has a trademark pending on a board game called "Heroquest." Sierra released separate VGA and EGA versions of *King's Quest V* and will do so for *Space Quest IV* later this spring.

Mistress of the Quest

Elvira is one of those rare English productions worth playing, probably because. Accolade had a say in the design work. An icon-driven adventure with plenty of combat *a la* Sierra (you click on first person graphics of the enemy) and a novel magic system, it's for one-meg Amigas and 640K MSDOS.

Hard Nova

Previewed a few issues back as *Starkiller*, this RPG has rich graphics and a better space flight routine than *Starflight* (they might have called it *StarflightKiller*, but noooo). Also for MSDOS, it support IBM's PS/1 sound board as well as third-party

boards like the Roland and Ad Lib.

SSEye's latest

The next A D & D title from SSI, *Eye of the Beholder*, is on the way and promises to offer something new (see *The Prognosticator* elsewhere in this issue).

Ye Stealth Affair

In this "technological sequel" to *Future Wars*, you play James Bond. Interplay brought over the MSDOS version *before* the Amiga original, improving some elements of the French game's design this time.

Spidey returns

It's been years since the Scott Adams *Spiderman* adventure (and years since anyone has heard from Scott Adams!). Now the Marvel Comics character is starring in a Paragon title, *The Amazing Spiderman*, in which you must rescue Mary Jane Parker from the mysterious Mysterio. Look for Amiga and MSDOS versions, were scheduled for pre-Christmas release.

Midwinter blues

Microprose demonstrated good timing with the release of *Midwinter*, their "role-playing, strategy simulation" about life in a new Ice Age for Amiga, ST and MSDOS.

Conversions...

SSI issued Amiga and Macintosh versions of *Curse of the Azure Bonds*, both calling for a full megabyte of RAM. Cinemaware released the MSDOS *It Came from the Desert*.

Boldly going...

Joe Ybarra, who produced hits like *Bard's Tale* and *Starflight* at Electronic Arts, recently left Activision to start up a game design outfit with Mike Moore, who worked on the Infocom games at Activision.

Larry Laffer: the book

The latest in a bevy of books on Sierra's most notorious character, Larry Laffer is *The Uncensored Leisure Suit Larry Bedside Companion*. It delivers more than just clues, with an original short story about Larry and a peek at his diary. It was written by Peter Spear, author of *King's Quest Companion*.

Options

- 2: *Adventure Road*
- 3: *The Savage Empire*
- 5: *Ye Prognosticator*
- 6: *Space 1889*
- 8: *Battletech II*
- 10: *Dragon Lord*
- 11: *Walkthru: Ultima 6*
- 13: *Keys to ye Kingdom*
- 15: *Swap Shop & Duffy*

Shay Addams' Adventure Road

For eons I've written a column called Adventure Road for various magazines, but the time has arrived to publish it where it belongs, here in *QB*. In the past, I focused on Commodore 64 and Amiga quests.

But on future strolls down Adventure Road I'll be rounding up information on **everything** and **anything** related to adventure gaming, computers and the entertainment software industry in general. In other words, alternating between last minute news, editorial comment and occasional speculation, yet all the while emphasizing quests of one sort or another.

Let's begin with a look at this month's issue, which you may have noticed looks a shade different from previous issues. That's because we're finally doing page layout as well as writing and editing on an MSDOS machine instead of the Mac.

It will take us a few more issues to get accustomed to new software and to fine-tune the design changes. One such change will be smaller headlines, to free up space for more text and graphics.

We're also making a few editorial changes, such as **no more coded clues** in the Keys to the Keys section. (This is a test, however, so let us know how you feel about it.) Keywords are now boldfaced to make it easier to find help on specific puzzles. In fact, this is so much fun, we'll be **boldfacing** anything that **moves**.

Duffy is dead. Well, not truly dead, just "promoted" to Contributing Editor. As you'll see on page 15, he's been getting very little mail lately, so he offered to donate his space to the Swap Shop, which is growing in popularity.

We won't be publishing any more feature-length previews. All future previews will be brief "sneak peeks" limited to this column and Rich Heimlich's column.

Too often, in too many magazines, you read about a game six months before it's released, and it sounds great. But a games often undergoes

many changes during testing, the final release is a far different creature than the one you read about. A good example of this is *Wonderland*, which a half-dozen magazines have already previewed but which has been changed dramatically since then.

David Bradley, who wrote Sir-Tech's new *Bane of the Cosmic Forge*, called this morning to let me know he had to **rip out the mouse** commands in the initial MSDOS release in order to get it out on time.

The latest version will have even better mouse controls than described when I previewed *Bane* months ago. Bradley also said the **Amiga version** just went into initial testing and will have mouse controls too.

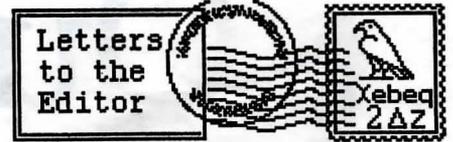
And finally, let us know if any of these changes were big mistakes. It's still *your* journal, and we'll remain as responsive as ever to the mail.

New Subscribers: don't forget to send in your clues to Keys to the Kingdoms. Each month two contributors get the game of their choice. Naturally, all submissions become exclusive property of Eldritch, LTD. forever and ever.

Veteran Subscribers: don't forget to check the mailing label on this issue and renew if it's due to expire soon.

All Subscribers Who've Been Ordering Books and Games:

Thanks for the support. We've recently switched to a new software distributor who can get new products to us faster than the previous one, and will continue giving extra issues and mapping paper with each order. Not only that, while supplies last we'll give you a **free bumper sticker** (an amazing \$2 value!) with each game you order. Pick yours from this list (name several, in case we run out and have to substitute): On a Quest, Never Mess with a Wizard, Never Mess with a Dragon, Support your Local Wizard, Support your Local Dragon, Beware of Troll, Mad Max School of Defensive Driving, My Dungeon or Yours?, Caution: Driver Easily Distracted by Elves, Dragon Wagon, or He's Dead Jim - You Grab his Tricorder, I'll Get his Wallet.



Dear QuestBusters:
What's going to be in your next issue? Unlike certain glossy magazines with lots of color ads, you never mention the contents of your next issue.

Jimmy Blake

That's because we make it up as we go along. However, thanks to the latest versions of *Psychic Software*, we can accurately predict the February issue will have feature reviews of *Quest for Glory*, *Tunnels and Trolls*, *Elvira*, *Spellcasting 101* and perhaps *Spirit of Excalibur*.

Dear QuestBusters:
It is becoming obvious that I have to get an IBM clone in order to play most of the new adventure games. But which one? There are so many out there. How much memory do I need, what about disk drives, and VGA or EGA?

Fred Hawkins

Rich Heimlich will be discussing this timely topic in a future issue.

QuestBustersTM The Adventurers' Journal

Editor: Shay Addams
Managing Editor: Dora McCormick
News Editor: Nuyu
Contributing Editors: Stephen King, Ken St. Andre, Al Giovetti, Rich Heimlich, Bernie Yee, Russ Ceccola, Steven Payne, Bruce E. Wiley, Brian Smith, Duffy, This Reviewer

QuestBusters is published monthly by System Errors. Annuals subs: \$19 regular, \$24 for 1st Class. Canada \$26, Int'l \$36 (both in US funds). Textual contents Copyright Eldritch, LTD., 1991. All Rights Reserved. Copying without express permission is prohibited and punishable by teleporting your computer to Daventry and all your software to Britannia — one way.

Member: South American
Explorers Club

The Savage Empire: quest of the month

Lost continents, ancient pyramids and the Three Stooges -- what do these elements have in common? They're all part of *The Savage Empire*, the first in Origin's new *Worlds of Ultima* series.

These games will employ an enhanced version of the latest *Ultima* game system, so the interface and presentation are essentially the same as in *VI*. So the big difference is in the story: for the first time, we can use those fabulous Moon Stones to travel to places beyond Britannia and participate in a whole new range of stories and legends. In *Savage Empire*, you'll meet and enlist the aid of Shamuru, who appears to be

Type: Role-playing

System: MSDOS (640K

required, expanded memory for music; 256-color VGA/MCGA; 16-color EGA/Tandy; 10 Mhz and hard disk recommended; mouse supported; Roland, Ad Lib, SoundBlaster)

Conversions: Amiga (no date)

Shamino, teleported from Britannia to this jungle world with no memory of his past, but most characters are wholly new ones invented solely for this adventure.

Honga Bonga...

Sinister drumbeats sound in the distance as the title and credits unfold across a scrolling panorama of dinosaur-haunted jungles and canyons. *Savage Empire's* story commences with a flashback style introduction: an option called "The Story So Far" tells how you were appointed by Lord British to investigate the properties of the Orb of Moons from *Ultima VI*. After you took it to Dr. Rafkin, curator of a

By Shay Addams

local museum (where you met Jimmy Malone, a rambunctious reporter who'll join the party later), Rafkin tries an experiment with the Moon Stone.

But Rafkin's experiment backfires, teleporting the entire lab to the jungle world of Eodon, where you soon rescued Princess Aiela of the Kurak tribe. Then her suitor, Darden of the Uralu tribe, showed up and snatched her. As the game begins, you awake to face a simple mission of returning Aiela to her people. At the same time, you might want to find Rafkin and Malone and return to your world.

And then there's this mad archaeologist Spector running amok in the jungle with a plan to take over Earth by using a Crystal Brain from an underground city he and his assistant Fritz discovered before Spector went wacko. Fritz and Spector got to Eodon the same way you did: the unexpected result of an experiment with some black stones Fritz found in an ancient Guatemalan site.

As in an *Ultima*, you can opt for one of several mini-quests right away. You might choose to seek out Yopuru (who knows where to find the mysterious Uralu tribe, and perhaps Aiela), to bolster your party by finding Jimmy Malone, or to simply wander around talking to the locals to dredge up more leads.

The primitive world you'll explore is called Eodon. Origin says this is a twist on Eden, but if you spell Eodon backwards and slip a "z" in the right place, it spells Nodoze. (I haven't checked the numerological aspects, but am convinced there's a 666 in there somewhere.)

The high ground

Eodon's terrain isn't as flat as Britannia's, for you have to climb steps, ladders and trails to traverse the towering cliffs, plateaus and hills that

break up the monotony of the jungle (if you consider being stalked by dinosaurs, Serpent Men and jaguars monotonous). There are lots of islands and neat little caves to explore (no 20-level dungeons, so put away the map paper), and pyramids reminiscent of Aztec sites like Teotihuacan north of Mexico City.

This assortment of atmospheric settings makes the mini-quests convincing. In one, a giant Kong-like ape has stolen the child of a Chief and is keeping her on a high cliff top, which you must somehow climb to carry out the rescue. (I keep expecting to see Godzilla any minute.)

While trails wend their way through most of the jungle, I enjoyed getting off the track and rambling through the vines and trees. With welcome relief, I eventually discovered teleport pads that spared my group from walking so much, and the rafts I found later on also came in handy for transportation.

No auto-mapping required

With the game you get a richly colored map of the land that shows major trails, terrain features and the areas where the various tribes dwell. Some locations, of course, aren't shown on the map, and I used a grease pencil to mark my discoveries on the map.

The tribes you'll find include the Pinde, Barako, Yolaru and Kurak. Each has assorted affiliations or vendettas with the others. The Kurak's enemies, for example, are the Yolaru, Urali and a universally hated race of ant-men called the Myrmidex.

Each tribe exhibits unique cultural traits and dresses differently. Some are peaceful, others war-like. The Disquiqui are downright funny. In fact, they're the funniest characters I've met in an Origin game. And that was my feeling *before* I learned they

were inspired by the Three Stooges, who are a favorite of one of the game's artists.

The non-player characters are endowed with more personality than in previous *Ultimas*, or at least they exercise it more here. Some NPCs carry out independent conversations with each other, and it's often amusing to sit back and watch them heckle each other. A bumbling Disquiqui Shaman called Larrafin, for example, is jeered at by a woman for his ineffectiveness at healing. (The Shaman of each tribe will heal you the same way Lord British does in *Ultima*.)

Trading with the natives is important, but you need a Sage in the party before you can swap flax to the Pindiro for Pinde, for instance, or Chocolatl for Yopo. In the great stone city of the Nahuatl, you can trade Emeralds for weapons and armor. Emeralds and other valuables are either found lying around (steal all you want -- no Honor system to worry about in this game), and on one occasion I traded some parrot feathers to a clothes maker for Emeralds.

New features

Character creation has been simplified, so you need answer only three *Ultima*-style questions to determine your character's attributes. Your party can hold up to seven people, who can move in party mode or solo mode (one moves, while the others wait). Most aspects of game play are similar to *Ultima VI*, though a few variations are worth mentioning.

You'll fight different monsters, but according to the rules of the same combat system and wield similar weapon types (some transformed into obsidian knives, spears and my favorite, boomerangs). One apparent flaw I observed was that some dinosaurs didn't move at all. Unless they were supposed to be hibernating, I suppose.

The *Ultima* magic system was trimmed down to an easily manageable nine spells: Light, Charm

Enemies, Summon Animal, Curse Enemy, Heal, Eagle Eye, Detect Hostile, Protection or Battle Frenzy. And it's easier to cast spells than in *Ultima VI*. There are three magic totems (skulls), each dedicated to a spirit capable of invoking three spells, depending on whether you offer Pinde, Chocolatl or Yopo.

Totem poles dedicated to the spirits Heluzz, Motaaz and Aphozz are found in some villages, and your Shaman also carries one of each in his bag. To cast a spell, you first use a Totem, then pick the appropriate offering. These actions are performed by clicking on icons in your inventory.

Your initial party member, Triolo, is a Shaman already equipped for spellcasting. If the complexity of *Ultima's* magic system sometimes leaves you befuddled, you're sure to appreciate this one.

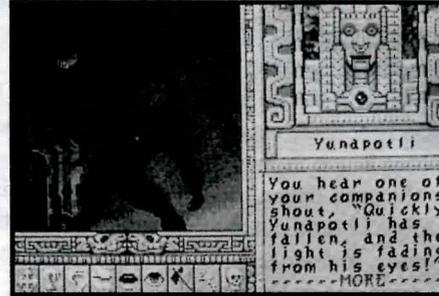
Minor innovations enhance the illustrations with Origin's introduction of cinematic "cut scenes" in which key events are acted out by the NPCs while you sit back and watch the show. The music and sound effects are outstanding, and there were times when they actually made me jump. Big problem for those without expanded or extended RAM and an EMS memory manager, though, since you won't hear the music.

It took me a day just to reconfigure the auto.exec and config.sys files, and even then, I didn't have enough memory to use the mouse. For the first time, I played an Origin game without the mouse, and was surprised to master it so quickly. The *Ultima* interface, pared down and polished in *VI*, is almost as easy to handle from the keyboard as with a mouse.

The graphics and program will eat up 3-5 megabytes, and a thoughtful installation option lets you choose whether you want to decompress them (to save time when playing) or leave them compressed

(which is slower when you're playing the game but consumes less disk space). Technically speaking, you can play it from floppies, but Origin recommends a hard disk and I concur.

Copy protection must be dealt with only when you first start a new game; it consists of answering a word from the manual. The 45-page manual, "Ultimate Adventures," looks like a pulp magazine from the



One of Savage Empire's new cut scenes, which highlight the action

Thirties and includes a witty article on "the making of *The Savage Empire*" as well as background on the story and Eodon. Origin is doing a \$12.95 clue book for the game.

The program was initially released on 5.25" high density disks, with a \$9.95 coupon for upgrading to other formats soon to be released and available if your retailer was wise enough to order the disk format you need: 5.25" low density, 3.5" low density, and the brand new 6.66" no density disk produced and supported solely by Lord British.

Conclusions: Maybe it's the story, maybe the setting, maybe I just liked getting out of the dungeon for a few weeks "vacation" -- whatever the reason, I enjoyed *Savage Empire* even more than *Ultima VI*. It's not as intimidating, and the story is easier to get involved with right from the start. Hard core *Ultima* fans may find it rather easy, but most will enjoy it as a refreshing "change of place" from questing in Britannia. Savagely recommended.

Company: Origin, Inc.

Difficulty: Moderate

Protection: Codeword

Price: \$59.95

The Prognosticator

January. Time to come up with more resolutions that generally don't make it into February. Mine is the same one I've failed at since a PC first came my way in 1981. I once again will attempt life away from my computer. I also promise to at least try and find non-computer related topics interesting. I'm usually alright till about March, when the developers come out of Christmas hibernation. A new Sierra release or sports simulation, and I'm a computer zombie again.

"Legends" are made of this...

SSI is finalizing *Eye of the Beholder*, the first title in their new "Legend" series. *Eye of the Beholder* is unlike anything else SSI has ever done. It makes me think a bit of a 90's *Wizardry*. Everything is 3-D and looks great in VGA.

The story begins in the sewers and catacombs under the City of Waterdeep, which you may know from the *Forgotten Realms* world. You control six characters, two of which are NPCs. Everything is seen from your point of view. Walk up to a monster, and he gets bigger as you approach. Walk up behind one, and you see him from behind.

You also see combat in 3-D: you can actually see arrows flying straight at you. Like some other new games, everything you do is based on pointing at objects. You open doors by pointing to them, or trigger traps by releasing levers. If all goes well in development, this may also support SSI's best soundtrack to date. I'll keep you up to date.

How about some S&M?

That's S&M, as in *Supremacy* and *Mastertronic*. *Supremacy* is a popular Amiga title coming to the PC just after Christmas via Virgin Mastertronic, under the new title *Overlord*. It's another *Risk*-like space combat simulation that we've seen many times already. What's special about it are the excellent VGA

graphics and animation sequences coupled with a decent music soundtrack for people with sound cards.

Options abound as you try to stabilize your planets and set correct tax rates while trying to build a suitable militia. *Recommended.*

You don't say...

Since this is a new year, I'll take a stab at a few predictions for 1991. (Some are actually based on fact.)

King Graham will sadly pass on in *King's Quest VI* and open the door for his son to take the throne, but not before finding his fiance, whom you may remember as the Princess he met at the end of *KQ V*. This search will set the tone for the new sequel and will end with a great wedding scene.

Space Quest V will match up Roger Wilco with a really hip female space rocker whom he falls head over heels for a la *Leisure Suit Larry* and *Passionate Patty*. A nice twist is that Roger doesn't know that she's related to the belated Vohaul. Question is does she know that Roger KO'ed Vohaul? Maybe, maybe not.

Leisure Suit Larry will come out in two versions. One will be an adult only VGA version that is entirely X-rated. This will be the year Larry shocks even the lewdest among us.

Sierra will also launch a new series, *Pee Wee Herman's Big Adventure*, which is a bit like *Bill and Ted's Excellent Adventure*. Pee Wee teams up with Tiny Tim, and they'll sing a duet of "Tip Toe through the Cow Chips."

Finally, Sierra will do a farce based on *Codename: ICEMAN*. The original was so notorious for its bugs, that this one will be called *Codename: LICEMAN*.

Megatraveller and Eddy Murphy fans have a lot to look forward to when the next sequel comes out. It's called *Megatraveller III: The Buckwheat Conspiracy*. I don't even want to think about this one.

Oh yeah, before I forget, 72 will be a popular number this year. Not only will there be 72 titles this year with the name *Mega* in the title, but also 72 games each with the words *Quest*,



Dragon, Hero and Magic. Talk about a coincidence.

Last but not least, *Origin* and *Accolade* will team up for an interesting cross bred title: *Jack Nicklaus Ultima Golf*. You get to be plain old Jack with only 14 golf clubs at your disposal as you traverse the lands of *Ultima* on an 18-hole course that you will be lucky enough to escape alive, let alone below par. How do you think your putter will stand up against the good old Daemons of Britannia?

Sound suggestions

Sierra has made an incredible offer to anyone wanting a new Sound Blaster. They are selling them for only \$149 which is about \$10 cheaper than the best mail order price I have found. Seems to me that Sierra may be planning on lots of digitized sounds in future releases.

Ad Lib also has been showing its new Ad Lib Gold card to a few lucky people. Word is it's a Sound Blaster clone with a few nice upgrades, and I hear it sounds great.

I can't help but to keep begging you folks to strongly consider a Sound Blaster. You just don't know what you're missing, and it's getting a lot of support from most game developers. Maybe getting one of these should be your New Years Resolution. See you next month. Poof.

By Rich Heimlich

Rich Heimlich is President of TCSC, Inc., a quality assurance testing firm specializing in entertainment software.

Space 1889: sailing to the stars

This one-of-a-kind game of colonial space travel is set in the Victorian Age, a unique and magical time, and combines Victorian trappings with the "what if" idea that space travel was invented by Thomas Edison.

The erroneous and fictional theory of "luminiferous ether" is a fact, and we play the role of space travelers who are colonizing space the way people of the Victorian Age colonized the world.

Space 1889 has been a Game Designers' Workshop paper and pencil RPG for years, and Paragon performed an admirable feat in turning it into a computer game. Like *MegaTraveller*, it offers far more than just a combat system, for your

Type: Role-playing

System: MSDOS (640K, VGA/MCGA, Tandy, EGA, all 16-color, & CGA; digitized sound, Tandy 3-voice, Ad Lib, Covox Sound Master; mouse, joystick optional)

Conversions: Amiga (Spring)

characters must use skills beyond the combat skills of most RPGs.

Exploration and problem-solving are more important than combat. You will pilot ocean-going ships, ride horses, and man the complex controls of an interplanetary "ether flyer." You'll visit Venus, Mercury, and other parts of our solar system, each with cities and mysteries to explore. Talking to the natives, *a la Ultima*, is equally entertaining.

London Calling

The game begins in a London museum, at an exhibit of recently discovered Egyptian artifacts where your alter ego (Herbert George Wells, if you use the pre-rolled characters), hears of a fabulous treasure in the Valley of the Kings in Egypt.

The location of the fabulous treasure of King Tutankhamen can only be guessed at, but the prospects of this quest are so intriguing, you organize an expedition that includes four more adventurers and set out to find the treasure before a computer-generated team grabs it.

The complex story that unfolds from that point is not, in the words of the game designers, based on "saving the universe or making two quadrillion dollars; we tried to develop a unique plot that will remain a mystery until the very end. Instead of gold, diamonds or a perilous princess as your reward, we've offered a chance for the greatest wealth of all — immortality."

The authors go beyond their goal, achieving an interesting and engaging mystery story. Though you must kill a few evil, war-mongering Nazis, it's not a "seek and slay the evil wizard" plot. It has at least 38 side plots that are not essential to the game's conclusion. So main quest, can be completed in a variety of ways, and many small one done out of sequence.

But some items are as unique as they are essential to success, so certain quest segments should be completed in their proper order to more efficiently move through the game. Hints may be gleaned by talking with the non-player characters of the game, which leads you in a linear fashion, if you prefer. But I recommend that you spend some time on the entertaining side plots.

There are many ways of earning money. Members of the landed gentry or the aristocracy have an allowance from investments, but even the lowest peasant has some income. Additional funds can be procured by going on quests for the NPCs, and you can work in the mines and other locations on the various planets.

Besides the gloomy interior of King Tut's tomb, you'll prospect for

gold in old California, discover the lost city of Atlantis, delve into secluded Inca temples, navigate a sand boat on the sand seas of Mars, uncover the hidden worm cult of Mars, stop a Nazi plot to take over the solar system, construct an ether flyer, hunt big game on Mars, drink and gossip with the bartenders of the planets, trade objects and time to boost your attributes and skills, earn immortality, and find missing persons — to name just a few of the activities.

Each of the more than 500 unique characters has a distinct personality, and it's fun interacting such as historical figures like Jules Verne, Rasputin and Thomas Edison. NPC personality is handled well: some won't speak with certain party members, but are more receptive to a different leader. To catch Jack the Ripper red-handed in London, for example, a specific character must be leading the group to attract the sexual deviant's attention.

You may generate up to 20 characters to place in your character pool and move them to and from the pool and party at any time. Each may have first and second careers, choosing from 26 careers in each of six categories, such as government, exotic and criminal.

There are 24 skills (six groups of four skills). Fisticuffs, Throwing, Close Combat, and Trimsman are Strength skills because they relate to the attribute of Strength, and other skills also pertain to specific attributes. Skills improve with successful use and may also be boosted by exchanging certain items to NPCs. You cannot purchase skills as in *MegaTraveller*, however.

Puzzles are solved by exploring, and there are over 100 historically accurate and intricately detailed locations on Earth alone. While exploring, your character looks at and examines the objects and talks to NPCs. There is no automapping, but few mazes require mapping.

By Al Giovetti

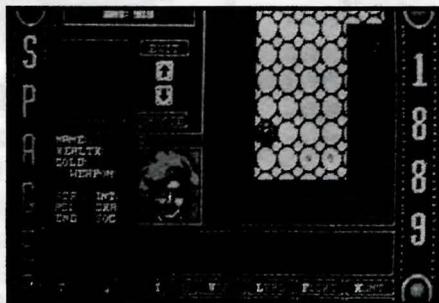
Many puzzles involve finding the key that opens the lock. You're challenged to use the clues to assemble these and other objects and operate them in the right manner to solve the puzzles. You can save up to 30 save games, saving, loading, pausing or quitting at any time.

The combat system is similar to version 3.0 of *MegaTraveller 1*. You control each character individually while giving general orders to the others, all wielding 19th century weapons such as bolt action rifles and the innovative-for-its-time machine gun. Fighting is based upon a real-time, arcade-like systems. Weapons are selected, next you pick targets, and then the battle begins.

Space combat is based on firepower, but you can also link with and board an enemy ship. Then combat proceeds much as on land.

With a Doctor in the group, the cure feature conveniently heals people at any time. If he's injured, a less skilled character can do so, but he might do more damage than good

Space 1889 resembles *MegaTraveller*, but has an improved interface and more elaborate story



unless he uses Robb's Medical Companion and Household Physician.

A new, improved movement system replaces the confusing movement controls of *MegaTraveller*. If facing in the direction you wish to go, your character takes off when you push the corresponding arrow button. If not, the first push of the arrow in the direction you wish to go will turn him, and subsequent pushes move him in that direction. You will soon get used to the unusual movement interface and be moving smoothly.

Information on your party appears overhead, and small icons may show up to tell more about the

leader's condition. All icons can be activated by pressing the first letter of the word on the keyboard, or by a "point and click" of the mouse.

Gimme some Trim !

Space travel is accomplished by sailing on the "luminiferous ether" of space, which is similar to sailing on the sea. The three flying officers in your crew of five are the Captain, the Helmsman and the Trimsman.

The Trimsman's task is unique to sailing ether ships. Trim is similar to the concept of buoyancy. If the ether ship is not kept level or trim, it flounders in the ether and falls into a nearby planet. You guide your ship by the constellations with charts included in the game.

Digitized sounds produce realistic speech and exciting sound effects, and the color and animation are quite good. Characters are more detailed than in *MegaTraveller*. They appear in a semi-diagonal perspective and the whole body is visible, not just the head and shoulders.

Paragon added many narrative descriptions of your most important discoveries. As these interesting and lengthy descriptions unfold, a large, full color graphic replaces the aerial view.

These graphics aren't animated, but are well done and add dramatic effects and backdrops, even if they are still the eight bit-variety.

Over 500 objects, some unique and others common, are sold at Alchemists, Pawn Shops and the like. Many towns have archaeologists who'll identify the use and value of objects and artifacts, and you can sell items at the Pawn Shop.

Besides essential equipment like food and camping gear (so you can rest and recuperate anywhere), you can get inventions — special purpose items usually available at the Alchemist. Inventions are often

essential to completing part of the main plot or mini-quests. The water breather and mineral detector are particularly ingenious inventions, amusing and useful at the same time.

The keyboard interface is quite sophisticated for object manipulation, and I found it easiest and fastest. Combining keyboard commands with the mouse or joystick accelerates the action to light speed.

Inventory is limited to 21 items, so you must be careful not to discard or abandon essential and unique items. When accessing the inventory, you scroll through all 21 items one at a time, and you can't get to the 21st item by going backwards at the start of the inventory list. Items don't vanish immediately when dropped (but I wasn't about to drop an essential item and return later to see if it had disappeared!).

Protection calls for a key word from a high quality, 88-page manual, which has complete documentation. The game installs quickly and easily on a hard drive. You can copy the five 360K 5.25" disks or three 720K 3.5" disks to other disks and play from floppies. But nowhere does the manual describe loading the game to 1.2 MB 5.25" inch or 1.44 MB 3.5" floppies. Using high density disks saves a lot of "floppy flipping" for those with AT computers.

Conclusions: *Space 1889* is an epic story whose literary nature and scope are its best aspects. It's something like the old adventure books with numbered paragraphs that you turn to depending upon the choices you make throughout the book. Though it doesn't dazzle the eyes and won't win any awards for its musical score, *Space 1889* will provide hours of enjoyment to the avid RPG fan, to whom I highly recommend it.

Company: Paragon/MicroProse
Difficulty: Moderate
Protection: Codeword
Price: \$49.95

Battletech II: The Crescent Hawk's Revenge

Based on FASA's paper and pencil *Battletech* universe, Infocom's *Battletech* series taps into a richly detailed backdrop to provide a real story line, not just another "fight the alien menace confronting humanity" story.

Battletech II rocks the house. And there's no annoying copy protection! No pain-in-the-brain key words or key disks or anything — how refreshing to be trusted. Besides, if you played it without reading the manual and referring to its maps and Mech spec sheets, you'd be parsley.

The *Battletech* universe is set sometime in the 31st Century, when humans have populated an area of the galaxy called the Inner

Type: Tactical Role-playing
System: MSDOS (640K, EGA, VGA, MCGA, Tandy 16-color; hard disk required; Ad Lib, Roland, Tandy, Sound Blaster, PS1
Conversions: Maybe Amiga

Sphere. It's like a cross between *Star Wars* and *Dune*: the Inner Sphere was ruled by the Star League, a group that tingled with enlightened despotism and who apparently controlled much of the high technology upon which their civilization was founded. Still, rivalries between factions within the Star League (ruling Houses *a la Dune*) tore it apart. The remnants of the Star League fled to the Periphery, not to be heard from again.

Until later, that is, when the Five Houses declare themselves rulers of the Inner Sphere, and a series of Succession Wars break out, the fourth of which takes place during the two *Battletech* games.

Land wars are fought by tanks and BattleMechs, huge Transformer-type robots that walk, sometimes fly and range in power from the Locust Mech, which is light and fast but under-armed, to the slow, heavy Battlemaster, which can flatten most anything.

Jason is back!

The premise of *Revenge* is interesting. Your father, leader of the Crescent Hawk mercenaries, was captured by House Kurita. As young Jason, new leader of the Crescent Hawks, you're joined by Rex Pearce (your father's best friend) and two others on a search for the Kell Hounds, a mercenary group, to inform them of House Kurita's hostility, your father's kidnapping and hopefully, to get help in locating and rescuing him.

Revenge doesn't require *Battletech I* experience, but you'll have a better feel (and affinity) for young Jason if you played it. If you had the guts to stomach the last code key puzzle out to the end, you found a Mech cache for House Steiner, and got commissioned as the leader of the Hawks and obtained information on your father's kidnapping.

Revenge begins precisely where *Battletech: Inception of the Crescent Hawk* ended. You arrive at the Kell Hound planet in the middle of a planetary assault by Kurita on the Kell Hounds, only to be strafed by Kurita aerospace fighters and crash into a lake. A Locust spots you as a sitting and sinking duck, and your first scenario is to repel the Locust, or preferably, destroy it. If it escapes (as is the case throughout the game), the Mech could come back to haunt you later, and even an extra Locust could turn a battle against you.

This is not a traditional RPG. Though your initial quest is to

rescue your father by completing the first round of battle scenarios, you don't roll up your characters or have skills or inventory (except for special weapons systems).

Whereas *Inception* allowed you to develop various fighting and Mech piloting skills by exploring the world of Pacifica, recruiting allies, rescuing friends and discovering the hidden cache of Mechs and parts, *Revenge* is more of a small-scale tactical wargame in which you command individual Mechs and tanks, and later on, groups of them. There are no conversations with NPCs, no puzzles, no skill acquisition or level progression.

The 27 battle scenarios are graduated in difficulty, and the story progresses as you win each scenario by defeating your designated enemy. Strategy and use of terrain means the difference between success and failure, and the game ends if Jason is taken out.

Totally redesigned

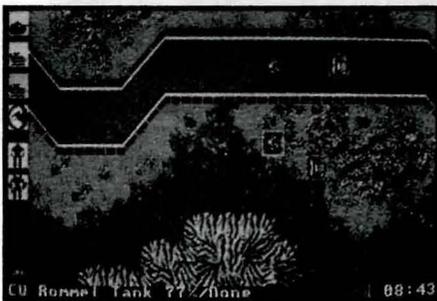
Revenge looks a lot like *Inception*, but graphics are in full blown 256-color MCGA. Game mechanics and combat rounds are detailed down to the last machine-gun round, and the designers provided a detailed combat and Mech simulation environment.

But the player sees little of this detail, for you get only general descriptions of weapon capacities and Mech condition. If your machine gun runs out of ammo, your damage potential drops from "Brutal" to "Moderate," but you never know how many rounds you have left. That might be accurate in a real firefight, but you should have info as to your own damage (a full damage screen as in *MechWarrior* would have been nice) and offensive capabilities.

By Bernie Yee

The designers said they wanted to make it easier to assimilate and play. They left out use of jump jets because a Mech with a jump jet could leap into the air and avoid a firefight, for example — instead, jump jets only allow you to travel over rough terrain at normal speeds, and you have no choice whether to use them or not. I would preferred all the detail they could have given me, since good command hinges on having as much information as possible.

The interface is terrific. I found a mouse best, (a first!) but keyboard would work fine. It plays in real time but can be set at eight different speeds and does not suffer the same problems *MegaTraveller 1* did.



Veterans of Breach are likely to enjoy *Battletech II's* blend of tactics and science fiction

The slowest speed lets you give orders to all your units without hassle; higher speeds let you see the battle as it is played out. Real time gives you the feeling of command immediacy. This real time, rather than phased, combat works surprisingly well and kept me on the edge of my seat.

There are 89 Mech types and assorted vehicles, including variations of Mechs (with three types of Phoenix Hawks), which lead to lots of fun but also serious consideration of a Mech's specifications for your missions. You get to choose Mechs only at certain points, and should always be aware of the enemy's capabilities, or it will be a very short war.

She told me to walk this way...

Instead of walking around step-by-step as in *Inception*, you plot out paths, with stopping points, by using your input device. These orders are limited to five segments, each signifying a certain direction. Hence you could send your lance (a group of battle units) north to a junction, turn left and go 50 meters, turn south and walk through a Kurita backyard and flower garden, which would total three segments. Or you could send your Mech off to fire at will at a designated enemy, or just to go find an enemy and fire at will.

Movement is either slow and fast. Fire control can be set at three levels: don't fire at all, fire defensively, and fire at will.

... talk this way

This is the first quest I know of that uses digitized voice as a game tool, not just as sound effects. Every time your comrades have a message for you, you hear something like "Hawk Leader, this is Hawk Two. Code Red!" and a color-coded message light flashes. Then you can read it or ignore it.

NPC personalities vary. Elite fighters give grim, terse battle reports and kick ass, while green fighters are more excitable, ask for help when they don't need it, and are generally less effective.

The Ad Lib board sounds great. The sound effects were good, and the music between the scenarios was generally not annoying — and sometimes effective, especially the military music.

The new twist in this game is that after you complete the first series of scenarios (the Rescue Mission), the game advances to 3051, where there is a new menace: the descendants of those Star League guys who fled the Inner Sphere decide they want back in. They have more advanced Mechs and different battle tactics.

They've swallowed up a number of star systems and now you've got to stop their advance — where else but — the Kurita home planet! By this time, you've become somewhat of a Luke Skywalker — a hot Mechwarrior and leader of a maniacal merc unit.

You must complete six new training scenarios to make sure you get used to the new improved Mechs and to commanding three different lances, and you must learn new tactics. From there, you get to take on the Clans. There also comes a nice plot twist and a neat tie-in to the *MechWarrior* game.

There is one bug. After completing the Rescue Mission, it sometimes prevents you from obtaining replacement Mechs after a battle. All I can save is make back-ups of your saved games in case this occurs.

Yo! MTV Raps!

And so does *Battletech II*. It's totally def, it rocks, and it's fun fun fun — plus there is a nice "surprise" kind of end scenario in addition to the 27 game scenarios. It would be my pick for best (almost) quest of the month — if not the year.

Conclusions: I got so caught up with this one, I wanted to spray paint a name onto my Mech (maybe in the next game guys). Neither *Mechwarrior* nor *Battletech II* are true RPGs, but as Tom Waits might say, they put a vise grip on my mental health — and my imagination. I've heard rumor of a plan to combine the elements of *MechWarrior* and both *Battletechs* into one computer game. Hope it flies.

Company: Mediagenic
Difficulty: Advanced
Protection: None
Price: \$49.95

Dragon Lord: more drek from England

Now and then I see an exciting, fun-filled game from England. Unfortunately, it wasn't this one.

In *Dragon Lord*, your characters are dragons with attributes such as Wisdom and Strength. Most of your time in the land of Anrea is spent (or squandered, actually) hatching dragon eggs, training the beasts and sending them out to breathe fire on one of your two foes.

Up to three people can play against each other, and any number of the Dragon Master can be directed by the computer. This is the game's strongest feature, allowing three players to compete rather than limiting you to struggling against the computer as in most games. It's also *Dragon Lord's* only strong feature.

Type: Role-playing/strategy
System: Amiga, ST (512K, joystick required)
Conversions: MSDOS

The graphics in the introduction led me to expect more of the same in the game, but the best illustrations were devoted to the icons at the bottom of the screen. These cover a range of activities, from viewing the map to mixing spells and paging through one of three books.

An oblique angle view shows the castles and towers of the three Dragon Masters, plus terrain features and little tiny houses representing villages. By clicking on the Detail Map icon, you can view close-ups of the houses in various villages and choose which ones your dragons will attack on the next combat round.

The Village Detail icon brings up more information, such as the tax rate. The idea, you see, is to charge the villagers for saving them from the other Dragon Masters' fiends. This introduces an economic element into a game already confused enough by a

By Shay Addams

mix of role-playing and wargaming.

After deciding which towns to attack and putting a few dragon eggs in incubators to hopefully hatch and augment your army, you might mix up some magic spells. Then again, you might not, considering the complexity of the Spell Book and accompanying sheet of "Spell Effect Tables."

This fold-out sheet tries to show the effects of adding, cutting, mixing and grinding alchemical ingredients into a spell's formula — with eleven sets of 32 circles, all bearing funny names like Molmar and Snir. The magic system is as bewildering as it is original, for you've also got to consult a Spell Effect Summary in the Spell Book itself.

Anyway, let's just suppose you manage to mix up some magic and want to get on with the game. You punch another icon, and the picture switches to the oblique angle view of the land, where a message says "The Dragons are being Reviewed."

Color-coded bubbles trace their flight to the towns, then you see a profile view of a dragon flying over the rooftops and breathing flames at the rooftops. In a text slot below, you see a combat report telling how many villagers were killed. After this, you might be offered some gold from some townspeople.

Quest for ye Talisman

There is a long-range goal to accomplish. There's this magic Talisman that is the key to the throne room atop Dwarf Mountain. Find all three pieces, scattered throughout the land, and you will be proclaimed Dragon Lord of Anrea.

Due to a magic spell, only dragons can see the Talisman pieces. You can direct your dragons to search

specific areas by giving them instructions on the Detail Map. Usually they must conquer a village before searching it.

Even if your dragon finds a Talisman piece, you won't be informed. You've got to look in one



Over the rooftops they fly, in the Amiga version of Dragon Lord

of your three books to find out. Once you find a piece, you have to guard and protect it from the other players. The game goes on till someone finds all three pieces and has dispatched dragons to guard them, unless everyone's supply of gold and dragons is depleted first.

Conclusions; The designers did an excellent job on the icon interface but paid less attention to the game itself. It's no fun trying to decipher the convoluted magic system, the animation is flimsy at best, and the mixture of questing, wargaming and strategy elements is more unbalanced than my state of mind after one look at the "Spell Effect Tables" sheet.

Does anyone at Cinemaware even *look* at the European software they import and market under the Spotlight label? Why else would a company that produces such fine games as *It Came from the Desert* waste our time — not to mention valuable shelf space in software stores — on this kind of drek?

Company: Cinemaware (Spotlight)
Difficulty: Intermediate
Protection: Keyword
Price: \$49.95

Walkthrough: How to win Ultima VI in a Day

In Lord British's Castle, talk to him about the 'stone' you picked up in the introduction. Ask him to "heal" you, which he'll do so whenever he's awake. Now you can wander around the castle with the key he gives you.

Take everything you want. Get cheese in the kitchen and give some to the mouse you'll eventually find. Say "Sherry," and ask Sherry to "join." Now leave the castle, ignoring everything the Jester says.

Your initial quest is to get a hold of all the Runes and Mantras of the eight virtues. Britain is the town of Compassion; Jhelom is Valor; Trinsic, Honor; Minoc, Sacrifice; New Magincia, Humility; Moonglow, Honesty; Skara Brae, Spirituality; and Yew, Justice. Some are easy to get, others quite difficult.

First find the Musicians' Guild (the top half of the large building to your left, after you leave the castle.) Ask the little girl there for the Rune and follow her instructions on how to get it. Then ask the Musician next to her for the Mantra.

Finding the Runes

The Orb teleports you to different places, depending on the position and distance from you that you put it. This is easiest if you have a numeric keypad. The eight towns are two spaces away from you if using the keypad. For example, you use the Orb and it asks you where. If you want to go to Jhelom, you hit 9 on the numeric keypad twice, step into the Moon Gate, and you're there. Here's how to get to each town:

1	2	3	4	5
6	7	8	9	10
11	12	X	13	14
15	16	17	18	19
20	21	22	23	24

Imagine the X is you. Use the Orb of Moons at any of positions marked by numbers to Moon Gate to these places: (1) Moonglow, (2)

Shrine of Honesty, (3) Britannia, (4) Shrine of Compassion, (5) Jhelom, (6) Shrine of Humility, (7) Shrine of Control, (8) Lord British's Castle, (9) Shrine of Passion, (10) Shrine of Valor, (11) New Magincia, (12) and (13) Nowhere, (14) Yew, (15) Shrine of Spirituality, (16) Land of the Gargoyles, (17) Shrine of Diligence, (18) Codex, (19) Shrine of Justice, (20) Skara Brae, (21) Shrine of Honor, (22) Trinsic, (23) Shrine of Sacrifice, (24) Minoc/Mill.

Resume the search for the Runes and Mantras. Moon Gate to Jhelom and walk to the tavern. Put Sherry in solo mode and send her through the mouse hole in the northwest wall. Have her pick up the Rune and the Invisibility Ring. Pull your party together and talk to all the customers at the bar. When you find a fat one that likes to sing, say "Mantra" and he'll tell you.

Now on to Skara Brae, where the "lost" is easily found in a chest in the house of the deceased Rune-keeper's daughter. Take a skiff and talk to the nut case on the small island north of Skara Brae. Ask about "spells," and he'll come to his senses. Be sure to get "Unlock Magic" and "Disable."

Moon Gate to Trinsic and walk north to a large fortress. Talk to the Mayor and ask for permission to borrow the Rune. It's on a pedestal in the center of the fortress, and the Mayor knows the Mantra. Get it, then search the guards quarters and pinch the Magic Helmet and Glass Sword. (Ignore the 'You're stealing' lecture.)

Next head for New Magincia, talk to the Fisherman and get his name. Find the Mayor and say the Fisherman's name when he asks who the most humble New Magincia is. Then talk to the Shepherd and say "Mantra," and he'll tell it to you.

Yew is next. Talk to the Jailor about the Rune, and he'll tell you it was taken by a man now in solitary. Talk to the Supreme Judge and ask

for a letter to visit the Thief. With the letter you'll get a key that will let you into the solitary area. Talk to the Prisoner through the window, then talk to the Supreme Judge about his case. Next talk to the Prisoner about the information she gives you, and he'll tell you where he hid the Rune. Get the Rune and talk to the Supreme Judge about the "Mantra." Also ask her about "wood" and a "woodcutter." Follow her directions on how to find him; buy a log from him.

Now Moon Gate to Minoc. The first building you see is a Sawmill. Have your log turned into a board, then talk to the Head of the Guild of Artisans and follow his instructions to get the Rune. When you've got it, ask him for the Mantra.

Travel to Moonglow and talk to the Wizard who lives in the northernmost house and get the "Telekinesis" and "Dispel Field." Clear the way to the ladder in her house. then enter Moonglow proper and clear the way into the house where all the energy fields block the way. Talk to the lady inside and ask her about the Rune. (For a fee, she'll tell you about Mantra.) Next, talk to the guy with the Codex tattoo. Ask about his cousin, who had the Rune. He'll give you the key to his crypt and some flowers to deliver.

Return to the Wizard's house and go down the ladder into the catacombs. Look for a ladder down (easier said than done, but it's there somewhere.) Descend the ladder and you will find yourselves amongst some crypts. You're looking for the one with the flowers. Open the door, get the Rune. Moon Gate or walk out.

Now that you have all the Runes and Mantras, you can liberate the Shrines. The way to do that is to Moon Gate in, stand next to the Altar, and start "using" the various Runes and Mantras. When you get the right Rune and Mantra, they'll be a flash, the force field vanishes, and you can take the Moon Stone. Moon Gate to another Shrine and continue until you

By Brett Stauffer

have all eight Moon Stones. Hints: (1) Don't fight the gargoyles if you can avoid it. (2) Always keep the Moon Stones with you.

Ye Vortex Bouillon Cube

Buy or steal a powder keg and go to Britain's Mint at night. Blow up the locked door with the powder keg, open the chests and take everything. Exchange the gold nuggets the next morning. Don't spend much of the money, for you'll need a lot later. The next night, go to the Armorer's in Yew, open the magically locked door and steal the Fan.

Go to Minoc and buy a skiff. Follow the sea south, looking for what on your map appears to be a castle surrounded by mountains. When you reach the castle, don't be worried if the earth is shaking. It's just the Cyclops. Enter the castle and take the fishing pole. Go to the water and "use" the pole till you catch a fish. Find the Cyclops outside the castle and give him the fish in exchange for a key. Enter the castle and search for a secret room with a ladder. Climb up the ladder and "use" all the levers in the room. Go back down, and descend one of the nearby ladders.

You're in the Cyclops' cellar. Wander around and down, watching for secret rooms. You're looking for a locked door surrounded by poison gas fields. Dispel the fields, unlock the door with the key from the male Cyclops, and get the black cube.

The Gargoyle World

Moon Gate to the Gargoyle city. Quickly find the southernmost building and grab the purple lens inside. Continue south from that building till you hit the shore. Work your way southwesterly, following the shore and mountain range. Eventually you'll find a cave entrance, probably with a little Gargoyle standing outside. Ignore him for now and go inside.

Somewhere to the south is a house with a man living in, or wandering around, outside it. Talk to

Captain John, and you learn what's really going on. Get a scroll of the Gargoyle tongue from him, read it and exit the cave. Talk to the little Gargoyle, and keep on asking him to "join," "guide" and "help" until he finally joins the party. Now you can move about the town without Gargoyles attacking you.

Find the ruler, Natalixor, and tell him you are here to "surrender." He may ask some questions. Answer in a self-sacrificial way. If he asks why you are doing this, say "sacrifice." If you do everything right, he'll put an amulet on your neck, and you can talk to Gargoyles freely. Find the Seer and follow his advice on how to save the world. Hint: (1) The Gargoyle Lensmaker lives on the easternmost side of town, and his house is one with a telescope in it. (2) The human Lensmaker lives to the east of the Lycaenum. Just take a right at the crossroads. Tell him 'concave lens' and give him your Glass Sword.

The Balloon Plans

In Jhelom, buy a skiff and use the map to reach the island with a castle (in between Serpent's Hold and the Isle of the Avatar). When you arrive, blow up the door. (Don't bother to knock, just bring a powder keg.) Inside, cast Telekinesis on the crank.

Cross the drawbridge, open the secret door, head to the left and look for a secret door on the right. Use all the levers except the last one on the right. Then open up the doors and look for a secret door. When you find that, kill the Hydra and look for a secret door on the south wall of the Hydra's previous residence.

Descend the stairs, and you'll be in a room with a lot of ladders leading down. Go down until you reach a small room with nothing leading in or out except the way you got in. Search the north wall for a secret door. If there isn't one, keep looking. There are lots of rooms that look exactly alike. When you find the right one, talk to the weird thing waiting for you, but don't try to make sense of the riddle. Just take the one on the right.

It's much nicer. After you climb down the stairs, you'll be in a small dungeon. A Fighter will join the party here if you want. The main thing is the dead body with the balloon plans. Get the plans and follow its instructions on how to make a balloon. Hint: (1) Buy spider silk from the Wizard in Moonglow. (2) The Thread-maker and Seamstress are in Paws, and the Weaver is in New Magincia. (3) The Basket-maker is in Minoc. (4) A cauldron can be found in the sewers underneath Lord British's Castle. (5) Forget about the anchor.

The Temple of Singularity

Go back to the Gargoyle town and 'use' the plans in front of the triangular signpost that says: Temple of Singularity. Move the balloon onto the path and wait until the wind turns southward. (But, if you're in a hurry, use the Fan.) The balloon will take you over the mountains to the temple. In the temple, talk to the altar about the "codex," and when it asks you for whom do you seek it, answer "all." It tells you to visit the Shrines of Control, Diligence and Passion. Balloon out and begin your search. Hint: (1) Look for the statues and talk to them. (2) In the Shrine of Diligence, don't look on the first floor for the statue. Look instead for a tiny secret room with a ladder. Climb the ladder to the statue.)

When you have talked to all three statues and have all three Mantras, return to the Temple of Singularity. After inquiring if you have visited all three shrines, it asks you what the Mantra of Singularity is. Don't panic! You just put all three Mantras together to form one word and that's it! (Hint: If you really don't want to bother, the Mantra is **VTVOPS**.)

Now you can go on a sacred quest. Use the Orb to travel to the Gateway of the Shrine of the Avatar, pass it and enter the shrine. Read the Codex and follow its instructions to the letter. When all is set up, 'use' the Vortex Cube and sit back to watch the end.



Keys to the Kingdoms



The Savage Empire

Paddles for the rafts are in the Disquiqui village or west of the Barako village (by the lake). Topuru's on an island in the lake; he'll tell you where to find the Urali kingdom's entrance — if you give him a rock that's been chipped away (use a hammer) from one of the blue stones in the Sakhra Caves. **Rafkin's lab** is south of the Kurak village (across river).

Rich Berndt, Mike Uzquiano

The best way to gain **experience points** is to first equip everyone with Obsidian Swords (in Tichticatl) and Bows, then fight the Myrmidex Drones north of Barrab. But beware, they sometimes travel in huge packs. Teleportation plates are scattered around Eodon, all leading to a central plate far north of Barrab. To **make grenades**, ask Rafkin (see previous section) about them. Potassium nitrate can be found in caves to far east; use crystals in the caves. Charcoal is found by using trees to get branches, then burning them with campfire. Get sulfur by taking wire screen from Lab (south of Kurak) and using with sulfur pits (roughly northeast of Tichticatl). Clay pots can be obtained by burning soft clay pots or just getting the already fried ones. Or by gathering mud at rivers, using it, then burning the pot made from the mud. Tar is found north of the Lab; use a bucket to get it, use cloth strip with the tar (obtained by gather Flax from yucca plants and taking it to Loom, then using scissors to cut it). To **ascend the Great Mesa**: go to northernmost point of mesa and drop a grenade by the tree, which the explosion transforms into a makeshift bridge. Kill the carnivorous orchid and get the root for the Chief of Barrab, and use the gem from Aiela (rescued from

Urali village, found by going into caves east of Yolaru, the second one to the north). When you reach the northernmost point of the Great Mesa and the Gem Holder is in sight, the hidden city will appear. Kill the **Tyrannosaurus** by dropping a grenade to the east of a boulder, which makes it hit him on the head. In the spider cave (southeast of Hakkur's cave), use grenades to get rid of the webs.

Johnny Tang

Spellcasting 101

Isle of Time: on map at hourglass, do the opposite of what the cursors says (go north if it says south, etc.). Otherwise, do the following: S, SW, jump out window. Wait. Wait. Get in small mudbath. Get in medium mudbath. Get in large mudbath. Climb stairs. Eat small waybread, eat medium waybread, eat large waybread. Do (whatever) to/with small (person). Do (whatever) to/with medium (person). Do (whatever) to/with large (person). Enter cottage. Open door. Read sign. NW. Examine pedestal. N. Give spell box to director.

Charles D. Jones

Secret of Monkey Island

When storekeeper leaves, follow him to talk to **Swordmaster**. But before you get there, you must fight the pirates you meet randomly on the large map of Melee Island. Note the 16 verbal exchanges and their response, for you'll need to know the proper response to defeat **Swordmaster**. Feed the **monkey** five bananas and he'll follow you. Lead him to the monkey grounds, then "nose" around the totem pole. Take the wimpy idol to the natives, who'll trade a navigator head for the leaflet on navigating. The head will lead you through the **lava maze**. Threaten that you'll dropkick it into the lava, and it will give you the necklace, which

allows you to explore the **ghost ship** without being caught.

Lou Semler

James Bond: The Stealth Affair

To get out of the **mine**, operate the ground to find a sharp metal object. Use it to cut the ropes, then dig it up from the ground. Take the pickaxe and operate it on the wall to the top right of the screen (between the two rocks). Do this a few times, till you notice a black hole in the wall. Enter it to escape. Buy the bracelet from the **man on the beach**, after speaking to him and making him lower the price. It's useful in escaping from more ropes later.

Andrew Phang

Quest for Glory II

Get money changed at end of Dinar Tarik road, west of Gate Plaza. Astrologer at end of Tarik of Stars road will tell your future. Thieves Guild entrance is at end of Askeri Darb road. To enter, first encounter a Thief and make secret Thieves sign. Always keep waterskin at least 1/4 full. Fill it in Fountain Plaza; buy more skins from Leather Merchant. "Sign book" in Adventurers Guild. Develop fighting skills in desert at night. (Buy Vigor and Health Pills first.) Scorpions are easiest. Remove their tails, and take claws off Ghouls to sell to Healer.

Craig Deves

To pass **Wit Tests**: (You won't score any points for this, but Erasmus will give you the Reversal spell.) Go to northernmost alley of Shaperi [this name may be misspelled here] and cast Detect Magic. Cast open on door, type your character's name, type magic, type Erasmus. **Erasmus Test**: Cast Detect Magic, cast Fetch on bell that glows, cast Trigger on bell. **Air Wizard's Test**: Cast Fetch on staff. Cast Levitate and levitate up. **Earth Wizard**: Cast Trigger on wall. Cast calm. Climb wall. Cast calm. **Water**

Wizard: Cast Flame Dart on iceberg. Cast Force Bolt on crack 3 times.
Fire Wizard: Cast Open on door. Cast calm. Cast Fetch on door. Cast Force Bolt on top of door. When asked to stay at Wit, say no.
Dan Lesnick

Space 1889

The most **useful traits:** Fisticuffs, Throwing, Close Combat, Trimsman, Stealth, Crime, Marksmanship, Wilderness Travel, Tracking, Observation, Engineering, Science, Bargaining, Linguistics, Piloting, Medicine. Don't settle for first set of attributes, for you can get 32 points. Seek 6 Strength and Social, 5 Intellect and Endurance, anything for Charisma. After selecting **Career**, don't choose a second one; buy points instead, you'll have 12 to distribute. In **London**, find Claus Von Schmelling, probably on the streets near the club where you start. He'll sell you a report that gets you started. Before going to Egypt, see Raven at the London inn for fever serum.
C L Shaffer

King's Quest V

Desert Temple: Go due west from gypsy camp along cliff wall to small pool at temple. Quickly drink water, then hide behind rocks there. After bandits enter and leave the temple, go two screens west and three south to an oasis. Drink. Go south three more screens and west one to the bandit camp. Enter tent to the right, go around pole to **get staff**. (You may be asked if you want to cast a spell to keep from waking bandits.) Return to temple, knock on door with staff, get bottle and coin. Leave fast. **The Mountains:** Put on cloak. At area where frozen waterfall cuts off your path, throw rope up to point of the ledge, not to tree branch. When hungry, eat leg of lamb, not custard pie. Climb rope. Save. Hop across the back four steps of ice, walk across log. East. Follow wolf east. Use sled. East. Feed eagle the rest of the lamb. North. When Queen orders wolves to take you away, play harp. North to

cave. Throw custard at **Yeti**. Enter cave. Get **crystal** with hammer. Return to wolf. South till you reach Cedric. Roc with take you to its nest. Get gold locket.
Bruce A. Smith

Spirit of Excalibur

Episode 1: stop and help knights in Lincoln and Leicester castles. You must win both battles to be crowned King. Then send several parties to castles where knights are loyal to you, such as Arundel and Dover, for they won't send troops till you help them, usually with a battle, so don't send a lone knight. Have him join with one or two more on the way. After the faithful knights declare loyalty, direct troops (and all but Constantine) to London to fight off Saxons.
Craig Deves

Camelot: Pick Bevidere (leader), Ector and Melius. Enter Chapel (click on door). Get Baldwin. Click on steps. Give Dragonbane to Ector. Get Nineve. Leave. **London:** Using "Go to," move Villars (Lincoln) and Gahalantine (Leicester) to London. Send Ector to Dover to slay the Fell Beast (use Dragonbane). Move Palomides to London. **Scenarios:** Send Meluis north, west, then to Glastonbury. Assist maiden. Kill Morwick. Proceed to Glastonbury with your party. Have Baldwin talk to Bors. **Clues:** Go to Cardiff. Bribe old lady. Gate. Get Chalice. Go to Caerwent. Bribe Grud (or Guard?). Get key. Go to Cardiff. In. Use key. Get map and Livre. Use map. Leave.
F. J. Philipp

Dark Heart of Uukrul

Urshas: This is the Dragon and Puzzle region. As you map this area, you'll note it's shaped like a large Diamond. At the Northmost point you'll find the **Kauri Mirror**. It is important to have your Priest stand in front of the mirror and say the prayer of Kuuraoth, otherwise you will be unable to defeat Uukrul. By solving the puzzle's here you will get Areth's plaque, which bears a legend you

need to know to enter the Throne Room of the Palace. By climbing down a hole in the ground in the center of this large diamond you will be in an area in the shape of a crossword puzzle. At the end of each word you will be asked a question, whose answers are 1: Frail, 2: Inside, 3: Need, 4: Dragon, 5: Teeth, 6: Hum, 7: Engrave, 8: Knee, 9: Ash 10: Underfoot, 11: Renounces, 12: Icicled. When you get the question and answer, you receive a pattern of diamonds and squares. And at one point you receive the messages as how to handle the answers. To quote "Where Diamonds outnumber squares, use top symbol, converse use lower." When you reach the Rhombus Room buttons, push 1, 2, 1, 1, 1, 2, 2, 1, 2. This will let you in the Dragon Room at the bottom of the Diamond. A heart is here and a valuable treasure. Don't go in unless you have a strong party. You can always come back to Urshas or Unreal Sanctuary. As long as you do so before Uroqlam.
C L Shaffer

Chronoquest II

Fill jug (from village in Stage I) with wine from keg (in Stage XIII). Ride on to meet the **Duke**. Talk to him, then offer the ancient trunk (also from Stage I), and he'll give you a dagger and 10 pendants. From there, use the key to open the door. Pick up the vase. Empty the water from the vase onto the fire, and use the dagger to find a secret passage. The remaining two **pendants** can be found here. To **bypass the Sorceress** (Stage V), you must first get the ring from the Queen in Stage XIII (when you successfully recover the 12 pendants, she'll offer the ring). Use the ring after talking to the Sorceress, and later she'll give you some nails. Remember to get the rope outside here hut.
Andrew Phang

This month Craig Deves and Johnny Tang get the game of their choice for sending in their Keys. (See page two for details.)



Swap Shop

Trade or sell old adventures with a free ad (adventures only, no pirated software, 10 games per ad. Please state system.
* indicates cluebook included

Apple

\$20 @, or trade: Bard 1*, 2* & 3, M & M 1* & 2, Pool of Rad, Deathlord, Beyond Zork, Dragon Wars*. George Milliorn, 8219 Golden Harvest, San Antonio TX 78241

For 2e, \$8 @: Dondra, M & M 1, Bronze Dragon: Seekers of the Storm IIGS only: Keef the Thief, Lesuire Suit 1, Last Ninja, Hacker 2, Dream Zone, Pirates, Defender of Crown. David Mitchell, 78 Henry St, Burlington VT 05401.

GS only: Trade only, Questron 2, Bard 2, Neuromancer, Gauntlet. Want any GS action or adventure game. Paul Kinsberg, 5827 Einstein Hills Rd, Racine WI 53406

Commodore

Sell only, C 64: Eternal Dagger, Rings of Zilfin, Pool of Rad. Amiga only: Windwalker, Champions of Krynn, Gold Rush, Heroes of Lance. Michael Pearson, 5918 S. Elizabeth, Chicago IL 60636

Knights of Legend, \$16. Chris Bolin, 1014 S Plains Pk Dr, Roswell NM 88201

Want to buy: Labyrinth, Shadowgate, Wizard's Crown, Montezuma's Revenge and other old RPGs. Larry Buchner, 15 Fitting Pl, Nutley NJ 07110

Sell only, \$7.50 @: Legend of Blacksilver, Ultima 4, Bard 3, Future Magic, Pirates, Stationfall, many more. Raymond Rayl, 1811 Ridgecrest Dr SE, Albuquerque NM 87108

Sell only. \$20 @: Silver Blades#, Future Magic, Azure Bonds, Bard 3, Magic Candle. Hillsfar w/character editor, \$15. Send SASE for more. Robert Reitz, 218 N Fourth St, Sunbury PA 17801

Want to buy: Spellbreaker, Leather Goddesses, Hitchhiker's Guide, Amnesia, Legacy of Ancients, Planetfall, Lurking Horror, Ticket to Hollywood, Frightmares, Uninvited, Lords of Conquest, Moebius, Time to Die, Beyond the Black Hole, Mindshadow, Future Magic. H. M Whitley, 1651 Madison Ave C-3, Anderson IN 46011

Sell only, \$12 @: Pool of Rad, Bard 1 & 2 w/maps, Zork Trilogy, Zac McCracken, Maniac Mansion. \$18 @: Mindshadow, Wishbringer, Tass Times, Legacy of Ancients, more. Shawn Lauzon, 29606 41 St, Salem WI 53168

Sell only, \$20 @: Future Magic, Starflight, Bard 3. \$10 @: Bard 1 & 2, Times of Lore, Dragon Wars, Wizardry, Lancelot, Moebius. Send for list. Brian Landsparger, 4576 W 111th Ave, Westminster CO 80030

MSDOS & Questalikes

Sell/trade: Silver Blades, Escape from Hell, Azure Bonds, Prophecy. M Pearson, 5918 S. Elizabeth, Chicago IL 60636

Sell/trade: Starflight, both disk sizes. \$20. Chris Bolin, 1014 S Plains Pk Dr, Roswell NM 88201

Trade/sell, \$15 @: Azure Bonds, Captain Blood, Third Courier, Sorcerian, Megatraveller 1. James Bumgardner Jr, Rte 1 Box 136, Fillmore IN 46128

Trade/sell, 5.25", \$15 @: Prophecy, Leisure Larry 3. \$20 @: Hero's Quest, King's Bounty, Starflight 2*, King's Quest 4*, Space Quest 2*, Dragon Wars 2*. \$25 @: M & M 2*, Ultima VI* (version 3.5). Want Police Quest 2, Future Wars, Silver Blades. Ernie DeKeyser, 1031 Prentice St, Stevens Pt, WI 54481

Trade/sell. Many popular titles in both disk sizes. Send for list. Les Minaker, 5 Leverhume Cres, Scarborough, Ont, Canada M1E 1K5.

Many 5.25" games to sell/trade. Send list and/or SASE or stamp. N. Mark Kassouf, 12767 Royal Ave, Grand Terrace CA 92324-5821

3.5", trade only: Keef the Thief, Hero's Quest, Silver Blades, Ultima IV (version 3.5), Savage Empire, Quest for Glory 2, Rise of the Dragon, Bane of Cosmic Forge, Magic Candle 2, Alternate Reality: Dungeon. Tom Page, 96 Haddon Pl, Upper Montclair NJ 07043

Sell only, \$12 @: Starflight*, Wasteland. \$15 @: Ultima 5, Champions of Krynn. Moonmist, \$5. Bill Mann, 6026 W Paradise Lane, Glendale AZ 85306

Sell: Buck Rogers, King's Bounty, Deathtrack, Balance of Planet, Starflight 2*: \$22 @, or all for \$92. Tony Ellison, 407 N Division, Lowell MI 49331

5.25" Crime Wave, \$20. Luis Perez Jr, 420 Douglas Ave, Elgin IL 60120

Sell/trade, \$20 @: Bard 1, M & M 1. \$15 @: Wizardry 1 & 2 (set), Hobbit & Fellowship (set), Zork Trilogy, Willow. Want Mechwarrior, Autoduel, 2400 AD, Ultima Trilogy. Joe Terwilliger, 295 Forest Ave #169, Portland ME 04101

3.5", sell only: Omnicron Conspiracy, \$11. Monkey Island, \$20. \$2 postage. Joe Courter, 410 N 10th St, Prospect Park NJ 07508

Trade/sell: Trial by Fire, King's Quest 5, Dragonstrike, Conquests of Camelot, Dark Heart of Uukrul, Keef the Thief, Silver Blades, Sorcerian. Bob Greenfield, 106 Heritage Dr, Freehold NJ 07728

ST

Sell: Hero's Quest 1, Starflight, Leisure Larry 3, Populous, Mercenary. Send SASE for more. Rhett Butler, 226 W Sandusky St, Findlay OH 45848

Sell only: Moebius, Wizard's Crown. Michael Pearson, 5918 S. Elizabeth, Chicago IL 60636

Many best games, \$15-\$20, or trade for 3.5" MSDOS. Tom Page, 96 Haddon Pl, Upper Montclair NJ 07043

Waiting for Duffy

Duffy's in Dubai, so write if you can help

Island of Lost Hope: can't get cheese from mousetrap in Amiga version. Want walkthru. Jim Culleton, 22 Close Ave #1508, Toronto, Ont., Canada M6K 2V4

Bard 3: In Gelidia's Ice Keep, what spells do I cast to get into towers? Brad Anderson, 5742 Princeton Pl, Ypsilanti MI 48197

Keef the Thief: need strategy for beating Magician King; have full strength, magic and best weapons. Paul Kinosena, 5827 Einstein Hills Rd, Racine WI 53406

Passport to Adventure

Books & Map Kits

Quest for Clues 1, 2 or 3	\$25
Official Book of Ultima	\$16
King's Quest Companion	\$15

QB Map Kit (includes US/APO shipping, Canadians send \$3 US funds; no overseas sales.)

Kit A: (for text/graphic games)	\$8
Kit B: (for role-playing games)	\$8

(100 sheets of mapping paper in each)

With each game you get a free pack of mapping paper & 3 issues added to a regular sub (2 for 1st Class & Canada, 1 for overseas). With Quest for Clues, you get the number of same free issues; other books entitle you to 2 issues for regular subs, 1 for others.

US addresses, add \$3 shipping for each book or game, \$2 @ if ordering more than one. APO, \$6/\$4. No credit cards, no bill mes. AZ residents, add 5% sales tax. Please send street address, not POB.

MSDOS Quests

(Please specify your system's disk format and amount of memory.)

Savage Empire	\$45
Rise of the Dragon	\$45
King's Quest 5	VGA \$55 EGA \$45
Quest for Glory II	\$50
Bane of the Cosmic Forge	\$45
Elvira	\$45
Lord of the Rings	\$45
Megatraveller 1	\$50



Tunnels & Trolls	\$45
Altered Destiny	\$50
Les Manley	\$50
Battletech 2	\$47
Escape from Hell	\$38
Secret of Monkey Island	\$45
Space 1889	\$45
Countdown	\$45
James Bond: Stealth Affair	\$45
Conquests of Camelot	\$45

Amiga Missions

Elvira	\$40
Dragon Wars	\$40
King's Quest 4	\$45
Police Quest 2	fv

Apple Outings

Dragon Wars IIGS	\$40
------------------	------

C64 Seek & Slays

Buck Rogers	\$38
Ultima VI	\$45

Amiga & MSDOS

Psi-Mutant Priestess	\$40
Future Wars	\$40
Drakkhen	\$40
Champions of Krynn	\$40

IIGS & MSDOS

Transylvania 3	\$32
----------------	------

Assorted Systems

King's Bounty (all but ST)	\$35
QuestMaster (all but Amiga)	\$35
Starflight	C64 \$35
Mac, Amiga, MSDOS	\$40

QuestBusters

POB 5845

Tucson, AZ 85703

Forwarding and Return Postage Guaranteed
Address Correction Requested

Bulk Rate
U.S. Postage
PAID
Tucson AZ
Permit No. 1153

YOUR SUBSCRIPTION EXPIRES: 92/02

GOLETA CA 93117