

QUESTBUSTERS

The Adventurers' Journal

Vol. VIII, # 11

November, 1991

7th Anniversary Issue!

Zork! Infocom republishes all-text classics!

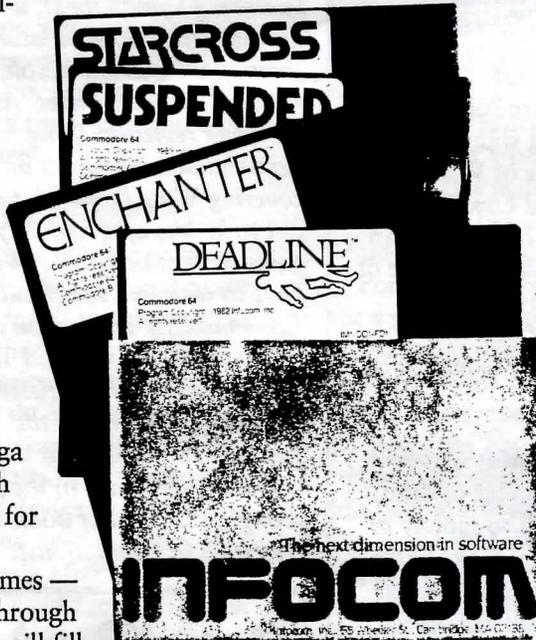
One of two hot rumors about Infocom's long out of print all-text games turned out to be true: Mediagenic is releasing a compilation of the classic quests for Christmas. The collection will be available for MSDOS, Amiga and Macintosh and will retail for \$79.95.

Twenty games — from *Zork I* through *Zork Zero* — will fill ten high density 5.25 disks. In addition, you'll get hint books and maps for the games. Only games written in-house will be in the package (which means Mediagenic won't have to pay any royalties), so *Hitchhiker's Guide* and *Arthur* will likely remain out of print.

Leather Goddesses too?

That's not all: *Leather Goddesses of Phobos II*, written by Steve Meretzky, will be bundled with a new sound board that provides four-voice music and speech. Mediagenic says future games will support

their Lifesize Sound Enhancer, which attaches



to the IBM parallel port and won't be sold separately. *Leather Goddesses II* will feature more than an hour of digitized speech, plus animated graphics and special effects. Look for it in January.

Spellcasting 201

Steve Meretzky's latest wacko adventure is in the stores. And our own wacko Russ Ceccola will cover it in the next issue.

Beamish me up

Willy Beamish, released in October, went off with a bang: 40,000 advance orders. Advance sales were

so good, Dynamix started work on a sequel *before* shipping the first game!

Their spring sequel to *Heart of China* will probably put Jake Masters in the heart of darkest Africa. It will likely be a bit tougher.

Vanishing breeds

All IIGS as well as Apple II conversions are dead in the water at Sierra, which will continue to do Amiga conversions. Origin, though, won't even be doing Amiga versions of *Ultima VI*, *Savage Empire* or *Martian Dreams*.

SSI conversions

At least the C-64 crowd can breathe easy awhile longer. A C-64 *Gateway to the Savage Frontier* was set for an October release, shortly after Amiga versions of *Death Knights* and *Gateway*.

The Mac version of *Secret of the Silver Blades* arrived in mid-September. SSI says overall sales of *Blades* topped 100,000.

If you're not one of those 100,000 people, you may be interested in the "Collector's Edition," which has *Pool of Radiance*, *Azure Bonds* and *Silver Blades* for MSDOS and C-64. The set is going for \$59.95 retail.

Case closed?

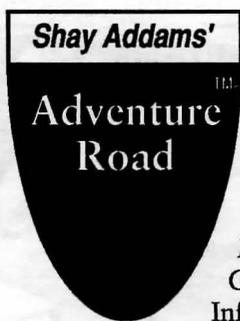
Not likely. But *Police Quest* author Jim Walls will pause between *III* (released last month) and *IV* to do another spy game in the *Codename: Iceman* series. The VGA version of *Police Quest I*, as well as of *Quest for Glory I*, is on the way, and the revised *Space Quest I* is already out.

On the move...

John Cutter, who recently left New World, turned up at Dynamix to head their new role-playing game division. Dynamix also has a new sports division, but neither of the new divisions will release games this year.

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Seven years ago I was in New York interviewing Douglas Adams. He had just written *Hitchhiker's Guide* for

Infocom, which I

then reviewed for the premier issue of *QB* in November, 1984. Unless this is your first issue, you have probably noticed lots of changes since then, and even a few since June.

It's appropriate that on our seventh anniversary — as a birthday present to the people who read *QB* each month — we're introducing a fistful of new typefaces that will make it easier to read and give the journal a more distinct look and feel.

We've also upgraded the walk-through department: the new goal is to offer a solution for at least one of the games reviewed in the previous month's issue. Next month look for *Martian Memorandum* or *Larry V*.

The Late Report: as projected last month, some of the most eagerly anticipated quests remain eagerly anticipated. Such as...

Ultima VII: The Black Gate

Let's see now. This one was originally set for September, and then we heard October. Now Origin says maybe November, though it had still not gone into beta by mid-October.

Indiana Jones & the Temple of the Aztec

LucasArts says *Indiana Jones & the Temple of the Aztec* has slipped to January due to changes in the sound and music. *Monkey Island II*, however, should ship by the last week of November.

Body count: No word from Mindcraft about the executions, that were promised if *Magic Candle II* didn't ship by October 15. Latest date is late November.

Corporation: the RPG

It sounds like a strategy game, but this new Virgin Games title is really science fiction role-playing with an *Eye of the Beholder* presentation. Also new from Virgin are *Conan the Cimmerian* and *Vengeance of Excalibur*.

Shadow Sorcerer

This one turned out to be a surprise: it's more of a puzzle-solving game than a hack and slash, set in the Dragonlance world with weird hexes and oddly-shaped rooms.

Official Excuse Dept: "What happened to Leisure Suit Larry IV?" Stephen King wanted to know in his review of *V. Sierra* says that author Al Lowe, when being interviewed by a European magazine right after the release of *III*, decided on the spot that "...there will never be a Larry IV." So there won't: "...unless he changes his mind."

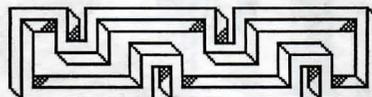
Sound board update: maybe this should be a regular column, things are changing so rapidly in the field. Anyway, it looks like a new Roland board is on the way with a DAC for digitized speech. And some games, notably *Sierra's*, will continue to support the original Roland and a separate DAC (like Disney's *Sound Source*) in conjunction. Origin also plans to continue support for the Roland.

So if you don't already have a sound board, get either a Roland and *Sound Source*, or the current *Sound Blaster* (prices are falling on both). If anticipating playing the new generation of multimedia games next year, the new Roland (\$995!) or the *Sound Blaster Pro* is recommended.

Bane to be Wild

Sir-tech has a 98-page "compendium" on *Bane of the Cosmic Forge*. The \$12.95 book includes maps, a walkthrough, and detailed lists of all items and monsters.

The Mail Maze



Dear QuestBusters:
Why do you cover *Wing Commander* and sell *Railroad Tycoon* books, but not games like *F-19*? Where is the consistency?
Richard Gonnello

Consistency is for pudding — but seriously, this month we're launching Simulations!, which is devoted solely to simulators and simulations and will resolve any editorial inconsistencies. Anyway, we never reviewed Wing Commander and won't be covering Wing II, which turned out to be less of a role-playing game than anticipated. (We'll have to wait and see about Strike Commander.) The reason we've been selling the Railroad Tycoon book is because it's written by our editor, who needs the royalties to supplement the lowly wages he gets here! In the future, though, this kind of book will be restricted to Simulations!.



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Leisure Suit Larry V: "Passionate Patti does a little undercover work"

he's back! And he's your worst nightmare! Is it Sylvester Stallone? Could it be Freddie Krueger? Dan Quayle?? Nope. It's just lovable old Larry Laffer. The man with the first and middle names that sound so much alike.

Many of you are probably saying to yourselves "Leisure Suit Larry V? Where was I when the fourth one came out??" Perhaps, like me, you were romping through space and time with Roger Wilco. Maybe we got caught in a time warp and missed it completely.

The "Lost Disks"

At first I thought that perhaps the recently re-released *Land of the Lounge Lizards* in enhanced VGA was classified as *Larry IV*. But since the missing game is referred to several times during this adventure as "Leisure Suit Larry IV: The Lost Disks," it is probably just a plot device to get our erstwhile friend up to his neck in trouble again after the, uh...climax...of *Larry III*. Then again, maybe we'll be seeing more of Larry real soon.

Type: Animated Adventure
System: MSDOS (640K, 286 or faster & hard disk required; joystick or mouse recommended; EGA & VGA in different boxes; Ad Lib, Sound Blaster, Tandy, Thunderboard, Pro Audio, PS/1)
Planned conversions: CD, Amiga

Turn-about is fair play

Going from "In Search Of The Pulsating Pectorals" to "A Little Undercover Work" is a lot like watching the old serials from the Thirties and Forties. Remember the cliffhangers where the hero would always be left in a seemingly hopeless situation at the end of an episode? The problem is that the circumstances really were

hopeless. So at the beginning of the next episode, the predicament would be changed to allow the continued survival of the star.

Larry V begins with our Polyester Prodigy in a situation that didn't exist at the end of the last game. Even Larry is a little befuddled as to how he got where he is now — chief video tape rewinder (now where have I heard that before?? Hmm?), and general gofer of Porn Prod Inc. Does this make him feel any Les Manley? Not at all.

Porn Prod is actually a front for a group of yuppie mobsters, and it seems that Mr. Bigg is worried. While his profits in the drug arena are soaring, interest in pornography has declined almost to the point of non-profitability. His people at Porn Prod are trying to offset this trend by starting a new television show called "America's Sexiest Home Videos."

Of course, they want the sexiest woman alive to host the show. Someone so oversexed that she'll even be attracted to the most bumblingly incompetent excuse for masculinity on the face of the earth. Enter Larry Laffer, and one of the game's two plots.

Patti Cake, Patti Cake

So what happened to Passionate Patti? Well, Larry hasn't forgotten her. She plays a starring roll in all of his dreams, as a matter of fact. But in "reality," Patti isn't having any more luck than Larry.

Her story begins at a dumpy piano lounge, where her command performances are not appreciated by the all-male audi-

ence who are more accustomed to seeing performers sport fewer articles of clothing. Oddly enough, her boss also seems to be a shill for Mr. Bigg.

It seems that the FBI has had an eye on Patti (who hasn't). Even as she is being fired, she is

approached by inspector Desmond and given the chance to become a top secret agent. With her help,



they hope to topple Mr. Bigg's organization. So Patti's new job gives her an opportunity to get revenge. This is the second plot. You begin the game as Larry and switch to Patti in "dream sequences" throughout the game.

Chocolate, caramel & GUI Icons

Larry V is the latest in the series of Sierra's new Graphical Icon adventures. Gone is the old parser from days of yore. The only typing necessary is when you want to name a game to save.

Does this mean people with only a keyboard are left out? No. They need only press the ESCape key to get a menu of graphical options. You can then use the arrow keys to select the necessary icon to and place it where you like on the screen.

Mouse and joystick owners may simply move the pointer to the top of the screen, or press one of the buttons to cycle through most of the popular choices. To look more closely at something, simply select the eyeball icon and click it on what you'd like to see. If you want to talk to someone, choose the "word balloon" and

by Stephen King

Continued on next page

Larry V...from page 3

click it on the person. To manipulate something by hand, grab the hand icon and click on it.

This makes for a decidedly different type of adventure than what we're used to seeing from Sierra. Sometimes

it works well, sometimes not. But it takes a lot of extra imagination to devise scenes that lend themselves to the new interface. I'm sorry to say that in this game they didn't

quite demonstrate the knack of making it interesting and visually impressive at the same time. Perhaps they should take a closer look at LucasArts' *The Secret of Monkey Island* and *Indiana Jones and the Last Crusade*.



A Night At The Movies

The drive in this latest generation of adventures is to make them as much like movies as possible. The lure is easy to understand. Graphics and sound in computer software are advancing faster than ever to meet consumer demand. Movies have always been popular. So popular that the most obscure movies usually make far more money than the most popular software titles.

The problem is that computer games are not movies. If gamers wanted movies, they'd probably pay their seven bucks and go to one. Eventually, adventurers may decide this is what they want, but I don't think we've gotten to that point yet. Perhaps these early, faltering steps are necessary to get where we're eventually going to end up. To sum it up even I — an admitted graphics and sound freak — found *Larry V* a bit on the lightweight side in terms of puzzles and all-around adventuring.

Then again, the graphics and sound are way beyond state of the art. Larry

and his surroundings are drawn in VGA 256-color cartoon style that surpasses the visuals of just about any other adventure of this type except for the digitized realism of a very few like Sierra's own *King's Quest V*.

Sound Blasting digital effects

The stereo music and sound effects are just this side of astounding when compared to most contemporary games. Composer Craig Safan, who did the music for *Cheers*, *Nightmare on Elm*

Street IV and other TV shows and films, wrote 150 different songs that play at appropriate times. If you're the impatient type, you can play them all on Larry's ghetto blaster.

The most recent turn of sonic events is the extensive use of digitally recorded sound effects. *Larry* is not lacking in these, with everything from blood-curdling screams to a battery of incomprehensible noises on the airport PA system (the latter sounds surprisingly like the clerk at my local McDonalds).

All popular sound board types are supported. The top end is a combination of a Roland and the Sound Blaster. Roland can't be beat for musical and sound effects, but without a DAC for digital voices it is lacking in the special effects department.

As top quality synthesizers, the Roland boards are capable of some incredible explosions and laser blasts. But the digital audio channel of the Sound Blaster makes it my own choice when I have to decide between great music and spectacular effects. Very few companies are supporting these in combination. Sierra has done so in their last four games, and the results speak for themselves.

If you are one of the many who can't afford this high end combination

"Music and sound effects are just this side of astounding."

HARD DISK SPACE: THE FINAL FRONTIER?

At the same time game developers fight for shelf space in stores, they are battling even more fiercely for space on your hard disk.

And the winner is...

...definitely not you, if you're forced to decide which of your favorite games to delete before you can install a new one: recent and upcoming releases are grabbing up to 20 megabytes of hard disk space.

Anyone using a computer for applications as well as gaming will have some really hard choices: a 40-meg hard disk is average for IBM users, few of whom will delete their word processors and databases so they can explore the latest Britannia.

Rather than speculate wildly or consult Don Pedro, my spiritual guide, I actually did some research for this article. This will help you determine how much disk space you'll need to play the Christmas releases — and whether or not to ask Santa to toss a new hard disk, maybe even a CD drive, in the sleigh this year.

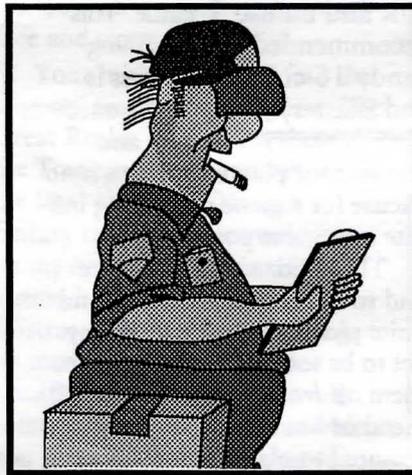
The MegaMonsters

Ultima VII will demand 12-14 megs, *Ultima Underground* perhaps 8-12, and *Strike Commander* will order you to clear 14-16 megs before it can land on your hard disk. (With the speech pack, *Wing Commander II* takes up 21 megs!)

Sierra's new animated adventures average 7-8 megabytes. *Larry V*, at 9.5 megs, is bigger than the 9-meg *King's Quest V*. *Police Quest III* will put the cuffs on 5-6 megs of your hard disk, while *Space Quest IV* and the upcoming *Conquests of the Longbow* both ask for 6 megs. From LucasArts, *Indiana Jones and the Fate of Atlantis* will take about 8 megs.

Lean & Clean

Several RPGs remain reasonable: *Might & Magic III* takes up a mere 4.5 megs, and Interplay's *Star Trek* and *Lord of the Rings II* are estimated to weigh out at five. *Crusaders of the Dark Savant*, sequel to *Bane of the Cosmic Forge*, will claim up to 4 megs, maybe more.



You da guy ordered the million-meg hard disk?

SSI's *Eye of the Beholder II*, *Buck Rogers II* and other *A D & D* games will probably fall into the same range. If counting on playing these, you probably won't have to worry about disk space.

More megs required!

If you use your computer solely for games, you can probably get by with 40-65 megs unless your favorite companies are Origin and Sierra. Plan to upgrade to at least a 100-meg hard disk soon if you play two new games a month and also use your computer for applications. And if you're getting a new system or upgrading to a new hard disk anyway, you may as well get at least 100 megs just to be safe.

by Shay Addams

Not a Nintendo!?

For playing classics that you missed along the way, games such as *Faery Tale Adventure*, consider a Sega or Nintendo. Not only can you avoid using up your hard disk, but you can also hook videogame units to a big screen TV for the ultimate in gaming: picture *Ultima IV* on a 35" screen. (And the Sega might keep the kids away from the computer long enough for you to finally finish *Cosmic Forge*!)

The CD Solution

Sooner or later you'll have to get a CD drive. But when? It's still a Mexican stand-off: consumers don't want to buy CD drives until enough games are available for them, and developers don't want to do the games until enough people like you have the drives.

The key question in deciding whether to buy a CD drive now is whether you can wait six months to play new releases instead of conversions. No developer expects to release new games in CD format until next spring. With the average CD game selling a mere 2,000-5,000 units, can you blame them?

Most are playing it safe by converting their hits. SSI may put some of their older games, most likely the *A D & D* stuff, on CD soon. Interplay already has *Battlechess* on CD, and LucasArts is doing *Loom* with voices for all characters, plus *Indy's Last Crusade* and *Monkey Island*. For IBM CD, Lucas will have those three and *Zak McKracken* out by spring.

Lucasfilm and Interplay are the major developers backing Commodore's CD-TV; other CD games referred to here are for IBM, though Sierra may develop for the color Mac next year.

Sierra leads the way in CD

Continued on next page

Are We There Yet?

by Alfred and Amanda Giovetti

This is a good game for those who think the puzzles in today's adventures are too easy. There are more puzzles than adventures here. In fact, your characters progress through the game and you can save your progress, but there are no attributes to improve or non-player characters with which to interact or fight. And there are no treasures or artifacts to find and use on your "quest."

There is composed of a map of the 50 states of the USA. Within each state are two amusement parks or tourist attractions. Each attraction has some type of animated jigsaw puzzle, anagram, crossword, word search, concatenation, crossitic, cryptogram, hangman, jumble, quotefall, and many others (23 types in all).

"What does 'there' look like, daddy?"

You take the role of the Mallard family, who has won an all-expense paid tour of America's family-fun capitals, including admission fees, gourmet food and four-star lodging. While it's fun, this vacation will be a never-ending trip for the Mallards unless they can solve all 100 puzzles in all 50 states, and then figure out a major puzzle at the end. The final puzzle is solved with clues gained from the souvenirs they pick up along the trip.

"Keep quiet and play those games I got you!"

These puzzles are described as being "of such twisted intricacy and savage cunning that your brains may detonate from the effort." Needless to say the puzzles are quite hard. They're

from the group that produced *Fool's Errand* and *Puzzle Gallery*. It's more like *Puzzle Gallery* than *Fool's Errand*, but the heritage of both is evident.

You can save your game to one save game file, which you must rename with DOS if you wish to have more than one save game. This renaming process is both unnecessary and

shows poor planning. There is no excuse for a game not having infinite save game positions.

The digitized musical score and sound effects are varied and quite pleasing to the ear. If they get to be too much, you can turn them off from the pull-down menu or hot keys. A mouse is required to play with any amount of ease, though hot keys can be used for many functions. The keyboard is too awkward. Graphics and animation are smooth, colorful and pleasing, and this is a quality professional production in all aspects.

"Let's stop here and look at the map?"

The game should appeal to those who like to solve puzzles. It is mostly a puzzle game with very little adventure. If you are looking for an animated adventure, graphic adventure or a computer role playing game, *There* is not it. If you like word puzzles and puzzles of every type, *There* is for you. "Are we there yet?" — "No! And if you ask me again, I'll ..."

Difficulty: Expert
Protection: in manual
Company: Electronic Arts
List price: \$50
QuestBusters price: \$32

Hard disks...from page 5

conversions. They'll have a half-dozen adventures on the shelves by Christmas, including *King's Quest V* with full voices and more new features. Rumors are that multi-media game *King's Quest VI* may be a CD-only, but that and Roberta Williams' "gothic horror" story are at least a year away. Even Sierra still won't recommend a particular drive, saying the standards are evolving at a rapid clip.

Origin has licensed *Ultima VI* and *Wing Commander* to Software Toolworks for bundling with CD drives this Christmas, something to keep in mind when scouting for hardware. And Origin will release CD versions of *Ultima VII* and *Wing Commander II* by spring. They'll have more speech and graphics, and the *Secret Missions* scenarios will be on the *WCII* CD. By next fall, Origin expects to release new titles simultaneously on CD and 3.5 disks, perhaps dropping 5.25 disks altogether.

What to do

Unless you missed some hits of the past year — "contemporary classics," we like to call them — or use a CD drive for other purposes, hold off till at least spring when prices drop and more games are bundled with the hardware. (We just got one for the Mac here, for instance, but only to access new typefaces and clip art faster and cheaper — and to play Lyle Lovett albums while writing and editing reviews.)

Shop carefully if you choose to get one now. You want at least 300 ms access time. Hitachi is touted as the best right now, but so is Sony and Phillips (who also makes a damn good screwdriver).

Definitely plan to get a CD drive for your PC by fall, when more games will be out on those silvery discs.

Three all-text adventures for IBM

Text games have become the domain of amateur game designers with stories to tell and places for the reminiscent among us to visit. Here are three fine quests for the IBM. Playing them took me back a number of years — and I got so wrapped up in them, I had trouble finding time to write the reviews.

Skyland's Star

Easily my favorite of the trio, *Star* doesn't have the best interface and lacks fancy graphics. But it more than compensates with challenging puzzles, many locations and very well-written prose.

Star sends you into the future to find an energy source needed to replace the fossil fuels that were depleted from the Earth. Time is crucial: you have only ten game hours to find the solution to the problems and return to the time portal. Each move takes a minute off the clock.

The solution revolves around the star of the game's title. It sits high on a pedestal in the center of the town. There is a lot to do before you can take the star back in time, and many places to visit.

I thoroughly enjoyed *Star*, but a few things were missing. It doesn't separate exits and objects from the main text, doesn't notify you when your score goes up, doesn't accept certain abbreviations, and makes you type in the full word to refer to objects.

On the positive side, locations are very easy to map, text is sufficiently descriptive, and puzzles are fair but not too simple. If the interface were improved a bit, I would greatly anticipate another game from Castle.

For prices write:
Castle Software
101 N. Crescent Heights Blvd.
Los Angeles, CA 90048

The Treasury of Zan

Zan goes beyond the basic text game by adding graphics and many quester-friendly features. With a beginning reminiscent of *Hitchhiker's Guide*, references to Infocom elements (like the 'flat-head' screwdriver) and a quest for ten golden nuggets, it feels like *Zork I* with a more modern interface and story.

Your initial goal is to find the nuggets, scattered throughout The Great Realm, and return them to the Treasury. Then you can tackle the final challenge. Though a fantasy setting is more welcome on my computer than a realistic setting in the future, I was still frustrated to the point of giving up many times. This was due to insufficient description of some rooms and objects, without which you don't really have a chance to solve the puzzles. It even throws you a whammy at the start, as you try to escape the Barren Desert before dying of thirst.

Despite the poor descriptions, *Zan* has an excellent interface that helps you work through your confusion. You can play it as text-only, or with pictures of each location taking up half the screen. Graphics are average, but add that extra touch for those who need some kind of 'visual aid.'

It supports the keypad and function keys, allows abbreviations and multiple sentences and most importantly, has the "oops" and "undo" commands. A large and challenging game, *Zan* is fun despite the occasional frustration.

For prices write:
R & R Software
P. O. Box 494
Hoquiam, WA 98550

by Russ Ceccola

T-Zero

A shareware game, *T-Zero: An Adventure for the Time Being* has the most complete text-only interface you could possibly want. The object is to find six round objects and take them to future time zones.

Time travel is a popular theme in pop culture these days, and *T-Zero* is chock full of puzzles and other nods to this trend. Where *Timequest* left you guessing where to go next, *T-Zero* eases you into the time travel elements.

Not only does the very nice game system support standard functions and abbreviations, but it also adds a lot of other commands to make playing that much easier. If you don't like the colors of the text, status line, and highlights on the screen, for instance, you can choose another set of colors (up to four).

T-Zero also lets you double the number of lines on the screen and define your own movement and function keys, and the parser is fairly intelligent. You can retrieve the last ten commands with the arrow keys and send all text to a printer or file, so tracing your steps couldn't be easier.

The only complaints I have are that the available exits aren't always revealed in the room description and that it came in ZIP file format (not a big problem — just a little annoying). With a "hint" command and visionary commands like "imagine" (object) available to registered users, *T-Zero* is a complete text game system that I hope to see used to create more games soon.

For prices write:
Dennis Cunningham
No. 405
25-6 NW 23rd Place
Portland, OR 97210-3534

Martian Memorandum: Tex

"....there are scads of references to leather, lace, and shopping sprees at Victoria's Secret..."

a Howard Hughes-like character is Tex Murphy's client in the second interactive mystery starring that jaded private eye of the 21st Century. Your assignment: find Alexis Alexander, the missing daughter of industrial magnate Marshall Alexander.

Her father is head of Terraform, a megacorporation that is busily transforming the surface of Mars to make it more hospitable for colonists. Mining operations are already underway on the red planet.

Alexander also asks you to recover a mysterious "something else" that was stolen from him, insisting you avoid letting anyone else know about it. This ties into the real plot, which is reminiscent of events in the film *Total Recall*. Your search for Alexis leads you all over San Francisco, to Central America and naturally, on to Mars. The post-nuclear holocaust setting is the basis for numerous twisted gags along the way.



Alexis Marshall, in living VGA

Puzzles are no pushover

Clues to the balanced mix of puzzles are subtly dropped in different locations, not just at the site of the puzzle. There are no alternative puzzles or scenes, as in *Heart of China*. They're harder than in that game, though, and there are more of them to unravel.

Access dumped most of the action and time-related "puzzles" seen in *Countdown* and *Mean Streets*, which is an improvement, and practically all of these problems are based on object manipulation and character interaction.

There's a lot of looking at things, moving them to find objects, then using the objects. The camera in your office, for instance, may be used on the tripod, in which case it is automatically removed from your inventory and placed atop the tripod. Then you

can take pictures (if you've found the film and lens) to acquire a valuable photograph.

Character interaction is handled by choosing one of several things to say to a person. The responses appear in windows neatly superimposed over the picture, while correspondingly numbered buttons replace the standard icons in the menu bar.

You may also "offer" or "ask about" while talking. But you must win over most people before they'll answer questions. Alexander's secretary, for instance, must be seduced.

Speaking of seduced, there are scads of references to leather, lace, shopping sprees at Victoria's Secret and the like. The actual sex scenes are treated tastefully; it's the prose that gets near salacious at times.

The online help feature can destroy the potential for fun — even if you do no more than pull down the menu and read the list of objects, places and people. The problem is that it lists things whose existence you may not have yet found, depriving you of the sense of discovery so crucial to a satisfying adventure. Before consulting the help feature, be sure to move and look at everything in the room.

Digitized adventure

The game system from *Mean Streets* and *Countdown* has been significantly refined, and the digitized videos and voices are more smoothly incorporated into the story.

Digitized videos of characters are displayed in windows, from which they speak very realistically even if you have no sound board. The person's head and shoulders appear in a small window and move as they speak. Some people will wave their hands about and shake their heads dramatically.

The pictures aren't as impressive as the screen shots on the box (maybe

Murphy on the red planet

with super VGA they're smoother and finer than ordinary VGA?). But the person's expression and attitude are convincingly conveyed with appealing animation.

In a flashback, several seconds of digitized video vividly show Alexis' kidnapping. The conclusion uses 10-20 seconds of digitized video, but it doesn't live up to the expectations promised on the box.

The simple full-screen pictures are computer art, not digitized photos or paintings. And the same picture of a mansion is recycled to illustrate the homes of several individuals. Your animated character is far less effectively illustrated than in Sierra and Accolade games. Access, in everything but voices, is behind the rest of the pack in making interactive movies.

The Battle of the Boards

The actual voices are amazing, for you hear distinctive speech patterns, inflections, meaningful tones of voice. And the personalities are not static: they may change their attitude toward you as the game progresses, presenting fresh facial expressions and a new tone of voice. (At least this happened with the secretary after our "interlude.")

All the voices sound very good through the Sound Blaster, a bit scratchy with an Ad Lib. They are better with Realsound, which pipes them through the IBM speaker, than with Ad Lib (but without a volume control for the IBM speaker, I couldn't hear the voices as well).

Music and sound effects can be played through a combination of boards: you can use the Roland for music and sounds (which is a cut above the other versions) and any of the others for voices.

Belly up to the menu bar

All actions are handled from the menu bar's selections: look, move, use, get, talk, goto, travel. It's better than typing, but the bar's constant presence detracts from the feel of interactive cinema by reminding you that you're sitting at a computer, not in the front row of a theatre.

As in *Countdown*, you still cannot "look" at something after picking it up. And unless it's possible to "use" it on something in the room, you can't drop an item and then look at it. (This drawback, however, was addressed by designing the puzzles so you can't miss vital clues if you get something before looking at it.)

You rarely have to walk between locations. A travel option lets you pick a destination from a menu. As you discover new leads and suspects, more locations become available (your secretary transmits the addresses to you via a portable Comlink, as well as sending you information on some of them and other things). A few places are connected to other locations, such as the hotel's lobby to the restaurant and gift shop.

There is no "auto-walk" ability as



Menu bar detracts from the atmosphere

Type: Interactive Movie
System: MSDOS (640K, VGA or MCGA & hard disk required; 10 Mhz & mouse recommended, joystick optional; Ad Lib, Sound Blaster, Tandy, RealSound, IBM SpeakerBoard)
Planned conversions: None

in the latest Sierra and Accolade games, so Tex occasionally requires extra attention when moving across a room. Most of the time, though, he won't have to move, thanks to the "goto" command and the fact that many objects he must pick up are nearby.

WALKTHRU: Gateway to the Savage Frontier

by C. F. Shaffer

Create one character who is very fast and can, without armor, move a dozen squares on a single turn. He'll prove extremely useful in the final maze.

All towns are 16 x 16 squares, and the northwest corner is 0, 0. A location referred to as 3, 8 will be eight squares south and three squares east. (This does not apply to the final battle after leaving Ascore.) Throughout the solution are references to Journal Entries included with the game; Journal Entry is abbreviated as JE here. You can bring an onscreen map at any time by pressing A, which will clarify the instructions in this solution. Be sure and save alternately on two letters: A, B; C, D etc., as it's vital to save often.

Amazing combat tip!

When your character is ready, hit the space bar and then Quick; while he is reacting, hit the space bar, then quick, and repeat. As many as 35 to 50 arrows have been shot in one sequence. This also works with a fighter who has to hit more than once, or when he is next to two or three characters.

Yartar

Shortly after starting you will meet an NPC named Krevish, at 2, 12. Help him, and he will assist you throughout the quest. He will lead you into your first adventure (JE 21, 24 and 25). Accept the assignment.

Nesme

See the map on page 21 and 22 of your Adventurer's Journal to find Nesme. You will need a boat. You will arrive at 3, 12. Go to 3, 14 to learn JE 27, then visit 2, 9 and learn JE 18. For the assignment, go to 10, 7, enter the Banish Pests Shop and use a secret door on the north side.

At 7, 1 you will meet the Bane

Priest, the object of this quest. You can obtain a Ring of Protection +1 here, as well as JE 31, which will direct you on your next step. Take all goods and check for Magical Items by using Detect. (Use this whenever a Mage or Commander is killed. Otherwise you have to use ID, which costs 200 gold.) Magic Weapons are almost always at the end of a Take list. In the southeast corner of the city you can kill Trolls and get 100 gold each. The money is collected at Town Hall, located at 12, 4. You will receive JE 14 at the City Hall.

Silvery Moon

Follow the directions in JE 31 to find Silvery Moon. Magical weapons are at 2, 14. Enter the Vault of the Sages, or Library, at 8, 13. You will hear of Amanitas and learn of the concern for him. See JE 16. Go to 4, 5 to learn JE 20.

Search the city and go to the Bane temple at 14, 14. Let the Priest Broadhand believe you are a Banite, and he will tell you JE 33. Only entered after the Festival begins. Go to the northwest sector and enter the secret door at 2, 0. By going to 7, 1 you will encounter Erik; see JE 28. He will direct you to Everlund and join the party.

Everlund

Find Amantias at 5, 13 in Everlund. He will advise you from now on; see JE 29. On the way you should obtain a +1 Chain Mail and a +1 Mace (these may be randomized).

Amantias will also give you the Ring of Reversal and advise that you can get advice from him in his home at Secomber. But first he tells you of a Kraken Base in Yartar, your next quest.

Yartar

Go back to Yartar. After resting go to 8, 15 to find the Kraken Base, depicted on the map in JE 20. Go to the northeast room and get the +1 Dagger at 7, 7. At 10,

4 you can get a +2 Longsword as well as a +1 Shield (the weapons again may be randomized). You will have an encounter in the Big Aquarium. Use hand weapons.

Secomber and Port Llast

In Secomber you are advised to go to Luskan. Head for Luskan, which you can do on land. Pass through Neverwinter but stop in Port Llast. See the Harbormaster at 11, 10 and read JE 13.

Enter the Gallant Prince; the code word is at 10, 12. To cut down on encounters, go directly east and give code word "KUS" to the door, then enter and go to the north room and get JE 23 at 0, 11. If necessary rest at the Inn before going on to Luskan.

Luskan

You enter Luskan at 16, 11. At the court you can get a Mace +1. At 9, 12 you can obtain The Wand of Ice Storms. At 5, 12 you can get a +1 Composite Long Bow. At 3, 13 in the Manor you can obtain the Sword of Iceworld Dale. The Castle is just northwest of the Manor.

Before entering the Castle, rest and stock up on arrows. The castle entrance is at 9, 11. Go north and west to 7, 8, then to 5, 7. Go around the circle until you reach 7, 13, where you will be advised that the path goes upward. Disregard this and go east to the small room at 8, 12. Bash the door and enter this room. Go south, then west to 6, 15 and as you enter a small room, the doors will lock.

Search for a trapdoor, and you will be at 1, 4 on the map in JE 19. Go to 3, 1 and release Brinshaar, who tells of JE 30. Do not accept him as an NPC: he will betray you. The area of the castle where the Statue is located is not shown on this map; it's in a northeast section. Work your way east to the northeast door shown on the JE 19 map; it will be at 9, 1. From here go east, south, east, then all the way south in the long

QuestBusters

corridor to 13, 10 and through the door. Move south, then east to 15, 15 and go north to 14, 0, where you will recover the Statue. Returning you will find a one-way door west at 12, 5. Go back to the entrance and out. Return to Secomber and you'll learn the next Statue is in the Purple Rocks.

Purple Rocks

Go back to Luskan, stopping at 6, 25 in Neverwinter to find a Craftsman who can make a magic sword out of a Meteorite. Then at Luskan's gate you'll get information on the ships, which leave from 0, 3. Go past the Castle just north of the town entrance. Enter, win a battle and get a +1 Mace. Then set sail for Turen.

At Turen you land at 0, 3. Go north to the gate, through the gate and almost due west until you find a doorway at 4, 6. Enter and work your way northwest to the Meteorite at 1, 1. Later this can be taken back to Neverwinter to be made into a +3 Sword.

Take a ship from Turen to Gundarlun, and you will find everyone upset because the Princess is missing. Rather than searching the Island, go to the King's Residence at 10, 0, leave and go west to 7, 2, where you will find the Princess. Return her to the King, who will give you a +1 Shield. The Princess will become a new NPC. The King tells you JE 55.

You board a ship for Turen, but the ship is sunk by a large Kraken. When you float ashore on the Isle of Utheraal, enter the large home at 12, 14 to learn JE 40. Make your way north to attack the north Fortress, and you will discover a small boat at 9, 7. This will take you to Trisk. Arriving at 9, 7 on Trisk, you hide the boat. Go directly west, moving up and down the large spurs, until you reach 4, 6, which

is the entrance to the Kraken Fortress. Go to 1,8, then southwest and south to 0, 13 where you will find the Pearl. After a battle, collect it and go back to the boat. After a few days you will land in Neverwinter. Take the Meteorite to 6,15 for a good sword. The NPC leaves you at the boat. Kill the Monsters in the gardens, otherwise you cannot get the +3 sword.

Return to Secomber, then go on to LLorkh. On the way to Llorckh you must pass through Loudwater, where a sizeable group of Zhentarim guards will stop you. After the battle, heal at the Inn at 1, 8. The Deserter will betray you if you allow him to join.

At LLorkh you will enter an Inn at 3, 10. When you attempt to leave, you will slide down to an underground arena. Go north into the Arena and learn JE 37. After three battles you will be forced into a cell at 12, 4. Aid your next-door cellmate to get the keys and escape. He tells of a secret door in the north at 7, 0. Go there and use the door going west, then go south, west and north to 3, 1. After a fight you will recover the Statue, a +1 Chainmail, +1 Broadsword, +1 Light Crossbow and some +1 bolts. You recover all the statues and, by going west, you will be back in the center of LLorkh. Rent a boat and return to Secomber. See Amanatis, and he says to go to the Star Mounts.

Star Mounts

If you go by boat, you will encounter an Aarakocka being attacked by large snakes and two Shambing Mounds at the base of the Star Mounts. Save them, see JE 50, and answer yes. You will be flown to the maze on top of the Mountain. You arrive at 15, 2 in the maze. Do not go into any

room not described here, or you will be engaged in battles with Dragons and many other Monsters. Go northwest to a door at 9, 0, where you encounter an illusion of Ceptienne. Record message as JE 54.

Ceptienne

Go west to 6, 0, southwest to 4, 3, east through a secret door to 9, 3, south through two doors, east through the next door at 9,6. After the battle, go north to 10, 4 east through a door and south through a door at 12, 6, then west through large hall to the center hall. Go south in this hall, through a door at 7, 10, directly west to 6, 11, through a door north, west through a door at 6, 9, south to 5, 10, west through a door, then north and west to the final battle. Kill Ceptienne and get the Statue, along with a Wand of Defoliation, +1 Dagger, Magic Bracers and a Necklace of Missiles. Return to 15, 2 and the birds will return you down the Mountain.

Ascore & the Maze

Obtain all the Magic Arrows and Stinking Cloud Spells you can muster, and at least three Fireballs and Haste Spells. Outfit all characters with Combination Bows. Then go back to Secomber, and on to Ascore via Silvery Moon to get Magic Arrows. The order of the battles in the maze are randomized, and you cannot save the game while in the maze.

The goal of the final maze is to defeat three groups of monsters, and slay Val. Against the Goblins, use arrows from a distance. Then use the Aim command and move the cursor around to find the exit on the

continued on page 14

Keys to the Kingdoms™

Might & Magic III

For extra money and gear when rolling characters, go to Fountainhead Inn with pre-rolled party. Transfer equipment from them to one of your characters, then remove the character from the party back into the roster at the Inn: all her equipment will be restored. You can take it as many times as you want and sell it for extra gold. South of town at A1; 12, 7 is a Goblin generator. Search and destroy it for 1,500 experience each, powerful weapons and magic items.

Laura Randolph

To duplicate any item, give it to character A, check into Inn, remove A from party. Check out and save. Return to Inn, add A, have him give item to B, then remove A *without* checking out. (Any items transferred to A at this point will be lost. Now exit the Inn, save and return to Inn and add A. A & B will have the item.

Dan Donahue

Have everyone learn Swimming from the idol in dungeon below Fountainhead, so the party can leave this island. The entire party should also learn Mountaineering. Use wells frequently, but be advised that some wells transport the party to islands (specifically the well at A4; 5, 4, which sends you to E4; 5, 11). Visit wagon east of Fountainhead to get reading on party members and to get the Wizard's Eye spell for a day. Sail for Swamp Town from B3; 3, 7.

Several spells may be found in dungeon below Baywatch by inspecting all skeletons. A Knight and Cleric can be freed at end of

tunnel. Prior to entering Cyclops Dungeon northeast of Fountainhead, use fountain to boost Strength. Set Lloyd's Beacon before final confrontation with Cyclops King. Return after drinking at fountain and healing. Some pools in dungeons have treasure, some kill, a few eradicate party members. Save before experimenting. Donate at all five temples in town.

With the town crystals, you can use these words to travel:

Destination	Password
Fountainhead	home
Baywatch	seadog
Wildibar	freeman
Swamp Town	doomed
Blistering Heights	redhot
Arena	Arena
desert: F1; 0, 12	air
cold lands: E4; 3, 3	earth
Fire Island	fire
swamp: E3; 7, 10	water

More passwords:

Slithering Cavern: epsilon.
 Castle Dragontooth: "20,000" for dungeon, "11" for chests
 Castle Whiteshield: Joabary for dungeon, smello for chests
 Castle Blood Reign: ogre, nortie
 Blink of Destruction dungeon: blink, eyes, tears
 To raise island in Piranha Bay: youth.
 To enter pyramids, get pass in shack on island south of Piranha Bay (you must have high Might).
 Number for Arachnoid Cavern: 20301
 Passwords for Witches Cave: icicle, echo, chain, tomorrow
 Passwords for Alpha Engine Sector: warp, sublevel
 Password for Central Control Sector: creators
 Word for Castles Blackwind and Greywind: ten, circle
 Passwords for 1/2 of initialization sequence for ship's computer:

645, 231. Field activation code in Cathedral of Carnage: JVC.
 Number for Dark Warrior's Keep: 314

Charles D. Jones

Martian Memorandum

Outside Pyramid: get the stone next to you and use it on the jar and logs. When the guard begins walking to the logs, make your way through the gate. Inside the Pyramid, hide behind the large refrigerator. Once a guard enters and leaves, quickly head to the right of the screen and grab the items on the table. Use the remote control to open the fridge, then enter it.

Martian Power Plant: after talking to manager, grab the card key from the labcoat pocket. Use it to enter restricted area. Inside, get the monkey wrench. Stand near the door and use the wrench on the magnet. When you're lifted to the upper platform, search the crate for more useful items.

Big Dick's Casino: the password is behind a wooden board in the nearby alley. Inside, head for the restroom. Pick up the blueprints from one of the toilets (they're needed to navigate through the air ducts later).

Make sure you've removed the screen in the restroom before visiting Big Dick's office. In the office, move the lamp above the portrait to open the secret passage. Avoid security measures by using the hoverboard and special glasses. To unlock the safe, make sure you have the card for the safe (on Big Dick's desk), the facial kit (from doctor's office) and the card you find near the casino exit.

Andrew Phang

QuestBusters

Pools of Darkness

It's possible for all party members to keep all items when travelling between the planes (pools). Upon entering Elminster's Realm, select the 'Train' option. Remove every character but one with the 'Remove character' option. Choose 'Begin Adventuring' to return to Elminster's option menu. Have the remaining character 'Store' his/her equipment with Elminster. Choose 'Move on' to enter whichever pool you happen to be at.

Upon reaching the alternate plane, immediately return to Elminster's Realm and select 'Train.' Choose 'Add character' and add everyone back to the party. Now you may use the cheat method to duplicate all the items back to the character who remained as the only member before she/he entered the pool. After completing this procedure, you can safely enter the alternate plane with all your gear from the Prime Material Plane!

To return to the Prime Material with all new items and your originals: upon reaching Elminster's, again remove all characters except the original one who previously entered the alternate plane (you may also want to 'Trade' any items he/she may have to other characters to hold until you reach the Prime Material, otherwise these items will be destroyed) and reequip the character with the items you had Elminster hold for you. Then return to the Prime Material with that one character. Again reenter the pool to return to Elminster's and re-add all characters into the party. You should have all your original items plus those from the other plane. **Note:** you must use this procedure each time before entering another alternate plane and upon returning to the Prime Material if you want to keep all

your items. **Warning:** Do not attempt to remove all your characters before entering another plane! The program checks for game flags for each characters; if there is not at least one original character in the party when moving between planes, the system will lock up.

Joe Talamantes

Leisure Suit Larry V

At the studio in the beginning: Get water from cooler. Examine engraved plastic (lower right). Go to workshop. Get blank videotapes. Use 8-track player (random selections). Open drawers (battery recharger). Use all three blank tapes on degausser. Use sterilizer. Go to file room. Open drawer (lower-right file). Get files from drawer. Examine all three files. Examine napkin, matchbook, business card. Get gold card from imprinter. Exit building. Examine statue. Go to limo.

Paul Shaffer

As Larry: in New York, get a quarter from donation tin. In Miami, examine vending machine for two quarters. In Atlantic City, play airport slots for a quarter. Use the quarters you find in each city on the airport phones. You'll find relevant limousine numbers by examining signs in airport terminals (near top of the screen). In Miami, also call Green Card merchants and pick up the Green Card from the trashcan outside the airport. In New York, pick up the blue pocketbook when you're riding in the limo; examine it for cash and credit cards.

As Patti: at K-RAP offices, use access code from the Dataman (from FBI offices) to enter. Inside, search the plant for desk key. Make copies of the Personal folder before replacing both the folder and desk key. In the K-

RAP recording studios, get the blank reel from the middle of the shelf. Keep pressing buttons until you record the "2-Live-2 Screw" conversation. To escape the studio, turn amplifier to maximum, move microphone and yell!

Andrew Phang

Timequest

End game: after solving all 10 crises and getting the key from the Academy, go to Ishtar Square in Baghdad 1361 BC. Enter Tower ("say east") and proceed to Tower Room. After entering, Room, "enter right platform." Then "wait" repeatedly till you hear someone stop and stumble on top step. "Enter left platform." You'll see Vettenmyer on floor and the case open. "Put key in keyhole" and, after he leaps up to shoot you, "enter right platform." Note the number you hear your other self shout.

When you exit right platform, Vettenmyer ties you to chair. "Wait" repeatedly till he asks for number. "Say (number from above)." He'll set Doomsday machine. "Wait" till he turns his back, then "step on remote control." The other you will materialize. "Step on remote control" again, and the other you will disable machine. As your other self warps out, "say (number from above). When Vettenmyer realizes you've succeeded, he takes you back to Academy. "Wait" till the old man is dead, then "take cloak."

Stephen Blythe

This month Laura Randolph and Stephen Blythe were randomly selected to receive the game of their choice for sending in Keys.

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

Larry V...from page 4

along with the mixer and amplifier necessary to make it work, take a close look at the Sound Blaster alone. Rumor has it that the prices will be coming down, and the music it provides is more than passable.

The game, boss, the game

Spectacle aside, how does *Larry* stack up? Well, it has the same Lowe humor we've all enjoyed in the previous installments. I especially liked Patti's encounter with the FBI in her opening sequence.

It pokes good-natured fun at American institutions and fads, starting with the executive board-type meeting of the mob at the beginning and moving on through the suggestive lyrics in the music of "2-Live-2-Screw," recorded in the K-RAP studios (a more appropriate name I've never come across). On the Raunch-O-Meter, it falls somewhere between "Looking For Love" and "Pulsating Pectorals."

Rumor had it that this was to be the game that really broke into the adult game market. It has the same adult themes as the prior set, but I didn't find it any more risqué — probably even less racy than the first and third installments.

The fat lady singeth

The bottom line though, is that is a very lightweight adventure. It seemed as though every five minutes of adventuring would reward the player with fifteen minutes of automated animation. (At least it offers a new "fast-forward" icon.) Too many related plots were melded together into the whole, and many of them aren't under the player's control.

I am usually amused by Sierra's automatic interludes. Usually they give you a break from thinking — just when you need it. This one seems to be more intermission than game though. And many of the parts

that weren't intermissions involved repetitious limo rides to the airport and plane rides from city to city, both as Larry and Patti.

The VGA version comes only on high-density 5.25 or 3.5 inch disks and requires over eight megabytes of hard disk space and at least an 80286 machine.

Keyword copy protection is on an Aerodork Airlines travel schedule. When Larry takes a flight from city to city, a keypad with a set of 10 symbols appears. The symbols don't look exactly the same onscreen as they do on paper, so prepare from some medium to heavy squinting.

Conclusions: This is one of those rare times that I've felt less than enthusiastic about a Sierra game. The graphics and sound are better than ever, but what good is that if the basic adventure lacks the substance of previous titles? The new interface is easy to use, but in future sequels I'd like to see more emphasis on balancing the new simplicity of the interface with traditional adventure puzzles.

Difficulty: Novice

Protection: Keyword

Company: Sierra

List price: \$59.95

QuestBusters price: \$41

Martian Memo...from page 9

In some cases you'll get a full screen of text right after leaving a location, which provides details on the previous encounter as you recall, in classic, hackneyed, first-person p. i. lingo, what just happened. This prose is displayed with garish text — often bright yellow over reds and intense blues — that is so rough on the eyes, I skipped most of it.

There is no copy protection whatsoever. But the game occupies seven megabytes on a hard disk, which is required.

Conclusions: Despite the thrill of hearing real people talking and watching them gesticulate wildly, I never got excited by this game's story or events. The puzzles are meatier than Sierra's recent releases, though, so it's recommended for those who want a tougher bone to chew. Access is still top dog in the digitized voice department, and this time their digitized videos are used less as gimmicks than for true interactive cinematic effect.

Difficulty: Intermediate

Protection: None

Company: Access

List price: \$59.95

QuestBusters price: \$41

Walkthru: Gateway to the Savage Frontier...from page 11

map's northeast edge. After defeating the Trolls and Ettins, exit quickly: the Trolls regenerate. Again exit to the northeast.

Shambling Mounds, Mages and Evil Fighters are tough, so it's better to sneak past them. Cast Stinking Clouds on a door before them, and station one or two guys to hold off any monsters not paralyzed by the Clouds. Then send your fastest character, who can move up to 12 squares in one turn, to the northeast to exit the map; the entire party exits when he does. (First try to kill the Mages and get their Braces +4.)

For the last battle you need lots of Stinking Clouds, Charm Persons, Lightning Bolts, etc. Wands of Ice Storm and Defoliation are very useful; the latter is effective on Mounds. Use Fireballs on human foes, or Charm one so the rest will attack him instead of you. To slay Mounds, cast Stinking Clouds. When they are "choking and gagging from nausea," they will die from a single arrow. Val has -10 Armor but only 19 Hit Points, so he's easily killed.



Swap Shop

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programs only, limit 10 games per ad, one ad per issue. * = cluebook included.

Apple

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\$20 @: M & M 1 & 2, Arthur: Quest for Excalibur, Tangled Tales, Bard 1-3. \$15 @: Queston 2, Border Zone, Witness, Deadline. Send SASE for list of more. Bruce Smith, 2133 Lugo Ave, San Bernardino CA 92404

\$5 @: Ultima 4, Pool of Rad, Wizardry 5, Bard 1, Legacy of Ancients, Moebius. Ultima 5, \$10. Many Infocom \$5 @, including Beyond Zork, Stationfall, Lurking Horror. Greg Batcher, 1400 Bowe Ave #1904, Santa Clara CA 95051

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\$20 @: *Indiana Jones Last Crusade (adventure), Buck Rogers, Champions of Krynn, Chamber of Sci-mutant Priestess. \$15 @: It Came from Desert, Battletech. Will trade for Space Quest 4, B.A.T., James Bond, Rise of Dragon. Many more to sell/trade, send for list. Darren Martinez, 36 Radcliffe Rd, Island Park, NY 11558

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MSDOS & Questalikes

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Trade: *Bard 1, *Starflight 1, Space Quest 3, Zork Zero, Capt. Blood. Want Wing Commander, Overlord, Ultima 6, Eye. Frank Wilder, 86 Margaret St, Arlington MA 02174

Sell/trade, \$15 @: Sorcerian, Drakkhen, Bane of Cosmic, Lightspeed, Gold Rush, Came from Desert, MechWarrior, Dragons of Flame. Want Eye, Megatrav 2, or send list. Will trade 2 for 1. Frank Scalise, 2585 Morgan Terrace Rd, Clayton CA 94517

Sell only, \$23 @: King's Quest 5, Space Quest 4. \$18 @: Rise of Dragon VGA. \$13 @: Hero's Quest 1, Codename Iceman, Police Quest 2, King's Quest 1 (new version), Spellcaster 101. Add \$2 @ for shipping. Joe Marietta, 10429 Corporal Way, San Diego CA 92124

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5.25, sell only, \$24: *Eye of Beholder. 3.5: *Marian Dreams, \$28; *Megatraveller 2, \$20, Gateway to Savage Frontier, \$20. Postpaid. Richard Robillard, 52 S Main St, Baldwinville MA 01436

Will buy 5.25 Prophecy, Sorcerian, Darkspyre, Spellcasting 101, T & T. Send price. Peter Matta, 73 Basswood Rd, Farmington CT 06032

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Sell/ trade, \$20 @: Buck Rogers, Battletech, Monkey Island, Silver Blades, Space 1889, Lord of Rings. Castles, \$25. Write for list. Ernie DeKeyser, 1031 Prentice St, Stevens Point WI 54481

Sell/trade: Battletech, *Bard's Tale, *Eye of Beholder, Bane of Cosmic, T & T. Want 5.25 Pool of Rad, Azure Bonds, Ultima 4-5. Georgina Jankay, 809 Hatcher St, Montgomery AL 36109-1701

Martian Memo 5.25 HD, \$33. Sandy Schreur, 9518 Oakview, Portage MI 49002

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