

QUESTBUSTERS™

The Adventurers' Journal
September, 1991

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What? No *Might and Magic IV*?

Though the conclusion of *Isles of Terra* sets up the scenario for future sequels, Jon van Caneghem says there will be no *Might and Magic IV*. Instead, future games in the series will simply be called by name rather than number.

The key reason is that once a company releases #5 in a series (of books, games, computers, or anything else), retailers rip #4 off the shelf and return it to the distributor.

If this sounds like boring marketing talk to you, think again. As a result of New World's move, the will be in a position to release several *Might and Magic* scenarios a year instead of one every two years.

New for MSDOS!

SSI's *Gateway to the Savage Frontier* is on the shelves, soon to be joined by — finally! — the last game in the *Pool of Radiance* series, *Pool of Darkness*.

Planet's Edge, the science fiction RPG from New World, was set to ship late this month, and Paragon's *Twilight 2000* is on the way.

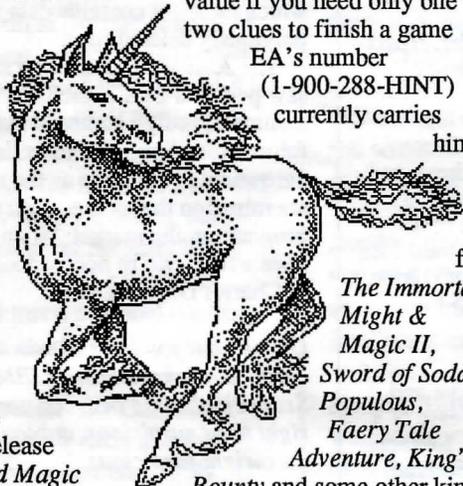
New for Amiga!

U.S. Gold just released *Knights of Crystallion*, which uses HAM mode graphics for some devastating graphics. SSI's *Death Knights of Krynn* is also out for Amiga.

Dial 900 for help

Several companies have introduced 900 number lines to replace traditional phone help. SSI and EA lines are open 24 hours a day, seven days a week, and cost 95 cents for the first minute, 75 cents for each additional minute. These lines may be a value if you need only one or two clues to finish a game

EA's number (1-900-288-HINT) currently carries hints



for *The Immortal*, *Might & Magic II*, *Sword of Sodan*, *Populous*, *Faery Tale Adventure*, *King's*

Bounty and some other kinds of games. They intend to expand the list. SSI's line (1-900-737-HINT) handles all their A D & D games. We hear Origin is considering a similar move.

Where on the Tube is Carmen Sandiego?

Broderbund's *Where in the World is Carmen Sandiego* will premiere as a daily half-hour TV show on PBS September 30. It combines elements of the games with actors, studio participants and celebrity cameos in a "colorful game show format." All the animated characters were created on the Mac.

Quest for Clues IV on the way!

Once again, thanks to the QuestBusters Guild, a new collection of solutions is in the offing. See page nine for details.

Kudos for Lord British & Origin

The Austin Chamber of Commerce recently recognized Richard Garriott as "Young Entrepreneur of the Year."

He and brother Robert, president of Origin, were also jointly selected as one of three Austin-area finalists in the high tech category for "Entrepreneur of the Year." The winner of the latter will go on to the national finals, whose winner will appear on the cover of Inc. magazine.

And Softletter 100 just called Origin the tenth fastest growing independent software company of last year, ranking them 55th overall (up from number 75 in the top 100 companies the previous year).

Lucasfilm bets on CD-ROM

Lucasfilm has launched new development strategies that project the convergence of more powerful videogame machines, CD-ROM drives and hybrid home computers.

According to Doug Glen, the general manager of entertainment, "the interactive entertainment industry is gearing up for a profound evolution in game design." CD-ROM based

games, he says, will have production values closer to animated TV than to conventional videogames. Lucasfilm Games director of development Lucy Bradshaw says "the line between games for videogame systems and personal computers is not as clear as it once was...the new 16-bit technology brings the speed, sound and graphics closer to that of PC games."

How soon will this happen, how will it affect the worlds we quest in, and what kind of hardware will have to buy this time? An upcoming interview will give you Lucasfilm's perspective.

So far, they have announced a *Monkey Island*, *Indiana Jones Last Crusade* and a talking version of *Loom* for Commodore's CD-TV next year, and plan to develop for several CD-ROM systems over the next two years.

Musical chairs

UBI Soft, the French company that did *B. A. T.*, just opened shop here with offices in Sausalito, California. Jackie Chapman left Origin to do pr at Interplay, and designer John Cutter left for parts unknown. Mark Spitzer departed New World to handle Affiliated Labels at EA.

Options

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Shay Addams'

Adventure Road

All-text, all the way
Infocom's early all-text games are the source of several rumors this month. One story says Mediagenic will keep them in their original all-text format and put them all on a CD. Another has Sierra buying the lot, illustrating them and incorporating their new all-icons interface (a rumor Sierra will neither confirm nor deny, though they do say it's being talked about a lot in-house).

More rumors from the Dark Realm

Accolade is for sale, according to a rumor that turned into fact. The story is that founders Bob White and Allan Miller, after six years in the business, are ready to divest and liquidate; a raft of corporations have been through the door to check out Accolade, but nothing has happened — they're still "status quo."

We also heard Mediagenic lost their license for FASA games due to breach of contract. Mediagenic says FASA wanted to yank the license but it hasn't happened. Yet.

Another rumor is that Sierra will launch a line of expert-level adventures. They've caught some flak from hard-core veterans because some of the latest games have been relatively easy.

Finally, there's a rumor that Eldritch, LTD. will launch a bi-monthly newsletter dedicated to flight simulators, tanks simulators, and world simulators calling it "Everything but Golf Simulations." Numerous calls to Eldritch were not returned.

SSI Update

SSI is planning to release an A D & D-type game called *Legend of Darkmoon*. A less typical release will be *Shadow Sorcerer*, a "animated fantasy adventure with the graphics feel of *Populous*." The latter is an introductory level quest with no provision for creating your own characters. Look for sequels to *Buck Rogers* and *Eye of the Beholder* by January or February.

Get civilized!

MicroProse is lining up *Civilization* for October or November. From the designers of *Railroad Tycoon*, Sid Meier and Bruce Shelley, it promises "a definite cause-and-effect relationship" between events as you develop an entire civilization from one of several nomadic tribes that start around 4,000 B.C.

Predicting the future

Why didn't Rich Heimlich predict this event? Due to the intense number of games coming out over the next few months, his Prognosticator column has gone on sabbatical. It will resume again this spring.

More imminent releases

Spellcasting 201: The Sorcerer's Appliance, is set for October from Legend. Event Horizon, who did *Darkspyre*, is working on *Dusk of the Gods* for the Christmas market. It's an MSDOS RPG with a Nordic theme, and is far along enough that we've already seen a demo. Accolade says early October for *Les Manley: Lost in L. A.* and *Elvira II: The Jaws of Cerebus*. EA is putting the Psynosis games on Sega, with *Shadow of the Beast* the first to go over to the dark side of the force.

Top MSDOS Quests

According to the SPA, the best-selling quests in June were *King's Quest V*, *Space Quest IV*, *Eye of Beholder*, *Heart of China*, *Martian Dreams*, *Castles*, *Death Knights*.

King's Quest V was number one again, *Space Quest IV* number four again, *Eye* moved from six to three, and *Heart of China*, *Martian Dreams* and *Castles* made the charts for the first time. (Interplay says *Castles* is their first mega-hit.) *Death Knights* dropped from 12 to 23 on a list of 25 MSDOS titles.

Sound board update

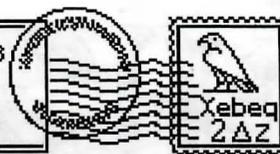
Sound boards are becoming more and more incompatible with the release of a new AdLib and Sound Blaster. Neither works in conjunction with the Roland, which will prevent developers from supporting both boards simultaneously (Sierra is good at this, using one for music, the other for sound effects).

The Roland remains the best overall, but has no DAC for digitized voices and no amplifier. Sound Blaster is cheaper and has a DAC, amp and volume control. Support is not an issue, since the big three are supported by most developers. If you can afford the extra cash (or plastic!) to whip the Roland into shape, get one. Otherwise the Sound Blaster is the best bet.

Free issues of QB!

Renewals: don't forget you can get 13 issues for the price of 12 by renewing at least two months before your sub expires (if it expires in October, the renewal must be postmarked no later than August 31). Renew for 2, 3 or more years, and you get one extra issue for each. Special thanks and a tip of the QB helm go out to Joseph DeCarlo and Monty Busby for recent their three-year renewals.

Letters to the Editor



Dear QuestBusters:

In June an article described the recent STAGE.DAT scandal on Prodigy. According to rumor, Prodigy secretly copied personal information from your hard disk into this file and uploaded it when you signed on, reportedly to collect marketing information. The article also said the fine print in their licensing agreement gives Prodigy full rights to do whatever they want with your hardware and software.

None of this is true. As most people know, deleting a file doesn't erase it from a hard disk; it merely marks it as "free" space where future files may be saved. The huge STAGE.DAT file is used by Prodigy, which reserves part of it for expansion. But Prodigy doesn't overwrite the unused parts of the file, which means it contains data from previously deleted files.

The scandal started when someone saw personal data in the file and assumed Prodigy copied it there for future uploading. And their licensing agreement is the same as the user-hostile abomination that comes with every program on the market: "if anything goes wrong, we're not responsible."

Charles D. Jones

Ok, ok...but you have to admit that when corporate behemoths like IBM and Sears climbs into bed, consumers have a right to be suspicious, dubious, and downright suspicious.

QuestBusters™

The Adventurers' Journal

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Might and Magic III

Best Quest of ye Month!

Playing a good sequel is like going home after 20 years: it *feels* familiar but everything looks different — and where did that skyscraper come from?

Might and Magic's conceptual foundation — the internal layout of towns, a mapping system that labels areas A1 and B3, effortless combat and NPC interaction and a myriad of special events — are still there, but they've been luxuriously enhanced and enriched in the first *M & M* designed on an IBM.

Sheltem and Corak

Jon van Caneghem's core plot, pitting Corak the Mysterious against the sinister Sheltem, remains central to this story, whose conclusion deftly explains how this eons-long feud began.

Sheltem's death at the end of *M & M II*, it turns out, was greatly exaggerated: it was a mere hologram of Sheltem, who is back to defend his world of Terra from Corak, the "mysterious experiment" of the Ancients, and you. Sheltem's hooded face floats eerily in space during the introduction, obscuring the stars like a dark nebula. Speaking in a digitized voice, he makes this a personal challenge by daring you to tackle Terra.

Those of you who completed the first two games will recall how Corak and Sheltem first met on VARN and their second, fateful encounter on CRON. If you didn't, you

must finish this one to find out what's going on behind the scenes, which involves as much science fiction as fantasy.

Ayn Rand revisited

You won't know the long-range goal until you've solved a series of mini-quests. The first is to save the town of Fountain Head by rescuing Morphose, its protector.

This much you know at the outset, courtesy of a new feature called "current quest." Click on the icon, and a window sums up your present mission as well as the "Corak clue" about the current dungeon or area.

These elements are typical of the quester-friendly features that make *M & M III* so easy to play. Most of the "how to" information is on a reference card; the manual is Corak's journal, which serves as background on the story.

Rock and roll

The pre-rolled party is well-equipped and ready to rock, and the character creation system is more intuitive than a roomful of mindreaders.

You stroll the pre-rolled party to the Inn, click icons to roll up some new characters and replace the initial party with them.

To create a character, you scroll through the face icons to choose a face, race and sex, then jab the "dice" icon to roll some stats. You can punch it again until you get some good numbers.

A "swap" icon reduces the amount of rerolling need for decent stats. This lets you swap the numbers for a pair of attributes, trading a 23 Might for a 9 Intellect to create a mighty fighter.

Another choice is Good, Evil or Neutral. This decision carries extra weight, as you'll see once you get a grasp on what nastiness Sheltem is up to on Terra.

After each dice roll, the numbers for Might, Intelligence, and so on appear beside corresponding icons. Beside the icons is a list of classes.

Those for which the character qualifies are lit up, and an arrow points at the class for which he or she is best suited.

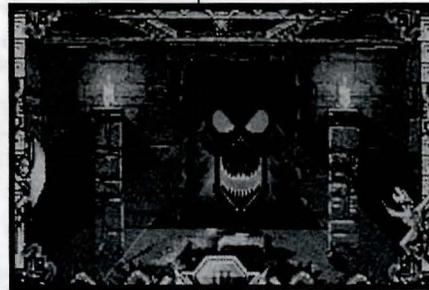
I like to personalize my party by creating one or two characters to use with the pre-rolled gang. The *M & M* system is so well-designed that using it is like playing a mini-game in itself — I had more fun creating characters in *M & M III* than playing an entire A D & D game!

by Shay Addams

Easy...at the start

Puzzles were made less formidable by distributing clues to each quest in a particular town in that city or the dungeons underneath. Clues abound, turning up in magical fountains that speak in rhyme, NPCs, and other places.

Character development is also less troublesome. You can buy experience



points in the first town rather than traipse all over 47 desert and snowbound mazes as in *M & M II*. In the dungeons below Fountain Head, you can boost attributes by searching barrels, and

purchase skills from statues of Yu'ude and Sufe. The cartography skill is cheap and easy to get at the start.

But watch out...

Don't think it's too easy. Those rhyming riddles won't be unravelled overnight, and there are some killer puzzles once you leave the first island. New World playtesters say the average time for completing this quest is 100 hours.

You'll spend those 100 hours having fun, not trying to recall which command is used to cast which spell, or ensnared in endless combat (there's plenty of fighting, but the quick combat option eliminates the usual frustrations).

Calendrical time as well as the passage of day and night are factors in the quest, and again certain days of the year (such as day 99) have special significance. And do not even dream about taking a *Might and Magic* to the limit without solving one of van Caneghem's classic puzzles, for he prizes "magic squares," cryptograms and other math-oriented puzzles above all.

Cartography and geography

Terra — its misty mountains, fabled forests, alluring oceans and crystalline beaches — consists of seven main areas and about thirteen islands that encompass 64 mazes. Magic mirrors may be used for teleport trips. (While exploring outdoors, be sure to step on every square; treasures aren't always illustrated, as they are

indoors.) The cartography skill opens up an auto-map that includes a mini-window where an animated arrow shows your party's every move. As a result, you'll cover territory more efficiently.

Your current location's x/y coordinates are displayed when you view the main map. Many towns and important places are illustrated on a color map that accompanies the game, and little icons on the aerial view maps accurately depict towns, castles and other places.

And the award goes to...

Isles of Terra rewards the player for his accomplishments with more than mere points. After you rescue Fountain Head by saving Morphose, you're rewarded with a source of clues and experience points (the fountains will now work). Click on the "awards" icon in a character's statistics window, and you'll view a scroll listing all his accomplishments, such as saving Fountain Head.

Go on to finish the main quest, and you'll get a score to send in to New World's Hall of Records and receive a certificate (the first few to solve the game will get "specials" too).

What's new with New World

New World pulled out the stops in making this *M & M* an enchanting new experience. When you approached a town entrance in previous games, a mere text message asked if you wanted to enter. Now you see a castle, or a little town composed of fairy tale-type houses.

Inside, the walls and halls sparkle and gleam with color and texture, and the dungeons — where some passages are blocked with animated razor-sharp pendulums — inspire a chilling sense of foreboding as you explore them.

Each of a multitude of NPCs appears in a window with an animated picture of his face, several lines of dialogue and a keystroke or mouse-activated menu. This original approach to a universal game element is typical of the way van Caneghem expresses his singular vision of how a fantasy world should look and feel.

All the art exhibits a distinct style that

amplifies this vision. The game's sense of humor, sometimes evident in puns like the "Temple of Moo," spills over into the visuals. Orcs have big pot bellies that jiggle like jello when they walk

It's a bloody game too, almost a "splatter quest." Big drops of blood squirt out from a monster's body or party member's face when a blow strikes home. Arrows fly across the screen at the foe or at you, and spells such as Fireball are animated with even more verve.

There's a new sense of depth in the graphics. Bash down a wall, and you can see the inside of the wall as well as

through the hole to the other side. The impressive digitized video and digitized voice of a woman bring the end game scene to life.

Different tunes play in various areas, and they're not as

clichéd as in many RPGs. There are also neat sound effects, like a whizzing noise reminding me of the rings that used to come in cereal boxes.

Sound effects and music are best with a Roland, for soundmeister Todd Hendrix harnessed the built-in effects of the board to orchestrate a more symphonic effect than what you hear with other boards (which is still excellent). You hear tympani, applause, harps, water splashing in the fountains, and unique sounds for each kind of monster.

Elementary combat and magic

An understanding of the elements — Fire, Cold, Electrical, Magic, Poison, Energy — is essential. Some monsters breathe fire, for example, so you'll need fire-resistant armor or a related spell. Monsters are susceptible to specific elements, such as Cold, emphasizing the need for knowing your monsters, weapons, armor and magic.

There are over 70 spells. The best old ones, from Lloyd's Beacon to Create Rope, are on-hand, and enough new ones were added to keep veterans busy figuring out how to use them. (Gems are still necessary in order to cast spells, and a few spell points won't hurt, either.)

Some new spells contribute to the game's sense of playfulness, its almost toy-like feel. A spellcaster may use

Enchant Item to endow any ordinary object with properties such as Strength, so you can create your own Rings of Strength. Dragonbreath is a "caster-adjustable" spell that lets you choose which element it shoots.

For the first time in the series, there's no chart of the spells, their classes and so on. That's because you learn the details on a spell when you buy or find it. Click on a spell while browsing in Raven's Guild, for instance, and a little window defines the spell for you.

Combat is as streamlined as ever. After setting each character's "quickfight" option, you execute them by hitting that icon on character's turn. It's just as easy to issue a different order, and this way you don't have waste a lot of spells in autocombat or have to switch from autocombat to manual.

One thing that annoyed players about *M & M II* was changed. No matter how strong your party gets, the number of monsters in each location remains fixed. (In *II*, the number increased as your party grew stronger.)

A visual interface

Two things make this game so easy to play: a choice of keyboard and/or icon interface, and the visual presentation of information.

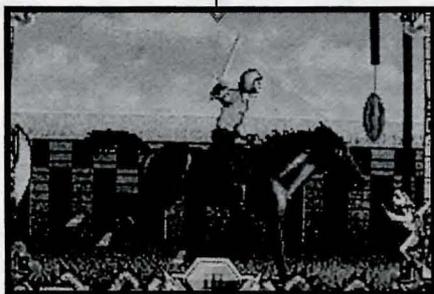
Inside a character's inventory, you can use a mouse to click on an item (depicted with a sword icon, etc.), then click on the Ready icon to equip it. Or you can use keystrokes, touching "1" if it's the first item in the list and "R" to ready it.

But it's faster to use the mouse to click on the item and the R key to ready it, or vice versa. By combining mouse clicks and keystrokes, you'll save plenty of time during inventory management.

Nine icons on the main screen cover things like casting spells, "current quest," and combat options; they are context-sensitive, so their functions change in certain situations. To answer yes or no, you click on a "thumbs up" or "down" icon, or type Y or N.

Color-coding conveys useful information on characters' health and is also used in the quick reference screen to distinguish hit points and spell points.

Even better, the faces of your character's clearly shows their condition. Eyeballs roll, tongues hang out, and hair stands on end in a brilliant example of



how to entertain people while providing information. Text-based info appears in scroll-type windows, and more of it is included in the game rather than the documentation this time.

Other interface elements are woven into the border of the main window. The ornate gray gargoyles are more than decoration: if a party member has the Detect Secret Passage skill, one gargoyle waves his paw when the group stands before a secret door. Another gargoyle graphically points out the presence of monsters, and gems in the corners light up and show numbers indicating the potency of Protection spells in effect.

Odds and ends

The program automatically detects and employs extended or expanded memory. Unlike Origin games, which deprive you of music or certain graphics unless you have extra memory, *M & M* gives all players the entire game, using extra memory to overlay parts of the program code and make the game play faster.

Multiple saves are permitted at almost any place and time, and you can load a saved game without rebooting. What you cannot do is "save as," so you must make copies of a saved game in which you've invested lots of time.

Conclusions: Sequels rarely match the quality of the original, but in this case the essence of fantasy role-playing — dungeon-delving, puzzle-solving, monster-killing — emerges in the finest *M & M* yet.

New World games have become some of the most glamorously visual computer games of any genre, and their appeal doesn't stop with the graphics. Thousands of high school students know how to program a computer game these days, but only a handful of professionals know exactly what to program. Jon van Caneghem knows both, the reason *Isles of Terra* is the first serious contender for Best Quest of 1991.

Skill level: Intermediate

Protection: \$59.95

Price: \$59.95

Company: New World Computing/EA

Demoniak

Infocom, the great granddaddy of the all-text adventure, drove the final nail in the coffin of their own genre by adding graphics to the last "real" Infocom games. They were some of the best from Infocom games, and the graphics-related puzzles added a new dimension, but all-text adventures had peaked and were headed down the other side of the mountain, along with Alf and those "Where's the Beef?" commercials.

Still, we do see an occasional all-text or text-and-graphics adventures. They are a welcome diversion from the graphics-intensive

games and give the mind a chance to work again. With Legend Entertainment (the "new Infocom") selling thousands of copies of their first two games, *Spellcasting 101* and *Timequest*, the illustrated text adventure is alive and on the upswing.

This was a good time for a prominent writer from the comic book field to put out his attempt at a text adventure. The result is *Demoniak*, a mostly-text adventure with an intricate plot, new variations on the traditional text game, and a few role-playing elements thrown in a la *Beyond Zork* for good measure.

Comic book roots

The name Alan Grant should mean something to those of you who are into comic books. Grant is mostly known for his work on Judge Dredd, Batman and Robocop comic books, but his name frequently pops up in other books.

Grant resides in England, and I'm not exactly sure how *Demoniak* came to be, but it's here — and the skills in character development Grant gained from his comics experience come through. *Demoniak* has over 50 characters, all possible participants in the plot of the game. As an added bonus for players, one of the Judge Dredd paperbacks is placed in every box.

Superheros and villains

Demoniak is the name of an evil force that has broken through dimensional barriers in order to destroy our world. Doctor Cortex, a super-intelligence with one huge brain, has assembled a team of four unsuspecting people to defeat Demoniak with their special powers.

I would call this team a superhero team, but there's not too much that's heroic about any of them. Johnny Sirius, the first alien/human hybrid, performs daring stunts on the Man Alone game show; Kyra Brand, aka Flame, is a female version of the Human Torch with pyrokinetic powers; Madlok is a miserable old wizard with a chip on his shoulder; and

Sondra Houdini is a psychic with martial arts talent.

Grant has developed his characters well

and given them special abilities to make the game more interesting. This assemblage of misfits use their ship Proteus (controlled by the remains and mind of a criminal) to travel the galaxy and defeat Demoniak.

Another major character in the game is Mr. Buikk, warden of the prison on Freezyassov. All the characters have a few simple statistics that reflect their current condition and add a bit of role-playing to the game. Stamina, dexterity, friendliness, health and encumbrance creep into the game on occasion, but not to the extent of more traditional RPGs.

Demoniak takes the basic set of commands found in most text adventures, adds some that were common to later Infocom games, and tosses in a few more that make this a new experience. You turn on Flame's flame, for instance, by typing "burn." Until you extinguish her, she can ignite anything flammable. To attack someone, you type the command "burn" and the name of the target.

Madlok can cast seven spells: Dumb (make mute), Blind, Deaf, Sleep, Cripple, Summon and Heal. You can play around with them, but don't dilly-dally too long, because the rest of the game continues without you in simulated real time.

Sondra's psychic abilities open up a

Type: Illustrated text adventure
System: MSDOS (640K required, supports all graphics; Roland, Ad Lib, SoundBlaster)
Planned conversions: maybe Amiga

by Russ Ceccola

new chapter in text adventure history. By typing in "mindread" and any character's name, you can see exactly what is going on in that character's head and watch their actions, as if really there.

To facilitate this ability, a window pops up on the right side of the screen, splitting it in two, with the main text area on the left side. Text scrolls in the mindread window while the character whose mind Sondra is monitoring goes about his business.

Sondra can stop mindreading at any time and monitor another character.

Another psychic talent allows Sondra to instantly locate anyone in the game, a useful ability when you need to find someone fast.



The Become command

More important than the mindread command is "become," the command that really defines a Pure Fiction game. Kind of like with the robots in *Suspended*, this command lets you take the place of any character except those that would make the game incredibly easy because of their abilities, status or location.

You could go through the game as one character and order the others to perform actions, but they would have to be in the same location for this to work. The become command lets you split up the group and send them to different locations. This makes the possibilities endless. You start as Johnny Sirius and, if you dawdle too long, you could be left behind by the rest of the team.

The become command also adds another level of difficulty to the game. There are supposedly multiple paths to the conclusion, and you could miss a completely different approach to the game because of the characters that you control the most.

If you wanted, you could take the part of one of the prisoners in the game and remain that character for as long as you choose. (The game would be very boring in a single jail cell, but you get the point.) Multiple character puzzles do pop up.

So far I've talked about the special commands, but what about the normal commands and the parser? The parser is very tolerant of mistakes, but I still

tripped up every now and then on the word for an object or the command to move into or out of certain locations. Still, the parser is remarkably flexible, especially considering the number of methods of performing the same action and all the special commands. A nice addition to the manual was a very thorough description of every game command, listed alphabetically. Also, the center pages of the manual list all the commands.

You can get a transcript of your actions and also turn the graphics on or off. All the expected commands are here, plus the more common abbreviations for directions, etc.

The game screen is very simple and certainly emphasizes the fact that this is a text game. A status bar at the top displays the character you control, the current location and the number of turns. Text flows throughout the rest of the screen, except for an input window on the bottom four lines. Simply type in your commands and see what happens.

Graphics pop up on occasion, but not with the regularity of a Legend game. They're kind of weird but add to its comic book feel. One complaint that I do have with the interface is that sometimes during mindreading the text scrolls off the screen before I've read it. A command to control text speed should have been added.

Conclusions: I enjoyed *Demoniak* a lot. For the first couple of hours, I didn't try to accomplish much at all. I messed around with the interface and jumped into as many characters as I could find. Role-playing aspects pop up in combat and in other places to add just enough of those elements make *Demoniak* more appealing. Most importantly, Pure Fiction is an appropriate name for the game's brand name, because character control at the level *Demoniak* offers enables you to put together the game's story every step of the way. Cheers!

Skill Level: Intermediate to advanced

Protection: keyword

Price: \$49.95

Company: Pure Fiction/Titus Software

Quest for Clues IV

Quest for Clues IV is scheduled to ship in October and retail for \$24.95. If you advance order it from QB by September 31, shipping is free! (Almost: to APO & Canada, add \$3 shipping; overseas, \$8). Be sure to provide a street address, though, or it will cost an extra dollar.

The coupon in the book, as with volume III, offers a free three-issue subscription that cannot be used to renew your current sub. However, subscribers who order the book (at any time) will automatically have three issues added to a third class sub, two for first class or Canada, and one for overseas addresses.

Solutions in Quest for Clues IV

Altered Destiny

B. A. T.

Bane of the Cosmic Forge

Buck Rogers

Chronoquest I

Chronoquest II

Countdown

Dark Heart of Uukrul

Death Knights of Krynn

Demon's Tomb

Earthrise: The Solus Incident

Elvira

Escape from Hell

Eye of the Beholder

Fountain of Dreams

Future Magic

Hard Nova

Heart of China

James Bond: The Stealth Affair

King's Quest 5

Legend of Faerghail

Les Manley: In Search for the King

Lord of the Rings I

Martian Dreams

Megatraveller 1

Might & Magic II

Mines of Titan

Rise of the Dragon

Savage Empire

Secret of Monkey Island

Secret of the Silver Blades

Space 1889

Space Quest IV

Spellcasting 101

The Immortal

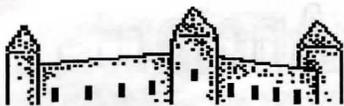
Timequest

Trial by Fire: Quest for Glory II

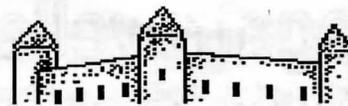
Tunnels and Trolls

Ultima VI

Wonderland



Castles



The true inspiration for Castles — which at first glance could be mistaken as another of this summer's "Robin Hood games" — may be observed on any big city sidewalk any day of the week. Just look for a crowd of men staring through a hole in a wooden fence at a gang of construction workers building a high-rise.

Eureka! the designer must have shouted while ambling down Main Street USA in search of his next concept: most game players are men, and most men are hypnotically attracted to construction sites, so why not a game in which 90% of your time is spent watching medieval construction workers build a castle of your own design?

Attempting to emulate the success of *SimCity*, Interplay crafted an original interpretation of the classic resource management game. Your resources are workers, food, armies, taxes and the like.

If the "messages" option is invoked at the outset, you also interact with bishops, nuns, knights and other personages of the realm by making A, B, or C menu choices. Some messages grow into ongoing stories that offer respite from the incessant building, destruction and rebuilding of your castle.

After winning a single-castle game, you might try the three-castle or eight-castle campaign. Your goal in each is to seize firm control over the land with negotiations, intimidation and combat. The size of your castles

determines how many troops you can hire.

Tote that rock!

To effectively build a castle, you've got to choose a

capable mix of laborers, diggers, quarrymen, masons and other craftsmen. The group's effectiveness is rated from Poor to Excellent at the bottom of the Labour screen. You can set their wages to attract new workers faster, but they and your military will desert if you run out of money or food.

The castle is designed by clicking on walls or tower sections and "placing" them on the map with a mouse or keystrokes. After assigning up to 90

workers on a piece (though you may prefer to assign them prior to placing it), you switch back to the 3-D view and watch them scurry about dumping carts of stone, carving wood, climbing scaffolds and gradually raising your castle to the sky. Then, as you may have guessed, along comes a pack of berserker Celts and razes it to the ground.



Slay that Celt!

Combat is oversimplified. When an attack is announced, you click on the ground to deploy your Archers. Next you hit the

Infantry icon and do the same with them.

You can select your units' targets, but have little practical control over their actions during the fray. They dash about hacking and slashing with swords and shooting arrows. Should the enemy get close enough to your castle, the walls start tumbling down. Unless your troops prevail, this signals the beginning of the end of your budding empire.

Money is obtained by taxing the locals. The severity of the tax, Normal or Tyrannical, for example, affects their enthusiasm for castle-building. This and the food-buying process are conducted from menus on individual screens.

Hopping back and forth through assorted menus, you will find them all easily accessed and well-designed. You can even banish them altogether for a full-screen view of the castle and its environs, which scroll when you click on the edges. Tasteful music accompanies combat, construction and other scenes.

Live the Fantasy

The Fantasy setting determines whether the legends and lore of the era appear in the messages, should you make messages part of the game. This means you'll hear tales of Ogres and the Wild Hunt and be asked to decide what to do about them.

There is no role-playing type magic system. Even the manual underscores the gratuitous nature of the Fantasy setting

by saying it's almost a waste of time to use it without messages.

At the Peasant difficulty level, your castle is half-built when you start and you enjoy more money and other resources. Duke, Prince and King difficulty levels are progressively more difficult, requiring a tighter rein on the treasury and other resources and more attention to relations with other leaders. Up to five games may be saved and restored during play.

As is customary with such games, the 64-page manual omits the information needed to actually win. (After all, figuring out how to win is what it's all about.)

Great Expectations

There are other elements to the game, but the variety of activities is too slim for my taste. In September Interplay plans to release the first of a series of expansion disks that will address some of these shortcomings, and eventually you'll be able to sell grain, fight Viking raiders, launch wars against other kingdoms and

exercise greater tactical control over your troops.

Most of my disillusion with this long-awaited game arose from my own expectations. It's an excellent

castle-building

simulation that is full of diverting stories. But I had expected more in the way of activities — and quickly tired of watching a lot of little guys run around with little bricks and little boards.

Humor is understated, which I like, but still in short supply. Just because castles are such gloomy places doesn't mean you can't have more fun. Why, for instance, don't those construction workers stop dead in their tracks and whistle at a fair damsel walking past the site, as their contemporary cousins do?

Conclusions: Simulation fans may enjoy *Castles* as long as they don't expect another *SimCity*. Role-playing fans may appreciate the stories in the messages, as long as they don't expect involved interaction or puzzles. Construction workers with a flair for the medieval will definitely enjoy *Castles*, which all of the above will probably like much more when the expansion disks and *Castles II* make it a more full-bodied experience.

Difficulty: Novice-Advanced

Protection: none

Price: \$59.95

Company: Interplay

by Shay Addams

Megatraveller 2: Quest for the Ancients

In 1968 Mark Miller designed *Traveller*, a pencil and paper RPG published by Game Designers Workshop. It was based on second-generation role-playing, which utilizes skill development instead of the traditional levels and professions (to this day role-players remain polarized between traditional gamers and second-generation gamers). Miller based *MegaTraveller 2's* scenario on the ancient myth of Grandfather and the Ancients, central figures in some of the most popular *Traveller* stories.

The 500,000 Year-old Man

Grandfather is a legendary 500,000-year-old immortal member of the Droyne race. Born with an immensely high intelligence caused by mutation, he was leader of his super intelligent offspring, the Ancients. They were destroyed 300,000 years ago in a mysterious battle with Grandfather, who soon disappeared.

This story begins when you photograph two unknown agents fleeing from a 300,000-year-old Ancient site on Rhylanor, one of the Spinward Marches' most important economic centers. An eruption threatens to cover Rhylanor with toxic slime in 2,600 days, and the Duke offers a reward to anyone who can stop it.

With a group of five you set out to unravel the Ancient mysteries and save Rhylanor. The quest takes you across the Four Subsectors of the Marches, unravelling clues to find artifacts at the known Ancient sites and to find the hidden Ancient sites and other vital artifacts.

Many activities are related to the need for buying ships, weapons, armor and training. Money can be obtained by bounty hunting, trading goods from planet to planet, fulfilling side quests and sub-plots, piracy and many other actions.

The game is more complex and detailed than *MegaTraveller 1* and *Space 1889* combined, incorporating 117 detailed worlds with up to nine cities each. There are 1,127 non-player

characters with whom you may interact. Over 250 pages of NPC dialogue and messages are in the actual game, not in offline "paragraph books."

Resembling *MegaTraveller 1* in many respects, the game system was refined to produce a very professional package with several novel bells and whistles.

Going to the dogs

Character creation, based on six obligatory statistics with values ranging from 1 to 15 points, has hardly changed. Each character can have one of a variety of careers.

Besides humans, there are Vargrs, a race of dogs that were genetically altered to be a bi-pedal, intelligent, canine race with opposable thumbs and an efficient voice box.

You also assign your characters skills from a list of 139 skills (64 of them are not used in *MegaTraveller 2*, and the manual thoughtfully points these out). There are 20 "cascade skills" that allow a character to access from one to six additional skills. Each character is limited to a certain maximum number of skills by his or her intelligence and education. Skills increase through use and training.

To enhance his skills, education, and pension allowances, your character may enlist in the military services. Pension allowances can be substantial and, in addition to money, can include giving the retiree a Scout Ship, a Trader, Travellers Aid Society membership, passages, weapons, forensic kit, etc.

The ship benefit, money and TAS membership are very valuable to your group.

The game incorporates a very powerful "quick start" group for those who prefer to bypass character generation. This group starts with a large treasury, a Scout Ship, good statistics and skills, some equipment and a Far Trader.

There are many solutions to the puzzles, many ways to win the game by following one plot line or another. Not only does the game have multiple plot lines to follow, but also multiple subplot-lines you may pursue. After completing the main goal you can still play out the latter, since the game does not shut down when you win.

You also get a chance to join the bad guys at one point and play the game out as an evil character. This is the first time Paragon has added the option of becoming an evil character, a

common option in paper gaming.

New combat features

Combat in space and on the ground has been streamlined by a new feature called "React." When it is on, characters act independently to complete combat quickly and efficiently without any intervention from you.

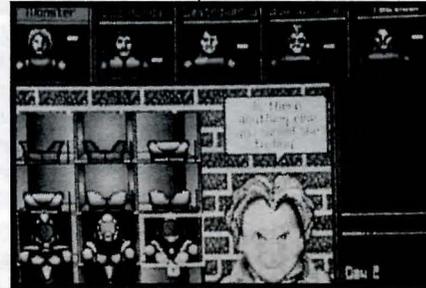
Non-player characters, with React on, will pursue the enemy off the screen until they dispose of them, then return to the party's leader character. The only character you control is the group leader in ground combat situations.

Ground combat is carried out on the exploration screen. During combat you can zoom in and out to three different magnifications of the scenery. Almost any other ground-based action can be carried on during ground combat.

Space battles are conducted from an aerial view of the combatant ships. You can fire weapons, but the only possible maneuver is to flee.

Space combat, with React on, will result in the best qualified characters volunteering for the jobs, automatically filling the positions with your approval. This system is efficient and effective in assigning manpower.

Fleeing appears to be successful a high percentage of times. (I was always able to successfully run from a space battle.) Until you have a Far Trader with three beam weapons for both gun turrets (or you find the hidden Ancient ship), you



Type: Role-playing
System: MSDOS (640K required; CGA, EGA, TGA, 256-color VGA/MCGA; digitized sound, Tandy 3-voice, Ad Lib, Covox Sound Master, Sound Blaster; mouse, joystick optional)
Planned conversions: Amiga

by Al & Amanda Giovetti

should avoid space combat and piracy.

On-planet exploration is relatively simple and, as in combat, you can zoom in and out to three separate magnifications. Your character icon is shown as a "head and shoulders" that move as he walks or rides in various conveyances.

While on-planet, you view town map screens, the wilderness map screen or the Ancient site map screen. Treasure gained through combat or exploration will be found a treasure bag icon that's on the ground in plain sight. The *Space 1889* requirement that you dig at exact locations for loot is not used in this game, and you don't have to worry about starving to death or running out of air in your space suit this time.

Space flight 101

Space travel is very simple: you take off from and land on a planet, and use a "gas giant" star to produce fuel or jump from one planet's jump point to another. The space map is composed of hexagonal jump zones in two dimensions.

You need never land for fuel as long as a gas giant is nearby. A full fuel tank will provide you with a two-hex jump in space. (The hidden Ancient ship doesn't need fuel and can jump four hexes at a time.)

Color-coding streamlines play

Interaction with non-player characters has been significantly enhanced by color-coding them. Green characters possess all specific messages integral to the game, and once all possible interactions have been made with such a character, he turns white like the other non-interactive characters. In combat, the red characters are combatants.

This color-coding lets you see when you have cleared an area of non-player characters with messages, a truly innovative idea. Some characters will turn green after you communicate with them. Others require communication, interrogation or a truth serum.

Some are Merchants, who will stay green until you sell them one or many items. It would have been less confusing if Merchants were blue or yellow instead of green.

Buildings are color-coded to show which ones are occupied by green characters. The cities have a standardized

layout, so the hospital, library, university, travel agent, police station, vehicle rental, arms dealer, etc., are always in the same place in each city.

More innovations

The "hail" command is a further innovation. Hail will stop any green character within one city block of your character long enough for you to get close enough to talk with him. And the interaction routine is more forgiving and flexible than in *MegaTraveller 1*.

You can buy, sell, communicate, talk, and so on from a distance of less than a block, and can even carry on interpersonal interaction from within a hovercar or all-terrain vehicle, eliminating the need to leave the car.

The PAL option deletes another frustrating aspect of many RPGs, for you won't have to constantly switch a character into the lead position so he can use their skills, perform tasks for which he is particularly suited, or use equipment he alone possesses: the other players in your group will volunteer their services if "PAL" is activated. This works at all levels in the game, including the assignment of personnel to stations in the space ship, exploration and combat.

Enhanced interface

The interface is totally icon-driven and a vast improvement over previous Paragon efforts. You can use the joystick, mouse or keyboard hot keys to perform every function. All three are simultaneously active, so you can use the hot keys while manipulating the mouse or joystick. If you play with a friend, he could use one item while you use the other.

There are hundreds of items to buy or find. (Street vendors sell the best weapons and armor, though many are also obtained as spoils from battle.) Inventory is limited by number of items rather than the more logical limitation of bulk and weight. Twenty-five items is an ample number as long as you sell or drop extra weapons and mundane items.

However, the inventory still does not use a wrap-around scroll feature to let you know when you have reached the end

of the list. A wrap-around scroll could have been used by putting a red line in the inventory to indicate the beginning and end of the list.

Graphics and the "splash screens" that illustrate milestone events are much better than in previous Paragon games. There are small bits of animation in the exploration, fight scenes, and ship-to-ship communications, and in shops where the "head and shoulders" talk to you in two-frame animation.

While walking, the "head and shoulders" of the characters sway back and forth. The screens are well laid out and easy to interpret and use, with an economy of form and function. A convenient feature is the display of the planet and town name on the adventuring screen.

Scrolling is faster with MCGA than VGA graphics, but you won't see buildings on the high magnification zoom. You'll get the most from this game with a mouse or joystick, sound board and VGA.

You are advised to save the game as soon as you arrive on a planet and exit customs. Several save games are necessary, because after talking to a character, you never get the same message again. An infinite number of games may be saved, but the program displays only 32 per directory. You may also save to a floppy.

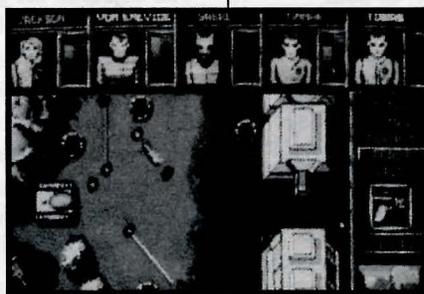
Conclusions: Paragon obviously listened to all the comments, criticisms and suggestions from gamers and reviewers about *MegaTraveller 1*, for the redesigned the interface incorporates the best of the suggestions and addresses complaints about the earlier interface. I recommend this game for the role-playing gamer looking for something pleasant on the eye, the ear and the mind. *MegaTraveller 2* is worthy of the most discriminating space quester.

Difficulty: Intermediate

Protection: in manual

Price: \$59.95

Company: Paragon/MicroProse



The CD Detective: Murder Club & Sherlock Holmes



Good mystery games involve a lot of seemingly unconnected circumstances and facts. The deeper you have to dig for the facts, the better your sleuthing skills will develop.

Consequently, a great mystery game is one in which the skills you develop in the earlier parts of the game are really put to the test later on when things get hairy. Both of these are constructed in this way.

Sherlock involves three separate cases, and *Murder Club* links many smaller mysteries into the main case. In both games the beginner can ease his way into the cases and work up to the more difficult parts, of which there are many. *Sherlock* and *Murder Club* are satisfying mysteries, with the latter getting my vote as better of the two. You'll crack many a magnifying glass in answering the myriad questions.

Sherlock Holmes Consulting Detective

A couple of issues back I previewed *Sherlock*, based on my observations at CES. Now that I've actually had the chance to play the game, I have even more words of praise.

Sherlock boasts that it's the first video game to successfully incorporate moving video directly into the game. The scenes in question involve actors in the roles of characters in the mysteries and appear whenever you visit a person directly related to the case, thus successfully gathering a valuable clue. The video, coupled with period paintings that depict the scene the characters are describing, fits in nicely in the game.

However, the scenes halt ever-so-briefly every few seconds to keep the video and audio in synch. This minor flaw was a result of the technology at the time. NEC has since managed to develop better technology to smooth out the video.

Sherlock's interface is nothing special. To play the game, you select people and places from a directory or your notebook to investigate. After choosing a person or place, you may consult Sherlock's

private notes for information, send out the Baker Street Irregulars (local ruffian boys) for clues or travel yourself to directly investigate.

Clues are found in mock copies of *The London Times* included in the package. You can also access the newspapers in the game. Additional help may come from the Baker Street Regulars, Sherlock's contacts in the police department and other professional organizations.

The object of the game is to solve the mysteries (there are three individual cases) with the lowest number of points. You get a point every time you consult Sherlock's notes or the Baker Street Irregulars and travel to a location. The Baker Street Regulars charge even more points for their information.

Sherlock is put together nicely. The sound and graphics are wonderful, the mysteries are very confusing and almost silly in their resolution and the atmosphere is pure Sherlock Holmes.

J. B. Harold Murder Club

Murder Club is a much better game than *Sherlock*. This is because the mystery is much bigger, there are more characters, the plot twists keep you guessing, and the interface is very intuitive. *With Murder Club* you more than get your money's worth, because it takes well over 50 hours to put together all of the facts in order to frame the murderer.

The ultimate goal is to solve the mystery of Bill Robbins' death. Chairman of the Board of Robbins Trading Company Ltd., he was found dead of stab wounds in the parking lot near the rear entrance of Houlington College. Along the path to the conclusion you will solve a number of smaller mysteries that also get you further along the path to arresting Robbins' enemy.

Save that game!

As with *Sherlock*, it is important to save your game in *Murder Club*. Fortunately,

the system card that activates the CD unit has space set aside for saving games. *Murder Club* is a huge game, and the interface has many features to help you put together clues and facts.

Murder Club game play depends on the selection of commands from menus. You access the main menu of the game at the police station. From here, you can identify suspects, examine records of past crimes, prosecute suspects, interrogate suspects and examine your progress. Each main function leads to a submenu.

Leaving the police station takes you to the main map, from which you can select a number of locations, such as Robbins' home, for further investigation.

A nice feature allows you to analyze relationships of people in the game according to the facts you know so far. A screen pops up with windows for people's pictures and lines drawn to other windows. As you learn about new people, more pictures appear in the windows.

Another function shows your progress on a bar chart in the areas of evidence, interviews, interrogation and information, and reveals a message from your mentor and former partner Jad Gregory. These special functions help you keep things straight in *Murder Club*.

Graphics and sound

The graphics are good, and the music and sound even better. Digitized photographs of characters, locations and objects bring the game to life. The music in *Murder Club* fits the game's atmosphere perfectly. Sound effects are strewn throughout, as are narratives spoken in your choice of English or Japanese.

Conclusions: Though it will take a long while to finish the game, the mini-mysteries along the way keep your interest up and your brain active. *Murder Club*, with the amount of pictures, music and data crammed onto the disc, is a fine example of the power of CD games and enough of a reason for TurboGrafx-16 owners to go out and buy the CD unit.

Skill Level: Intermediate

Price: \$59.95 each

Company: NEC

Type: Mystery
System: TurboGrafx-16 CD system
Planned conversions: None

by Russ Ceccola

Walkthru: Quest for Glory II

For a Fighter, add 20 points to strength, and 10 each to vitality, agility, weapons use. Magic-user: add 35 to magic and 15 to intelligence. Thief: add 15 to agility, 5 to weapon use, and 10 each to strength, climbing, and dodge. One effective combination is a Fighter/Magic-user: using a Fighter character, add 5 to magic, 15 to strength, and 5 each to weapon use, intelligence, agility, and vitality.

Character Development: Repeatedly practice your skills. A Fighter, for a few days, should concentrate on nothing but fighting at the Guild, then going to the Inn, resting for an hour, returning to the Guild, and repeating this process. The Thief should also practice daily. Also practice all combat moves and sign your name in the log at the Guild. A Magic-user should buy all spells he doesn't already have from the Magic Shop. The Thief will have to first buy several daggers from the Weapon Shop, a magic rope from the Magic Shop, and finally some oil from the Apothecary.

Combat: All characters you will fight against have some sort of pause or stutter before they actually make their offensive move. Watch for it, and dodge or parry, then make your offensive move.

Part One: Shapeir

Listed at the end of the Shapeir section are several things to do in no particular order. You must do them before day 17. Otherwise, just follow the day-by-day instructions. Each character type solves certain puzzles in different ways, and this solution covers them all.

Day One: Leave the inn and walk straight to the end of Dinar Tarik. Exchange your money 15 gold pieces at a time. Return to the plaza and buy a map and compass from the man. When directed to walk to a place in the rest of this solution, use the CTRL-R option and click on the location (on an IBM; see your reference manual for other versions). Fighters must go to the weapon shop in the Fighters plaza and buy the fine sword. Thieves should have at least 10 daggers for their quest. While in the Fighters plaza, pick up an extra waterskin from the leather worker. Magic-users should go to the Magic Shop in the Plaza of the Fountain and buy any spells they lack. A Thief should buy the magic rope in this shop.

Days Two and Three: Get south from the Gate Plaza and ask the man about a saurus and its price. Do not accept his offer until he reduces the price to 5 dinars. Thieves and Fighters should go to the Fighters Plaza and practice on the rope to raise Agility. To successfully complete this, take a step forward, and save the game if you don't fall. Repeat this until you reach the end of the rope. At sunset, watch Sheema dance in the inn. Day Three: At sunset, watch Omar speak.

Day Four: Practice on the rope in the Fighters Plaza. You will need to prepare yourself for battle with the Fire Elemental on this day as well. To learn of it, go to 1z3z1 (see bottom for directions) and ask about Elementals, contrary elements, containers and the Fire Elemental. Next go to the Apothecary and ask Harik about the Fire Elemental and flame. Buy 1 packet of incense from him. Furthermore, you will need a container, so buy the lamp in the Fountain Plaza. Finally, fill your water flasks in the fountain.

Days Fiv, Six, Seven: The Fire Elemental is in the Gate Plaza. Immediately use the 3nc2n92 and move your hero north. When you have gone far enough, drop the lamp. Next weaken the Elemental with the w1t27 and take the lamp. Day Six: Nothing. Day Seven: Collect reward at the Guild.

Day Eight: It is now time to prepare yourself for battle with the Air Elemental. Go to Aziza and ask about the Air Elemental. You will need to get a container, which is the b2ll4w9 from the weapon shop. The Fighter must arm wrestle Issur for it. The Thief must use his rope, then take it from the wall, but only at night. The Magic-user can cast fetch on it, also only at night. You can get the contrary element of dirt from the p4tt27 in the Fountain Plaza.

Days Nine and Ten: Go into the Palace Plaza and prepare yourself for battle. The Fighter must force his way toward the Air Elemental, then drop the dirt into the funnel. The Thief should use his rope, then drop the dirt into funnel when he's over the Elemental. The Magic-user should do

the same, only casting levitate to rise above it. Finally, use b2ll4w9 to capture the Elemental. Day Ten: Nothing.

Day 11: First go to Aziza and ask her about the Earth Elemental. Go to the Fighters Plaza and buy a cloth bag from the clothing worker. The Fighter must go to the Guild hall and get 945lf47g2 from Rakeesh. The Thief will need to go to the Apothecary and buy p4w827 4f b57n3ng from Harik. First, however, all classes can ask him about the Earth Elemental and earth. At night, watch Omar speak.

Day 12: In the streets of Shapeir you will meet the Earth Elemental. The Fighter must fight it with 945lf47g2 and kill it. The Magic-user must cast f11m2 817t at it. The Thief must throw the p4w827 4f b57n3ng onto it. When it has crumbled to pieces, take the Elemental.

Day 13: If you are of the Fighter class, be sure to check the Guild to receive your note from the EOF if you are a strong Fighter. Regardless of character type, purchase an extra waterskin from the leather worker in the Fighters Plaza.

Day 14: Go to the Fountain Plaza and immediately drop the waterskin. Next, use the 137 2l2m2nt1l, then take the filled waterskin. Go to the Palace Plaza and get the pin from the Katta. The Fighter must again check the Guild to receive his note from the EOF.

Day 15: Fighters go to the Guild and receive the final note from the EOF. After sunset, go to the east end of Askeri Darb. Enter the open door, and when chained, try to break the chains. When the man comes in, use the right arrow key to dodge until you reach your weapon. Fight the man, but don't kill him when you knock him down.

Day 16: Go to Aziza and meet with her and your saurus. Buy any final supplies you might need such as pills, oil, food and be sure to fill your waterskins. At sunset, listen to Omar.

Before Departing for Raseir
Aziza lives at the alley off of Shmali Tarik. Knock on her door, then answer the questions as follows: 1: Your Name, 2: Rakeesh, 3: fight with demon, and 4: Aziza. Always share tea with her, and when

by Russell Greenspan

you are ready to leave her home, always type farewell and do not stand.

Visiting the Dervish: To get unlimited dinars, go five south, then three west from Shapeir's gate. When you see the Dervish, take his beard. Return to Shapeir and give the whirl to Keapon in the Magic Shop. Rrepeatedly type "give whirl," and he will give you 15 dinars each time.

Visiting the Fortune Teller: The astrol-oger lives on the south end of Tarik of Stars. Ask him about future. Tell him about Spielberg when he asks. Ask him about money, then give him a donation.

Traveling in the Desert

Always visit the oasis when your waterskins run out, or to take a rest and drink. When you see a body on the ground, be careful. This is an illusion created by a brigand who will soon attack. If you kill a scorpion, take its tail and sell it to Harik in the Apothecary. The ghouls' claws can also be sold to Harik.

Task One: From the entrance to Shapeir, walk three screens west. To get the feather, the Fighter should move the rock and take the feather. The Thief must use his rope, then take the feather. The Magic-user must do the same, only casting levitate to rise high enough.

Task Two: After defeating the Earth Elemental, ask Aziza about Julunar. From the entrance to Shapeir, go five screens east. Give her water, then the Earth Elemental. Tell her about Spielberg and about the Earth Elemental. Type "9h4w 1ff2ct34n." Say Julunar and get the fruit.

Task Three: Go to the Apothecary and give the feather and the fruit to Harik ,and he will make you a dispel potion.

A Thieves' Guide to Shapeir

When at the money changer, make the Thief sign. On the second day, go to her and ask her about the job she has for you. At midnight of that day, go to the alley off Rani Tarik and sneak, then pick the lock. Once inside, take the tea service and then oil the hinges on the closet. Open the doors and search the closet. Close the doors, then leave. Return to the money changer on Day 3 and sell her the two items. For second job, go to the weapon shop at night. Sneak, then pick the lock. Once inside, shut the door. Oil the anvil and give it a good shove. Open the trap

door and pick the lock on the box. After taking the money, close the box, then the trap door, and return anvil to original position. Open the door and leave.

Part Two: Raseir

Day 27: Talk to Ferrari in the inn when you get to Raseir. At sunset, return and talk to him again. You must pay Ugarte for his information. Then ask about water, fountain and prophecy. Stay out of the streets after dark. Sleep at the Inn. Your room is behind the bar on the left.

Day 28: From the gate plaza, walk south to the fountain plaza. Go to the south end and see what happens. Then walk back towards the inn. When you see the Harem Girl, follow her to her room. Give her all she asks for, but before giving her your spare clothes, ask about Khaveen, Ad Avis and Harem. Sleep at the Inn. When you wake, walk into the gate plaza.

Day 29: When you find yourself in the dungeons, you must first show your pin to the katta. To open the gate, the Fighter must force it, the Magic-user must cast open, and the Thief must pick the lock with the pin. Take your equipment from the table, then crawl through the hole. When you get out, walk around until you meet Ad Avis.

A Thieves' Guide to Raseir

On Day 28, make the Thief sign to Ferrari in the Blue Parrot Inn. He will tell you of a job he has for you. At nightfall that evening, walk south from the gate plaza to the open window in the fountain plaza. Use your rope to get inside, then sneak over to the cabinet. If you make a noise, stop walking; resume after Khaveen goes back to sleep. Oil the hinges on the case, then pick the lock. Open the doors, take the falcon, close the doors and sneak back over the window. Return to the inn and give Ferrari the falcon.

Part Three: The Forbidden City

Use the m37747 to open the door. Rub the lamp when you enter, then walk west.

Air Room: To cross the river, go to the northern part of it and time your jump so that you land on the log. To make it easier, change the arcade difficulty level to easy. Jump off the log when you get near the land. To stop the wind, the Fighter must f47c2 the rocks down; the Magic-user must cast f47c2 on it. To stop it as a Thief, use your lock pick on it. Climb the

stairs and cross over to the east. On the cliff, be careful not to fall off, and walk through the open door.

Fire Room: Pour some water on yourself, then walk through the room, being careful not to step into the molten part. After your water evaporates, pour more on yourself until you manage to exit through the western exit.

The Statue of Iblis: At the door, say Su-leiman, the one who bound Iblis (check the history section of your manual.) Don't touch any of the treasure, but instead walk through the gate. When Ad Avis takes the statue, go to the stalactite and take the ring. Wish for any two attributes you want, but on the third wish, ask for transport.

Back at Raseir: Quickly walk south. If you are a Fighter, you have no choice but to kill the guards and then force the gate open. The Magic-user must cast dazzle on the guards, then cast open on the gate. If you are a Thief, as soon as the top patrolling guards face east, use your rope. When you climb up, walk west.

Inside the Palace: The Fighter must jump down and fight Khaveen. When he disarms you, say no, then kill him when you disarm him. The Magic-user must cast levitate to get down, then cast calm on Khaveen. At the door, force it if you are a Fighter; as a Magic-user, first cast 72v27911, then cast open on it. Once inside, the Fighter must avoid combat with the statue, then run and kick over an unlit candle. Make your way to the left of the screen, then run toward Ad Avis. The Magic-user must cast trigger on the statue, then cast f47c2 on an unlit candle. While Ad Avis is talking, move left. Cast force on the wall so that it bounces off the wall and knocks over the liquid in the brazier.

As a Thief in the Palace: When you leave the women, walk south to hide behind the fountain. Move left when the top guard is facing left, then move left again as the guard leaves the screen on the right. Outside, use your rope and go across. Throw a 81gg27 at an unlit candle, and then carefully walk east. Every time Ad Avis says something to you, duck instantly. When you reach the second pillar, hit him with daggers until he falls.

Keys to the Kingdoms™

Megatraveller 2

To get money, choose a Far Trader when each character musters out. Sell extra Far Traders to 3 million each. Make one character an Aristocrat, who gets up to 1 1/2 million when mustered out. Slay criminals and collect bounty at the Police Station. Check in at each Station, since some bounties may be collected only at certain Stations. If you include a Scout or Navy in the party, you can use their bases to bypass Customs.

R. T. Vicedomini

Truth serum is in building on **75gb378**.

The Ancient Ship is on Gas Giant in the **611v2n** system. To power the ship, get the "antimatter fuel cores" from the Ancient Site on Patanir. Fuel cell batteries are at Ancient Site on **F51c3n**.

You need passes for many planets. For passes to Yebab, Algine, Hefry and Hero-ni, see Swat Szoul on **J12 T2114n1**. Vendors there will sell passes for most other system planets. Other passes are found as treasure when you kill a villain (Lewis pass is obtained by slaying Nonnel on Treece, who also has other essential items. Investigate Ancients, Ancients Collectors Society, Ancient Sites and Grandfather in the Library and Travellers Aid Society.

Al Giovetti

Timequest

Go to Peking 1361 BC and enter burial chamber. Sit on bench. Meditate. When basin fills, stand and get it. Pour water into statue's mouth. Get emerald. Leave. Go to Peking 452 and give emerald to priest as a donation. Now go to Peking 800, and you'll be allowed to go east in sanctuary. Get mask and use in Rome 425 AD to show a miracle to Atilla.

Marian Apgar

See Cleopatra in Cairo 44 BC for vial, then go to Baghdad 1215 AD and show vial to merchant. You'll get a drachma, a yuan note and the password to the Peking gates. Head for Peking 1215 AD, meet

Ghenghis Khan, enter city with password, visit brothel. Show yuan to madame. Tell girls to follow you, then head for soldiers. When soldiers disperse, open the gates.

Andrew Phang

Heart of China

There are two ways to enter the fortress.

1: first talk to peasant into giving his clothes to Chi. Give the rope and grapple to Chi. Use rope on cow, wear the clothes, and have Chi go through front gate of fortress. Put grapple on rope and use whole thing on back wall so Jake can climb up. 2: forget the peasant and cow. Go to side of wall and have Chi wear Ninja outfit. When guard walks away, use crowbar on grate. When going through the tunnel, use Jake's lighter, get beam, use beam in hole in ceiling. Inside Palace: in room before kitchen, get bottle and push over lamp. Give bottle to dog. When you find cobras and Kate, shoot one cobra and get Kate. Katmandu: Be sure Chi has the healing herbs and medicinal herbs from Wu in Hong Kong, and make sure Jake leaves. When talking to Kubla, you agree with him about his parents. Then give him a car made from the cigar box, Chi's chopsticks and his coins with the holes in the middle.

Shawn Lauzon

Martian Dreams

To grow a Martian seedling, find healthy seeds in Hellas. (Look in room with rusty door.) Get water by using a pick on ice-cap and putting block of ice in bucket. Correct mixture of chemicals is nitrogen, phosphorus, potash (from 20N, 114E Elysium or lab in Hellas).

Dream Quests in Elysium: give dead Martian to Tekapesh, then say pod, better, yes to open door to Dream Machine. There are four quests here. The Gun & Star Obelisk: use dreamstuff, equip weapon. Kill Proto-Martians. Look bodies, get money. Exit building, talk to auctioneer. Bid on grey horse till you buy it. Say "free" to horse. Steamboat Obelisk: Use barge to get 25 pages of manuscript. Eat berries obtained from dreamstuff so you

can see invisible shoals. Give pages to Twain. Take manuscript to post box and use it on box. Easiest way to move barge is to move lever, then hold down space bar. Telescope & Satellite Obelisk: get and equip winged shoes. Walk across void to next platform. Get bow and arrow, mirror. Follow invisible path. Talk to Lowell. Shoot canal worm with bow and arrow. Use telescope to SW. Follow invisible path from SW corner going south, then west till you reach Pluto. Use mirror. Mars with Space Cannon Obelisk: go W, NW, N, N, N, NE. Get dreamstuff. SW, S, S, S, S. Use dreamstuff. Use oil on hatch.

Useful locations:

Cooter's Cave	12S, 81W
Corporate Chasma	17S, 79W
Power Generators	13N, 27W
Syrtis Major, Explorers	10N, 71E
Towers of Power	8N, 14W
Pumping Station	18N, 167W

Andrew Phang

End Game: Go to 27S, 62E and get big barge. Go to Explorer's Camp and align the barge's tracks with the tracks running into the cave. Push one of the carts into the cave. (Anything loose can be fixed with a wrench.) Use big drill on vein of iron ore and fill the cart. Push cart onto barge, pilot to cave opening at Olympus Mons. Push cart into cave to closest point to the cannon. Talk to Carnegie.

Go to space ship where you found Dibbs. Get microscope in Hellas. Get metal bar, take to Roosevelt. Get cannonballs from Carnegie and use them on barge at 4S, 9W. Pilot barge to east gate at Argyre. Get as close to it as you can before firing. Talk to Rasputin and Goldman. Get rouge berries and take to Bernhardt; she'll make dye. At pumping station, use dye and chunk of plastic on the sprayer. Walk robot into sprayer and use control panel. Return to Argyre, talk to Rasputin and Goldman. Use dream machine there.

Roland Ketchley

Might and Magic III

These tips will prove useful in the opening stages of the quest. In Fountain Head, start by arming as many party members as possible with missile weapons. Get the Cartography skill and join the Guild. Keep giving skulls to the builder of the shrine.

Type Arena at the Magic Mirror. To enter the castles, your characters must be Crusaders. To do so, go deep into the Temple of Moo south of town. Blacksmiths get a new shipments of weapons and other items every Wednesday (this is true in every town).

John van Caneghem

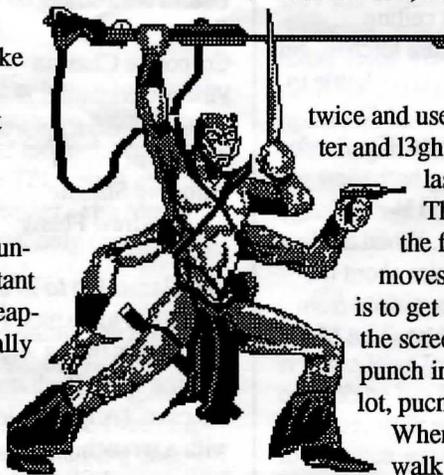
Death Knights of Krynn

A good party consists of a human fighter, an elf dwarf cleric/fighter, a kender fighter/thief, a half-elf cleric/fighter/mage and an elf mage. In combat, use your fighters to attack enemy fighters, and have the mage take out enemy spellcasters. After combat, take only magical items. Take little steel, as it slows you down.

Tory Richard

This game is full of undead creatures resistant to ordinary edged weapons. A mace, especially +4 or higher, works well. The best is the Mace of Disruption, which does 32-36 points per blow and is in the armory at Cerebus. In the IBM version it's easy to collect 6-7 of these. (Also get at many +3 Rings of Protection as possible.) Rescue the cleric Zacharia from the false fortune teller and take him to the Town Hall. You'll be told to help yourself to anything in the armory. Get whatever you want and exit only from the treasure menu, not the room. Move the party to the corner and around the room's corners until you are back at the door. The treasures will all be restored, and you can get more of the same ones — as long as you don't leave the room.

Bill Dawson



At the end of the game you can open a dungeon at the upper left corner of the map. It's easy to map but the battles are tough. Inside, head north but don't enter the door. Turn either left or right and go to the end of the passage. Go north, entering all north doors only.

At the end of the passage, turn either left or right and head to the center of the dungeon. (Note: don't try to retrace your steps after encountering the Golums. They reset after you pass them.) At the center, search for hidden doors. A Thief must activate any traps, or they'll be triggered.

Charles D. Jones

Space Quest IV

At Ulence Flat, go south from Time Pod and enter bar. Walk to the three goons, and you'll be kicked out. Push over their bikes. (They'll be after throughout the game; when a biker gets close, dive to avoid them.) Enter bar and get matches.

Return to Pod and enter code for Xenon.

On Xenon, go east twice and use slime on doorlock. Enter and l3ght c3g17 so you can see laser beams.

The first display controls the first laser grid, the middle moves the second, etc. The idea is to get all the beams vertical on the screen. To rotate a little, punch in 020 or 030. To turn a lot, punch 080 or 090.

When all three are vertical, walk through.

Go north, west and down the first stairs. Go around the thing at the bottom and wait till the droid follows down the stairs. Go up the other stairs and move east, south, west, west. Open door. Enter the code from the hintbook (6965847669). Enter room.

Donald Tong

At the beginning you can get some extra points by picking up the unstable ordinance in the tank and putting it back. Use the jar from the room under the sewers on the pile of acid that follows you, then quickly move on. After exiting the sewers, go directly to the landing gear of the space ship.

Andrew Phang

Bane of the Cosmic Forge

Use ruby eyeballs to get past Skull Door. Blow Horn of Souls for a boat ride. Explore first island thoroughly, clearing all rooms and the small dungeon. You should find Book of Sirens. Read it and use last line on Sirens. Board raft to visit Sirens and get Water Wings, which can be used to explore the river without a boat.

Frank Scalise

Tunnels & Trolls

Cheats: pull up your character F1 and gather all the money. Go to Khost, then to tavern. Save game, reload and talk to Butterman until Hastin shows up. Push Hastin's number and gamble. Answer yes. Bet all you have. The number 4 comes up 90% of the time. After winning, save and repeat. When you get to the point that you can bet only four figures, share money, save and start again.

Useful locations:

Map/location	Place
F-4/C-4	Fountain of Healing
F-4/L-14	Black Forest
F-4/L-3	Kassamax the Demon
F-4/G-12	Eternal Tree
F-4/F-7	Troll
F-3/C-12	Elf Village
F-3/G-11	Rescue Elves
F-3/I-4	Wizard Rogue
F-2/M-13	Star Spire
	Truman Searfoss

Mines of Titan

To win lots of money gambling, stand in front of the casino and save the game. Enter and play Keno for \$1. Record seven winning numbers. Quit Keno. Exit casino. Restore saved game, play Keno for \$20 and bet on the previous seven winning numbers. Win \$140,000 and repeat as needed.

Martin Peterson

Ye QuestBusters Code!

Boldfaced numbers are coded:

1 = a, 2 = e, 3 = i, 4 = 0, 5 = u,

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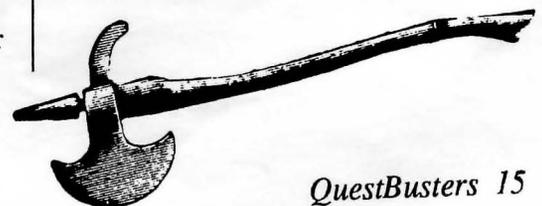
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