

# QuestBusters™

The Adventurer's Journal  
April, 1993

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Not sold in stores

## QuestBusters' 101st Issue!

Nearly nine years ago I had a vision. Fortunately a team of psychiatrists, optometrists and herbal anesthesiologists was able to restore me to my senses, and I realized that seeking Colonel Percy Fawcett's fabled Temple of the White Tiger in Brazil was not how I really wanted to spend the rest of my life. So instead of venturing off to South America, I launched *QuestBusters* – and it's hard to believe I'm actually editing our 101st issue. (I still have Fawcett's maps, if anyone is interested.)



### Thanks again

Many of you have been with us from the early days, and I want to thank you one and all. Special thanks also go out to everyone who has contributed reviews and solutions over the years, as well as to our current contributing editors.

### Free walkthroughs!

To continue our goal of giving adventurers more of what they want and need, a new option has been added to the Passport to Adventure department. Buy the game from us, and you'll get the solution – free! If you prefer, you may choose to receive extra issues added to your membership (three for 3rd class, two for Adventure Express and Canada, one for overseas). The game listings on the back cover will note the quests for which we have solutions. If the solution is not yet available, you

can choose to put your name on the list to have it sent later; this is also an option if you would rather play the game until you get stuck before looking at a solution.

To get the solutions to you as quickly as possible, some will arrive unverified. If you find a problem with a solution, let us know so we can fix it.

### Membership drive

This year we are launching our biggest membership drive of all time. Get a friend to join and mention your name, and we'll add six issues to your membership.

We've also obtained several mailing lists and are sending flyers to thousands of adventurers. The special offer does not apply to renewals. Because it is impossible to determine whether these names include existing members, however, we will add three issues to your membership if you send in the flyer and renew at the same time.

### The Circle of Scepters

We have been asked about lifetime memberships more than once. (Three times, actually, but who's counting?) In order to raise capital for a new quest-related and still top secret endeavor, we are establishing The Circle of Scepters – limited to 100 people who sign up for Lifetime Memberships. In addition to receiving the Journal, you will also get your choice of any two books (even the next *Quest for Clues*) or one game. As a member of the Circle of Scepters, your name will go

into a special database to ensure prompt service and that yours is among the first batch of each issue mailed out 1st Class and with Adventure Express.

You may ask yourself (or anyone else who will listen), "my lifetime, or yours?". Ours. Since we have lasted 101 issues, you can count on us being around as long as there are adventure games to solve. And in case you croak, we are making these transferrable – even if you quit questing someday, you could easily sell your Lifetime Membership to a friend.

Lifetime rates are: \$300 to USA, \$350 to Canada or Mexico, \$400 to other overseas addresses. If you renewed within the past year, you can apply that payment to a Lifetime Membership. If you renewed for three or more years in the past two years, write for details.

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# ADVENTURE ROAD



## Al Lowe rides off into sunset

Knocking the trail dust off his Stetson, Al leaned on the bar at the Maverick, ordered another Crown Royal and told me more about the making of *Freddy Pharkas: Frontier Pharmacist*. (We had spent the afternoon looking at a beta.) "For research," he revealed, "I watched *Blazing Saddles*, *Rustler's Rhapsody*, *Frisco Kid* and every other Western I could find. So *Freddy* is really more of a satire of Western movies than a Western adventure game."

Of course. Now it was all beginning to make sense — that explained the puzzle involving a herd of stampeding escargot that escaped a snooty San Francisco restaurant and threatened to demolish the town of Coarsegold, where the story takes place. And the cigar store Indian named "Running Gag." And the town's cemetery, Reboot Hill.

Coarsegold is depicted in an eight-panel scrolling scene fashioned from a digitized water color painting. It is the same Coarsegold where Sierra is located, but about a hundred years ago — just after the local gold rush panned out. *Freddy* is a former gunslinger turned pharmacist who must face down the evil Kenny the Kid in the last of a four-act story. It has more object-oriented puzzles, and tougher ones, than the *Leisure Suit Larry* games for which Lowe is best known. But the same demented sense of humor shines through every scene and piece of dialogue. He also pokes fun at adventure gaming by giving you 500 points (in a 999 point game!) for simply unlocking your front door! And whenever you are awarded points, a digitized voice yells "Score!"

*Freddy* is set to ship this month. From what I've already seen, it is custom-made for any adventurer with a sense of humor — and anyone who likes a good sheep joke.

## More new quests

*Inca* showed up from Sierra, but *Day of the Tentacle* (LucasArts) didn't. *Rome* (Maxis) turned out more like *Sim City* than an adventure or RPG.

## Crusaders cluebook arrives!

Sir-Tech just shipped a 179-page clue book for *Crusaders of the Dark Savant*, with complete maps. We have them in stock, so advance orders should arrive within a week. To order, send \$19.95 plus shipping (see back cover). The usual free issues will be added to your membership.

## Space Quest V solution

Last month I said the solution for *Space Quest V* is in *The Official Space Quest Companion*. But it turns out the book merely provides a preview. So if you ordered the book from *QB*, we'll send a free solution.

## X-Wing solution

If you are frustrated by *X-Wing* and your *Simulations!* expired with number 7, you will miss an extensive strategy guide in issue 8. Besides lots of combat tips, it tells how to solve some of the toughest missions, such as TOD 1/4 and 1/8. (For USA members not receiving *Simulations!*, it costs only \$10 for six issues.)

## Amiga conversions

*Bard's Tale Construction Set* has been released by Interplay. *Dark Savant* will be out for Amiga later this year.

## Quest for Mail

Dear QuestBusters:

Are you getting greedy — selling us part two of a walkthrough for \$2. What's the story?

Frank N. Censed

*If money were our goal, we'd just fly to Colombia and track down Pablo Escobar. We adopted this option to make lengthy solutions available to those who want them right away without running them in a series as we did with Dark Heart of Ukuul a few years ago. (This alienated everyone: people who weren't playing it hated to see it every month, and those who were didn't want to wait. When our feature walkthrough is brief, we will include as big an excerpt as possible from another adventure. The \$2 is very reasonable when you consider the alternative — a \$10-\$20 cluebook for a single game.*

## QuestBusters

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# Challenge of the Five Realms

**I**n the opening scenes of *Challenge*, Grimnoth, a sorcerer of great strength materializes in the castle of the King of Alonia, kills the King and demands the crown be delivered to him. So in a few minutes your life changes, from that of a pampered prince to that of the would-be savior of your world. Your quest is to save the world from a plague of darkness, and you also have a mandate to reunite the five realms of Nhagardia.

This story, an original scenario by Marc Miller, Hall of Fame Gamer, was written to take advantage of CD-ROM later this year, therefore as a necessity the color is far more brilliant, the voice excellent — and in fact over six megabytes are used for the cinematic introduction. The game uses over 22 megabytes, featuring state-of-the-art animation and speech in the movie-like scenes.

You begin by generating a single character with 40 attributes and skills, plus Hit Points, Magic Points, Fatigue Factor and Encum-

brance. This is done by answering eight questions. If preferable, you can use a pregenerated character.

Regardless, you can make up a name for your character and use a built-in paint kit to rebuild, pixel by pixel, a face to your own likeness. A help screen simplifies this process, and you can save extra faces, load ears, eyes, mouths, hair and head gear — this feature is practically a game within a game. For the player who plays games vicariously, this

will add to the enjoyment.

## The deadline loometh

As the young Prince you must deliver the crown to Grimnoth in 100 days, or suffer destruction of the entire kingdom. In the meantime, your knights have stolen the crown and given it to your cousin Duke Gormond, who now claims the kingdom.

Magic was banished from the kingdom by your father, so the only magical aid available must come from

Cagliostra, a witch that was formally in the court's favor. And before the end of the quest, you must also be the one to discover the other four kingdoms: Fraywood, the Elven home, Aerius, the kingdom among the clouds, Thalassy at the bottom of the ocean, and Alveola, the Gnome's underground kingdom.

From each kingdom you will obtain a magic item that will help you find and destroy Grimnoth. In the meantime, the Spell of Darkness has started and moves slowly across the land, destroying all life as it progresses.

## Ye interface

The excellent interface is broken down into a number of components. A Realm or Village screen gives you the name of your location. You also see how many days have passed since the adventure began. In the NPC window, you can click on a character to see his portrait and view any spoken text. Other icons and indicators give information on the progress of the Plague of Darkness, your character and his or

their stats, a Collective Stamina Bar showing the fatigue level of each character, his endurance, strength and hunger.

One of the more interesting icons allows you to Zoom to an overhead view of the village or area, where NPC are represented as red dots and important buildings are displayed in green. The World Map shows your location at any moment, and by clicking on any location you can move to that area at once, although this

does consume time. The World Map is in color, and your trip is shown by a red line moving on the map. Your current location is always highlighted in blue. All through the Realms are shops for Weapons, Armor, Stables, Shipyards on the Shores, Alchemists, Taverns, Lodgings and Healers.

## APAL to the end

The combat system employs the famous PAL system, which was developed to avoid the cumbersome details of giving specific instructions to the NPC in the party. This allows anyone to speak up and volunteer for the tasks for which they are best suited.

Each character has a unique personality. Some are aggressive and confident, others are experts at picking locks, bargaining, spellcasting, etc. You have the ability to override your characters if you choose, but usually it's in your interest to go along with them. Also, if you desire you can enter into Quick Combat; the program takes over and continues the fight.

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**Type:** Fantasy RPG

**System:** MSDOS (640K, 23 megs hard disk, VGA or MCGA required; Ad Lib, Sound Blaster, Roland, Covox)

**Planned ports:** CDROM?

# Veil of Darkness

A hand had been nailed to the Library door, a thing all but withered to the bone. High above, in the shadow of the battlements, lay the decomposing body of a Gypsy, a broken-toothed grin on what was left of its face.

Inside, it was cold, and the few candles and the lantern gave no warmth. Behind the desk, chained to the floor, lay a huge Tome. It appeared to absorb what little light there was. Kairn recalled the horror.

Kairn of Csarda was eighteen, and had been in love. Deanna had been a stem of glass, a fragile rose, a petal locked in a crystal. To his father and brothers, however, she was a hated Hungarian. And for that, she had to die.

A slow, mesmerizing flash on a jeweled blade, wielded by his father. Blackness, then warmth. The warmth of wine as they poured it down his throat. Only it was not wine, but blood — Deanna's blood. Kairn's thoughts returned to the present.

The Tome was huge, three feet by two feet with a thick ribbed spine. Called the Agrippa, the book was the personification of Evil. No one dared to destroy it. Few had dared to open it. Kairn unlocked the chain and opened it.

Suddenly a cold wind caused the flames of the candles and lantern to falter and grow dim. An evil light began to creep from the pages, engulfing Kairn. A "veil of darkness" fell forever over his soul and the surrounding Valley.

Centuries later, while you are flying over Romania, an evil force

reaches out and engulfs your single-engine plane and catapults you into this cursed Valley. Alone, cut off from the outside world, as the Valley has been all these years, you must fulfill the Prophecy and rid the Valley of the undead, evil Kairn.



## On the Event Horizon

So begins SSI's latest package, developed by Event Horizon Software. Following the successful

runs of *Darkspyre*, *Dusk of the Gods* and, most recently *The Summoning*, Chris Straka continues to give us exquisite and innovative entertainment in the form of *Veil of Darkness*.

The point and click interface will be familiar to anyone who has played *Dusk of the Gods* or *The Summoning*. The upper 2/3 of the screen shows a 256-color VGA hand-drawn graphic window. The lower third is the character screen.

The graphic window portion holds a 3-D overhead map that displays the gaming environment in an oblique, three-quarter perspective. Gaming takes place both outdoors and inside buildings. The outdoor scenes are a nice and welcome addition to the confining inside-only views of *The Summoning*.

The character screen contains a portrait of your character and what you are holding/wearing, inventory slots, hit points, encumbrance, message bar, action icons,

options, status, outside influences, the Prophecy scroll and map icons. This screen can be moved up and down for easy viewing.

There are two map icons. When you are outdoors you can use the Valley map. Clicking on a location will allow you to travel there. The number of locations you can travel to increases as the game progresses. The second map is an auto-map that charts your movements as you travel through catacombs and other underground mazes.

As in *Horizon's* earlier games, the auto-map can be printed out, and so can all the conversations you have with the many colorful NPCs you'll encounter throughout your adventure.

This nice touch to the game allows you to review the hints, clues and direction to take next at your leisure, and totally eliminates note-taking.

Another absolutely essential feature of any adventure game is your choice of combat intensity. I

prefer a puzzle-oriented experience, and not a fight the next monster around the next corner. *Veil* offers three choices: Full, Simplified or Easy. I played in the Easy

mode.

Regardless of which mode you choose, a quick trip to the Gypsy Camp, which will show up early in the game, enables you to be healed up to your maximum. This maximum varies with the combat mode you chose.

## A few clues

With all this in mind, let's get

Continued on page 14

**Type:** fantasy role-playing  
**System:** MSDOS (600K, VGA, 3" floppy required; mouse, joystick optional; Ad Lib, Sound Blaster, Roland)  
**Planned ports:** none

by Fred J. Philipp

# RINGWORLD: REVENGE OF THE PATRIARCH

New game companies pop up all the time. Tsunami Media recently set up shop down the street from Sierra, where a bunch of its people used to work. You'd think that this proximity would be too much for either of them to take, huh?

Well, Tsunami managed to ignore the neighbors and recently released two products — *Wacky Funsters* and *Ringworld*, their first graphic adventure. As far as any game company goes, Tsunami's lineup is solid. *Wacky Funsters* is a goofy collection of near-games that's priced to move and a heck of a lot of mindless fun.

*Ringworld* has a solid interface, excellent graphics and audio pleasures and a very well-written plot, but the game play is minimal and solution will only take three or four hours at most. Although a disappointment in terms of dollar value, *Ringworld* does succeed on all other levels and is a nice bridge to colossal games like *Veil of Darkness*.

Tsunami took the right approach with their first two adventures. With the upcoming *Blue*

*Force: The Next of Kin*, they brought in *Police Quest* designer Jim Walls and partner Cheryl Cornelius. In the case of *Ringworld*, they used the novels of award-winning science

fiction author Larry Niven, and the *Ringworld* universe as a basis for a sequel to the books.

Indeed, Niven participated in the project and is quoted on the box as saying that he always thought that there should be a third *Ringworld* book, that it should be on computer and that *Revenge of the Patriarch* is that book. *Ringworld* logically follows

the books and takes advantage of the geography of Niven's Known Space. The story is set up like a movie, and Tsunami included a paperback copy of the novel for those who want to delve into more of the past of the game's universe.

## Puppets and cats

Humans and the Kzinti, a cat-like humanoid species, at war for many years, have enjoyed a lengthy peace.

Louis Wu and the Kzin Speaker-to-Animals traveled to the Ringworld and brought back knowledge of new technology from a double-headed goose-like race, the Puppeteers. Wu and Speaker also learned that the Puppeteers performed breeding experiments on Kzinti and humans. This knowledge infuriated the Kzinti, because their kind was bred to be less hostile.



Man and cat agreed to collaborate on a fast space ship, the Hyperdrive II, as a sign of peace. The Patriarch of the Kzinti vows revenge against the Puppeteers;

he is in the process of building a duplicate of the Hyperdrive II, but with more weapons.

That's where you step in as Quinn, an old buddy of Wu. You must prevent the Patriarch from killing a family of peace-loving Kzinti that he perceives as traitors, devastating the Puppeteer's

planet and destroying the Hyperdrive II. The Puppeteers promise to help you evade the Patriarch and hostile Kzinti if you recover a few stasis boxes scattered throughout Ringworld. The retrieval of these boxes is the bulk of the quest. The plot is exciting, but goes by too quickly to fully enjoy the conclusion.

Tsunami's interface should be familiar to graphic adventure aficionados. The game's scenes are presented in an angled-side view, much like many

adventures in which you move around a character. You directly control Quinn and click on the spot on the screen where you want him to go. Click on the right mouse button to bring up the command icons in a triangle-shaped box. The icons will appear wherever you click the mouse, much like the Delphine Software games. These are all the standard functions one might expect: look, touch, walk, talk, inventory and game utilities.

Indeed, the interface works almost the same as Sierra's. The exceptions are that: the icons pop up anywhere you want; the cursor does not cycle through icons with a button click; and the touch, talk and inventory object icons don't stay active like the look icon does so that you can repeatedly click the button with the same function on the cursor. Occasional choices of dialogue, a computer with an extensive database on topics in Known Space and a little arcade game scene that's very easy to complete are other touches

**Type:** Graphic adventure  
**Systems:** MSDOS (640K, hard disk, 16 MHz+, DOS 5.0, mouse, VGA; MCGA not supported; Roland, Ad Lib, Sound Blaster, Pro Audio  
**Planned port:** None

by Russ Ceccola

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# SPACE QUEST V: THE NEXT MUTATION

Sitting in his command chair on the bridge of a galactic star cruiser, Roger Wilco barks commands to his weapons and helms officers in an attempt to foil another blood-thirsty attack from an alien starship. The photon torpedoes and laser blasts continue to whine and sear the shields of the two gargantuan ships, and the electricity crackles in tune with the voice of Captain Reams T. Quirk, whose face now fills the front viewscreen. It seems that our hero has enrolled in StarCon Academy, and is now in trouble for being late for the SAT (StarCon Aptitude Test) and for using the star simulator without permission again.

In this fifth installment of *Space Quest*, Roger Wilco is still not free from his janitorial background. As punishment for his misdeeds, he has to polish the StarCon crest. Roger manages to

and hordes of killer mutants.

Beatrice Creakworm Wankmeister, the love of Roger's life, first seen in the fourth installment, must be rescued, cured of a disease and helped in her quest to rid the galaxy of the toxic waste dumpers. Along the way, Roger befriends an acid-dripping, face-hugger alien, blows up a space bar with self-replicating space monkeys, and manages to survive an embarrassing transporter accident.



## Intergalactic Lampoon

If this seems familiar, it should — the plot spoofs all the science fiction horror movies ever made, including *Star Wars*, *Alien*, *Star Trek* (especially *Star Trek*) and *The Fly*. These and many more are lampooned in scenes penned by the now-solo ex-Andromedan, Mark Crowe (without nose and Mohawk), and Dynamix assistant director Dave Selle. In many ways, the plot of *Space Quest V* is better than any that have come before, except maybe the first, even if it seems a little short when compared to the others.

*Space Quest V* uses Sierra's new all-icon interface with the all-purpose interactive mouse pointer to control the complex character interaction. The mouse pointer can be used to look, touch, pick up, talk to, give commands, use an item from inventory, and walk Roger to any location, by cycling through all these functions with the right mouse button. The left mouse button activates the icon. The interface is Sierra's replacement to the old parser controlled

games, and has seen use in other recent Sierra series titles.

The inventory handling system allows Roger to carry an infinite number of objects and does not require or even allow Roger to drop them. In spite of this obscene number of weighty objects, Roger's movements are

not impaired in the least. In many ways this is the only way to handle a character's inventory, since inventory management is not the purpose of an adventure game —

enjoying the story and solving the puzzles is what it's all about.

The puzzles are some of the best, because of the way they fit right into the story. Using the acid-producing face-hugger to melt the bars of a primitive detention cell, for example, is not unlike using Grog to dissolve cell bars in *Monkey Island*.

## Mazes need mapping

Two of the more onerous puzzles are a pair of obligatory mazes that you must traverse before you can proceed through two critical sequences. The first maze involves a fight with WD40, the killer android, and has some very well thought-out sequences, such as hitting the android with a boulder and putting a banana up WD40's tail pipe (as in *Beverly Hills Cop*). But the second maze requires mapping nine sub-floor levels and four turbo lift tubes on a very large space ship, the Goliath. While interesting, the mapping was tedious and required frequent save games. An automapping routine would have

get the first perfect score on the SAT. But Captain Quirk, apparently jealous of our hero's past successes, gets Roger posted to the Eureka, a

garbage scow that resembles a vacuum cleaner.

When Quirk's latest business venture of illegal toxic waste dumping literally blows up in and all over his face, Roger must battle Quirk, a killer android that later serves as a science officer,

**Type:** Animated Adventure

**System:** MSDOS( 640K, 12MHz 286+, 256-color VGA or 16 color EGA, hard drive with 8.2MB; supports mouse and joystick; Thunderboard, Pro Audio, Ad Lib, Sound Blaster, Roland, Sound Source)

**Recommended:** 33MHz 386+ and mouse

**Planned ports:** color Macintosh

by Al C. Giovetti

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# Terminator 2029

Bethesda Softworks' latest offering is a game based on the popular *Terminator* movies. Rather than focusing on the present-day struggles of Sarah Connor and company, the game's battleground is Los Angeles, 2029. You are a soldier in John O'Connor's resistance, fighting a war against the super-computer Skynet.

The resistance has captured a prototype battle armor that you wear into battle against the various enemies Skynet throws at you. *T2029* is a mix of role-playing elements and real-time combat reminiscent of *Wing Commander*, and though the graphics and music (there isn't any!) aren't nearly as good as Origin's, *T2029* is actually lots of fun.

## Familiar surroundings

It starts out like *Wing Commander*, as you name your character. You are then dumped into a very *Wing Commander*-like screen, your living quarters. Here you have options to review your character, play the battle armor simulator (by clicking on the simulator), enter the mission briefing (click on the doors) or exit to DOS (by clicking on the garbage can). You will be given a mission briefing by John O'Connor and his command staff, whereupon you are deposited in the future wreck of urban Los Angeles.

You can outfit your armor with several types of weapons systems (new weapons become available in the course of the game) and

medical systems. Movement is the typical 10°/90-degree movement found in many role-playing games, but combat is real-time. With the mouse you control a crosshairs that you can move anywhere.

You'll see Terminators and Hunter-Killers all around your screen. Luckily, your armor is quite tough, and you are more than a match for these enemies — too bad the same can't be said for the interface. Since the enemies have a full range of movement around you, but you can only turn in 90 degree increments, it can be difficult to maintain visual of your enemy at all times, especially when the Hunter-Killer literally flies circles around you.

## Assorted missions

You are sent out to complete a various number of missions, which include defending installations, entering underground mazes to retrieve items, and other strike sorties. The resistance's success depends on your success, much like old "Blue Hair" in *Wing Commander*.

The gameplay is reminiscent of

Activision's *Mechwarrior*, where giant armed and armored robots did battle, but since *Mechwarrior* ran a polygon flight-sim type engine, movement was in true 3D. Together with the familiarity of

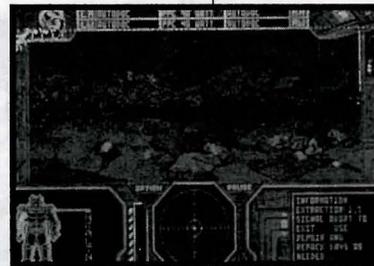
the *Terminator* universe, the diverse number of missions and continuing campaign/plotline of *T2029* make it an enjoyable game experience despite its shortcomings; indeed, it has done so well Bethesda is planning a release of additional missions which promise to correct some of *T2029*'s shortcomings.

## Short on sounds

The graphics do an adequate job of portraying the wreck of L.A., but could use some revamping. The

resolution and artwork aren't up to the lofty standards set by Origin and Sierra, but then again, Bethesda is a smaller shop. Still, there was no excuse for the lack of music or sound effects. The only sounds I heard was weapons fire — no music, no boots thumping, nothing. Apparently Bethesda's testers found music distracting, but maybe that had to do with the particular theme they were using. Bethesda has recognized this problem, and has included music in the upcoming set of mission disks.

**Conclusions:** The lack of music, sound effects and mediocre graphics makes *Terminator 2029* less than it could have been. Nonetheless, *T2029*'s popularity makes you hope that Bethesda will be back — with an improved engine and smarter design choices.



**Type :** Action adventure  
**System:** MSDOS (640K, 286+, 1 meg expanded memory, VGA/MCGA required; 386/20 strongly recommended; mouse supported; Sound Blaster, Roland  
**Planned ports:** none

## Walkthroughs R Us

We have a stack of walkthroughs on the shelf -- write and let us what you want to see in the next couple of issues, and we will publish the ones most requested.

by Bernie Yee

# Preview: Betrayal at Krondor

**R**are is the day I even look at a beta, though they show up in my mailbox more frequently than “letters” with Ed McMahon’s picture on the envelope. But I saw the early stages of *Krondor* over a year ago, so I knew this not the latest *Ultima Underworld* clone.

And I was not surprised that *Krondor* turned out to be more than just another pretty interface, more than just another adaptation of a fantasy novel into a computer game. By blending flight simulator-style, 3-D polygon graphics with other kinds of illustrations and an abundance of prose, designer John Cutter has created a game whose technology is as advanced as the story is entertaining — I call it “virtual fantasy,” which goes far beyond mere virtual reality.

The quest takes place in the fantasy land of Midkemia, home of Raymond E. Feist’s *Riftwar* novels. Like *Ringworld*, it weaves a fresh story from the colorful threads of the original saga, but in this case there is a much stronger mix of puzzles and a greater sense of participating in an “adventure novel.” This is due largely to the emphasis on the characters, whose dialogue during automatic interactions among themselves reveals more about them than descriptions or pictures ever could. Feist’s own participation in the development process added resonance and depth to the people and places.

Co-written by Feist, the story consists of nine chapters and an epilogue. It commences as Seigneur Locklear sets out to take his prisoner, the elf Gorath, to the palace at Krondor. Traveling

through hostile territory, he finds it safer to unchain Gorath so the ferocious elf (who fights more like a dwarf) can help fight off the attacking Moredhel warriors.

More than a dozen other characters also play important parts in the quest. You speak with them by clicking on icons labeled with the topic, such as “lost items” or “nearest city.” The graphics are interactive too, enabling you to click on dead enemies to search them.



## Dress me up & digitize me!

The Dynamix design team dressed up actors in custom-created armor and costumes, videotaped them in various actions and digitized the results. All the faces and head shots are also finely detailed digitized pictures.

Outdoors, you see a 3-D view of mountains and buildings, depicted with polygons, while trees and other terrain features are displayed with bit-mapped images. It’s an appealing combination, especially with the digitized graphics of the characters. Indoor scenes are hand-painted works of art reminiscent of their counterparts in Dynamix’ *Heart of China* adventure.

You can view an overhead map display and zoom in and out to study the immediate terrain. The unique thing about the map is that you can move the party (represented with a red triangle) around it by pressing the movement keys. You can also “zoom

out” and see a map of the entire land. With this system of maps, it can be a real challenge to get lost in *Krondor*.

Paths and trails connect the towns and villages, wending through forests and fields. Move the party onto the trail, then click on the Follow Path icon, and they will automatically stick to the path as you move them forward. (This works on the overhead map too.) While most of the action occurs above-ground, miles of sewers wind beneath the city of Krondor, and a dungeon and mines must also be explored.

## Fresh twists

One the most difficult parts of designing a role-playing game must be dreaming up fresh ways to present some of the things all such quests must include: teleports, magic, combat and the like. Cutter scored on every count.

Combat, for instance, offers unusual conventions and features. The arena shows all characters from the side. When it’s your turn to direct a party member’s action, you move the mouse around the field, and a square shows each spot he may move to. If he’s close enough to attack the foe, the square turns bright yellow when you move it beneath him, and you can thrust, swing, fire a crossbow or cast a spell. Auto-combat is also available, providing a nice display of animated swordsmanship.

The game is forgiving, and a mortal wound is not necessarily fatal. You still have hope as long as one character is still breathing and able to get the wounded to a Temple. Only when all three are out of action does the game end prematurely.

Teleportation, the mandatory rapid transit system of all fantasy

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by Shay Addams

worlds, is also cleverly handled. Each temple can teleport you to any of the others, but they demand cash up front for the trip — no gems, no crystals, no credit. The map that shows the entire land displays the names of each town, making it easy to determine which temple you should teleport to when you need to visit a distant location.

All those swords, scrolls and other items adventurers love to collect and experiment with are illustrated with unusually large icons. Based on the trappings of Feist's fantasy world, these include exotic things such as The Infinity Pool, used by magicians, and the Glory Hand, a grisly shriveled hand you can use to steal things from a combatant during the battle. Click on one with the right mouse button, and the item's description and application pops up on-screen.

Two types of magic await: the Greater Path and the Lesser Path. (I would have called the latter "the Not So Great Path, which explains why I'm writing about games rather than writing games. While some of the spells' effects will be familiar, the names — The Unfortunate Flux, Stardusk, Grief of a Thousand Nights — add zest to the quest.

## Curse of the Living Beta

The drawback to looking at a beta is that often many elements of the game are not yet in place. Half the people I tried to speak with would answer, "I am a random male." And when I found the Tavern where someone was supposed to tell me about the quest, there was only a message reminding the design team to "tell them about the Grey Warriors here."

This was true for puzzles too. So far the only genuine puzzle

I've tripped across is a special kind of chest with three wheels that have several letters on them. A brief poem describes a situation and asks a related question, and you must turn the wheels to spell out the answer.

**Conclusions:** Dynamix' first foray into the RPG field looks like a genuine genre-bender — bound to inspire other designers as much as it is to please adventurers. It's too soon for a definite recommendation, because there were not enough puzzles in place, but *Betrayal at Kronidor* looks like a good bet for anyone who enjoys reading fantasy novels as much as they do playing fantasy RPGs. It's due out for IBM this month, and we'll follow up with a definitive review soon.

## Space Quest 5 .... from 6

made the maze a less onerous task.

The game utilities of save, restore, pause, and others were easy to use and effective in the necessary game utilities. The maximum number of games is limited to 20 games, but Sierra allows you to reset the disk drive to a floppy and save as many of the 10K games as you like by inserting a newly formatted floppy disk when you reach the maximum number of games. Another nice feature is that the introduction can be bypassed on boot up, and only need be played if requested from the starting menu.

The art includes rotoscoping of live actors that was captured with a three-chip video camera, cartoon-style storyboards, hand painting, painted backgrounds, digitized art work, and hand drawings that produced over 1,100 animation loops that play over

one hundred backgrounds. Sound effects and music (but not voice) was digitized, composed, created and recorded into the final soundtrack. The result is a *Space Quest* that not only looks and sounds different from the previous four, but also looks and sounds better.

**Conclusions:** It can easily be said that Sierra has succeeded in making the transition from parser to mouse and icon-driven games without losing the complexity of the plot or puzzles. Sierra has also benefited greatly from their relationship with the highly talented people at Dynamix. In some ways, such as automapping and notetaking, Sierra is moving too slowly when compared to the role-playing adventure game market. I felt that the story of *Space Quest V* was too short, and hope that the sixth installment is longer. But it can easily be recommended to the beginner and experienced adventurer.

*Space Quest* fans and newcomers alike will enjoy the new installment in this award-winning series of games.

**Difficulty:** Intermediate

**Company:** Sierra

**Price:** \$69.95, Clue Book \$9.95  
QuestBusters price: \$60, solution included

Free  
QuestBusters!

Check your mailing label for your expiration date. If it's June 1993 or later, you will get 13 issues for the price of 12 if you renew by May 15.

# WALKTHROUGH: Amazon

## Chapter 1: Terror in the Jungle

Enter building. Talk to secretary (any response). Go to Jason's office. Use intercom. Go to Thornick's office (automatically takes you home). Take letter opener (on table). Use opener on package by door. Take key and letter.

## Chapter 2: A Secret Code

Look photo above TV (note # of brothers & sisters). Look trophies on cabinet (noting year of award). Return to office. Open rat cage. Take rat. Exit. Use rat on receptionist. Open key case (beside secretary's desk). Take Fritch's car keys and display case key. Go to Allen's lab. Open red book. Read red book (ingredients for love potion). Open journal and read it. Use cabinet key on cabinet lock. Pick up tape boxes. Use display case key on display case. Pick up jungle potion. Pick up movie on counter. Put movie on projector. Pull down screen. Flip switch on projector. Examine movie (noting name). Turn off projector. Take blowgun from wall. Take darts from wall. Move dartboard (reveals safe). Return to office. Open cabinet. Pick up alcohol. Combine alcohol with jungle potion (drag one on top of other in inventory). Put new potion on stand over burner. Turn knob on burner (until potion turns green). Turn knob off. Take beaker (heated potion). Combine dart with beaker. Combine drugged dart with blowgun. Exit office. Take hanger from coat rack. Return to apartment (use your keys on car).

### Apartment

Examine upturned chair closely (finding decoder ring). Take ring.

## by Fred J. Philipp & Clancy F. Shaffer

Use tape on tape recorder. Turn tape recorder switch on (gives combo to safe). Return to office. In parking lot, use Fritch's keys on his trunk. Get crowbar and bolt cutters. Close trunk. Go to vault entrance. Save. Climb stump. Examine male and female guard. Use blowgun on male guard. Use bolt cutters on trash can. Take dropped key (by guard's clothes). Use vault key on vault door.

## Chapter Three: Heavy Metal Monster

Examine B.O.B. Return to vault entrance. Take garbage can. Return to vault (B.O.B. leaves). Use crowbar on drawer. Take drawer contents (map, compass and microfilm). Go to library. Talk to librarian. 2. 2. Go to parking lot. Use coat hangar on Miss Morton's car. Turn on her lights. Return to librarian. 1. Use microfilm on machine. Page through story on emeralds. Go to Allan's office. Use safe combination on safe. Take money. Go to parking lot and use your keys on car (takes you to airport).

## Chapter Four: Hot Pursuit

Open truck door. Pick up cigarettes that fall out. Take jerry can off truck. Take tire pump from bike. Enter building. Talk to agent. 1. 1. 1. Offer money (gives you card). Enter Green Monkey bar. Talk to bartender. Offer card. Talk to pilots.

## Chapter Five: Flight of Doom

At gunpoint, say anything. Save. When pilot moves closer, open

chicken coop. Pickup parachute. Use parachute on locked cockpit door. Enter cockpit. Pull yoke, throttle and flap lever (you crash into lake). Move box. Open hidden box. Get raft. Combine pump with raft. (Use inflated raft on lake.)

## Chapter Six: El Loco

Take pole from ground. Take peppers from stand. Enter cantina. Talk to cook. Exit and return to cantina (customers should be gone). Each time cook's back is turned, take food and tip from first table, lighter from second table and knife from counter. Combine knife with peppers. Use sliced peppers on plate cook is preparing (again when back is turned). Exit and wait for food to be delivered to el loco.

When el loco runs to fountain, open hotel door (entering). Take rat trap. Use enchilada on trap. Use loaded trap on stairwell. Take wallet out of rathole. Use receiver on phone. Use peso (from tip) on change slot. Dial number and let ring 3 times before hanging up. Go to post with old man. Buy roots, ammo, paddle, net and machete. Return to cantina (woman will enter). Answers: 2. 1952. 3 sisters, 1 brother. Wild women of Wongo. Back outside, take ladder. Use ladder on side of hotel. Climb ladder. Use pole on sign (knocks out el loco and gives you a nugget). Climb into boat (takes you to Allen).

## Chapter Seven: The Bridge

Move metal sheet. Give ammo to Allen. Move log (supports sheet). Click on Maya's icon. Move Maya to center of bridge and have her use net on bridge support (fixes bridge). Click on Jason's icon. Have Jason cross bridge

(takes you to ship). Talk to captain. 1. Offer cigarettes and gold nugget.

## Chapter Eight: Slave Traders

After Salvador passes by on ship, cross open ground and get hollow reed. Use poison root on water. Enter water from right hand side. Climb ladder (after Salvador passes by again). On deck, avoid Salvador. Take fishing pole at rear of ship. At midship, move cratelid and take harpoon. At front of ship, move crate (forces Salvador to walk in front of you). Move barrel of harpoon gun (to point in Salvador's direction). Use harpoon on gun. Save. When Salvador approaches, use trigger on gun. Go to captain's cabin. Look in porthole. Use fishing pole on keys in cabin. Use keys on door at Salvador's quarters. Enter quarters. Save. Move bar on floor (across door). Use knife on Maya's ropes. Open cabinet and take bottle. Take rag and use it on bottle. Use lighter on rag in bottle. Open porthole. Throw cocktail out porthole. After captain yells, move bar and open door.

## Chapter Eight: Part II (Village)

Use net on crate floating in river. Use fireworks on bonfire. Get ladle from hut. Move rock, getting earthworm that crawls out. Use earthworm on fishing pole. Use pole on river (catching fish). Have Maya cross small bridge and examine plant (on right). Take plant. Have Jason move cooking pot onto fire. Put plant and fish in pot. Pour jerrycan into pot. Use ladle on pot (filling it). Use full ladle on boy's head.

## Chapter Nine: Ancient Secrets

Save. This may be random but follow chief's directions downriver (left, right, right, left at

branches). At hut, offer Stroheim map and compass. At jungle treehouse, pick up plank on ground. Put plank on rock. Have Maya stand on edge of plank. Have Jason climb the stump (automatically propels Maya to tree ledge). Have Maya climb the tree. Use vine to swing across gap. Shake rope loose. Have Jason climb the rope. Have Maya enter basket. Have Jason pull on rope, lifting Maya. Have Maya enter the hut.

## Chapter Ten: The Hall of Death

Take silver key from skeleton. Use silver key on chest. Take scroll. Use machete on vines against wall. Use machete on breastplate of skeleton. Take emerald. Exit. Follow Stroheim's directions on river (right, left, left, right).

## Chapter Eleven: Spectre of Evil

At camp, take chain. Move tent flap and take jerrycan (gas). Use winch on jeep (unwinds cable). Pour gas can into jeep tank. Take keys from dead man by jeep. Use jeep key on jeep. Use winch. Have Maya move tarp. Move box top. Take explosives. Move airtight case at bottom center of screen. Take geiger counter. Use counter on jungle north of jeep until bush is found. Move bush. Take arrowhead. Exit. Back on river, Save. Go right, right, left, right (may be random).

## Chapter Twelve: A Secret Passage

After Maya's shot, move tree limb. Examine carving in door. Use arrowhead on carving (enter automatically).

On bridge, go to middle of bridge, behind support column. Wait until amazons are shot. Use lighter on explosives and set explosives at base of middle column. Go across bridge

## Chapter Thirteen: The Thing in the Pit

Take laces from boots on ground. Take spear. Use laces on spear. Use knife on laces and spear. Cut flower hanging from edge of vine (drips sap). As giant ant approaches, wait for it to stop and reach up to drink sap. Move beside it and stab upward with spear (using up arrow key).

## Chapter Fourteen: The Guardians of Eden

Automatic (if you used too many hints, you won't see the complete ending).

## Space Quest V

From the walkthrough by Fred J. Philipp and Clancy F. Shaffer

### Spacebar

When you arrive you are given a business chip. Sit with Flo and Droole. Wait. You will be given a dehydrated Space Monkeys (look at). At Battle Cruiser game, click on quit unless you want to play it). Cliff will be hauled off to Jail. Go east and note guards and force field.

Use transporter in bar and beam up to ship. Get Spike and beam down. Sit at table. Put Monkeys in drink. Go to cell area. When guards leave, go to denton area. Use the hand icon to turn off force field. Walk to second cell, on left, half way down corridor. Talk to Cliff. Use Spike on bars.

### Back in ship

Talk to Flo and Droole. Set coordinates for Klorox II. Lightspeed, regular, orbit. You are stuck in orbit around Klorox II. Order Flo to "Hail ship" and ask WD40 for recommendation. WD40 will suggest you beam down to the surface.

Continued on page 14

# Keys to the Kingdoms

## Space Quest V

**Space bar:** before beaming down, bring Spike with you. Sit at table with Flo and Droole. Get space monkeys. Play and win Battle Cruiser with Captain Quirk. (An easy way to win is to save game before using a probe, so you don't waste them.) Put space monkeys in your drink. Go east. Turn off force field. Find cliff in cell. Put Spike on bars. Leave.

**Kiz Urazgubi:** on screen with hollow log, walk out onto north branch until you fall. Get branch. Go back to hollow log. Get fruit by using branch to swing it toward you, then quickly grab it.

Go to top of cliffs next to large boulder. Use branch on boulder (android must be following you). Go down to pool of water. Android will fly out. Now go to hollow log and walk halfway inside it.

When android lands above you, put fruit in jetpack. Get android head. Meet Cliff by pool of water. Beam aboard. Leave room. Go back to transporter room and give android head to Cliff. Get android device.

Beam back to surface. Use android head on self. Walk on platform. Click hand on compartment on east wall. Turn all four handles once. Open top latch. Open bottom latch. Turn top left handle. Turn bottom right handle. Open top left panel. Open bottom right panel. Turn bottom left handle. Turn top right handle. Open top right panel. Open bottom left panel. Get cloaking device.

Joseph Courter

## Lure of the Temptress

**In town:** Talk to strangers to automatically ask them about who

you're currently seeking. Explore town and meet Gwyn, Luthern the Blacksmith and Mallin. If you meet Luthern on the street, talk and answer 1. Follow him to the ship, and he'll tell you about Goewyn.

Mallin will give you a gold bar if you answer 1. Take it to Ewan in the general store. Give it to him, and you'll get 12 groats and a gem. Exit east and south and look at sign. Note description of gem. Go into Magpie and talk to barmaid. When she tells about Morkus, give her a gem, and you'll get the flask.

Talk to Morkus, bribe him, talk to him again. Return to Luthern and tell him the bad news. Return to outside of Magpie and talk to stranger sitting in square. When real contact is made, he'll give you a lockpick.

David Riesberg

## Magic Candle III

To read a sign on the other side of a wall, talk to it instead of looking at it.

Eddie Deale

For more allocation points when rolling a character: when you pick a companion to join your quest, don't select randomly. Add points yourself. Use all points in this Skills category until you have only one left. Then go to the main section to add (Bravery, Strength, Dexterity, etc.), and it will say you have zero allocation points. Select add anyway, and pick any you want (Bravery, etc.). You now have 84 allocation points, or 254 skill points! Money: when starting, use allocation points to max out a profession. This way you earn more as each day passes. Assign three or four of your high-earning characters to jobs while you

explore Oshcrun.

Fran Maye

## Crusaders of Dark Savant

When you find a treasure chest, save. If you don't like what you find inside, restore the game and try again: sometimes you'll get a better weapon, etc. Use the Identify spell to see how powerful and what the item is. This works on most chests in the game.

Jason Smith

## Spelljammer

A good way to seize enemy ships to get treasure and cargo is to first shoot exclusively at the enemy's guns until there is little return fire. Then use small arms (you must have a large crew and the arms, of course). Do this until no more enemies are being hit, then grapple with the ship. (Turn off all weapons except small arms, as stray shots will eventually destroy the hull.) Even if any foes remain on the ship, they will have few hit points left and will be easily vanquished.

Get as much crew as possible.

Their pay is far less than the money you can generate with the increased small arms for ship-to-ship battles, and they also help in on-ship combat. Always take control of all crewmembers. Always attack Liches and Mages first, so they can't attack you with magic.

Buy magic weapons in Waterdeep as soon as possible; don't wait to find them. They're necessary for certain monsters (Wights, Spectres, etc.). A good tactic against such level-draining monsters is to use your non-specialized crew as blockers and use magic to kill them.

Greg Zeschuk

## M & M: Clouds of Xeen

**To defeat dragons at E1: 14, 12** (and be able to read all books for many points, have character with highest intellect increase his or her intellect at every skull in the Cave of Illusion. Then equip the person with Thought Ring +8 Intellect, Sage Belt +5 Intellect and Mind Cameo +3 Intellect.

Make sure two characters have Lloyd's Beacon. Set one Beacon just inside Dragon Cave, the other at A1: 4, 12. This is at a fountain that gives you 250 hit points. Travel south from the fountain to A3: 3, 14, where another fountain gives you +30 armor class. Go south again to a fountain at A4: 3, 3 for 250 spell points. Make sure you have plenty of time to travel before all these temporary points wear off. Teleport to B3: 15, 4 for 50 Intellect points, then teleport to D3: 8, 9 for 10 Intellect.

Use Beacon to return to Dragon Cave. Set Implosion spell for all who possess it. This will usually wipe out 3-4 dragons at one shot. Have smarter characters read books for experience points. Save after each encounter and repeat the fountain routine until all dragons are dead. You'll also get lots of gold and other items.

John R. Clark

## Star Control 2

**The Ultron:** to reassemble it and make the Utwig happy, get the missing parts (clear spindle, rosy sphere, aqua helix) and use them when you have the broken Ultron. The spindle is with the Pkunk, the sphere with the Druuge (trade a Mycon deep-child for it, *not* your crew!), and the helix is on Zeta Draconis I. The broken Ultron is with the Supox in the Beta Librae system. Give the repaired Ultron to the Utwig (Beta Aquarii), and both they and the Supox will join forces with you. The Utwig will also give you the bomb in Zeta Hyades system.

Matt Bergeron

**Final Battle:** you need the Utwig superbomb, a hyperwave broadcaster, the sun device, and the talking pet. Go to Procyon and talk with the Chmmr about the talking pet, the superbomb and the Sun Device. Then use the Sun Device while still in the Procyon system. (If the Chmmr don't talk to you, go back and talk to them. They'll tell how to destroy the Sa-Mantra at Delta Crateris.) After the Chmmr have stripped your flagship and installed their equipment, add as many crewpods as possible so you can take lots of hits from the Sa-Mantras. Your escort fleet will fight them until the very end, so it should consist of powerful ships and extremely maneuverable ships. Chmmr Avatars and Yehat Terminators are good for powering your way past the Sa-Mantra defenses, while Pkunk Furies and Arilou skiffs are good for out-maneuvering them. The talking pet will tell you what to do from there.

Henry T. Carlson

## Ultima Underground II

**Key to Armory in Britannia:** though a Thief in the sewers will tell you he lost the key to a green giant, he really means he lost it to a Reaper in the southeast section of level 4. You need powerful magic or a weapon to kill the Reaper. Try the Lightning Wand from the headless area, or the Jewelled Sword of Major Damage in the Reaper area (to get the sword, shake rose bush several times, and it will be revealed). After slaying Reaper, go to back of room and search debris in the hole to find the key.

**The Dam Maze (Ice World):** the combination to find the key is up, up, up, out. The combination to find the door is down, down, up, in.

Liria Morrell

## Blackrock gems

**1:** from Goblin Captain in Prison

Tower

**2:** Killiion's Keep on level two. Pass the trap with four candles on top of the mud

**3:** Ice Cavern, level 2, west side of river downstream

**4:** Talorus, level two, center of lava

**5:** Academy Final Exam on level 8 in center of room with pentagram

**6:** from Dostag in Pit of Carnage

**7:** Tomb of Praecor Loth, level 1

**8:** Ethereal Void, in center of Shrine of Spirituality

James Chao

**Shrine of Spirituality:** to reach it, you must complete all levels by making it through a "gauntlet" of Moongates. Complete each colored path until you make it to a pyramid. Then make like Q-Bert and change all the blocks to the same color if you want to enter a bonus room.

Once you have completed all four paths (blue, yellow, red, purple), the squares on the pyramid will turn golden. You must turn each square gold, then enter the gold Moongate to be teleported outside the Shrine. Drop a Moonstone (you'd better have two by now), cast Levitate and throw another Moonstone inside the cell housing the Shrine. Cast Gate Travel on the Moonstone you dropped, and you're in the cell. Don't forget to pick up your Moonstone from inside the cell before teleporting back out again. You also need to get the Blackrock Gem and use the Pearl Staff while inside the Shrine.

James R. Davis IV

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This month contributors John Clark and Henry Carlson were randomly selected to receive the game of their choice -- so send in your clues and tips today. (All submissions become property of Eldritch, LTD until May 12, 2319 A. D.)

## Five Realms .... from 3

### Magic time

Spellcasting and Magic are an integral part of the game and easy to use. You can bind a spell to an object and use it at a later time, and a Binding Ring is also available to hold many spells. You can scan the spell components, and they, as well as gold, are party property and may be used by anyone.

The manual is well written, giving full descriptions of the icons and their applications. It also gives a complete reference for the weapons, currency, armor and shields you buy or find.

**Conclusions:** *Challenge of the Five Realms* offers an interesting story line that holds your attention, fairly easy to master procedures, plus beautiful color, sound and speech. Each of the five realms each has a unique graphic style. The medieval music fits the mood of the quest without being jarring or obtrusive.

I highly recommend this game to all adventurers, as it breaks past standards and appears to establish standards for future games.

**Difficulty:** Intermediate

**Company:** Microplay Software/  
Micro Prose

**Price:** \$69.95

**QuestBusters price:** \$59.95  
(solution included with the game)

## Space Quest 5 .... from 11

### Klorox II

Walk down hill to the green house the building with the hole in the side. Find computer console. Click on console with hand.

When loogies start to fall, move your head: Left, R, L, R, L. Droole will show up and save you. Mutant will revert and talk to you. Look at flies. Take note on

## Ringworld .... from 5

Anyone should be able to jump right into *Ringworld* and play the game straight through without ever opening the manual except to pass the copy protection.

Unfortunately, the nice interface goes to waste because there are only a handful of scenes in which you solve puzzles or do anything useful. Instead, you'll spend about half the game watching animated scenes or reading dialogue. In all honesty, the puzzles are pretty good, and a few even have their own little interfaces, whether it be a combination lock or puzzle lock. What really hurts are that there are some situations in which player control seems logical (like the escape scene near the end), but the computer takes over and you're forced to watch the action. If Tsunami had reduced the amount of non-interactive scenes by a third and added three or four more planets to explore for stasis boxes, I might be able to highly recommend the game rather than just caution die-hard gamers expecting more.

Graphics, music and sound effects are all exceptionally strong. You'll see a combination of views, pop-up interfaces for specific puzzles, smooth animation, effective motion-scaling and detailed, hand-painted backgrounds. Quinn looks a lot like Sean Connery, and the Kzinti preceded by 20 years the Kiltrathi

floor to left of console. Look at. Put hand on console. Enter combination. Read Activity Log. Return to beam down point. Walk through SW corner of screen. Look at hazardous waste can for coordinates to Genetic Lab (41666). Exit. Beam up. To chair.

If you detect a homing beacon, don't beam down now there is nothing there, return later.

cats that must be distant cousins. These graphic elements all work really well to bring the *Ringworld* and the story to life.

**Conclusions:** I hope Tsunami produces another *Ringworld* game. The characters are interesting and the world is immense, offering all kinds of possibilities. *Ringworld* had all the makings of a great game — it just needed a little more meat. With all of its dialogue, the game would work much better as a CD product, or perhaps, with all the action and scenery changes, as a movie. Until either of those things happen, be forewarned that *Ringworld* is entertaining from start to finish, but that those times will be closer than you might like.

**Difficulty:** Novice

**Company:** Tsunami

**Price:** \$69.95

**QuestBusters price:** \$60 (includes solution)

## Veil of Dark .... from 4

started. After talking to Deirdre, follow her directions and talk to Kirill. Exit and talk to Ivan. Go to Bar. Talk. Go to Eduard's house. Note blood trail. Push bookcase. Take all. Return to Kirill. Look at Prophecy. Return to Bar and talk. Click on map. Travel to first location.

**Conclusions:** I greatly enjoyed this game. I think it's the best thing that Horizon has designed so far. Maybe it was the horror genre and outdoor locations. The music and sound effects were superb and set in a sombre, frightening ambiance. I especially liked the auto-map and conversations print-out features. Don't pass this one up. Highly recommended.

**Difficulty:** Intermediate

**Company:** Event Horizon/SSI

**Price:** \$59.95; clue book, \$14.95

**QuestBusters price:** \$55.95  
(includes solution)

# Swap Shop

Free ads for members only. 10 adventures per ad, original software only. \* = clue book included.

## Amiga

Sell only, \$10 each: Bard's Tale 2, Champions of Krynn, Countdown to Doomsday, Azure Bonds, Dark Queen of Krynn, Death Knights of Krynn, Dragon Wars, Drakkhen, Neuromancer, Silver Blades. Chuck Miller, POB 33656, Cleveland OH 44133

## Apple

Seeking GS versions of Uninvited, Leisure Suit, Police Quest 1-2. Also Apple 2 versions of Plundered Hearts, Ballyhoo, Moonmist, Cutthroats, AMFV, Crimestopper, and others for 2 and GS. Have many to sell/trade, including Infocoms and Deja Vu. Most with clue books. Write for list, price (quantity discounts available). Bradley Mogol, 1 Midsummer Dr, Old Bridge NJ 08857

Freel Many 64K Apple games, Ultimas, Wizardrys, SSI, Sundog, etc. You pay postage. M Pritchard, 3568 Greenwood Ave, Los Angeles CA 90066

Sell/trade: most SSI (including Phantasie series), Wizardrys, Sierras, Ultimas, Infocom text games, Bard's Tales, New Word, Epyx, Datasoft. Glenn Berryman, PO Box 348, McVeytown PA 17051

## C-64

Sell only, 64/128 software, 120+ titles. Send SASE for list. Also complete C-128 system for sale. John Peterson, 207 E Perry St, Durand MI 48429-1635

Trade/sell: 75 games, \$5-\$20 each. Plundered Hearts, Wizard of Oz, Legend of Blacksilver, Ultima 6, Below the Root.... Send SASE for list, with your list. Daniel Cohen, 2225 Rutland Ave, Redondo Beach CA 90278

## MSDOS & Quest-allikes

Trade: Kyrandia, Out of this World, Pirates 5", KQ5 CD. Want (any format: KQ6, Lure of Temptress, M & M 3, Summoning, Eric Unready. Ken Hicks, 450 Jefferson Ave, Fayetteville GA 30214

We lost our manual for Guild of Thieves. Do you have one so the kids in my class can finish the quest? Connie Chissum, POB 356, Jayton TX 79528

Sell: Ultima Underworld 2, \$21. Cobra Mission, \$16. F Maye, 493 Hurley Rd, Coatesville PA 19320  
Thunderboard w/speakers, \$75. Dozens of games, most \$20 each. Send SASE for list. Gary Onuschak, 301 Stanton St, Dupont PA 18641

Trade, 3": Quest for Glory 2, Conan. 5": \*Savage Empire, Mean Streets. Mario Zecca, 136 Smadbeck Rd, Carmel NY 10512

Sell only, 3": Waxworks \$18, M & M: Xeen \$20, Police Quest 1 VGA \$10, Space Quest 4, \$24. Joseph Courter, 410 N 10th St, Prospect Park NJ 07508-2211

UW 2 & chr editor, walkthru, \$35. Legends of Valor, \$25. Tony Ellison, 407 N Division, Lowell MI 49331

\$20: Magic Candle 2, 3". \$25 each: 3" Ultima 7, 5" King's Quest 6, 3" Sherlock Holmes (Scalpel), 3" M & M, 3" Crusaders Dark Savant. \$30: 3" Ultima Underworld. Bob Schreur, 9518 Oakview, Portage MI 49002

Will buy (either disk size): Starflight 2, Megatraveller 1, Vengeance of Excalibur, Savage Empire, Space 1889, M & M, Wizardry Trilogy, Lost Treasures 2, Ultima Trilogy 1, Lord of Rings 1 cluebook. Dan Groves, 3032 Lutheran Rd, Gilbertsville PA 19525

Sell only, 3", \$22: Dark Savant. \$18 each: Spelljammer, \*Lord of Rings 2. Postpaid. Richard Robillard, 52 S Main St, Baldwinville MA 01436

\$25 each: Lord of Rings 1 or 2, M & M 3, Megatraveller 2, Spirit of Excalibur, Powermonger, more. Mike Prero, 12659 Eckard Way, Auburn CA 95603

\$20 each: \*Amon Ra, Space Quest 1, \*Space Quest 4, Indy & Atlantis, Conquests of Longbow, Willy Beamish, Monkey Island 2 — all VGA. Monkey Island CD, \$30. Want Quest for Glory 3, list of your CDs. Eric Curtis, 2519 Lindley Terrace, Rockville MD 20850

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