



Enchanted Realms™

*In a land where like hearts
meet, at the crossroads to
adventure, come join our ranks
and enter...*



BUS

Issue 6

Enchanted Realms™

The Premier Adventure Game Journal For The Amiga!

Published Bimonthly By Digital Expressions

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Subscriptions to **Enchanted Realms™** are \$49.95 U.S. (Six issues with disk), \$59.95 Canada and Mexico, and \$79.95 foreign airmail. Single-copy rates are \$10.95 U.S. (One issue with disk) and \$12.95 Canada and Mexico. Payment MUST be issued in U.S. funds drawn on a U.S. bank. All orders shipped first class. Please address subscriptions and questions to: Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 or phone (216) 582-0910. Address EMail to PLINK care of **Enchanted**.

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Cover Design

The **Enchanted Realms™** artwork appearing on both the Journal cover and on disk comes from the creative mind of Amiga fantasy artist and graphics columnist Bradley W. Schenck.

Isaiah 40:28-31

Enchanted Realms™

Issue 6

May-June

1991

Contents

Adventure Departments

Proclamations	4
Audience Hall	6
Court Herald	7

Adventure Reviews

Uninvited	10
Leisure Suit Larry III	13
Obitus	16
Legend of Faerghail	19
Countdown to Doomsday	21
Nightbreed	23
Dragon Wars	25
PowerMonger	27
Infestation	29
B.S.S. Jane Seymour	32
Character Editors	35
Hearthside Tales: Capsule Reviews	38

Adventure Helps

Loom Walkthrough	42
Hidden Gems	48
Adventurer's Backpack	50
Adventurers' Guild	52

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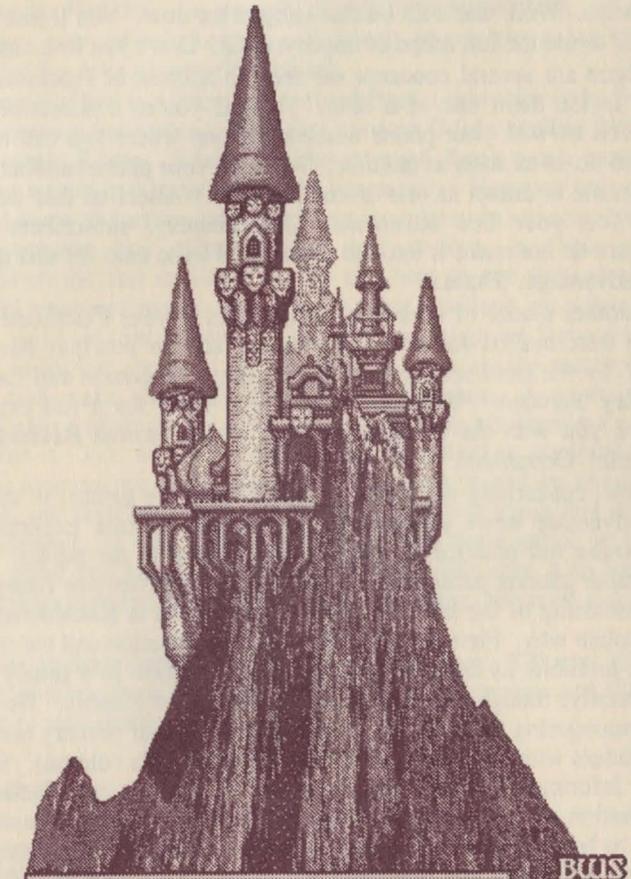
Game Rating System

We use a very simple identification and rating system for our game reviews. Each adventure is identified by primary type and assigned a score from 1-20 for each category in which it is judged. These scores are then combined to provide the overall rating on a scale of 100. Games scoring 80-100 are considered Very Good-Excellent, those rating 55-80 fall into the Above Average category, while games that score under 55 are viewed as Below Average products. When looking at the overall rating of a product, keep in mind the components most important to you in a game.

Type	Score	Category
Graphic	Excellent (16-20)	Documentation
Animated	Good (11-15)	Playability
Role-Play	Fair (6-10)	Graphics
Strategic	Poor (1-5)	Sound
Action		Atmosphere

Notice: Graphics for reviews and walkthroughs have been digitized from their particular software manuals for review purposes only. All rights remain exclusively with their respective companies.

Adventure Departments



News & Views From
Throughout The Realms



Proclamations

From The Lord Of The Realms



We're excited! This issue marks the completion of our first year. It's been a good year as well. News of the Realms has spread across this and many adjoining lands. We have grown and matured in that time, too. But, there's much more still awaiting us in the months ahead!

The July-August 1991 issue of **Enchanted Realms™** will be our Anniversary Issue. It will also mark the next stage of our development. We will be growing once again, increasing the amount of coverage we provide on the Amiga adventure scene and improving on the quality of the Journal itself. We're making more room to increase our adventure coverage and provide more hints and helps. Well, that's all on this subject for now. You'll just have to wait till Issue 7 to see the full scope of improvement. Don't you love suspense?

There are several concerns we need to address in Proclamations this issue. Let's tackle them one at a time. First, if you're a subscriber and have not provided us with your phone number (or one where you can be reached), you need to do so as soon as possible. We need your phone number to notify you if your name is drawn as one of our software winners so that we can arrange to send you your free adventure. Unfortunately, subscribers without phone numbers do not make it into the drawing. Please care for this quickly as it's to your advantage. Thanks!

Another matter of interest to subscribers is your Certificate of Citizenship. These were mailed out several weeks ago and, as you may have noticed, were signed by the Lord and Lady of the Realms, Dragomon and Estarra. Just who are they anyways? Well, stay tuned next issue for a full explanation as we present you with the background story of **Enchanted Realms™**. Wow, more suspense! Oooohhhh!

Now, concerning the matter of information we present in the Court Herald, our adventure news department. I feel that a little explanation is in line concerning our practice of relaying information to the public. If you keep up with other gaming publications, you will often see news or rumors there prior to our disclosing of the same or similar information in **Enchanted Realms™**. Let me explain why. First, we are a bimonthly publication and the time lag between issues prohibits us from relaying some information in a timely fashion. More importantly, though, we don't want to report on rumors. We don't feel that rumormongering promotes good journalism. It's our primary concern to provide our readers with fact, not fiction (at least not in this column). So, if we cannot verify information before going to press, we leave it out. Second, some of the information we see related in other publications' news and rumors sections we know to be privileged information not for general public release, at least not at present. We know this to be true because we have spoken to the companies in

question concerning the subject. Just as we feel that it is our responsibility to give our readers honest and accurate information, we also believe it to be our responsibility to honor the requests of vendors on the matter of privileged information. It's simply a matter of ethics (which is in no way a simple matter). When we have approval to convey privileged information, we do so. Until then, we do not. What this means to you is that you will always be able to find certain information in other publications before we place it in print, based upon the above concerns. What it means to us is that we occasionally miss the scoop on some new and ground-breaking products. However, we value our journalistic and personal integrity. We can also sleep at night without worrying about the effects of printing information we have been given in confidence. This, we believe, is simply another reflection of our desire to be a quality publication. Thanks for your understanding.

One last item that I would like to mention concerns our reviews of Amiga adventures. We try to be fair and accurate in the review of new products. However, we are fallible (as if you didn't know). As such we would appreciate your response if you find that you strongly disagree (or agree) with any of our reviews. This way, you can help keep us collectively on our toes as we strive to bring you the most for your adventuring dollars.

A good example of this is a letter we received from a subscriber who felt just the opposite concerning our reviews in the last issue on **Chaos Strikes Back** and **Bane of the Cosmic Forge**. Simply put, he enjoyed **Bane** much more than **Chaos**. Were we wrong in our reviews? Not necessarily. However, this causes a very important issue to surface, one which we must keep in constant balance. Namely, that everyone has different likes and dislikes in their gaming environments, as in the rest of life. We try our best to see that adventures receive a fair and accurate review, and in most cases I believe we achieve that goal. However, we do at times blunder. Occasionally, when we feel a reviewer has been unfair in his/her appraisal of a product, we discuss the matter before going to press and make some adjustments if appropriate. A game review should never provide a platform for airing personal peeves, nor should a product suffer unjustly for it. Yet, we do not require our reviewers to conform to our opinions in their evaluations of an adventure. This, too, would be unfair. So, we call upon you, our loyal readers, to call us to account when you feel we have erred in our judgment. If you believe a reviewer has been unfair in his/her estimation of a game you have played, please tell us! We owe it to both our readers and software vendors to see that each adventure receives a fair and honest review.

Thus, it's time to draw another Proclamations to a close. Till next time we meet, may your torches burn brightly, your hit points increase and all your adventures be truly memorable ones.

Happy Adventuring!

Chuck Miller
Lord of the Realms



Audience Hall

Letters To The Lord Of The Realms



Dear ER:

I thought I'd drop a note along with my survey and renewal, just to tell you how much I am enjoying **Enchanted Realms™**. The journal is exactly what I've been looking for. Please feel free to change what you need to in order to remain viable in the marketplace, but I do like having a place that is (at least) strongly oriented to the Amiga; I don't have to worry that I'll read about something and then find I can't go get it. But as long as the current contents remain a subset of your new vision, that would be OK.

Keep up the good work!

Ace McInturff

Memphis, TN

*Thanks, Ace! We appreciate your feedback and that of the numerous subscribers who responded to our last survey. We do have some very definite changes in store. Beginning with Issue 7, our Anniversary Issue, we are making several improvements to **Enchanted Realms™** which we believe will benefit all members of the Realms. We will continue to maintain our commitment to being the Premier Adventure Game Journal for the Amiga - all adventure and all Amiga. We are, however, making some format and design changes to make the Journal even better. This includes a facelift for the cover and some internal improvements. The disk is also being streamlined so that we can pack even more onto it each issue. We believe our readers will find **Enchanted Realms™** even more attractive and indispensable than it already is!*

*Room simply doesn't permit us to print or respond to anywhere near the number of letters we receive. What we try to do is select a letter that addresses issues that we feel our readers are most concerned with. During the past few months, we have received requests to make the adventure rating system more accurate and uniform so that scores don't have to be "tweaked" in order to properly represent the game's value. Look next issue for a new and more precise system, one which better represents the value of each game component. We have also had requests to include a column where readers can write in with their gaming tips, as well as a Swap Shop page for our readers to use as a point from which to sell and swap games. We already have the first - Hidden Gems! In case you didn't know, address your game hints there. On the second point, we presently don't feel that a Swap Shop is really a practical or justified use of space. However, if you disagree, let us know. We want **Enchanted Realms™** to be the best possible resource for all of our readers, especially our subscribers.*



Court Herald

Tidings From Hither And Yon



Once again the question is asked, "Where are all the new adventures?" Well, some are here since last time we met. However, most are still promises in the wind. First, let's take a look at the Winter CES in Las Vegas.

Winter Consumer Electronics Show, Las Vegas, NV

If you didn't know beforehand that Nintendo was the undisputed king of the videogame world, you would've known after this show. There were three HUGE pavilions dedicated to videogame entertainment; Nintendo took up one of them all by itself. Sickening. Almost as sickening as the fact that people were enjoying their games! It's a scary world.

I felt a lot safer when I got to talk to Software Toolworks (Mindscape's parent company). They plan to import the awesome space "dungeon" game **Captive** into the States later this year, and also plan to enhance the documentation considerably! Good move, guys.

S.S.I. was featuring Yet Another AD&D Game. This time, it was **Eye of the Beholder**, the first in "The Legend Series." **Death Knights of Krynn**, the sequel to **Champions of Krynn**, was also being shown.

Mindcraft was flying the EA Affiliated Label proudly, and showing their new stuff almost as proudly. **The Magic Candle** is scheduled for 3rd quarter '91 with the sequel a 4th quarter product. Both games are fairly straightforward **Ultima-ish** adventures with a dab of wargaming thrown in. I was most excited over their overhaul of **Breach 2**, a tactical wargame with adventure overtones. They've made the already good interface faster and easier to use.

Interplay was running a non-interactive (heck) demo of the latest game in the Cinematique line, **Cruise For a Corpse**. This one looks a LOT more impressive graphically than either **Future Wars** or **James Bond: The STEALTH Affair**, because the size of the characters in the game has been more than doubled!

Commodore was showing off CDTV, but still pushing its "multimedia" and "educational" aspects. C'mon guys, admit that it could play some GREAT adventure games!

Finally, Spectrum HoloByte announced a new product line, Arena Entertainment, to market European imports. The first release will be **Cadaver**, a fabulous isometric 3D adventure game from the Bitmap Brothers, programmers of the arcadefests **Xenon**, **Xenon II** and **Speedball**. **Zach Meston**

Now, for the more current news. Cinemaware is dead! Their phone number has been disconnected and most of their programmers and artists have been snatched up by other developers. The word is that investments in CD-ROM

technology caused them to go belly up. They are currently finishing up some contracted projects, but that is all. If they do re-emerge, it will most likely be as a cartridge-based company only. There is still some doubt as to who, if anyone, will end up with the rights to their products. However, if you really want any Cinemaware titles, now is the time to grab them before they're as hard to get as Infocom adventures.

Enough for the bad news. Accolade's **Search for the King** has finally shipped and will be in stores as you read this. Expect **Altered Destiny** to follow sometime in June. Also, Accolade is now marketing select products from European U.S. Gold. Look for an imminent stateside release of the arcade adventure **Gold of the Aztecs** and a later release of **Knights of the Crystallion**.

Capstone has finally shipped **Bill & Ted's Excellent Adventure** (which you have a chance of winning in this issue). Their strategic spy thriller, **The Cardinal of the Kremlin**, should also be in stores now.

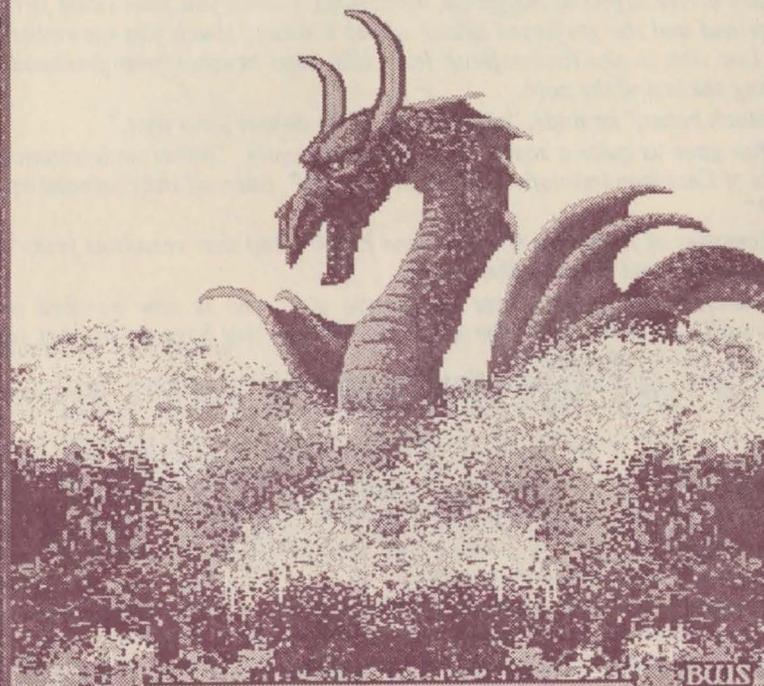
From Electronic Arts and affiliates, look for several Amiga titles this year including **Bard's Tale III** (available now) and **Centurian** (May). Later in the year EA will bring us the Amiga versions of **Hard Nova** and **Starflight II** (late summer). Lucasfilm's **The Secret of Monkey Island** should be out by now and looks like a must buy for 1991. It will be followed late this year or in early '92 by an original **Indiana Jones** adventure (one not based on any of the movies). In addition to the Mindcraft products announced at CES, keep watch for **Rules of Engagement** (May), **Mercenaries** (3rd quarter) and **The Siege** (4th Quarter). **The Keys to Maramon**, which should have been released by now, is currently behind schedule with no set release date. New World Computing will be releasing several Amiga products this year. On their list is **King's Bounty** (which should be in stores now) and **Might & Magic III** (4th quarter '91).

Sierra has a number of products shipping for the Amiga in the next few months. **Quest for Glory II: Trial by Fire** is out now. In May you should see **Rise of the Dragon** (Dynamix) and an enhanced version of **King's Quest I**. June should bring the long awaited **King's Quest V**, followed by **Space Quest IV** in July, **Police Quest III** in October, **Larry V** at the end of '91 and **Conquest of the Long Bow** early in 1992. (For those of you who heard about the proposed merger of Sierra and Broderbund, the bid failed as of March 28th. So, at present, Sierra and Broderbund will continue as separate entities.)

Other products to watch for include Interplay's **Cruise for a Corpse** (June), **Lord of the Rings** (Fall), **Castles** (December) and a much desired **Star Trek** adventure early next year. Also in the works at Interplay is **The Bard's Tale Construction Kit**, an adventure authoring system that should be available by the end of the year on the Amiga.

Microillusions will soon be releasing a role-play adventure which they are keeping tightly under wrap. It may be out this summer. Oxxi's **Visionary** is scheduled at present to ship in June. MicroProse has a May release set for the Amiga version of **MegaTraveller 1**, with **Space 1889** to appear sometime around August. Sir-Tech is currently working on a sequel to **Bane**, but no title or release date has been set. And, that's all the space we have for now. Look here again next issue for more adventure news. Until then, Farewell!

Adventure Reviews



Adventures Told Both
New & Old

Dimmer Dungeons

Classic Adventures From The Past

Uninvited

Reviewed By Marci Rogers

You awake slowly, your head still fuzzy from memories of billowing smoke clouds. As your sight clears, the grey wisps resolve into wheaten curls clustered on the head of the young female watching you. She smiles merrily, her deep brown eyes sparkling in the late afternoon light. "At last," she says, then calls out into the hall. "Maeve! Alairic! Come quick; your patient's awake."

They arrive together, the lovely, mysterious woman you have come to regard as a friend and the grey-eyed healer whose soothing touch you remember from your last visit to the RealmsHead Inn. His hand brushes your forehead now, clearing the last of the pain.

"Much better," he nods, "although I had my doubts for a time."

"You gave us quite a scare," Maeve scolds gently. "Never underestimate the effects of Cauldron Inhalation. What did you do? Burn all the Flathead items at once?"

Memories of the Great Underground Empire and that vexatious jester come flooding back, and you nod sheepishly.

"Dumb, really dumb," says the blonde girl, who is now perched on the windowsill with a red fox in her lap. "Good thing you have my brother to look after you, isn't it, Madgach?"

"Hush, Feeflier," Alairic says reprovingly. "My sister is not known for her tact."

"It's all right," you comment, wondering how such a tiny creature could possibly be sister to the tall man who appears to be a pure-strain elf. "After a few minutes in that black smoke I couldn't even tell where north was."

The fox's tail rises at your words and points to the wall behind you. Everyone laughs as you look puzzled.

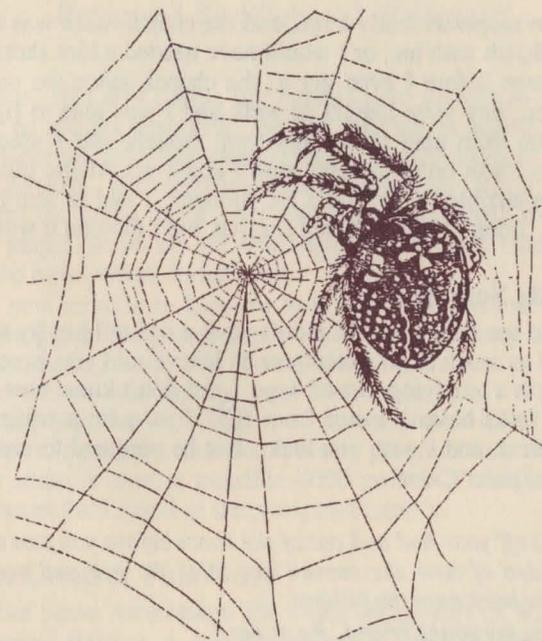
"Madgach's tail is a compass," Maeve explains. "How that happened is a long story which you might enjoy hearing when you're completely well. In the meantime, I'll just remind Feeflier that she once went rushing off into a haunted house without regard for her own welfare."

"I thought I'd be fine," Feeflier protests. "After all, I am known as 'the finest thief who ever lived'."

"Except you almost didn't live that time," Maeve retorts, "you or Alairic. If it hadn't been for that No-Ghost spray..."

"What were you trying to steal?" you interrupt without realizing, caught by Feeflier's undeniable charisma as much as her story.

"Oh, I never steal FROM," she explains, "I only steal BACK, and in this case, it was my own brother who disappeared." She flops on the foot of your bed. "Let me explain...."



My Brother's Keeper

Dungeon adventuring is hard work on Healers, as you might imagine, so Alairic decided he needed a vacation in some place where there were hospitals instead of dungeons - well, the place was actually my idea, and that's why I felt really dreadful about what happened when our car stalled in front of this weird old mansion and he went in to get help. I waited and waited, but he never came out, and then the car caught on fire. Right about that time it dawned on me that our vacation was over, and this was another adventure. I mean, I'd have to be pretty thick to miss that, so I grabbed Madgach and my Restora pendant and leapt out of the wreck, trying to figure out how I was going to explain to the rental agent.

Anyway, the minute I went through that door I knew I was into something deep and evil. If I hadn't brought my pendant, I know I wouldn't be here talking

to you now. Clever interface, though, I'll give those demons that. An icon-based system which allowed you to grab whatever you needed and pull it into your inventory. Naturally, that had a lot of appeal for me, but was the story line deadly! I spent so much time dead until I figured out the system that I thought I could hear my bones clanking together. Actually, you could hear skeletons rattling because of the digitized sound. The graphics and spot animation were great for the time it was written, too, but these effects didn't get my brother back, and that was my main mission.

Just A Ghost Of A Chance

The mansion map was really large, and the chapel maze was a killer! Good thing I had Madgach with me, or I would have needed a hint sheet. I almost did a number of times before I even got to the chapel, since the puzzles were so tough. However, they were logical as well, and I was able to figure them out. The built-in time limit kept me on my toes, though, and I used the save and restore feature a lot in order to make sure I could get Alairic out when I found him. He was in terrible shape, and a lot younger. I had to slap him to get him back to normal. I don't think he cared for that, but I thought it was sort of fun.

A Worthwhile Search

You'd like to see that house, wouldn't you? I can tell just by looking in your eyes. You ARE as much of an adventurer as Maeve said you were, and it is kind of a neat place, in a terrifying sort of way. I just don't know how easy it will be to find. Some folks haven't heard from ICOM in quite a while. It's worth a search nevertheless, and I wish you luck. Just be prepared to restore often, and don't forget the Spider Cider!

She bounces off your bed and out of the room before you can move or speak. You get some idea of how she earned her title. As you pull yourself upward, Maeve eases you back onto the pillows.

"Not so soon, my young friend. Rest; eat."

"I should be getting home," you protest, feebly.

Madgach's tail curls around him, the tip of its plume pointing downward to your bed. Maeve smiles, her eyes warm with acceptance.

"Look," she says softly, "he believes you already are."

81	Uninvited		
Mindscape/Software Toolworks			
Playability - 18	Graphics - 14	Sound - 15	
Atmosphere - 19		Documentation - 15	
\$49.95	Graphic Adventure	512K	



Reviewed By Michael J. Ballenger

When we last left Larry Laffer, our hapless hero seemed to be ready to lead the happy life he always deserved. He had married an island girl and gained possession of large tracts of Nontoonyt Island. As you might expect, nothing is as simple as it appears. His island sweetheart dumps him (for a WOMAN, yet!) and Larry is on the make again. He enters a phone booth that mysteriously appears in the jungle, sheds his colorful Hawaiian shirt and emerges (a la Clark Kent) clad in the ever-present leisure suit.

There is a new wrinkle in **Leisure Suit Larry III**. About one half of the way through the game, the player sheds the identity of Larry and takes on the identity of Passionate Patti. This "sex change" occurs as a matter of story narrative. Larry leaves thinking that Patti has forsaken him. When Patti misses Larry, a new story begins and you take it from there. As with all Sierra games, a point value helps to determine how well you are progressing in the game. In this adventure, the score is from a possible 4000 points. These are about evenly distributed between Patti's half of the game and Larry's.

How Do You Control This Guy?

As with other Sierra Adventures, the character appears on a 3D screen much as though viewed through a window. Cursor keys or the mouse control character movement. Personally, I find it easier to control Larry and Patti with the cursor keys. Any alpha key press opens a text window into which the player may type verbalizations. A touch of the return key and the game will respond to whatever Larry (or Patti) has "said." This is the familiar Sierra Command Interpreter environment.

When the player solves a difficult puzzle (which usually involves getting one of the game's females to acquiesce to Larry's amorous advances), the player's reward is usually an animated sequence over which there is no control. The sequence following a score with Patti is so long that an escape capability has been added (press F8). For the most part, these sequences are truly hilarious, but can be a little boring viewed for the fourth or fifth time. A word to the wise. Save your game after each of these sequences. You would think that in a civilized area like the resorts of Nontoonyt Island it would be hard to get Larry killed. Despite this, I walked him over any number of cliffs and drowned him

several times. Larry's death is unforgiving unless you have recently saved your place to restore the game.

It's Another MS-DOS Port!

Other reviewers, in the Realms and elsewhere, have disparaged Sierra's adventure games as ports to the Amiga from a platform that is less capable. This usually results in a product that fails to take advantage of the Amiga's unique capabilities. I suppose that in some respects this is still true, although I feel that this game is close to being a true Amiga game.

As mentioned above, the interface is the readily recognizable command interpreter used with all Sierra games. The MS-DOS machines are catching up with the Amiga by using faster chips, VGA display and add-on music cards. The resulting ported games are starting to look and sound "Amigatized." Graphics are 320x200 with at least 32 colors. The sound is good, and the music varies enough that I did not find myself shutting it off as I often do with games. However, one area where this game does not take advantage of the Amiga is in that of animation. Screen movement evidently does not take full advantage of the Amiga's accessory chips since it noticeably slows when there is more than one area of animation on the screen at once (I hated walking by the fountain in front of the casino... either I go or the fountain does).

This adventure is a major departure from earlier Sierra games for the Amiga since it will not play on an unexpanded machine. It requires at least 1 MB of memory. Five floppy disks contain the raw data. And, while loads are slow, they are not excruciatingly so. In addition, **Lesiure Suit Larry III** installs easily on a hard disk. The bottom line: I guarantee that you will not finish this game in one sitting.

He Who Laughs Last...

Probably the best thing about any game written by Al Lowe is the level of humor. Right from the first choice offered when you begin, you have to be truly



dour not to enjoy the jokes. The graphic sequences are funnier in this than in previous games. I particularly enjoyed Larry's case of "the crabs." What?! Talking about "the crabs" offends you or brings out a blush? Than you shouldn't consider for a minute buying this or any other Al Lowe game.

Kidding aside, although the premise of the game is to score with any woman who is remotely attractive to the main character (and what woman isn't to Larry Laffer?), the humor is not offensive. The theme is amoral, but not immoral. That is, Larry doesn't deliberately injure anyone, and the women of the game are out to use Larry as much as he is out to use them. In the end, true love triumphs. What higher theme could you ask from any computer game?

The puzzles are devilishly difficult, but I was able to solve most of them without the help of the hint book I eventually bought. As is usually the case with these games, don't take a superficial examination of any screen for granted. Most anything you can find and pick up you will need at some point to finish the adventure successfully (yes, even the magic marker might come in useful).

If It's So Good, How About Protection?

As noted above, this game represents a lot of work by Al Lowe and the Sierra programming team. The game has a form of password protection which would be giving away a lot to explain. Let's just say that you need the Nontoonyt Tonight Magazine that comes with the game, and you had better read that magazine VERY carefully.

If you lack experience with Al Lowe games, there is a brief walkthrough included in Nontoonyt Tonight. Following this walkthrough will get the rankest beginner involved in the game and its mechanics. Every adventure game should have such a playing aid.

Am I Up To The Challenge?

The game is a descendant of the earliest Sierra games and is not different, so much as enhanced. The graphics and sound are better than earlier efforts, while puzzles and gameplay are up to Al Lowe's previous standards. The humor is top notch (with the possible exception of Paul Paul's night club act). I could almost believe **Lesiure Suit Larry III** was written with the Amiga in mind. Therefore, I recommend this game even with the hefty price tag that Sierra has placed on it.

74	Leisure Suit Larry III		
	Sierra On-Line		
Playability - 15	Graphics - 13	Sound - 15	
Atmosphere - 16	Documentation - 15		
\$59.95	Role-Play Adventure	1 MB	

OBITUS

Reviewed By Mack MacRae

The Great Easter Egg Hunt

Remember those Easter Eggs they used to have when you were a kid? The pink or yellow artificial ones that had lots of decoration and a peephole with frosting around it in the front? The ones your folks always bought for your sister so you were forced to bribe her with your best Easter candy in order to look inside and see those wonderful layers that made up that scene? Well, if you do, and I'd be willing to bet there's a bunch of us out there, then you understand the current fascination with parallax scrolling. It's the best of those Easter eggs in motion, and Psygnosis will take your best software dollars to let you view it. This British company's success is undeniable, as arcaders everywhere know. The Beast's shadow is big and wide, and now its creators want to move into the role-playing market. *Obitus* is their first effort in this direction, and evidently, they're hoping that graphic dazzle conquers all. For some it might, but for this reviewer, most of the Easter egg here ends up on the face.

Where Am I? Who Am I? What Am I?

It's all hype and dazzle, from the bigger-than-big box to the heavily decaled black T-shirt inside. Just plug in your joystick and feast your eyes. Unfortunately, you also have to try to play the game, which isn't quite sure what it is. The back of the box announces that it is an "impelling RPG with more than a dash of hack-'n'-slash." The best translation I can render is that you have an action-oriented graphic treasure hunt with some minimal character interaction and a number of strictly arcade sequences. Most of these involve killing while engaged in acrobatics, a sort of European Ninja approach.

While no one can argue that the game is Amigatized, it is also Britishized, which means it conforms to a certain type of unfortunate game design, which seems to have originated in Britain, where free will has very little meaning and murder is all. This is not to imply that all British games conform to this standard, but many do and *Obitus* is one of them. The story reflects this. There is none of the hero about the player. He (proper English women obviously pour tea; they do not run about dungeons) is Wil Mason, a poor schnook who falls asleep at the wheel of his Volvo, ends up literally ditched and then loses his already helpless way walking for help. The poor fool takes refuge in a crumbling tower, where, a slow learner, he falls asleep again, only to wake to

locked doors and another time and place. There is no character building in this "RPG," only survival as doltish Wil strives to succeed in his great quest of finding his way home.

Alas, there isn't a pair of ruby slippers in sight, but he is suddenly armed with a bow, not mentioned anywhere, but not to fret, since it works just as though it had been. He is also an amazing acrobat capable of flipping over catapults, even though he couldn't negotiate the rain the night before. Wil isn't much in need of charisma either, since the main purpose in meeting anyone is to kill him. Oh, question him first, to be sure, as he might have some valuable advice or a necessary item. Then kill him anyway, as he may be blocking your path, or some other petty annoyance.



Variety - The Spice Of Life

Interior and parallax sections have the same goals: grab all the objects you can find, since all "puzzle solving" is confined to the right object in the right slot and shoot or stab anything that moves. The maze sections are almost impossible to map, due to the "incredibly smooth forward-scrolling techniques," which tend to provide more confusion than realism. If you can manage the mapping, then the goals of the maze sections are (guess what?) to grab all the objects you can find, and shoot or stab anything that moves. As you can tell, gameplay is "incredibly varied."

Alter Perception

I found Obitus an interesting blend of action and adventure with a good introduction and very good graphics, though it could use some brighter colors. Playability is good (especially with the help of the Hint File on the Issue 5 disk). However, sound is weak in comparison to other Psygnosis products. Most puzzles are simple in nature (find and use an object). Though, progress is hindered at times until you accomplish certain tasks.

Overall, I liked Obitus. Its appeal may be limited with regard to those adventurers who enjoy more traditional role-playing games. However, those who thrive on adventures with a strong arcade emphasis will probably find Obitus to be quite enjoyable. It does require some hand-eye coordination; but not too much.

Rick Henly

The icon interface which governs the few commands you can use is mouse driven, which means you must alternate with the joystick, another "amenity" second only to the "support" of the documentation, which nearly led this reviewer to employ negative numbers. In fact, getting started is so difficult that Psygnosis is going to include a hint sheet for the first part in future packages. [Editor: All future shipments of *Obitus* will include the improved documentation found in Issue 5 of *Enchanted Realms*™. It clarifies game operation and the fact that you really do begin with a weapon, being the bow.]

Counting Your Eggs...

This game has a hefty price tag, cannot be installed on a hard disk and often fails to restore a saved game. Psygnosis is trading on the name they've made in the arcade world, and evidently hoping that looks are everything (graphics are undeniably gorgeous). If you're so committed to graphics that you would rather have pretty pictures than a true RPG, your current T-shirt is so full of holes that you are risking arrest or you simply love arcade-oriented games, then by all means run right out to your favorite dealer. If you are not as desperate as Wil Mason, buy *Shadow of the Beast II*. Or, if you're feeling nostalgic, comb your local junk shop for those old Easter eggs.

70

Obitus

Psygnosis

Playability - 15 Graphics - 19 Sound - 16

Atmosphere - 15 Documentation - 5

\$59.99

Arcade/Role-Play Adventure

512K

LEGEND OF FAERGHAIL

Reviewed By Millie Miller

Enter the world of Faerghail where the elves have turned from their gentler, more peaceful ways to a vicious conduct of pillaging and plundering their way through the countryside. A pall has fallen across the land, leaving you and your ensemble of adventurers to search out and destroy the impetus behind the marauding elves, freeing both the land and the elves themselves.

The Green, Green Grass Of Gnome

The land in *Legend of Faerghail* is a beautiful one, even though such a terrible force is trying to destroy it. The countryside is verdant green and covered with forests. (The trees, you will find, are awful hard when you accidentally run into one.) Several towns, which you will find in the course of your journey, are spread throughout the countryside. Each has a Bank in which to deposit your gold, an emporium to buy and sell goods, an Inn to rest up and stock up on rations, a Grand Board of Trades to hone your skills and a Temple for healing and reviving of your dead or wounded companions. Taverns are also numerous, providing the means to replenish your band, supplies and spirits. With this vast land to traverse and the eight "dungeons" to explore, you will be kept busy for quite a fortnight.

Sounds in *Faerghail* will also thrill you. The echoes of your own footsteps reach up to you as you walk along, while the sounds of the day's progression surround you. You can hear the early morning chirping of birds or the wind blowing through the eerie deserted castle. Along with the sounds, you get a "real world" feel as the sun rises and sets and as the stars come out at dusk. Very nice!

That is not all that makes *Faerghail* a truly enjoyable experience. Graphics are very well done, adding to the richness of the environment. The only thing they really lack is spot animation, which would have added all the more to the realism of the experience.

The interface of the game is well thought out and very easy to use - just point and click on icons and select menu items. There is also the option to use the keyboard if you get tired of clicking the mouse.

Friend Or Foe

Character development is a high point. Each character, depending on his or her trade, must use skills to gain experience points. Experience points can be gained through successful fighting, spell casting or deliberating with opponents.

Not all confrontations with an "enemy" must end up in the waving of swords and axes or the exchange of blows; talking with the enemy can sometimes lead to the trading of wares or just a peaceful parting, increasing your character points. This is a welcome addition that many adventures lack, providing a more true-to-life experience. Successful spell casting increases your concentration abilities which is important for learning new spells and languages; and of course, successful fighting will always increase experience points and sometimes even the capture of the booty - gold, weapons, armor.

Fighting sequences can be handled quickly (as quick as it takes to click on the selection) or in the slower single attack mode. In the single attack mode, you must click through each character's action until you come to the outcome of the altercation. In the quick mode, you only see the final outcome between rounds without seeing how each party member fairs on their turn. The impatient, like myself, will prefer the quick mode, wanting to know immediately how well (or not so well) the party performed.

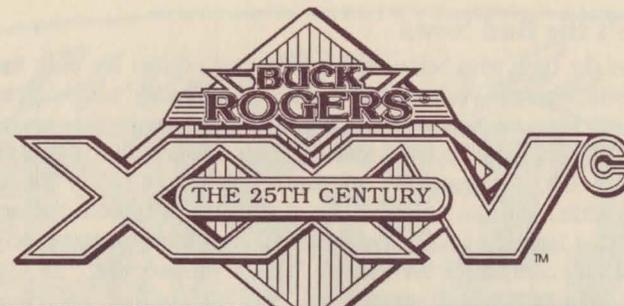
What Are Legends Made Of?

The **Legend of Faerghail** is a game that will be enjoyed for quite a long time. It has all the qualities of a great adventure - an interesting story line, a definite goal (defeat the evil to save the good), well implemented character development and a high degree of playability, as well as good graphics and sounds. It is also enhanced with a beautiful introduction (which doesn't really have anything to do with gameplay, just your entrance into it).

Faerghail works on the Amiga 500, 1000 and 2000 and only requires 512K. It also recognizes DF1: with no problems. A hard disk installation program is included with instructions; however, I could not get this to work no matter what I tried. It would install itself fine (as far as I could tell), but the game would not run at all. It would just begin to load then, without fail, pop up an error message and dump back to Workbench.

Overall, the **Legend of Faerghail** is an enjoyable game that is very reminiscent to the **Bards Tale** series. If you enjoyed the **Bard**, you will also want to add this game to your collection. **Faerghail** has much to offer and will keep you busy with a whole countryside to travel, towns to visit and massive dungeons to explore.

87	Legend of Faerghail		
	Rainbow Arts/Electronic Zoo		
Playability - 18	Graphics - 16	Sound - 17	
Atmosphere - 18	Documentation - 18		
\$39.95	Role-Play Adventure		512K



COUNTDOWN TO DOOMSDAY

Reviewed By Marci Rogers

He is Buck Rogers, the hero of the 25th Century, arguably the greatest space jockey of all time, better than Han Solo or Jean-Luc Picard. Many come, and many go, but through it all, he's Buck Rogers...

And You're Not...

While **Countdown to Doomsday** has a lot of things in its favor, the chance to be Buck Rogers is not among them. Buck figures in the story, of course, and actually joins you on one mission, as does Wilma Deering, but you do not control either of them. Instead, you create your own party of six adventurers and go to work for NEO under Carlton Turabian. Your apprenticeship is shorter than you might wish, however, as RAM attacks immediately, and all too soon you are on the most vital mission of all - saving earth from annihilation.

Here's The Good News

Countdown is plot-rich, nearly as good as **Champions of Krynn**, and enhanced by the novel included in the package, which provides an in-depth look at the key planets and story figures through the eyes of a Mercurian prince. The documentation is excellent and provides further insights into race characteristics and space history. There's a lot of room for character building, with enough choices to insure a "custom-tailored" group.

The interface is smooth and easy, driven entirely by mouse and menus with multiple saves allowed on disk. Frustration so often associated with space travel games is eliminated by an easily traversed map, and combat in space is another menu-driven pleasure, a relief to those players who aren't the "rocket jock" type.

While the game does not appear to support Workbench 2.0 and frequently crashes or freezes on a 3000, it runs beautifully on all other configurations and can be easily installed on a hard disk since the copy protection involves looking up a word in either the Rule Book or the Log Book.

And Here's the Bad News

If you are the type who believes that character editors are only for the weak, this game will change your mind. Combat is deadly tough from the very beginning, and your medic can heal only a few hit points after each encounter. There is no "rest and heal" option; and since it's a space epic, when you're dead, you're dead. (Oh, for a couple of those Tleilaxu tanks!) Since this is a beginning module, one can only wonder at the lack of combat balance. It's just plain too hard, a feature of SSI adventures that never seems to get any better, no matter how many complaints are voiced. Makes you wonder.

Another thing that will make you wonder is the two-disk to three requirement. The game is packaged with two disks in unplayable form until you copy them onto THREE formatted disks using the installation procedure provided. I know that disks are a petroleum product and there's a war in Iraq, but SSI is hardly that cheap. They even offer a five dollar rebate. So, what's the deal? My husband, the programmer, suggests it might be a way of preventing uploading onto pirate boards. This may be true, but the game already has double book copy protection, and the install procedure could prove difficult to a new computer user. Whatever SSI's reasons, playability suffers.

Countdown has one more interesting little glitch. While you can choose from a number of icons for your characters (no costume parties, though; all are pre-done), the default icon will return each time you reboot your system, making you choose again each time you restart.

Astrospace Ought to Look Better

Graphics are just average in this game, which retains the feeling of an MS-DOS port, and sounds are less than exciting. There are a few nice full screen shots, but other graphics are plain and never give the feeling of really being in space. While they are only slightly inferior to other recent SSI releases, the high-tech emphasis of a space adventure cries out for more glamour. It should look and sound better than it does, especially since the story itself is so involving.

On the whole, however, I recommend this game. It's well done, and the story will hold your interest, especially since you can truly make your characters your own. Good space epics are hard to get, and this one won't let you down. Do yourself a favor, though; buy a character editor.

74

Countdown to Doomsday

SSI/Electronic Arts

Playability - 16 Graphics - 16 Sound - 12

Atmosphere - 12 Documentation - 18

\$49.95

Role-Play Adventure

1MB



Reviewed By Rick Henly

Nightbreed begins with you, Aaron Boone, talking with your doctor about the horrible killings that have been taking place. Doctor Decker insists that the killings have been done by you and, because of your mental condition, you're not aware of them. He has given you 24 hours to turn yourself in before notifying the authorities of your alleged misdeeds. Sure, there were blackouts and dreams of a strange place called Midian, but nothing more. So, you must prove to yourself, and everyone else, that you're sane by finding the real killer.

Many Mini-Games In One

Nightbreed is more a series of hand-eye coordination games than a true adventure game. You will need to map out the different levels of Midian to get through, but most of the game is arcade oriented, requiring the use of a mouse or joystick. Once you leave the doctors office, you are presented with a map screen where you control a car you've stolen, first to get to the asylum and then on to Midian. Roadblocks and gas stations are randomly generated to either hinder or help you complete your trek. Roadblocks can either be avoided or rammed. In some cases, ramming is inevitable. In doing so, damage may be sustained by taking a bullet in either the tire or gas tank, hindering your progress in the game. On rare occasions, ramming a roadblock will result in instant capture and return to the asylum. Too many trips back there will end the game.

Upon arrival at Midian, you can either select the graveyard, look around, or enter Midian itself. There is only one correct answer each time you get to the gate screen, so choose wisely. If you choose wrong, the **Nightbreed** will be wiped out by the townspeople that you unknowingly led there.

Who Or What Are They?

The **Nightbreed**, a race of supernatural beings, have been driven underground to live in peace. Doctor Decker, the real killer known as "The Mask," is leading the police to Midian to destroy the **Nightbreed**, as well as you. Thus, you must

reach Midian, enter the underground chamber, find the god of the Nightbreed, Baphomet, and then lead the four chosen protectors out of Midian to find a new dwelling place. During your quest, you will run up against "The Mask" on more than one occasion, putting your response time to the test during his knife attacks.

Alter Perception

While Nightbreed is based on a good storyline and is executed well, it's simply not a true adventure game. It's an arcade game with some adventure qualities. Unless you live, eat and sleep with a joystick, look elsewhere to invest your adventure dollars. Else, Nightbreed may simply be a nightmare. C. Albert Scott

Nothing Is Ever Easy

Every time your energy falls below a certain level, you will be taken back to the asylum, only to escape again to return to Midian. Inside Midian, you have to be very careful while moving from level to level. Between each level there is a chasm. It's easy to go down, but climbing up from platform to platform is a bit tricky. Colliding with the sidewalls or rocks will make you easy prey for the "Free." The longer you play the harder they are to defeat. Normally the kick is the best weapon against them. But, every return to Midian gets tougher. In addition, **Nightbreed** has no save-game feature, so be prepared to stay awhile once you sit down to play. Also, expect to play multiple games just to find the correct order to do things and map out Midian.

Can Nightbreed Be Beaten?

Overall, **Nightbreed** is a very interesting game. I'm sure the programmers tried to make a game that would not be boring to play. They succeeded. To do well at it, you must have good hand-eye coordination. If you dislike arcade-heavy games, **Nightbreed** is NOT for you. This game will frustrate even a hard-core joystick jockey. If anything, the programmers went a little too far. I feel that, in some cases, **Nightbreed** will collect dust instead of playtime because it takes so long to see the fruits of your labors. Before you boot it up, you could always ask yourself "Do I feel lucky?"

77

Nightbreed

Ocean/Electronic Arts

Playability - 15 Graphics - 16 Sound - 17

Atmosphere - 15 Documentation - 14

\$39.95

Arcade Adventure

512K

Dragon Wars™

Reviewed By Zach Meston

When I Was Young, We Didn't Have Plot Lines

Welcome to Purgatory. A town where the air reeks of rotting corpses. Where the ground is stained with blood. Where the living feast on the dead. Where the descriptions are a little overly dramatic. And where you are standing stark naked and totally defenseless.

You had heard of Dilmun, The Land Where the Sun Sets. So you gathered together a party of four hearty adventurers and set sail. You weren't expecting your ship to be boarded and taken by city officials, and you definitely weren't expecting to be stripped of everything you had and dumped into the middle of town. The funny thing is that you got off easy. You could have been fed to the Dragons!

Your goals are simple. Get some clothes on. Arm yourself with weaponry and spells. Find the ruler of Dilmun (Namtar, The Beast From the Pit). Kick his butt. And collect some gold along the way, of course.

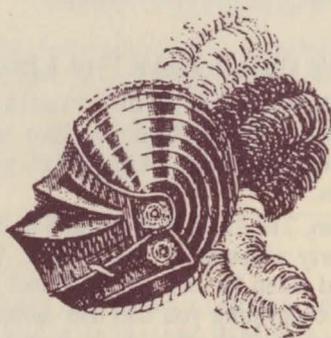
When I Was Young, We Didn't Have Point-And-Click

Dragon Wars uses an interface that is straight from the Dark Ages of 8-bit computing. It is designed for the keyboard; you can control just about the entire game by hunting-and-pecking. Pointing-and-clicking can be used, too, but you have to click on certain lines of text, not gadgets. If there's a text message on the screen, and a line of text below it that says "Press ESC to continue," you have to click on that line. Not very intuitive, and very easy to forget.

Another 8-bit bugbear rears its ugly head soon into the game. When you find a special location, you don't read a description of it on the screen, or get a graphic that gives you a closer look at it. The game tells you to refer to a paragraph in the game manual. You turn to the paragraph and read it for the description of the location. How quaint! Gee, it must have been fun adventuring in the days when text descriptions were far better than whatever graphic you could put on the screen. (Actually, it was, but I didn't know any better!)

The combat system is yet another blast from the past. When you encounter monsters, you start at a distance (in feet) from them. You can use spells and missile weapons from long range, or close in to engage in hand-to-hand combat. Melee combat actually has a good amount of options. Fighters can use a normal attack, a mighty attack (less chance of hitting, but double damage if it does) or a disarm attack (try to knock the enemy's weapon out of his grubby little grasping appendage).

There is one feature that I really like, and that still doesn't appear in nearly enough adventure games: auto-mapping. Hit a key and you'll call up a huge map of the current area, which you scroll around using the arrow keys. As you explore more of the area, more of the map fills up. There isn't a print feature, but you can copy the on-screen map to some graph paper (unless you're one of those photographic-memory types that doesn't need maps. I hate you guys!).



When I Was Young, We Didn't Have Graphics And Sound

The game system may be an antique, but the graphics and sound are brand-spanking-new. The graphics are drawn in 32 colors. Many of the background graphics are weak, but the monsters are well-drawn, and spot-animated (legs twitch, eyes roll).

The music is by far the best feature of the game. It was composed by a member of a European programming team named - get ready - the Maniacs of Noise. Don't believe the name, though; the music is outstanding, utilizing lots of sampled sounds (a European trademark). The soundtracks cause a lot of disk access, and do get old after a while, so it's fortunate that you can shut them off.

When I Was Young, We Didn't Have Honest Opinions

Hmmm. These 8-bit interface/16-bit audiovisual hybrids are hard to judge sometimes. Does the look of the game get you past the feel of the game? In this case, it does. You won't find anything remotely original in *Dragon Wars*, but you won't find any major flaws either. It's a slightly above-average hack-and-slash.



75

Dragon Wars

Interplay

Playability - 14

Atmosphere - 14

\$49.95

Graphics - 16

Documentation - 14

Role-Play Adventure

Sound - 17

512K

STRATEGIC SIMULATIONS, INC.®

Announces A New AD&D® Computer Product

DEATH KNIGHTS OF KRYNN

Now, in conjunction with the release of *Death Knights of Krynn* for the Amiga, S.S.I. and *Enchanted Realms™* are pleased to announce

The DEATH KNIGHTS OF KRYNN Contest

Contest rules are simple. Use this page, or a photocopy of it, to complete the Word Search below. Just locate the words from the list on the left in the Word Search block on the right and outline them with a pen or pencil. Or, if you prefer, you can use a highlighter. Then, send us your entry, along with your complete address and phone number, and we will enter your name into the contest drawing. From the correct entries, we will randomly select five winners who will each receive a copy of *Death Knights of Krynn*, courtesy of S.S.I. and *Enchanted Realms™*. That's all there is to it. Now, don't just sit back and think to yourself "I don't have the slightest chance of winning this thing." That unfortunately, is the way most people think. So, don't just sit there on your keister - Enter today and win! All entries must be received by June 30, 1991.

CROWN
 DRAGONLANCE
 GRAVANAK
 HOOPAK
 JADEFANG
 KARL GAARDSSEN
 KIRIJOLITH
 LAURANA
 MOROG
 MYRTANI
 MYSELLIA
 PALADINE
 SHADOWPEOPLE
 SILVER ROSE
 SIR DARGAARD
 SKYLA
 REORX
 STRONGSWORD
 TANIS
 TASSLEHOFF

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N	F	U	R	E	I	I	T	G	S	K	Y	L	A	K	R	E	O	R	X

Capstone & Enchanted Realms™

Present The

Bill & Ted's Excellent Adventure

Contest

Hey, Dude! Ready for a really bodacious contest? Excellent! Correctly answer the following trivia questions based on **Bill & Ted's Excellent Adventure**, the movie, and you could win yourself a copy of the Amiga release of **Bill & Ted's Excellent Adventure**, the game. This arcade adventure is just the ticket for some totally awesome fun away from the dungeons.

This most excellent contest is open to anyone, Dude. So, don't make a truly heinous mistake by not entering. It's really simple. Just use a 3 x 5 card to indicate your responses and send it to us along with your complete address and phone number. All correct entries will be placed in a drawing from which five truly excellent contestants will be picked to receive a free copy of **Bill & Ted's Excellent Adventure**, courtesy of Capstone and **Enchanted Realms™**. The contest deadline is June 30, 1991. So, don't delay, Dude. And remember, Be Excellent to Each Other!

1. **Bill & Ted's most excellent friend from 2688 A.D., sent back in time to help them with their history report, is:**
A. Raphael C. Rolf
B. Rufus D. Reggie
2. **What is the proper response to "Be Excellent to Each Other"?**
A. Likewise, I'm sure. C. Let's party, Babe!
B. Right on, Man! D. Party on, Dude!
3. **Bill & Ted's excellent adventure is made possible through a time machine that looks like a:**
A. Deloren C. Phone Booth
B. Port-O-Pot D. Vending Machine
4. **To what well known junk food is Genghis Kahn partial?**
A. Ho Ho C. Ding Dong
B. Twinkie D. Suzie Q
5. **Who is Missy, anyway?**
A. Bill's mom C. Bill's sister E. Bill's step-mom
B. Ted's mom D. Ted's aunt F. Ted's girlfriend
6. **List five historical dead dudes that Bill & Ted brought back with them to San Demas for their history report.**

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GAMES

DIGITAL EXPRESSIONS

The Publisher of **Enchanted Realms™** Presents The **Fantasy Art Gallery**

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Helmet - Excellent 3D Animation of a Helmet (1 MB)

Helmet (2 Disk Set) - Excellent 3D Animation of a Helmet (2 MB)

The Sentinel (2 Disk Set) - 1989 BADGE Killer Demo Winner (3 MB)

The individual disks above are available for \$3.00 each. Two-disk sets are \$5.00 each. The entire **Bradley W. Schenck Fantasy Art & Animation Collection**, eight disks in all, is available for only \$18.00, a \$4.00 discount off the individual price. Subscribers of **Enchanted Realms™** can purchase the entire collection for just \$15.00, an additional \$3.00 discount! (Please see ordering information below.)

Digital Expressions Also Presents The

Fish Tank

We are now making available the Fred Fish collection of freely redistributable software, disks 200 to present. They are available for \$3.00 each, 1-5 disks; \$2.50 each, 6-10 disks; and for \$2.00 each, 11 disks or more.

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POWERMONGER™

Reviewed By Millie Miller

King Without A Kingdom

As play in **PowerMonger** commences, you are a king without a land, seeking to conquer territories by friendship or force (but most often by force). In fact, there are 195 territories to conquer, with each being a little more difficult than the previous one. So, you must make the wisest of decisions as you give orders to your captain. Do you extend your hand of friendship to a neighboring village or attack and plunder the city, taking some or all of the remaining people, equipment, weapons and food as your own? It is solely your decision. Also for you to decide is what your people should be inventing. If your command to invent is a less aggressive command, your people will invent small tools and weapons. A more aggressive command results in more powerful inventions.

As you continue conquering and settling more and more villages in a territory, you will gain power and status. You may also win over some enemy captains who will join forces with you. In order to issue commands to these additional captains, you must first give the orders to your initial captain who will then send a carrier pigeon to the appropriate subordinate captain. Thus, orders take a little bit longer to be carried out by second-string captains than by your primary captain who receives his commands directly from you.

The Nature Of Power

PowerMonger is a very addicting game, as was its predecessor, **Populous**. Even though I do not consider myself a wargame or strategy game player, I enjoyed playing **PowerMonger** and found myself totally immersed in it. There's something about seeing the little characters running around the screen always at your beck and call. Though they do not worship you as they did in **Populous**, they do carry out all of your commands. What POWER!

The only music to be found is during the animated introduction. This lack of music, however, does not detract from gameplay for there are many sounds which add to the atmosphere...birds, sheep and people running around doing their daily chores and inventing. You can also hear the lapping of water on the beaches and the weather as the seasons pass. Listening to your captains' breathing is also very important, especially with your first captain. For if his breathing is steady, he is strong and in good health; but if his breathing becomes fast and labored, he is in danger of dying and, upon his death, you will have lost the territory. A very familiar sound, I must confess!

To gain control and win a territory, you must conquer most of the land and the allegiance of the people in that territory. You do not need to conquer all of the people in the land, however, to win. You just need to gain the upper hand in the balance of power as indicated by the gold in the balance scale tilting in your

direction. When the scale is tilted in your favor, you have won the territory and you can retire from that battle and move on to the next one.

However, when you move on to the next territory, you leave behind all of your riches, excess food, weaponry and armies. As you enter into the new territory, you start out fresh again with very little of anything. You must again build your army and gain a foothold into this new land...and each new territory is much more difficult to conquer.

Window To The World

The game set-up is much like **Populous** in that you have a bordered playing area which contains the command icons. There are also status bars above each of your captains' heads that tells how each captain is doing as far as the number in his command, the food his troop has and his own health. The graphics are very good, except at times there is a tendency to lose visual contact with one's people. Sometimes, even the land itself would disappear into the borders around the playing field as I turned the land and moved my sights in closer or further back, leaving bits and pieces of land with black voids in between. This happened especially in mountainous areas.

With the reality of war still fresh in my mind, it is difficult to review a game like **PowerMonger** without feeling just a bit of guilt for actually enjoying it. Overall, though, I did find it quite enjoyable. Yet, there are a few things about which to gripe. One is the disk-based copy protection which prohibits hard disk installation. Also, for some undetermined reason, the floppy drive is constantly accessed throughout the game. In addition to these concerns, **PowerMonger** also employs a symbol protection system. Before beginning the game, you must match a map shown on screen with one printed in the manual. You are given a group of approximately five pages to peruse in order to find the exact duplicate map. Once located, you must enter a number from the map. This was a little annoying and a matter of overkill considering the disk-based protection already employed. But, it is much better than some of the other protection methods imposed upon the player.

Even with the above gripes, which really do not hinder gameplay, **PowerMonger** is well worth the expense, providing many hours of pleasure. You'll be finding yourself saying "Just one more territory, that's all I'll do for the night...just one more," as daylight creeps into your computer room in the wee hours of the morning.

86	PowerMonger	
	Bullfrog/Electronic Arts	
Playability - 17	Graphics - 18	Sound - 18
Atmosphere - 18	Documentation - 15	
\$49.95	Strategic Adventure	512K

INFESTATION

Reviewed By Rick Henly

Ready For A Vacation?

Four billion light years away is Xelos, the fourth moon of a planet named CX.D3a. The colony stationed there had been studying the planet for approximately nine months when, suddenly, strange transmissions started coming back to Earth.

In those reports from Alpha colony, there was mention of an alien lifeform. The colonists at the facility were slowly being exterminated and, in later transmissions, the computer systems became hostile. Finally, strange things that looked like mutated eggs were discovered all over the complex.

Since there is no time to assemble a fleet and no further transmissions have been received from Alpha colony, you, Kal Solar, have been chosen to go to Xelos and destroy the infestation that's using the complex as an incubation facility. Once the power source for the complex has been reached, you must set it to achieve critical mass, leaving yourself time to return to the surface and escape. The moon will be atomized and the alien threat neutralized.

A Complex Adventure

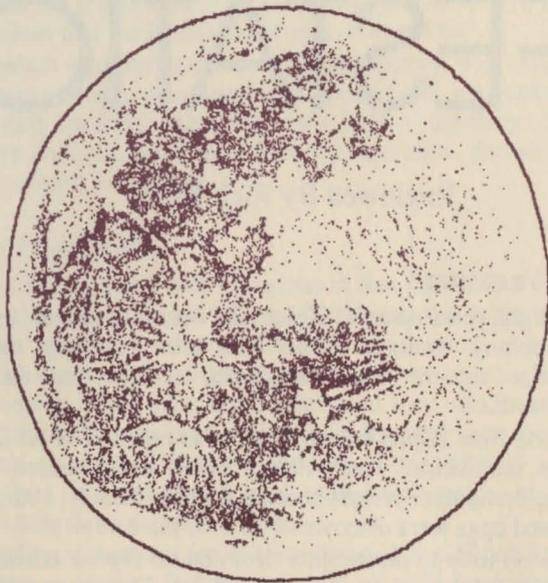
Psygnosis has put together a three-dimensional adventure game in which you, Kal Solar, have to negotiate a minimum of six subterranean levels of a complex entirely hostile to human lifeforms.

Once you're on the planet's surface you will be attacked by ant-like creatures and defense robots. You have to find the terminal to activate the teleporter quickly because the only weapon you have is a pulse-rifle. And with every shot the power level of your spacesuit drops. You must find oxygen, food and battery-charging canisters to stay alive, so don't waste a lot of time or energy on the surface.

There are some areas of the complex that still have breathable air. Use the Heads-Up Display in your helmet to decide whether to take your helmet off and conserve precious oxygen or leave it on and continue to receive statistical information about your environment. Some areas you'll encounter will have radiation. If you're using your suit totally, it will offer some extra protection.

Life Is Such A Gas

Each level will have at least one terminal to which you must log on. A blueprint for that level will be displayed showing where each alien egg is located. I would recommend mapping each level, being sure to mark where



each egg is located. The game starts with 167 eggs to destroy so there's plenty to do. Cyanide gas is the only known way to destroy them. But, be careful. These eggs are lethal to the touch and release a toxic nerve gas just before they hatch. Releasing the cyanide gas while in the vicinity of the eggs will destroy them. Remember to monitor the atmosphere to know when the cyanide is gone and the air is breathable again.

Each level of the complex is comprised of main rooms as well as ventilation ducts. You can travel in straight lines between rooms by the shuttles. (They're like airlock doors and can be accessed by pressing F1 on the keyboard.) Inter-level teleporters can also be found on some of the levels, taking you immediately to different areas on the same level. Certain locations have ventilation openings you can crawl into for travel between rooms. (The F10 key will allow you to crouch down to access these ventilation shafts.) Important articles can be found in these ducts for use later in the game. Welding droids are also found here. Though not hostile, they can electrocute you if touched.

Positive Coordinates

One of the positive aspects of this game is the way the complex is set up. When viewing the coordinates of your location, you'll also have the degree angle information on the display. When the display is "00" your heading is 12 o'clock. Alternating to "90" is 3 o'clock, and so on. You can effectively use your level maps with the heading displays to track your progress. I also recommend noting coordinates of special articles on the level maps. Food

canisters, battery and suit chargers, and oxygen only top off your existing supply. You would be wise to keep track of where you've left reserve supplies so you can go back and get them later when you really need them!

The control of your on-screen persona is accomplished with the joystick and the function keys. Hitting the F5 key will toggle from recon to tactical and back. In some instances, it is better to just look around in recon mode than to blast everything in tactical. In this mode, you can use the joystick to visually inspect every nook and cranny. Tilting your head will enable you to see things better. Also, ventilation shafts are sometimes difficult to see unless you know exactly where to look.

Travel between levels is by elevator. A key with a symbol matching the elevator door has to be located to grant access. Some of the elevators only travel between certain levels. You will have to leave these elevators and find others on the same level to complete your task. Level two has numerous crew quarters that can only be accessed by finding the main key to open them all. Keep your eyes open for this key, as well as a navigational aid to assist in the alien search and destroy process. The only shortcoming is that you must be using your suit to operate it. So, keep locating suit chargers, food and oxygen.

Exterminating Circumstances

Infestation has disk-based copy protection, so, you have to use the original every time you reboot the game. You can, however, save multiple games during play on a formatted save game disk. Once you boot from the original, you can insert the save disk for the remainder of play.

The 3-D graphics of Infestation are good, with the sound quality, while not overpowering, sufficient enough to completely wrap you up in the adventure. Your breathing sounds easy and relaxed at the start. But the longer you play the quicker and more tense it becomes. There are a few puzzles that need to be solved; but for the most part, the game revolves around going to a certain location, finding an article and then returning to the original location and using that article. This process is very time-consuming and, since the game does not seem to have any random article placement, detailed mapping is the key to getting everything done within the time limit.

Gee, maybe someone should make a movie based on **Infestation**. I'd put a woman in the title role, though, and add a few other characters to help destroy the "Aliens" at the complex. Sound familiar? A good movie and an excellent game!

81	Infestation		
	Psygnosis		
	Playability - 16	Graphics - 15	Sound - 16
	Atmosphere - 19	Documentation - 15	
\$39.99	Arcade/3D Adventure		512K

Distant Lands

New Quests From Faraway Kingdoms

FEDERATION QUEST 1

B.S.S. JANE SEYMOUR

Reviewed By Zach Meston

If this game is ever imported into the U.S., I will bet you my soul that the name will be changed. Sometimes it seems like American companies change game names just to have something to do, like when Data East turned **Kult** into **Chamber of the Sci-Mutant Priestess**. This time, though, ANYTHING would be better than - **B.S.S. Jane Seymour**? Oh, my.

The Typical Inane Plot Line

Seventeen years ago, you ejected from your damaged-beyond-repair spacecraft and went into a deep freeze with your escape pod headed for Earth. Unfortunately for you, you haven't reached Earth yet. However, you have reached a fleet of twenty Federation ships, with Miss Seymour front and center.

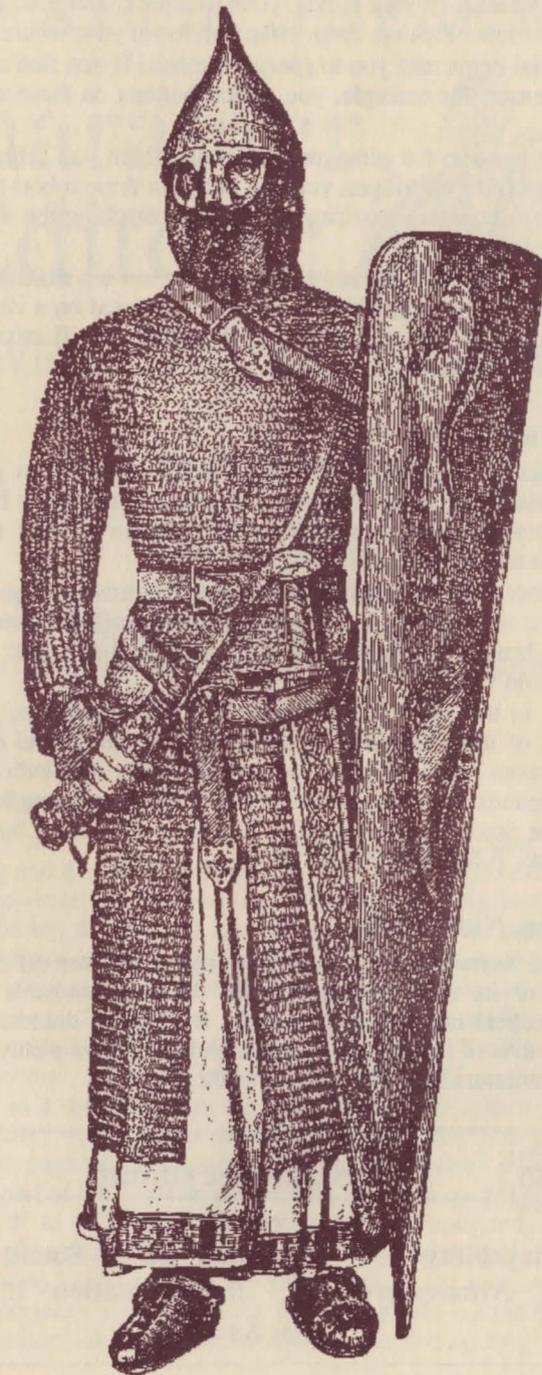
As your computer tells you, these ships are floating aimlessly because they were unfortunate enough to pass through the radiation of a star going supernova. Now, biological atrocities and crazed crew members wander through the ships, waiting for someone to tear into Bac-O-Bits.

Why didn't you just pass by the fleet? Well, because your pod is about to run out of fuel. In fact, your only chance to get back to Earth is to work your way through each of the twenty ships until you reach the final one, which contains enough fuel to fly to Earth.

To get from one ship to another, you have to repair the ship you're on to at least 80% efficiency. This requires fixing several different systems with a combination of tools and coolant liquid. To get the coolant, you've got to create flasks to hold it. To create the flasks, you've got to find the machine that makes them! Got all that?

Stepping On Board

The game is presented with a first-person viewpoint (yeah, the **Dungeon Master** viewpoint). There's no way to move with the keyboard; you must use the mouse to point and click on an arrow cluster. When there's something in the room that tickles your fancy, you enter the inventory screen to get it. Here,



you'll see the contents of your hands, your backpack, and your belt, along with anything in the room. Pick up, drop, swap and use at your whim.

A few special items take you to special screens. If you find a flask maker or a coolant dispenser, for example, you punch buttons on these machines to get what you need.

The neatest items in the game are the robots which you'll find lying around. If you have the proper cartridges, you can program these robots for any one of a number of tasks, including repairing an item or patrolling the ship, looking for lifeforms to frazz.

The combat sequences are pretty simple. You move a shaking crosshair onto your enemy and hit the mouse button when it's centered on a vital area. If your timing is right, you'll do some damage. If it's not, you'll miss and give your enemy extra time to attack.

Technicalities

The graphics are very nice, and quite varied. Each room you enter has a unique and fitting look to it. Unfortunately, there's a price to be paid for this: disk access every time you go through a door - a major bummer, considering that this takes about ten seconds.

My main beef with the graphics is that the creatures in the game don't really look dangerous; they look like Snuggles the fabric-softener bear. Julia Roberts is cute (well, beautiful actually, but that's beside the point); a DNA-altered carnivore shouldn't be.

The sound in the game is pretty average. The theme tune sounds like the tunes on most of those European graphic demos. The sound effects are a bit better. Each room has a looping background noise that indicates what it is; Hydroponics sounds like an aquarium and the Computer Room beeps and boops. However, **Jane** don't play AmigaDOS 2.0; **Jane** also don't back up or install onto a hard disk. A fact of European gaming life, alas.

Dumb Name, Nice Game

B.S.S. Jane Seymour is yet another **Dungeon Master** offshoot, but it does add a flavor of its own, especially with the programmable robots. While figuring the suckers out can be frustrating, it's still an interesting twist. With twenty levels, tons of locations and items, and enemies-a-plenty, this game will keep most adventurers happy for quite a while.

80	B.S.S Jane Seymour		
	Gremlin		
	Playability - 17	Graphics - 18	Sound - 12
	Atmosphere - 18	Documentation - 15	
\$39.95	Role-Play Adventure		512K

HERE A CLIP...THERE A CLIP

Character Editors:



JUST WHAT THE DOCTOR ORDERED?

By David Rogers

To Edit or Not to Edit?

That is the Question.

Whether it is nobler for the soul

To suffer the slings and arrows of outrageous dungeon masters

Or curb the fast-rising anger and edit;

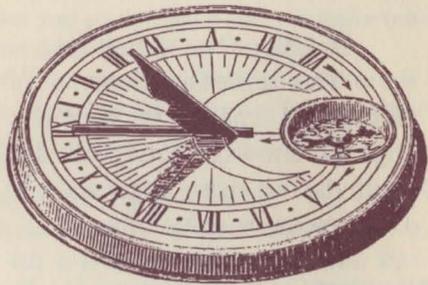
Oh, thou sweet refreshing edit....

Are We Having Fun Yet?

For as long as I have been a computer gamer, I have enjoyed those deliciously long and involved role playing adventures. While the most fun came with the destruction of my superior foes by mind-boggling feats of magic and heroic acts of daring do with the axe and sword, there was also the wondrous time I spent with my characters while they built themselves to these heights of invincibility. I loved the anxious moments as they cleaned out the caverns and discovered the needed items for their quest, all the while unraveling the mysteries set before them by the dungeon master. Still, a difficulty clouds the adventuring process. How do you equalize the time spent building your characters (and in a sense adventuring with them, thus capturing the thrill and throb of adventure) with the loss of time and frustration you encounter while being helpless throughout the opening scenarios of a game? I used to handle it by leaving that part of the game to my faithful adventuring companion, my wife. She was "elected" to wander the halls or wilderness monster hunting for stats, while I only really returned to the game when our party had a fair chance at survival. I hated to keep dragging my party back to the temple or town to be healed at an outrageous cost, for which I had to go get injured bashing around just in order to collect the money necessary to get healed again.

Maintaining Your Balance

Balance is necessary and it is also the key to this dilemma. Software manufacturers spend a great deal of time and money to bring a product to market. The price they charge for adventure games is a subject which deserves an article of its own; but for now, suffice it to say that prices remain steep. Marketing specialists have convinced software companies that slickness outweighs substance, so manufacturers feel they must compete with Stephen Spielberg on a software level. In order to entice you to buy their product, they must have superior graphics, sound, animation, plot, reward sequences and, that most elusive of all ingredients, playability. All of these must be new and innovative from game to game. It is a tremendous burden when they must produce this magic three or four times a year in order to stay in business. One of the ways they have devised to ensure your sticking with a game, and thus with their company, is by enforcement of a time rule, that is: 40 to 100 hours of playability. You can often read "playability" as impossibly hard to build up characters, frequent death sequences and many quick restores.



Waiting In The Wings

Remember the Balance? Well, here it comes for the person who has always said, "But why does it have to be sooo darn hard at the beginning. I love this game, but I can't get past the whatever on level two." Enter The Other Guys - the programmers of character editors who use their skills to enhance the true playability of a game.

Was that a sneer, an "Oh yeah, sure. You guys just hack in and rip off the efforts of those better than you"? I don't think it was, so I am going to give you the benefit of the doubt. You see, I am one of The Other Guys. I work hard at what I do to make sure that you get the best bargain for your dollar. You want to play your game in peace and also have your characters returned to you from the editor in a shape to go on to the sequel. These things take planning, forethought and a great deal of time, not to mention "brain drain." The manufacturers of games don't like other people playing around with their code or system. While this is certainly understandable, figuring out the patterns used from manufacturer to manufacturer is not a simple task.

The point to remember is balance. Use the power of an editing tool judiciously. Build your characters up, but not to the point that you destroy any

semblance of danger or quest. Give them plenty of money to buy the constant food that is always so much of a hindrance and to pay for the best room in the inn to get your full complement of rest. Use the editor to take care of the little things on a quest that detract from the main point of a game. You should be adventuring, fighting, puzzle solving and conquering, not looking for food or rubies to use in magic spells.

On The Block

Next question: "How do I choose an editor and how do I use one?" Choose an editor by someone who has been in the business of selling editors for a while and has a track record of happy customers. Read reviews or ask around to find an editor that has worked successfully on other games in the past and buy yours from that manufacturer. Just remember that an editor is designed to be an all-powerful instrument. A poorly designed one can easily damage your characters or disk beyond repair, leaving you with the possibility of having to start the game over again. So, as always, make a backup of your saved game disk before attempting to edit your characters. You might be able to create super-super characters with an editor, then, find that when you go to enter the game with them that the program won't accept your characters and trashes your disk. Play it safe. "Backup" before going forward.

I issue the above cautionary note to buyers because at this time in the Amiga market "Character Hacking" is becoming the latest "IN" thing to do. There are many incomplete and untrustworthy editors in the public domain and the quasi-commercial sector. "Just send me five bucks, Mr. Hackle and I'll change your life." While a few individuals who begin as "hackers" do go on to become legitimate programmers, most do not. As any overworked Amiga programmer or developer can tell you, there is no shortage of work for the truly skilled. The quick fix artist who lacks the dedication or expertise to join these commercial or shareware professionals basically does not have the user in mind when he creates his hack job. Ego is the name of his game, not support or service. Just as long as you are aware of the drek out there and how to avoid it, you should be a happy and fulfilled adventurer.

Editing Ethics

Is it truly ethical to fiddle with someone else's work, that is: edit the characters in a game? In one word, yes. Although the software (but not the code itself) may belong to the manufacturer (and this one is still being decided), the game being played by you on your machine belongs solely to you. Thus, it is well within your rights legally, morally and, yes, ethically (you didn't win by cheating), to alter your characters so that your enjoyment of a game may be enhanced.

You spent your hard earned money on this adventure, so compute away and don't let others dictate how you should play your game. You can have the fun of completing an adventure, while others are still building their characters or are quitting altogether because they can't find enough gold to keep themselves healed. Edit, oh sweet edit, and let others suffer the tides of maddening mazes.

Hearthside Tales

Capsule Reviews Of Quests Old And New

Windwalker

Reviewed By Michael J. Ballenger

As disciple to Moebius, you are sent to the material plane to combat the evil usurper and his warped ally. Your goal is to restore the good emperor Chao Ti to the Nightingale Throne. In order to attain this goal, you must solve any number of difficult puzzles and fight enemies which include thieves, pirates, the warlord himself and finally his alchemical crony.

Windwalker starts at the adventure display, a window that opens upon a stylized map of Khantun. A head and shoulders "bust" representing your character moves like a chess piece on the map. Character attributes are measured on Abacus beads next to the map window. The movement of the player's character is controlled by the cursor keys or the mouse. Mouse functions are so nicely implemented that I find them best for control.

All gameplay can be accomplished by pointing with the mouse. Text entry for communication is unnecessary. Combat action is simple and manageable for those who might not be arcade gamers. The strongest points include general playability, consistent game world atmosphere and logic of puzzles. Playability is enhanced by the easily learned interface. Truly remarkable, however, is the consistency of the game world. The documentation sets a tone maintained throughout the game, from music and graphics to the prose used to communicate. Its feel is oriental and reflective. The puzzles are logical and can be solved with patience and thought. You absolutely must talk to other characters and grab any scrolls available; the clues given are unequivocally necessary to winning the game. No cheap tricks are contained in the puzzles.

Attempts at animation are somewhat primitive and slow. Yet, clean looking graphics tend to offset this. If you are part arcade gamer, don't expect the combat display to knock your socks off.

Windwalker will play well on a basic Amiga 500. A code word system protects the game, while not hindering gameplay. In some ways, **Windwalker** is not state of the art Amiga software. It is unimpressive in its attempts at animation. Sound and music are not strong points either, although they are adequate and enhance the general feel of the game. The strongest point about the game is consistent creation of a game world with interesting, solvable puzzles. As such, it is well worth the suggested purchase price of \$39.95.

So, take the challenge of Moebius and become his disciple. Cross ancient Khantun in search of necessary spells and experience to defeat the evil Warlord. In general, have a damed good time.

The Colony

Reviewed By Marci Rogers

One problem with being a reviewer is that you are occasionally left with your choice of a game that you begin very quickly to suspect no one else laid "dibs" on. What do you do in such a case? Well, if you are like this reviewer, you go out of your way to be fair. Surely, there must be many good aspects to this adventure, not apparent, perhaps, on first glance, but there nonetheless.

The packaging of **The Colony** by David Smith is very promising. It draws the eye with an optical illusion of a receding 3D corridor, and announces boldly that it is the winner of Macworld's Hall of Fame "Best Adventure." More features are listed on the package back, including promises of a mystery involving an alien race, and "environments so real they're tangible."

The inside documentation further enhances the idea of an exciting plot, and leads you to expect an easy mouse interface and 3D vector graphics reminiscent of **Damocles**. The screens shown on the package are black and white Macintosh; but for those of us who list Casablanca as one of our favorite films, color can always take second place to a fine storyline. However, a perusal of the Amiga reference card offers several color configurations, as well as a sound file recommended only for two-drive or hard disk systems.

The manual further offers clues to a complex plot, casting you as a Space Marshal in charge of a small vessel. The dispatcher wakes you with a report of an urgent distress message from the colony at Delta 5-5. He also hints that you are more than a bit responsible for a previous space disaster on Ganamede. Memories of that tragedy haunt you, and the children of the settlers on Delta 5-5 propel you into immediate response, and also into a black hole uncharted in this sector. Overwhelmed by eminent impact and a critical power drain, you prepare for death, only to see the "black hole" disappear as quickly as it came. Instinctively, you fire your retros seconds before the crash, and survive in a state of unconsciousness, waiting for the adventurer reading the manual to slide into persona. The science fiction buff inside me responded, and I warped in.

From this point, everything degenerated rapidly. Macintosh users have long been in a "world of hurt" concerning available adventures, and I can only surmise that fact lay behind Macworld's award. Instead of the smooth perspective shift of **Damocles** and **Dark Side**, **The Colony's** vector objects are jerky and must be physically "hit" before they can be examined. The mouse interface is most useful for banging into walls, although it is possible to pass through chairs and other "scenery."

Color configurations are also misleading, for there are never more than four colors on a screen at one time, and the sounds are more disappointing than any in the current "MS-DOS" curse affecting Amiga ports. The "Zounds2" file also does not operate properly in 2.0, although the game will load on a 3000. (Hard disk instructions must also be altered for this machine, but this is true of most 3000 installations.) There are no Amiga features evident.

Quite simply, this is yet another of the "jump-on-the-Amiga-bandwagon" ports. Much "Sierra bashing" has been done of late because their games are

MS-DOS ports, and show no consideration of the Amiga's capabilities. I am not about to argue with this valid point, but at least Sierra does not trot out aging adventures and present them as new. Software products are not red wines; they do NOT improve with age.

Every creaking bone is visible in **The Colony**, with no amenities in sight. Auto-mapping is non-existent, animation is jerky and your protagonist can die just turning on the lights! Mindscape, who gave the Amiga world **Shadowgate** and **Uninvited**, really ought to know better. Even the off-disk copy protection requires a magnifying glass to decipher. At a retail price of \$49.95, which translates to about \$36 from the larger software houses, it's a waste of gaming dollars. I can't honestly recommend this for anyone, not even die-hard science fiction fans. Amiga users deserve better, and the software houses who produce these inferior clones should be put on notice. Conversions are acceptable; ports from lesser systems are not! Until this message comes across loud and clear, I'm afraid we'll see more games like **The Colony**, and more instances where Amiga adventurers, like Rodney Dangerfield, "don't get no respect."

Zak McKracken And The Alien Mindbenders

Reviewed By John Gray

Your planet has finally achieved space flight and, being the conquering race you are, you rush off into the universe intent on dominating and controlling every civilization in your path. Then, one day, you at last reach Earth and begin your plans of conquest there. Once begun, though, you realize a shocking truth: earthmen are mental giants, intellectually far superior to you. So, with no hope of achieving superiority over this master race, you return to the drawing board.

Zak McKracken and the Alien Mindbenders (Zak), is a highly amusing adventure from Lucasfilm Games. Realizing that they are no match for the Earth, but desiring it just the same, the aliens initially take over just the phone company. With the help of a "dumb machine," they begin to decrease the average intelligence of the human race through the phone lines. Once everyone has been rendered stupid, all out conquering will begin. Their plot, however, is accidentally discovered by Zak McKracken, a reporter for the *National Inquisitor*, a paper that carries stories about carnivorous cantaloupes and possessed toasters. It is your job to assist Zak in his efforts to save the world.

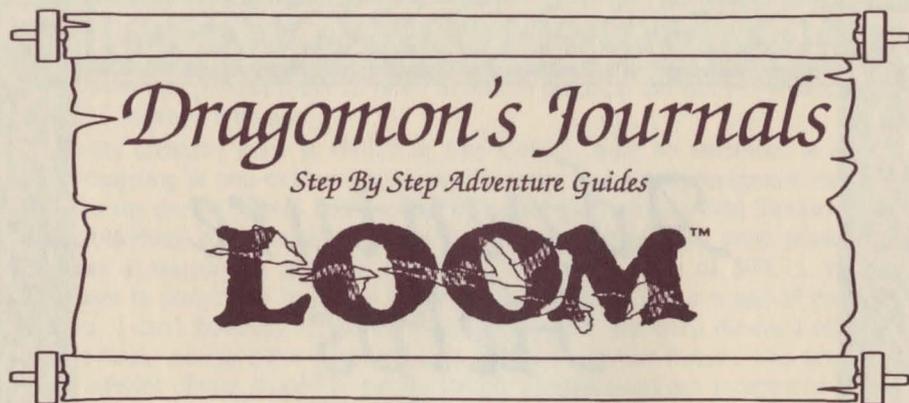
Using the interface style made popular by Sierra On-Line, you control Zak in and around his world. Included is a copy of the *National Inquisitor*, and a non-photocopyable code page. This is used for copy protection in **Zak**. Without the code page, you can play enough of the game to discover that it is a fantastically fun romp, but you cannot fly to any other country.

Comparable to both **Bureaucracy** and **Hitchhiker's Guide to the Galaxy**, the humor is first rate. Graphics and sound are quite acceptable as well. In addition, **Zak** can be installed on a hard disk and works well on both a standard and accelerated Amiga. **Zak** is destined to become a classic example of how a comedic adventure game should be written. Excellent!

Adventure Helps



Walkthroughs & Hints To
The Best In Quests



By Chuck Miller

Introduction

Loom is an excellent adventure, especially for someone new to the adventure experience. It is much more linear than other similar products. This limits the player's freedom to a certain extent, but also makes the game very "playable" by a great many people. In many ways, **Loom** is like a story unfolding, with your assistance in turning the pages.

For clarity in this walkthrough, when you want to Look at an object, click on that object once. To Examine an object in **Loom**, double-click on it. Examining an object will often result in the notes of an associated draft being spun. If you miss a draft the first time, you can usually examine an object again to acquire it.

Mountain Top

First, examine the solitary Leaf. Then head down the hill and west to the Village below.

Village

Take the path on the right down to the Village and enter the tent on the left.

Sanctuary

Once inside the Sanctuary, head east until you reach the Loom. Carefully listen to the conversation between The Elders and Hetchel. Next, take the Elder's Distaff and examine the egg. Spin the Draft of Opening on it. (Examine the Loom before leaving the Sanctuary and record the Draft it gives. It will be repeated to you several times during the game when viewing the Scrying Spheres. This is the Draft of Transcendence which you must use at the end of the game.) Return to the entrance of the Sanctuary. Then, head for Hetchel's Tent at the eastern end of the Village.

Hetchel's Tent

Examine the Book, then examine the Dye Pot. Spin the Draft of Dyeing on the Heap of Clothes and on the Wool in the basket. Now, examine the Flask and record the Draft of Emptying. Exit Hetchel's Tent and go back to the path you followed down the hill. Head up the same path and then proceed to the far left and enter the Woods.

Dark Woods

Go west through the Woods to the Graveyard. (Did you examine the holes? One Owl is missing.)

Graveyard

Examine the Thorns on the far left. A Rabbit will scamper out, waking the Owl (Hasenpfeffer, Yum!). Examine center Gravestone. Return to the...

Dark Woods

Examine the holes in the trees in order from left to right. You now have the Draft of Night Vision. Head back to the Village and down the path on the right.

Village

Enter the first tent on the right and spin the Draft of Night Vision. Next, examine the Spinning Wheel for the Draft of Straw into Gold. Spin this draft on the Pile of Straw. (If you spin this draft backwards on the Gold, it will all become Straw.)

Mountain Top

At this point, you are ready to head back to the top of the Mountain. Once there, spin the Draft of Opening on the Sky (don't worry, your Distaff won't act as a lightning rod). Proceed back down to the Village.

Village

This time, take the path down to the left. It will take you to the dock.

Dock

Examine the Clam. Spin the Draft of Opening on it. Examine the Clam again just for fun. Next, walk off the end of the Dock and climb onto the tree floating in the water. Happy sailing!

Ocean

You will now happen upon a large Waterspout. Examine it for the Draft of Twisting. Reverse that draft and spin it on the waterspout to "Untwist" it. Proceed west.

Beach Landing

Dry off and head back and to the west.

Wooded Hillside

Here you will meet some shepherds who won't let you pass. They will, however, give you the Drafts of Visibility and Invisibility. Now, exit by following the path down the hill behind the shepherds to the east. It will take you to...

Crystalgard

Proceed east until you reach the Tower. Look at the workers in the Tower and spin the Draft of Invisibility on them. Enter the Tower.

Crystal Tower

Walk to the right of the room and cross the center bridge. Enter the Crystal Chamber and examine the Bell. You will be transported to the Scythe Room. Cross to the Bell on the far side and examine it. You can now reach the Scrying Sphere. Examine it three times. Learn the Draft of Terror to use on the shepherds. Examine Bell in Chamber and return to the Scythe Room. Examine the Scythe for the Draft of Sharpening. Examine Bell on the far right. Now go back to the entrance where you came in and down the stairs toward the front of the room. This takes you to the...

Chalice Chamber

Take the stairs up to the left and then down the walkway to the right. Enter Crystal Chamber and examine. Here you will meet Goodmold. Examine Chalice several times. Return to Chamber and examine Bell. Take the stairs all the way down this time and exit at the lower west doorway.

Wooded Hillside

Follow the path up the hill to the Hillside where you met the shepherds. Spin the Draft of Terror on them. Proceed west.

East Pasture

Examine the Sheep. You now have the Draft of Sleep (which will wake someone up when spun backwards). For some fun, Dye the Sheep and then examine them again. Head west and cross the Pasture until you come to the...

Shepherd's Village

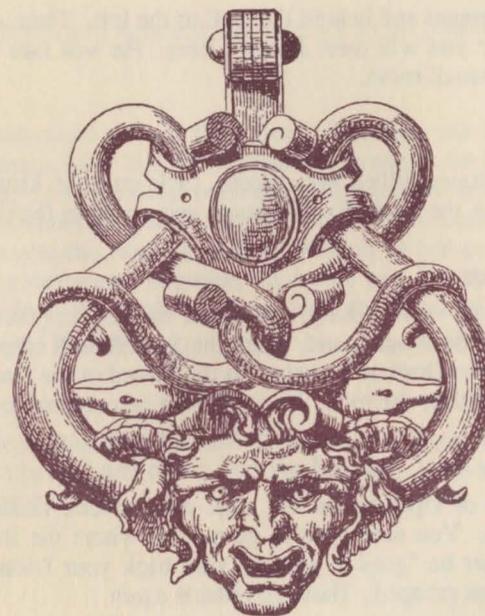
Try the Draft of Opening on the Cemetery on the hill for an interesting response. Enter the center house. Examine the Lamb. A shepherdess will appear. Listen to her then examine the Lamb four more times. You will learn the Draft of Healing. Exit house and head for the center of Pasture.

Pasture

Now, spin the Draft of Dyeing on the Sheep. Have a safe flight!

Dragon's Lair

Examine the Dragon, then examine the Gold. Spin the Draft of Straw into Gold backwards on the Gold (remember the tent in the Village?). You now have two options. First, spin the Draft of Sleep on the Dragon and watch as she sets the straw on fire. Second, spin the Draft of Terror on the Dragon and heat things up yourself.



Caves

With the Dragon on the wing, you can now enter the caves. Go east and spin the Draft of Night Vision. Follow the stairs down and enter the first cave opening. Head east until you reach the stairs down. Go down both flights of stairs into the hole in the floor. Now head west to the second cave entrance and enter it. Go west again until you fall off the ledge.

Pool Of Reflection

Examine the Pool to get the Draft of Reflection. Spin the Draft of Emptying on the Pool. Examine the Scrying Sphere three times. Now, spin the Draft of Emptying backwards to fill the Pool. Exit around the right and behind the rocks. Then, enter first cave opening you reach and follow that path the rest of the way out of the cave.

Spiral Steps

Examine the steps. Then, spin the Draft of Twisting backwards to "untwist" them. Now, cross to the east.

Forge Cemetery

Examine the sleeping boy. Spin the Draft of Sleep on him backwards. After Rusty is finished talking and goes back to sleep, spin the Draft of Reflection on him. (How do you like the new you?) Now, head east to...

Forge City

Enter and go around and behind the wall to the left. Then, cross the room to the far right. Here you will meet Rusty's boss. He will take your Distaff and then lock you in a small room.

Locked Room

Examine the straw. When you awake, pick up your Distaff and spin the Draft of Opening on the door. Exit the room and go down the center stairs.

Sword Chamber

Examine the two men talking and listen to their conversation. Do so a second time. Now, do it again and, when the Swordsmith stops banging on the Sword, spin either the Draft of Twisting on the Sword or the Draft of Sharpening backwards. Both will do the trick. You will now be escorted to the...

Bishop's Castle

Spin the Draft of Opening on the cage door. Next, examine the Scrying Sphere three times. You now need to go outside where the Bishop is waiting. Examine him. After he "goes to pieces," take back your Distaff. Go inside to see that the beast has escaped. Then, go outside again.

The Void

Look at the hole leading to the Bishop's Castle. Spin the Draft of Healing on it. Head west to the next opening.

Forge Cemetery

Enter the Forge Cemetery. Examine the bones (remember Rusty?). Spin the Draft of Healing on the bones. Next, return to The Void and Heal the opening. Proceed west and enter the cemetery at the Shepherd's Village.

Shepherd's Village

Spin the Draft of Healing on the shepherds and enter The Void again. Heal the opening. Continue west to Crystalgard.

Crystalgard

Enter Crystalgard and Examine Goodmold. Exit to The Void and spin the Draft of Healing on the opening. Now, head to the far west end of The Void and enter...

The Shores Of Wonder

Examine the swan (your real mother) and listen to her story. Then, exit to the west and enter the Graveyard on the island of Loom.

Graveyard

Head east and you will appear at the entrance to the Sanctuary.

Sanctuary

Proceed to the right and to the Loom. Examine the Loom. Chaos and Hetchel will appear. After Hetchel is silenced, examine the Loom again for the Draft of Silence. Spin the draft backwards on Hetchel to restore her speech. Next, Hetchel will have her goose cooked. Examine the Loom to learn the Draft of Shaping. Reverse the notes to restore Hetchel to her previous state. After Hetchel is finally destroyed, examine the Loom one last time for the Draft of Unmaking. Examine the feather. Next, spin the Draft of Unmaking on the Loom itself. Enter The Void.

Conclusion

It is now time to spin your final draft, the one you heard at the beginning and each time you examined one of the Scrying Spheres. Look at yourself and spin the Draft of Transcendence.

Adventure Game Drawing

Subscribing does have its benefits. In this case, FREE adventure games. Every issue, we will draw TWO individuals at random from our subscriber list who will each receive a free game. (This drawing is only available to subscribers.) So, congratulations to our winning subscribers **Robert Ludlum** of Milford, PA, who received a copy of **Chaos Strikes Back** and **David Redlich** of Flushing, NY, who received a copy of **Elvira, Mistress of the Dark**. Enjoy!

(NOTE: Subscribers! To be eligible for the free software drawing, we must have your phone number. If you did not provide one when you entered your subscription, please do so now. Thanks!)



Hidden Gems



Manna For The Weary Adventurer

Infestation

On the surface, go straight to the Radar Dish. Then set heading to 112 degrees. You will find the Terminal to use. Log on with F2 and type in "KAL SOLAR" to activate the Teleporter. Once activated press F2 again to leave the Terminal and take a heading of approximately 78 degrees to get back to the Portal. Walk over the flashing arrows to transport down.

The Elevator Key Card is located in the Ventilation Shaft on level 1 approximately at coordinates 19,50. To get there, you must use multiple teleporters. The coordinates of the entrance to the Ventilation Shaft are 42,81.

The Crew Quarter Key Card is located on level 6. As soon as you get off the elevator, log on to the Terminal and de-activate the Laser Security System. The Key Card is on the floor between the Computer Terminals. **Rick Henly**

PowerMonger

FIRST, A FEW GENERAL HINTS FOR BUDDING MONGERS

1. Kill all the sheep. Food is completely necessary to win.
2. Invent only when necessary. You'll need to invent at certain points, but don't spend time inventing while the enemy spends his time bulking up for battle!
3. Don't waste time. Keep yourself busy, because the computer does.
4. Watch your food levels. If your army ditches you in the middle of a war because you don't have any roast sheep, you'll know why.

NOW FOR SOME WALKTHROUGHS!

World 1-1 (upper-left corner)

Attack ROPMMER passively, retire.

World 1-2 (below 1-1)

Attack BRILLITTE passively, get men and food, attack HEACIDM passively, get men and food, invent aggressively to get a cannon, invent neutrally to get swords, attack BRININER passively, retire.

World 1-3 (below 1-2)

Attack EMEEN passively, get men and food, find and kill the general JOSS XVIII, conquer villages passively until you have the manpower to defeat the capital (be sure to keep the troops fed), attack the capital, retire.

World 2-3 (right of 1-3)

Attack BEEME passively, get men and food, attack FEBOY passively, get men and food, attack LICEM, get men and food, attack EMGGS passively, get men and food, run away when the red army starts to chase you, recuperate when you have ditched the red army, when the red army finds you attack aggressively, kill any deserters, retire. **Zach Meston**

Nightbreed

By the way, at the start of the game you probably should commit yourself to an asylum to see if your blackouts are really murderous episodes or if you're really being framed.

When you enter the graveyard, you'll meet Peloquin. He will bite you and then chase you. You have to outrun him by hitting your joystick or mouse button each time your arm gets to the top of its swing. Hit it just as fast as you can and you'll easily make it out of the graveyard.

The first time at Midian you "Enter Graveyard." The second, you'll "Look Around", and from then on it's "Enter Midian." Any wrong answer and it's GAME OVER.

The Mask is waiting for you on Level 2 at the rope bridge going left from the starting point. Try to evade his knives until the rope at the bottom of the screen breaks. He will be guarding one of the protectors. He only appears after you've been baptised by Baphomet on level 3.

The Berserkers at the bottom of Midian should not be freed until you have found Baphomet. If they are released too quickly, they will turn on you instead of the "Free." The four protectors that Baphomet speaks of when you find him cannot be located until after that time. As they are located, the image of each protector will appear on the right side of the screen. The four are found at the dead ends you should have noted on your maps during the play of the game inside Midian. **Rick Henly**

James Bond: The STEALTH Affair

By now, you should have gotten much further since our hints last issue. Have you been eaten by hungry Piranha yet? Repeatedly? Make sure you attach the Watch Cable to the Wall on BOTH sides of the Piranha Room. Now, work your way quickly along the wire to the right and OPERATE the Grate on the wall and enter the opening. After you get past the Rat Maze, overcome the soldier in the Restroom. Tie him up with the Shoelaces and gag him with the Towel. Take the Glass and the Clothes.

When you are Scuba Diving (and trying to avoid being eaten by hungry sharks), make sure you EXAMINE the Seaweed on the ocean floor until you locate the Elastic. You NEED the Elastic! You cannot finish without the Elastic, nor can you return to get it. **Chuck Miller**

Hints! Hints! Hints!

We want your hints! We need your hints! Please! Please! Send us your hints! Alright, enough groveling. Honestly, please write us with your hints and helps for your favorite adventures. Beginning with the next issue, we will be expanding our hint section (by request of our readers) and would like you to assist us in providing the best in hints for Amiga adventurers. Who knows? We may send you something really neat if we publish your hints here. Just address them to **Enchanted Realms™**: Hints! • Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133. Look for more details in the next issue of the Premier Adventure Game Journal for the Amiga, **Enchanted Realms™**!

Adventurer's Backpack

Collected Artifacts From Throughout The Realms

Countdown To Doomsday Cluebook SSI \$12.95

Most clue books for RPG's require another clue book to explain the clue book. At the very best, they provide only a sketchy overview, and the maps fail to explain what is in each room. SSI's are a welcome exception, with complete and easily readable maps that detail each location and the combat of the area, including random encounters.

The Buck Rogers cluebook is complete in every detail except for the side adventures available on the planets and asteroids. Don't miss those, and count on the cluebook for everything else you need. It's got it! **Marci Rogers**

Elvira Clue Book Accolade \$12.95

Why get the **Elvira Clue Book**? Why, because it answers all your questions, has neat maps, contains a wickedly funny interview with a vampire named Bob, has a nice picture of Elvira on it and even some blank pages for note taking! Actually, what you get with this clue book is just the right amount of help you need to supplement your abilities (or lack thereof) as an adventurer. It's divided into four parts that offer varying levels of assistance: the transcript for just a little bit of help, the walkthrough for the utmost help, the ingredient location list and the maps of Killbragant, including the Courtyard, Backyard, Battlements, Upper and Lower Castle Levels, Kitchen, Dungeon, Catacombs and Maze. However, be prepared to use the included red "Magic Viewer" in order to read the step-by-step walkthrough clues. They are hidden under a "weird red ectoplasm" (this is the best way of describing this kind of protection that I've heard yet).

So, here's some advice. If you want to avoid some of those "unpleasant dreams" you've been having lately at Killbragant, go ahead and grab **Elvira** (the **Clue Book**) for yourself! **Chuck Miller**

Leisure Suit Larry III Hint Book Sierra On-Line \$9.95

There are 4000 possible experience points to be had in **Leisure Suit Larry III: Passionate Patti in Pursuit of the Pulsating Pectorals** and I am not ashamed to admit that I wouldn't have scored half of them without Sierra's trusty hint book.

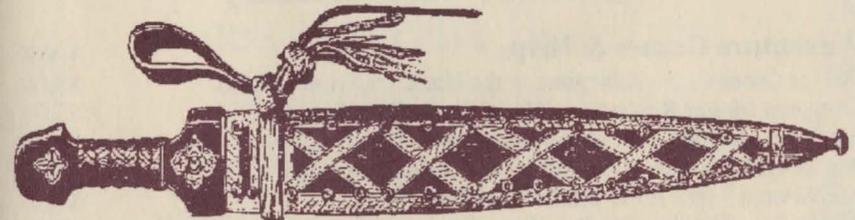
Written by Al Lowe (the same fellow who scripted the game), the hint book is similar in humor. Questions are easily readable and the answers only appear by placing a piece of red cellophane over the page (cellophane included). In this way, you can get over the tough spots without having to be led by the hand through puzzles that you can solve under your own mental power.

Also included is a complete walkthrough and a handy map of all relevant areas on Nontoonyt Island (if you are too lazy to draw your own map as you go along, this is indispensable). In addition, each object that will be critical to finishing the game appears in the area where it can be found on the map. Get this hint book! It worked for me! **Michael J. Ballenger**

Curse Of The Azure Bonds Clue Book SSI \$12.95

Known for their quality clue books, SSI has come through again with their offering for **Curse of the Azure Bonds**. Included are tips on character creation, building a successful party, combat techniques and a listing of spells and their use. Also contained in this 48-page clue book are 26 maps crucial to the game, plus a listing of the locations of many special items.

If you want some additional assistance in freeing yourself from your "bonds," check out this excellent guide. It will help walk you through the adventure from Tilverton City to the Phlan Ruins. **Chuck Miller**



Resource Update - Amiga Games Guide

In Issue 4 of **Enchanted Realms™**, we informed our readers about the **Amiga Games Guide**, a publication dedicated to the broad spectrum of gaming on the Amiga. Well, in the words of its own editor (and one of our regular contributors), "The AGG is well and truly dead." The last issue of the **Guide** to make its way off the press was January-February 1991. For the past year, this newsletter out of Hawaii has done an excellent job of conveying the greatest amount of worldwide Amiga games coverage available in a single source. However, due to disagreements on policy between the editor and publisher, the **AGG** is now dead, and we are sad to see its demise.

But, wait! There is good news for those of you who like to follow the overall Amiga gaming market. A new publication, tentatively titled **Amiga Games Magazine**, will soon be arriving to fill the gap left by the **Guide**. It will be a disk-based magazine edited and published by Zach Meston in the tradition of its predecessor. You can look forward to the same concise and honest reviews, as well as the latest breaking news for which the **AGG** was known. We will keep you informed on the progress of this new publication.

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Adventure Game Treasury

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Dungeon Master Resources - Maps, Spell Chart & More	\$3.00
Hacklite - A Good Role-Play Adventure	\$3.00
MechFight 1.0 - Excellent European BattleMech Game	\$3.00
MechForce 3.65 - A PD BattleTech Clone	\$3.00
Moria 3.0 - The Best PD Role-Play Adventure (1 MB)	\$3.00
NetHack 3.0 (2 Disk Set) - Hack Style Adventure (1 MB)	\$5.00
Rings of Zon - Excellent D&D Maze Adventure (NEW)	\$3.00
Star Trek (2 Disk Set) - By Jimbo Barber (1 MB)	\$5.00
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The Golden Fleece - Infocom Style Text Adventure	\$3.00
The Holy Grail - Infocom Style Text Adventure	\$3.00

Adventure Demos

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Future Wars	\$3.00
It Came From the Desert	\$3.00
James Bond: The STEALTH Affair	\$3.00

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Dragon Wars
PowerMonger
Infestation
B.S.S. Jane Seymour
Character Editors
Capsule Reviews
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