



Enchanted Realms™

The Premier
Adventure Game
Journal for the Amiga®



Issue 8

September - October 1991



The Premier
Adventure Game
Journal for the Amiga®

Enchanted Realms™

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It's a fact that not all pirates come with patches, peg legs and parrots. Copying software illegally is more than just a shame. It's a crime. Please be a responsible user and support the software entertainment industry. Don't be a pirate!

I Corinthians 10:31



Enchanted Realms™

The Premier
Adventure Game Journal

Devoted Exclusively To The
Adventure Experience

Issue 8

September-October 1991

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* These adventures have received the *Enchanted Realms™ Distinctive Adventure Award*. This recognition is granted to adventures that have received an Overall Score in the "Excellent" category.



Proclamations

MUSINGS FROM THE LORD OF THE REALMS

It's quite possible that 1991 may be known as yet another year of "shakedown" in the computer industry. Those of you following the general trends here know something of which I speak. The proposed Apple-IBM collaboration on a new operating system compatible with future products from both companies using the new RISC processor technology may mean a drastic change in the future of computing — system-wide compatibility or bust. Meanwhile, **Windows** is becoming the defacto standard in the MS-DOS world. Personal computing has undoubtedly reached the age of the GUI (Graphic User Interface), something Macs and Amigas have had from the start. Almost all computer platforms, even micro-workstations, have acquired the same relative "look and feel." What this means, for one, is that novice computer users can now move from platform to platform with very little acclimation time required due to the similarities between GUIs. It also means that the age of the "different" operating system may be nigh unto dead and buried.

This year may also be marked as the year of the Mergers and Acquisitions. The list of companies which have acquired other companies in the computer industry, as well as now defunct firms, is too long to list. The Amiga segment of the market is not immune from this trend either. The truth of the matter is that small companies are finding it harder to compete and remain, or even become, profitable in today's computer marketplace (with some notable exceptions).

What this all boils down to is that most smaller companies will have to diversify to some extent to simply stay afloat or specialize extensively to a broad base of users. This is not all bad, but it does dictate certain courses of action. So, what does all this have to do with adventure gaming? Actually, quite a bit. Let's take a brief look at two major points.

To begin, this means most software entertainment vendors will develop adventures for the MS-DOS platform first, then produce versions for other platforms (we're not going to even touch on where videogames fit into this picture). The fact of the matter is that MS-DOS sales account for nearly 80% of the computer game market, with adventure games being the largest share. Then, after the MS-DOS version has shipped, we can expect to see an Amiga version, if the game will be converted at all. The Amiga is now the number two platform in the industry. Of course, there are still some companies producing adventures solely for the Amiga, or at least the Amiga version first. But they are in the small minority (and mostly European). Little, if any, entertainment software is currently being produced for the Mac. One company in particular, Origin, has publicly announced their intentions to produce software for MS-DOS computers only. In fact, future releases of their products will require a minimum of VGA graphics and a hard disk (**Ultima VII** will require 2MB RAM and 10MB hard disk space). You can expect more Amiga adventures to appear with greater requirements as well. Expect 1MB RAM to soon become the minimum

requirement with hard disks recommended for most products. So, you better save some coins to buy some chips. And, plan on adding a hard disk as well (it's a wise investment anyway).

This system-wide compatibility also means that we will start to see the development of authoring systems that will allow the creation of adventures on one platform with the ability to easily convert it to another. **Visionary**, from Oxxi, is the first such product released commercially that will allow the creation of Amiga adventures which can be ported to the MS-DOS platform and vice versa. The Amiga version should be available by now with an MS-DOS version to follow in approximately six months (it is currently being planned as a **Windows** product). Interplay's **Bard's Tale Construction Set** will appear first on MS-DOS systems this fall with an Amiga version to follow early next year. The introduction of these packages should open up a whole new market of adventure products and designers — a budget line (in cost, not quality) of adventure software created by "home-based" game writers retailing somewhere around the \$20.00 price point. This is something that the adventure market really needs. In fact, we will be active in supporting the creation of such adventures, beginning with both a **Visionary** and a **Bard's Tale Adventure Writing Contest**. Look for details in our next exciting issue (appropriate fanfare, please).

Now for a few quick notes concerning Issue 8 of **Enchanted Realms™**. This issue introduces the **SORCERER'S DEN**, a column devoted to assisting you in the writing and designing of your own adventure games. Helpful advice will be provided on a regular basis. And, of course, be sure to send us your questions and your own helpful hints. Also, please note in **Mortaine's Caldron** that we are offering the first six issues of **Enchanted Realms™** in a special package, and that the Issue 1 Journal is once again available, now in disk form. In addition, those of you among our loyal subscribers will find a **FREE Note of the Realms** in this issue. This can be used toward extending your subscription and is our way of saying thanks for subscribing to **Enchanted Realms™**.

Well, so much for our look into the future this time. Our recent trip to Chicago for the Summer CES (Consumer Electronic Show) greatly impressed us with the quality of the adventures we will see in the coming months. We are looking forward with excitement to the new developments in the computer entertainment industry, especially as it relates to adventure gaming, and hope you enjoy exploring this bright and adventure-filled future with us.

Happy Adventuring,

Chuck Miller

Lord of the Realms



Audience Hall

LETTERS FROM THE CITIZENS OF THE REALMS

Dear ER:

As a new subscriber to **Enchanted Realms™** I wish to express my feelings on a few things. First off, I wish to commend you on the speed of subscription processing. I estimate it was less than two working weeks from the date I first sent out my subscription form and check to receiving my first issue. Very Impressive!!

Next, I would like to tell you how impressed I was with the magazine itself. It was not at all how I expected it. I expected a few pages of reviews and maybe some hints in a photocopied format. The magazine I received (#7) was very impressive and very professional looking. The reviews were timely and well written. The paper and print quality were excellent. All in all a very artistic work worth every penny. It seems that the creators of this magazine issue really care about the product. Very rare these days.

One of the things I was looking forward to was receiving a disk with each issue. When I received my first issue of **Enchanted Realms™** with disk I was dismayed to find that the disk contained the exact 3 demos that I had already received from Accolade. I do feel that quite a few new subscribers will come from the Accolade demo promotion. Also, I feel that you should have known that those who subscribed with those special offer coupons would already have those demos. I feel that I will not be the only subscriber with this complaint.

Again, aside from the disk, I am very satisfied with the product you have here and look forward in earnest to the next issue. Keep up the good work.

Robert Pearson
Mt. Jewett, PA

Oops! Looks like we goofed, Robert. Several new subscribers from a promotion we did with Accolade slipped through on us and received Issue 7 with basically the same disk they had already received from Accolade. To be honest, we were just so anxious to get Issue 7 out, after all our work redesigning **Enchanted Realms™**, that this matter eluded our attention. Our apologies. Anyone who subscribed through the Accolade promotion can simply return their Issue 7 disk to us with a note of explanation and select a replacement disk from our **Adventure Game Library** listed in the **Adventurers' Guild**. As for the praise of the new Journal, thanks! As we anticipated (and hoped), our new look has created quite a stir throughout the adventure game industry, both from our readership and from software vendors. We especially want to thank all of you who were kind enough to call or write to express your hearty approval of the new **Enchanted Realms™**. You can anticipate even more improvements in the days ahead.

Dear ER:

Enclosed please find my contest entry for **Wonderland**. I REALLY LOVE the new magazine format. I found it to be the most informative and interesting yet. The fiction is also a nice addition. Also, since you've gone into the game business, I'd be happy to buy from you and support **Enchanted Realms™**. Your mail and telephone support and kindness is unequalled in my experience, and most appreciated.

I'm also enclosing an entry for the **Visionary Contest**. Thanks for listening and for everything.

Sincerely,
Art Asin
Cardiff, NJ

Thanks for the kind words, Art. We believe that **Enchanted Realms™** is more than just a publication or a business. Personal contact is important to all of us here. It helps us improve on what we do and widens our circle of friends. Thanks as well for sending in your contest entries. We have had a good response to the contests, but wish more "citizens" and readers would take the time to enter. The effort is very minimal for the chance to win.

Dear ER:

Thanks for the free game. I was truly surprised and very elated! I just want to encourage you all in your endeavor to produce a quality product. I couldn't believe it when I discovered there was an adventure game journal devoted to Amiga users. I am a novice "gamer" so I require helps and walkthroughs which still make the games enjoyable.

Keep up the good work and thanks again.

Respectfully,
Don Russell
Olympia, WA

You're quite welcome! (Don was one of the winners in our **STEALTH Affair Contest**.) It takes extra effort (and considerable expense) on our part to arrange these contests, so we're always glad to find our efforts appreciated.

Besides the sheer joy of winning a free adventure, we believe that a contest should be fun too. Those offered in the past, as well as the contests in this issue, should echo that fact. If you've not entered a contest yet, please do so. The **Lord of the Rings Contest** appearing in this issue requires some knowledge of Tolkien's classic. However, the **Free Subscription Contest** requires no special knowledge or skills at all to complete. So, give it a try!



Court Herald

TIDINGS OF NEW ADVENTURES FROM HITHER AND YON

Last issue we devoted to the overall adventure picture from the Consumer Electronics Show in Chicago (CES). Now, and in succeeding issues, we want to focus more closely on some of the more interesting games we saw at CES coming out in the next few months and new products that were not yet announced.

S.S.I. has finally shipped **Death Knights of Krynn** after several month of bug stomping. They can be commended on sticking with the problem long enough to ship a final version sans the bugs. We will review this adventure next issue. **Secrets of the Silver Blade** has also shipped in its Amiga version. Future S.S.I. offerings for the Amiga include **Gateway to the Savage Frontier** (September - the MS-DOS version just shipped), **Shadow Sorcerer** (October), and **Pools of Darkness** (October). It appears, however, that their animated chess simulator (along the lines of **Battle Chess**) has been axed.

Gateway to the Savage Frontier is the first product in a new series. It has been billed as a "fantasy role-playing epic" and is the first to explore the world of the **AD&D Savage Frontier**. **Gateway** is based upon an enhanced version of the game system used in the Gold Box series products. **Pools of Darkness** continues the saga of the **Forgotten Realms** Gold Box series, following **Secret of the Silver Blades**. Of greater interest (at least to us) is **Shadow Sorcerer**, set in the **Dragonlance** adventure world. Unlike the previous **Dragonlance** games, this is not an arcade adventure. It is an animated adventure sporting an isometric viewpoint. You select your party of four from 16 preset characters. No complex character creation is required. From all indications, **Shadow Sorcerer** should prove a good change of pace (as was **Eye of the Beholder**) from the other **AD&D** product lines which have changed very little in the past few years.

Sierra On-Line has been delayed quite a bit in releasing the Amiga versions of **King's Quest V** and **Space Quest IV**. The new scheduled release for these products is September. The latest in both **Quest** series have been a long time coming for the Amiga, but the wait should be well worth it. **Leisure Suit Larry V** and **Conquest of the Longbow** are still scheduled for an October and January release (respectively) in their Amiga incarnations.

Another long overdue adventure conversion, **Altered Destiny**, should now be on shelves. Accolade has finally sent it to code and it is scheduled to ship at the end of August. We are hoping to get "sucked" through our monitor real soon. U.S. Gold, the European import arm of Accolade, has released **Knights of the Crystallion**, a "culture" simulation (as they refer to it). **Knights** appears to be a "melting pot" adventure, combining elements from several different game categories. Sub-games within the overall simulation includes, **Bosu** - a game of mental challenge and strategy, and **Deketa** - an intricate card game. Plus, there are trading elements

involved and an action segment through the mazes of the **Dark Underworld**. **Knights of the Crystallion** reminds me in some ways of **Fool's Errand**. It is definitely a different sort of game. Other releases by U.S. Gold have been delayed. Look for **Murder** and **Cybercon III** to arrive this fall, possibly September.

Dynamix is close to shipping the Amiga **Rise of the Dragon**. We were quite impressed with the beta version we saw up and running at CES. We were even able to play a short way through before plummeting to our deaths from some rickety scaffolding. **Dragon** is a totally icon driven adventure set in an ominous future rife with crime. Get ready for some heavy-duty sleuthing by early September. Even more impressive, at least to us, is Dynamix's next adventure, **Heart of China**. Extensive use of digitized photos of live actors and hand painted backgrounds gives this adventure an exciting and rich atmosphere. The MS-DOS version has just shipped. Unfortunately, the Amiga conversion has not begun yet. So, we'll just have to wait a bit on this one.

Well, we can now officially fill you in on Sir-Tech's latest adventure. You may already have seen this information in several other computer entertainment publications (which I will leave nameless) that shipped the same time as our last issue, but you shouldn't have. These publications released information that was NOT supposed to be divulged at that time. We know because we asked. Anyway, **Crusaders of the Dark Savant** is the sequel to Sir-Tech's very popular **Bane of the Cosmic Forge**, incorporating some excellent enhancements, not the least of which is the outstanding graphics. It has three different beginnings, based on the three possible endings in **Bane**, and a fourth for those who have not played **Bane** or who elect to begin **Crusaders** fresh without importing their previous characters. More Intelligent NPC's have been added that respond to your actions according to how ethical and moral your characters behave during their quest. A full musical score has been added and the number of available items has been increased. Character creation and management have also been improved, as has mouse support. Currently, **Crusaders** is scheduled for a November release on MS-DOS with the Amiga version to follow in approximately 30 days. Sir-Tech is also working on a CDTV version of **Bane** to be released sometime between the 4th quarter of '91 and the 1st quarter of '92.

As many of you may have noticed, summer has been slow with respect to Amiga adventure releases. Most games scheduled for a late spring or summer release have been delayed until late summer or fall. By the next issue of **Enchanted Realms™**, we should see many new adventures on the shelves, as well as some new product announcements for adventures appearing early next year. 'Til then, make the most of your summer and spend a few of those hot evenings down in some refreshingly cool dungeon.

Dimmer Dungeons

SAGRAMELL PUREBLADE: The Old Timer

By Marci Rogers



RealmsHead glimmers with a special sheen tonight, blessed by the presence of a special guest, Sagramell Pureblade, Knight Templar of the Holy Ancient Empire. Before most of those who frequent the Inn were generated, he roamed the Great Halls of Mainframe. He has known that hallowed place called Colossal Cave and ventured through Adventureland, and he has survived to share his tales with all present. He was much wounded in those days, and tires easily. He has left the taproom for his chamber, but the amber glow of his glory days lingers on those remaining. You sit quietly among them, awed by a sense of history...

Midnight Mecca

"Midnight Meccas," Maeve sighs, "that's what they were."

"Still are," Marco adds crisply, "but now our adventures are more true to life. Don't you remember how dreary it was to walk through dungeon after dungeon with nothing but line drawings or written descriptions?"

"Spoken exactly like the kind of wizard who can't control his fireballs," Lariel answers, half-teasing. She and Marco are famous for their friendly rivalry.

"The words were as rich as pictures to me," she continues. Alas, so few adventures now have that richness of plot."

"I'm afraid I must agree," Maeve says, "although there does seem to be a small trend to reverse that. Let's hope that continues. I'm so tired of arcade sequences and hack-and-slash."

Morggon's axe clangs on the floor, and his eyebrows knit. "What's wrong with hacking, might I ask? There'll be a lot less dwarves out there if you stop us from fighting."

"No one will stop your battles, old friend," soothes the rich voice of Darhen. "Yet I do lament the kill-for-killing's sake. What means victory if the spirit is forfeit? Surely there must be ethics, and a chance to aid the innocent."

He looks at Maeve on that, knowing she was once an Avatar in the worlds of *Ultima*, and will understand his Paladin's concerns.

"A challenge in itself, then, isn't it?" Maeve muses. "What is the perfect adventure? What would we all choose if we could build our own?"

"Mouse control!" pipes up Feeflier.

"Oh, I don't know," says Alairic, "a good parser can greatly enhance an adventure."

"You don't like type-ins when you spell the Spell wrong," she reminds him, "like the time you went to heal Tygger in the middle of that big battle with those hell cats and gave him Itching Skin instead."

"Not funny to an archer," mumbles Tygger, his face darkening at the thought. "As for me, I like a number of smaller quests along the way. They give you a real feeling of accomplishment, and I'm tired of walking endless dungeon miles just to kill some demon or evil enchanter. Couldn't there be another goal?"

"But think of the glorious pictures now," adds Ponjieux, "and that wonderful music! And what about the feeling you get when you can actually pick up something?"

"All those trappings still don't make up for depth of plot," Lariel says. "Oh, I do love a perplexing puzzle!"

"That's because you have that enhanced intelligence of 25," Marco retorts, "which is unfair considering you're already the most beautiful creature on the planet."

"I hate it when he does that," Lariel says with a toss of her shimmering silvery hair. "I never know whether to kick him or kiss him."

Everyone laughs then, and Maeve turns to you in the middle of the merriment.

"And you, my friend," she smiles, "what would you choose? We shall table this night's discussion to give you a chance to decide, and, when we resume, perhaps we shall envision an adventure greater than any we have seen before."



It's Your Turn

Well, what do you think? Are you a fan of the who-cares-about-plot-give-me-sound-and-graphics style, a battle-for-battle's sake strategist, or a gee-I-wish-Infocom-had-never-died purist? Or, would the ideal adventure combine elements in a way you haven't seen? Whatever your preferences, we would like to know your thoughts. Send Maeve a brief letter expressing your feelings and she and her companions will assemble a picture of the Perfect Adventure — **Enchanted Realms™** Style. Please address your correspondence to: Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • Attention: **Maeve's Midnight Mecca**.

King's Bounty™

Reviewed by Millie Miller



he hero's job is a never-ending one. Save the damsel in distress, restore the stolen talisman, defeat the evil minions...well, you know the story. The same holds true in New World Computing's **King's Bounty**, all except for saving the damsel that is. In **King's Bounty**, you choose from one of four heros, Knight, Paladin, Sorceress or Barbarian, and from one of four difficulty levels, easy to intense, in your quest to retrieve the talisman — a Sceptre. The length of gameplay increases or decreases in direct proportion to the level of difficulty chosen. When playing at the easy level, you have 900 days to restore the Sceptre; at the intense level, you have only 200 days.

To the Maximus

The four continents that are ruled by King Maximus have come under attack by a band of villains who have taken over various castles across these lands. The same villains have also plotted together and stolen the Sceptre of Order from the King. Without this talisman, King Maximus now lays dying and chaos has spread throughout all four of his lands. You, being the only hero available, have rushed to the aid of the King, supplied with a few armies and a weekly commission. With this small help, you must raise up an army of your own to conquer the enemies, laying siege to and winning back each castle one by one.

As you roam the countrysides, you will encounter bands of wandering creatures, most of whom you will do battle with, while others will either be frightened off by your immense armies or will ask to join your throng. Treasures are scattered about, some containing hidden artifacts or spells. You may also discover land rich in minerals, which will increase your commission from the King.

Instant Replay

King's Bounty is one of the few games that New World Computing has brought over to the Amiga community. It is also one of the few that you will not tire of easily. Each time **King's Bounty** is started from the beginning, creature

dwelling, treasures, villains and the Sceptre of Order are randomly scattered across the four continents. Castles and towns are always located in the same spots, which makes the handy reference chart, provided to keep track of villains and spells, invaluable. Castles and towns are listed on the chart with their X/Y coordinates. You need to note in which towns you found a spell and at which castles the villains can be located. The only other information you may want to keep track of are the locations of creature dwellings, for this is where you will need to recruit many of your armies.

Icon if You Can

This game is reminiscent of the old **Ultima** style games in that you and your armies are represented by an icon that you move around the terrain by the arrow keys on the numeric keypad or by mouse. If you have rented a boat, your icon disappears as you enter the boat icon. In combat sequences, each band of creatures you have enlisted is represented by their own icon. However, in **King's Bounty**, there is no other character interaction outside of enlisting creatures and combat. There is never any conversation between characters.

The game screen is set up with the majority of the screen containing the action, while a panel on the right side holds five information icons. These icons display the next villain you must conquer, the status of your armies, your magic spells, the puzzle-map (which tells where the Sceptre is hidden) and your own status. The puzzle-map is covered over with animated squares of villain and artifact icons. As you conquer a villain or find an artifact, its respective icon disappears, revealing more of the map that will eventually show you where the Sceptre of Order is hidden. If you can recognize the portion of the map that is revealed, you need not conquer all your enemies to win.

Bounteous Experience

Overall, I enjoyed **King's Bounty**, especially after I turned off the walking "thunks" (very annoying!). Upon finding a treasure or defeating a villain, music is played, which was nice the first few times, but I soon turned this off as well. Graphics are cartoon-like, but do not detract from gameplay. The adventure is hard disk installable (which I recommend as disk access is very slow) and only requires 512K of RAM. However, even with 3MB of RAM (1MB Chip RAM) I ran into problems with some of the graphics not loading due to low memory problems (?). Even so, **King's Bounty** is a great buy for any adventure gamer, from the neophyte just beginning his adventure career to the seasoned veteran looking for a quick diversion.

Overall: 89

King's Bounty

Price: \$49.95

Adventure Scores

Gameplay	89	Graphics	85
Interface	87	Audio	79
Atmosphere	90	Innovation	85
Documentation	92	Mechanics	90

Adventure Data

Category: Role-Play	Systems: All Amigas
Difficulty: Novice	Compatibility: WB1.3, 2.0
Memory: 512K	Protection: Manual-based
HD Installable: Yes	Publisher: New World



The Premier
Adventure Game
Journal for the Amiga®

Enchanted Realms™

Subscribing Does Have Its Benefits

As we're sure you have realized by now, **Enchanted Realms™** is not only growing in size, it is also growing in popularity. This may make it more difficult for you to get your copy off the magazine rack before it is completely sold out. Of course, if this happens, you can always order that issue direct. However, we have a much better suggestion: Subscribe! (You knew we were going to say that, didn't you?) Subscribing to **Enchanted Realms™**, though, really does make sense. As a subscriber, you have additional benefits unavailable to single-copy purchasers. Here's a list of the extras that come as part of your subscription*.

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- Plus, discounts on products available through Digital Expressions

That's not all, either. We're working on additional benefits to be instituted in future issues. So, why not begin enjoying the benefits of citizenship now. You see, **Enchanted Realms™** is more than a publication. It's a growing association of Amiga adventurers dedicated to enjoying the adventure experience to the fullest. You can be a part of this too. Come along and join us for the adventure of your life!

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Charted Sectors

About The Disk Supplement

ISSUE 8 CONTENTS

This issue of **Enchanted Realms™** features the following programs for your adventure pleasure: **Crypt** - an action adventure game created with the **Shoot'Em Up Construction Kit**, **AmiGraph** - an adventure mapping utility for creating your own dungeon layouts or mapping your favorite adventure, **BaneMaps** - detailed maps for Sir-Tech's **Bane of the Cosmic Forge** and **UHSHints** - the **Universal Hint System Reader** and hint files for **Fool's Errand**, **King's Quest IV** and **Colonel's Bequest**. Before attempting to use any of these programs, please take time to see **ReadMe1st!** It will explain all the programs on disk. You will also need to run the program **PrepDisk** which is explained in that textfile. Documentation for each program is contained in its respective drawer. We hope you enjoy this issue of **Enchanted Realms™**.

DISK OPERATION

To access the Disk Supplement, boot from Workbench as usual. Then, insert the disk in your floppy drive and double-click on the Issue 8 disk icon. You will see four icons. Double-click on the **ReadMe1st!** icon before running any of the other programs on disk.



EYE OF THE BEHOLDER

Reviewed by Marci Rogers



After all this shambling about dungeons, your reputation ought to be worth something, and now it seems as though you've finally been recognized. The Lords of Waterdeep have awarded you with a Letter of Marque allowing you to keep all the treasures and artifacts you find under the city if you will simply investigate rumors of a plot. It seems such a simple mission, and the rewards are great, but you can't help being a bit suspicious.

You Dirty Rats

City rulers usually don't summon whole parties of heroes unless there's a real threat somewhere, and you're wondering if the Lords have given you complete information. Or have they left out a few small details, such as the fact that Xanathar isn't just a Crimelord but a Beholder, and he's on the very bottom level of a fiendish twelve level dungeon? Oh, well, you suppose you can manage, if only that rockslide hadn't occurred the moment you left the safety of the exit, and if you didn't keep hearing that maniacal laughter...

If It Worked for Victor Hugo...

This latest entry in the *Advanced Dungeons & Dragons* line from S.S.I. is currently the best-selling adventure in both Europe and the U.S. When a product becomes this kind of a megahit, there's usually a good reason why. In this case, there are several, not the least of which is a *Dungeon Master* style interface, smoothly done and marvelously executed.

In fact, the whole game will remind you very much of the *Dungeon Master* series, including the character creation section, where you decide on the party of four characters who will brave the sewer depths. There is room for six character screens on the interface, and indeed, you can, and definitely should, carry six characters in your party. The two open slots, however, must be filled by NPC's, which you can either find as skeletons or rescue in interactions. They can also change during the course of the adventure, should one of them "outlive his usefulness."

Movement is accomplished by clicking on arrow icons and does allow for the "Dungeon Master Slide" which you will need in order to investigate the walls for hidden traps and buttons, both of which abound. All actions within the game can be performed by point-click-and-drag mousing, although limited keyboard support is available (which is a blessing for escaping fire cannons).

However, there is one word of caution for those who think this game is simply a clone. The "Dungeon Master Shuffle" will allow you to kill Xanathar, particularly if you

lure him next to the self locking room west of his chamber and fight from the doorway, but killing him anywhere except in the spiked trap in the far south will give you an ending which is simply a text screen. Contrary to what you have heard elsewhere, there IS a reward sequence in this game, which is richly animated and establishes the further quests to come. It's worth the trouble of backing Xanathar to his death. (See "Starr Light" in this issue for further help.)

The Ground Isn't Breaking, but It's Trembling

S.S.I. products have been downgraded lately for not breaking any new ground, usually by some reviewer who is uninformed enough to believe all the walls are red because he never played beyond the first three levels. These critics suffer, as many Marketing Departments do, from a lack of knowledge about their audience. In all my conversations with gamers, I have found they are indeed intrepid folks who do like innovation, but not at the cost of playability. S.S.I. never forgets this, and the end-user is always paramount in their minds.

Do they copy? You bet they do, much in the same way that the Romans copied the Greeks. They take the best of everything, dress it in their style, then rename and advertise it, thus establishing their own "gaming culture," which is so successful that a "poor seller" does only 100,000 copies!

Hair by Eber, Gowns by Mackie

Part of the S.S.I. "makeover technique" includes creating as many user amenities as possible. *Eye of the Beholder* is no exception. It will play on any system configuration, and even function in Workbench 2.0. Hard disk installation is simple and efficient, copy protection is a manual type-in and the documentation is clear, with several "letters" adding to the atmosphere. Ease carries over during the game as well, and the Camp option will not only rest and heal your characters, but will also memorize your favorite spells unless you change them. My, I did appreciate that feature!

I also think this game is gorgeous. Oh, I will admit that it doesn't take advantage of all the Amiga's capabilities, but few people besides Brad Schenck and Louis Markoya ever do. *Eye of the Beholder* features five different types of dungeon atmospheres, from slime-oozing green to opulent tile and scrollwork in the Beholder's sanctum. No, the walls aren't all "rusted red," only the first few watery sewer levels. Some reviewers actually do play through the games they review, what a concept! (To see hidden buttons on the dark purple Drow levels, turn the brightness up one-quarter turn.)

The eye-catching (pun intended) 32-color graphics also extend to character portraits, allowing for gorgeous females and a Paladin who resembles Michael Douglas. Sound is also extremely well done, but music is still lacking, with only a title theme to really please the ear.

Talk to Me, Please

While this adventure plays smoothly and looks wonderful, it does have a few shortcomings. If it is compared to just **Dungeon Master** and **Chaos Strikes Back**, it can very much hold its own, but those of us who are avid adventurers know of another product, a British release that was never publicized enough to sell well in the U.S. It is called **Bloodwych** and adds a wonderful element to this genre, that of true character interaction. Communication with the NPC's was vital to survival and success, instead of the contrived encounters in **Eye**. (Would any party of intelligent adventurers not listen to a villainess' confession or not rescue a dwarven prince in chains?)

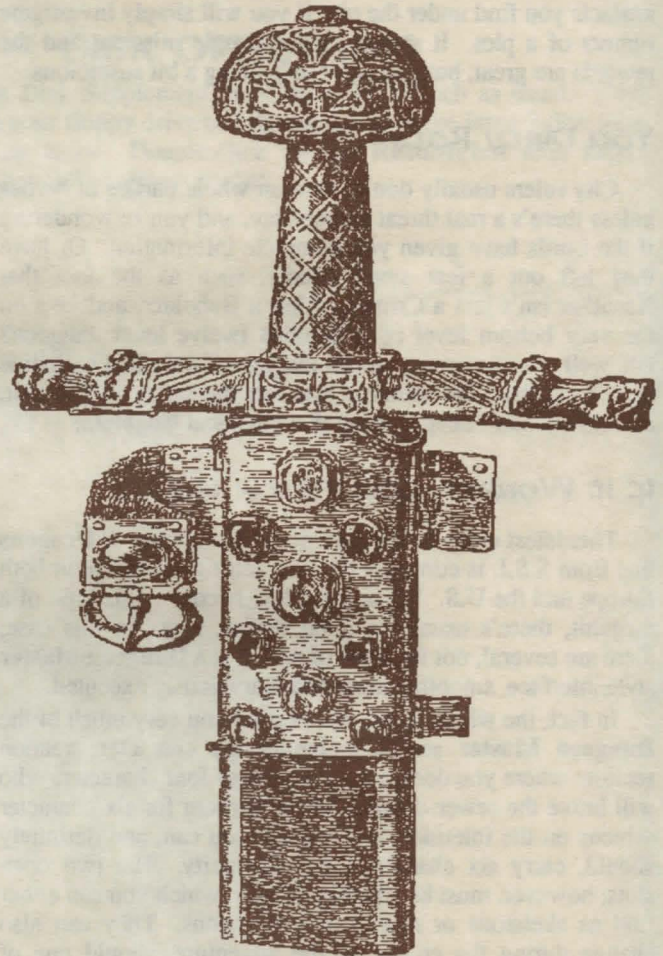
Beholder is both too short, and too small. Perhaps the reason it lacks an auto-mapping feature is to cover this flaw. It also has no automated combat and no search or scout skills, which slows things down a bit, as does the ability to save only one game per disk. None of this camouflage, however, masks the fact that the quest is over much too soon.

A Glorious First Date

On the other hand, the shortness of the game can be a plus if you have never adventured before, and this game makes an ideal starting foray for the first-timer. Combat on the early dungeon levels is easy enough to build your characters without continual death, a feature more game designers would do well to emulate. Also, some, though not all, of the limits on the non-human races that plague the other AD&D offerings have been removed or extended, making **Eye of the Beholder** the least racist of any AD&D product.

In conclusion, this game is friendly and FUN. Even the hardest-core dungeon delver will find hours of pleasure, and will look forward to the volumes to come. There are magic portals to travel, and a real feeling of "being there" when you do. As a whole package, **Eye of the Beholder** makes a great "first date," or the start of an exciting relationship.

[Editor: We don't usually announce the exploits of our own reviewers, but I believe that this case deserves special recognition. We want to offer our hearty congratulations to Marci Rogers, not only for completing **Eye of the Beholder** prior to writing her review (which, by the way, is the most thorough and accurate review of this game written to date of all computer game publications), but for being one of the 50 Amiga winners in S.S.I.'s "**Beholder Bonus**" Contest. She solved all twelve special activities, one on each level of the dungeon. As a winner, Marci received a spiffy "**Beholder Bonus**" Bag filled with over \$250.00 worth of AD&D and S.S.I. products. Congratulations on a job well done! In addition, as a benefit to you, Marci has provided a mini-walkthrough to the 12 special activities in **Eye of the Beholder**. Just flip back to **'Starr Light** to add some extra fun to the dungeons of Waterdeep.]



Overall: 92		Eye of the Beholder		Price: \$59.95	
Adventure Scores				Adventure Data	
Gameplay	90	Graphics	88	Category: Role-Play	Systems: All Amigas
Interface	88	Audio	80	Difficulty: Novice	Compatibility: WB1.3, 2.0
Atmosphere	91	Innovation	76	Memory: 1MB	Protection: Manual-based
Documentation	90	Mechanics	92	HD Installable: Yes	Publisher: S.S.I.

WONDERLAND™

Reviewed by Chuck Miller

Alice was beginning to get very tired of sitting by her sister on the bank, and of having nothing to do: once or twice she had peeped into the book her sister was reading, but it had no pictures or conversations in it, "and what is the use of a book," thought Alice, "without pictures or conversations?"

So she was considering in her own mind (as well as she could, for the hot day made her feel very sleepy and stupid), whether the pleasure of making a daisy-chain would be worth the trouble of getting up and picking the daisies, when suddenly a White Rabbit with pink eyes ran close by her.

— Lewis Carroll, *Alice's Adventures in Wonderland*

And such is where your adventure begins — by the river on a warm afternoon, tailing a White Rabbit with a pocket watch in his waist-coat pocket.

Down a Rabbit Hole

It is almost a given that every child sooner or later hears the tale of *Alice's Adventures in Wonderland*. However, today it may come in the form of a movie or Disney animated film, rather than in the original work by Lewis Carroll. By all means, I would recommend that the "old fashioned" method of reading the book not be overlooked. In fact, it would be a good idea to read the book prior to playing the newest incarnation of *Wonderland* developed by Magnetic Scrolls for Virgin Games.

Wonderland can best be described as a "windowed" text and graphic adventure. All true interaction with the adventure is through the text window, both the player's actions and the game's responses. So, in a true sense, we can call *Wonderland* a text adventure. But, it is much more than that in its implementation.

Adventures in Windowland

When *Wonderland* first boots up, it presents the player with a text window, alone. Not a very impressive start. However, this is just the beginning. I would suggest you immediately head for the Menu and find out what's available. Here you will find selections galore in one of the most flexible and adjustable adventures I believe I have ever played. If you prefer, you can play *Wonderland* as a text only game and expand the Text Window to fill the screen. Or, you can open one or more of several other helpful windows to aid and enhance your quest. Other windows can be opened from the Accessories Menu and include Graphics, Map, Compass, Inventory and Items in Room. The player

can select to use any or all of the provided windows. I elected to use them all, as each window is interactive and makes play more efficient and fun. The Graphics Window should be open at all times because the graphics are quite exceptional, though very small. The Map Window provides auto-mapping and instant access to any location you have already visited (double-clicking on a location instantly takes you there). Clicking on North on the Compass takes you north, if that direction is available. All the items in your inventory are graphically depicted in the Inventory Window. In the same fashion, all items available at the location you are visiting are visible in the Items in Room Window (unless, of course, an item is "hidden"). To move an object from the room into your inventory, simply drag it there. It will automatically move, if it can be moved. In addition to all this flexibility, each window also has its own menu system to speed up game play and show all possible actions. The game is almost totally user configurable. You can have as many game saves as you have disk space available. You can also setup and save your window layout (even multiple layouts if you wish), send text to a printer and select from various fonts and font sizes for screen display (making *Wonderland* an excellent adventure for people with vision problems). More options are available, but space to describe them is not. All are admirably handled in the documentation provided, which, by the way, is devoted almost totally to game operation. Included with the manual is a rather nice, but mostly useless map of *Wonderland* and a Quick Reference Guide.

Dream the Dream...

As you know, Alice's *Wonderland* was a dream world. Such is the case here. Appropriately, when you "die," you awake, and your dream ends without proper resolution. Thus, frequent saving is essential. Also, you can use the wrong item at the wrong time during the game, requiring you to restore to an earlier saved position. So, save often!

Overall, the adventure is very reminiscent of the book, but don't expect to read the book and find the answers to the puzzles you face in this game world. It won't happen. Most of the puzzles are of average difficulty. However, there are some much more difficult puzzles thrown in for good measure. I will freely admit, several have had me stumped. Fortunately (or unfortunately depending on how you look at it), *Wonderland* comes with a built-in Hint Facility available from the menu within the game. If a particular puzzle really perplexes you, you can usually get sufficient help from the game in solving it. Help is offered from general to specific, so you can get "just enough" to solve a puzzle without totally spoiling it. That is, if you can judiciously handle such a

readily available feature. It does carry a penalty, though. **Wonderland** keeps track of how many times you use the Help Facility. So, whenever you check your score, you are also reminded how many times you succumbed to needing assistance in solving puzzles.

Playing Your Cards Right

Magnetic Scrolls certainly has a winning hand with the design of **Wonderland**. This adventure reminds me of several excellent adventures combined into one. It has the feel of ICOM simulations like **Uninvited** and **Shadowgate**, and the storyline and parser of the Infocom classics. Graphics, though indeed small in interlaced mode, are some of the best I have seen. Spot animation on select graphics adds depth to the adventure, as does some excellent digitized music. The only fault I can find with the graphics and audio in this game is that I would have liked larger images, more audio and the inclusion of appropriate sound effects.

The parser built into **Wonderland** is quite capable in most instances. The provision of Verb and Noun Lists, though, is what really improves the play of the game. All the available actions and items to be acted upon are visually displayed through the menu at each location. In addition, if you just want to examine something, double-click on its image and a Description Window will open "Mac style" to provide a brief description of the object. While some people might complain about all the windows cluttering up the screen, I personally enjoy having them available.

Pick a Card, Every Card

Not only have the designers played their cards right, but you must do so as well. Actually, during play of the game, you must collect a complete set of cards to win — the suite of Diamonds. So, make sure you find and take the Card Shoe from the Broom Closet. Thus, as you adventure through this **Wonderland** in the guise of Alice, you must solve all the puzzles that confront you and acquire all the necessary cards on the way. (The humor of the card collecting sequences reminded me strongly of another Magnetic Scrolls product, **Jinxter**, which will shortly be re-released in a combo pack under this new "window" environment.)

While in this dream land, you will meet many familiar characters, many pleasant (or mostly so) and some downright rotten. Especially beware the Duchess' Cook. She swings a mean saucepan! Familiar personages include the White Rabbit, Duchess, Caterpillar, Mad Hatter, March Hare and all of **Wonderland's** customary "Cards." I will leave the details of the plot and character interactions to your own discovery.

Malice in Wonderland

Of course, you know that not all dreams are pleasant ones. Sometimes dreams can become nightmares, and **Wonderland** is not free from a nightmarish feature, or lack of feature, here and there. At first, some of the puzzles appeared to be "faulty" (but were not). On one occasion, I actually thought the game had a bug in it. Fitting the Lenses in the Telescope took twenty minutes of trial and error until the "exact" words and sequence of words were used. In this case, the on-line help proved useless. Also, some of the graphics and text did not quite jive — like that describing the "orange" caterpillar as being "blue." The greatest weakness in **Wonderland**, however, is with screen display. Four graphic display options are available when installing **Wonderland** (it must be "installed" before play if you want to use any graphic mode other than the default): low-res 16-color (default), medium-res 4-color (monochrome), hi-res 16-color (the best) and hi-res monochrome (no graphics). I had no difficulty here because I played the game on an Amiga 3000 with a flicker free interlaced display. Most Amiga owners, though, will not have this option. They will have to play **Wonderland** in low-res mode or put up with interlace flicker. You can adjust it somewhat with the contrast and brightness controls, but a way of adjusting the color palette should have been provided to help alleviate this problem. In addition, text display suffers in the lo-res modes.

A Wonderful Future

Wonderland is both a rich and challenging adventure. Certainly, it has flaws, but they are far less pronounced than those found in other adventures. Several points kept **Wonderland** from receiving an excellent score overall, primarily the problems with screen display and the lack of additional audio enhancements which would have added immensely to the game's atmosphere.

Still, I highly recommend **Wonderland** as a fun and involving adventure, especially to those who long for the days of Infocom and quality text-based quests. However, if you don't like text adventures in the least, I would recommend you steer clear of **Wonderland**, for it fits strongly in this category even though it has significant graphic enhancements.

All in all, I found **Wonderland** an interesting diversion from the more abundant D&D style quests. It is refreshing to remove oneself from constant hacking and slashing and test one's mind with more intellectually oriented endeavors. I look forward to more adventures based on this gaming system, and from the minds at Magnetic Scrolls.

Overall: 89		Wonderland		Price: \$49.95	
Adventure Scores			Adventure Data		
Gameplay	85	Graphics	90	Category: Graphic-Text	Systems: All Amigas
Interface	89	Audio	82	Difficulty: Apprentice	Compatibility: WB1.3, 2.0
Atmosphere	80	Innovation	94	Memory: 1MB	Protection: Manual-based
Documentation	92	Mechanics	89	HD Installable: Yes	Publisher: Virgin Games

CENTURION

DEFENDER OF ROME™

Reviewed by Rick Henly



Centurion — The Reality

The year is 509 B.C. Romans rise up against the Etruscan King Tarquinius Superbus and drive out the rulers that had been in power during the last few decades, establishing a Roman republic. However, Rome still has enemies in the lands that surround that republic — one of which is the Gauls to the north. (They later invade and occupy Italy in 390 B.C. for seven months before losing control back to Rome.)

The Roman Empire forms alliances and later conquers former allies to increase the size and wealth of their lands. The only major rival to the empire is Carthage, a former Phoenician colony on the coast of northern Africa that is now Tunisia. Rome wins the first war with Carthage after 23 years of fighting and eventually wins the second war after many additional battles. (Having lost both Punic wars, it took Carthage over 50 years to revive. Then in 149 B.C. Rome declared war and Carthage was destroyed.)

Centurion — The Game

This is a game of total domination, just as was supposed to happen in reality many years ago. Your character must start as a lowly officer and work his way up the ranks to finally become Caesar and rule the empire he has earned. **Centurion** starts in 275 B.C. with your only province being Italy. The movement of your armies, or Legions, takes place on a full-screen map of the area. They can only move one province per turn, though, so strategy must be used to place them where they can be most effective. Control during the strategic portion of the game is with the mouse while specific commands have keyboard equivalents for faster play. During the arcade sequences, a joystick or the keyboard can be used to direct your on-screen persona.

There's a multitude of factors in **Centurion** to deal with, including infantry battles, fleet battles, negotiations, chariot races and gladiatorial shows. The infantry battles will be the most numerous, having to go into war to gain control of land. The first time a Roman legion enters a province, you will negotiate with the leader of that area. Dependent upon the size of legion, your rank or your choice of words, there is the possibility of forming an alliance without bloodshed. This situation is definitely in the minority as most of the provinces hate Rome. Just before the battle begins, you, as commander, must choose the formation and then the tactics your legion will use to win the opponent's flag. Once the battle begins, clicking the mouse will freeze the screen. At that point, you can select individual units or the entire army to change their

orders to better suit the enemy's defense. The only problem is they have to be within the commander's sphere of influence. Once outside his "voice" range, they will continue as they were last told and then stop, waiting for further orders. If moving the commander is not possible, "melee" can be chosen during a pause in the battle. At that point, all units in the legion that have not been killed or panicked will attack the closest enemy to them. They will continue until all enemy forces have either left the screen or died. The computer decides when the battle is over and the amount of casualties for both sides. Since future reinforcements come from defeated armies, it is wise at times to let them live and incorporate them into your legion after winning the province.

Let the Games Begin...

Once a province is taken, the people must remain content or the possibility of a revolt grows with each passing year. You can select different ways to keep the provinces happy dependent on how many talents (money) you have. Talents are accumulated by the level of Tribute that each province must pay. That level can be set from nothing to "Bleed them dry." If talents are needed quickly, you can also plunder a province. You'll collect some talents but, of course, the people won't be too happy with Rome for doing it.

When in Rome, different games can be held to boost morale. Betting on chariot races can raise talent levels. Four chariots race three laps on an oval track; three gauges appear at the bottom of the chariot race screen. You must select a light, medium or heavy chariot to begin. One gauge indicates the strength of the chariot. Lighter chariots are faster but can't take much pounding. Another indicates the strength of the horses. Holding the joystick button while pushing upward whips the horses and will increase your speed. But the third indicator is for chariot speed. A small vertical line will move horizontally through this gauge. The line will be at the maximum speed to go through the turns. If your speed is past that line your chariot will disintegrate and your horses will drag you behind them, leaving little left to throw onto the stretcher. Staying to the outside of the track allows you to race at a higher speed but you'll be travelling farther by racing there. Betting on the chariot race is a quick way to earn talents. The odds will change depending upon which chariot you select as well as your previous finishes. You can even bribe the other drivers if you have sufficient talents.

Gladiatorial shows also keep the people content. However, before any fights take place, a coliseum must be erected and two competitors must be trained to give the people the show they deserve! After a fight, you must decide

whether the loser lives or dies. The crowd will acknowledge if a correct decision was made or not.

More Miles to the Galleon?

Battles can also take place at sea. Fleets must be used to capture islands for the Roman empire, with three types of ships available. The smallest is the most maneuverable, but can't hold large armies. The galleon is the largest, but turns very slowly. When a sea battle begins, your flagship will fight the enemy flagship. You can try to stay away and bombard the enemy or ram her and take your chances hand-to-hand. Winning this battle doesn't necessarily mean you win the war. Many a fleet have been lost even after a victorious flagship battle.

Educational as well as Enjoyable

Centurion is a remarkable simulation with a built-in learning curve. The longer you play, the more you'll remember of ancient history, including the famous people you meet. Marc Antony has led one of my legions into battle and I have met and conquered both Hannibal and Cleopatra, Queen of the Nile.

The graphics are very impressive; some sequences even include animations. In my initial haste to play **Centurion**, I neglected to read all the credits in the manual. Only upon seeing the ship animation, did I realize Jim Sachs was involved with the graphics — a statement of quality itself.

Centurion: Defender of Rome requires 512K RAM and two disk drives or a hard disk. No on-disk copy protection is employed, however, a large map must be used to answer a question at startup each time. **Centurion** may be played at one of four levels of difficulty ranging from "Galley Slave" to "Emperor." You can also select "Fine Tuning" to change individual difficulty levels for a particular feature.

Electronic Arts has another winner with **Centurion**. Between the dazzling graphics and variety in music and sound effects, it's very hard to stop playing this game. There's always one more battle to win. In addition, some events happen at random and could change or delay the outcome of the game. Finally, once you do become Caesar, you can just change the difficulty level and try again. Remember, Rome wasn't built in a day!



Adventure Game Drawing

Subscribing to **Enchanted Realms™** entitles you to the benefit of being automatically entered in our Adventure Game Drawing. Every issue, we select TWO subscribers at random who will each receive a FREE adventure game. Free games? Yes, that's right. FREE! All you have to do to qualify is become a subscriber, which entitles you to additional benefits (see the Subscription Data page for more details). It's that simple.

This issue, we want to extend our sincerest congratulations to our winning subscribers **Donna Myers** of Rougemont, NC and **Angelo Pagliocca** of Westwood, NJ. **Donna** has won herself a copy of a classic — **Dungeon Master**, and **Angelo** has acquired a copy of **Psygnosis' Armour-Geddon**. Thank you for subscribing to the Premier Adventure Game Journal, **Enchanted Realms™**. We hope you both derive a great deal of enjoyment from your new adventures.

Tournament Winners

The time has arrived to announce our regular **Tournament of Wits** contest winners. In Issue 6 of **Enchanted Realms™**, we ran two contests: **Death Knights of Krynn** and **Bill & Ted's Excellent Adventure**. From the entries to the **Death Knights** Contest, we have five lucky winners: **Scott M. Bowen** of Los Alamos, NM; **Mike LaBolle** of Lebanon, IN; **Mark New** of Centerville, OH; **Charles Soderlund** of Bronx, NY; and **Yong Hui Yen** of S. Williamsport, PA. Those winning a copy of **Bill & Ted** include **Marcus Bluestein** of Ridgefield, CT; **Brenda Collins** of Fort St. John, B.C. Canada; **Heidi Gray** of Strongsville, OH; **David C. Mullen** of Crystal, NM; and **Don Russell** of Olympia, WA. Congratulations, folks!

Remember, contests in the **Tournament of Wits** are open to everyone. So, be sure to enter this issue's **Lord of the Rings** and **Free Subscription** contests. Don't neglect to send us your entry. Next time, YOU may be a winner! Thanks and 'til next time...Happy Adventuring!

Overall: 93

Centurion: Defender of Rome

Price: \$49.95

Adventure Scores

Gameplay	92	Graphics	95
Interface	88	Audio	85
Atmosphere	90	Innovation	90
Documentation	85	Mechanics	86

Adventure Data

Category: Graphic	Systems: All Amigas
Difficulty: Novice	Compatibility: WB1.3, 2.0
Memory: 512K	Protection: Manual-based
HD Installable: Yes	Publisher: Electronic Arts

Mean Streets

Reviewed by Zach Meston



Access Software? I know them! Way back when, they did some really nifty games for the Commodore 64. **Beach-Head**, **Leader Board**, and my personal favorite, **Echelon**, a space exploration/adventure game. Then they dropped out of the Commodore market and defected to the MS-DOS market, where they've been doing adventure games.

Oops, did I say adventure games? I meant "Interactive Movies!" Yes, Access is another company that persists in hyping their games with that moronic multimedia moniker. The only thing even close to an interactive movie that I've seen is the **Rocky Horror Picture Show**. If you don't know about this flick, here's a summary. You dress up as one of the characters in the movie (most people seem to prefer the ones that wear lingerie). You go to the theater with hundreds of other people who are also dressed in lingerie. You yell repeatedly at the screen during the film. And this is the kind of thing that Access wants to emulate? Ya gotta wonder...

The Non-Interactive Plot Line

The year is 2033 A.D. You're Tex Murphy, a private investigator based on the West Coast of the United States. One day, you're visited by Sylvia Linsky, a wondrously beautiful woman with a case she wants you to investigate. Seems that her father, Carl Linsky, took a high dive off the Golden Gate Bridge and didn't enter the water too gracefully.

The police think it was a routine suicide, but Sylvia doesn't buy it. Her father, she says, was afraid of water, due to a childhood incident when he nearly drowned. And, she adds, he was in serious trouble. What kind of trouble? She doesn't know! That's why she wants you to find out what happened. Why should you bother? Well, her looks don't hurt. Neither does the \$10,000 she's given you. So, you pocket the dough and walk outside into your Speeder (a hovercraft — that's the vehicle of choice in 2033).

Flight Sim or Adventure Game?

Mean Streets is composed of several different game types. The first type is a primitive 3D flight simulator! When you're in the Speeder, your surroundings are represented by 3D vector graphics. If you want, you can

pilot the Speeder manually, but it's slow and boring. In fact, this sequence is woefully out of place in the game. My advice: use the autopilot computer. The Speeder will automatically take you to destinations in a fraction of the time it would take you flying manually.

The Speeder is basically your moving office in the game, and it has tons of keen features. You can save or load the game, use the Videophone and receive FAX messages teeming with valuable clues.

The Videophone allows you to ring up Vanessa, your faithful secretary, or Lee Chin, an underground informant, and hit them up for facts. Vanessa's services are free, but she doesn't have as much info as Lee Chin. Unfortunately, Lee Chin charges a pretty penny for her services.

By the way, the Videophone is the keenest part of the game; Vanessa and Lee Chin actually talk to you through the use of animated digitized graphics and sampled speech. What's more, the sound samples will vary from call to call. One call, Vanessa will say "Okay," while the next, she'll intone "I'll check it out."

Information Society

The second sequence in the game is an interrogation. You look at the ugly (or pretty) mug of a lead in the case, and type in the names of people, places, and objects, hoping for more information. Sometimes, a person will be a gold mine of facts, telling you something about everything. Other times, the person just doesn't know. And there are a few people whom you have to get fancy with, by bribing them or threatening them. Be careful who you threaten — as you get farther into the game, some people will kill you before they listen to your threats!

Typing in name after name gets tedious after a while; the sequence soon begins to resemble a database! What keeps it interesting are the new people you meet. Every person has a unique series of animations, and it's worth tons of typing to see them all.

Point-And-Click with the Joystick?

The third sequence is a 3D exploration sequence that looks like every Sierra On-Line game you've ever played. You move your on-screen sprite around the room. If you get

near something cool, a Command List will appear on the screen, allowing you to meticulously manipulate every item within range. You can open, close, look, get and a few others.

This entire sequence is joystick-controlled, not mouse-controlled, which makes the Command List a bit tough to get used to. You have to use the joystick to move a highlight bar instead of pointing and clicking. Eventually, you'll get to grips with the system.

All the real puzzles in the game are in the 3D rooms. You'll often have to find objects in one room, then fly to another location and use those objects to solve a puzzle. Most of the puzzles are average, but a few will seem tricky (or even impossible) until you find the locations with the hint (or item) you need.

If It Moves, Shoot It

The fourth and final sequence is a reflex-based shoot-'em-up. You start on the left side of a scrolling area; the object is to shoot your way to the right side. You have a limited number of bullets, so you can't paste down the fire button; you have to shoot strategically to succeed. The difficulty of the arcade sequence can be set before starting the game, so even those with minimal reflexes don't have to worry.

If there's anything I don't like about the arcade sequence, it's the ridiculous animation of the crooks you shoot. They literally fall to pieces when hit and splatter onto the ground in chunks! The only game with a weirder-looking death animation is, believe it or not, another Access game, a shoot-'em-up called Crime Wave.

From Our Port to Their Port to be Ported

Mean Streets was converted from MS-DOS to the Amiga by a European programming team named The Code Monkeys (who must have been trying to outdo another European programming team, The Maniacs of Noise) for a European company, U.S. Gold. Access then decided to distribute the game here in the States.

Mean Streets is both disk and manual protected, and can't be installed on a hard disk; those crazy wild Europeans seem to like piracy even more than they like games! The game doesn't use Workbench, so it doesn't multitask, and nyet to AmigaDOS 2.0 as well.

The graphics are only 16-color, but they're well-drawn. The sound effects are the best part of the game. There are tons of samples! It seems like everything you touch in the

3D exploration sequence makes a noise. Some of the samples are extremely funny; at one point, you'll listen to an audiotape of a mad scientist!

No Lingerie Required

Even though it's made up of enough game types to make your head spin, *Mean Streets* is still a very enjoyable adventure. Since you never spend too much time on one sequence before moving on to another, you never have enough time to get bored! The game is constantly feeding you new leads to keep you flying all over the West Coast.

Mean Streets requires lots of typing, which is most uncool in the Point-And-Click Age; Access has learned this lesson already, because their latest adventure, *Countdown* (MS-DOS only for now), has you select items from a computer-managed list of topics that grows as you find out new information.

Even with the hunt-and-peck interface, *Mean Streets* is great fun. The combination of adventure, arcade and mystery works to near-perfection. Best of all, you don't have to wear lingerie to play it!



Overall: 86

Mean Streets

Price: \$49.95

Adventure Scores

Gameplay	90	Graphics	88
Interface	87	Audio	91
Atmosphere	85	Innovation	78
Documentation	83	Mechanics	82

Adventure Data

Category: Animated	Systems: All Amigas
Difficulty: Apprentice	Compatibility: WB1.3
Memory: 512K	Protection: Disk & Manual
HD Installable: No	Publisher: Access

MEGATRAVELLER 1™

THE ZHODANI CONSPIRACY

Reviewed by Mack MacRae



The Green Kangaroo

My history as a published reviewer, albeit short, has resembled a roller-coaster ride, going from the depths of an arcade showcase in masquerade to the heights of an Arabian Nights wonderland. This kind of whirlwind fun obviously couldn't last, and reality was bound to set in with the middle-of-the-road products, the "green kangaroos," so to speak. **MegaTraveller 1** definitely fits this category. There is a great deal to be said on the credit side, and a nearly equal amount on the debit. Hopefully, a fair and useful report will appear somewhere in the balance.

While this product is the first computer volume, **MegaTraveller** is hardly new to role-players everywhere. In fact, it is the most popular and cherished science fiction gaming system ever devised. Those who did not thrill to the orcs of **D&D**, and many of those who did, were mesmerized by the **Spinward Marches** and the **Frontier Wars**. The realms of the **Imperium** are richly textured with heroic warriors, noble diplomats, and threatening psionics. Many have been called, all have been chosen, and the system is always looking for a few good men, and even better women.

Paragon has attempted to capture the essence of this paper-and-pencil hit, and they have succeeded admirably and failed miserably at the same time, which is surely worthy of an Imperial Bonus. Let's look at their successes first.

To Serve Them All Our Days

Character generation for this game is an adventure in itself. From a random generation of six basic abilities, your characters go on to develop a history and a military career. There are myriad abilities available at each juncture, and you have about half-control over your characters' eventual fates. You can choose a branch of the service, but your character may be rejected and submitted to the draft. You can opt for an ability section, but cannot select a skill within the chosen area. Certainly, you will benefit from a number of reenlistments, but you may be discharged, or you could be injured on duty, requiring an operation which you may not survive. (I never survived a second operation, even if a decade had passed between.)

Also, while technology allows you to zoom flawlessly around the universe, medicine has taken a backwards turn to the dark ages, and your characters will all start "losing it" after thirty. Strength, endurance and dexterity will drop like stones and a fifty-year old will be skilled, intellectually advanced and ready for a bionic armored wheelchair. This

game has never even conceived of an 80+ jogger, so beware before you enlist for that sixth turn of duty. On the other hand, anyone young is unskilled and callow, which portends an early demise and a general uselessness in action. Use careful judgement as you create!

Once you muster out, your service to the Imperium is just beginning. The Zhodani, fearsome psionics intent on galactic control, have enlisted a traitor, Konrad Kiefer, to help them with their evil schemes. Kiefer is a high-ranking corporate officer of Sharurshid, and the potential damage of this alliance is a major threat to the Imperium. Naturally, it's up to your party to save the universe.

But Can You Document Your Findings?

If you have been frustrated by the scanty documentation on some current products, you will be elated by **MegaTraveller 1**. The manual is nothing short of incredible — a 144 page textbook of everything you ever wanted to know, and more. It's military blue with silver lettering, spiral bound to lay flat, and its charts and graphs are easily readable. This is very important, because copy protection involves information contained in the manual, and you have only one opportunity to get it right! Military protocol doesn't provide second chances. Planetary system maps are also provided, but don't forget that planets revolve, and "North" is non-existent in space. The manual also details skills that will be used in later episodes, giving a sense of continuity often missing in other RPG's.

The technical supplement is also easy to read and follow, and makes hard-disk installation a breeze. It also runs on any system, but may occasionally glitch in Workbench 2.0. If you successfully complete the adventure, you are given a code number which will verify your achievement in future modules, a refreshing change for those of us who are used to hanging on to character disks and then hoping they'll transfer correctly.

Boot Camp is No Picnic

After these words of deserved praise, it's time to let the other shoe, or more appropriately, boot, drop. As a fan of the original **Traveller**, and then **MegaTraveller**, I really did not expect a computer product based on the system to break any new ground, but rather to reflect a beloved classic. **MegaTraveller 1** does a fine job in the combat area, but falls far short of its model in the character interaction sector. In the originals, diplomacy could serve as well as combat, and a skilled trader was worth his or her weight in credits. This is

simply not true of this game. Character interaction is limited to listening to those who want to kill you, greeting strangers who have nothing else to say, and hearing offers from those who want to buy something found on some other planet.

Clues are few and far between, and that is due to the fact that the plot is so skimpy. Oh, it reads as though it were as rich and complex as fans of the classic might expect, but then turns into a plain and simple SASTEW, or SASTEB, in this case. (For those of you unfamiliar with this term, it is an old role-player's abbreviation for Seek And Slay The Evil Wizard, coined who-knows-when by who-knows-who, but very descriptive for the sort of adventure which is based on killing the monsters to get to the worst monster, which you must also kill.) In this case the Wizard is a Businessman, but the plot is the same. You run about the galaxies killing Kiefer's evil henchmen in order to get enough information to find and kill Kiefer himself. When you do, you win; period. No reward sequence, just the aforementioned number. You never meet the Zhodanis for which the game is named, and while you hear about illegal shipments and other traitors, you never encounter them. You sell goods, fill merchandise orders and kill people, in reverse order of importance.

You also need to have incredibly tough characters to perform these simple actions, and you can count on four to six hours of character generation before you have a suitable party. Yes, it IS that hard to get started, and, unless your chosen characters have potent laser weapons, you are forced to run from the opening encounter, which is the only way into the game. (A call to Paragon confirmed this, although don't expect too much in the way of customer support. They use an answering system even during business hours, and my subsequent calls weren't returned.)

You can use the default party, which is much better than the usual ones included with RPG's, but you'll still need lots of money for suits of the best armor, which are destroyed by enemy fire and cannot be repaired. Either that, or you'll spend it on hospital bills, provided you're lucky or quick.

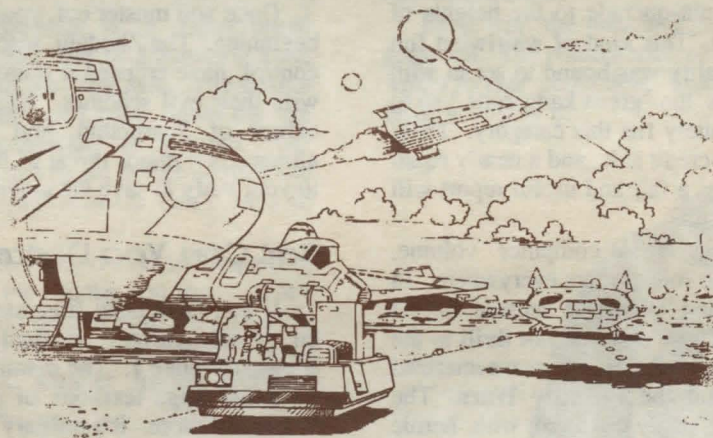
With so much emphasis on combat, you would think the system would be easy, but it's not. The combat system is

awkward; mouse users will be continually dead unless they take advantage of the Orders option. Space combat is just as awkward, costly and a general waste of time. You can make three times as much freighting water to the desert worlds.

And It's Good to Its Mother

The **Zhodani Conspiracy** is yet another entry in the new and appalling category of ugly games. If you have read anything I have written, you know that I am an avid fan of plot above glamour, but I can hardly endorse the growing trend of game companies to feel that a product can offend the eyes as long as it's complex. A thirty-two color palette has been used to "enhance" the Amiga version, and the whole presentation is so garish and jarring that the MS-DOS users who suffered the same glare with sixteen colors have my sympathy.

Don't expect anything better from the sounds in **MegaTraveller 1** either. They consist of "groans, glonks, and combat grunks — including a death whoop," and the only tune is the opening theme, on which I shall decline to comment. The overhead view has been better done in the **Ultima** series, but at least it is salvaged by its ease of mouse use, and the cleverness of the overland vehicles available for party travel.



The Bottom Line

If you are a fan of war-gaming strategy, I recommend this product without reservation. It is best for this gaming niche, and has solid appeal, since the major battles require good tactics. The traders and diplomats who are lonesome for a sequel to **Starflight** will welcome this space excursion, although it will come in a poor second. If your tastes run to slick arcade action in RPG's this game will disappoint you, and fans of complex interaction and puzzle solving will be better off with **Eye of the Beholder** or **B.A.T.**

However, if you've finished everything else, and want an entertaining RPG to fill the doldrums, or if you are a die-hard **Traveller/MegaTraveller** fan, this product is a good addition to your collection. It won't thrill you, but it won't bore you, and, as always, the choice is up to you.

Overall: 70

MegaTraveller 1

Price: \$59.95

Adventure Scores

Gameplay	78	Graphics	65
Interface	75	Audio	65
Atmosphere	75	Innovation	70
Documentation	93	Mechanics	85

Adventure Data

Category: Role-Play	Systems: All Amigas
Difficulty: Novice	Compatibility: WB1.3, 2.0
Memory: 1MB	Protection: Manual-based
HD Installable: Yes	Publisher: Paragon

OVERLORD

Reviewed by Michael J. Ballenger



Rule Absolutely...

The ruling dynasty is unassailable in the galaxy of Epsilon. As current sovereign, you firmly grasp the principle of success as an absolute ruler — rule absolutely. As a despot, you have no parallel. However, this may shortly change. Research scientists for your empire have discovered an interdimensional drive that permits your space ships to take short cuts through alternate dimensions in order to go from point A to point B in the Epsilon galaxy. A resultant discovery is the existence of four alternate dimensions with their own planetary systems. Each is a reality unto itself, and each contains from 6 to 30 unoccupied planets.

Then, an unexpected accident opened the interdimensional portal at the opposite end of each of the four other dimensions, leaving Epsilon linked with them. Now, these different alien civilizations have begun to enter Epsilon, posing a threat to your absolute rule and providing a knotty problem that will consume all your attention. Remembering your first principle, you determine to rule absolutely each of the four alternate dimensions or lose Epsilon trying.

Objective: Supremacy!

In *Overlord*, you're supreme commander of all resources of Epsilon. There are four campaigns of conquest available, each more complex than the preceding. A different alien race opposes your aspirations to conquest and colonization during each of these campaigns, with alien commanders ranging from a drooling idiot to a nearly immortal demi-god who evidently lives to eat up aspiring despots like yourself.

After choosing a campaign, you begin on the starbase which has become the interdimensional gate between Epsilon and the dimension you have chosen to acquire. Food, fuel, energy, credits, minerals and people are all present when a campaign begins. These are the economic resources you must manage well if you are to succeed in your quest to remain *Overlord*. All planets in the dimension are barren, neutral worlds except for your starbase and your enemy's.

The resources of your starbase are limited, but more than sufficient to start terra-forming the barren worlds of the new dimension. Resources that are useful in further colonizing and finally in warfare can be extracted from each planet.

In the simplest campaign, only credits are needed for purchasing equipment from the home dimension of the Epsilon galaxy, but the more difficult campaigns require minerals mined from the colonized planets and energy stored from solar satellites. While you are attempting to colonize and control a dimension, your foe is mirror-like in his attempts to colonize and control. Warfare is not a likelihood, it is a certainty. This being the case, troops need to be trained, commissioned and placed at strategic points within the system that you are attempting to subjugate. All the while, your foe is striving to build a stronger army than yours.

Tastes Great...

From the opening sequence to the final screen, it is plain that *Overlord* was written for the Amiga, taking full advantage of the Amiga's unique qualities. Sound and music are good and help to maintain the overall atmosphere.

Playing *Overlord* is a wonderful experience in graphic interface. There are many screens, all interconnected, from which you control your forces and their efforts to dominate the current dimension. These screens are beautifully rendered and contain animation that is not only fun to watch, but imparts information as well. Control is entirely with the mouse and a few additional, optional key presses.

Overlord runs on an unexpanded Amiga. It is not hard disk installable; still, load times from floppy are very quick. Disk-based and password protection are both employed. Although this might be considered a drawback, I can understand why the authors have taken every precaution protecting this game. It is well-conceived and well-executed.

...But is It Less Filling?

Naturally, the average gamer will want to know if this game is worth the hefty purchase price. If you are looking for a challenging simulation that uses all the Amiga offers in graphics, sound and animation, then plunk down your cash. I look forward very much to other releases from this label.



Overall: 94

Overlord

Price: \$49.99

Adventure Scores

Gameplay	92	Graphics	92
Interface	98	Audio	92
Atmosphere	90	Innovation	88
Documentation	90	Mechanics	80

Adventure Data

Category: Strategy	Systems: 500 - 2500
Difficulty: Apprentice	Compatibility: WB1.3
Memory: 512K	Protection: Disk & Manual
HD Installable: No	Publisher: Virgin Games

RENEGADE LEGION[®]

INTERCEPTOR[®]

THE FIRST LINE OF DEFENSE

Reviewed by Ken St. Andre

Bandit at seven o'clock, low!" Johnny Quick's voice crackled through the COMM static to warn me of a TOG fighter coming up behind my Avenger. But, until the computer targeting lock settled on the Tormenta in front of me, there wasn't much I could do about it except hope that my aft shields would take the damage. Computer confirmed target lock and I hit the button to blast my foe with two Mass Driver Cannons, two wing-mounted lasers and an Electron Particle Cannon. The visible explosions on the enemy ship told me I was doing a lot of damage. Just then a couple of missiles thundered into me from behind, and my ship was shaken by explosions. I must have blacked out for a little while, because the next thing I knew, I was flying all alone with engines going all out and no directional control. I got on the COMM and yelled for a retrieval ship to pick me up.

Back at our Legion base on Stobbelflut, I found out how the mission had gone. Johnny Quick had two confirmed kills and was up for a medal and a promotion. I picked up 150 prestige points for my part of the combat. The alien rookie, S'NorrT, a Vauvuser, had died in the explosion when his fighter broke up. We destroyed two TOG fighters and drove off the rest — just another typical mission for the pilots of the Ozob Squadron of the Renegade Legion.

FROM BOARDGAME to Computer Game

FASA Corporation has four boardgames based on their Renegade Legion gaming universe: *Interceptor*, *Leviathan*, *Centurion*, and *Circus Maximus*. S.S.I.'s version of *Interceptor* is the first in that particular series to appear as a computer game, though other companies have already done two *Battletech Mechwarrior* games. *Interceptor* looks and plays exactly like the earlier boardgame, but your computer keeps track of the rules and invisibly rolls all the dice for you and the enemy. There is also a role-playing game available for *Renegade Legion*, and the computer *Interceptor* game has some aspects of role-playing included that lift the game above a mere boardgaming experience.

RLI has already appeared as an MS-DOS game. The Amiga version looks and plays, in my opinion, just a hair better than the MS-DOS. You will need a full megabyte of memory, and it would probably help to have an accelerated

system as gameplay on my Amiga was noticeably slow. The entire game can be controlled by mouse, although there are plenty of hot keys to allow you the same effect by just touching a letter (such as D for Done).

Purple Hearts for Imperfect Pilots

You begin by creating a Saves disk to hold your own squadrons of fighter pilots. Each squadron contains six pilots who may be human or alien, male or female. You can use the two squadrons supplied with the game, or you can make up your own. It is a good deal of fun to create new pilots and pick fighter craft for them, and I have some six squadrons on my Saves disk already. This is where the role-playing enters the game. Each pilot has three important attributes: Piloting, Gunnery and Condition. The first two attributes determine how well you can fly and shoot, with skilled pilots doing appreciably better in the game. (Be sure to copy the game disk and play from your copy.) In addition, Pilots have histories. The program keeps track of how many kills they have, and what medals are won. (After many missions, my most common medal is the Purple Heart.) You must choose a high-res portrait for each new pilot when creating him/her/it, and there is a separate set of pilot portraits for TOG (Terran Overlord Government) squadrons — you'll seldom see a meaner bunch of spacedogs. You can fly for either TOG or the Commonwealth, one of 14 missions chosen at random by the program. That means you can fly both sides of a mission in different games. A flaw in the game is that it is always one player against the computer, and the computer always uses one of the two basic squadrons supplied with the original game. Thus, if you play enough missions, your forces will get better and better, but the computer-controlled forces always stay the same. It should have been easy to implement a two-player mode, or modem play, but S.S.I. simply didn't do it. Another easily visualized improvement would have enabled the computer to use the enhanced squadrons that you can develop by flying both TOG and Renegade groups.

Movement is done in turns, one ship at a time, with a hidden initiative roll by the computer to determine which ship moves first. Moving last is a definite advantage, and it can be very annoying when the computer always picks your ships to move first. After all movement comes a targeting phase, and then combat resolution. Different rays, cannons, and missiles all have their own sound and visual effects, but

this is about the only use of sound in the game, and the effects are crude by modern standards — about what you'd expect for a C-64 or MS-DOS three years ago, little more than a colored line and beeps and buzzes. There is a little animated explosion and bang whenever a hit is scored, but it's a long way from state-of-the-art. It does tie in well with the boardgame look of the whole game — you always feel like you are in a boardgame, not like you are in head-to-head space combat. Having the playing field gridded in hexagons or dots also enhances the boardgame feel. There is an invisible grid with a starfield background that you can use, and that's the one I prefer to play on.

Let The Computer Do It

The computer AI for the opponent seems pretty good to me. The computer ships never make any mistakes and will always put up a good fight. With a certain random element built into the game, even the experienced player may take a licking on any given scenario. You, the human player, may not find it as easy to choose the right target and/or tactics. There is a utility available to allow you to cede computer control to one or more of your ships, and then they will fight with the same mechanical brilliance as your foe. Someone who wanted to get a lot of missions flown could set the whole game on computer control at the beginning and then do something else while the game played itself. Hitting the space bar at any time will return control of computer-operated ships to the player. The best heavy fighters are not available immediately, and you will need to fly upwards of a score of missions to earn enough prestige points to acquire the more powerful units. If you are a real topgun kind of guy, you can also acquire enough prestige points to customize your ships — adding such things as extra armor or a turret gunner to allow you to fire at ships behind you on the map.

Don't Let The Computer Do It

You might like to play through all 14 missions from easiest to toughest, but you don't have that option. The program chooses the mission for you. You do have the option to set your ships on chosen points within your initial setup area, and to customize the weapons. If you prefer Hell missiles to SSS missiles, the time to get them is at the beginning of the scenario when you are asked if you want to use the standard setup or not. Say no, and you can vary your armament, at least as far as missile weapons go.

Appropriate choice of weapons is important to your success in the game. Missile weapons do more damage to

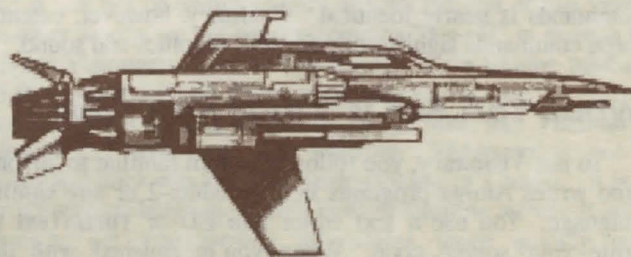
enemy ships, but you only have a limited number of them — usually three or five. Ray weapons do less damage, but you can use them repeatedly. I prefer ships with ray weapons — at least you're not disarmed after the first couple of salvos.

Maneuvering for position is very important also. The playing field is really two dimensional, and if you can get behind an enemy fighter, that's when you can do maximum damage at no personal danger — rather like dogfighting in World War I. Moving last is the ultimate advantage — you get to see where the enemy will wind up, and then position yourself right behind him.

Take a Card

Documentation is clear and just extensive enough to allow you to recreate the boardgame if you felt like it. The best part of the docs is the deck of 24 ship cards showing detailed drawings of the different ship types with all of their pertinent statistics and a description/history on the back. FASA has always been great about providing that detailed *Star Wars* type of look and feel for their products. These cards embody the copy protection scheme as they contain the facts you need to answer the recognition check at the beginning of the game.

I enjoy **Renegade Legion Interceptor**. It doesn't have the pulse-pounding excitement of a *Psygnosis* arcade game, but there is a certain challenge in pitting your tactics against the computer, and in keeping a pilot alive long enough to win all the medals and acquire the best ship. Although it is easy to learn and understand, **Interceptor** is definitely a grognard wargamer's game. S.S.I. has a fine reputation for creating computer wargames, and programmer/designers Scott Bayless, Graeme Bayless and Todd Mitchell Porter didn't let them down this time. They could have added a little more flash for the actual combat, but it really isn't necessary for the enjoyment of the spacewar experience. For those who enjoy long campaigns with plenty of starfighter combat, I heartily recommend **Renegade Legion: Interceptor**.



Overall: 85

Renegade Legion: Interceptor

Price: \$59.95

Adventure Scores

Gameplay	88	Graphics	85
Interface	85	Audio	70
Atmosphere	90	Innovation	70
Documentation	95	Mechanics	85

Adventure Data

Category: Strategic	Systems: All Amigas
Difficulty: Novice	Compatibility: WB1.3, 2.0
Memory: 1MB	Protection: Manual-based
HD Installable: Yes	Publisher: S.S.I.

Reviewed by John Olsen



illed as the Aegis Interactive Gaming Language, **Visionary** is the ultimate adventure game writer's language. And what a language! The word "interactive" refers to **Visionary's** ability to create a large variety of adventure games that interact with the player. You can create classic text adventures, but that's just the beginning. You can also create graphic adventures that use the mouse for "point-and-click" interaction, including animation as well as sound effects and music. With **Visionary**, your options are limitless.

Life with a Visionary

This is probably the most accurate review of **Visionary** you will read. It's not based on press releases or on a quick glance at a demo program and a week or two with the software. This review was written after an extended period using **Visionary** — over six months. During that time, I used it to create two complete adventure games. I tested out and used every command in a wide variety of situations. After using it this extensively, I can say that it is far above any other similar product (actually, there are few that compare).

T.A.C.L., The Adventure Construction Language, was released about two years ago. It comes closest to **Visionary** in comparison, since both share their origins in a simple English-type programming language. But where **T.A.C.L.** was a text adventure language with primitive vector graphics and sound capabilities, **Visionary** soars above with full graphic and sound support. If you have used **T.A.C.L.**, you will feel comfortable with **Visionary** since the core of its commands is nearly identical. **Visionary**, however, extends those commands significantly for text, graphics and sound.

What You See is What You Type

To use **Visionary**, you follow a pattern familiar to anyone who writes Amiga programs in C, Modula-2 or any similar language. You use a text editor like **ED** or **TurboText** to write your source code. When you're finished with the source code, you run the **Visionary** compiler, **VCOMP**. It goes through the source code and creates the adventure in two files, one containing all the game logic and the other all the messages and other text from the game. To test out your adventure and make sure everything is working correctly, you use the second **Visionary** program, **DEBUG**. Using **DEBUG** is just like playing the game, except you also have access to some special commands that will not be available during the actual gameplay. These commands let you jump to various places without actually traveling there, let you move objects to any room you want for testing purposes, check the value of any variable and set the variables to other values if desired.

It's at this point that you make changes in your source code, recompile it with **VCOMP** and test it again. When the game is working the way you want, you then use **VLINK**, the third **Visionary** program. **VLINK** combines the game and word files into a single executable adventure. This file contains the whole game and will execute from either workbench or the CLI/Shell. The only other files needed are any graphic or sound files that you have designed to be used in your game.

Supporting a Vision

Visionary is hard disk installable and has no copy protection. Adventures created with **Visionary** will also be hard disk installable. It is clear that Oxix Aegis has listened to the requests of its customers in the design of this package.

Software support is a critical concern when it comes to any application program, especially a language. Oxix Aegis won't leave you out in the cold in this regard. A very complete 200 page manual comes with the language which includes an index that makes finding answers to your questions a snap. The manual also comes with examples that make some of the harder concepts much clearer. In addition, a telephone technical support line is provided to registered users, as well as access to regular product updates. Future support entails plans for a **Visionary Users Group** and newsletter, the **Visionary Programmer's Handbook** which will show specific routines you can use to write your own adventures (including a complete adventure with the source code for you to examine), a **TurboText** editor template to assist in creating adventures and, somewhere down the pike, an interactive **Visionary** editor (mostly point-and-click) to make creating adventures even easier. Library disks containing digitized sounds, clip art and **Visionary** routines will be made available, as well. Plus, a Question & Answer column for **Visionary** users will appear here in **Enchanted Realms™** (which will also be open to questions pertaining to general adventure writing and design concerns). As you can see, **Visionary** users will be receiving extensive support.

Awaiting Your Command

Let's get down to exactly what the **Visionary** commands let you do. A large variety of general commands affecting gameplay are included. In addition, there is a full range of graphic commands, sound commands and text commands. Several even allow you to select different fonts for your display. There are simple yet powerful sound commands to load into memory and play digitized sounds or **MED** song modules with control for volume, left or right speakers and the number of times the sounds repeat. **Visionary** is both NTSC and PAL compatible, with an easy way to detect which type of machine your game is being played on.

The wide variety of general commands are useful whether you decide to write a pure text adventure or add sound and graphics. These commands allow you to print text, assign values to variables, select attributes for your objects and check these attributes, pick up and drop objects in any room you choose, move the player from room to room and connect rooms that were previously not connected. Also supported are nested subroutines, WHILE-ENDWHILE loops and complex conditional statements (IF-THEN). You can even pass commands to AmigaDOS while the game is in progress (to load an ANIM player or copy graphic files to RAM).

Many additional commands exist to enhance your basic adventure, including a wide range of graphic commands. You can load IFF images into any of 25 buffers, show the buffers you wish and turn on color cycling at any speed. You can create a graphic screen in memory without loading one from disk and draw to your screen in any color and resolution up to HAM and Halfbrite. Text can be mixed with graphics, one graphic screen can be faded to another in a variety of ways and parts of one screen can be copied to another in the blink of an eye. Commands can be combined in a dizzying variety of ways to create some very powerful effects.

A complete set of mouse commands is available for those who want a point-and-click interface, providing up to fifty different invisible zones for each room. Clicking in one of these zones causes the event you have programmed to occur. Commands also exist to check for mouse button input and to check the X and Y coordinates of the mouse at any time, allowing you to create some very powerful routines.

Are You Game?

Let me give you a specific example of how I put these various commands together to create a game. The adventure I wrote had some buttons in it. These were for north, south, east, west, up and down. I assigned each button to a different zone, so that when I clicked on the UP button the computer would respond by placing a slightly different picture of the UP button into the same place, showing the button depressed. Then, when the mouse button was released, it displayed the original button, showing it popping up again. This was simply done using the CLICK command, to tell which button had been clicked on, and the COPY command, to move the picture of the depressed button to the screen.

Next, I created a window to display the scenery where the player was standing (I used **Deluxe Paint III** to create the scenes). When he moved UP into a tree top, that scene was loaded from disk into the window I had created. It was a simple idea that was easy to accomplish with **Visionary**. I also decided I needed a text window, so my game could give

messages to the player. All I had to do was tell it exactly what the message was and where on screen to put it. Just like that, I had words appearing in my text window.

My adventure also needed sound, and again **Visionary** made it a snap. I loaded a small sound clip of ocean waves and put it in an endless loop. I could even adjust the volume so that as the player walked away from the beach, the sound of the waves diminished and eventually faded away. For music, I took a **MED** song created by a friend and loaded it from disk for my game to play. (**MED** stands for **Music Editor**, a very popular music program that is freely distributable. It can create sophisticated music that is 100% compatible with all **Visionary** games.)

When I was finished, I had used **Visionary** to create a sophisticated graphic adventure. It showed graphic scenes of each location the player visited. It had a text window for messages and it contained buttons that the player could click on, using the mouse to play the game. I never could have created such an adventure so easily with any other language.

Vision of Excellence

If you are interested in writing your own adventures, this is the language to buy. Nothing else comes close to **Visionary**, either in simplicity or in power. It's really a one-of-a-kind product, and as such can't be compared to anything else currently available.

Visionary has the power to create commercial quality adventures and Oxxi Aegis has kindly placed no royalty restrictions on its use for such commercial ventures. They do, however, require you to place a notice in your game stating that it was created with **Visionary**. It's the least you can do considering the quality of the adventure games you can create. I recommend you buy it.

[Editor: Due to the fact that **Visionary** is such a unique product at present, we have decided to bypass our normal product scoring system for this review (the **Bard's Tale Construction Set** from Interplay is the only other commercial adventure game language that we are aware of, but it will not be available until at least the end of this year). In other words, we are simply going to "beg off" in regards to giving **Visionary** a percentage rating. It's a unique product in the market with no direct competitors as of yet. So, if you want to begin writing adventure games now, buy **Visionary**. However, I will issue this warning. **Visionary** is not a point-and-click product like **AmigaVision** or **CanDo**. It is a programming language with a built-in learning curve. It will, though, get you writing adventures more quickly and effortlessly than anything else you can buy today.]

Overall: Excellent

Visionary

Price: \$99.95

Resource Summary

Visionary is a very unique program for creating adventure games, offering an easy to use language for those with some programming knowledge and the benefits of excellent documentation and support.

Resource Data

Category: Language	Systems: All Amigas
Difficulty: Apprentice	Compatibility: WB1.3, 2.0
Memory: 512K	Protection: NONE
HD Installable: Yes	Publisher: Oxxi Aegis

Sage Advice

A PERSONAL INTERVIEW WITH Roberta Williams

By Marci Rogers



his issue picks up where we left off last time in our interview with Roberta Williams, award winning game designer. Let's listen in again and learn more of what Sierra On-Line has in store for adventurers.

Marci: But a lot of companies do pander to violence and aggressiveness. I think they believe the whole market out there is teenage boys.

Roberta: They've lost focus! Oh, that's so important. Electronic Arts has one foot in software and the other in cartridges, and MicroProse is sitting out there saying, "Let's also do SEGA, or let's make video game machines," while Broderbund has held on to old formats too long, like still supporting Apple, and so their technology really got dragged down. All these things really defocus a company. How can your customers know who you are if you don't know yourself?

Marci: You were about to merge with Broderbund, and then that fell through.

Roberta: Yes. They had agreed to Ken as CEO, but then he made some decisions that he had to make in that capacity, and they decided they couldn't live with those. You can't have that. There must be one leader; one person who has the power to make the final decision.

Marci: Are you sorry about not merging?

Roberta: Frankly? No. In fact, I wasn't that much in favor of it from the beginning. I had a real hesitation because they wanted to put together productivity and education with our entertainment. I thought the education was a natural extension of entertainment — we've already talked about that — but I couldn't see how productivity fit in with Sierra. That could really have defocused us.

Marci: Well, you certainly have hung in there, from suitcases to success. And that is one question my husband did want me to ask you, since he's involved in his own development and building his business — do you ever miss your kitchen table?

Roberta: Actually, I still do a lot of my work at my kitchen table. What exactly does he mean?

Marci: I think he's talking about the small Sierra versus the giant of today.

Roberta: Yes, in that sense I do miss it a little. When we started out, we were like a big family. Everybody knew everybody, and Ken and I were real partners.

Marci: Are you still?

Roberta: Yes and no — not really so much any more. We're diversified now. He's in his department and I'm in mine,

and, while he's still there for me if I need him, I usually just make my own decisions.

Marci: Not like the early days?

Roberta: Yes and no. It was just — different. The industry was small then, and there was a real feeling of cooperation even among the companies. Sometimes you'd all get together and it was like a big picnic.

Marci: And that's gone now.

Roberta: Yes, and I'm sad in a way. But, on the other hand, I really want Sierra to grow because I have this incredible dream — that in five or ten years computer software companies could merge with film companies to make interactive films. What we'd be doing then is using the computer as a camera. I feel so strongly about this, and Sierra would have to get bigger for me to realize this. It's so exciting to me!

Marci: So you don't ever wish you were a private company again?

Roberta: Well, I never wanted to go public, but we had some venture capitalists on our board who needed to make their stock liquid, and they were always at us to go public. So it was a relief to get them off our back, but once you go public, it's incredibly expensive to be private again, so we'll just have to stay public.

Marci: Your stock sells well?

Roberta: Oh, yes, and that's what surprised me when we didn't make the merger. I thought our stock would take a drop when the news hit, but it held stable.

Marci: Sierra has quite a following, here and in Europe.

Roberta: Very much so. The Europeans love our games.

Marci: So you might be importing some European games under your label?

Roberta: No, everything will be in-house, including Dynamix, which is made in close cooperation, except for Game Arts, which is our Japan affiliate. The market's been harder for us to crack in Japan. I think our game concepts are closer to the European mind.

Marci: Besides, the Japanese are pretty entrenched in the arcade mode.

Roberta: Yes, we've seen that with things like *Sorcerian*. It's tough.

Marci: Sounds very cut-throat.

Roberta: Costs are extremely high for development. A Sierra product can run up to a million dollars. Part of that is format. Once you develop a product, you have to port it down for the vast amount of EGA users, or port it over, and down, into the 32-color mode for Amiga — and then, if we stay with Macintosh — movie companies just don't have to contend with this. I mean, they make one movie in one format, and

then they only have to worry about a video tape, which isn't all that much — I'm really looking forward to the future!

Marci: So you'll still be doing all your development on MS-DOS? They're the "winners," so to speak?

Roberta: When it comes to CD, who wins and who loses is really up in the air. That's why I'm really looking forward to Commodore's CDTV. There's so much potential there if they get behind it.

Marci: So you're committed to Amiga?

Roberta: Absolutely. They do so much of what our customers like, and we want to remain focused above all. We know who we cater to.

Marci: And who is that — the typical Sierra customer?

Roberta: The typical Sierra customer? Well, I would say that they are an upper-middle class family with a higher end machine, a whole MS-DOS set-up, or an Amiga, or perhaps a Mac. Everybody is involved in the machine's use, from kids to grandparents, and the whole family is better educated than most. The adults that own the machine are most likely in the 35-50 age range, and they may be professionals or have other high-end jobs, but everybody shares and makes decisions about our games. Those are the people we develop for; the people we want to entertain and educate, and we want to keep that focus.

Marci: Speaking of focus, you've managed to keep your own very well. You have a real reputation in the software industry for being a truly nice person.

Roberta: (Laughs) Do I? Gee, that's wonderful to hear. I like to think I try, but I'm so glad people think that about me.

Marci: Well, I'll vouch for that today. Being a wife and mom as well as a game designer, how do you manage to keep such an even keel?

Roberta: Well, I think that's just it, because I am a wife and mom. You just can't take off for the clouds when you have to pick up after the kids, and clean up after the cats and the dogs, and cook and shop. We tried it the other way for a while some years ago. We built this 10,000 square foot house up on a hill and had live-in servants, but this is a small community in the Sierras and it just didn't go. You're not that far from us. You must know what I mean.

Marci: Absolutely. We're just over here in the next county and it's country living.

Roberta: It was awful. The kids were set apart, teased at school, called the "rich kids." Ken and I were looked at differently. It was just too much. Maybe if we'd lived in a community where everyone had that size house, it would have been different, but then who could have said what that would have done to us? We didn't like what it was doing, so we got out. We sold the house, fired the servants and got a normal sized house on a normal sized piece of land and lived like normal people. I have a cleaning lady who comes in once a week to do the really heavy stuff; but otherwise, I clean, cook, do my own laundry...

Marci: Does Ken help?

Roberta: No. No, I'm afraid he doesn't.

Marci: Chauvinist, hmmm?

Roberta: Actually, no, he isn't a chauvinist at all. It's just that he's....

Marci: Allergic to housework?

Roberta: (Laughs) Maybe that's it. But the boys help, and I want them to see that. I want them to see their mom cook, and to know that they have to help out, take care of the dogs and the cats, 'cause when they grow up, they're going to be

out on their own and they're going to have to take care of themselves, just like we had to. Being a normal person; that's what it's about, and normal is just so much better.

Marci: How long have you been married?

Roberta: 18 years, and our first son was born just a year after we were married.

Marci: Did you marry young?

Roberta: Oh, yes, I was only nineteen.

Marci: Ever want a daughter?

Roberta: Yes, I certainly did want one, but this is what I got, and they're good kids, both of them.

Marci: You're proud of them.

Roberta: Yes, I really am. They're good, normal kids. They go to public schools, and they do the same things other kids do. Real people — that's what we are, and that's what our audience is.

Marci: And what are you working on now?

Roberta: Actually, I'm between projects right now. I'm just finishing up the CD version of **King's Quest V**, and I also just approved the final story line for **Laura Bow II**.

Marci: Any favorites among Sierra products?

Roberta: Well, naturally, I like what I do.

Marci: Of course, and everybody loves Graham and Rosella.

Roberta: I'm fond of **Colonel's Bequest**, because it was a mystery, and different. After doing so many **King's Quests**, you get tired. I'd like to get away from all the cutesy stuff and do something else.

Marci: Like?

Roberta: I have a book full of Victorian ghost stories, and some of them are scary, I mean really scary. I might like to do a package trilogy of those, sort of vignette style, or maybe I'll just do **King's Quest VI**.

Marci: With Edgar?

Roberta: Did you like him? He was kind of nice. Maybe, but who knows? I'm not really writing **Laura Bow II**, but I have a lot of input. I decided her mom died when she was young and her Dad raised her.

Marci: Sort of like Nancy Drew?

Roberta: Yeah, sort of, but they'll be a lot more development of her character and you'll see a lot more of her father.

Marci: I did want to know more about her in the first one, and see her do more real sleuthing, but if I got everything I wanted, the game would probably be 90 disks.

Roberta: See what I mean? Things are just so much easier on CD. You can just pack in so much more story, and I do want to do a scary tale.

Marci: Is there anything I haven't asked you that you've always wanted to be asked and no interviewer ever has?

Roberta: Nope. I've been in this business 11 years, and I've been interviewed a lot. Believe me, people have asked me everything. Besides, we've covered an amazing amount of territory.

Marci: Yes, we sure have, and I can't help thinking how much my kids would like to hear some of this. Do you ever make visits?

Roberta: No, I never do. It's just a policy, because I know if I started, I wouldn't know where to stop. I couldn't pick or choose. I'd want to make everybody happy. That's what Sierra is about to me; that's our focus, the one thing we really want to do with our games. Sierra just wants to make everybody happy.



Taleteller's Sanctum

CAPSULE REVIEWS OF QUESTS FROM THE PAST AND PRESENT

Spirit of Excalibur

Reviewed by C. Albert Scott

What do knights in shining armour, fire breathing dragons, evil sorcerers and fair maidens have in common? Well, if you place them in sometimes not-so-jolly old Englande around the vicinity of the legendary Camelot, you have the setting for Virgin Games' **Spirit of Excalibur**.

Of all the Arthurian-based computer products, **Excalibur** is clearly the most stunning graphically to date, lending immensely to the atmosphere and mystique of the game. However, let me state up front, this is definitely a strategic adventure. If you enjoy games incorporating a high degree of strategy, you will feel right at home in Virgin's Arthurian quest (in fact, if you enjoyed **War in Middle Earth**, you will find **Excalibur** very "familiar"). However, if you prefer a more standard puzzle-based or maze-oriented approach, you had best look elsewhere to a game like **Conquests of Camelot** or **Arthur: The Quest for Excalibur** (both reviewed in Issue 3 of **Enchanted Realms**™).

While **Spirit of Excalibur** is rich in atmosphere and Arthurian mythos, it is weak in several significant areas. The interface is a logically arranged point-and-click affair — no typing required. Yet, response seems sluggish on anything except an accelerated Amiga, with the game installed on a hard disk. It is also very memory intensive (1MB is the minimal requirement) which seems to cause some problems with loading the game from the Workbench environment (it worked fine when run from the CLI or Shell). **Excalibur** also exhibits a lack of balance in play from scenario to scenario (there are five in all). The first scenario is exceptionally easy, while the second is frustratingly difficult. The player is hurled into an almost impossible situation much too quickly, even to the point of discouraging further play.

Overall, **Spirit of Excalibur** is a valiant effort, graphically and audibly pleasing, with several definite problems. Virgin is aware of these and is "cleaning them up" in the sequel, **Vengeance of Excalibur**, due out later this year. Hard disk installation is simple; copy protection is symbol-based from the provided map of Englande. So, if you're into Arthurian legend and strategic gameplay, **Spirit of Excalibur** may be worth your investment — if you can live with its idiosyncracies and high frustration level.

Cardinal of the Kremlin

Reviewed by John E. Gray

If I say "Tom Clancy is like the Three Stooges," the reader may ask, "Huh? What is he talking about?" Well, like the Stooges, you either love Clancy or you hate him. Not everyone enjoys Clancy's "techno-babble." When you finish a Clancy novel, you either feel you've had a real good read, or that you've wasted your time on the book. **The Cardinal of the Kremlin** also fits into this category.

Not exactly an RPG, nor a simulation, **Cardinal** has a style all it's own. In a worldwide race to create a spaceborn defense system — Star Wars — you oversee and control everything from the research scientists developing the technologies needed, to the CIA and its ability to get information from undercover spies. Everything in this game is point and click, and events take their course based on your choices. For example, you can give a higher priority to the development of the software needed to control spaceborn lasers. However, be careful that the higher priority does not cause the scientist in charge to become overworked, or he may quit. If this happens, agents in the field may be needed to steal information to boost the level of knowledge pertaining to software development. While in the field, this agent may be killed and not get the information needed to continue testing the Star Wars project.

Everything is interconnected. As the software is developed, testing on its ability to control a laser is needed. After assigning a test schedule for the laser, you must make your way through an arcade sequence testing your ability to aim and fire the laser. Obviously, the more developed your software is, the easier it is to control the laser. This applies to your ability to control the pointer on screen as well.

With a very simple and easy to play style, I've yet to create a usable defense system for the United States. The Russians always beat me to it. **Cardinal** is password protected — you must match an on-screen photo of a scientist to a dossier of scientists included in the manual. Included in the package is a certificate for a free Clancy paperback novel.

While lacking that certain "something" that makes a game really stand out on its own, **The Cardinal of the Kremlin** is certainly a playable and worthwhile investment. However, like a real Clancy novel, you'll either love it or you'll hate it.

Taleteller's Sanctum Adventure Summary

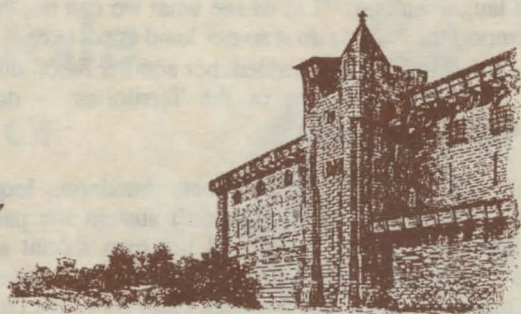
Adventure	Category	Publisher	Price	Overall
Spirit of Excalibur	Strategic Adventure	Virgin Games	\$49.99	70
Cardinal of the Kremlin	Strategic Adventure	Capstone	\$49.95	81

Turret Of Tomes

Territory Tales:

Rilian Rogue

By Marci Rogers



Chapter Two: Queen's Grace

C Geordy was not the only observer of the skiff that night. Far to the North, in a castle swathed in amethyst tinted mists, a lovely elven woman stood at her bedchamber window and beheld the scene through a magic prism. Tears glistened in her gentle eyes as she turned away. She sat in reverie for several minutes while her trusted waiting woman brushed her silken brown hair.

"He is my cousin, you know, Arani."

"I do, my Lady, but on your mother's side, and thrice removed." Arani was a cloud sprite whose grandsire had been a storm dragon, making her very class-conscious. "You shouldn't allow every shirt-tail relative to impose on your Grace's sensibilities," she chided, smoothing a wayward curl from her Mistress' ivory cheek.

Her firm manner indicated that she found her Lady altogether too tender-hearted. Estarra was Queen of the **Realms**. Such an exalted personage could hardly be expected to worry about an elf of tainted blood and a gnome missionary exiled for offending his Order.

Estarra smiled at her in the mirror. Arani was capable, sensible, and loyal unto death, but she would never understand. As soon as she could break free, Estarra went in search of one who would.

Dragomon sensed her presence, and her troubled state of mind, even before she entered. He stood with arms outstretched to comfort her.

"What is it?" he asked gently.

"Tearra's children," she murmured, burrowing her head into his shoulder. "They are in danger, as is the Gnome Healer who has been foster father to them."

"And who, pray tell, is Tearra?"

"How silly of me. You couldn't know. She was wed and gone before you were born."

"I see." His words were strained by the reminder of the gap between human time and elven, and his awareness of what Estarra routinely sacrificed to narrow the breach.

"I was on the far border of childhood when Father visited the Wends. Tralmal, Tearra's sire, was kin, so we accepted hospitality. He gave a banquet the night we arrived, ostensibly to welcome us, but more to exhibit his daughter, whose beauty was renowned throughout the island chain. Oh, she was lovely sitting there beside him, and I was dazzled by the glow of her hair and skin. And then — and then," her voice choked as it always did when she spoke of

the Lost One, "Lari came in, late from wandering in the gardens. She was flushed from running and her hair strayed in wisps around her face. A hush fell over the hall. No one spoke, nor laughed, nor sang. They just stared, as I stared the day Father brought her home, and she smiled at me for the first time.

"Tralmal flushed nearly purple, and, when he gazed on Tearra again, his expression had changed. He was barely civil to us when we departed the next morning, but he bowed to Lari. A short time later, we heard that he had bartered Tearra to pay his debts — sold her in marriage to a Drow."

"A Drow, from the Territories?"

"Yes, and she languished there for many years before she died. I don't think Tralmal ever saw her again. Lari understood what had happened that evening, even though she was only on the threshold of womanhood. I believe that was when she began to think of her beauty as a curse that could destroy lives, as, in the end, it destroyed hers."

"You only know she ran away," Dragomon told her, as he had told her many times before, "you don't know if she's dead."

"She must be," Estarra replied, as she had replied many times before, "for there is nowhere she could run to hide her beauty."

The memory of her half-sister floated just beyond Estarra's reach, an image so real it was nearly substance. Lari, born of love beyond convention, and made of all that was beauty. Lari, who could call birds from the sky and beasts from the forest, who sang flowers into bloom. Lari, who knew no evil, and who could not bear the evil men might do because of her.

"Ilantir bloomed in the garden today," Estarra continued. "It's out of season. Lari loved it so. 'It smells wonderful,' she told me when she taught me her lore of plants and herbs, 'and it will heal all woes.' I saw it blossom, like a message or an omen, and so I consulted the prism. It focused on the plight of Tearra's children."

"I have wrought peace, love, but it is an uneasy truce, and interference could disbalance it."

"I know, but still..."

She gazed up at him, her wide dark eyes pleading more eloquently than any words.

"The gnome, too, hmmm?"

"His peril may be the most dire."

"You didn't just happen to bring that prism, did you?"

"Well," she smiled, reaching in the pocket of her rose dressing-gown, "as a matter of fact..."

He laughed aloud. "Let us see what we can do, then, and more important, how to do it so our hand is not seen."

"Absolutely," Estarra nodded, her somber mood dissolved. "Isn't that a cardinal rule of the Territories — don't get caught?"

They were closing, the hoofbeats thundering louder and louder behind him. Geordy couldn't sustain the pace. His pack horse was heavy laden and his own mount a sturdy gnome pony, ideal for hills where endurance counted most, but ill made to outdistance the sleek chargers of the Drow. He had assured Alairic that Barack would never dare to harm a Healer, but he was not so sure he had spoken the truth. Barack had the soul of an Assassin, and, considering the tortures the Shadow Guild has been known to devise, a quick death might be preferable.

A horn bayed behind. The lead rider had sighted him. Geordy turned into the nearby trees, hoping against hope for some cover the Guild's skills couldn't penetrate. What he really needed was a miracle. If only Restora would hear him.

There was a rumble in answer, a rumble from within the earth between the forest edge and his pursuers. One Drow charger that had pulled ahead of the others stumbled and fell. "Earth Tremor!" shouted the riders behind, and tried to twist their mounts aside.

The earth beneath lifted, then split and fell, leaving a wide swath. Two riders who were bucked loose by the terrified horses plunged screaming into the split as it closed over them. The rest of the gnome's trackers reined in.

Geordy watched from the cover of a wide tree as Barack spat at the still shaking earth, then raised his gloved hand to signal retreat. Restora had heard her servant's prayer and delivered him. Geordy was about to offer thanks when he heard the tree mumble above him.

"Damn! It wasn't supposed to do that."

"Do what?" asked Geordy, barely able to conceal his merriment, at the thought of his "Miracle" being a practicing Wizard.

"Split. The earth wasn't supposed to split, just shake. Our caravan went off the trail somewhere, although nobody can figure out how it happened, so I thought I might practice a few spells. I'd just begun when you came pounding over the horizon. Can't say I cared much for the guys chasing you, so I thought I'd even up the odds."

"And I'm very grateful you did," Geordy called up, "even if you did overdo." He dismounted and stood under the tree. Healers were continually in the position of repaying Wizards

who refused to consider their advanced ages. "Here, Learned Father, let me help you descend."

There was a heavy rustle of branches above him, and then the thud of a body dropping from the tree beside him. Instinctively, Geordy closed his eyes and began a healing chant, but, when he opened them, his chant changed to a roar of laughter.

"Rilamar," said Alairic again, less softly than he had at first. He looked up at the tall cliffs surrounding him, but nothing stirred.

"Maybe you're doing it wrong," suggested Feeflier, climbing up behind him. "Are you supposed to strike the shelf with the staff?"

"I don't think so. Geordy didn't say anything about that."

"Then maybe we're supposed to yell until someone answers. Rilamar!" she shouted, hopping from rock to rock. "Rilamar! Rilamar!" She flipped onto an outcropping overhanging the ledge. "Rilamar!"

"Feeflier," Alairic cautioned, "not so loud. If anyone's chasing us, they'll — yow!" He broke off in a gasp.

"They'll yow?" Fiona stuck her head over the edge. "What do you mean they'll 'yow.' Ric? Riki? Where did you go?" She dropped onto the ledge surface. "Riki? What happ —"

The ledge rotated under her feet. Only her quick reactions allowed her to grab the edge and hang on. She was pulling herself back up when two strong and very wide hands grabbed her. She relaxed for a moment, then twisted skillfully and bit into the flesh.

"Yuck!" she exclaimed. "You taste awful!"

"Of course I do! Who ever told you to go around biting goblins? You almost broke my skin with those sharp little fangs. And all that yelling at a person's door. You have the manners of a kobold, young lady."

"I think you should apologize, Feeflier," Alairic told her. He was standing behind the personage who plopped her onto the floor of the cave. "I believe this is our guide."

The goblin was studying his hand with a look of amazement. His skin was leathery with a faint green tinge. Fiona thought him extraordinarily ugly, but she was also forced to admit he looked kind.

"I'm sorry," she said. "I got scared."

"Accepted. You have talent, young lady. You managed to avoid my sliding door, fooled me into relaxing my hold and almost bit through my skin. You'd make a good goblin if we could do something about your manners."



(Continued on page 33)

Dragomon's Journals

WALKTHROUGH: THE SECRET OF Monkey Island

By Chuck Miller



Aye! A pirate I am, and here I be on Melee Island™. Me thinks I'm in fer an excitin' adventure at the very least. But where to drop me anchor first? Aye, that's the question. Well, I am a bit parched. So...tis' me considered opinion I might as well start with a bit o' grog. Let's see. I think I'll drop in at...

PART ONE: THE THREE TRIALS

The Scumm Bar

So, go ahead. Enter the Bar (but open the door first). Talk To Mancomb Seepgood (the Pirate in red) and the Pirate in Black with the "bad" eye. Along with other helpful information, you will be told to speak with the "important-looking pirates" in the room to the right. (Make sure you Talk To the Dog on the way. "Roof, a-roof, arf!...LeChuck.")

The Important-Looking Pirates

Talk To the "important-looking pirates" about **The Three Trials**. Learn about Mastering the Sword, Mastering the Art of Thievery and Treasure Hunting. Next, enter the Kitchen. You can only do so when the Cook goes to the far left of the Scumm Bar to wait on the pirates there.

In The Kitchen

Pick Up the Hunk of Meat and the Pot. Then, Open Door to Dock. Walk To end of Dock and "click" on the Loose Board. Be ready to Pick Up the Fish (it's only a Red Herring, but you still need it) as soon as the Gull flies up into the air. Head back through the Kitchen and exit the Scumm Bar.

The Three Trials

These can be accomplished in any progression, however, we will tackle them in the order listed above. First, head back to the Cliffside where you met the Lookout.

The Cliffside

Talk To the Lookout. It will foreshadow events to come. Head right to the Path. From the Map of Melee Island™, head to the Clearing located near the center.

The Clearing

Walk To the Circus Tent and enter it. Talk To the Fabulous, Flying Fettucini Brothers. Ask how much they

will pay for your help and say OK. When they ask if you have a Helmet, say yes and Give them the Pot. You now have 478 Pieces of Eight. Return to the Village, past the Scumm Bar and through the Archway to the...

South Side of Town

Talk To the Citizen standing on the corner and buy the Map. Next Talk To the Men of Low Moral Fiber across the street. Have them pay you to take the town Minutes. (Just for fun, keep placing the cursor on the rat.) Now, head back across the street and half the way toward the Clock Archway. Enter the middle door on the right.

The Voodoo Parlor

On the right you will find a Rubber Chicken with a Pulley in the Middle. Pick Up the Chicken. Go to the right and Talk To the Voodoo Priestess. She will hint at your future. Exit Voodoo Parlor and head north through the Archway. Enter the first building on the right, the...

Local Shopkeeper

If the Shopkeeper is out, Use the Bell to summon him. Browse and Pick Up the Sword and Shovel. Talk To the Shopkeeper. Buy the Sword and Shovel. Talk To him again and ask about the Sword Master. When he leaves, follow him to her cottage. Now you know where she lives, but head back for now. You're not ready to fight her yet. Instead, head for the bridge at the lower center of the island.

"Troll" Bridge

Talk to the Troll and offer him the Fish. Now, cross the bridge and head to the House on the eastern peninsula.

Captain Smirk's Pirate Gym

Try to Open the Door and Smirk will come out to meet you. Here you will learn the essentials of sword fighting. However, you still need to learn the appropriate insults and responses. Head for the Fork. Pirates like to congregate there. Now practice!!!

The Sword Master's Cottage

When told that you're good enough to fight the Sword Master, head for her cottage. Then, fight until you best her with your insults. Before returning to the Scumm Bar for a progress report, step back into the Fork.

The Fork

On the first screen, head north on the rightmost path. You will find a batch of Yellow Flowers. Pick Up a Yellow Petal and head back to the right. Then, down and to the right again. Now, back to...

The Scumm Bar

Report your progress to the "important-looking pirates" and head off on the next Trial—Pilfering.

The North Side of Town

Exit the Bar and go east to the Archway. Now, go left and north to the Archway with the clock above it. You will hear someone in the Alley behind the Church calling you. Go investigate. Next, walk to the building on the far left. It is...

The Jail

Talk To the Prisoner (his name is Otis. Seems I remember another jail with an Otis in it), then exit and head back to the Local Shopkeeper at the far right of the street. Ask him for Breath Mints and return to the Jail. Give Mint to Prisoner. He will tell you what he needs and what he will give you in exchange. Now, exit, walk to the Archway on the left and follow the path to the...

Governor's Mansion

Use the Yellow Petal with the Hunk of Meat and give it to the Deadly Piranha Poodles. Enter the Mansion and then the door on the right inside the entrance. Sit back and watch the show. Now, head back to the Jail.

The Jail

Give Gopher Repellent to the Prisoner and he will give you a Cake. Use Cake to get the File inside. Now, back to...

Governor's Mansion

Head for the Gaping Hole and enter it. Enjoy the show. After your little "chat" with the Governor, head for the exit. Unfortunately, you will bump into the sheriff.

Under the Boardwalk

To keep from drowning, simply Pick Up the Idol. After a short rendezvous with Governor Marley, head back to the Scumm Bar and bring the "important-looking pirates" up to date on your progress. Then, head back to...

The Fork

Now, pull out your Map and Look At it. It tells you how to find the treasure. Back means take the path at the back of the screen, while right and left are just that (logical enough).

The Treasure

When you reach a completely new screen, head to the right. Look At Marker and Plaque. Then, Use Shovel on "X" (which marks the spot). WOW! Some treasure! Exit left and back. Return to the Village for an unsettling apparition and upsetting message. Then, on to the Scumm Bar once more.

The Scumm Bar

Pick Up all the Mugs you can find. Talk To the Cook to find out what happened. Then, Walk To the Kitchen and Save (you have been saving on a regular basis, haven't you?). Use Mug on Barrel. When you do, you will have to move quickly as the Grog will dissolve the mug. RUN to the Jail and be sure to keep tabs on your Mug. Several times along the way, Use a good Mug on Mug Near Death before it dissolves.

The Jail

When you reach the Jail, Use Mug on the Lock of the cell holding the prisoner. Then, return to the Voodoo Parlor.

Voodoo Parlor

Talk To the Voodoo Priestess one last time to learn more about your future. Then, proceed to the Cliffside and the Northern Shore with a quick stop at the Sword Master's on the way to ask for her help in rescuing the Governor.

The Northern Shore

At the Shore, Walk To the Pole and Use the Rubber Chicken on the Wire. Next, Walk To the House, Open Door and enter. You will meet Mr. Meathook. When asked to face the creature in the cage, walk to the Door and Open it. At this point, you can do anything you want to the Murderous Winged Devil. One choice is as good as another. You have gained a second crew member. However, you now need a ship so head for the Lights at the lower center of the Island.

Used Ship Emporium

Here you meet Stan. Talk To him about the vessels he has for sale. You want to buy the cheapest ship Stan has to offer (the blue one at the end of the dock, the Sea Monkey). Ask for credit. He will then send you to the Shopkeeper.

Local Shopkeeper

Ask the Shopkeeper for a Note of Credit. Watch him open the safe and remember the combination. Then, ask him about the Sword Master to get him to leave. Use the combination on the safe and take the Note. Now, head back to Stan's.

Used Ship Emporium

It is time to haggle with Stan over the Sea Monkey. Barter with him until he accepts the Note of Credit. You will need to "talk about extras." Just tell Stan that each extra is junk. Then make your offer starting with the lowest price and working your way up to 5000 Pieces of Eight. When he says it isn't enough, tell him you don't need it. He will falter and you can resume the bartering. Make your final offer of 5000 Pieces of Eight again and he will accept. The Sea Monkey is yours and your crew is at Hand. Next stop is the dock and...

PART TWO: THE JOURNEY

Captain's Cabin

Look At the Drawer in the desk and Open it. You will find a Dusty Book. Read it. The Book will give you clues to help in your quest. On top of the desk you will find a Feather

Pen and Bottle of Ink. Pick Up both. Go back on Deck and down through the Hatch to the Crew's Quarters. Then, enter the door immediately to the Left.

The Galley

Pick Up the "head-size" Pot and Open the Cupboard above it. Pick Up the Cereal, Open it and get the prize—A Key. Walk To the Ladder, back up to the Crew's Quarters and then down the Hatch to the...

Ship's Hold

Walk To the Chest on the right, Open it and Pick Up the Fine Wine. Then, snatch the Rope to the left of the Chest. Next, go to the Kegs on the far left and Open them. Pick Up some Gunpowder and return to the...

Captain's Cabin

Use the Key on the locked Cabinet. Inside is a Chest. Pick Up the Chest and Open it. Pick Up the Piece of Paper and Cinnamon Sticks and head back up on Deck. From here you need to Walk To the Rope Ladder on the Mast.

Crow's Nest

There are no crows here, but there is a flag. Pick Up the Jolly Roger and head back down to...

The Galley

Look At the Piece of Paper. It's the recipe you need to find Monkey Island™. Many substitutes will be needed (which you've been collecting). So, start cooking! Walk To the Cooking Pot and dump in the following ingredients: a Cinnamon Stick, the Jolly Roger, Ink, Breath Mints, Fine Wine, Cereal, Gunpowder and the Rubber Chicken. BOOM! When you awake, you're at Monkey Island™. Use Business Card on Fire under Pot. Head back down to the Ship's Hold for some more Gunpowder and then up...

On Deck

Use Gunpowder in Nozzle of Cannon, Use Rope on Cannon and Use Flaming Mass on Rope. Quickly, Use Pot. Another BOOM!

PART THREE: MONKEY ISLAND™

Southern Beach

Now what? Walk left and Pick Up Banana. Go north to the Jungle and then northeast until you reach the old Volcano.

Volcano

At the north rim is a Fort. Go there. Pick Up the Spyglass and Rope. Next, Push the Cannon and Pick Up the

Gunpowder and Cannon Ball. Exit right and head east along the river to the...

River Fork

Pick Up the Note and the Rock. Look At the Rock. It will now be a piece of Flint. Go to the Dam at the right of the screen and Use Gunpowder on Dam. Now, either use the Flint on the Compass or Open the Spyglass and Use the Lens on the Sun. Yet another BOOM!

Pond

From the Fork, travel east to the Pond. If you were here earlier, it was dry and the Rope you needed was out of reach. Now you can Pick Up the Rope. Also, grab the Note. If you have not Talked To Herman Toothrot yet, do so. He will give you valuable information about the Monkey Head.



River Fork

Head back to the Fork, cross the bridge and climb the footholds. Pick Up the Note. Pull the Primitive Art twice from the front end. Now, climb the second set of footholds.

Mountain Plateau

Walk To the far right and onto the pointed ledge where it extends the furthest out. Oops! Once you've "bounced" back, Walk To the Rock on the north edge of the plateau and Push it off the edge. Good shot, Guy! More Bananas! Now, go back down the path and Pick Up the Note. (If you want to get even with your mutinous crew, Push the Primitive Art as far right as it will go then Pull it back once. Go back up to the Plateau, Pick Up another Rock, put it on the edge of the cliff and Push it off! This provides a slightly different ending to the game.) Return to the Southern Beach to Pick Up the Bananas. Then, back to the Jungle and...

The Crack

Use the first piece of Rope with the Branch and climb down. Then, Use the second piece of Rope with the Stump and climb down the rest of the way. Pick Up the Oars and Climb back to the top. Head for the Beach again.

Southern Beach

Walk To the Rowboat and Use it. Paddle east and around to the Northern Beach. (Whenever you're in the Rowboat, make use of "Horizontal Screen Scroll" to move quickly through the water. Check your Amiga Reference Card.)

Northern Beach

Pick Up Note and Walk To Jungle. Now head northwest to the Village.

The Village

Walk To the far western part of the Village and Pick Up the Bananas from in front of the Big Stone Head. Go right. After a brief "discussion" with the Cannibals, you will find yourself locked in a hut. Pick Up the Note and the Skull. Now, Use the Loose Board. Exit (leave the Banana Picker here until later. You will be back). Boogie for the Beach and your Rowboat and shoot southeast around the eastern peninsula to the...

Eastern Beach

Leave the Rowboat here for use later. Pick Up the Bottle and head on foot for the Southern Beach and some unfinished business with a very hungry Monkey.

Southern Beach

Walk To the Monkey (near the Crack). Give him ALL your Bananas and he will follow you anywhere. However, the place you really want him to follow you is to the...

Eastern Peninsula

Walk past the Beach and east to the Clearing. Go right past the three "Shish" brothers. Pull the Nose on the Totem Pole in back then step away. Thanks to a little "Monkey see—Monkey do," the Gate is now open. So, head for the Head.

Monkey Head

All you can do now is Pick Up the Wimpy Little Idol. Do so and return to your Rowboat. From there go back to...

The Village

Walk To the far left then back to the right. The Cannibals will be waiting. Give the Wimpy Little Idol to the Cannibals. The Hut door will now be open. Go inside and get the Banana Picker. When you exit the Hut, Herman Toothrot will be there. Give him the Banana Picker and he will give you the Key to the Monkey Head. Exit Village and immediately return. Question the Cannibals about LeChuck then Give them the Leaflet. You now have a Head. Take it and head to the Head with the Head.

Monkey Head

Take your Rowboat back to the Eastern Beach and go to the Monkey Head. Walk To the Gigantic Monkey Ear and Use your Monkey Head Key in it. Now, enter the...

Catacombs

Use the Head of the Navigator and follow its nose to find your way through the Catacombs (or is that Monkeycombs?). When you reach LeChuck's Ghost ship, get the Necklace from the Head of the Navigator and Use it. You can Talk To the Head and either beg or threaten it to get the Necklace. Both work. Now, Walk To LeChuck's Ghost Ship.

On Deck

Walk left and Open the Door to LeChuck's Cabin. Enter and Use the Magnetic Compass with the Key on the wall. Next, head back on deck and Walk To the Hatch.

Below Deck

Proceed right through the door to the Hold. Try to Pick Up the Ghost Chicken. You now have a Ghost Feather. Use the Ghost Feather on the Sleeping Ghost in the previous room until he drops the Jug o'Grog. Grab the Grog and return to the Hold. Now, Use the Key on the Hatch and procede below. Use the Jug o'Grog with the Rat's Dish (be sure to watch the Rat) and Walk To the Cooking Grease. Pick Up some of the Grease and head back up on deck.

On Deck

Use the Glob of Grease on the Squeaky Door to the right. Open Door and enter the Brig. Pick Up the Ghost Tools.

Below Deck

Next, go back below deck and Use the Ghost Tools on the Glowing Crate that holds the Magic Voodoo Root. Pick Up the Voodoo Root and return to...

The Village

Wow! That was a lot easier this time. The Cannibals will take the Voodoo Root and give you a Magic Seltzer Bottle. Exit the Village and...Poof!

Catacombs

On your arrival, you will find LeChuck gone. From here you must return to Melee Island™ to stop the wedding between LeChuck and the Governor.

LAST PART: GUYBRUSH KICKS BUTT!

Melee Island™

Head east on the Dock. A Ghost will stop you. Use the Magic Seltzer Bottle on him and continue east.

Between The Archways

You can either Use the Seltzer Bottle on this second specter or Open the Door just inside the Archway and take a shortcut behind him. Whatever, head for...

The Church

You must STOP THE WEDDING! At this point your options are limited. Your Magic Seltzer Bottle will jam and LeChuck will punch you into orbit. However, don't worry. You will eventually touch down at...

Stan's Used Ship Emporium

Pick Up the Root Beer and Use it on LeChuck. KABOOM! From here on out you can pretty much sit back and enjoy the ending. (It will be slightly different depending on whether you sunk your ship or not.)

*Aye! Twas a mighty fine adventure even if I says so meself. Tis' hardly possible ta' wait patiently fer the sequel. Ar. Ar. Yet, ya' know...I never did find out what in the world **The Secret of Monkey Island™** was! Ar!!!*

WALKTHROUGH: QUEST FOR GLORY II

Trial by Fire

By Marci Rogers

PART TWO: CONTINUED FROM ISSUE 7

Elementary, My Dear Saurus

Elementals will start showing up around Day 5. There are four and each must be dealt with in a matter befitting your class. The Fire elemental will arrive first. Harik is the specialist here, so ask him about Fire, and then buy a packet of incense from him. Get a lamp from the Katta lamp seller, and make sure your waterskin is full. Check your health points here, as the elemental is likely to scorch you, and you don't want to "die trying," so to speak. Lure the elemental from the plaza with the incense, then drop the lamp and douse the elemental with water. Pick up the lamp as soon as the elemental enters.

Air is next, and that airhead, Keapon, is your man. Ask the Plant Seller about her dirt on the way in and she'll give you a pot of mud. (Keapon can also provide this, but the pot mud might come in handy later.) Ask Keapon about Air Elemental and the proper container. Now you know, but those bellows do present a problem. Issur isn't likely to part with them unless you can defeat him at arm wrestling. Fighters should do just that, boosting their strength in the process. Thieves will need to make a careful return trip to the Weapons Shop at night, carrying their rope, natch, and do a little quick climbing. Watch those guards, though, they've been doubled since someone broke in and stole Issur's treasure — wonder who that was? Magic-users should trust to their uplifting Levitate spell, and they only have the regular guards to impede them. Remember, if Levitate fails, there's always Fetch.

Once you have the bellows, go to the Palace Plaza, where the Fighter will have to use his brute strength to shove the dirt into the funnel. The Magic-user should Levitate, then scoop it into the top, and the Thief can throw it in if he must, but it's easier to climb the rope and drop it in from above. Once the twister is frozen, a simple use of the bellows will render you full of hot air.

Earth is a bit tricky, and requires much built-up skill in one area or another. Again, Harik is your source, and asking about Earth Elemental will get you the information you need. Thieves must use their persuasive skills to convince Harik to part with his treasured "throwable flame," while Magic-users need a high skill count in Flame Dart. Rakeesh will loan a Fighter his flaming sword, a weapon sacred to Paladins, but the fight is still tough. All characters should pick a cloth sack from the merchant in the Fighter's Plaza, and then track the elemental into the alley on the west side of the Fountain Plaza. Fighters must wait to engage at close range, but Magic-users and Thieves should throw as soon as possible. Once "Rocky" crumbles, he can be picked up into the bag.

Last, but certainly not least, is the Water Elemental. You should already have asked Aziza about this one, but she's a tricky little devil, so don't get too close or she'll deliver your

last kiss. All you need here is an extra waterskin from the Katta in the Fighter's Plaza. Go to the fountain, drop the waterskin near it and then use the bellows to blast the elemental clear. She'll drop into the waterskin, and you've got her!

The Rocky Saga Continues

Now return to Aziza and ask about the Plant Woman. She will tell you her story and then explain that you are able to save her. Her name is Julianar. Ride seven screens east along the mountains and you will find her. Water the plant, and then tell her why you are giving her the water. As soon as you see a response, put the magic earth around her roots, and tell her about yourself. She will turn to you then, so hug or kiss her and then say "Julanar." She will reward you by giving you the Fruit of Compassion. You may rest in her shade if you want, but you can't help her further.

What you can do is return to Harik for the Dispel Potion. He will give you three doses. Take them and go to the location the Dervish gave you (three screens south and five screens west of the city). Look at the cage and the beast, then give the beast some water, followed by some rations. While it's eating, get a hair from its tail and then feed it the Dispel Potion. You will learn much about your adversary in Raseir.

Caravansary

Make sure you have everything you need in the way of water and extra pills before you leave for Raseir. Spend any spare time practicing the skills you need and make sure you talk to all your friends before you go, especially the Jewel Merchant in the Palace Plaza, who has a gift from the Kattas. If you're a Thief, grab an extra oil.

You will leave at dawn on Day 17. The caravan sequence is automatic, so enjoy the show, not to mention the intermission. It would be wise to make a separate save on the night of Day 16, just in case you haven't been following this walkthrough carefully and need to build a skill or get an item. Once you're on your way, there's no turning back!

Djinn Joints

You must remember this...a sleazy bar is still a sleazy bar, and the Blue Parrot has to be one of the sleaziest. Its only redeeming feature is that it's nicer than the rest of Raseir. Even sour, old Wilmer's greeting beats the heck out of Khaveen's outdoor reception committee. Signor Ferrari's in charge here and you would do well not to forget it. Thieves should make their sign as soon as possible, while the other classes would do well to tread lightly. Magic-users should not practice any spells unless they want instant death. Ask Ferrari about the Inn, Raseir, the Emir and rumors. He will lend you a room for the night, which you can only use after the sun sets, and he won't even charge you — at least not money.

Wandering around the city is depressing. There's only a few places you can go, not to mention the fact that you're not supposed to be out after dark. On your return to the Blue Parrot, Ferrari will introduce you to Ugarte, a charmer who will remind you of Peter Lorre. Wonder if this has anything

to do with Ferrari's resemblance to Sydney Greenstreet? Ugarte is a fount of information, so ask him about Fountain, Someone, Khaveen, Emir, Service, Magic, Prophecy and Lackeys. If you also ask about Water, you'll find he is a fount of something else. Don't be stingy, pay his price and fill your waterskin. You won't find another source for a long while. Head for bed, and welcome to glorious Raseir.

As soon as you head out the next morning, you'll find that you're being steered in the direction of the Fountain Plaza. A little show is being staged there for you, so don't miss it. While this "impromptu" entertainment may be phony, the intrigue that confronts you on your way back to the Inn isn't. Follow the serving woman and you will find yourself in the back end of the Harem. Yes, that is a gorgeous princess, but don't spend so much time looking at her that you forget to ask about Father, Khaveen, Sultan, Harem, Ad Avis, Power, Women and Magic. Then change clothes with her and give her your Visa card. This will trap you in the city, but you've no reason to leave, and what she gives you in return will be worth it. Just be sure to return to the Blue Parrot before nightfall.

If you are a thief, you will get a special mission from Ferrari for this night. It seems that he has come to Raseir seeking a black bird that is currently in Khaveen's possession. You, of course, are elected to go get it — what else is new? You'll have to use a great deal of stealth as you're not supposed to be out at night. In sneak mode, make your way to the open window in the Fountain Plaza. Climb the rope to get into the house, and creep over the boards. They will creak at least once, and Khaveen will turn in his sleep. Patience is required here, as are frequent saves, so that he doesn't wake. Walking wide out around his bed is best, but not so wide that the guard outside the door sees you. Oil the hinges on the cupboard before you pick the lock and open it. Grab the bird and exit the way you came. You'll leap out of the window, but your increased agility (recall the tightrope wager?) should allow you to roll silently. Return to Ferrari with the bird and watch a sequence that doesn't lack anything but Mary Astor.

Whether you steal for him or not, Ferrari has your reward waiting the next morning. That cold shoulder you're getting is no accident, and you're going to be arrested as soon as you walk out the door. There's nothing you can do to avoid this, and, besides, your cell mate bears a striking resemblance to Shema. Introduce yourself, ask about Shema and then show him the pin the Kattas gave you. If you are a Thief, use that pin to pick the lock. (If you missed getting the pin in the Palace Plaza for some reason, search the haystack — yes, there is a needle in it, trust me.) Magic-users should cast Open, and a Fighter — well, those bars must look a little flimsy to you. Grab your inventory and follow Sharaf into the secret passage.

Just when it seems as if your luck has changed, you will meet Ad Avis in a dark alley. Before you can say, "How appropriate," he will have hypnotized you and taken you to the Forbidden City. He wants to enter, but he doesn't know

how. So, you had better come up with something quick or you will find yourself turned into a Saurus. Use the mirror Zayishah gave you, and then enter the passage.

Rub the lamp to see and then go west into the room with the waterfall. If you didn't set the arcade difficulty to easy during the monster fights or the tightrope-walking, now might be the time to do so. Type "Jump" and the game will indicate the ideal place. Save your game, go there and repeat your command. Do the same to jump off the log at the outreach. You will need to stop that blast of air in order to proceed, which the Fighter can do by pushing the rocks. The Magic-user needs a well-aimed Force Bolt. The Thief will need to "pick the rocks." No, that is not a typo. Climb the steps behind the waterfall, go left through the room where you started, save, then enter the fire room.

Pouring water on yourself may help here, but don't waste this precious liquid unless you must. Your agility should allow you to cross if you time the geysers properly. Check when you're through and take a Healing pill if you need it. For a Fighter this is especially important since his only way through the next chamber is to jump off the ledge. A

Magic-user should Levitate, while a Thief should climb the rope. To open the door, you must say the name of the Djinn who bound Iblis. It's in the Background History section of your Adventurer's Handbook, and your spelling must be exact.

You are now in your second Djinn joint, but whatever your character class, don't touch that treasure! The whole room is a giant trap. Walk on through and go to the statue of Iblis. Ad Avis will now steal it from you in another automated sequence, so you have nothing to do but wait until he leaves and you recover. Then go down with the lamp until you see a ring. Take it, and you really will dream of Djinni.

This Djinni can come in handy though, so ask about Master, Ring, Prophecy and Wishes. When she answers, ask about

Prowess, Health and Teleport. Don't waste a wish on health, as your pills will fix that, but be sure to build up your prowess in two of your weakest areas. Fighters would do well to check out agility here, as the end sequence requires a great deal. Use your last wish for Teleport and you will be transported to the Palace Plaza in Raseir, where Sharaf will meet you to tell you about the start of the rebellion.

Class Conscious

The end game is different for each class, and doesn't overlap until the final sequence. If you are in need of a Healing, Vigor or Mana pill, take it before you walk south to the Palace frame. Once you enter the Palace, a timed sequence starts. This is also a good place to save the game.

If you are a Fighter, you should quickly attack and dispose of the guards, then force open the door before reinforcements arrive. Jump off the balcony and challenge Khaveen. This is a tough fight, but don't give up. If he disarms you, pretend to obey only until you can grab your sword, then dispose of him. Take a Healing pill because you will sustain some damage



breaking down the Ritual Chamber door. The next section is very tricky and the game is slow in letting you take the correct action. You must dodge the statue, kick over a candle and run around the left side of the screen to Ad Avis before he can stop you. Don't worry about the brazier, just knock it over.

If you are a Magic-user, you can enter the Palace in two ways, and neither seem to carry more game points. You can cast Dazzle on the guards and then Open on the door, or you can wait until the Eunuch just passes the scarf heading right, Levitate up and then go immediately left. The last is really the Thief's route and is harder to time. No matter what your choice, you will end up on the balcony where you must cast Calm on Khaveen, wait until he wanders out, then Levitate down and cast Open on the door. Don't forget to cast Reversal on yourself before you enter!

Once inside, cast Trigger on the statue, followed by Force Bolt on an unlit candle. Ad Avis will now turn his wrath on you, and your protection will not last long. He is also protected, so you need an indirect spell to defeat him. Move left quickly and cast Force Bolt on the brazier so that it falls to the RIGHT. That'll crisp him up!

Playing as a Thief, you will pick up a whole different end scenario, straight out of a Douglas Fairbanks, Jr. movie. You should enter the Palace courtyard screen from the far right and sneak in the shadows up to the wall. As soon as the Eunuch passes the scarf heading right, use your rope to climb the wall. The moment the rope is curled, go directly left as quickly as you can. Timing is close here, as it is throughout this sequence. Unlike the Fighter and the Magic-user, you will not find yourself on the balcony above Khaveen, but in the Harem, where you will undergo an animated sequence.

Once you manage to get out of the room, timing is again essential. You should hide behind the fountain until one of the girls has distracted the Eunuch Guard. Watch out for the Patrol Guard (Djinni will be of immense help here), then sneak behind the table. As soon as the Patrol guard leaves, sneak across to the north room.

Now you're on a balcony, but it's outside and across from Ad Avis. Throw the rope and make your tightrope walking practice pay off. The rope will dissolve when you reach the other side, but don't worry. You'll be able to balance. Toss some mud from the pot at the unlit candle closest to you. If you don't have the mud, you can use a dagger. Ad Avis will now begin throwing spells at you, so keep ducking whenever Djinni warns you, and walk to the right pillar. Once you have Ad Avis in your sights, throw daggers at the center of his chest until he falls off the balcony.

No matter what ending you have played to this point, the game will now converge to allow Djinni to recapture Iblis. **SAVE AT THIS POINT.** This has nothing to do with the walkthrough, but the game has a glitch in it during the end sequence and can go down just as the Sultan is about to make you his adopted son. Once Djinni leaves, the ending is automated and you won't have any input, so save NOW!!

By the way, you do make a great hero. I'll see you in the sequel, which I'll just bet has something to do with Rakeesh's homeland. What do you think — Paladin, Wizard, Journeyman Thief? Aren't we heroes needed everywhere? Meet me at the next walkthrough and we'll do lunch with Shema.

(Continued from page 26)

"No, thanks," she said, forcing a smile. "We're just passing through."

"Well, you must be passing somewhere important if you carry the Staff and know the signal." He patted Feeplier's curls with his gnarled hand, taking care not to come too close to her teeth. "Follow me, little kobold. Children have need for breakfast, and I'll wager you've not had any. Don't worry. My food tastes a good deal better than I do, and you can tell me who you are and why you're here while you fill your stomachs."

His name was Vestir, and he served as a guide to those who came in the name of the those who served the Gods of Good.

"There are other sorts of goblins, but I do not call them brothers. Good and bad in all races, you see. There are those who will look away from you because of your Drow blood. But look beyond, lad, always look beyond. You entered in the name of the Rilians, and they are the greatest of all Healing Orders. You may pass by the cloister at Rilamar as you journey, and I would pay my respects if I were you. Unless I mistake the power I sense in you, they need to see you as much as you need to see them."

"I'll try, but I fear we must make as much speed as we can. I know my father. There is no place on the face of this earth that we can elude him long."

Vestir laughed then, a warm croak that made Feeplier want to laugh with him. "Whoever said you would travel on the face of the earth? I will need permission to guide you, of course, but it will take only one or two days to prepare your documents of passage and then..."

There was a sharp rapping knock on the wall at the back of the cave. Vestir motioned to them to be silent, then shuffled to the panel and lifted the counterweights.

A twisted dark creature shoved two scrolls into his hand. "Passage for the travellers. Leave at once. Royal decree." it growled, then turned on its heel and left.

"Let me guess," said Feeplier. "That was a kobold."

"Indeed, and it appears that you have friends in higher places than you realize. Come here and see the land where you will journey."

They stood on the curving rock stairway outside the back of the cave. Below, farther than the eye could see, stretched a bustling city, with roads leading out from it into every reach of darkness. Above them floated large balls of glowing crystal, providing illumination bright as the sun.

"Subsola," Vestir said proudly, "the capital and most magnificent city of the Sublime Subterranean Sovereignty, place of a thousand pleasures."

"All of this," Alairic murmured, "because of Geordy's strength."

"More than that, lad," remarked Vestir, tapping the passage scrolls against his arm. "I know not what lies ahead, but I know by these documents that you have a benison few obtain. Whatever awaits us, we travel by the Queen's Grace."

To Be Continued...



'Starr Light

HELPS BROUGHT TO LIGHT FROM THE RUNES OF ESTARRA

Mean Streets

Here are Navigation Codes for practically everyone and everyplace in the game. Normally, you'd get these codes through Vanessa, Lee Chin or questioning people, so try not to use them unless you're stuck and want a few new leads.

People: Bosworth Clark: 9932; Steve Clements: 4680; Greg Cole: 4753, 8911, 1700; Bash Dagot: 4657; Cal Davis: 3720; Peter Dull: 4674; Arnold Dweeb: 4610; Johnny Fletcher: 5170; J. Saint Gideon: 3891; Tom Griffith: 4590; Larry Hammond: 4935; Sam Jones: 0021; John Klaus: 7012; Robert Knott: 0132; Della Lang: 2111; Sandra Larsen: 4599; Delores Lightbody: 4920; Carl Linsky: 4660, 4663, 4675; Sylvia Linsky: 4421; Lola Lovetoy: 4603, 4605; Bazil Mallory: 2713; Ron Meat: 4525; Smiley Monroe: 3615; Ron Morgan: 1998, 6470, 1710; Wanda Peck: 4621; Frank Schimming: 4650; Big Jim Slade: 4927; Aaron Sternwood: 0439.

Locations: Bug Surf Hotel: 6162; Gideon Complex: 4550; Law And Order: 5037; University of San Francisco: 4663.

Passcards: Finding the eight Passcards and knowing their Passwords is essential to completing the game. Use this list to learn the location of each Passcard and its Password.

Black: 5194. Inside a locker. Password: ROOK.

Blue: 4675. In a Band-Aid can. Password: BISHOP.

Green: 7012. Ask Johnny about it. Password: PAWN.

Grey: 5037. Inside the safe. Password: KING.

Orange: 3720. In box in the cage. Password: CHECKMATE.

Purple: 8911. On shelf near the vine. Password: KNIGHT.

Red: 6470. Inside piranha tank. Password: STALEMATE.

Yellow: 0021. Sam will give it to you. Password: QUEEN.

Winning: To win the game, here's what you do. With all eight Passcards in your possession, go to the Gideon Complex (4550). You'll be captured and taken to a room with a furnace. Take the mask from the panel and activate the furnace via remote control. A robot will enter the room to turn off the furnace; run through the door before it closes. Now you have only 1 minute to enter all of the Passcards and Passwords into the computer!

Zach Meston

Centurian

In land battles, try and take out the enemy general as fast as possible because some of those units will panic and run away making the battle easier to win. Fight elephants from the side. You'll lose taking them on "face-to-face."

Make effective use of your fleets. Large numbers of ships with legions aboard will win more battles at sea and on land. Fleets can get to the southernmost provinces quicker for land battles. Also, I use a small, fast flagship because it can wear down a larger ship with more men at sea.

Start off at the "Galley Slave" level. That level will boost your confidence. The other levels tend to be a bit more difficult and can affect your attitude while playing the game. I'm a very poor loser.

Rick Henly

Ultima V

The Magic Carpet: I found the Magic Carpet accidentally. It's located at the entrance INSIDE Lord British's PRIVATE Chambers on top of his castle. There are only TWO problems: The Guard who threatens to throw you off the top of the castle and that "Magic Locked Door." Since my guys keep dying (losing levels, but still alive) they're only 3rd or 4th level. It takes a 5th level UNLOCK SPELL for doors like that. Anyway, first you have to kill the guard with a cannon. Push one from on the tower(s) into the center facing the catwalk, but not blocking it!!! Have the guard follow you (a little tricky). He'll eventually do it (have him catch you if he won't budge and try again). Then when he starts to get too close, quickly get behind the cannon and *BOOM* nail 'em. Go to the door of Lord British's Chambers. On that single file catwalk at the far end (where the guard was, hee hee...) is a cannon. PUSH it, it should Flip Around. Now PUSH it to the door and Fire. Boom, no more door. Right inside is the valuable Magic Carpet which saves you about 200gp since you won't have to buy a skiff. The Carpet can fly over most things except High Mountains, though you'll take damage for flying over deep Sea areas. Also inside are some scrolls, I believe. Search the room, but DON'T CLIMB up the ladder. SAVE first, if you go up to look through the telescope (DON'T look at the sun, Ouch!). The Magic Door reappears Locking YOU inside!!! I had to call upon the Goddess RESTORA the first time. And you can't push the cannon in the room either! Darn. What's good though is that you can go back another day and get another 'RARE' Magic Carpet. I have about three of them! (ha ha...) Nice in case you lose yours, not that I lost mine. (Cough, Cough.)

Dead Tree - Magic Axe: Regretfully and Deeply Sorry, I Forgot which Town/City/Castle I was in (it's neither Britain, Lord B.'s castle or any of the villages). Anyway, if you'll take that in stride, I have knowledge of a free Magic Item. Sitting on the edge of your chair now are you? You'll eventually end up visiting every city once. I've even met Blackthorn, in his own castle. He's really Sick. There's a Town that has a secret door on the upper right side. If you find it, go through and walk down alongside the wall. If it's the right place, THERE SHOULD ONLY BE ONE Dead Tree, nothing else. Reach in and you'll find a Magic Axe! You'll be able to throw it and the Axe will magically spin/fly back to you on the Battle Field. Really a great weapon, you can even throw it over "obstacles" and hit monsters while they can't hit you.

Thomas P. Preece, JR.

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Commercial adventures and adventure resources are now available through the *Adventurers' Guild*. However, we are not striving to compete with the mailorder discount houses in offering these products. They are being made available as a service to our readers and subscribers, providing a one-stop-adventure-shop, and as a means of subsidizing the costs of producing *Enchanted Realms™*. Actually, by ordering through the *Guild*, you can help us

keep the cost of *Enchanted Realms™* down. We, in turn, will provide the best adventure products available at reasonable prices while offering an additional avenue for our subscribers to extend their citizenship. Also, please call us for information on adventure products not listed below. We only list those products that are available at press time or that are due to be released when *Enchanted Realms™* hits the newsstands. We can special order most any adventure that you desire from older classics to more recent titles. So, if you don't see it listed here, call and ask us about it. Thanks for your support!

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Tournament Of Wits

CONTESTS OF KNOWLEDGE AND CHANCE

Contest Rules

Entering contests is very simple. We have designed this page so that it can be filled out and detached. Of course, if you don't want to deface your copy of **Enchanted Realms™**, you could photocopy this page instead.

Some contests require you to match answers, solve a wordsearch or answer multiple-choice questions. Others require no more than filling out and mailing a 3 x 5 card. In either case, we require your full name, address and a phone number where you can be reached. Please use a pencil or pen to indicate the correct words or answers. Or, if you prefer, you may use a highlighter. Entries should be addressed to: Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • Attention: **Tournament of Wits**.

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All entries for contests in this issue **MUST** be received by **OCTOBER 15, 1991**. Contests are open to all readers and subscribers in the U.S. and Canada.

Free Subscription!

How would you like to win a **FREE** one-year subscription to the Premier Adventure Game Journal for the Amiga, **Enchanted Realms™**? Well...hmmm? Of course, we knew you would. Who wouldn't? That's a retail value of \$50.00 absolutely **FREE!** (Oh, OK. So it's actually only \$49.95.) Just think — a whole year of **Enchanted Realms™** without cost or obligation. Wow!!!

So, what do you have to do to enter? It's quite simple, actually. Just send us all your credit card numbers, a sample of your signature, a complete listing of all your stocks, bonds and securities, the keys to your car and a photocopy of your bank statement...No, No, No! Just kidding. All you have to do is send us a short letter of 100 words or less telling us how **FABULOUS Enchanted Realms™** is and why you think you **DESERVE** a free subscription. Simple, eh?

Well, here's your golden opportunity to flatter, idolize, lay it on thick, sensationalize, kiss up, grovel, beg, cajole, entreat or any combination of the above. Your entry will be judged primarily upon originality and creativity. However, we can also be influenced by blatant praise and unbridled mendicancy (look that one up in a dictionary!). Hey, what have you got to lose? We'll even print the winning entry.

Win Yourself a Tolkien Adventure

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In this issue of **Enchanted Realms™** you have the chance to bag a **FREE** copy of Interplay's **Lord of the Rings**. Just follow the contest rules outlined above to submit your entry in our **Lord of the Rings** Contest. You will, however, need to make more than a token effort to win a Tolkien adventure. You must correctly match the words in the column on the left with their appropriate counterparts on the right to be eligible. Five Tolkien fans will receive a copy of **Lord of the Rings** for their very own, courtesy of Interplay™ and **Enchanted Realms™**. So, pull out your books on Tolkien lore and enter. For, to put it simply, entering our contests is a good "hobbit" to develop.

Match the Word or Phrase on the Right with its Counterpart on the Left by Placing the Appropriate Letter in the Blank Preceding the Number.

Renegade Legion: Interceptor

Use the Utility button on the main control screen to set the background grid to Starfield for an improved look and feel to the game. If you are creating a new squadron, **Interceptor** automatically assumes that you are making a Commonwealth squadron. To make a new TOG squadron, start by dismissing some or all of the original TOG pilots and creating new ones. There is a separate file of six male and six female character portraits for TOG pilots that you will never see otherwise.

Repair your ships and save your squadron after every mission. This will generate a feeling of progress and history that should enhance your enjoyment of the game. By changing the save orders onscreen to drive DF0, one could update the two files that the game program uses for opponents in the missions. Remember to do this on your copy of the game disk, not the original.

If a mission is going poorly, or you want to get a lot of missions played quickly, set all your pilots to computer control. This is a good way to avoid tedium on missions that aren't exactly going your way, as the computer plays against itself a lot faster than it plays against you.

You cannot accelerate or decelerate after turning or in the middle of a move. It is also difficult and dangerous to try turning a ship whenever your velocity is greater than six.

Remember, all the names in your saved squadrons are variable. You do not have to accept either the pilot names or callsigns that the computer offers. You can also name your squadrons anything you want. I have an Amazons squadron of all female pilots, and a Bilious Beasts Squadron of all ugly aliens.

Ken St. Andre

Eye of the Beholder

The **Beholder** Contest for Amiga owners was extended beyond the original closing date, so these hints for the Special Quests had to wait until the contest was officially closed. They are still worth the effort, however, as you receive excellent items and an experience bonus for each one completed. When you are successful, a chime will sound and a message will flash on the screen that says, "Special Quest for Level ___." Good luck!

Level 1: Place a dagger in the alcove where the two scrolls, Bless and Armor, have somehow been preserved. Your dagger will be returned as a +2 Ginzu.

Level 2: Put a dagger in each one of four dagger carvings. Check the walls carefully and you'll find them. The last one will open the gate without requiring you to throw a missile onto the pressure plate. Don't use the Ginzu or the Stone Dagger, though, as these daggers disappear.

Level 3: After placing the four blue gems in the eyes of the idols to open the secret exit, take them out. You'll find a pile of extra goodies in the room's second alcove, and you'll have extra gems to turn into needed keys on a lower level.

Level 4: This one's a bit tricky. Use the northern entrance, rescue Taghor and then push the moveable wall around until you find the dwarven key. Don't stop pushing! Keep going the full turn, then go around until you're facing a gargoyle. Move up to him, turn right and proceed to the chain. Pull it — bingo!

Level 5: Put as many food packages in the pantry as there are members in your party. You'll get them back, plus more.

Level 6: Gather all ten Kinku eggs and put them in the nest. A secret room will open. Caution: You may have heard that you should bribe the drows with the Kinku eggs. Well, you can, but leave four at the top of the stairs down and retrieve them AFTER the drows leave. You'll see why. Also, use as many daggers as possible (except magic ones) in the "silverware rack," and make sure you set off every dart trap TWICE. Yes, I know it hurts, but level 8 will make up for it.

Level 7: Place any three portal keys in the three alcoves with the useless items that face the transport portals. You'll keep the portal items and get extras.

Level 8: Put a dart in each of the fireball traps in the room where they're no longer working, then step on the pressure plate. You may now be feeling like a pincushion, but your Mage or anyone else in the back ranks has the most powerful missile weapons in the game — one dozen +5 darts!

Level 9: This level designation is misleading, since you will actually complete this quest before 7 and 8. While you're running up and down the stairs after the first section of level 7, you'll see a message on a wall at level 9, which begins "It is written...". Push a key through the wall here. This may take several tries to find the exact spot, but it will work, opening a secret room that returns your key and gives you three orbs of power.

Level 10: Remember those four Kinku eggs? You need them now in the treasure room. Replace each "treasure," including the poison, with an egg. Make sure your party is rested because completing this quest regenerates the four Mantis Warriors. After you defeat them, you'll find magic rings for your entire party.

Level 11: In order to obtain the Frost Wand, you must set all the levers up in the Hall of Levers. However, this locks them in place and prevents the special quest. So, follow this procedure instead: Go to the end of the hall without moving any levers and place a scroll you don't need in the alcove (it will mutate, so don't use a favorite). Now set the second and seventh levers up while all the rest are down (one adventurer of my acquaintance claims the reverse will also work, but I haven't tried that). Pick up the scroll after the reward message and use it. It gives clues on the only proper way to kill Xanathar. Now set the rest of the levers and get the wand.

Level 12: In order to complete the last quest, and to get the ending animated reward sequence, you must kill Xanathar in this manner: Give the Wand of Silvias to your Mage and cast all the heavy duty protection spells you know — Prayer, Aid, Shield, Now make your entire party invisible and don't allow your fighters to swing once you are. You MUST remain invisible to succeed. Do this at the door to the Beholder's chamber and save!

Enter and wait until he attacks. Use your mouse to keep your Mage continually using the wand and use the numeric keypad with your other hand to move and turn your party. You'll have to negotiate several tricky turns to force him backwards down the hall and then into the pit trap at the far South. (Take a "dry run" of the locale first by luring him out of his chamber and running past.) Don't worry if several in your party die during this battle. As long as one of you is alive, the entire group will be healed and well at the end. Just keep your Mage intact and go for it!

Marci Rogers



Adventurers' Guild

WHERE OLD FRIENDS MEET AND NEW ADVENTURES BEGIN

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RINGS OF ZON

Zorak, the Dark Lord, has ravaged the land of Zon. All of the lush forest lands are destroyed, rivers are contaminated with poisons and the minions of the Dark Lord abound. Zorak has positioned himself in a strategic place high atop the Skorad mountain. Within this mountain are caverns that contain the three Rings of Zon. These ancient rings, when joined together, have the power to destroy the evil Dark Lord.

You, Joe Amiga, have been a sorcerer apprentice for the past five years. You are the only one who is qualified to stand up against the powers of Zorak. The Council of Magicians has gathered together and has chosen you. Knowing what you will have to contend with, the Council has turned ordinary stones into Life Stones which have been scattered through the land and will help sustain your life when you encounter the demons. Also, the weapons that you find are cursed, so potions have been provided that will enable you to wield your weapons. If you are to succeed in your quest, you must collect all the stones and potions you can find, while trying to avoid the demons and numerous traps.

Now, you're prepared. It's up to you to save the land of Zon. Bravely, with head held high, you step forward into this treacherous land.

The **Rings of Zon** is a trilogy, with each volume of the trilogy containing one of the rings. Volume One of the trilogy is available through the **Adventurers' Guild** and was also featured on the Issue 5 disk (Volume One of **Rings of Zon** is \$3.00 or, if you prefer, Issue 5 containing **Zon** is available for \$10.00, \$9.00 to subscribers). **Rings** is a shareware product. Upon registering with Apogee Software Productions, \$25.00 will provide you with all three volumes in this series (plus a cheat mode which gives you infinite life stones, weapon swings and allows you to jump to the next higher level).

With a total of 19 levels in each volume, **Rings of Zon** offers ample play for the dollar. It is quite an addicting action adventure, based upon a dungeon maze design, and has an excellent stereo soundtrack. Movement is controlled by the numeric keypad; select keys on the keyboard handle specific actions like swinging a weapon, teleporting, saving, restoring and quitting the game. The save and restore feature comes in handy, especially when confronted with a multitude of demons that not only attack you, but also eat up necessary keys to complete a level.

Overall, **Rings of Zon** is an enjoyably addicting game which will provide you with hours of fun. In fact, you may find **Rings of Zon** to be one of the best investments around on a dollar-for-dollar basis. So, get it and spend some time putting Zorak, the Dark Lord, in his place!

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In the **Adventurers' Guild**, we offer only select merchandise, products which stand out for the quality and value they offer. Every time you make a purchase from the **Guild**, you receive **Notes of the Realms** that you can use toward extending your subscription to **Enchanted Realms™**. For each freely redistributable item purchased, you receive One **Note**. (Two-disk sets count as a single purchase.) Multiple-disk sets of five disks or more earn Two **Notes**. The purchase of commercial merchandise earns **Notes of the Realms** as follows: adventure games and languages, Three **Notes** each; clue books, Two **Notes** each.

Here's how it works. When you buy products from the **Adventurers' Guild**, we send you the appropriate number of **Notes**. When you have acquired SIX **Notes**, just mail them back to us and we will extend your subscription by an additional issue at no extra charge — our way of saying thanks! In fact, if you buy just one commercial game, one clue book and one disk every two months throughout the year (or an equivalent value in merchandise), you will earn a total of 36 **Notes** annually. By supporting the **Guild** in this fashion, you can receive your subscription to **Enchanted Realms™** absolutely FREE!



SHIPPING AND HANDLING

There is a \$3.00 shipping and handling charge required per order on freely redistributable products, \$2.00 additional for Canadian orders and \$3.00 additional for all other countries. Shipping and handling charges on commercial merchandise, including games and clue books, is \$3.00 per order for the first item, plus an additional \$2.00 on multiple product orders. Canadian orders require an additional \$3.00 for the first commercial product, plus \$2.00 extra on orders of multiple items. (Commercial products are not available outside of the U.S. and Canada.) Please note that a street address is required to ship commercial merchandise! We cannot ship commercial products to P.O. Boxes. Ohio residents must also add the appropriate sales tax.

It's our goal to ship your orders on a timely basis. However, if an item is out of stock and there will be a delay in shipment, we will notify you of that delay in writing.



Mortaine's Caldron

A MYSTIC COLLECTION OF ODDS AND ENDS

Alpha, Beta, Off-The-Shelf

Just for your information, all products reviewed in *Enchanted Realms*™ are based upon off-the-shelf, release versions of software. While we do examine pre-release alpha and beta versions of software for purposes of beta testing and write-ups in our preview column, *Prophet's Tower*, ALL reviews are based upon products in their finished release. This is the only fair way to review a product — in its final form as you will find it on dealer shelves.

In addition, yes, we do offer beta testing services to developers of adventure products. Please contact us if you have a product for which you require assistance in the beta testing process.

Disk0 Equals Issue 7

Some of you found on the Issue 7 disk that when you tried to run the *Elvira* demo it asked you to insert Disk0. Well, Issue 7 is Disk0, or rather, Issue 7 needs to be renamed Disk0. For some reason, certain Amigas run the *Elvira* Demo without the necessity of the disk being named Disk0 while others do not. Strange! The simple fix (in case you haven't figured it out yet, and in case you didn't read the ReadMe file on disk) is to rename Issue 7 (preferably a copy of Issue 7) to Disk0. We are sorry for any inconvenience this may have caused.

New EMail Address

Those of you who used American PeopleLink know by now that PLINK is dead. So, ya' cain't git us thar! It appears that PLINK just decided to fold without giving any notice of their intentions. Well, you can still reach us by EMail. Our new EMail address is located on GENie. You can reach us there by addressing mail to "E.Realms". We look forward to hearing from many of you at our new location on-line.

Adventure Probe

We have been receiving of late an adventure game journal from Europe which has been servicing the needs of adventurers there for over five years. *Adventure Probe* is a monthly publication devoted to adventuring on all computer platforms. This informative little product may have a limited market here in the U.S. since it focuses, by and large, on the more prominent European systems like the Amstrad CPC and Spectrum. However, it does include a smattering of reviews and helps for the Amiga and C64 computers, plus an occasional MS-DOS adventure review. We have found it a helpful publication concerning general trends in adventuring overseas, as well as an aid to gaining a better understanding

of the European mindset. For more information or to subscribe, contact: Mandy Rodrigues • *Adventure Probe* • 67 Lloyd Street • Llandudno, Gwynedd LL30 2YP • U.K. Per copy price from the U.S. and Canada is £2.50 (airmail), an annual subscription is £30.00 (airmail).

Moving Right Along...

We want to extend our sincerest thanks to all of our subscribers for supporting *Enchanted Realms*™. We enjoy receiving letters from each of you and appreciate your efforts to sit down with quill in hand and wax eloquent. We do take your comments and criticisms seriously. However, we also want to remind you to be sure to jot down and mail us a change of address form if you move (or are moved). Those supplied by the Post Office are just dandy for the job, and the sooner you can notify us the better. It saves us extra time and expense, and assures you that there is no delay in receiving the latest issue of everyone's favorite publication! Well, almost everyone, that is. Oh, alright! The favorite journal of a select few. There!

Adventure Six Pack

Hey, have we got just the thing for you to pull out at your next adventurers' party (which in most cases is different than a party of adventurers) — the *Enchanted Realms*™ Six Pack! That's right. All six issues of the first year of *Enchanted Realms*™ in one convenient package. Now you can purchase the first year of the *Realms*, Issues 1 - 6 with disk, for a limited time at the special price of \$35.00. (Hey, we could have said \$34.95 so it would sound like less, but for all practical purposes it's the same amount, and \$35.00 is easier to work with!) This special offer is good through December 31, 1991. After that time, the price of the Six Pack will increase to \$39.00. If you were to purchase these back issues individually, they would cost a total of \$54.00 for subscribers and \$60.00 for non-subscribers. So, by ordering the Six Pack, you save \$19.00 to \$25.00 off the individual per issue price.

To take advantage of this offer, simply use the *Enchanted Order Form*, located elsewhere in this issue, to place your order. There is a \$3.00 shipping and handling charge required per order. Canadians orders add an additional \$2.00, other countries add an additional \$3.00.

Since last issue, we have also reduced the cost of back issues by ninety-five cents each. In other words, we rounded the prices DOWN to the nearest dollar. It simplifies order processing on our end and benefits you. In addition, Issue 1, our *Premier Issue*, is once again available. It now appears as a two-disk set, with all the reviews, articles and helps from the Journal accessible on disk.



SORCERER'S DEN

A CONJURER'S ADVICE ON THE FABRIC OF TALES

The **SORCERER'S DEN** is devoted to those who want to write their own adventures, those who have an idea for a terrific adventure game, but don't know how to actually go about writing it.

Certainly, most of us have been playing an adventure at one time or another and found something that we didn't like. We felt that we could have designed it a bit better. Perhaps the game was good, but there were a few features that it lacked. Perhaps it had all the features you could want, but they were clumsy to use. Or, possibly you felt that some portion of the plot was illogical, and you knew you could do it better. For most adventurers, it goes no further than that. But not for you. You need not chafe at those annoyances any longer. Now, you can write your own game, exactly the way you want it. The **SORCERER'S DEN** will show you how.

There are a variety of ways you can go about writing adventures on the Amiga. If you are familiar with BASIC, you can write your game using that language. A freely redistributable BASIC program called **AmigaVenture** can make your job easier. It is a BASIC adventure program in which you "fill in the blanks" to create your own adventure game. It's not quite as easy as it sounds, but is much, much easier than starting from scratch.

If you prefer to write your adventure in a language specifically designed for that purpose, I would recommend **Visionary**, **The Aegis Interactive Gaming Language**. It's certainly not the only adventure authoring system, but it's by far the most powerful and the easiest to use. It's a commercial product and costs \$99.95 (\$75.00 from the **Guild**), but it's well worth it. If, however, you are looking for something less expensive, there are two freely redistributable programs available for the Amiga. **ADL (Adventure Definition Language)** and **AdvSys (Adventure System)** have been available on the Amiga for several years and allow you to write text adventures. They are free or shareware, and may be the choice for those of you on a very limited budget. However, be forewarned, they are difficult to use and do not support graphics or sound. That's why I recommend **Visionary**. It's easy to understand and has full graphic and sound support. A review is found elsewhere in this issue.

The **SORCERER'S DEN** will be heavily slanted towards **Visionary** users, providing a place where your adventure writing questions will be answered. Whether you have general questions about writing adventures or specific questions about **Visionary**, I will strive to give you help finding solutions to your problems. Send your letters to Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • Attention: **SORCERER'S DEN**, and I will answer as many as possible. Please don't ask for a personal response, because that would rob other readers with similar problems of the information. In addition, the volume of mail may make personal responses impossible.

You may be asking yourselves, "Just who is this guy, why does he claim to be an expert at writing adventures and what experience does he have with **Visionary**?" So, before we go any further, let me give you a quick sketch of my background. I have been writing adventures for over ten years, with about two dozen published on computers such as the Amiga, Commodore 64, Apple and TRS-80. I have used just about every adventure authoring system available. For the past year, I have been working for Oxxi Aegis helping test **Visionary** and prepare it for release. It is a language with which I have become very familiar, for which I have written the original **Visionary** demonstration program, **The Magic Potion**, and the larger demo program, **I Was a Cannibal for the FBI**. I have also just finished writing **The Visionary Programmers' Handbook**, which includes a complete description of how the **Cannibal** game was written, as well as many hints and tips on using the **Visionary** language.

My background in adventure playing is as extensive as my background in adventure writing. I've been enjoying adventure games since I bought my first computer in 1978. From the original **Colossal Cave**, on through Scott Adams adventure series and up to the graphic adventures popular today, I've been enjoying adventures now for thirteen years. I was first driven to write my own adventure game by the irritation mentioned earlier. I knew I could do it better. I had the ideas and wanted to write my own games. If you're reading this, you must have shared these same feelings. You want to write an adventure, too!

The first steps in writing any adventure are done without a computer. These involve choosing a plot, a setting and devising the puzzles — all things that are put down on paper before even touching a computer. In the next issue, I will examine these first general steps you need to take in writing your own adventure games. I will also be answering any questions you have about adventure writing in general and about **Visionary** in specific. I hope to hear from many of you with questions, no matter how simple. Remember, no question is a dumb question. Until next time, start plotting out your new game.

Adventure On!

John Olsen

[Editor: According to discussions with Oxxi at press time, **Visionary** is due to ship at the end of August. Thus, it should be available as you read this column. Please see this issue's **Proclamations** for more information on **Visionary**.]



Shrine Of Restora

SACRED ARTIFACTS FROM THROUGHOUT THE REALMS

Monkey Island Hint Book

Lucasfilm Games \$12.95

Yes, I know we have a walkthrough for *The Secret of Monkey Island* in this issue, but.... Lucasfilm Games' *The Secret of Monkey Island Hint Book* is an excellent investment. Divided into several sections, it offers Puzzle-by-Puzzle Clues, complete Maps, Insult/Comeback List, Useful Objects List, Useless Objects List, a complete Walkthrough and a list of things to try just for fun. It is clearly one of the best hint books I have seen (unfortunately, it arrived well after I had finished the game) and is well worth the investment. Especially helpful (and entertaining) is the Insult/Comeback List, something our walkthrough doesn't include. You can't shake a banana at this hint book. It's good! Available direct from Lucasfilm only.

Chuck Miller

The Bard's Tale III Clue Book

Electronic Arts \$13.50

The Clue Book for *The Bard's Tale III: Thief of Fate* is a nice design on parchment paper that presents a walkthrough approach in journal form — a personal diary more or less. In fact, it makes for very good reading even if you don't have the game itself. And, it will certainly add to the atmosphere if you do. It is a very well written piece of fiction. The maps provided, though relatively basic, are sufficient to get the job done. This clue book is a worthy investment for all *Bard's Tale* fans, especially if you're stuck.

C. Albert Scott

Neuromancer Clue Book

Interplay \$12.95

If you missed our walkthrough for *Neuromancer* back in Issue 4, you may be interested in this clue book from Interplay (of course, you could also order a copy of Issue 4). This clue book is presented in story form (by Dixie Flatline), detailing her journey, with maps included of Chiba City and Cyberspace. It also contains a list of Useful Numbers, Skill Chips, Sources for Comlink and a complete list of Databases and Passwords. Log on, Cowboy!

Chuck Miller

Dragon Wars Clue Book

Interplay \$12.95

I'll begin by saying "Buy this Clue Book!" It's the only help I'm aware of for *Dragon Wars* and is a definite must to get the most out of the game (unless, of course, you hate to use helps of any kind, in which case — Why are you reading this?!). The maps are very well detailed and assistance is provided in the form of journal entries by numerous individuals from within the game world. Also available are lists of Weapons and their Statistics, Items essential to

completing the game and Major Dragon Stone Caches. Get yourself a copy of the *Dragon Wars Clue Book* and don't leave Purgatory without it.

Chuck Miller

Beholder Clue Book

S.S.I. \$12.95

This is one of the most in-depth clue books I have come across for any adventure. It contains 76 pages of detailed helps for descending into the depth under Waterdeep. A helpful section on game strategy is provided concerning character and party creation, combat techniques, weapons, armour, spells and more. Maps of all levels are also included, as is a complete Treasure Guide for each level. Selected Hints are available on a level-by-level basis for those just wanting modest assistance. A complete walkthrough is also provided for those requiring a greater degree of help to complete the quest. The *Eye of the Beholder Clue Book* is definitely a good value for the price. If this is your first experience with a game such as *Beholder*, you owe it to yourself to procure this help. However, those who don't need the extra assistance, but hate drawing maps, will still find it a blessing to have on hand.

C. Albert Scott

The King's Quest Companion

2nd Edition, Osborne McGraw-Hill \$14.95

The land of Daventry — fact or fiction. Judge for yourself as you join Peter Spear on a mythical and historical tour of this little kingdom. Peter, having a direct line from this other world through Derek Karlavaegen (a reporter for the *Daventry Times*), tells Daventry's story from the viewpoints of Queen Valanice, Alexander and Derek. Much of this book is a result of interviews between Derek and the people of Daventry and his close contact with the royal family. You will discover much about the people and the times through Derek's insightful reporting.

Not only will you see Daventry through the eyes of its inhabitants in this tome of over 540 pages, but you will also get the hard, cold facts as seen from our own world. It is here that you will find the step-by-step guide and maps. An abridged encyclopedia and score guide are also included in this impressive work on the world of *King's Quest*.

Does Daventry really exist? Well...I'll let you make that decision.

Millie Miller

NOTE: Resources reviewed in the *Shrine of Restora* are available through normal retail channels unless indicated otherwise. Select products reviewed here are also available through the *Adventurers' Guild*. If you market an adventure resource you would like reviewed, send two copies via U.S. mail to Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • Attention: *Shrine of Restora*.

Let Paragon Software and Game Designers' Workshop Take You On

ADVENTURES BEYOND SPACE AND TIME



High technology... advanced weaponry... infinite worlds... fascinating alien races. Life in the far future is anything but boring, and *MegaTraveller 1: The Zhodani Conspiracy* delivers the thrills of an interstellar epic on your computer screen.

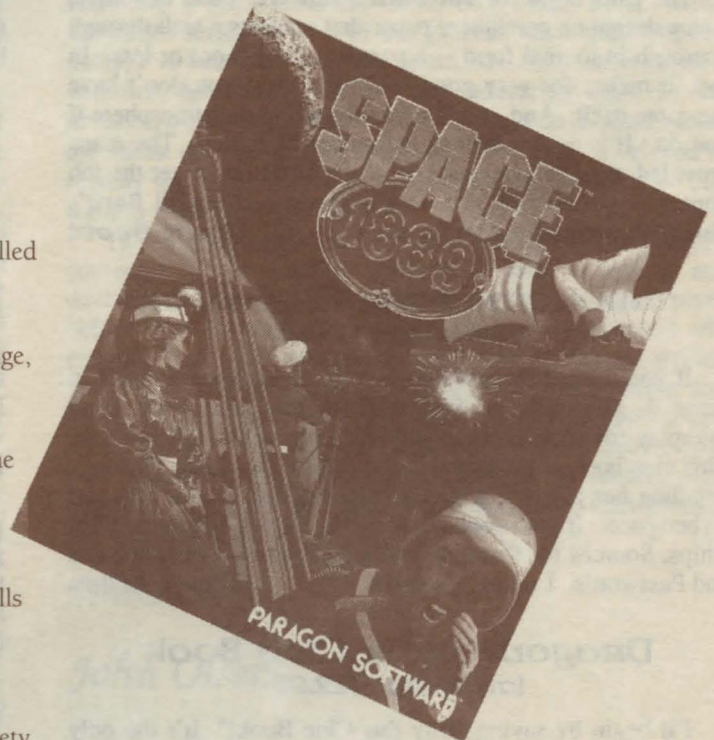
Create and control a group of Travellers as they struggle to expose a mighty intergalactic conspiracy that threatens to ignite war between the Imperium and its bitter rival, the Zhodani Consulate. Give your characters the skills and abilities you think they'll need, and direct their actions as they visit over 28 distinctive worlds.

Featuring exciting and intuitive combat, a detailed bartering system for unlimited trading, and a universe filled with exciting possibilities, *MegaTraveller 1* gives you unlimited variety, flexible gaming options, and the infinite wonders of outer space.

Imagine outer space is not a vacuum, but is instead filled with "luminiferous ether" that can be negotiated with modified sailing ships. Imagine also that Mercury, Venus, Mars and the Moon are not lifeless, but inhabited by strange, sometimes hostile creatures.

This is the universe of *Space 1889*, a mystery role-playing adventure combining the drama of history with the awesome spectacle of classic science fiction.

Lead your cast of characters on an action-packed odyssey through the solar system, facing intrigue and danger every step of the way. Give your characters the skills you want them to have, and guide their moves at every critical turn. Along the way you'll battle corrupt German conspirators, a radical Martian religious cult, and the awesome intelligence of a mysterious, advanced alien society.



PARAGON

Software

For IBM and Amiga personal computers. For prices and ordering information, call Paragon customer service at 412-838-1173 EST, 9 am to 5 pm weekdays. *MegaTraveller 1: The Zhodani Conspiracy* and *Space 1889* are produced under license from Game Designers' Workshop. © 1991 Paragon Software and Game Designers' Workshop.

Adventure Game Rating System

Adventure Ratings

Enchanted Realms™ employs a categorical rating system designed to convey data concerning the quality of an adventure based upon its individual components, as well as its overall quality. Each standard adventure review concludes with a game rating chart. This chart displays the scores received by each adventure and additional data pertinent to that game. Mini-reviews receive a simplified version of the rating chart, providing the overall score an adventure receives, its category, publisher and suggested retail price. For you to have a proper understanding of how to interpret the data provided in the game rating chart, an abridged version of the guidelines used by our reviewers is reproduced here. This information is divided into four sections: **Adventure Types**, **Adventure Difficulty Levels**, **Adventure Categories** and **Adventure Scores**.

Adventure Types

Text Adventure - Adventures based entirely upon a text parser with little or no graphic enhancement.

Graphic Adventure - Games ranging from text adventures with significant graphic enhancements to cinematic or interactive adventures which incorporate multiple game elements and/or object manipulation.

Animated Adventure - Graphic adventures where the player manipulates one or more animated on-screen personae.

Role-Play Adventure - Adventures which emphasize character development and growth, usually involving more than one character.

Strategic Adventure - Adventures placing a strong emphasis on military defense, combat and diplomacy.

Action Adventure - Arcade-oriented adventures which stress hand-eye coordination.

Adventure Difficulty Levels

Novice - Adventures easily played by beginning adventurers and above.

Apprentice - Adventures requiring the skills of players who have several quests under their belts and who are accustomed to some of the more difficult aspects of adventuring.

Expert - Quests demanding expert level skills for successful completion, or the use of a clue book by less skilled adventurers.

Master - Adventures requiring the highest level of experience and skill, almost to the point of being impossible to complete.

Note: Most adventures will naturally fall into either the Novice or Apprentice classifications.

Adventure Categories

Gameplay - Storyline of the adventure, character creation and manipulation, variety and level of difficulty in play, nature and variety of puzzles to be solved and ability to maintain the player's interest.

Interface - Success in implementation of the user interface, whether graphic or text-based.

Atmosphere - A game's feel, its ability to draw the player into its world and provide the experience of actually being there.

Documentation - Quality and clarity of the printed and on-line documentation, support and development of the storyline, auto-mapping features and extras like cloth maps, magic stones or parchments.

Graphics - Visual excellence, selection of images and colors, style of art and quality of animation.

Audio - Quality of music and sound effects included, number and appropriateness of selections employed.

Innovation - Creativity, revolutionary technology, unique elements or new concepts.

Mechanics - Product stability, form of copy-protection employed, provision for hard disk installation and bug-free operation.

Overall - Overall quality of the adventure.

Note: Since most games are either better or worse than the sum of their individual parts, the overall score does NOT reflect an average of the scores from the other eight categories. It stands alone as a final summation of the adventure as a whole.

Adventure Scores

Excellent (90-100) - State of the Art Quality

Very Good (80-89) - High Quality

Good (70-79) - Average Quality

Fair (60-69) - Acceptable Quality

Poor (50-59) - Below Average

Dragon Dung (0-49) - Don't Step in It!

Much careful thought and planning has gone into the design of our rating system. We believe that the refinements incorporated will now enable us to provide our readers with even more accurate reviews, as well as provide greater consistency in the reporting of pertinent data in each review. However, while the rating system has been improved, it is still not perfect. Therefore, when looking at the scores an adventure receives, keep in mind the components you consider the most important in an adventure game. These should be determining factors in the decision of whether or not to purchase an adventure. In either case, we trust that the information provided in *Enchanted Realms™* will enable you to increase the enjoyment you receive from your adventure dollars.

\$10.95 (U.S.A.)

\$12.95 (Canada)

Issue 8

The Journal

ARTICLES & REVIEWS:

King's Bounty

Wonderland

Eye of the Beholder

Centarion

Mean Streets

MegaTraveller 1

Overlord

Interceptor

Capsule Reviews

Interview: Roberta Williams

Fantasy Fiction: Rilian Rogue

WALKTHROUGHS:

The Secret of Monkey Island

Trial by Fire: Part II

The Disk

Maps for Sir-Tech's Bane

Crypt: Action Adventure Game

AmiGraph: Mapping Utility

Hints to Fool's Errand, King's

Quest IV & Colonel's Bequest

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