

QUEST FOR CLUES™



Can't find the magic scroll?!
Forgotten the secret word of passage?!
Or are you just plain lost????!!.....

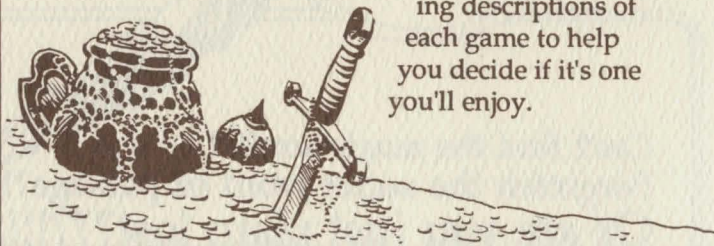


"ARRRGHHH!"

It's the same old story, you know it by heart: you spend hours saving civilization by fighting Wargs, Knuzits and Wachamajigs only to have victory snatched from your grasp simply because you make a wrong move and find yourself at a deadend with absolutely NO idea of how the bejeebers to get back on track. Frustrating, isn't it?

Well, you don't have to beat your head against the keyboard anymore. Pickup a copy of **QUEST FOR CLUES™** instead. This new quick-reference book offers you solutions to 50 of the most difficult adventure and role-playing games ever to hit the marketplace, including such favorites as Moebius and Ultima IV.

QUEST FOR CLUES™ gives you the major clues you need to conquer each fantasy game, all written in code so as not to spoil your fun (why reveal an entire solution when all you really want is just a helpful clue?). You also get over 80 detailed, easy to read maps to keep you on the right path. **QUEST FOR CLUES™** doubles as a buyers guide—providing descriptions of each game to help you decide if it's one you'll enjoy.



50 Solutions for the Price of 6!

Individual solution books typically cost between \$4 to \$13 each. If you bought solutions to each of these games separately (which is difficult since many of the games found in **QUEST FOR CLUES™** don't have solution books yet), it would cost you more than \$175. But you get solutions to **ALL 50 GAMES** in **QUEST FOR CLUES™** for just \$24.99! That represents a savings of over \$150!

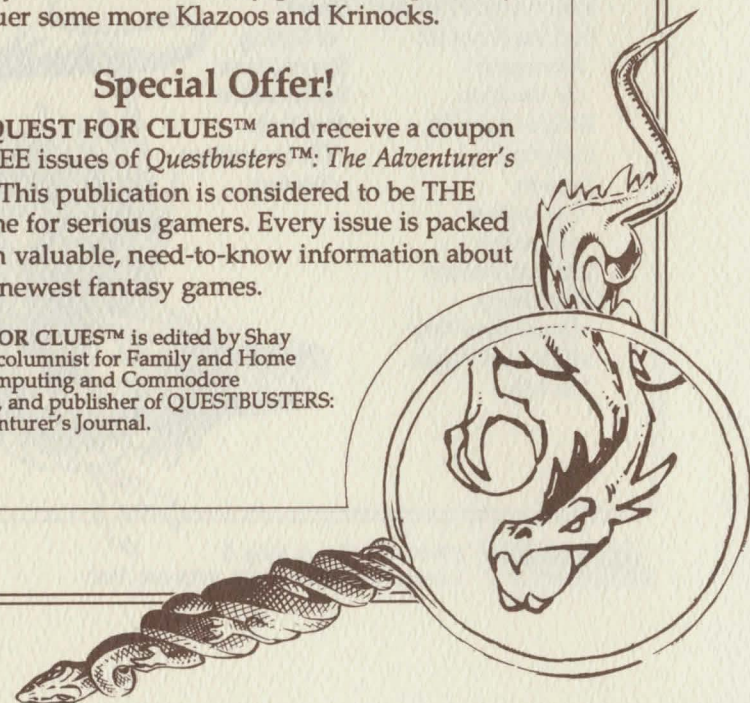
How to Order

Visit your local software dealer and ask for **QUEST FOR CLUES™**, or call Origin Systems at 603-644-3360 (Visa and Mastercard accepted). Either way, dust off your unsolved fantasy games and get ready to conquer some more Klazoos and Krinocks.

Special Offer!

Order **QUEST FOR CLUES™** and receive a coupon for 3 FREE issues of *Questbusters™: The Adventurer's Journal*. This publication is considered to be THE magazine for serious gamers. Every issue is packed full with valuable, need-to-know information about today's newest fantasy games.

QUEST FOR CLUES™ is edited by Shay Addams, columnist for Family and Home Office Computing and Commodore Magazine, and publisher of **QUESTBUSTERS: The Adventurer's Journal**.



Game solutions included in QUEST FOR CLUES™

Amnesia	Moonmist	Stationfall
Autoduel	Moebius	Tass Times
Ballyhoo	The Neverending	in Tonetown
Bards Tale	Story	Trinity
Bards Tale II	Nine Princes	Ultima IV
Borrowed Time	in Amber	Universe II
Breakers	Oo-Topos	View to a Kill
Brimstone	The Pawn	Voodoo Island
Bureaucracy	Phantasie	Wizard's
Destiny	Phantasie II	Crown
Essex	Phantasie III	Wrath of
Fractured Faibles	Rambo	Denethenor
Goldfinger	Rings of Zilfin	
Gunslinger	Roadwar 2000	
High Stakes	Shadowgate	
Hollywood Highjinx	Shadow	
Indiana Jones in:	of Spring	
<i>Revenge of</i>	Space Quest	
<i>the Ancients</i>	Spellbreaker	
King's Quest III	Star Trek:	
Labyrinth	<i>The Promethean</i>	
Leather	<i>Prophecy</i>	
Goddesses		
of Phobos		
Lurking Horror		
Mercenary:		
<i>Escape from Targ</i>		
Might and Magic		
The Mist		



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