

# QUESTBUSTERS™

The Adventurer's Journal  
March, 1987

Vol IV, #3

## Bard's Tale II: The Destiny Knight

by Michael Bagnall

If you enjoyed all the fighting, riddles, action and quest of *The Bard's Tale* as much as I did, you'll love the sequel. [Mike wrote the *Bard* walkthrough in our October and November, 1986 issues.] It has more mazes (25), more cities (six), more monsters (over 100 kinds), a huge wilderness area, a bank, and a casino where you can gamble at blackjack.

For the Mages in the audience there are 79 new spells and a new magic class. You can visit a Sage and ask different questions, but be prepared to pay a very stiff price! Monsters may be summoned and made permanent members of your band, and you can use your characters from *Bard's Tale* or *Ultima III*. The Apple version will also support *Wizardry* characters.

The plot revolves around the Destiny Wand, which has held the peace in the Realm for centuries. Lagoth Zanta, an evil ArchMage, stole the Wand and smashed it into seven pieces, then scattered them in different locations. As a result, mercenaries from the neighboring kingdom of Lestradae are running amok (you didn't think they would walk amok, did you?) in the land. Before tackling Lagoth Zanta, you must find the seven fragments of the Wand. After defeating him, you can reforge the Destiny Wand to reunify the Realm. Sounds easy, eh?

Well, it is definitely easier than *Bard's Tale I*—but only in the early stages. You don't get jumped as often in the streets of the first town, and there's a starter dungeon for building up characters. But combat is more subtle and places more emphasis on tactics, and the puzzles are tougher. So in the long run it's actually harder than the original game.

For one thing, you find yourself running into tougher and tougher monsters as you progress. And the combat system has changed significantly with the introduction of ranged combat. When you first sight a foe, his distance—anywhere from ten to 90

feet—is revealed. You can swing that sword until your hand falls off, but it won't do any good if the Wocka-Wocka Beast is 30 feet away. If one of your party isn't armed with a spear or bow and arrows, you'll have to use a new command to Advance toward the enemy until he's ten feet away and within range of melee weapons like swords.



### Arazok's Tomb

"Uncle Jason didn't return from the dig last night. Said he had opened the gate. Am very worried...please come at once. Camp site is at Caer Arazok." The telegram from Daphne gives you, an investigative reporter, the story you've been seeking. Caer Arazok is the tomb of an ancient "Druid-type priest" in Scotland. Legends say Arazok lured other Druids to worship at his unholy temple, from which he often journeyed to the "nether regions of Hell." While he was away on such a trip, the Druids destroyed his temple and trapped Arazok on the other side of the gate.

This background material is related in the manual. The game's first scene occurs in a forest near the tomb, where you must find the secret entrance to an underground tunnel and the gate that teleports you to another world. Here the

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Even magic spells have range limitations. The magic system has changed in other ways too. In addition to the previous classes, you can add an ArchMage to your group—but only after having achieved three spell levels in all the other magic classes. Forget winning without an ArchMage, for you'll lack vital spells.

Character creation remains the same, with a few minor exceptions. First, you can rename characters. [With this feature you can create as many ArchMages as you want by updating one from *Bard's Tale*, renaming him, then moving the same one over again.] Second, you can summon creatures and save them on disk for later use. This is handy, for if you encounter a monster who wants to join the party, or if you summon one, you can save him and he'll be available next time you load the game. Money deposited in the bank may be withdrawn by members of any party. [See the February "Keys" for a tip on how to get rich quick by robbing the bank.]

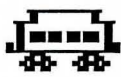
### Snares of Death

Puzzles and riddles are even harder than in the original. Here you must find every clue pertaining to the subject before you'll have a prayer of solving the puzzle. Most of the puzzles are the same kind as in *Bard's Tale*, except the Snares of Death. These are the most critical parts of the game. A message alerts you

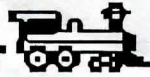
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# Adventure Hotline



Letters  
to the  
Editor



## Latest Conversions

SSI's *Roadwar*, which we announced last month was being converted for the IBM, will also be made available for the ST, Amiga and Macintosh. Why? Because it's the bestselling game in SSI history. The IBM version should be out by now, but no release dates were given for the others. (Author Jeff Johnson is also working on a sequel.)

Intellicreations has scheduled an IBM version of *Alternate Reality—The City* for late March. (Still no sight of the sequel, *The Dungeon*.) In April, *221 B Baker Street* and *Mercenary—Escape from Targ* should be ready for that machine. Mindscape's *Defender of the Crown* is being readied for the C-64/128.

## Douglas Adams Next Adventure

Described as a "comic misadventure" by Infocom, Adams' next game will not be a Hitchhiker's Guide sequel. Instead, *Bureacracy* "puts you in the midst of a bureaucratic muddle so convoluted you can't help but laugh." It should be out in March.

## More from England

A pair of British games has been imported by Intellicreations and priced at \$19.95. *Saracen* is called an "action-strategy" game that arms you with a longbow and arrows capable of crashing through walls or starting a chain of explosions. Your goal as a Crusader is to find and crush the infidel Saracen, and the action takes place in a maze lined with booby-traps and locked doors.

Labeled an "action-adventure," *Black Magic* involves a quest to restore peace and prosperity to the kingdom of Marigold, recently taken over by Zahgrim, an evil warlock. Both games feature over 100 screens and are for the Apple II and C-64/128.

## Universe III & Breach

*Breach*, a tactical-combat game based on the ship-boarding phase of *Universe II*, is close to being finished. It has a role-playing aspect, for your character moves along from scenario to scenario, his attributes develop and he acquires new abilities. The ST version will be first, then the Macintosh.

Bill Leslie calls *Universe III* a "kind of text adventure, but it retains the real-time combat and same style of graphics." One major difference is that there will be no

mining, for this will be "more of an exploration than a commerce game, more of an adventure." *Universe III* is still in the design stages and won't be ready until Christmas at the earliest.

## Play-By-Mail Guide

If you want to know more about the world of PBM adventuring, issue #25 of *Paper Mayhem* will list PBM companies and games they offer. Issue #25 will feature a new PBM game, *Tactical Assault Group* by Quest Games. Complete playing rules are included for the game, which begins with 100 players who compete until only one is left. Issue #23 will offer a 32-page rulebook to a new PBM game, *Eclipse* by Midnight Games. This is the game's first public offering. *Paper Mayhem* appears every other month, focusing on PBM adventures, related news and reviews.

## Contest Winners

Last month Brian Smith won *Might and Magic* for his walkthru to *A View to a Kill*. This month we have two winners: Armand Christopher won the "Keys to the Kingdom" drawing and will get *Wizardry* for the C-64, and Scott Huang will get the game of his choice for his *Nine Princes* walkthru. Next month, in addition to these contests, we'll also give away an adventure to a subscriber whose name will be selected at random.

Plus we'll announce the winner of *this* contest. To win, answer these questions: What three things do *Zork I* and *Ultima IV* have in common? (They are used together to solve a similar puzzle.) The winner gets the game of his/her choice. If more than one correct answer is received by the April 15 deadline, a random drawing will determine the winner.

## No More Newsletter

QB has become too substantial to be called a newsletter anymore but still doesn't qualify as a full-scale magazine, so we changed our tag line from "The Adventurer's Newsletter" to "The Adventurer's Journal."

## Rate Raise

For the first time, our sub rates are going up. Beginning April 15, 1987, a one-year, 12-issue subscription will cost \$16 (\$28 for overseas). You can still renew at the existing \$15 rate if your order is received before or on that date. A two-year sub is available for \$28 (\$50 overseas).

Dear QuestBusters:

I received the issue with the *Leather Goddesses* walkthru the same day I got the game. Because I couldn't take my eyes off the walkthru, I finished it an hour later. I don't think walkthrus are a good idea and suggest you use the space for more reviews and clues.

Ahmad Jassem Al-Nusif

*So far the mail is ten to one in favor of walkthrus. Purists can't stand the idea, but beginners, many experienced adventurers—and the editor of QuestBusters!—appreciate this kind of help. To reduce the chance of spoiling your game, we now encode vital parts of each one so you can't "accidentally" read too much while looking for a single clue. If you are still tempted to just decode the whole thing at once, do what we used to do with Infocom's Invisi-Clues: After decoding one clue, mail the walkthru to yourself—fourth class.*

Dear QuestBusters:

I subscribed to QuestBusters in hopes of getting some hints. But when I ordered a few back issues, all I got were reviews and critiques of the games, with nary a single, solitary, useful clue.

Harold

*Until the spring of 1986 we focused on news and reviews. We had the "Waiting for Duffy" section, but the only clues we published were those that a reviewer happened to include. Then, in response to numerous requests, we launched a major quest for clues that led to the "Keys" department and regular walkthrus. Future issues will continue to offer these features as well as dedicated clue sections like the one on *Destiny Knight* in this issue. If you "examine back issues order from carefully" you will see that it tells which ones contain walkthrus and extensive clue sections.*

## QuestBusters™

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# Wrath of Denethenor

by Ann A. Flowers

Written by Christopher Crim, this role-playing fantasy concerns a quest to defeat the evil Lord Denethenor, ruler of Mysterion, one of the four major lands (each of which is an island) of Deledain. Denethenor has turned to the dark side of magic and used it to challenge the rulers of Cestiona and Arveduin, leaving only Nisondel more or less free of his black influence. Legends say that only a young and untried adventurer will be able to bring about his downfall. It is your frequently difficult lot to be that adventurer.

In creating your character, which involves numerous disk-swaps even with two drives, there is only one choice—the adventurer's name. There is no good, neutral or evil alignment or selection of class, race or sex. He begins with 1,000 hit points and 600 stamina points (actually the amount of food he's carrying), 300 gold, no weapons, no armour, no spells, and only the general knowledge that he is somewhere in Nisondel.

Character development is primitive: Hit points are gained simply by marching about. Each move in the open countryside or in a labyrinth adds one hit point. Stamina points must be purchased in the form of food that is sold in some, but not all, towns. If the adventurer runs out of food, he dies. Equipping with weapons and armour raises strength, and the blessing of the local lord increases intelligence, but there are no levels to be gained.

The graphic display is very similar to that of *Ultima III* or *IV*, a map-like, overhead view showing mountains, grass, water, approaching monsters and so on. Icons represent towns, castles, labyrinths and signs. As he stands on the icon, the character enters the town or reads the sign identifying the location, such as "Welcome to Nisondel: Cultural Center of all Deledain." Movement is controlled by a joystick or directional keys, and other keys and key-combinations open doors (maybe), disarm traps (sometimes) and enable him to converse. Sound effects include brisk footsteps and battle sounds, nothing elaborate.

The game may be saved at any point right on the program disk and is saved automatically whenever the adventurer enters a town, castle, labyrinth or

dimension door, so that if he's killed, you can restore him at the last saved position. If you inadvertently saved the game in a sticky situation, you can opt to restore the character and start over; in this case he may even retain some of those hard-earned acquisitions.

Anyway, there our hero stands, in a rather inhospitable corner of Nisondel (but wait until later—by comparison this place will seem like his own cozy fireside). What to do next? Fortunately, the manual provides a small map of each land to help him get on his way. As he looks for a town in which to buy food and weapons, he may meet up with monsters. There are several varieties in Nisondel, including four-armed cystemons, fielenas (apparently a type of feline monster), warriors and wizards. Battling them requires using a directional aim and a high, medium or low strike. Most of the battles on Nisondel, even against groups of monsters, are fairly easy to win. (They get considerably rougher on the next island.) It is helpful to position your character in a niche—frequently found along the borders of the mountains and rivers—so he has to fight only one enemy at a time. At the conclusion of a battle, he may find loot consisting of gold, magical items to be used with spells, and/or weapons. With luck, he will soon find a town.

Towns offer various goods for sale: Weapons, armour and food—but for some items there are restrictions in the hours of sale. Occasionally you'll find a town with a trading post, where extra weapons and armour can be sold. Useful, sometimes puzzling, information may be acquired by speaking to everyone you meet in the towns. Most people in the towns are helpful, but suspicious or hostile ones crop up now and then. Keeping notes is indispensable; often the meaning of a remark, especially concerning spells, becomes clear some time later. Hints on any one spell might be scattered about among several towns.

There are ten spells to learn. To cast a spell one (S)peaks the magic word. Some require a specific magical item, such as a Torch, Scroll, Silver Dust, Pendant or Charm. These objects can be gained only in battle. As the spoils of battle are apparently determined on a random basis, it can be quite frustrating to find yourself lacking the very thing

you need in order to open a locked door or peer at a map.

Mapping is unnecessary except in the labyrinths. These are dangerous, full of traps and monsters, and our hero must have a large supply of torches and knowledge of the magic spell to light them. But the mazes must be explored, because they are, like dimension doors, sometimes the only way for him to get where he needs to go. And they often contain chests of very useful gold!

The manual implies that our hero should be a thief and a rogue, and certainly the gold is handy. The price for thievery, however, is attack by the townspeople and soldiers, as well as being unable to reenter the town until the arrest warrant runs out. This can prove inconvenient. Our hero needs to be well-armed and equipped with some useful spells before thievery becomes practical.

Then there is the matter of ships. The only way to go from Nisondel to Cestiona is by ship. To find one is not that easy, but careful attention to clues in the conversation will put the adventurer on the right track. There is also the problem of day and night. As night closes in our hero's field of vision diminishes. A novice adventurer can easily lose his way. The nights last so long, too, (or seem to), and there is little to do except explore the labyrinths. The game's most unusual aspect is that Denethenor, unlike other evil wizards, will start tracking you down instead of waiting around in his lair.

**Conclusions:** The seasoned gamer will no doubt note the many resemblances to *Ultima II* and *IV*—the aerial landscape, clues sprinkled in the conversations, magic teleportation gates, the use of dungeons to travel from one place to another. But *Wrath of Denethenor* is both harder and easier than *Ultima IV*. It is harder because it is quite difficult to keep all your ducks in a row: The food requirements and the magical object requirements and the effect of the time of day or night. Great patience and many hours of repetitive play are needed to make much progress. (I confess I've only made it to Cestiona, the second island after two weeks of hard play.)

Yet the puzzles, such as discovering the spells and figuring out what must be done next, are considerably simpler than in an *Ultima*. Somehow the character

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# Interview: Wizardry's Robert Woodhead

QB: Why will *Wizardry IV* and *V* be released for the IBM first, when all the others were initially Apple games?

Woodhead: They are being developed on the faster machines, but for all intents and purposes both games will be released simultaneously—within a matter of days—on both systems.

QB: *Wizardry IV* is more than a year late? Why?

Woodhead: It's easy to make excuses: This didn't get done, that didn't get done. What really happened was that we kept getting interrupted to do other projects that at the time seemed more important. So we won't make any excuses. And also, we're perfectionists. We want to make it the best we can, and there's always something we can do to make it a little better, so we say, yeah we'd better do that, and this—and so what if we have to rewrite the whole game this week?

QB: Is there a chance that five will be out before four?

Woodhead: Oh god, yeah. We want to be really conservative about making sure they're fully tested. Number five, for a variety of strange reasons, is a little ahead of number four. But its testing is more complicated. And the support materials, such as manuals, are a little more complex for five than for four. Four is for experienced players, so we basically just say, "Boot the disk and good luck!" For that reason I'm pretty sure that four will be released before five, but they could come out about the same time. It's almost at the point now that, because of the generic system, we'll practically be able to inventory scenarios and release them whenever the market says it's time for a new game. Still, five *could* be released first—but it would be extremely silly.

QB: Who did the scenarios on four and five?

Woodhead: Roe Adams did the scenario for number four. *Wizardry V* is being done by David Bradley. He came to us with a scenario idea he had already programmed, and we said, gee, we could do a lot better with this if we put it in the *Wizardry* system. So we did that and

then we rewrote the *Wizardry* system that he did. And basically it's about *Wizardry* one-and-a-half. We've all been saying for several years that we're going to have to do a new system that would address everyone's pet peeves about fantasy role-playing. Well, this is about halfway there. Lots of new spells, all sorts of really nifty stuff.

QB: How will it differ graphically?

Woodhead: The basic graphic feel of the system is going to remain pretty much the same as in *Legacy*, a multi-window system with menus. But the individual variations in things that are going to occur in the fifth scenario are considerably different, with lots of neat stuff. You can have interactions with the monsters on a much more subtle level than "fight or run away."

QB: What about the magic system?

Woodhead: There are 60 spells instead of 50, and about 30 are new spells. We went through all the spell lists and said, "Does anyone ever really use this spell?" And if we found a spell that people felt was useless, we replaced it with something...even more useless.

QB: Tell us more about the actual scenarios.

Woodhead: *Wizardry IV* is role-reversal. You are Werdna, the evil villain of the first scenario, trapped in the bottom of a prison dungeon, and you have to work your way out. You get to recruit monsters to go along with you and you run into groups of player characters (fighters, mages and so on) who are your guards, and you must defeat them. And all the guards are real *Wizardry* characters from individual players who sent in disks to get them repaired and stuff like that. This week's name for *Wizardry V* is "Heart of the Maelstrom." It's the sequel to *Legacy*, in which the world was about to end and you had to go up to the volcano and get the Orb so the seers could figure out what was going on. Now that you've done that, the seers have figured out the situation, and your mission is to basically save the world.

QB: Will either game require existing

characters?

Woodhead: Number four is a stand-alone, because you're just Werdna. It's somewhat more like an adventure: Though it's still a *Wizardry* game, the way you go about trying to win it is as an adventure. Five is more like a traditional *Wizardry* in that you will transfer in existing characters.

QB: Will these be more or less puzzle-oriented?

Woodhead: Oh yeah, number four is a puzzle dungeon. The whole thing is a giant trap, and each level or set of levels has a theme that you can use (if you understand what's going on) to help you solve the level. In number five we programmed in a lot of stuff that lets us design much more interesting dungeons. For example, there'll be buttons on the wall you can press that will cause other areas of the level to shift back and forth, doors to open and close, stuff like that. There's a much bigger role in number five for the Thief class than in previous games. They're not just chest-unlockers in number five; they do a lot of other interesting things. In one part of the game there are pools you can dive into and it asks how deep you want to go in. And there are things to find at the bottom. There are conveyor belts that whisk you down the corridor.

And the dungeons are no longer just 20 x 20. They can be any shape and size we want. They're variable and irregular. They may be mazes in which one level consists of several little islands that you can reach only by going up and down stairs from other levels, so there are multiple paths through the game. It's rumored that there are ten in *Return of Werdna*. And at least ten important levels in number five—but levels are so easy to do that we may add more.

QB: What's this generic system you mentioned?

Woodhead: I like to write *Wizardry*, but I don't like to write *Proving Grounds* for ten different machines. So we developed this system that, instead of me writing the program to fit the machines, lets us write the machines to fit the program.

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# ULTIMA I: Mondain is Back!



by Ronald Wartow

[Ronald Wartow is GAMESig Chairman Emeritus of Washington Apple Pi, the largest non-profit Apple Users Group on the planet.]

A serious computer gaming generation gap has just been filled. *Ultima I*, the classic beginning of the popular *Ultima* fantasy role-playing series, has been rereleased by Origin Systems, Lord British's own company. Originally released in 1980, *Ultima I* was available only on the Apple and the Atari 8-bit. However, the game has been unavailable on either for several years. An entire generation of computer gamers has been unable to play this saga, my favorite *Ultima* until the fourth scenario. While I enjoyed *II* and *III*, the former had many places to go but few of any significance, and the latter had interminable combat and convoluted spellcasting.

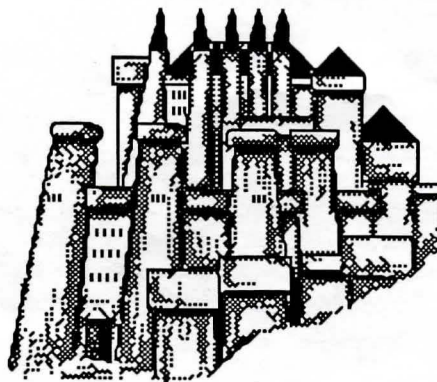
## Meet Mr. Mondain

Those who have played the other three *Ultimas* have seen references, usually quite disparaging, to the evil wizard Mondain, whose destruction is the goal of *Ultima I*. It was Mondain who started the Age of Darkness that fell over Sosaria hundreds of years ago. *Ultima II*'s Minax was Mondain's apprentice and obviously lover, since *Ultima III*'s Exodus was a machine-like offspring of the two. (I would have loved to have witnessed the consummation.) Mondain's skull shows up in *Ultima IV*, where it plays a key role.

You create your single character from among four classes, four races and five attributes. The *Ultima I* world, which you explore with ease via a tight keyboard cluster and single key-presses not requiring a carriage return, consists of eight castles, eight monuments and over 30 towns and dungeons sprawled across four island continents. You must also travel into space, one of those *Ultima* anachronisms—after wiping out a few bats, knights and the dungeon-dwelling carriage creepers with a mace or great sword, you can hit the spaceship, armed with your phaser or light sword. Magic spells are bought in a magic shoppe rather than earned by experience.

The castles contain quests such as

killing a balron only found on, you guessed it, certain levels of the dungeons, or locating a specific sign post or monument. When completed, you are rewarded with increased attributes, or more importantly, objects vital to the final solution. There are no mind-straining puzzles. Much of the solution is very linear in progression and, not



surprisingly, requires lots of monster-whomping, and gold acquisition, with resulting advances in experience level and attributes. As in all the scenarios until *Ultima IV*, obtaining a frigate is essential to heavy duty hack-and-slash, and stealing is a way of life. The space portion of the game has a slight arcade feel.

When first released, *Ultima I* carved new and ambitious territory for computer role-players and introduced the striking outdoor graphics that have continually improved in each successive game. Except for subtle differences, the plot and gaming system are essentially the same as the original. The outdoor (including your character's icon) and text screen (e.g. stats) graphics fall somewhere between *Ultima III* and *IV*. Towns continue to be simply drawn with stick-figure characters, but now have a dash of color. The dungeons are still line drawing "3-D", but without the formerly time-consuming screen redrawings after every attack on a monster.

## Faster than a Speeding Orc

Program execution is lightning-quick now, and those with a IIGS and other Apple IIs with some accelerator cards can play even faster. With tongue firmly in cheek, I used to say that I read *War and Peace* while waiting to enter towns, castles, and dungeons in the original *Ultima*. It wasn't that bad, but in this

version you get practically instantaneous responses to your keypresses, because the code was completely rewritten in assembly language.

## Numerous Enhancements

All the improvements brought forward down through *Ultima IV* are incorporated here, things like the ability to quit and save without rebooting. From the striking animated color title sequence to the now-familiar twirling cursor, this new/old *Ultima* has much of its successors in it, including animated monsters. In keeping with tradition, Origin Systems, in addition to the single game disk (a character disk must be made) includes a stylized manual, four nicely colored cardboard maps of the four continents, a reference card and the everpresent doodad, a coin of the realm in a cloth pouch.

**Conclusions:** I highly recommend that all fantasy role-playing fans play this game. It is the easiest of the *Ultimas* to get started in and complete. And while it doesn't take as long to finish as the others, it isn't so short that it's over in a few hours. For those who have played it before and like to replay games, you'll be in for a pleasant surprise with the graphics and speed enhancements. As a GAMESig Chairman and Hotline spokesman for my users group on gaming, I am often asked what would be a good game to get the feel of fantasy role-playing. Because it was unavailable, for years I could not recommend *Ultima I*. Now I can!

Footnote: In late January, I talked with Richard Garriott, who revealed that, for a treat, you should hit shift-K while the Origin logo is on the screen, then wait until at least one of the start-up animated sequences. There is another special treat at this phase of the program, but you'll have to find that one yourself. As for *Ultima V*, he said...and...

(To be continued)

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**System:** Apple (64), C-64/128  
**Conversions Planned:** Macintosh, IBM, ST (no release dates have been announced for these systems)  
**Skill Level:** Novice/Intermediate  
**Price:** \$40  
**Company:** Origin Systems

# Keys to the Kingdom Special: Destiny Knight

We got so many clues for *Bard's Tale II* this month that we decided to put them all in a "Keys" special now instead of doling them out over the next few issues. The first section covers character development and equipment. The rest gives specific information on certain locations and how to solve mazes. Some parts have been encoded. To decipher them, count back two letters. Letters and numbers in coordinates are not coded.

## Character Development

For easy kills that yield mucho experience points, don't pass up a chance to fight Mar Mages or any similar Sorcerers. Keep advancing or blasting away at summoned creatures. Your characters should already be at a high enough level to keep disbelieving, so you won't need to cast any spells. When you get bored, just finish them off and, apparently, you receive points as if you had destroyed those summoned creatures! (I've obtained 50,000 points just for advancing and stomping the Mages, without wasting any spell points.) Good Mar Mages may be found in Dargath's Tower in Philippi. The Tower is in the southeast corner of town, in the Temple north of Roscoe's. You must buy the Key in the Tomb (50,000 gold at Level 1 below, 10 north, 8 east.)

If you completed the first game, you should have grabbed the Spectre Snare north of Mangar. The Monk can't use it, but the Bard and other warriors can. The user's armor class is boosted, and you always get a critical hit if you land a blow! So get crazy—duplicate that weapon and outfit your front line. There's no need to rely on a Hunter for his critical hit, so you can now use more talented characters such as Bards and Paladins.

Some classes are useless at the higher levels. Your fighters will always miss high level monsters unless equipped with the Sword of Zar or other missile weapons (and the Monk can't use such items!). So make a copy of your character disk and use the Change Name option at the Guild. Change the names of the characters you want to keep (good ones are true ArchMages, Paladins and Bards). Save them to the copy of your

character disk. Load them back. Swap character disk. Load the ones with their original names back and you've duplicated the valuable characters, who can be renamed again if you choose.

Eric Mitchell



The game might lock up occasionally (it did every time my men were possessed and a wise one hit one of them). So whenever you find a good piece of equipment, pop into a guild and remove, then unload the guy carrying it. If he has lots of good stuff, copy him to another character disk, change his name there, then copy the "new" guy back whenever you want more of the stuff. Use Stone Touch instead of Deathstrike, since it's just as good and cheaper.

Armand L. B. Christopherson

When you're down to one or two arrows you can sell them back to Garth and buy a full set of ten. If you have a magic weapon that is running out of charges and don't want to lose it, sell it to Garth and it will be fully charged when you buy it back. This also works with magic items transferred from the first game.

Jeff Doolittle

## Where and How

Interesting places to visit in the wilderness: 3 north, 9 east; 32 north, 8 east; and 18 north, 25 east.

Robert D. Trueman

Here are some directions, beginning at the Sage's Hut, which is in the lower left-hand corner of the map: Fanskar's Castle is 25 moves north, 17 east; The Stone Man is 18 moves north, 25 east; The Crypt is 32 north, 8 east.

Dargoth's Tower is in Philippi. The Tombs are disguised as a temple in Ephesus. Choose the first door in Fanskar's Snare of Death; the others lead to death. Light spells won't work in Fanskar's darkness zone, but Bard song seven does.

Jeff Doolittle

Solution to Snare of Death in the Tombs: First, keep a special member in your party in the Tombs, which are full of Doppelgangers. At the first Snare, drop your special member and ask the qnf ocp to lqkp. Make all zqwt rgqmg fikpm the ycvgt in the hqwvckp and then fight the vqkcv ikcpv. Check everyone's inventory for the vtqej, then trade it to the qnf ocp, who should be dead by now. Place the qnf ocp at the head of the party and revisit the Snaremaster. A secret door opens. Find and kick it, then restore your party.

Randy Sluganski

Until your party has at least a level 7 magic user, stay in Tangramayne. The Tombs, Level One: Room at 20 north, 19 east teleports you to 20 north, 19 east, level 2. Keymaster is at 11 north, 8 east, level 2. Bring 50,000 gold. Stairs to level 3 are at 17 north, 10 east. Maze of Dread: Use elevator at 1 north, 21 east to reach levels 2 and 3. At level 2, go to 15 north, 10 east to meet the Riddler. Answer: fgt (which is tgf backwards) to get the Sword of Zar.

James Mallette

Build up a Sorcerer quickly. To enter the Destiny Stone maze, say htggbg and rngug to the Strange Mage in the middle of the square in the northwest corner of Colosse. Check out Level 0, 9 north, 19 east of the maze for the Dreamspell.

Maze of Dread: The Plan is Pgct. The Crypt is Itgz. The dungeons, in order, are: Fctm Fqockp, Vjg Vqodv, Vjg Ecuvg, Vjg Vqygt, Ocag of Ftgc, Quequp Hqtv, Itgz etzrv, Fgukpz Uvqpg.

Armand L. B. Christopherson

# Walkthru: Nine Princes in Amber

by Scott Huang

## Hospital Room

Jkv man. Dtgcm cast. Gzejcpig clothes. Read chart. Leave. Go to Rngcucpvx knng.

## You Meet Evelyn

Knock on door. Say hello. Hncvvtg her. Uqrrqtv her. Yes. Citgg. Read books. Search desk. Answer phone. No. Corwin. Yes.

## After She Leaves

Examine cards. Put cards. Smile. Citgg. Vjtqy uvcvvg. Shrug. Yes. Get in car. Citgg. Mknn Gtke. Mknn Gtke. Yes.

## Julian on Horseback

Wait. Get out of car. Rwnn Lwnkcp from jqtug. Take Lwnkcp jquvcig. Vjtgcvgp Lwnkcp. Ask Julian. Citgg. Follow Random. Ngcwg tqcf.

## Deirdre and Eric in the Clearing

Approach clearing. Tguewg Deirdre. Iq vq Codgt. Iq vq Codgt. Wait. Cnnz Eric. Citgg. Follow Eric.

## Random in Amber

Eqphguu. cum hqt jgnr. Take hand. Follow Deirdre. [Save] Walk pattern. Kocikpg Amber.

## Royal Library with Julian and Eric

Examine enqvju. Rkem lock with tqtg.

Leave. Cnnz Julian. Ceegrv. No. Citgg .Mknn Gtke. Take hand. Fkuewuu mcp. Mknn Gtke. Uwtgpf. No. [Dungeon] Qrgp fqqt. Qrgp fqqt. Hngg. Contact Deirdre.

## Deirdre's Chamber, Brand's Cell

Vgnn the vtvwj. Contact Brand. Yes. Go to Brand. Uvcd serpent kp gzg. Enter tower. Uvcd guard. Uncuj chain. Take Brand. Walk shadow. Follow. Hello. Nkg. Wait. Ask Brand. Uvcz.

## Fiona's Contact

Ceegrv. Yes. Cnnz with Fiona. [Benedict] Yes. Yes.

## Council Meeting at Palace

Tell about Dtcpf. Gzrlncp about Dtcpf. Ceewug Dngzu. Iq vq dcvgng.

### *Walking the Pattern*

The trick is to start two different colored paths to connect with the five squares, while using two other paths to get rid of pieces you can't use. For that reason, you should keep the latter pair headed in different directions. The danger Nkgs in have all your paths pointed left, for example, and not having any matching pieces from which to choose.

## King of Chicago

Labeled CinemaWare, this graphic game is more like a skimpily animated

cartoon in which you choose key turning points, rather than an adventure in which you solve logical puzzles. It opens the night Al Capone goes to jail and leaves gangland Chicago up for grabs. You're a gangmember who must first take over his own gang before grabbing the whole town.

Big cartoons show your character's lips flapping (like Clutch Cargo, if you recall the TV show) as he speaks, and dialogue in two or more bubbles represents options: Shoot the Boss myself? or Let Ben do it? You click a cursor on a bubble to choose one, then watch a few more scenes before making more decisions.

It is fun to assume the role of a gang leader, shake down speakeasies for protection, and so on. The problem is that you cannot save a game in progress. There's good music, but the animation and graphics are surprisingly below average. The frequent arcade sequences are too slow. There are numerous alternative endings—but without a save feature it's too time-consuming to explore them.

**Conclusions:** This is extremely lightweight stuff. Definitely not for anyone who enjoys logical puzzles, and even those who like the concept of a "computer movie" will be put off by the lack of a same game option—whose inclusion might have saved *King of Chicago* from such a negative review.

**System:** Macintosh (new ROMS & drive required), Amiga, ST

**Skill Level:** Not Applicable

**Price:** \$49.95

**Company:** Mindscape



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## Arazok's Tomb

Continued from page one

early phase of your investigation leads you to a pair of domed cities, a mist-enshrouded castle on an island and a series of encounters with the locals as you cast about for Daphne, her uncle and Arazok.

In Zambambe and its twin city of Zenbambe an assortment of tools, weapons and magical paraphernalia may be obtained. Most of it is just lying about for you to scoop up, for the cities have apparently been abandoned. Of



human life, that is. A giant snake bars one passageway, and the road to Zenbambe is guarded by an ogre-like Cahonian named Zud, who runs the local welcome wagon.

Cahonians have a funny way of greeting tourists. Zud's first words—his only words, in fact—are: "I am going to eat your brain." He utters this greeting quite vocally, thanks to a speech synthesis feature called MacinTalk. Anything uttered by a character or typed in as your own dialogue is vocalized by the program. It sounds like the voice used in the *Golden Oldies*' version of *Original Adventure*. MacinTalk and the sound effects, such as the ticking of the onscreen clock, can be turned off individually.

The puzzles are object- and magic-oriented. It's a weird mix of high tech and the occult: I found a VCR-like view screen projector next to an alchemist lab. An alchemist's book provides magic words that will conjure spirits, enchant a small statue and light a magic candle. Potions, powders, chain mail and a sword—many of the items found in *Arazok* are the sort usually found in role-playing games, not graphic adventures. You get a few points for each puzzle solved, but no ratings as you advance.

Some illustrations appear to have been digitized, while others look like freehand drawings. Some rely on lots of straight lines and sharp details, others are more abstract and smoother. All are above average in quality. There's no spot

animation. Pictures appear in a horizontal window that fills most of the screen. They all load into RAM when you run the program; very little disk access occurs during play.

Below the graphics, a text window displays the program's descriptions and dialogue, which is presented in the Mac's Venice font. A scroll bar permits you to review everything that has happened so far. (You can also get hard copy from your printer.) Commands are typed into a small window beneath the illustration. You cannot turn off the graphics and play it as an all-text game.

The parser is full of gimmicks, but isn't too bright. When I said "Put flower in chalice," the response was "flower dropped." So it can't deal with prepositions, which restricts the variety of puzzle composition. The vocabulary is limited, with few synonyms, and you rarely learn much by examining things. In some situations the parser understands the pronoun "it," but usually doesn't. Multiple commands are not allowed. Cut, paste and copy are implemented, which saves you from having to retype lengthy names like "Telanium tostins."

These gimmicks are accessed from the menu bar, or directly from the keyboard if you've memorized a few of them. One special menu is called "Actions" and a related one is called "Inventory." You can carry up to seven items, which are listed in numbered slots when you pull down the Inventory menu. The Action menu lists eleven verbs, such as Look, Get, Read, North. You may mouse down the menu and choose Read, then over to the Inventory menu and select "book." Or you can use the keyboard shortcuts: a command-R for Read and command-# that matches the numbered slot of the item you want to use. Some Action listings, such as Get All, don't require a second word and are executed immediately. Directions can be entered either way, or you can click on a compass to move.

The problem with this system is that is that it won't let you stay with either method all the time. There's no way to pull down the Inventory list from the keyboard, so you must either memorize your inventory—which is constantly changing—or leave the keyboard to consult the list. (Sure, you can type "inventory" and read it in the text window, but the slot numbers aren't included.) After using the mouse to choose Look from the menu, you must return to the keyboard to type in the name

of an item if you're not carrying it. And no way can you mouse over into the picture window and click on it to examine or use an object. Ultimately, this gimmicky interface is less convenient than just typing in the words. The designers should have concentrated on developing a decent parser, not a trick interface.

It's a deadly game, if that's what you're seeking: When you get killed it asks "Do you want to die (play again)?" It's R-rated according to the box, which says it contains "adult situations and language" and advises parental guidance for those under fourteen. This means you'll see a statue of a nude woman and read some foul language here and there, according to the manufacturer. I did not get far enough into the game to find it.

And I certainly never found Daphne, who disappeared right after sending the telegram. Nor did I find Uncle Jason or Arazok. I did die trying: From lack of water, lack of food, lack of interest after the first couple of hours.

**Conclusions:** Good graphics, but the special effects and gimmicky interface have taken precedence over the puzzles, which are below average in logical consistency. And the parser is the crudest I've seen in a Macintosh game. Not recommended, unless you're into special effects.

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**System:** Any Macintosh (even 128K)  
**Conversions Planned:** Amiga & Atari ST  
**Skill Level:** Novice  
**Price:** \$49.95  
**Company:** Aegis Development

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## Wrath of Denethenor

Continued from page three

does not seem to grow in personality, perhaps because he adventures alone. The documentation is adequate and practical, providing useful and straightforward information. Altogether, this is a game for the determined player with plenty of leisure time and some experience in fantasy games. [Editor: With a less intimidating command structure and magic/combat system than many RPGs, it is also accessible by daring novices.]

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**System:** Apple (64) and C-64/128  
**Skill Level:** See Conclusions  
**Price:** \$24.95, AP; \$19.95, C  
**Company:** Sierra

---



## Destiny Knight

Continued from page one

when you enter a Snare, then the action switches from game-time to real-time, which means you have a time limit in which to solve the puzzle—or your crew will go straight to Adventure Heaven! (So don't run downstairs to grab a sandwich while inside a Snare of Death.) If you complete a Snare, you'll get a chance to look for a piece of the Wand. They are always stored in a Snare and cannot be obtained unless you solve the puzzle. Other than Snare of Death rooms, all the other puzzles are the type that demand you type in words or possess a certain item.

Graphics are much the same, though some of the city's buildings are not as detailed or colorful as those in Skara Brae; apparently the disk space was used for other purposes this time. Besides fresh graphics for the new monsters and landscapes, there are new pictures for the Bard and other party members. And most of these still show off their stuff with spot animation: The Magician tosses a fireball back and forth between his hands. The Bard sings a different tune—seven new songs with unique effects—and the melodies play in two- and three-voices instead of one-voice.

My one disappointment was the creatures' names. In the original, you were attacked by Golems, Zombies and other creatures with real names. In the higher level dungeons here, however, you'll be attacked by monsters like Herb, It's My Bud, Cool Dude and Void Boyd. Sure, they keep the game funny and light—but "Cool Dude"? Get serious.

The presentation and interface remain identical: A picture window on the left, a scrolling text window beside it, and keyboard control. But disk access has been speeded up, so there's no more waiting two minutes to enter a dungeon or for a fight. The program loads in less than a minute and takes fifteen seconds to load a dungeon [it's slightly faster with the Epyx Fast-Load cartridge.]

With six cities to visit, you might get tired of walking, in which case you can teleport from city to city. (There's a Guild in each for saving games.) If you prefer to walk, the box (this is the first Electronic Arts game not packaged in the usual album cover-style) has a color map of the land on the inside. The manual is more effectively prepared than the one that came with the first game, and is also

more fun to read and just look at.

**Conclusions:** With so many new features, *Destiny Knight* is not just a new scenario inside the same gaming system. It is its own game, whose design is familiar enough that veterans can leap right in, yet with so many unique elements that it will challenge and enthrall them even more than the original. But it's aimed at a select group of adventurers who are prepared to—who look forward to—sitting down and mapping all 25 dungeons.

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**System:** C-64/128

**Conversions:** Apple (64), March;

Amiga, ST

**Skill Level:** Advanced

**Price:** \$39.95

**Company:** Electronic Arts

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## Robert Woodhead

Continued from page four

Basically it's based on Apple Pascal P code, or USDSC Pascal, and we write interpreters to implement that on a variety of different machines.

**QB:** Analogous to what Infocom does with text adventures?

**Woodhead:** In one way, not in another. We did it to a different level of sophistication. Because we not only write an interpreter so the program will run, we also write what we call a graphic bios that fits between the program's sort of abstract internal view of the screen in the multi-level windowing system and the actual view the player sees, which is mediated by the particular computer it's running on. For example, on a NEC 9801, one of the Japanese machines we support, we have these beautiful 640 x 400, eight-color graphics. Beautifully shaped characters and wonderful-looking monsters. On the IBM PC it's 320 x 200, four-color. Or you can play it in black and white, in which case it uses a special character set and graphics that look better in black and white. The designers write the game once, then the artists draw the pictures for each individual machine, then the specialist for the machine writes the interpreter that packages it all together. So the Amiga version will have Amiga graphics, the C-64 version will have C-64 graphics...

**QB:** Which other systems will it be available for thanks to this generic system?

**Woodhead:** The Commodore 64 definitely. Also ST, Amiga, IBM PC, and Apple. Atari 800 almost certainly. Oh, we also have a system for doing virtual disk i/o on all the machines. For example, we can write a scenario for a machine that has one-megabyte disk drives; when we move it to the Apple, with 40K drives, we have a program that splits the files up intelligently to minimize the number of disk swaps. And for the Commodore users we'll not only be running one of those fast communications programs back and forth between the drive, but we'll also be caching disk blocks in memory. Especially on the Commodore 128, where we'll cache 64K of disk in RAM.

**QB:** When will these be ready?

**Woodhead:** IBM is streaming out right now. The first three games are converted (we're just dotting the i's and crossing the t's on number three). All this stuff should come out late spring, the IBM and Apple earlier. And the nice thing is that once we get one of the scenarios working on a machine, they all work.

**QB:** You didn't mention Macintosh.

**Woodhead:** I won't do the generic system for the Mac. The Mac has this big thing about the user interface. It's built into the machine. And the generic system doesn't follow the Mac user interface. If I release the generic system for the Mac, every Mac purist will basically hang me in effigy. I thought it would take a couple of months to do the Mac version of *Wizardry*—it took me *two* years to get it right. I went through three separate, total designs. We'll probably do two and three games for the Mac in the Mac format, but the cost and time of converting *Werdna* and then redoing the program so that it runs the systems necessary for number five and future scenarios may cause them to be considerably delayed. Because I have to think about what's better for me to do, to spend two years rewriting on the Macintosh, and doing a great thing that will sell 50,000 copies—or doing something every six months that will sell maybe half a million copies. But there will probably be something out for the Mac this summer. Basically when we get four and five out of the way, then I'll have my nervous breakdown. *Then* I'll do Mac *Wizardry* number two, and fix the bugs in number one, too.

# KEYS TO THE KINGDOMS

## Wrath of Denethenor

Be sure to visit the Jgtokv (south of Dcemyyqffu) and Nqtf Uqntckp. Pay close attention to remarks containing unusual words beginning with a capital letter. The magic spell to open doors, when used with the required object, lets you both in and out of a locked door. Traps in Firetrench are marked with two dots, like .., if you look carefully. Additional hit points can be purchased from the Rtkguv in Ftz Iwnej.

Ann A. Flowers

When entering a bar, talk to the bartender before speaking with any of the patrons. Otherwise you may set off a bar-room brawl and miss valuable clues. After crossing Fgcvj Ogcfqy and coming out the Interdimensional Door, be careful not to kill the Engtke there when you slay the monsters. This is Lcpck, who will give you the jgomqem you can take back to Nqtf Okttkj. He will then increase your intelligence. Also make sure when you're set to kill Denethenor that you are standing next to him before speaking the unspoken spell—WTGPFWKUGZ.

Lawrence T. Paprocki

## Rings of Zilfin

At Tumriz, give oqpgz to the beggar. He will take you to Eklun. The passage to Begonia is from Hkpfwm, and the passage to Sumeria is from Rgkkoqp. To increase strength, go to the castle in each realm and give Rtkppz rpygt to a ykvej. You can buy a riddle book in Vct-Ko-Im. To summon Zara say three words from Zihten. At Demion Rocks say three words Eklun gave you. Say Lkodq to Henido, and Mctwp to Karbann. Buy pearl at Hcgtmqv, offer it to Zara. Buy key at Pgfjcto.

Raymond Fong

## Wizardry

To gain a lot of money, save your current game on a back-up disk. Initialize another scenario disk (#2) and restore the contents on back-up disk. Start the game on disk #2 and sell all weapons. Pool all gold to one person, then go to the utility room. Transfer that character to your original disk and restore the characters on your back-up disk to disk #2 again and repeat the entire process until you have as much money as needed.

Scott Huang

## Moebius

To exit the Air Realm you need the Minstrel's Were-charm artifact and some Condor feathers. The feathers are obtained by catching a Condor at night. Its nest is located northeast of the small building about halfway between the two shrines at the bottom of the map. Check it out at night and you'll surprise the Condor and get the feathers. The Were-charm is trickier to obtain. When you hear the Minstrel play a tune, invoke rctcnzbg. Find him and use the amulet *before* moving onto the same square. Then stop magic, and he'll give you the amulet. Now you can go to northwest of the Cistern and hit the skeleton. It disappears, allowing you to move onto that square. Invoke the Were-charm, use the Condor feathers and fly northeast to the Astral Gate.

Richard Rassmussen

# Waiting for Duffy

*Duffy's real busy in a Snare of Death, so if you need help, send in a brief ad.*

Have solutions for King's Quest 1 & 2, Phantasie 1 & 2, Ultima 3, Bard's Tale 1 & Dragonworld. Write if you need help. Brad Kinman, 510 Laurel Rd., Easley, SC 29640.

Planetfall: how do I fix the computer & defense system, cure myself from the disease? Hitchhiker: How do I open the hatch, where do I plant the four fluffs? Ahmad Jassem Al-Nusif, POB 38305, Dahia, 72254 Kuwait.

Sekaa of Assial: Need walkthru for second part, where I am stuck in many areas. Linda Perry, HCR Box 71, Cold Brook, NY 13324.

Trinity: How do you get across lawn to Long Water? Sword of Kadash: How do you get into the dragon's lair? Tass Times: Where is the Tower? Can help with Sorcerer, Alternate Reality—the City (complete map with all guilds, secret doors, etc.) Samantha Kunz, 651 W. Sheridan Rd., Chicago, IL 60613.

New at adventures, need help with Transylvania. Doug Douglas, 112 Danube Dr., Apt. D, Fairfield, OH 45014.

Destiny Knight: What are the three words of wisdom in Dargoth's Tower? Need help with snare in Maze of Dread. Mike Bagnall, R.D. 1, Box 1025, New Freedom, PA 17349.

King's Quest I: What's the name of the old gnome? Faith Hersey, Rd. 5, Clark Ave., St. Clairsville, OH 43950.

Need help? Have solutions to King's Quest I & II, Phantasie I & II, Ultima III, Bard's Tale I and Dragonworld. Brad Kinman, 510 Laurel Rd., Easley, SC 29640.

Bard's Tale: NEED ANY HELP! Peter Sniderman, 2214 Coronado, Youngstown, OH 44504.

View to a Kill: How do I get by May Day? Get down the elevator alive? Can give graduated hints for Essex, Spellbreaker, Fraktured Faebles, Below the Root, Alice, Crimson Crown, Leather Goddesses, Ballyhoo, Robot Odyssey & Halley Project. T. Walsh, 116 Howestread Cr., London, Ontario, Canada N6G 2E8. King's Quest II: How do I find mermaid & return bird to antique shop? Can give free help with Alice in Wonderland, Below the Root, Swiss Family, Treasure Island, Zork I, Wishbringer, Seastalker, Hitchhiker, King's Quest I. Leigh Henderson, 5145 Huggins Rd., Michigan Center, MI 49254.

Nine Princes in Amber: Need any help I can get. Jeff McLellan, Rte. 1, Box 2490, Waterville, ME 04901.

Wizardry—Knight of Diamonds: Need solution to last riddle on level six. Mike Bertrand, 5213 Windsor Ave. S., Edinu, MI 55436.

Nine Princes in Amber: Need any help you can give. Moebius: Found last two monks, can't get them to temples. Bard I: Answer to riddle starting "past landscapes fought..." Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

Bard's Tale: Need answer to the poem "Past warscapes fought by men long & dead, and treasures lost on bloodied fields, the One God lifts his thorn-crowned head and lays a strength on friendly \_\_\_?" Also, what is meaning of Magic Mouth's statement, "Pass the light at night", found on 3rd level of sewers? What is most powerful weapons & where is it? Is the throne useful for anything other than pain? Joe McGuire, POB 5231, Newport News, VA 23605.

Karateka: your son needs help in reaching Princess. How do you kill bird? Best strategies for movement? Using APC w/joystick. Ryan Glore, POB 1612, San Marcos, TX 78667.

*To decode clues, count back two letters. Numbers & letters in coordinates are not changed. If you've got clues to recent adventures, send them in & qualify for next month's contest.*



# SWAP SHOP

Got a houseful of old adventures? Trade 'em off with a free ad. (Adventures only, no pirated or copied software, limit of 10 games per ad.)

## APPLE

Want Telengard for 2C. W. E. Carte, Rt. 2, Box 264A, Charleston, WV 25314

Trade/sell: Infocom, \$10-\$15. SSI, \$15-\$20. Others. E.K. Uyetake, 3168 Blanchard St., Los Angeles, CA 90063

To trade: Zork 1 & 2, Starcross, Enchanter, with docs & InvisiClues but no boxes. Looking for originals of other good adventures. Write first: Phil Christensen, USAID/Lesotho, Dept. of

State, Washington DC, 20520.

Wanted: Ultima 1. Brad Kinman, 510 Laurel Rd., Easley, SC 29640.

Does anyone have Computer Novel Construction Set (Hayden)?. Tom Hayden, 2868 East Ave., Columbus, OH 43202.

Have 7 Bard's Tale characters, 18 & higher levels. Will trade for other characters & weapons. Joe McGuire, POB 5231, Newport News, VA 23605.

Enchanter 2, disk only. Best offer, trade/sell. Looking for DeathMaze, any info appreciated. Samantha Kunz, 651 W. Sheridan Rd., Chicago, IL 60613.

To trade: Phantasie 2, Star Trek, Bard's Tale, Adventure Construction. Want Moebius, Might & Magic. Phil Crowther, 1610 Barnstead Dr., Reston, VA 22094.

Trade only: Mindwheel, Essex, Brimstone, Breakers, Star Trek, Ballyhoo, Moonmist, Goldfinger, King's Quest, Gunslinger, Tass Times & many more. Send your list for mine. Tom Burns, 2868 East Ave., Columbus, OH 43202.

Wanted: Crystal Caverns. Write first. T. Walsh, 116 Homestead Cr., Ontario, Canada N6G 2E8.

Trade/sell: Nine Princes, Amnesia, Questron, Fahrenheit 451 & more. Send list of your games. Scott Huang, 14 Equestrian Ct., Huntington, NY 11743.

COMMODORE 64/128 To Trade: adventure & RPGs for 64 & Amiga. Massimo Galluzzi, Via Arzani 10, 15057 Tortona (AL), Italy.

Interested in buying used, original adventures with docs. Have over 100 to trade, including Planetfall, Transylvania, Mindshadow.

Send list of adventures to trade/sell, with SASE. Sheila Hazelwood, 308 Newcastle Dr., Ft. Walton Beach, FL 32548. Cannot answer without SASE.

Trade! Have over 60 games & adventures. Want many older and recent ones. Bob Bowen, 3 Peekskill Rd., Nelsonville, NY 10516,

Want Moebius, Destiny Knight, AutoDuel, ACS, anything else good. Will trade or sell Rendezvous with Rama. Peter Sniderman, 2214 Coronado, Youngstown, OH 44504.

Want all Ultimas, Moebius, Zilfin, AutoDuel. Will trade or sell Cutthroats, Amazon, Countdown to Shutdown. H. Stecker, 406 S. Cambridge, MN 55008.

Sale/trade: Suspended, Starcross, Deadline, all Zorks, Quest for Holy Grail, See-kah of Assiah, Gates of Dawn,

Continued on back page

## On-line Orc-Slaying: Delphi's Mini-Adventures

Delphi's Gamesig has added four "Mini-adventures" to their menu: *Arena*, *Dragon Eggs*, *Maze of Madness* and *The Message*. They're fast-playing text games that are played online by a solo adventurer.

*Dragon Eggs* takes place in a world where dragons have died out, challenging you to find six dragon eggs that are the only means of reviving the species. The Council of Wizards has offered a fantastic reward if you can return the eggs unharmed. It's structured like an adventure book, for you must roll a six-sided die or flip a coin and tell the program the results at key stages. If killed, you often get a second chance.

You stand in front of a ruined castle, which your long years of research indicated may be the place where the dragon eggs are hidden. Around you presses in a dark forest of tall trees and odd sounds. (Press the CR key to continue):

The castle moat dried up long ago, but the drawbridge leading in is still raised. Guard towers jut ominously from the four corners of the wall. After some

thought, you decide to:

CHOICE Menu:

Climb the wall. Check all around the castle

>Which choice? check

Carefully you make your way around the exterior of crumbling stone. At the back wall, you notice a part has fallen away, leaving a gap just big enough to slip through. What you do is: (CR to continue):

CHOICE Menu:

Go through the hole Return to the front wall

Look at this location again

>Which choice?

>go

Cautiously you squeeze through the opening, emerging into a long-neglected garden of raggy and rotted vegetation. The castle itself looms ahead of you, a dark bulk in the gloomy light. (CR):

CHOICE Menu:

Go ahead to the castle Search the garden Examine the guard towers

>Which choice? examine

With great patience, you make your way around, examining each of the towers in turn. All are in bad shape, and quite

empty. As you climb up the stairs of the last tower, the ladder suddenly breaks! Roll a six-sided die. Was the result: (CR):

>

CHOICE Menu:

Odd Even

>Which choice? even

OOF! You hit the ground hard, and a surge of pain of pain rushes through you as you hear a snapping sound. Your left leg is broken. Alas, in that condition, you won't be able to get around very well. (CR):

>

Let's hope you can make it to the nearest town and get some help...

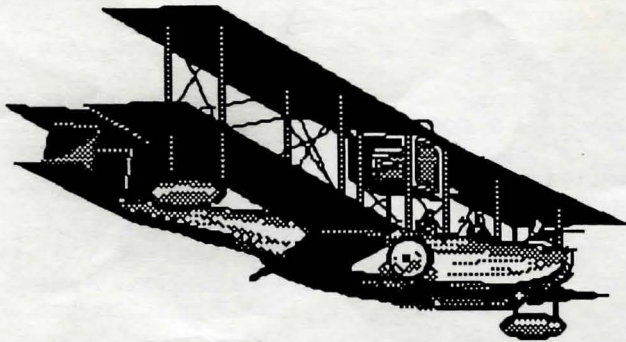
From each choice menu you can also choose to Look at this location again, Restart game from beginning, or Quit. Games cannot be saved in progress, but that's really unnecessary because they're meant to be played in a relatively brief session. In future issues we'll look at the Delphi's other mini-adventures. For more information on Delphi, call 800 544-4005. (This excerpt is Copyright Delphi, 1987, All Rights Reserved.)

# QuestBusters™

The Adventurer's Journal

POB 525

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87/07

## First Class

### SWAP SHOP

*Continued from page 11*

Give my Regards to Broad St. \$15 each. Quest, Phantasie 1 & 2, \$26.50 each. Want Brimstone, Mindwheel. Write first. S. Bugaj, POB 1997, Hampton, NY 11937.

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