



# QuestBusters™



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## King's Quest IV: Rockin' with Rosella

By Stephen King

First we went with Sir Graham on his *Quest For the Crown*. We accompanied him again as he left his new kingdom to find a wife. Some time later we helped his son Alexander escape from the evil wizard Manannan and save his sister Rosella from becoming a charcoal briquette at the hands (or claws) of a dragon.

In *Perils of Rosella*, the fourth volume of the *King's Quest* series, we tag along with Rosella as she searches

high and low to find a cure for her ailing father while simultaneously trying to save the good fairy Genesta from a lingering death at the hands of the evil witch Lolotte.

The game begins with a rather long automated sequence that shows King Graham and his newly reunited family as he prepares to hand down his adventurer's cap. From the title, one might suspect

that Rosella receives the hat, but before a decision can be made, Graham crumples to the floor with a pain in his chest.

While Rosella is crying near the magic mirror, an image forms and offers her a chance to save her father. The good fairy Genesta tells her of a magic tree that bears a single fruit capable of restoring health to the King. She offers to transport



Rosella to the vicinity of the tree, but because of her own failing health, won't

be able to return Rosella unless the Prin-

cess finds the amulet of power stolen by the evil fairy, Lolotte.

As usual in a *King's Quest* adventure, *The Perils of Rosella* is rich with familiar creatures from a variety of legends and fairy tales. If Genesta reminds you of Glenda, the good witch (I could almost hear the voice of Billie Burke), don't be surprised if you also see a familiar wicked witch and her flying simian friends.

You might also cross paths with seven dwarves, a giant (well, ok, an ogre) with a hen that lays golden eggs, a little winged

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**Type:** Animated Adventure  
**System:** IBM (256K and 512K versions)  
**Planned Conversions:** Amiga, IIGS, ST, Macintosh, Apple (128K)

## Cyberspaced out in Interplay's Neuromancer

By Shay Addams

After banging my head against a wall for three days, I finally broke down, put a handkerchief over the phone to disguise my voice, and called Interplay for some help with this game. It usually doesn't take long to force my way far enough into a role-playing game to cover it adequately, but *Neuromancer* is an unrivaled role-playing experience that requires a unique mindset—you can't enter this world with the same attitude you would a *Sosaria* or *Metropolis* and hope to make quick progress (at least I couldn't).

It takes time to get adjusted to the way things work in Chiba City, Japan, in the year 2035, not to mention the way things work in cyberspace, a "web of pure information" where the heart of the story lies. Sure, you're

still looking for clues, objects and ways to boost your skills, but the way you go about doing so makes *Neuromancer* unparalleled in any dimension.

Let's get the plot out of the way right up-front: we're dealing with a high-tech civilization in which on-line databases play an integral role. You can't even pay many of your bills without "jacking into" the appropriate database on Comlink, the public network that also offers databases for groups such as WorldChess, Regular Fellows and Consumer Review. Cyberspace is the realm in which all this information

floats, and with the right software and hardware,

you can enter cyberspace and eventually

**Type:** Animated Role-playing  
**Systems:** C 64, Apple (64K)  
**Planned Conversions:** IBM, Amiga

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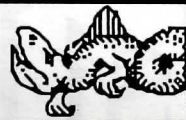
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# Adventure Hotline



Letters  
to the  
Editor



## The Latest Adventures

First Row's *Twilight Zone*, originally planned to be released first on the Amiga, wound up shipping for the IBM in November. Amiga and other versions will be out soon. *Leisure Suit Larry* is out for the IBM. *Star Saga: One*, combining paper and pencil role-playing with a computer game, is available for the IBM and Apple. *Wizard Wars* is an IBM graphic adventure from Paragon/EA. EA's *Mars Saga* (C 64) has landed. The *Pool of Radiance* clue book is going for \$12.95. *Might & Magic II* may be out by now and is worth pestering your local software store about.

## Quest for Conversions

Origin shipped the most new conversions for Christmas: *AutoDuel* (Amiga, IBM, Mac), *Ultima V* (C 64—finally!) and *2400 A. D.* (IBM). EA released *Deathlord* (C 64), *Bard's Tale II* (IIGS) and the enhanced version of *Reach for the Stars* (Amiga). Activision got *The Last Ninja* out for the Apple II/IIGS. All three ICOM adventures (*Déja Vu*, *Uninvited* and *Shadowgate*) are out for the GS, and Mindscape shipped the Amiga *Captain Blood*. The C 64 *Fairy Tale Adventure* arrived early last month; IBM and Mac are underway. SSI shipped their *AD & D Dungeon Masters Assistant* for the C 64.

## Bug Report: IIGS Version of Questron II

SSI discovered a problem with this program that could affect data stored on an Apple IIGS hard disk. The first copies were recalled, but be sure to look for a yellow sticker on the back of the box, just over the UPC label, to be sure you get version 1.1. If you've got the original version, call EA at 800-448-8822 for a replacement.

## Ultima—The Novel

Lord British is planning a series of fantasy novels based on *Ultima*, to be written by a well-known author in this field. The paper and pencil version *Ultima* role-playing game is also set for 1989.

## Key Club Helpers

For a copy of Key Club members who will help out on specific adventures, send a self-addressed, stamped envelope to Brian Smith, 3035 Montego, Plano TX 75023. Feel free to volunteer if you want your name on the list—especially for games released in the past six months.

## Epyx Looks into Adventure Market

Publishers of *Temple of Apshai*—one of the first computer RPGs—Epyx is exploring the adventure game market and should have some interesting products sometime next year.

## Mac & Amiga Decoders Wanted

Can you write a simple BASIC listing that will simplify decoding the QuestBusters Code by allowing people to type in the coded answers and print or view the decoded version? If so, drop us a line (not the listing). We want to publish one for each computer. People have already volunteered to do listings for the Apple, C 64, IBM and ST (GFA BASIC), which should appear in the February issue.

## Software Support for IBM Ad Lib Sound Board

One of the exciting new developments of the season is the way software companies are supporting Ad Lib's Music Synthesizer card. Music drivers for the Ad-Lib Synthesizer are currently under development at Sierra, Access, Electronic Arts, Epyx, First Byte, MicroProse and Origin. The high quality sound of this 11-voice add-on can currently be heard in Sierra's *King's Quest IV* game, and soon in *Space Quest III*, *Police Quest II* and *Leisure Suit Larry II*.

## Contest Winners

Robert Koenn won this month's Keys drawing. Winner of the Random Drawing was Wes Irby. Both get the game of

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Dear QuestBusters:

How about an article comparing different computers for playing adventure games on? And congratulations on an excellent newsletter. The writing is superb, quite a change from other major game mags. Doesn't anyone else have a sense of humor? And thanks for continuing to review text adventures.

Michael Metzger

*We'll get right to work on it.*

Dear QuestBusters:

I thought your subscribers were getting a break on prices when they buy programs from you. Why isn't this so with *Quest for Clues*? The enclosed ad shows a mail order company selling it for \$18.97. I always thought there was such a thing as subscriber loyalty and that it should work both ways. Looks like I was wrong.

Robert L. Grisham

*Not wrong, just unaware that mail order houses buy the book and software in large quantities—so they get discounted prices that enable them to sell things at lower prices. And though our "Passport" prices are rarely as low, you get three issues of QB with each game, which evens things up. The bottom line is that if you just want cheap prices, buy from a mail order house—but if you want to help keep QB going and growing, and providing more solutions and "Keys," order from us. The January or February issue will include a catalog of all adventures we sell.*

## QuestBusters™ The Adventurers' Journal

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# Times of Lore: quest for chitchat

By Shay Addams

Written by British designer Chris Roberts, this one-character quest unfolds in the land of Albareth more than twenty years after King Valwyn retreated to another part of the realm to recuperate from his recent victory over an invasion of barbarian hordes. The barbarians are back, but the King isn't—so it's up to you to round up the Foretelling Stones, Tablet of Truth and Ring of the ArchMage in order to recall the King, whose Medallion of Power can save the day. Upon loading the program, a series of lushly illustrated "pages" tell this tale with eloquent and abundant prose (which can be bypassed after reading it once).

Unlike most action adventures, this one lets you choose from three character classes: Knight, Valkyrie (a female character) or Barbarian. Next your orc-slayer is seen in the barracks in Eralan, where he can talk to the barkeep at the Frothy Slosh Tavern or a nearby Monk for clues as to which way to proceed: seek the magical boots in Treela, or try to reclaim the Foretelling Stones that were stolen from a caravan by a band of orcs. (Of course, you can just go wandering about on your own if you wish—it's *your* adventure.)

## Read my Lips!

Conversation is conducted efficiently via the mouth-shaped icon, one of a series at the bottom of the screen. You press the space bar to switch the cursor from the main window to the icons, then hit one of them. If standing near a character, you'll be greeted with scrolling text in another window. A sub-menu on the right lists options such as "start chitchat" or "ask question," and choosing one of them often presents more choices. After "chitchat" leads to a rumor about orcs in the Dark Forest, you might hit "ask question" and be presented with "rumors" and "orcs" as potential questions. And there's no shortage of people to talk with: in the 45 different buildings, you'll find 60 individual characters who follow their own daily

routines, somewhat as in *Ultima V*.

This menu-based counterpart of the conversational element of the last two *Ultimas* is but one of the many features that give *Lore* more depth and character than most action adventures. Other chores, such as buying food, are conducted with similar menus. The rest of the icons govern examining things, picking them up, dropping, using or offering them to people. Another lets you see your score, load a saved game or pause the action. So you get a lot more options than just shoot and kill, loot and steal, which are what this kind of game typically provides.

## The View from the Clouds

This minutely detailed fantasy world is shown from an aerial-view at an oblique angle, which is reminiscent of *Faery Tale Adventure*. Tops of houses and castles "pop off" when you enter, revealing the

interiors, then "pop on" when you leave, an entertaining frill first seen in *Legacy of the Ancients*. Sharply defined and colorful

graphics for the nine NPC-types, from Guards to Slime—are easy to distinguish and are also depicted in the manual. (Dennis Loubet, whose art you've seen in the *Ultima* manuals, did the illustrations.) Shadows beneath the trees give a realistic 3-D effect, and you'll see ripples in the rivers, fires crackling indoors, spells flying through the air, as well as many other animated effects. You can move in four directions, attacking with the sword by jabbing the button to swing at the nearest foe, or using a scroll to cast a spell. Spells include standard fare such as teleport and zap all the monsters currently on-screen.

The music, written by Martin Galway (whom Origin's press release calls "England's premier computer-game music composer"), is easily the best I've heard in this kind of game, for the melodies vary frequently and lend atmosphere to

different settings. I was also surprised at the realistic sounds of birds whistling in the Enchanted Forest, among other such effects.

Besides plenty of action for the shoot-'em-up fan, there are lots of clues and puzzles to unravel (and gold to grab, of course). Often this means figuring out the effects of potions, scrolls and other artifacts found on the trail. Uniquely, you must use an artifact (such as a Green

Potion) before you'll find another one.

You get many useful clues by talking to people, who may steer you in the right direction. A hunter mentions seeing a light from a shack north of a bridge, for example, which the fold-out map of the land makes easy to find. This gives the game a more linear feel than *Faery Tale Adventure*, in which it was all too easy to roam around for days wondering what to do and where to go next.

## Liz Taylor's Favorite Feature: Auto-Eat

As times passes (there is a night-day cycle), you've got to eat to keep going. Handily, the "auto-eat" feature saves you from having to click on the "mouth" icon when the text says you're hungry: if you don't do so soon enough, the program tells you you've just consumed a portion of your provisions. A candle on the screen burns down to reflect your worsening condition after being wounded or running out of food (don't burn it at both ends like I did!). You can regain health by standing still (for a *long* time) or sleeping at an Inn.

There is no resurrection in this world, and you only get one life. At least you can quickly restore the last saved game without reloading the entire program. However, you must check into an Inn to save the game, the one part of the program that I'm not fond of—and it costs 10 gold to do so (the first time I recall having to pay to save a game!).



**Type:** Action Adventure  
**Systems:** C 64/128, 64K Apple (joystick required)  
**Conversions Planned:** IBM (January)

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# Demon's Winter: a cold day in hell

By Charles Don Hall

This follow-up to *Shard of Spring* takes place 5,000 years later—the reason you can't use your old characters in the game. Though it uses basically the same game system as *Shard*, several new features have been added, and the map is 20 times bigger. (This is probably too big: unless you map carefully and methodically, you can miss some very important regions.)

The game is very well-plotted. Because the documentation offers but a few paragraphs of historical background, you know nothing at the outset except that the town of Il-dry has been wiped out by Kobolds, and your quest is to find them and teach

them a lesson in good citizenship.

This won't take long, but in their leader's tent you'll find a scrap of paper indicating he was taking orders from an Evil Priest who lives in such-and-such a place. Not only do you now have a new place to go, but also a compelling reason to go there. After exploring each dungeon, you get another piece of the Big Picture, along with a reason to visit a specific dungeon.

In most RPGs, the plot is handed to you all at once, and the party's attitude is something like, "Well, we're too weak to defeat the Evil Wizard right now, but we can handle the monsters in *this* dungeon, so let's go in and look for artifacts." A few exceptions, such as *Realms of Darkness* and *Wasteland*, come to mind, but their overall plots are uncohesive, sending you instead on a series of largely unrelated quests.

Unfortunately, this game's packaging gives away a lot of the story line, including the ultimate goal, which is to defeat the Evil God-Demon Malifon. [For the enlightened members of our audience, the official QB abbreviation for Evil God-Demon is EGD, as in *S & S* the EGD.] It also gives away a lot of other things that should be surprises, such as the fact that the oceans turn into blood about halfway through the game.

## *Malifon's Revenge: Part One*

The game's biggest flaw is all the stuff it puts you through before you even start

the adventure (at least on the Apple version). To begin with, you have to use the built-in utility to make working copies of the four disk sides. When running it, you need to pay very close attention to what you're doing: by trying to read the manual while copying the disks, I managed to crash the program twice when I carelessly inserted the wrong disks.

Now the utility is very smart, for it knows which master disk you've put in and won't let you copy the disks out of order. So if it crashes on disk "C," you

have to copy disks "A" and "B" again. I

must con-

fess I don't quite understand why the program won't let you insert the wrong disk when you *do* want to, but will let you insert the wrong disk (thereby crashing the system) when you *don't* want to.

## *Roll 'em up, Head 'em Out!*

After you've copied the disks, you should set them aside and spend the rest of the evening studying the manual. Character creation is a tricky business, and you can get into big trouble if you make too many mistakes.

Your party can have five characters, chosen from ten professions. Additionally, there are 31 skills that characters can learn, such as Axe, Fire Runes (one of several sets of magic spells), and View Mind (so you can tell if a merchant is trying to cheat you). Each skill costs a certain number of points, and no character can have more skills than his Intellect permits.

The difference between professions is the cost of each skill: Sword skill costs a Paladin two points, but a Sorcerer pays seven and a Cleric ten (traditionally Clerics aren't allowed to use edged weapons). At the start of the game, each character can choose two skills from a list of common ones. To learn others, you must find

Colleges that teach them.

Anyway, here's the puzzle: Just by reading the manual, try to figure out which character classes to get and which skills to give them. To make matters even trickier, the manual doesn't do a good job of explaining how certain skills are used: there will be a vague capsule description, with the detailed description hidden somewhere in the manual—which is not indexed. So it isn't enough to just read the manual. You have to study it thoroughly before even beginning to think about forming a party.

## *On with the Quest*

As in *Shard of Spring*, the game system is like an easier version of the *Wizard's Crown* series. You begin walking around on a scrolling map of the continent of Ymros. The day-night cycle isn't too irritating, because when darkness reduces visibility, you can camp and sleep till dawn.

Icons represent towns, Colleges, temples and dungeons. Entering one of the first three presents you with a menu of options (buy, sell, pray, etc.); entering a dungeon puts you inside a scrolling map of the building, where visibility is limited without a light source, and walls and doors block your view.

Remember to hit "I" to inspect your surroundings after entering each room in a dungeon. This won't reveal squares that harbor lurking monsters or concealed treasure, but will bring special "dungeon

items" into view. I'm not sure why you have to do this, since so many of these items are commonplace things like doors and fireplaces, which should be immediately obvious.

Also be sure to copy down any mysterious symbols you see, just in case the dungeon they're in gets destroyed later in the game.

Dungeon items differ from normal ones (such as swords) in several ways. They can't be sold and are not lost when dropped. Using a sword will activate any spells stored in it, but a dungeon item can only be used in conjunction with another dungeon item. For example, an area

**Type:** Fantasy Role-playing  
**System:** Apple  
**Planned Conversions:** C 64/128





might contain a door and the two halves of a broken key. The door can't be picked up, but the key parts can, and one may be used on the other to make a whole key that will unlock the door. Some dungeon items that can't be picked up can be moved: by moving a bookcase, you might uncover a secret passage.

### Combat and Magic

When you run into monsters, the surrounding map tiles are blown up into an arena-like area where the battle ensues. The combatant with the highest Speed goes first and can act until he has used up his Movement points for the turn. Combat options include turning, moving, attacking, invoking magic items and using a special skill such as spellcasting or praying for divine intervention. During ocean encounters, combat options are limited to firing the ship's cannons and moving the vessel.

I especially like the magic system. In most games, the only combat spells you ever use are damage and healing spells. Others exist, but players rarely use them. In *Demon's Winter*, however, such spells (Monster Lore, for example) play a bigger role.

A Mage can cast only one spell per turn, but he can put as much energy into it as he wants: a one-point Column of Fire inflicts but one or two points of damage, but a ten-point spell wrecks ten times as much havoc on the target.

By using the Monster Lore skill, you can learn a monster's Speed, Strength and skill (but not hit or spell points). A Mountain Giant may need a 30-point Column of Fire to kill it. A more efficient form of attack would be a ten-point Clumsiness spell (which makes it almost impossible for the Giant to hit a character), or even a five-point Slow spell (Giants aren't very fast to begin with, and this could slow it down so much that it couldn't attack). With the monster rendered helpless, your Fighters can kill it at their leisure.

### Malifon's Revenge: Part II

An unfortunate "feature" of this game enables you to occasionally get stuck in a no-win situation. At one point I had

picked up an artifact called the Evertime Orb but hadn't found another one known as the Demon Crystal. I had no indication that anything terrible was about to happen. After a few more minutes, night fell and my characters went to sleep—only to die before morning. Luckily I hadn't saved the game before they drifted off, or I suspect I'd have had to start over with a fresh set of characters.

Though I didn't save the game in a bad place, I *did* leave the dungeon before I got killed. This caused some aspects of the party's progress to be saved, which made

it impossible for them to get the Orb again. The solution? Make a new dungeon disk from the master. Since the dungeon was on disk "C," I first had to re-copy "A" and "B" too. Naturally, my mind wandered and I crashed the utility again. Be

*very careful* with the Evertime Orb.

The other no-win situation involves the Chapel of the Past. Activating the teleporter sends you on a one-way trip. There are only two things you can do: cast the "Wind Walk" spell (if you have it) and teleport to safety, or keep going forward until you've won the game. If you choose the latter, plan on running from every encounter, save often, and reboot whenever anyone takes damage. Don't use any Spell Points unless it's an emergency, for you have a long wait ahead of you.

The original *Shard of Spring* had a balance problem, for the experience points you received for slaying tough monsters were far too low. *Demon's Winter* is much more generous, which makes it easier to advance to higher levels.

Lately I've noticed a disturbing trend in the way RPGs end. It used to be that after you won, the program flattered you by saying your characters would become legendary heroes or somesuch. Inflation has set in, for now it seems as if every time you win, your characters get promoted straight to Godhood (*Phantasie III*, *Bard's Tale III* and at least one ending of *Wizardry IV*). *Demon's Winter* has bowed to that trend, but at least it gives a twist to this kind of ending. I won't say what it is, since then I'd be giving away even more than the packaging does, but I feel it's a

more satisfying conclusion.

**Conclusions:** I can't decide whether I like this game or not. Some aspects are works of pure genius, while others are so irritating that I can't figure out why any sane programmer [Editor: are there any?] would put them in. Like *Shard of Spring*, this is best described as a fantasy role-playing game for wargamers. Puzzles are fairly easy, and you spend most of your time in combat or searching for new continents and islands. If you liked *Shard*, you'll probably like *Demon's Winter*.

**Skill Level:** Intermediate

**Protection:** Program

**Price:** \$29.95

**Company:** SSI/Electronic Arts

## Adventure Hotline

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their choice.

### Origin Voted Best Publisher

Dallas Snell, Origin's executive producer, was surprised when the Computer Game Developer's Conference voted Origin as the Best Publisher of computer games. Because none of the over 150 attendees who voted were Origin authors, Snell says: "I never even considered us to be in the running."

### What Do You Think?

*Quest for Clues II* will have maps like *Uninvited* in this issue, with coded letters to show where useful objects are located. But we're undecided as to whether to: (A) put the Map Key for each map on the page beside its map, or (B) to put all the Map Keys in a separate chapter so you won't be tempted to read too much when looking over the list for a particular item. Send your vote (A or B) to: QB Map Key Poll, POB 32698, Tucson, AZ 85751.

### Not Again!

The subscription rate is rising—but only for the *Adventurer's Express* and *Canadian* delivery: both are now \$24 (US funds) for 12 issues. *Adventurer's Express* is sent First Class in an envelope and arrives one-two weeks faster than 3rd Class. It is especially recommended for APO/FPO addresses, for military post offices deliver 3rd Class very, very slowly.





# The Colony

By Steven Payne

*The console crackles to life, rudely interrupting a well-deserved nap during your solo patrol of this sector of the galaxy.*

*"This is Commander Bagdasarian of space frontier colony Delta 5-5. We have been overrun. I repeat, we have been overru....."*

*"That's all we've got." The dispatcher speaks with the deliberate and unemotional tone that always signifies trouble. "As Regional Marshall it's up to you... just find out if there are any survivors and get them out. This was a Settler Plot. You know... families."*

*"Children?"*

*"Yes."*

*"Damn."*

So begins *The Colony*, a new 3-D real-time action adventure. As the game opens, you are speeding toward the source of the distress signal. After pulse-quickening credits and a crash-landing on the surface of Delta 5-5, you awaken on the flight deck of your injured DAS armored cruiser. The first order of business is to turn on the lights (check the panel ahead of you) and investigate the damage. Before long you will want to deactivate the reactor that powers the ship. Then head for the Armored Spacesuit Installer, which will outfit you to explore Delta 5-5. The suit comes with a choice of settings for armor and weapons (light, medium or heavy) plus a compass, a heads-up display of your position, and a monitor of your support systems (weapons, life force and armor).

Now you're ready to venture

out through the airlock and search for the colony. Watch out, though! Loitering around too long while wearing the suit can be hazardous to your health. In the absence of other energy sources, the armored suit begins absorbing energy from its wearer—and can eventually kill you.

The surface of Delta 5-5 is dark, and all of the objects (even your own ship) are represented by rough line drawings, strangely transparent. Before you have time to think much about this peculiarity,

you are under attack from alien spacecraft. Depending on your strength, you can shoot down a few, but at some point you may just want to make a run for it. Fair warning, though: the entrance to the colony (represented by a big boxy outline) is not easy to find, and you don't want to die on the way. To save time, head directly northeast from your ship, and you should see it soon. (Luckily, Delta 5-5 is round, so if you head steadily in one direction you'll end up back in the same place.)

Once *inside* the colony the game really begins, and may remind players of a cross between *Aliens* and your worst geometry class nightmares. The colony turns out to be infested by transdimensional pests (the result of a failed teleportation experiment) and you are "The Exterminator." Most of the creatures look like one-eyed crystals, and they attack by noisily draining your energy. When fired upon, however, they usually revert to a crystalline "pure energy" form (pyramids, diamonds and spheres), which your suit can then absorb by traveling over.

And so you proceed, slowly roaming the halls of the colony, battling the aliens (Take that, slimeball eyeball! Die, you filthy polyhedron!) and searching for clues to what happened. A slide show in the projection room on the first level will give you some idea of what you're up against. From time to time in your explorations, you'll come across desks and dressers with notepads, letters or books left behind in the drawers; together with the desktop computers (nice to see they're using Macintoshes in outer space) and messages on the TV consoles, these can provide tidbits of useful information.

Gradually you must work your way down through seven levels, all but the last one full of nooks and crannies, so begin mapping right away. What you will eventually discover is that the only survivors are the colonists' children, who have been placed in cryogenic storage throughout the complex. To win the game, you will need to locate the kids, transport them to

safety aboard your ship through a clever use of equipment, repair your damaged reactor and return home with the aliens destroyed.

The game comes with two sets of controls for motion and combat. You can maneuver using either the keyboard or mouse; you can fire upon opponents either by turning to face them directly or by using manual tracking, which turns the mouse-controlled cursor into a crosshair.

Just point to your enemy, click the mouse and fire away! This latter option takes some time to master, though, since the same crosshair cursor is also controlling steering and may cause you to misfire

if you're turning as you shoot.

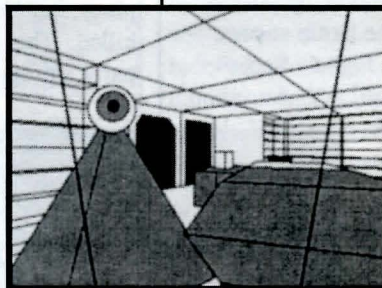
## 3-D Effects are Shaky

The most strongly advertised feature of *Colony* is the 3-D animation that uses author David Smith's FLY-BY Environment Simulator, which is supposed to give players the impression of actually walking through buildings and interacting with what they find. To be sure, the perspective twists and turns as you proceed in any direction, but the 3-D effect is hardly as smooth as *Mindscape* claims.

In addition, when you come upon desks, dressers, sliding doors, control panels and so on, the screen changes to a two-dimensional bit-mapped graphics mode, while you type in numbers, push buttons or open drawers looking for clues. (During this phase, apparently, you cannot be fired upon, so you may want to use it to catch your breath in the heat of combat.) From time to time you will be presented with a control panel showing a randomly generated series of four symbols, requiring you to consult the coded card in the game package and type in the corresponding six digit number; this is the copy protection scheme, though the disks themselves are not protected.

Unfortunately, the graphics are primitive, and few of the bit-mapped interactions are of any real value in finishing the game. Some of the levels have little to offer except tedious hours of mapping. By

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**Type:** 3-D Action Adventure  
**Systems:** Macintosh, IBM



# Neuromancer

Continued from page 1

penetrate the databases themselves. People who do this today are often called "hackers"; in Chiba City, they're called cyberspace cowboys.

A lot of your cowboy friends have disappeared recently, and rumors on the boards say they were "flatlined"—which means killed—by the AIs (Artificial Intelligences) that guard some of the top-security databases. Many bases are protected only by ICE (Intrusion Countermeasure Electronics), but even these are not easily defeated. So after obtaining the necessary equipment and passwords, you'll set out to discover what happened to your pals. As you pierce higher levels in the labyrinth of databases in cyberspace, several imaginative plot twists keep you guessing all the way to the climax. The story is based on William Gibson's science fiction novel, with game design credits going to Bruce Balfour and Michael Stackpole, and Troy Miles receiving top billing as programmer.

## A Mode for every Mindset

One thing that keeps the game fresh is its variety of presentation modes. The parts of the story that happen in Chiba City are presented in a style that's new for an RPG but have been seen before elsewhere, borrowing from Lucasfilm's *Maniac Mansion* by showing a third-person view of an animated character in a picture window that covers the top half of the screen. The interface that facilitates talking to people, which consists of cycling through cartoon-style balloons filled with various statements and questions until you find an appropriate one, is similar, though more advanced, to the interface in the British action adventure *Brattacas*. The key difference lets you type words into some balloons to ask questions. Below the picture window, eight icons control actions such as inventory (which brings up a menu for using, dropping and manipulating things in other ways), talking to people, and six others. Your character can be guided via stick or keys.

When on Comlink, however, you'll deal solely with text screens and a menu-

based interface that's familiar to anyone who's ever been on CompuServe or even a local on-line bulletin board. Here you can read messages from other cowboys, companies and government agencies, send your own messages and download software into your cyberdeck. (This is a lot cheaper than buying it at one of the stores in Chiba City, which don't even sell the best software.)

Once you've latched onto Comlink 6.0 and have a cyberspace-compatible deck, you can jack into the grid and go toe-to-chip with the ICE that guards each database, which look like big jewels floating over a matrix in outer space. Your character isn't seen in this phase, which utilizes a first-person view. Now you'll interact with your environment by attacking the ICE with your software, choosing programs such as Probe 1.0 to learn the database's name, then attacking with Blowtorch 4.0, Decoder 1.0, Drill 2.0 and maybe Thunderhead 1.0. These attacks are minimally animated with things that look like comets flying through the ether to hit the database. ICE

fires right back at you, but your software, not your body, sustains the damage, and your programs may wind up crashing on you. Only the AIs, also known as Black Ice, can actually kill you. (You'll be resurrected right away, but it will cost you all the credits you're carry-

ing.) Several icons are present on one side of the screen, and as in the other modes, you may elect to press keys for the various actions, such as "I" for Inventory, which brings up a sub-menu that lets you use, drop, give and otherwise manipulate objects.

## Searching for Software

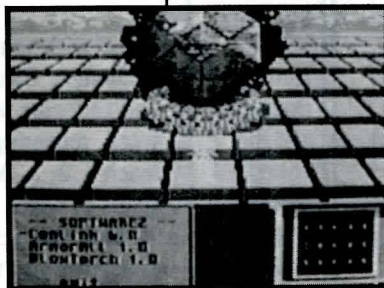
Early on you'll be building up your character's arsenal, as in a regular RPG, by upgrading your hardware and software so you can get into more bulletin boards

and seek clues in the messages. You've also got to buy and otherwise obtain skill chips, which are surgically implanted in your brain so you can use skills such as Debug, Hardware Repair and Coptalk. Another useful item is the ROM Construct, a recording of your personality, memory and skills that acts like an NPC who assists you in cyberspace and can use certain skills there that you can't. (ROM Constructs aren't necessary for winning the game, but do make it easier.)

Puzzles include figuring out how and when to use skills and software, uncovering linkcodes and passwords, and scheming up ways to make money (which is done in the most unconventional methods—not by selling artifacts found during your travels). Of course, the plot itself is a puzzle, challenging you to discover exactly what's going on in cyberspace that prompted the AIs to flatline cowboys who get too close to the secret.

Graphics and animation are impressive when you're in Chiba City, but there's not much to see in cyberspace (though sound effects are good there.) Rock band Devo did the theme song, which plays intermittently but not so often that you wind up humming it in the shower if you don't turn the sound down while playing. You'll hear a more elaborate version, with digitized vocals, that accompanies the title screen). The Apple version boasts double hi-res graphics, but obviously the sound won't be as good.

One of my favorite aspects of the game is its completely wacked-out sense of humor, which satirizes the world of computing. In Consumer Review's capsule reviews of new hardware, for example, one model, the UXB, was said to have "exploded and put our reviewer in the hospital for two weeks." Another "erased all our software." PongFather Nolan Bushnell is also a target: enter the House of Pong, a temple devoted to the "One True Computer Game," and you'll meet a monk named Nolan. And it goofs on those crazy computer abbreviations with which we're all familiar: SD for "Simple Directions," for instance, and LHF for "Lucid Help Files." Not all the jokes are aimed at computing, for the City News on PAX carries stories like news: "Farm An-



Continued on page 15



# Walkthrus: Wizardry IV & Uninvited

By Frank Evangelista  
(Verified by Linda Brooks)

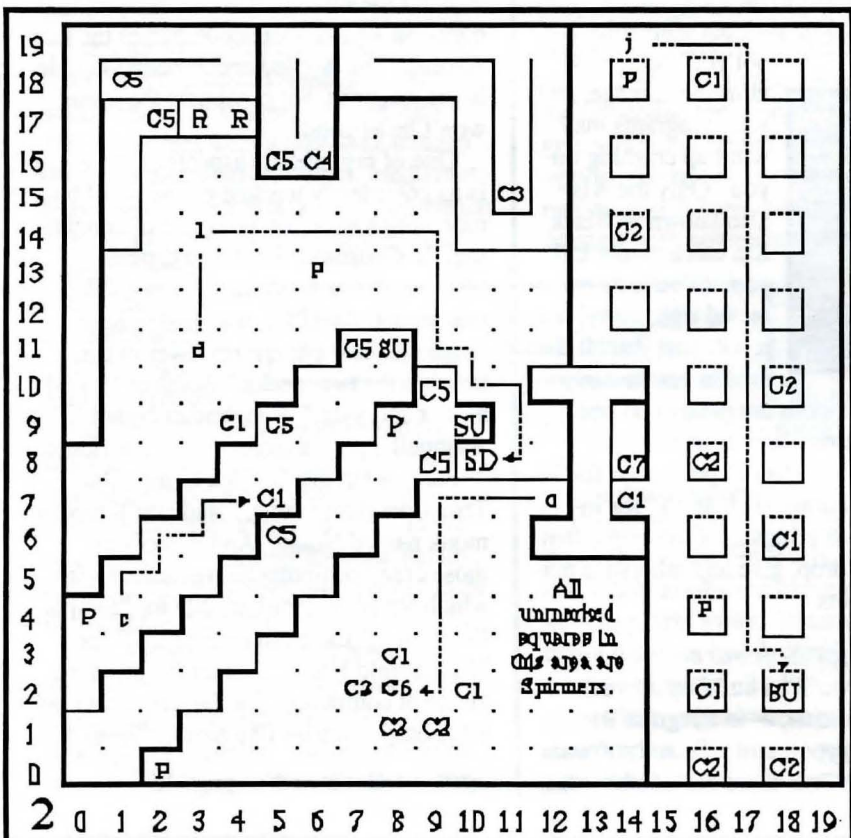
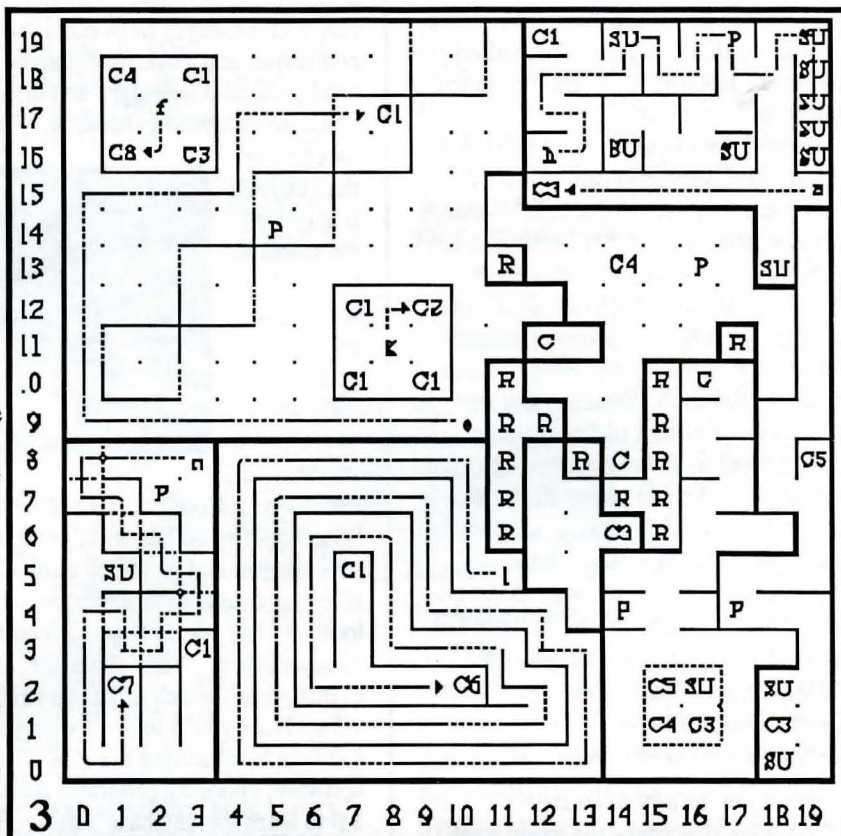
## Levels 3, 2 and 1: The Cube

Throughout this section, follow the dotted lines on the maps. You travel through a series of chutes and stairs that transport you about these three levels. On the maps, each intermediate destination labeled with a lower case letter: (a). In this explanatory information, each letter is followed by a number indicating the level on which it's found: (a/3).

From Level 4, you arrive on Level 1 at the spot marked X (15, 11). Go due north through the center door and continue north until you're transported to (a/3). Go west, where you're transported to (b/1). You must get through this Light and Dark area (avoiding 3, 1) to 3, 9, where a chute transports you to (c/2). Equip oxygen mask. Move to 5, 7, where another chute sends you to (d/2).

Equip and invoke the Winged Boots to avoid pits in these areas. Go to 3, 14, 2 and get the Oil of Olé (50,000 gold) at (1). Find your way to the stairs down at 10, 8 to reach (e/3), then follow the map

and move to C1 to be transported to (f/3). (Be careful to avoid stepping in any other locations along the way, or you'll be transported all over the place.) Move south once and west once and you'll be transported to (g/3). Now go north once and east once to be transported to (h/3). Take the stairs up at 19, 17 to reach (i/1).



At (1) on Level 1 (13, 2), get Trebor's Rump. Equipped and invoked, it permanently stops Trebor from hounding you. Make your way to (2) at 15, 15, 1, drop the Holy Hand Grenade and move three steps away. The wall will be blown away, allowing access to the stairs up at 15, 16, 1. Proceed to the stairs up at 18, 2, which take you

to (k/1). Follow route to stairs down at 9, 9 to (l/3). Follow the hall to C6 and get transported to (m/1). Go to the stairs down at 8, 5, which take you to (n/3). Move to 1, 2, where you're transported to (o/2).

Filled with spinners, this room is a major challenge. Cast Dumapic to ascertain you're facing south and save, then move south, repeating the process until you reach 9, 2, 2. You can also use Light spells to watch distant walls. Save and try until you get into Chute C6, which transports you to (p/1). Freedom from the Cube is in sight! The Holy Hand Grenade is cursed and must be cleansed by using the Oil of Olé. Then use the Holy Hand Grenade. When the pin is pulled, make your way to (2) at 15, 15, 1, drop the Holy Hand Grenade and move three steps away. The wall will be blown away, allowing access to the stairs up at 15, 16, 1.

## Back to See the Witch

After going up the stairs from the Cube, you can now use the Malor spell to teleport anywhere from level 10 to 1 (you



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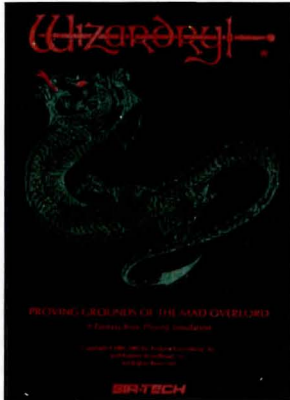
# “ The Adventure Of A Lifetime Awaits ”

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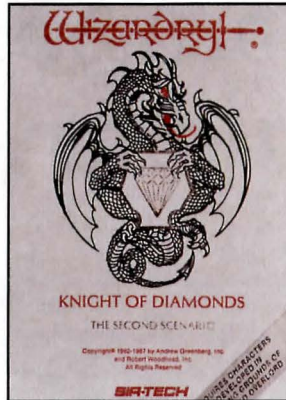


# PLAY IT TO THE HILT!

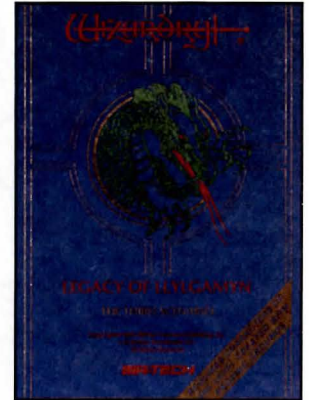
## World of Wizardry



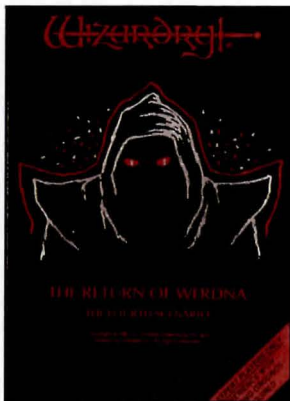
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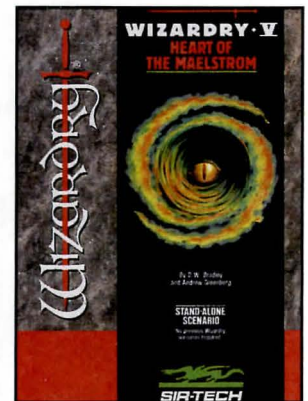
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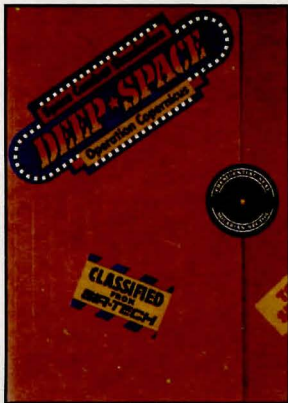


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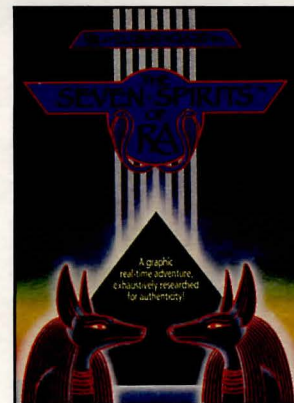
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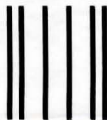
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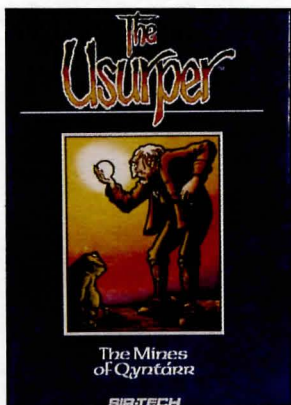
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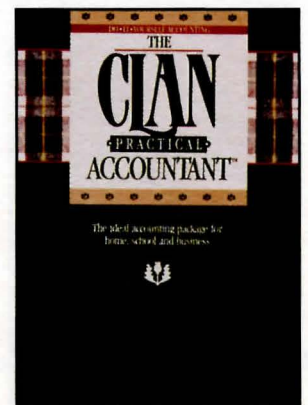
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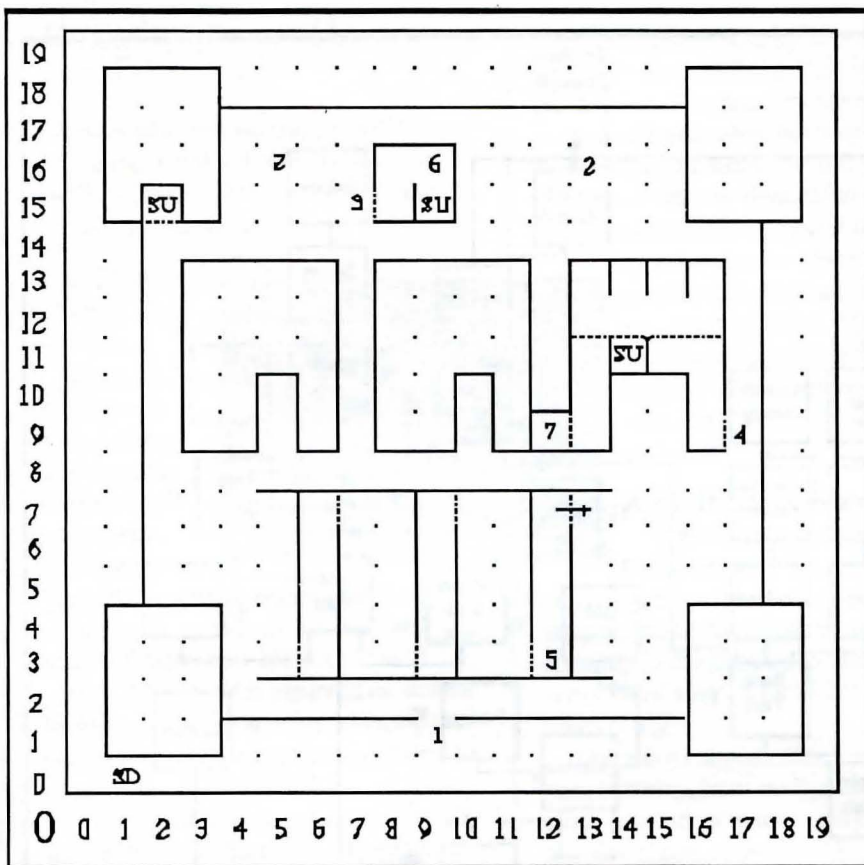
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can't Malor in the Castle). Use Malor to backtrack and satisfy the Witch on Level 4. She wants the Gold Pyrite (Level 8), White Marble (Level 4), Witching Rod (Level 2) and several items obtained after battle: a Magician's Hat, Blade Cuisiart and Penneceaux.

To be concluded in next issue

# Uninvited

By Edgar Bork  
(Verified by William E. Carte)

## The Solution

Don't worry about the Red Demon with the key until you've opened the safe in the Lab.

### In the Car

Open driver's door. W.

### Front Yard

Open mailbox. Get envelope. Operate door knocker. Open front door. N.

### Entrance Hall

Open envelope. Get amulet. Read note. Close envelope. Drop envelope. Open NE door. NE. Open book. Examine

SE door. SE. Get No Ghost spray can. Get Spider Cider can and corrugated box. S. Open SW door. SW. Open book. Examine book. S. Open NW door. NW. Open book. Examine book and nightstand. Open nightstand. Open scroll. Examine scroll. S (2).

### Hall

Open Op Hiptu. Open SW door. Operate Op Hiptu on Woman. Drop Op Hiptu. Open SE door. SE. Open NW door. NW. Operate Spider Cider on rail. Drop Spider Cider. SW. NW. Open box. Put spider in box. Close box. SW. S. E.

### Entrance Hall

Operate tfmg on mfgu dibjs. Operate by on left chair. Get key. NW. N. SW.

### Master Bedroom

Operate key on cabinet. Open cabinet. Get box. Examine box. Open and examine both scrolls. S (2). SW.

### Rec Room

Operate gramophone. Operate key on cabinet. Open cabinet and speak to doll: Tqfdbo Ifbgpe Bcsbybt. Close cabinet. Open E door. E. Get bouquet. Open NW door. Open N door. N. (The following series results in the combination

book. S. Examine three paintin gs. Open NW door. NW. Examine painting. N. Upstairs Hallway Open E door. E. Get ax. N. Open cell door. S (2). Open

to the safe.) Open desk. Examine card. Write down bupnjd ovncfs of Nfsdvsz. Drop card. Examine and drop remaining cards until you have written down the bupnjd ovncfst of Tjmwfs and Hpme. NW (2).

### Kitchen

Open E door. E. Get matchbox. S. Open W door. W. Operate lamp. Open corrugated box. Operate spider on ghost. Close and drop corrugated box. Open diary behind painting and examine it. S (2). Open SE door. SE. E.

### Entrance Hall

Open matchbox. Get a match. Close matchbox. Operate match on matchbox. Operate match on firewood. Drop match. Put box in fireplace. Get Brass Star. NW. SW. Open NE door. NE.

### Trophy Room

Drop ax. Get cage. Open NE door. NE. N. Open door. N.

### Greenhouse

Operate water on dirt-filled pot with nothing growing in it. Get the pot. S (2). Drop pot. [Save] NE. Speak to either dog: Jotubouv n Jmmvnjobsjt Bcsbybt. Open N door. N.

### Chapel

Speak to head of statue: Tqfdbo Ifbgpe Bcsbybt. Drop matchbox. Open it. Get a match. Close matchbox. Operate match on matchbox. Operate match on candleholder. Get candleholder. NW. N.

### Maze

Drop match. N. W (2). N (2). W (2). N (4). E (4). Operate bnvmfu on ghoul. Drop bnvmfu. E (2). S (2). Put cpvrvf on cross. W. Operate key on keyhole. Operate dbhf on bird. S (2). Open dbhf. Get gem. Drop cage and key. N (2). E. N (2). W (6). S (4). E (2). S (2). E (2). S (3).

### Chapel and the Creature

Drop candleholder. Get cross. S (2). Get qmbou. [Save] NW. Put gem in niche. N. Operate qmbou on creature. Drop qmbou. Open N door. N.

### Laboratory

Open safe (tfwfouz-ojof, gpsuz-tfwfo,

Continued on next page



Continued from previous page

fjhiuz—typed in as numbers, not words). Get jar. SE. S (3).

**Trophy Room**

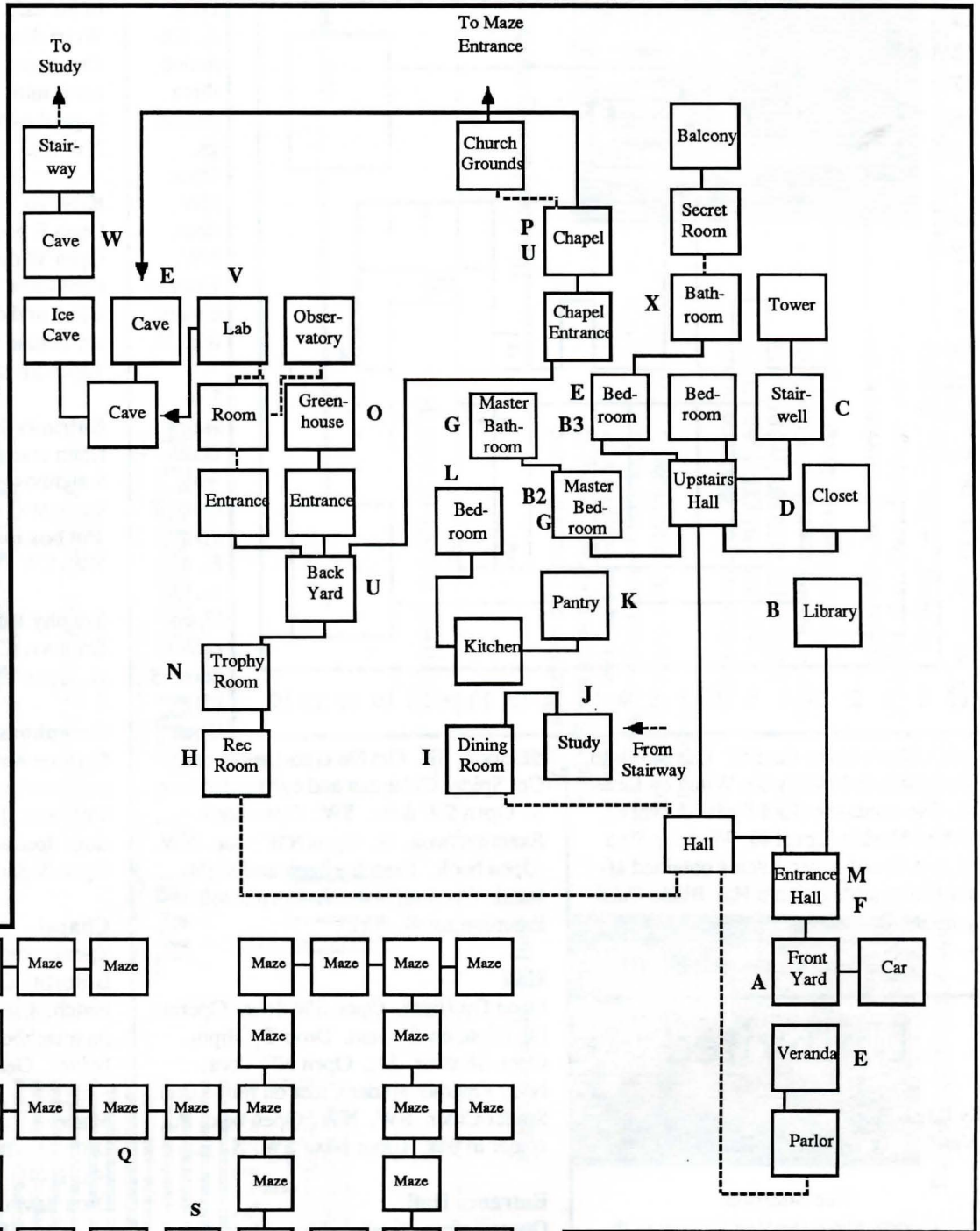
Operate by on jar. Put dplljf under polar bear's chin (the key is hard to see if it's anywhere else in the room, and hard to pick up with the mouse pointer, but easy to find in the middle of the white bear's chest). Examine various things in the room until the Red Demon shows up. Get the key. NE. NW. N (2). Open trap door in floor. [Save] W.

**Cave**

W. Operate Csbtt Tubs on ice. N. Put nbo in pit. N. Operate key on door. Open N door. N. Drop key. NW. S (2). N. NW. Open NE door. NE.

**Bathroom**

Operate cold water tap. Operate hot water tap. Operate sink. Examine aquarium. Open ibnqfs. Examine upxfrm. Examine mirror. Open



dfjmjoh mjhiu gjyuvsf. N. Close hatch. Examine boy. Iju boy. Operate cross on Demon. N.

**Map Key: Uninvited**

- A: envelope & amulet
- B: book
- B2: book & box
- B3: book, nightstand & scroll
- C: ax
- D: No Ghost Spray, Spider Cider
- E: spider

Continued on page 13



# King's Quest IV

Continued from page 1

fellow with a bow and arrow, a cloven-footed piper and a whale that likes to swallow people. Even Roberta makes a cameo appearance or two.

## The Shape of Things to Come

Every so often, a game comes along that expands the existing boundaries. I've been quite pleased to note a dramatic and steady increase in the quality of graphics and sound of many new MS-DOS based games. This trend is centered on several highly creative companies. Among the earliest of these innovators was Sierra Online.

Back when computer games were all text, Sierra said "Let there be graphics," and there were. They added color to a monochromatic world, and then they gave us 3-D adventures that allow the player to interact with their world in a way that has never quite been equalled by even the best of the role-playing games. The mother of these, and many other brainstormers, is Roberta Williams, and *King's Quest IV* demonstrates that she is still a force to be reckoned with.

Why is *The Perils of Rosella* so different from any other 3-D adventure, you may be wondering? Each of these games has been better than the previous installments. The first *King's Quest* impressed me so much, I bought a thousand-dollar computer to play it. Well, I compared the two games during the course of this review, and if *Rosella* were a science fiction game, I'd say it was light years beyond the original. Unfortunately, I don't know the fantasy term for 82 trillion miles.

You may have noticed that the limits of MS-DOS hardware are being stretched even further and faster than the software. EGA graphics have begun to make CGA completely obsolete, CPU speeds are up to 25 megahertz, and the average system now has much more RAM than the paltry 64K of years past.

Recognizing this trend, Sierra put out two separate versions of *King's Quest IV*.



The 256K game (sold by most Tandy stores) is very similar to the previous 3-D adventures. The graphics have much more detail and color, but they are still displayed at the same resolution.

The interface is identical to the latest versions seen in *Space Quest II* and *Leisure Suit Larry*. Many different graphic standards are still supported, including CGA, EGA, TGA and Hercules, while drivers for the single-channel IBM and the three-voice Tandy chip are also included.

## What It Looks like

The real advances are in the 512K version. To start with Sierra, claims the resolution is two times greater than on the 256K model. They're certainly in the position to know, but from my point of view, it looked at least four times better.

There is an abundance of animation on both versions, from the pendulum of the clock (that actually tells time) in the haunted house, to the twinkle of the diamonds in the mine, to the smoke rising from the chimney of the tree house.

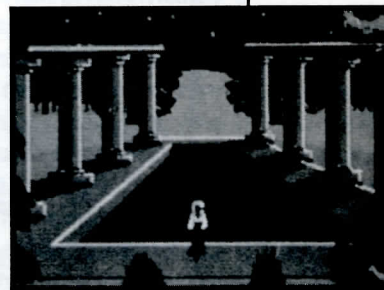
While the animation in the 256K version is as good as in the other 3-D adventures, the 512K game shows an unprecedented realism and fluidity of movement. I especially liked the water rippling around the dock pilings.

## What It Feels Like

In previous 3-D adventures, you might find yourself in a spot where the speed of the action exceeds your typing ability. Indeed, this is still the case with the 256K game.

When this happens, I usually type in whatever command is necessary before approaching the screen, then hit ENTER as the action starts. With the 512K version, the action stops and a text window appears as soon as you start typing.

If this seems like cheating, just try to remember the last time you had to catch a swiftly falling object. If you'd had to write out your intention in longhand, complete with correct spelling, you might have ended up with one broken heirloom.



## Mouse Support, Better Parser

In addition to the usual keyboard and joystick interface, the 512K version also supports a mouse in much the same manner as Lucasfilm's *Maniac Mansion*. If you elect to use this option, an arrow remains onscreen. Place it where you want Rosella to walk, then push the button. If she seems to be a little off, you can just move the pointer a bit and press the button again to correct her course.

Ever since *Bard's Tale*, the mouse has been my weapon of choice, but I've come to appreciate the problems it causes with a certain type of game. It's hard to maneuver around obstacles and get into tight places with the point-and-click method. Still, I appreciate the option so that I can make an informed decision about which device to use. If you find the mouse a bit troublesome, simply move the pointer off the edge of the screen and start using the joystick or keyboard. Purists can remove the pointer entirely by re-running the install program.

The small things that illustrate this game's polish are legion. For instance, The parser has a far greater vocabulary of synonyms, verbs and adverbs. You can change directories with the Save and Restore options, giving you a virtually unlimited number of saves. Cinematic wipes are seen whenever you walk off the edge of the screen. A 24-hour cycle allows you to play both day and night scenes. Encounters with water begin with Rosella wading into the shallows, then

swimming only as it gets deeper. She actually kneels down in a curtsie to pick up any items you find.

Of course, there are still some of the usual adventure game snags. I've always wondered what these people do with the things they pick up. Presumably they go the

same place as Superman's civilian clothes. It was somewhat amusing to watch Rosella materialize a chicken out of thin air. She should have taken Graham's hat so she'd have had something to pull it out of. Then again, maybe it was already occupied by a rabbit.

## What It Sounds Like

All of these little things make this a

Continued on next page



fine game, but the best is yet to come. You may have noticed that I have said very little about sound. Sierra has always been one of the leading supporters of the three-channel enhanced Tandy sound chip. Just sampling one of their games on a Tandy after hearing it on the stock IBM chip will demonstrate what a difference good sound can make.

Starting with *Kings Quest IV*, drivers have been added for three optional sound boards. Newly supported are the IBM Midi board (with eight audio channels), the Ad Lib (with eleven audio channels and software definable instruments), and the Roland MT-32 (a professional quality synthesizer with a whopping 32 audio channels and 50 pre-defined instruments).

Add this to the emphasis Tandy is putting on quality sound with its new 1000SL and TL, and I'm sure you'll see that high-tech audio support is here for MS-DOS users. If you've been around long enough to remember what the Mockingboard did for Apple games, then you'll have an idea what should be in store for us.

I had a chance to listen to *Rosella's* music played with two of these three boards, and the difference is incredible. What previously had been just a game is transformed into an experience that's almost like watching a movie unfold, each special character with his own stereo theme song. When you encounter the shark you even hear the theme from *Jaws*.

### Ad Libbing it

The highest quality sound was put out by the Roland with its 32 audio channels, but with a \$550 price tag it is indeed a tool for professional musicians. The board of choice for consumers will almost certainly be the Ad Lib. It retails for only \$200 and even it is eleven times better than a stock MS-DOS machine. There is even a discount coupon for it included with each 512K game.

Software for the Ad Lib allows you to create your own songs, even if you can't read sheet music; you can also play pre-rolled favorites on the included Jukebox program. You can even create new sounds with the instrument maker software if you are so inclined.

You might think, as I did, that one of these boards would not significantly en-

hance the Tandy, with its already impressive sound, but you would be wrong. As nice as the three-voice chip sounds, it is not even in the same class. What comes out of these boards is *real* music, complete with complex harmony and counterpoint. I heard piccolos, organs, pianos, drums, tubas, saxophones and any number of musical instruments that I'm not expert enough to identify! While I was reviewing the game I invited two friends over, both Tandy owners, to see and hear what all the fuss was about. The bottom line is that both of them now have Ad Lib boards on order.

### Sounds I'd Like to Hear...

*Kings Quest IV* is liberally studded with music, as I have said. Themes for Rosella, Genesta, Lolotte, and the dwarves could qualify as full-fledged songs. Other themes, like the one for the shark, the frog and the unicorn, are much shorter but no less entertaining. The one missing element is high quality, realistic sound effects. I'm sure all of these boards must be capable of reproducing the sound of a creaking door, crackling fire, clucking hens, trickling water, a swooshing broom, croaking frogs, whinnying unicorns...even muttering voices.

All of these things make an appearance in *The Perils of Rosella*, but the ones that were connected with sound effects employed musical variations to accompany these actions. This small flaw is easily forgiven, since the audio support is brand new. With the attention that had to be given to the actual music on this first project, it's not surprising that there wasn't time to develop a library of other sounds. It is exciting though, to think that there may be a time in the not too distant future when MS-DOS games will be able to rival, maybe even surpass the Amiga in graphics *and* sound! I strongly urge all owners of IBM-compatible machines to consider this carefully. If we support Sierra in this bold step forward, we will all be major beneficiaries of the new audio technology.

### The Hard Facts

There are some negative aspects to these new features. For one thing, how do you know which version is right for you? If you have at least 512K, an enhanced video board like the Tandy, EGA or VGA, processor speed of at least eight megahertz and a hard drive, the 512K version is the one for you.

The 256K game worked just fine on both my computers—but even though the 512K version was fully functional on the old 1000a, seeing Rosella cross a screen was like watching hair grow, and don't even think about trying to run it on a floppy system!

I don't know if I'd have lived long enough to finish the game at 4.77 mhz.

But if you want to give it a shot, you can always use the flyer included in the package to replace it with the other version free.

Another negative thing for many of us is copy protection. Starting with *Manhunter*, Sierra changed from the old "key disk" to the "key word" method preferred by SSI and Magnetic Scrolls. For those unfamiliar with these terms, the old system allowed you to make copies; to run them, you had to insert the

master disk into drive A. With this new method, you can make as many working backups as you like. The protection only becomes apparent as you run the program and are asked to enter a randomly chosen word from the owner's manual.

Included in the standard *Kings Quest IV* package are nine (count 'em!) 5.25" floppies and four 3.5" disks. The 256K version includes five and three disks respectively. Besides the owners manual and quick reference card, there is also an advertisement for the new Ad Lib sound synthesizer and a discount coupon.

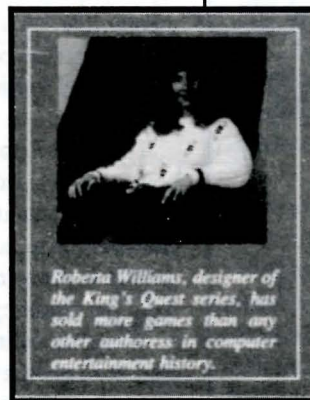
**Conclusions:** I found *The Perils of Rosella* an unequivocal success. The graphics were beautiful and highly realistic, the animation surpassing anything I've ever seen. I have hopes that their new audio support is only the barest indication of the what's to come.

**Skill Level:** Intermediate

**Protection:** Key word from manual

**Price:** \$49.95

**Company:** Sierra





## The Colony

Continued from page 6

level four, however, things get more interesting, as you come across unmappable corridors and strange booby traps. The game takes a long time to finish and should leave you exhausted.

**Conclusions:** In the final analysis, though, is *Colony* really enjoyable? My own feelings were mixed. Ordinarily I don't like programs that require a lot of mapping and manual dexterity. I found moving about in *Colony* particularly troublesome, because the 3-D scrolling pace was so jerky and uneven. It took a long time before I could begin traveling down a corridor without smashing into walls. Imagine how difficult it was to turn and shoot! And because there is no "pause" key, there is no easy way to stop the action while you pencil in your 28 x 28 grid for each level. (I tried using the "Save As" button to stop the action, but moving the pointer to the top of the screen always meant a "great leap forward," which spoils everything when you're attempting to map long corridors while keeping track of your current location.)

The graphics aren't very imaginative, the "monsters" aren't all that monstrous-looking (somehow a floating diamond just isn't as horrifying as the creatures from *Aliens*), and the plot isn't terribly original. You can waste a lot of time exploring sections of the colony that contain nothing of interest and are of no importance in solving the game. And booting up requires an enormous number of disk swaps if you want to take full advantage of the sound effects (the game isn't protected and can be copied or installed on a hard disk). Still, *Colony* managed to grow on me, at least to the point of wanting to finish. If you can afford to buy a copy, I'd suggest giving it a try, to see if you are as impressed with the 3-D simulation as the promoters obviously think you should be. Certainly it represents a significant first step in the direction of more sophisticated action adventure gaming systems.

**Skill Level:** Intermediate

**Protection:** Code in docs

**Price:** \$49.95

**Company:** Mindscape

## Uninvited Walkthru

Continued from page 10

F: key  
G: cabinet & box  
H: gramophone, cabinet & doll  
I: bouquet  
J: safe combination  
K: matchbox  
L: diary  
M: Brass Star  
N: cage  
O: pot  
P: statue & candleholder  
Q: ghoul  
R: cross  
S: bird & cages  
T: gem  
U: plant  
V: safe, jar, cookie  
W: sink, aquarium, hamper, towel, mirror, light fixture, boy, Demon

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## Ultima VI

...is a great name for a game. But you'll never see the review if your sub expires, so check the label on this issue to see if your sub is due to expire soon.

## Waiting for Duffy

*Duffy is Duffy, so write these people if you can help.*

**Wasteland:** Need help with Finster's mind & certain Sleeper Base doors that won't open with Secpasses 1, 3, 7 & A. Woosuk Sohn, 484 S. Marginal Rd., Jericho, NY 11753

**Wizardry 2:** Need help with level 6, answer to riddle. Bard 3: need help with Malefia. Might & Magic: need any info worth knowing. Ultima 4: what is complete word of passage to Codex? Phil Tayco, 3569 Boston Ave, Oakland, CA 94602

**Bard 3:** Which spells do I cast to enter each tower in Ice Keep in Gelidia? Chris Kelly, 3709 Sandal Lane, Cincinnati, OH 45248

**Manica Mansion:** need help. Also how to get down Ultima 5 dungeon & solution to Black Cauldron. Will help with others if I can. Evan Stubbs, 48 Soi Khu, RAMA IV Rd, Bangkok, Thailand

**Lost Treasure of the Aztec (TI 99/4A):** How do I get past snake on path? Where do I find something to cut trees in Balsa Forest? Where is stone for charm bracelet? Richard Horn, 530 S. Main, Rte 1, Markesan, WI 53946

**Star Trek, the First Contact:** Need help. Paul Taylor, 1 Penfield Ave, Croton on Hudson, NY 10520

**Ultima 3:** How do I get through force fields in LB's castle and Death Gulch? How do I get past Giant Snake? Michael Metzger, 209 Kepler Lake Ct, Slidell, LA 70461

**Dungeon Master:** How you I get key from room on right after Riddle Room on Level 6? What good are Rabbit's Foot & necklaces? How do I get through disappearing wall in "I Hate to be Ignored" room on Level 6? Also need maps. Glen DeSena, 1014 Biltmore Dr, Winter Haven, FL 33881

**Wasteland:** How do I escape from below temple in Needles? Dean Watkiss, 10010-71 Ave, Peace River, Alberta, Canada T86 1B2

**Neuromancer:** How do I open the package—stuck on shrink-wrap puzzle. Brian Wilson, POB 1, San Dbeach CA.





# Keys to the Kingdoms



## Pool of Radiance

Don't use the recommended party. You can pick up higher level NPCs who'll join the group at the training hall in Phlan. If you use only four of your own, roll up two Fighters, a Cleric and a Magic-user, then get four NPCs of up to 4th level. Be careful with area effect spells, always throwing them on the second or third rank of monsters you're fighting; otherwise you might put your own men to sleep. For easy experience points, hang out in taverns until a brawl begins. At least half the Fighters will be on your side, so you should always win and get some experience points and money. But don't hang around to talk to the Watch afterwards. Avoid picking up short swords, short bows and shields unless you happen to need one. You can't get anything for them. Look for better armor, broadswords and other weapons, for some may be enchanted.

Ken St. André

## Faery Tale Adventure

If running low on green keys, or if you just want to hoard them, you can use a secret entrance for the fort. It's on the left side, about even with the door. The best place to fight when just beginning is at the graveyard: attack monsters through the fence, so they can't reach you. Save the Jade Skull from Tambry until attacked by a group containing a man with a bow. In the Crystal Palace, "ask" the Sorceress several times and you'll boost your luck.

Paul Nygard

## Demon's Winter

Get the Efnpo't Dsztubm by the start of the fourth month (the Month of the Comet), or you'll be killed very time you try to sleep anywhere but a town. It's found in the ruined Ice Temple of the Ancients, north of the epvhiovu-tibqfe jumboe (in the northwest part of the world) with the town of Bvpspsb on it. To the east of it, you'll find the Ice Cave's entrance; inside is an Icecycle, needed in the ruined Ice Temple and the College of Ice Runes. Some mostly or wholly useless skills: View Items, Potion Lore, Item Lore. Two

skills a new party should have: View Land and Tactics. Having a Dwarf improves visibility in dungeons, and an Elf can sometimes tell if an item is magic. Cheapest ships are in Janthrin, at most northeastern part of continent where game starts. It costs a lot of gold, but you can have items enchanted in the Dwarven Cave, found in the middle of Kudzu on the southernmost portion of a grass strip of land. The Dwarven Cave is a maze of corridors with lots of traps that should be mapped to find the Dwarven Forge, in the opsuifbtu part. The Kudzu, reached by ship, is xftu and opsui of your starting point in the game.

## Future Magic

Don't try to hack the ship's computer programs until your Communications Officer has advanced a few levels, or you lower their capabilities. Attack only one raider ship at a time, avoiding fights when lots of them are around. It's best to attack one that's fighting a cargo ship, since it won't fire at you then. To score an easy win, assist other defender ships attacking a raider ship. After boarding a raider, wait in the entryway until defeating all the visible raiders. Then quickly go to the armory and get the weapons and equipment before the ship self-destructs. Monitor the Federation Bulletin Channel on your ship to get info on special missions.

Robert J. Koenn

## Neuromancer

To pay the bartender in the first scene, access the PAX system before you leave. To pay your bill at the Cheap Hotel, access its database from Regular Fellows. And don't forget the caviar.

Brian Wilson

## Manhunter

Day One: Play the videogame, taking the shortest path through it and note the placement and order in which the dolls fall. The maze of tunnels in the sewer is identical to the videogame maze, and you'll keycards at the places that knocked over the dolls. Note the item at the dock, which you'll need for Coney

Island. Day Two: Track all three subjects that appear on MAD. Watch their movements in the park, then follow them exactly.

Robert J. Koenn

## Wasteland

To get lots of power packs or other valuable but rare items, enter Quartz, Needles or Darwin and save right outside a store. Go in and sell all packs, etc., then leave the store and turn off the computer. Reboot to the last saved game, and you'll have all the things you sold, plus the store will have the things you sold them. (This works with the Apple version, maybe C 64.) Pseudo-chitin armor (AC 10) is found in Ebsxjo: go through passage due south of wjmmbhf dfoufs (you'll need Secpasses from Sleeper Base). Inside, go into lower level and search territory until you find the bag of armor.

Woosuk Sohn

To pass through energy fields of Sleeper Base, level 3, have one guy go to northwest corner and turn off power till the others get through. He'll have to turn it back on, for all the doors are electronic. Answers to riddles in Finster's Mind are: (1) uijsuz-uxp (type in the number, not the word) (2) gjwf ivoesfe uxfmwf (3) uxfoz (4) Gjotufs (5) opuijoh (6) jdfcfsh. In the fourth arena you have to go to the northwest corner and use IQ to get through teleportation spaces. IQ is also used when you hear friends talking about you. Base Cochise: Destruction sequence is (1) Cmbdl tubs (2) Opwb (3) Qvmtbs (4) Rvbtbs, followed by the color sequence: Nuclear Room (sfe), Security Electronics (zfmmpx), OSHA Room (hsffo) and Robot Maintenance (cmvf). Escape through the pod just north of entry stairs.

Chris Steinbeck

The "Bush Happens"  
edition of the QuestBusters  
Code: count one  
letter back—RC = QB.





# Swap Shop

Trade or sell your old adventures with a free ad. (Adventures only, no pirated software, limit of 10 games per ad.)

Please state system.

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Ultima 4 w/super characters, \$20. Greg Watanabe, 3203 N. Alpine Rd, Stockton, CA 95205

Trade/sell: \$20 @: Guild of Thieves (text), Legacy of Ancients. \$10 @: DragonWorld, Bard 2 cluebook. Have Might & Magic, Bard 1, w/supermen. Want Ultima 4 w/same & Avatar. Michael Parkin, 5 Old Lantern Rd, Danbury, CT 06810

Trade/sell: Ultima 1 & 4, Wizardry 4, Legacy of Ancients, Bard 1 & 2, Leather Goddesses. Want Deathlord, Wasteland, 2400 AD. Send list for mine. Mike Clayman, 2 Ridge Rd, Winfield, PA 17889

\$30 @: Bard 3, Ultima 5. \$10 @: Gauntlet, Amazon, Talisman. Serpent's Star, \$5. Ultima 4, \$30. \$20 @: Bard 3, AD&D DM's Assistant, #1. Write 1st, send list. Chris Carlucci, 15927 Viewfield Rd, Monte Sereno, CA

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Trade/sell: Wasteland w/cluebook, \$23. King's Quest 3, \$20. Bard 1, \$15. 2400 AD, Ultima 1, \$16 @. Moonmist, Zork 1 w/cluebook, \$10 @. Many more to trade. Scott Jones, 4821 Schoolview Dr, Kernersville, NC 27284

\$20 @: Wizardry 1, Bard 1 & 2, Ultima 1, 2 & 3, Wizard's Crown, Plundered Hearts, Leather Goddesses, Bureaucracy. David Hall, 101-C Edgewater Pk, Bronx, NY 10465

Make offer: Leather Goddesses, Hollywood Hijinx, Wishbringer Trilogy, Ultima 1, 3, & 4, Wizardry, Hitchhiker's Guide. Sandra Poynter, 132 C Ave C, Gunter AFB, AL 36115

Macintosh—\$15 @ or 2 for \$25: Uninvited, Ultima 3, Lurking Horror, Moebius, Stationfall, Hacker 2, Where in World is Carmen, King's Quest. Steve Quezadas, 12226 Hart St, N. Hollywood, CA 91605

Ultima 2-5, Bard 1-3, Questron 2, Death-Sword, Autoduel, Moebius, many more. Send list for mine. Jason Zatylny, 2038 Edgar St., Regina, Sask, Canada S4N 3K6

Wasteland, \$20. Deathlord, \$18. Beyond Zork, \$16. AR: Dungeon (& hint book), \$16. Many more, send SASE for list. R. Robillard, 52 S. Main St., Baldwinville, MA 01436

## COMMODORE

Numerous games. Send SASE for list. Mike Bagnall, RD #1, Box 1025, New Freedom, PA 17349

Trade/sell: Ultima 3, Sherlock, Hollywood Hijinx, Portal, Mindshadow, others. Want Brimstone, Breakers, more. C 64 & Amiga traders wanted. RD Goodkind, 4444 West Pine #413, St Louis, MO 63108

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Amiga—trade/sell: Paladin, Guild of Thieves, Ultima 3, Phantasia 3, Faery Tale, more. Want

Continued on next page

## Neuromancer

Continued from page 7

imals Capture UFO!" It also works your character's name into others, with headlines like Pervert Arrested!, Vagrant Pays Hotel Bill! Some jokes are at least PG-rated, but with the things Eddy Murphy gets away with on TV, I can't see anyone being offended (or titillated) by a few hookers, massage parlors and double-barreled entendrés.

The program spans four disk sides and is unprotected, relying on an easy-to-use codewheel. If you bypass the digitized theme, it loads quickly on the C 64, and there's little access (but frequent disk swaps) during play. You can save up to four games on the program disk, a commendable feature indeed. A cluebook is planned.

**Conclusions:** I've played other games in which your opponent is a mainframe computer, but none that so vividly capture the feel of the experience—and in such an original manner. As much as I enjoyed *Wasteland*, I had even more fun in *Neuromancer*. The plot is more coher-

ent, for one thing, and there's so much more to do. It's not just that you're exploring databases instead of dungeons, or that combat is waged with software instead of swords or lasers, that makes *Neuromancer* so unique—it's the variety of modes and interfaces, activities and diversions that sets it apart from other role-playing games.

**Skill Level:** Advanced

**Protection:** Codewheel

**Price:** C 64, \$39.95; Apple, \$44.95

**Company:** Interplay/Activision

## Times of Lore

Continued from page 3

Technically, the programming is so efficient that you almost forget it's loading from a Commodore drive. It uses V-Max to load 15 times faster than most C 64 programs, and the game is divided into three segments, which load entirely into RAM to eliminate disk access.

The ornate color map, names of the towns, and well-told background story

lend this fantasy world a charming and convincing feel that reminds me of Tolkien's work in *Lord of the Rings*, not just a fictitious place invented so the programmer would have a place to put his new combat system.

**Conclusions:** Combining superior graphics, music and animation with character interaction and a carefree interface, *Times of Lore* is the first "action adventure" that approaches the depth of the more elaborate RPGs, even surpassing some of them. But don't take my word for it. Tim Snider, who usually covers our action adventures, calls it "the best action adventure of the year. It's not as arcadish as some action adventures, because it stresses character interaction, and there's so much more to do than just shoot things that it's almost demeaning to call it an action adventure."

**Skill Level:** Intermediate

**Protection:** Program

**Price:** \$39.95

**Company:** Origin



Continued from previous page

Ogre, Ultima 4, Phantasie 1, Bard 1-2, Shadowgate. Send list. Mike Metzger, 209 Kepler Lake Ct, Slidell, LA 70461

Amiga—trade: Vampire's Empire, Aargh, Phantasie 3, Obliterator, Dark Castle, more. Michael Pearson, 5918 S. Elizabeth St., Chicago, IL 60636

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\$20 @: Enchanter trilogy. Wishbring & AMFV (\$15 for both). James Conner, 1844 New Berlin Rd, Jacksonville, FL 32218

Trade/sell (\$10@): Shadowgate, Police Quest, King's Quest 3. Want fantasy RPGs, mainly Ultima 2 & all Wizardrys. Joe Lore, 34 Woodford St, Worcester, MA 01604

Am building IBM clone & need these parts: 135-watt power supply, 5.25" drive & controller card, CGA & other cards. If you've upgraded & have any of these lying around, write me: Tom Radigan, 264 Addison Rd., Riverside, IL 60546

Sell: Wizard's Crown, \$20. ACS, \$10. \$15 @: Black Cauldron, Mindshadow, Gauntlet. E.

Su, 11 Kuchler Dr., Lagrangeville, NY 12540

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#### ATARI

Sell: used ST software. Write for free list. John Bonavita, POB 95, Halesite, NY 11743

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Mask of Sun, Ultima 1, Zork 1, Questron. C. Burkart, 1320 Crosby Ave, NYC, NY 10461 93117

ST, trade: Barbarian, Dark Castle, Defender of Crown, Gauntlet, Rogue, Time Bandit, Dungeon Master map & spell list, & more. Want Obliterator, Ultima 4, Pirates, Autoduel, other new titles. Jayson Hogan, 502 N 75, Seattle, WA 98103

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