



QuestBusters™



The Adventurers' Journal

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Interplay Goes Independent!

Best-known for the *Bard's Tale* series, Interplay Productions has begun publishing its own software, to be distributed exclusively by Activision.

"We've been a developer for 4 1/2 years," Interplay President Brian Fargo explains, "and as our products have grown more and more refined, we began to care about the whole process: marketing, advertising, packaging. Another reason is that our products are getting *more* complex and taking longer to do, so as a developer it's hard to

spend, say two years on a *Wasteland*, and survive.

"But as a publisher we have a little more of a profit margin, so we can take on even more ambitious projects. To the gamer, this means the quality of our products will continue to grow—and now we can spend even more time on them. We'll focus on Commodore, Apple and MS DOS, and do some for the 68000 machines and maybe even the PS 2—we'll take chances if we want to do something really different or avant garde."

Interplay plans three to four titles a year, concentrating on role-playing games and a few hybrid products. Fargo elaborates: "Everything won't be your standard role-playing game—roll up your characters and so on. *Star Flight* is a good example of a game that is role-playing but not your traditional kind of game. The first role-playing game we'll publish will be *Neuromancer*, based on William Gibson's science fiction novel about futuristic computer hackers." (June, C-64) But Interplay's first independent title will

also be their first to be initially released for the Amiga. "It's not role-playing, but sort of a strategy game," Fargo hints. "Graphically it's a real showpiece."



Fargo at Winter CES

About the Bard

"Electronic Arts owns the name," according to Fargo, "so we can't release another *Bard's Tale*. EA could, but I don't know their plans on this. We own the technology, so we can come up with other products in that genre." Interplay also plans more products with Mike Stackpole and other designers who aren't programmers. "We're working with four designers on a time travel story now," says Fargo. "That's going to be another big one like *Wasteland*."

The Riddle of the Crown Jewels

By William E. Carte

Anxiously I dug into the package, expecting to step into the shoes of Sherlock Holmes trying to solve yet another mystery—what a surprise to find that instead I would be Dr. Watson. You remember Watson, don't you? That friend, that sidekick, that helpful pal who gets as much credit as a vice president (none). Well, the shoe's on the other foot and the pipe's in the other mouth in this new twist on an old story line.

The setting is of course downtown London, where the crown jewels have just been stolen. Everyone in town is preparing for Her Majesty's Golden Jubilee Festivities, which will be ruined if the people learn of the theft. As the story begins, you are summoned to 221 B Baker Street by Sherlock Holmes' housekeeper. You discover Holmes in a state of deep depression and find the game's first series of puzzles. After getting Holmes to snap out of his gloomy mood, you have to round up numerous items from the house, things that will

prove useful on the case.

It seems that archvillain Moriarity has, besides stealing the jewels, set a trap for Holmes; that's why you, as Dr. Watson, lead the investigation while Holmes tags along. But Sherlock provides more than just company, for occasionally he gives valuable information or hints. He might tell you a particular item should be

hidden from view, for example.

With Holmes helping out, Watson finally has a chance for some glory. There's just one little catch: You have only 48 hours to solve the crime. After that, the public learns of the crown jewels' theft, the festivities are ruined and the game lost.

One thing that stands out is the game's tremendous scope. With a seemingly infinite number of locations, it's a monster to map. A map of London is included to help you find famous locations such as Westminster Abbey, Buckingham Palace, Trafalgar Square and the Bank of England. One hint: It's impossible to do so on foot. There are two cab companies,

Type: All-text Mystery
Systems: Apple 2, C 64/128, IBM, Mac, Amiga, ST

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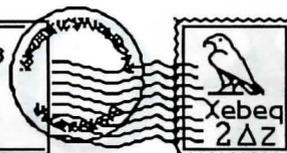
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Adventure Hotline



Letters
to the
Editor



New Releases

Ultima V just arrived (Apple). *Wasteland* and *Bard's Tale III* should be out for the C-64 late this month. *Empire* is a "you vs. the robots" IBM British import from Electronic Arts. Also for the IBM, *First Expedition* has a "sail the world and find the treasure" motif. Omnitrend's *Paladin* (Amiga) is on the shelves, and a Quest disk will be ready a few weeks later—it's one big quest with 16 parts. The ST version is planned for early summer. *The Serayachi Campaign*, a *Breach* scenario disk is available for Amiga, ST, Mac and IBM. So is *The Trickster*, a graphic adventure from the creators of *The Pawn* (ST, Amiga, Mac, IBM).

Conversions Keep Coming

The Apple version of *Pirates* finally shipped. EA has *Wasteland* lined up for the IBM, and *Bard II* for the Amiga in April or May (GS and ST versions are set for May). The IBM *Gauntlet* is out too. A Mac *Bard I* will be released by summer. EA producer Dave Albert says there's no protection on *Bard III*, which uses a codewheel, and they'll do this whenever possible—but ultimately it is always the artist's decision. Origin Systems' Amiga *Moebius* is the best conversion we've seen this year (superb icon action, especially in combat) and the IBM version is also a winner. Look for an Amiga *DungeonMaster* late this month.

What If...

Infocom added graphics to their text adventures? Released a *Wizardry* clone? Instituted a "Bruce Youth" program that fines employees a quarter for each negative remark they make about the company? These and more questions were raised in a letter sent to QB and several other computer magazines—apparently written (but not signed, and with no phone or address for verification) by *Ballyhoo* author Jeff O'Neill, whom the letter says was recently laid off. The letter says Activision marketeers have reneged on the original plan to give Infocom creative control of their games and are using it as a "dumping ground" for titles they don't want released under the Activision label (citing *InfoComics* as an example). It

also describes the Infocom staff as so depressed that they've initiated the "Bruce Youth" program (Bruce Davis is the Activision President), modeled after the Hitler Youth program in which kids turned in their parents—though the related flyer seemed more humorous than serious. Is this the work of a bitter ex-employee, or of someone trying to save the integrity of the text adventure (and Infocom) as we know it from a Fate Worse Than Death? The letter arrived as we were going to press, and we couldn't get to Activision and Infocom in time for their responses in this issue. Look for more in May.

Undo Department: ACS Club

If you want to join the ACS Club, the \$5 membership fee should be sent to Ken St. André at 3421 E. Yale, Phoenix, AZ 85008, not Will Bryant (the club's newsletter editor) as reported in a recent issue.

C 64 Might & Magic Bugs

Some copies of the first C 64 release have a bug that prevents you from leaving the Statue of Judgement. All share a less harmful bug that is really a boon: characters level ten or higher just need gold to be promoted—no more experience points are required. If you're crazy enough to trade in that disk, go right ahead, but it might be wise to build the party up to level 50 or so first. Everyone who sent in the warranty card will receive information from New World Computing on how to get a free upgrade (shipping costs \$1) that fixes both bugs.

Quest for Pac-Man

The popularity of action adventures continues to soar, and the latest rumor concerns plans for a role-playing game based on *Pac-Man*, the classic arcade hit. An inside source close to the source insists it will be a collaboration by Lord British, Robert Woodhead, Brian Fargo, Winston Douglas Wood, Roberta Williams, Brian Moriarty and Steve Meretzky—with graphics by William Crowther and Don Woods. *Quest for Pac-Man* will be produced by Electronic Vision, formed by the recent merger of Electronic Arts and Activision. (What? You got this far and haven't remembered it's April?)

Dear QuestBusters:

It is extremely unfair that your Contributing Editors keep winning the free games for doing walkthrus. They should be limited to one or two a year.

Jayson Hogan

Your suggestion would be more unfair to the people who need the walkthrus as soon as possible, since they'd have to wait longer for help. The point is that we're only giving away the games as an incentive for people to send in solutions. Besides, Brian Smith was made an Editor because he has done so many walkthrus—so it wouldn't make much sense to tell him he can't do any more because he's an editor, would it? You should be happy to know William Carte now spends more time verifying other people's walkthrus than writing them.

Dear QuestBusters:

Why doesn't anyone at QuestBusters answer the ads sent to Duffy, since he always seems to be out of the office.

H. P. Sturgis

Duffy out of the office? He was here just a second ago...well, apparently Duffy has stepped away from his desk. He did leave a note: "In case I'm out, please ask the readers to help answer the ads from people requesting help. Otherwise I'll never have time to finish this game."

QuestBusters™

The Adventurers' Journal

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Demon Stalkers: The Raid on Doomfane

By Shay Addams

This Australian import, which includes a game and a Dungeon Construction Set, looks and plays like *Gauntlet*. You race through mazes, blasting monsters with an endless supply of crossbow bolts and Deathscrolls while rounding up keys, treasure, food and other items. In two-player mode, your characters work together. Attributes are the basic Health, Strength, Armor and Magic. Points are scored for killing monsters and finding treasure, and a vanity board saves your high scores to disk.

The Game

The major difference is that *Gauntlet* is a seemingly endless series of mazes with no real purpose or background, while *Demon Stalkers* has a definite story line and goal. In *The Raid on Doomfane* you must find and destroy the evil mage Calvran, who dwells at the bottom of a 100-level dungeon. Additionally, some levels have their own goals, which are described in scrolls found on those levels. You may have to open all the chests or grab all the amulets or other items on the current level before proceeding to the next. A minor difference is that in *Gauntlet* you can destroy all the Monster Generators from which the streams of monsters emerge; *Demon Stalkers* lets you do this with most of its remarkably similar Vortexes, but not with the Sewers from whence packs of rats cometh your wayeth.

Stalkers also gives you more "hard-ware" than *Gauntlet*. You'll find a wider array of magical items, such as a Staff of Life for resurrection and Rings of Willpower to boost magic points. A more significant difference is the inclusion of text-filled scrolls that reveal clues or part of the story line. Five monster types, all crisply animated and with different effects (some steal, others just kill) impede your progress, and brief tunes play when you pick up scrolls.

Most actions are dictated via joystick, but you cast spells by punching the Commodore key. A single game may be saved on the scenario disk, and it's not erased when you restore it (which happens with some action RPGs). One handy feature,

"Surrender," removes all the doors on the current level the first time you choose it; the next time, it restarts your character at the beginning of that level. In addition to

Type: Action/RPG
System: C 64/128

a codewheel containing answers that allow you to enter deeper levels of the *Doomfane* dungeon, the

program is copy-protected. Written by four Aussies calling themselves Micro Forté, it challenges you to at least 100 hours of monsters and mayhem.

Conclusions: The *Doomfane* scenario is several cuts above *Gauntlet*, since it has a long range goal, text scrolls and more items. Both stress action, but *Demon Stalkers* puts more emphasis on the adventure while matching *Gauntlet's* quality animation and sound effects. If you like action adventures, the game is a good buy.

The Construction Set

By Ken St. André

I love construction sets. As a writer and game designer, my chief pleasure comes from building fantasy worlds. The fun of "rolling your own" is the reason I started the Adventure Construction Set Club. So after a couple of hours of blasting monsters and exploring mazes in *Demon Stalkers*, I wanted to make my own. After examining the Construction Set, however, I was totally baffled. Its style is modeled after *Pinball Construction Set*, complete with pointing hand. Obviously, I reasoned, you guide the hand about, grabbing things from the palette and putting them in place. Wrong! Well, I said, if intuition fails, read the manual.

Produced in typical EA style, the twelve-page manual is an attractive little booklet. It looks good, but I found it terse almost to the point of incomprehension. And it doesn't give a single example of how to do things. I read it several times and still didn't understand. A manual like this would make a good intelligence test.

How It Really Works

First you have to prepare a disk to hold your new creation. Each disk can hold up to 99 levels and takes about five minutes to prepare. It isn't anything as simple as formatting a disk—you have to swap the

master disk in and out a couple of times, and are probably transferring the game's whole operating system onto your new dungeon disk.

Now comes the fun part. Dungeon design with this program is not something you can just wing. For one thing, each maze is fairly huge, consisting of a grid of



squares 20 wide by 11 tall. Of these 220 possible squares, the editing screen displays about two at a time, and you can only work on one of them. This means you see less than half of 1% of the total picture while editing. In contrast, *ACS* and *Pinball Construction Set* allow you to see the whole room or pinball surface at all times.

The manual advises first designing your entire dungeon on graph paper. It's the only way to keep track of the overall plan you have in mind. Count on plenty of pencil and paper work before doing anything with the program.

The Construction Set instructions (such as they are) begin on page four. For your sanity in trying to understand them, it is vital to go through them in order. [This will also give anyone considering buying the program a good idea of what to expect.] Starting at the top, you move the pointing finger to Options and hit the button to see a menu of choices:

Colors: The floor's default color is gray but can be set to any of eight colors by pressing the button and holding the joystick to the side to scroll through a list. Color isn't important when starting, but later can be used to make monsters and Vortexes hard to see. **Tiles:** Each floor segment is called a tile. There are four patterns, selected as you did color. You'll want to use all four eventually, but it's no big deal.

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Return to Atlantis



By Shay Addams

In this highly original role-playing game you're the newest member of an organization devoted to preserving and defending the sea from those who would damage the ecosystem. No, it's not Greenpeace, but a mysterious organization

Type: Animated RPG
System: Amiga, 512K & color monitor required

called The Foundation, whose director sends you around the globe on a series of fourteen missions culminating in a dive to that most legendary of lost cities, Atlantis.

A cohesive story line gradually emerges as you proceed through the missions, staged in an underwater world portrayed with a randomly generated seascape and flowing animation. Puzzles revolve around collecting and manipulating objects, though limited character interaction also plays a role.

Your only character is created by choosing a chief skill: Strength, Athletics, Awareness, Telepathy, Psychology, Programming or Weapons. Some extra points are added to this skill, then your Foundation boss, who speaks with an above average synthesized voice, outlines the situation and current mission. The manual gives more details on each one's goals.

Before You Sail...

On the next screen are outlines of a belly dancer, a Scotsman and three more informants you may quiz before each mission. A selected character's full figure is painted on the left side of the screen, a facial close-up on the right. Lips move, eyes shift, and expressions change in keeping with the character's responses to your approach, which is chosen from a menu whose selections are Bribe, Plead, Threaten, Yes and No.

Your options never change, but the informants' responses vary with the missions. They're also smart enough to recall and take into consideration how you treated them in previous meetings. Valuable information can be gleaned from them, but every minute spent here is a minute you could spend diving.

And you're up against a time limit on every mission, for a digital clock ticks away while you're underwater or talking to informants. If you run out of air you'll automatically be returned to the ship,

which costs five Health points—and it costs Experience points to restore your health in the Medical Beam on the ship. You begin with some Experience points and acquire more for each victory. There is no money or food to worry about. It's impossible to die, but you can run so low on Health and Experience that you won't be able to continue. (So back up your character disk after each successful mission.)

Where's the Dramamine?

Onboard the Viceroy, a flying ship that bobs in the waves after splashing down, you click onscreen arrows to move your frogman to one of three stations: the Gear Room for supplies, the Medical Room, or to see A.R.T, a talking computer. A.R.T may have messages for you, but his main value is in scanning the ocean floor for objects.

Click on "Scan" and you'll see the ship superimposed on a grid. A yellow frame materializes when you click and drag with the mouse or stick; this can be stretched or reduced to outline the area to be scanned. Objects on the ocean floor show up as green dots, and you can click on one to learn its coordinates. Mapping isn't necessary, but you must keep track of which coordinates have been explored.

Then it's into the deep to swim to an object's location to see if it's debris or something of value. Once there, you direct a sort of square spotlight that grows wider as it travels farther from you, ending in a square face with a red cross hairs in the middle. (This animation is programmed with fractal graphics.) Move the cross hairs over an object, and its name appears at the bottom of the screen. Then you can call A.R.T. to comment on it or beam it up to the ship. He'll also beam things down.

It takes a few sessions to grow accustomed to the disorienting sensation of this

underwater world, where brightly colored sea plants wave in the current and animated fishes, squids, seahorses and other marine life swim past. The best analogy is that it's like an underwater flight simulator, but with a smoothly flowing 3-D effect and better animation than most such games. It differs from Sierra's animated adventures by keeping more things in motion onscreen. You never run into the fishes or underwater plants, which are realistically portrayed and smoothly animated, as is your scuba diver.

To swim, you move the mouse or stick once in the direction you want to go. You can't move up or down, though the rolling underwater peaks and valleys create an illusion of vertical motion as you swim. A strong current may hinder your progress at times. The current meter helps, but you've got to find energy cells to keep this and certain other gear running. Returning to the ship and other major actions are easily selected from two horizontal menu bars that also have indicators for air, health and energy.

Combat is a bit trickier than swimming. Your weapon is aimed with the same kind of targeting device used for scanning. After drawing a bead on a Crabbot (a robot that looks like a steel crab), you release the button and quickly punch it again to fire. The hard part is keeping the arrow on the target while firing and dodging the Crabbots' depth charges. Good sound effects bolster the action, and stereo music plays during parts of the game.

R.U.F. and Ready

You're not alone in this watery world, for a robotic sidekick called R.U.F. (Remote Underwater Friend) tags along. With his whining messages, R.U.F. reminded me of Floyd the robot from *Planetfall*. "Me feel left out," he sulked if I didn't assign him a task. R.U.F. can be programmed to scout along a specific path while you investigate a second area, and his camera shows you his surroundings. You can also tell him to search for metal, radioactivity and other things. Coordinating R.U.F.'s actions with your own is crucial to most missions.

Beam Me Outa Here, A.R.T.

Intended as a "get acquainted" scenario, the first mission is easy: I accidentally stumbled across the sunken treasure ship on my fourth dive. After beaming up the gold and returning to the ship, I learned from A.R.T. that all my skills had been raised. Mission two proved considerably tougher and foreshadows the kind of game situations found in the rest of the game.

In "The Weak Link," someone has severed the trans-Atlantic phone cable that handles the hot line between Russia and the USA. You have 30 minutes to find the cable and a special patch required to fix it. This entails locating the patch and beaming it up to the ship, then swimming to the cable and beaming the patch down on it.

An informant also points out that several tools can be found in the area, things needed to solve later missions. Locations of the cable and other underwater items hold true from game to game, though they may shift around a little.

The Real Weak Link

Everything ran smoothly until I attempted to beam down the patch—and it took about 10 attempts before I finally succeeded. The problem is cloudy documentation concerning the sequence of steps required to beam down something. It says you must move a cursor key to "highlight a plane," but doesn't say what a plane is in this context. (I looked it up in the dictionary, which said not a word about Atlantis, scuba-diving or A.R.T.) On the other hand, context-sensitive help menus remind you of how to handle R.U.F., diving and other specific situations (but not beaming down). And the pause feature is handy.

Because you can finish a mission yet miss some of the tools scattered on the seabed, the program lets you "Rerun" any mission already completed. You won't pick up any more experience points for another success, but can recover tools needed for subsequent missions. "Rerun" is also useful for practicing combat.

It's a two-disk game that runs efficiently with one drive. You play on the program disk and save characters to a separate one. But you can't actually save a game in progress: I got the patch and beamed it up, then quit and restarted the saved character—and he no longer had the

Dragon's Lair

By Tim Snider

A home version of the arcade game, *Dragon's Lair* is the tale of Dirk the Daring and his quest to rescue Princess Daphne from the evil clutches of Singe—the meanest pile of fire-breathing lizard that ever lived. The first truly interactive arcade game, it let you decide which direction Dirk should go and what he should do at many junctions in the action. *Dragon's Lair* was among my favorite coin-op games, and the home game improves on certain aspects.

The arcade game stored the animation and locations on a video disc player. There were so many scenes, I didn't think it would ever make it to the home market. But it's all here: The Crypt Creeps, the Lizard King, the Giddy

patch. Apparently only your stats and recovered tools (which are stored in the gear locker, unlike items such as the patch, which are stored in the hold) are saved.

Except for the part on beaming down, the 24-page manual is clearly written. However, the mission summaries give away the entire plot, which makes it anticlimactic to do so in the game. (If you have as little willpower as I, rip these out of the book and mail them to yourself.)

Conclusions: Author Mike Wallace offers a new vision on what a role-playing game can look and feel like. At the same time he's conjured up a novel plot and an original interface. The only drawback is the game's high learning curve, for it will take patience to master combat and beaming things down. Once that's accomplished, you'll find smooth sailing and a unique, long-playing experience in *Return to Atlantis*.

Skill Level: Intermediate
Protection: Program
Price: \$49.95
Company: Electronic Arts



Type: Arcade Adventure
System: C-64/128

Goons, the Phantom Horse, the Boulder Chute, the Mudmen and the showdown with Singe are but a few of the scenes you'll see onscreen. (Some had to be cut to fit the game on a single disk, but all your favorite enemies have been preserved.) The graphics aren't close to the animation of the original, which was done by Don Bluth, formerly with Disney and producer of the feature length cartoon *An American Tail*.

But by home computer standards they are excellent. As you watch the action unfold in a cartoon-like presentation, you move the stick or hit the button to make Dirk either move or swing his sword. There are often several choices, but usually only one is correct. And if you make a mistake in timing, Dirk become Purina Dog Chow. There are no logical puzzles to solve or objects to collect and use.

An Improved Home Version

In the arcade game, gameplay was a bit simplistic. You only had to move the joystick or touch the button at the right time to continue your quest. The game became less of a challenge and more an exercise in timing. And once you rescued Daphne, the game ended.

In this version some scenes were revised to improve gameplay. You have to actually maneuver around, dive under, attack and outwit your foes. Now you'll feel that it's your skills alone that stand between Dirk and certain death. So if shaky in the eye-hand coordination department, you might be able to compensate with common sense and speed. For me the real fun was slaying Singe myself instead of just tapping the joystick at the right moment to commit Dragonicide!

Conclusions: The overall look, feel and gameplay not only live up to the original but in some ways surpass it. I appreciated the extra sense of control over Dirk. The game was as great to watch and play as it was back in my arcade days, and it's a pity the home version wasn't available a few years ago: I could have saved enough quarters to get that 'Vette I've got my eye on...

Skill Level: Introductory
Protection: Program
Price: \$15
Company: Electronic Arts

Conversion Castle



IBM

Ultima IV

At first glance this looked like another *Ultima* clone. Then I realized why: It is an *Ultima*, *Ultima IV*, one the most long-awaited conversions in the history of IBM adventuring. In it your main character must develop a new set of traits (Honesty, Valor, Humility...) as well as the usual Intelligence, Strength, Etc. This involves seeking out stones, mantras and other artifacts and lore while exploring a vast world encompassing scores of continents and islands and a labyrinthine series of dungeons. Another innovation requires you to gather the seven NPCs in your team from villages and towns as you go instead of creating them at the outset.

The animated characters look great, and the feel of the game reminds me of playing with toy soldiers (or "miniatures" as the more age-conscious gamer calls them). But here you get to engage them in conversation with the program's "mini-parser." You can use a mouse, joystick or cursor keys to move but not for other input. One major enhancement lets you save the game while inside a dungeon. Sound effects and music add a lot to the atmosphere. Maybe it seems a trivial point, but the cloth map has been revamped: cleaner printing makes it easier to read, and the color looks better too.

Converted by John Van Artsdalen, the program automatically chooses one of three graphic modes. With EGA or Tandy you get the best graphics: 16 colors in 320 x 200. Otherwise you get CGA's four color; this is really two-color, since black and white are *not* colors. The Hercules board is one of the wide variety supported. You can force it to use CGA, the fastest of the three, and this is suggested for the Tandy. But CGA is not so fast that I would give up the rich 16 colors for the speed: my stopwatch says it's only a few tenths of a second faster when entering and leaving towns, for example.

256K is required. The two-sided 5.25" disks will run on a one- or two-drive system, and the player disk (unprotected) can be moved to a hard disk. (The disks may be swapped for a 3.5" version.)

A singular role-playing experience that redefines the meaning of character development, *Quest of the Avatar* is highly recommended for veteran gamers seeking innovative challenges. (For an in-depth review, see the November '85 issue.) Origin Systems, \$60.

IBM

Ultima I

The latest incarnation of Richard Garriott's classic is the best looking one so far—especially in the 16 colors you'll see with EGA or on a Tandy. (See *Ultima IV* review for notes on CGA, cards and resolution.) Originally in Basic, it was rewritten in assembly by John Fachini, and many improvements from later *Ultimas*, such as the ability to save and continue play without rebooting, were added.

Your sole character's goal is to rid the land of Mondain, the evil wizard who cast Sosaria into the First Age of Darkness. Scattered across four continents, more than 30 towns and dungeons await the intrepid explorer, who will even venture briefly into outer space before the quest is done. Mini-quests are also posed by Kings in the eight castles. Completing these leads to increased attributes or objects needed for the final solution. There are no serious puzzles to worry about, just monsters and mazes, and the solution is more linear than those of its heirs.

Character creation is easy, and the interface consists of single keystrokes for all commands. You can simply buy spells in magic shops and hits points from Lord British, don't need torches in the mazes, and wage battle with single keystrokes. Death leads to immediate resurrection and isn't written to disk—so you can reboot and restore the last saved game. Games of four characters can be saved.

Quality of the graphics varies: the aerial view looks nearly as good as in *Ultima III*, but towns and castles are simple affairs in which your character scoots along and is limited in talking with NPCs. In mazes you'll battle stick-figure monsters that are swiftly drawn in black and white vector graphics on a color background. Sound effects are particularly effective in combat. The two-sided disk can be swapped for a 3.5" version, and you get an enhanced manual, colored cardboard maps of the four continents, a reference card and a bag of Sosarian coins.

With its unintimidating interface, *Ultima I* is a very good introductory level RPG, especially for text and graphic gamers looking to expand their adventuring horizons. Dedicated Ultimaniacs will want to play it just to experience firsthand the origin of this epic series. (For an in-depth review, see the March '87 issue.) 256K required. Protected (character disk can be copied). \$40.

Amiga

King of Chicago

As Pinky, a gangster in the tumultuous days following Al Capone's incarceration, your master plan is to take over the North-side gang, then gain control of the other three parts of town and become King of Chicago. This calls for strategy, arcade skills and limited character interaction.

Interaction and decision-making are conducted by clicking one of several cartoon-style dialogue balloons that materialize over your character's head at key points. These branch the story off into various meetings and events, from plotting with other gangsters to shooting up a speakeasy or visiting your mom. It runs in real-time and makes decisions for you if you don't do so fast enough.

At regular intervals, a desk appears. By clicking on the map of town you can try to take over one of four areas, using bribes and crooked politicians or bullets and bombs. Or you can open a ledger and tinker with the financial side of running a big time crime outfit. Without positive cash flow to buy votes and pay your boys, there's no hope of success.

The rather crude black and white cartoons of the Macintosh original have been rubbed out and replaced with stunningly detailed color illustrations almost suitable for framing. You'll see three-quarter figures, close-ups and fine spot animation (like those tears that well up in your mother's eyes), and the sound track is number one with a bullet. Over a million megs of art is in store for you, but disk access is slow and frequent. Though the program is protected, you can move the graphics from the other disk to a RAM or hard disk to speed things up.

You can solve it in at least three different ways but won't be able to save the game in progress. That was a sore point with the Mac version—it's not as bad here because the Amiga version looks and sounds so good. Still, a save feature would definitely have been an improvement. The label cautions that the game contains "adult language" (though Pinky hasn't yet been seen entering a motel with a known prostitute) and "highly recommends" either two drives or a megabyte of RAM. It's too slow with a mere 512K, but otherwise makes a good blend of strategy and action that is even fun to just sit back and watch—of Cinemaware's entire line, this one's the most cinematic in presentation and feel. Mindscape, \$49.95

Trust & Betrayal

By Shay Addams

Well, I trusted Chris Crawford to write a game I'd like, and he betrayed me. It does pose some fresh challenges in the realm of character interaction, with a one-of-a-kind interface that employs an icon-based language. You click on icons to compose sentences in a language called eeyal, the lingo of the seven weirdos living on Kira, a remote moon.

Hold down the button after clicking on an icon and you see its meaning beneath it, which makes it easier to read the sentences while learning the meanings of the 70+ icons. Some serve as modifiers—sincere, flattering, haughty—for icons representing nouns and verbs. Often the program fills in most of a sentence after you've chosen one or two icons, then lets you pick one to complete the thought. A pack of keyboard shortcuts rounds out the well-implemented Mac interface.

Make a Deal, Aura Else!

Crawford's 37-page novella tells the history and culture of Kira, whose Shepherd, or leader, is determined through a kind of mental combat fought with three kinds of auras. Success depends on knowing which auras the opponents possess, accomplished by wheeling and dealing with them in conversation.

Horizontal bar graphs reveal the current character's level of fear, trust and love for you, and his/her facial expressions change to reflect their reactions to your propositions or revelations. Crawford also insinuates his digitized picture and odd scraps of dialog into the game at times. (Many graphics are stored as Paint files, and I got more fun from painting a moustache on Crawford's face and seeing it show up in the game than I did in playing it.)

Always playing the part of Vetvel, you might need to know about Gardbore's auras. You could make a deal with Zubi to trade this information for someone else's aura count. To boost Zubi's trust in you, you might agree not to reveal her counts. Of course, you could stab Zubi in the back, or betray her confidence in another matter, which might be productive or lead to failure—it depends on your interactions

with other characters as well as your ability to actually win the battle. Ultimately, swaying an unfriendly person to trust and like you is one of the supreme challenges of interaction with the characters.

Strategy assumes the fore in combat, which is

spiced with good sound and special visual effects.

It Takes Two to Tanaga

Combat consists of guessing which aura the foe will toss at you and simultaneously using one that will defeat it. This is like the old paper, scissors and rock game: A tanaga beats a katsin, which beats a shial, which beats a tanaga (which also beats a "la bamba" in the Mexican version). You choose who to attack, but in some cases will get hit by a second foe and be forced to fight both.

Several helpful features facilitate keeping track of all the information you acquire. One screen recalls the day's actions, another shows aura counts for all

characters, and another provides character bios. Aura counts are displayed during combat, so little note-taking (and no mapping) is needed.

There are three skill levels, which can be played in short, medium and long versions to produce six variations. Longer and more difficult games involve far more subtlety in character interaction. It comes on an 800K disk and can be installed and deinstalled on a hard disk. An unlimited number of games in progress may be named when saved.

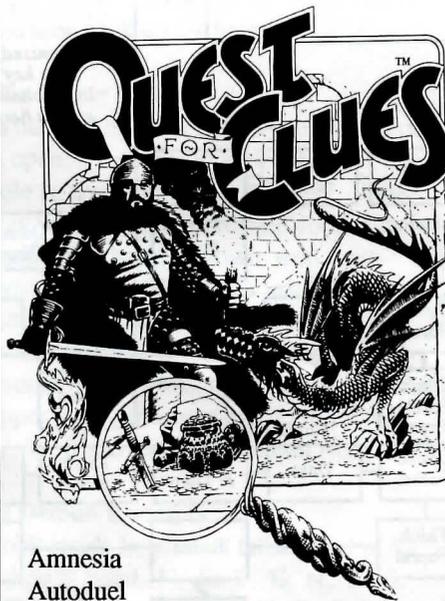
Conclusions: Chris Crawford is probably the world's most overrated game designer, but at least he comes up with original ideas. While originality counts for a lot, having fun counts for more—and I had even less fun with this one than with *Balance of Power* (which needed a "wake me up when it's over" feature). Text gamers wild about icons and character interaction, though, may find it diverting if not absorbing entertainment.

Skill Level: Player-Adjustable

Protection: Program (one hard disk installation)

Price: \$49.95

Company: Mindscape



Amnesia	Goldfinger
Autoduel	Gunslinger
Ballyhoo	High Stakes
Bard's Tale I & II	Hollywood HiJinx
Borrowed Time	Indiana Jones:
Breakers	Revenge of
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HUNTING FOR HINTS?

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Rambo	Wizard's Crown
Rings of Zilfin	Wrath of
Roadwar 2000	Denethenor

see "Rope is swinging toward the cave." Only then should you proceed.) Jump for rope. N. E. E. N. N. W. W. N. N. W. N. W.

Inside Shop

Give catalog. (Type in credit card numbers exactly as shown in the documentation—on the same line and separated by spaces—or you can't finish the game. You'll be told your item will be delivered later.) Leave. N. N. W. W. qrgp ugu-cog. Go waterfall. W. W. vykuv eqtm. Fill bottle. Enter boat. West (until shipwrecked by storm). [Save.]

On Desert Beach

S. West (until you see oasis. Desert and the location of objects found there are randomized, the reason they're not shown on the map, but if you start from the beach with the moves described you'll reach it quickly the first time. If you get lost, keep wandering until you find the oasis. Restore the game if necessary.)

Oasis

Get figs. Abu, kill snake. Get figs. Drink. Abu, drink. Fill flask. W. W. N. N. (Sometime during these moves, you'll be told a camel is in a certain direction from you. Go in that direction. If not told about the camel, try going south for every north move you've made, then go north again. Again, this is randomized and may require experimentation and patience.)

Camel

Look camel. Give hkiu to camel. Open cylinder. Look inside cylinder. Get carpet. West (until you reach the oasis). Drink. Fill flask. Climb tree.

In the Tree

(You should be told in which direction the statue lies. If not, "climb tree" until you are. Go in the direction you're told and you'll get more directions that lead you to the statue and the parrot Shelley.)

Statue

Give Shelley ycvgt. Get staff. Put staff in hole. Enter statue. Light torch.

The Moving Walls

N. E. E. N. (The maze walls open and close randomly, so you may have to wait several times in order to follow these di-

Beyond Zork Part Two

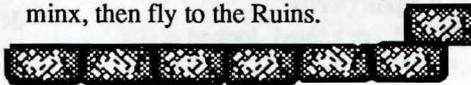
By Joe Terwilliger

Castle

Hide behind the Morgia bush. Get some of the bush and eat it. Wait for the platypus to come and go, then exit the bush. Open the statue and get the Crystal Jar. Blow the whistle, get the minx and board the pterodactyl. Fly to the Magick Shoppe.

End Game Preparations

Sell the Jewel and buy the Hourglass. Go to the oak tree in the Twilight part of the Forest. Wait until the minx digs up a truffle. Get it. Go to the Clearing in the Forest. The answer to the riddle on the rock is aqwvj. Enter the Pool of Radiance. The truffle will be preserved for all time. Whistle for the pterodactyl. Stash the truffle in the pack before getting the minx, then fly to the Ruins.



rections.) D. S. W. W. Abu, pull lever. N. E. E. Up (look to see if the way south is open; if not, go down, pull lever and then back up the hole.)

The Upper Maze

(You need to see if the way to the demon is open. From the upper level where the hole is, try going S, W, W, W, S. If the way west is blocked, retrace your steps back to the hole, go down, then west twice and pull lever. This usually works, but if it doesn't you'll have to fool around with the different levers in the bottom maze, which open the walls in the upper maze, until you can do the S, W, W, W, S and reach the Demon Room.

In Demon Room

Look inside bowl. Get talisman. Put 42 eqkpu in bowl. N. E. E. E. N. D. S. W. W. Abu, pull lever. N. E. Pull lever. S. E. Pull long lever. N. Pull lever. U. S. W. W. S. S. Drop carpet. Sit on carpet. Fly (until you land). Stand.

Cave Entrance

E. E. rqw t ycvgt on ncor. Get lamp. Rub lamp. Genie, mknn ykbcft. Yes. W. W. Sit on carpet. Fly (until you land at palace). Stand. N. E. Bow.

Ruins

Bash the Ghoul. Throw the xjcn at the Undead Warrior. Stand under the arch in the plaza and turn the hourglass. Go south twice (back in time). Get the truffle and wait for the Prince's horse to fall in the trench. Throw the truffle in the trench. Turn the hourglass again and go forward in time (north) until you reach the desolation. Wait for the minx to dig up a truffle. Get and wear the helmet. Turn the hourglass and return to the plaza. Use the pterodactyl, Scroll of icvkpi or tgecnn to return to the Magick Shoppe. Buy the potion of Enlightenment if you haven't already. Shake and drink it. You should now have enough intelligence to continue. Insert the peg on the Black Hemisphere into the hole on the White Hemisphere. Look into the now Gray Sphere and remember the magic word printed there.

Underground and End Game

Make sure you have the following items: rabbit's foot, horseshoe, four-leaf clover, Jar of Mirrors and lantern. Rub the foot for extra luck. Go to the cliff wall near Thriff (where you found the minx). Say the magic word from the gray sphere and open the door. Enter the first underground room. A Lucksucker will eventually show up. Throw one of your lucky items at it each of the three times it appears. In the first underground chamber open the jar, get the circlet and type "blow bubble." Point the resulting mirror in a direction so you can reflect the sunlight around the corners and deeper into the tunnel (for example, pointing the mirror to the north will angle light from the northeast to northwest, or vice versa).

The Treasure Chamber

Keep blowing bubbles and exploring the rooms until you find the Treasure Chamber. Angle the light in the most direct route to that room. The mirrors don't last long, so make it snappy. ("Dip circlet" isn't necessary; "blow bubble" will suffice and save time.) Blow the last mirror in the Treasure Chamber and angle the light to shine on the Shadow in the corner. If your compassion is high enough, it should overwhelm the Ur-Grue and you'll be able to search the plunder and get the coconut. If you try to exit the cave an earthquake stops you. Not to fear, you are saved and...Beyond Zork!

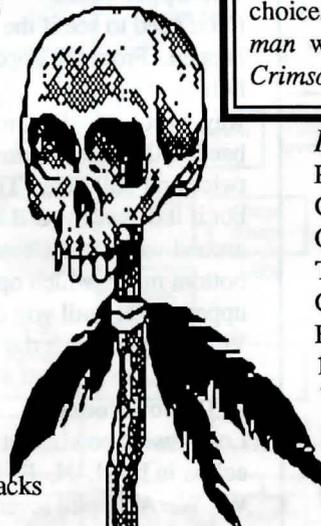
What Good is a Crimson Borla, Anyway? Alternate Reality: The Dungeon

By Mark Sidaway

Item	Location/Level	Use
Death Card	5N 19E 2	Usually kills one monster
Winged Sandals	45N 47E 1	Boosts Skill 50, increases Speed
Golden Apple	59N 31E 1	Boosts Hit Points 15 Permanently
St. Percival's Mace	55N 31E 1	Great weapon for Good characters
Morgana's Tiara	45N 44E 1	Restores 4 Hit Points @ A.R. hour
Helm of Light	45N 41E 1	Blunt/sharp protection, light source
Robin's Hood	14N 0E 2	Makes it harder for enemy to see you
Sword of the Adept	23N 3E 1	Above average sword
Junai's Sword	9N 0E 3	Evil. Restores 2 Hit Points @ A.R. hour
Beam weapon	0N 2E 4	Very useful on 4th Level
Troll Ring Half	6N 56E 1	Stops hunger/thirst when forged (Evil)
Goblin Ring Half	49N E2 1	Forge with above
Razor Ice	23N 61E 1	Defeats Flame-type monsters
Saurian Brandy	8N 9E 1	Boosts Stamina (makes you drunk)
Six-pack	48N 17E 1	Cures Thirst (makes you drunk)
Potion of Restoration	38N 45E 1	Boosts Hit Points 2 @ minute for 1 hour
Iron Palm Salve	0N 9E 3	Enhances fighting with hands (permanently)
Blue Pearl Dagger	25N 48E 1	Powerful Weapon (Evil)
Amethyst Rod	15N 3E 1	Unlocks bolted, enchanted, locked doors
Bloodstone	2N 15E 3	Restores Hit Points every 24 A. R. hours
Dispell Evil Spell	55N 31E 1	Easily defeats evil
Temporal Fugue	36N 59E 1	Gets dropped items in combat; paralyzes enemy; adds power to your blow
Staff of Amber	36N 11E 1	Earth and Blunt damage
Lodestone	57N 37E 1	Immobilizes you (don't get it!)
Mirrored Shield	23N 26E 2	Kills certain Level 3 & 4 monsters
Whetstone	62N 31E 1	Repairs all in use weapons
Cloak of Levitation	29E 19E 2	Boosts Speed
Crossbow	62N 6E 1	Great Dwarven Weapon
Thunderquarrels	62N 11E 1	Use in crossbow
Flame Quarrels	10N 4E 3	Use in Crossbow
PAC Card	36N 31E 1	Useful for Death's Door
Mapstone	28N 59E 1	Indicates location
Truesilver Coat	38N 42E 1	Very good body armor
Star Guard	37N 48E 1	Gives 20 crystals
Page of Cups	56N 62E 1	Cures hunger & thirst
Crystal Breastplate	23N 8E 2	Best body armor

Found After Random Encounters

Silver Key	Useful in prison
Crystal Shield	Extra protection from Cold attacks
Shield of Galahad	Holy Shield, extra protection from all attacks
Spirit Shield	Shields against Magic & Mental attacks
Stealth Suit	Boosts ability to surprise enemy (Evil)
Shield of Mordred	Extra protection from Good weapons
Silver Sash	Boosts Skill
Gold Horn	Summons 8 Berserkers or boosts Hit Points to max
Eye of Vulnerability	Punctures armor or protection spells
Panther Gloves	Adds power to bare hands
Golden Greaves	Boosts Stamina
Cuirbouilli Helm	Protects against Blunt, Fire & Sharp attacks
Dragonslain Hauberk	Same as Cuirbouilli Helm



The QuestBusters Guild

Quest for Clues would not have been possible without the members of the QuestBusters Guild, who went above and beyond the call of duty to provide solutions and maps. If your name is boldfaced in the following list, one or more of your solutions appears in the book—and you'll be receiving a free copy. Members also get the adventure game of their choice for each solution. If you'd like to join the Guild, let us know which recently released game you have solved.

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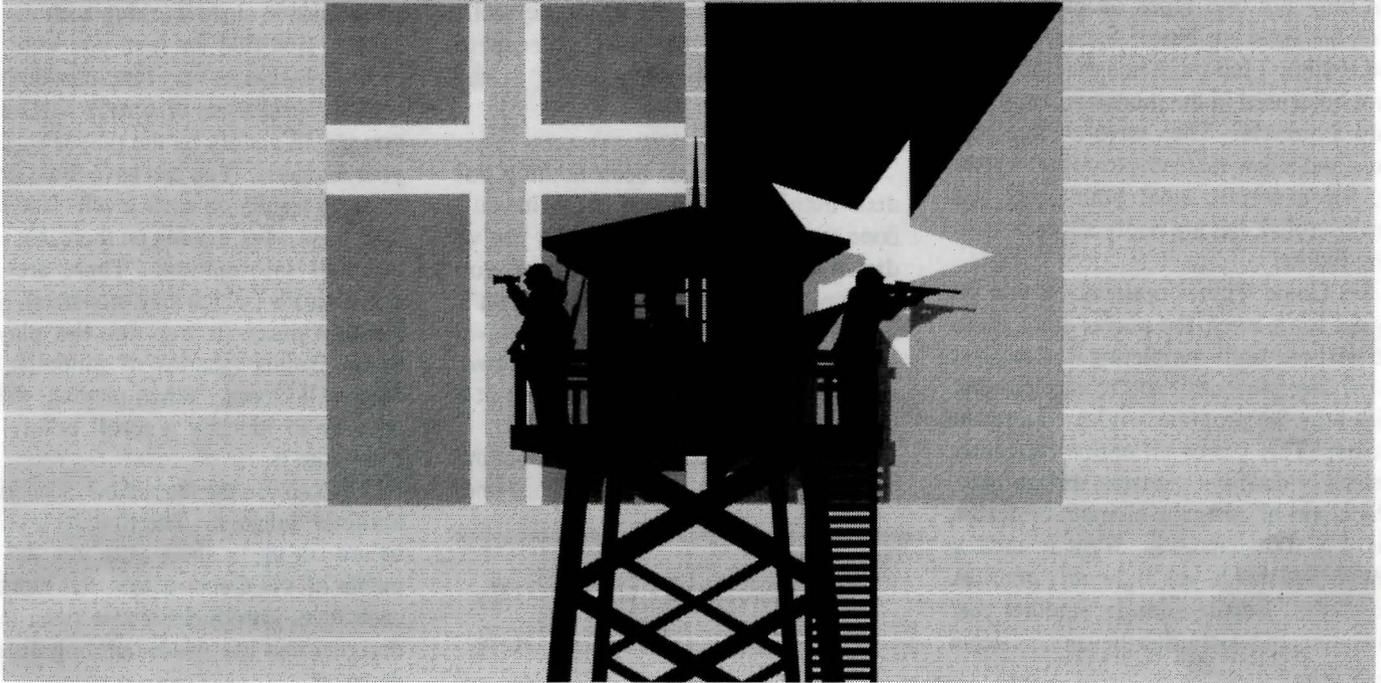
Contest Winners

This month's *Keys to the Kingdoms* winner is Gary Mason. Julie Nottage won the Random Drawing. Both will get the game of their choice. So will Jon Champlin for his *Talisman* walkthrough, and Mark Sidaway for his *Crimson Borla* contribution.

People & Places

Prison	36N 59E 1
Chapel Sanctuary	55N 31E 1
Oracle	27N 35E 1
Troll King	6N 55E 1
Goblin King	49N 2E 1
Enchantress Door	2N 45E 1
1st City Bank	6N 30E 1
Wizard's of Light Door	5N 2E 1
Healing Fountain	10N 14E 1
Clothes Horse Door	24N 26E 2
Paladin's Guild	26N 2E 2
Mercenary Guild	18N 8E 2
Lucky's Brewery	6N 7E 2
River Crossing	12N 28E 2
Hall of the Adept	17N 28E 2
Dwarf Smithy Door	24N 15 or 19E 2
Cleansing Fountain	16N 25E 2
Teleport to 56N 60E,	
Level 1	15N 21E 2
Stairs Down to 3	19N 17E

BORDER ZONE™



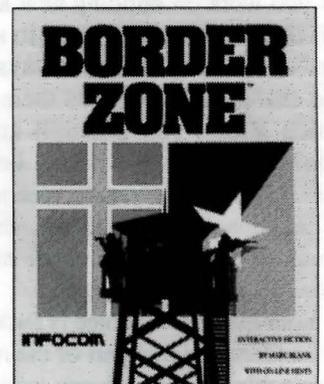
Where the Iron Curtain divides East and West, the frontier is a no man's land between freedom and captivity, a place where moments lost or precautions not taken exact a toll in men's lives. In *Border Zone*, you cross this barrier not once, but three times, as three different characters in a riveting story of international intrigue.

The fast-paced plot involves a headstrong American spy, an easy-going businessman, and a ruthless KGB agent. All three become entangled in the assassination of a diplomat, their lives intertwining as each carries out his perilous assignment. You'll see the story from a different viewpoint in each of the three chapters of *Border Zone*.

The pulse-pounding tension of espionage is heightened by the addition of real time, which ticks on regardless of your actions. As you race against the clock to complete your missions, you'll find yourself caught up in a spine-tingling adventure that's far more suspenseful than any spy thriller you'll ever read.

Border Zone contains on-screen hints to help you out. But hints take you only so far. Even when you know exactly what to do, discretion and timing are crucial as you outwit the KGB, evade a snarling pack of search dogs, make a desperate assault on the barbed wire and guard towers of the border, and count down the moments to the assassination.

Infocom's interactive fiction opens up a whole new dimension in storytelling, offering you the leading role in a vividly-descriptive story. In *Border Zone*, author Marc Blank plunges you into the excitement and suspense of a top-notch thriller, made all the more intense by the addition of real time. So steel your nerves, and don't blow your cover, friend. You've a long way to go before you come in from the cold.



INFOCOM™

125 CambridgePark Drive, Cambridge, MA 02140

Border Zone is available for the Apple II series, IBM PC and 100% compatibles, Macintosh, and Commodore 64/128. *Border Zone* is a trademark of Infocom, Inc.

Demon Stalkers

Continued from page 3

Monster 1 or 2: There are only five monster types: Rats, Mad Mages, Ghosts, Dervishes and Snappers, and you can only put two types on each level. Each has three attributes: Speed, Damage and Health. I felt more imagination could have been used in the monsters, but that's only a quibble. They have custom pictures and a few different tricks (Dervishes, for example, steal your keys and Deathscrolls), but are really all just cross-bow-fodder.

Set Goal: This is optional. If you set a goal for a level, the player can't go to the next one until completing it. I suggest not setting goals until you're very familiar with how the program works. **Random Items:** This yes or no option randomly creates or destroys monsters as you play, which sort of takes the element of design out of it. **Wraparound:** Want an endless maze? Set this to yes and really confuse the player. **Editor Sound:** Another yes/no choice, this just turns the sound effects on or off.

Play Level: Not useful until you've built a level and want to test it. But let's give those Australian lads credit: They included a method for playtesting your creations that is non-destructive to the game—unlike *ACS*, which requires you to play a copy of your game.

Does all of this seem like a lot to do? You haven't even started to actually build a maze yet!

The editor's next major division is called **Clear**. This offers three choices, the most important of which is Preserve. As you work on building new levels, use this every ten minutes or so to save what you've done. You can always go back and change it later. Then there is **View**, which allows you to scroll around the whole level you're working on and see how it looks. The View screen is much larger than the Edit screen, showing about an eighth of the entire maze at once.

Your last major choice is **Disk**. Until I understood this part of the menu, I didn't think there was any way to examine *Doomfane* or build levels out of sequence. Use the pointer to select either Set Level, Save Level, Load Level or Format Disk. Format is necessary because it does more than format the disk as you normally do. Save and Load are self-

explanatory.

Setting the level is done by typing the number of the level you want to work on. On a newly formatted disk, all levels are blank until you edit them. Something you might try is using the scenario side of *Doomfane* to pull up some well-designed levels, then just experiment with changing them around a bit.

Your First Dungeon

So far this has all been nothing but disk manipulation—you *still* haven't done any design work. Assuming you've drawn your design on graph paper, you can now start to actually build it. You'll need a lot of patience, because each level is *big*, and your editing box only allows you to modify one tile (out of 220) at a time.

Walls are the least fun to place, but the most important to design. To place one,

“...each level is *big*, and your editing box only allows you to modify one tile (out of 220) at a time.”

you move the finger to the edge of the editing box and hold down the button till the hand changes color. Then you move the stick to scroll through various wall possibilities, which include different types of doors. Let the stick spring back to its normal position and release the button, and the currently selected wall type becomes the default until you choose another.

Each wall section requires three segments: one in the middle and two corners. Corners are pillars, and you get them automatically by pointing the finger at the corner of the editing box and holding the button. The corner post will blink on and off, and you must catch it in the off position. With practice you can get fairly dexterous at setting these walls, but each segment takes time.

And if you use a lot of them, it could take hours just to build all the walls on each level.

The Micro Forté guys included a fair number of items you can place in your

mazes to keep things interesting [see game review]. In addition, items may be placed with either joystick or keyboard commands, something I didn't understand at first. The manual has a chart of editor icons and keyboard shortcuts. I advise you to use it, since working with the joystick to first find the item you want, and then to place it, is very time-consuming.

Appropriate use of scrolls will enable you to tell a story as the player explores your dungeon. You can have three different text scrolls on each level. Use them to explain what's going on there, for clues or other information. There are also Deathscrolls (which slay monsters), Slow Death Curses (a trap for the player), Score Bonus (shades of pinball!) and Open All Doors. When playing, there's no way to identify a scroll before you bump into it.

You can use the *Doomfane* scenario as a trainer dungeon. The first 20 levels or so are set up to show you how the elements of the Construction Set work, as each level introduces a new twist that a designer can use when building his own dungeons.

Incidentally, I had a nightmare trying to get the program to load. If you're having trouble, try moving the disk drive as far as possible from the computer. After it has loaded you can move it back to its regular position.

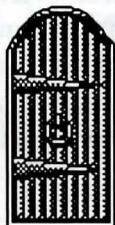
Conclusions: This is a very powerful program utilizing excellent graphics and animation, smooth scrolling and a wide variety of effects within a strictly defined format—but there are two drawbacks. The docs are so brief and terse that they're hard to understand, and the program demands a lot of time and patience to design a good level. So does *ACS*, but *Demon Stalkers* is about four times as cumbersome. My hat's off in a sincere salute to whoever created the 100 levels of *Doomfane*. It would be fun to play in other people's dungeons, but it probably isn't a good idea to get this program with this in mind—I doubt that many gamers will have the patience required to build their own.

Skill Level: Intermediate

Protection: Program is protected. Scenario disk is unprotected but Codewheel needed.

Price: \$29.95

Company: Electronic Arts



Waiting for Duffy

Duffy wound up in 1533 A.D. and is somewhere in the Andes with Pizzaro. So send in a brief ad if you need help.

Zork 3: How do I get potion from sailor? What's amulet from lake for? Staff from chest? **Zork 2:** How do I work pentagram? Basket in volcano bottom? Get past 3-headed dog in Cerberus room? Christopher Dox, 975 Laurel Ave., St. Paul, MN 55104

Might & Magic: Where's the code key? How do you use Alex Ander's lockpicks? After riddle room on level six, how do you get key from door on right? Dan Heffron, 2 Lavelle Lane, Framingham, MA 01701.

Police Quest: Can't get Sweet Cheeks to leave so I can go to poker game. HELP! Scott Hartman, 4960 Almaden Expwy #101, San Jose, CA 95118

Might & Magic: Finished it but have some questions? Where and what is riddle of the Ruby? What are rooms with black and white checkers about? And the White Queen Idol I found but never used? Rick Coté, Rte 5 Box 382, Vashon, WA 98070

Bureaucracy & Trinity: What are six correct answers in Fortress? What do I do in outer space bubble? J. Amos, 10860 Venice Blvd. #18, Culver City, CA 90230

Zork 2: Need answer to riddle, and don't get the maze puzzle at all. **Zork 3:** Have 5 of 7 points. What's vial for? How can I use gold machine without getting killed? How about the crown jewels? Karlo Yeager, 2043 Ganivet St., El Señoral, Rio Pedras, PR 00926

Arazok's Tomb: How do you kill Arazok once on the island? Get past him? Save Daphne? What's use of: golden chalice, gold flower, silver whistle, elixer, prism, Carloni chips? **King's Quest 1:** How do you move big rock in cave? What do goat and bird have to do with game? **Déja Vu:** How do you open Broody's office? Harding's office? What do you do with Mrs. Sternwood in the trunk? What are pencil and blank paper for? Patrick Bastrash, 995 de Nogent, Boucherville, Quebec,

Canada J4B 2R4.

Alice in Wonderland: What lies above Queen's head? D. Sall, 516 W. Meridian, Dade City, FL 33525.

Ultima IV: Is Skull of Mondain usable? If so, where is it? Also need help with Moonmist, red version. DMK, 1914 Doniphan, St. Joseph, MO 64503

Uninvited: How do you make a key and get past the dogs? **Barbarian:** How do you get past the tin man? H. Gierlinger, Rte 2, Box 283, munfield, VA 23430.

Guild of Thieves: Need help at opaque cube. Kathy Longan, POB 1071, Oak Harbor, WA 98277

Eternal Dagger: How do you rescue the Rainbow Princess? Get into Avil's Tower? Ray Dominguez, 6295 N. Spalding, Fresno, CA 93710

Wizardry 1: Have Lords a' fighting, Priests a'healing, mages a'casting, a thief a'stealing and a dumb cursed ring. So what am I trying to accomplish? And how do I get to the end of this game? Craig A. Lee, 1st PERSCOM (PSSD-FSD), APO NY 09081-5604

Might & Magic, Zork 2-3, Beyond Zork: Need help. Planetfall: can't get stuff in radiation lab. Respond quickly—going bald at 18! Karlo Yeager, 2043 Ganivet St., El Señoral, Rio Piedras, PR 00926

DungeonMaster: How do you get by door 5 west, 2 south of stairs on level two? Use Alex Ander's Lockpick? **Might & Magic:** Where is code key? Dan Heffron, 2 Lavelle Lane, Framingham, MA 01701

Might & Magic: Where is the canine? Crypt of Carmenca? George Milliorn, 7202C Alo Alo, Honolulu, HI 96818

Bard's Tale: Need help. Todd Draper, POB 4366, South Bend, IN 46634

Star Trek 2: Need help. P. Taylor, 1 Penfield Ave, Croton, NY 10520

Trinity: How do you take out searchlights in the last white door? Disarm bomb? **Guild of Thieves:** How do you get platinum brooch out of the temple?

Past spider? R. Laughlin, Old H Highway, Waynesville, MO 65583

Mask of the Sun: Need help, hints, maps. Gamble Staempfli, 40 E. 78th St, NYC, NY 10021

Wizard's Crown: How do you get past the gates to the mansion? Mike Alberghini, 3900 Northpoint Dr., Marietta, GA 30062

Planetfall: How do you get into computer? Is there a light source? **Uninvited:** How do we get past the spider behind the trap door? Past the five zombies in the basement? James Ackison, ASU Bahrain, POB 87, FPO NY, NY 09526-2800

Lurking Horror: How do I get through the hole without hitting my head on the iron plate? P. Ericksen, 5129 Emstan Hills Rd., Racine, WI 53406

Alternate Reality, the Dungeon: How does an evil character get the mirrored shield from the clothes horse? Armand L. B. Christophersen, Box 387, Springside, Sask., Canada SOA 3V0

Knight of Diamonds: Need help with 1st riddle (on 2nd level). J. Bieber, 3625 Lyndale Dr., Endwell, NY 13760-2439.

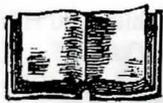
Might & Magic, Bard's Tale 1: Need maps and help bad. Also need Wizardry 1 super-dudes to get back my dead and out guys from the maze. J. Pinkos, 23 Whitman Rd, Medford, MA 01255

Gateway: Where do I find the rifle? Steven MacIntyre, 444 Central Park West, NYC, NY 10025

Phantasie 3: Have found Nikademus but have broken wand and can't kill him. SSI's hotline couldn't help—can you? Donald Glinkie, 1900 SE 5 Court, Pompano Beach, FL 33060

Quest for Renewals

Check the label on the back of this issue—if your sub is due to expire within the next two months, be sure to renew it right away to ensure you don't miss a single issue.



Keys to the Kingdoms



Wizardry IV

To obtain a powerful sword, you need bloodstone (9E, 19N, 10D), Lander's Turquoise (18E, 0N, 9D) and Amber Dragon (19E, 14N, 8D). Go to 8E, 13N, 7D and use candle from Fourth Guardian to reveal secret door, then to 9E, 19N. Equip all three stones, then use their special powers and put each one on altar for choice of three swords. Blue sword (West Wind) gives chance of critical hit. Green sword (East Wind) does massive damage. Amber sword (Dragon's Claw) does severe damage and restores hit points (my favorite, since it enables you to choose an extra group of monsters for fighting abilities instead of a set of Priests).

K. E. Nathan

To enter closed-off room in Ziggurat, defeat L-5 prisoner on level 5 and get the winged boots. Wear boots and invoke their power, and you can go through priest hole and get the carrot. Go to the special room, face the wall and invoke carrot's power so you can jump over the wall and enter the chamber. Victory there yields an item needed to solve another puzzle.

Cyril Chong

Deathlord

Search Wakiza ruins for gold. Enter dungeon through secret door in northernmost swamp's east wall (must pass through swamp). Must be level eight to survive. Don't fight anyone in the towns or palace because the guards will kill you. But you can search guest chambers in palace, Diomyos' residence in Kawa and south of missile weapons shop in Tokugawa.

George Politis

Might & Magic

If key card is rejected, enter each of the five projectors once and try again. Access code for Cave of Erliquin is in 2, 5 in Cave of Dusk.

Yoshihiro Kobayashi

Border Zone

Part One: To avoid missing the contact, get rid of all evidence that the American agent saw you—wipe the stain with a ygv enqvj, vcmg rkevwtg of document, throw both out window. **Part Two:** tkr your

enqvjgu to make bandage, tie hurt arm with it. Go to north side of hut, get all, exit. ygct dqqu and go to swamp. Go north once, then west to the shed for items needed for rest of game (jcoogt and ucy are useless). Wear inqxgu before cutting first fence and opening slit. Use rgp to destroy a post and ride tower to safety.

Gary Mason

Space Quest II

Crossing Swamp Items Needed: Berries. Solution: Just before leaving swamp, twd berries (from bush behind root monster) on your dqfz. **Obtaining Light Source** Find deep section of swamp (2nd screen in), hold your breath and dive. Swim to secret cave for glowing gem. **Escaping Hunter** Items Needed: Blue spoor on ground in screen south of root monster. Solution: Call hunter. When he comes to cage, toss urqqt at him and get his keys. **Where to Go Next?** Items Needed: Rope. Solution: Climb halfway across dead tree crossing the ravine. Tie rope to it and climb down. Swing it. **Find the Landing Platform** Items Needed: Labion Terror Beast Mating Call. Solution: Use whistle in clearing to summon the Beast, occupy him by throwing ewdkz twdg. Timing is crucial. Go through hole he made in rock. **Getting past platform guard** Items Needed: Stone and athletic supporter. Sling the stone (you got from shavings made by Terror Beast) at guard.

Stephen King

Faery Tale Adventure

Green keys open most forts. Blue key opens doors to Ice Palace on Isle of Sorcery. Red keys open secret hidden doors in Hemsath's Tomb. White key opens doors of Marheim castle. Use green jewel for night vision. Drink glass vial to heal yourself. Crystal orb lets you see hidden doors in Hemsath's Tomb. Gold ring stops time. Bird totem shows position on map. Jade skull kills enemies. Stand in center of stone ring and use a blue stone to heal yourself and travel to another stone ring. Open all cabins in Marheim and look for hidden objects. Seashell in Watch Tower will summon a turtle; stand in ocean or near lake and use it, then hop

on turtle. You must find five golden statues to see the Invisible City in the Burning Waste. One is at Sea Hold, another near fort in Grimwood Forest. Dream Knight's ancient castle is hidden in mountains of southeast Holm; kill him for Sun Star (sword) needed to slay a Witch. For faster travel, capture golden swan on Swan Isle with golden lasso. To destroy Necromancer you need wand from cave of frozen wasteland in Mountains of Frost.

Patrick Bastrash

Wizardry I

Create only three Fighters at the start, all with 11 Strength. (Hold out for 18+ Bonus Points.) Give one 11 I. Q., one 12 I. Q. and another 11 Piety, then distribute the rest of their points among Agility, Luck and Strength. Use the dummy scam to generate lots of gold and add the dummy character with the gold to the party with the Fighters. Buy each Fighter a Shield +1, Breastplate +1, Staff +2, Gloves of Copper and a Helm.

Transfer them to backup scenario disk, putting write tab on original scenario first so they don't get erased when being transferred. Now wage combat in the two room you find in the southeast west corner of the first maze, returning to the Castle when low on hit points (don't open the chests for now). With only three in the party, each will get twice as many experience points as if there were six and be advanced much faster. And Fighters get more hit points per level than other classes, so do this until they have 40-50 hit points. Then go to Utilities and change the Fighters' names to whatever you want and transfer them to the backup disk. Now change their names back to their original ones and transfer one, two and three back to the original scenario disk so you have six Fighters. Go to Training and change first Fighter to a Mage, second to a Priest and third to a Thief, and you'll have a strong, well-balanced party.

John Martinez

To decode clues, count two letters back.



Swap Shop

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

APPLE

Trade: 2400 A.D., Phantasie 1 & 2. Want Deathlord. Write 1st. Phil Crowther, 1610 Barnstead Dr., Reston, VA 22094

Have Might & Magic, Trinity, Beyond Zork to trade for Wizardry 3 or 4, other RPGs. Write 1st. K. Anderson, 117 Montcalm Ave., Plattsburgh, NY 12901

Trade: Might & Magic, Bard 1 & 2, Wrath of Denethenor, Ultima 1 (new version), Destiny, Elite, SunDog, Roadwar 2000, Moebius, many Infocomms. Eric Hutchens, 5721 Susan Ave, Edina, MN 55435

Trade/sell: Bard's Tale, Temple of Apshai Trilogy, Moebius, Might & Magic, Wishbringer, Ultima 2 & others for Wizardry (esp. #1) or anything good. Have

grate super characters for all my RPGs but Moebius. Will throw them in with a trade, or send \$3.50 to cover disk & postage. Alan Castillo, 660 Fargo Ave., Apt 2, San Leandro, CA 94579

\$22 @: Beyond Zork, 2400 AD, Wizardry 3. \$15 @: Hitchhiker's Guide, Suspect. T. Slinger, 17300 17th St, Suite J-322, Tustin, CA 92680

\$20: Time Zone. \$10 @: Shadowkeep, Shard of Spring, 7 Cities of Gold, Phantasie, Moebius, Aztec. M. L. Daniel, 452 W. Broad St., Elizabethville, PA 17023

Sell/trade: Ultima, Bard's Tale & Wizard's Crown series, Might & Magic, Questron, Legacy of the Ancients, Wrath of Denethenor, many more. Want Wizardry 1 & 2, Phantasie series, other RPGs. Send list for mine. Brian Hurd, 18669 Withy Rd, Monte Sereno, CA 95030

Sell/trade: \$20 @: Ultima 4, King's Quest 2, Bard 2. Want Beyond Zork, Ultima 5. Greg Watanabe, 3203 N. Alpine Rd., Stockton, CA 95205.

Trade/sell: \$20 @: AutoDuel, Bard 1, Ultima 2 & 4. \$7 @: Mask of the Sun, Murder on Zinderneuf. Cluebooks, \$5 @: Ultima 4, Bard 1 & 2, Hitchhiker, Zork 3. Want Might & Magic cluebook, any good adventures. Write 1st, send list.

Jayson Hogan, 502 N 75, Seattle, WA 98103

GS: Dream Zone, \$30. J. M. Marietta, 800 Terry Pkwy, Gretna, LA 70056

Trade/sell: Most Infocomms, other adventures. Send for list. Frank Lee Linne, POB 45, La Vernia, TX 78121

COMMODORE

Trade/sell: Moonmist, Hollywood Hijinx, Deadline, Starcross, Dragonworld, Fahrrenheit 451, Amazon, Rendezvous with Rama, Bard 1. \$10 @, or want Sorcerer, Spellbreaker, Border Zone, Sherlock (Infocom), Agatha Christie. D. Sall, 516 W. Meridian, Dade City, FL 33525.

Leisure Suit Larry (\$22) & more Amiga games for sale/trade. P. Shaffer, 1705-C O'Shea Ave, Bowling Green, KY 42101

Have Ultima 4, Might & Magic, Bard 1 & 2 w/cluebooks, Moebius, Elite, Hitchhiker, Sorcerer, Perry Mason. Will trade for Ultima 1, 2 or 3, Pawn, Guild of Thieves, Lurking Horror. Rick Cote, Rte 5, Box 382, Vashon, WA 98070

Rescue Rachel: a C-128/1571 graphic & text adventure on 2 2-sided disks. Many features, beginner level but fun for all.

Continued on next page

Riddle of the Jewels

Continued from page 1

but only one will be any help.

Your travels will take you all over London, from the Palace to the slums. Everything about the town is highly detailed—Big Ben even strikes every hour, on the hour. You'll meet some interesting characters, people like the Palace Guard and a vendor who may have something you can use. And there are lots of buildings you must find a way to enter. As in *Bureaucracy*, when you read a sign its message fills a white square that appears in the center of the screen. Amiga, ST and Mac versions have sound effects.

A Case in Points

Perhaps you've tired of games that can be finished in a matter of days. If so, *Sherlock* is for you. Because of its vast size and multitude of puzzles, it is guaranteed to last a long time. Puzzles are good, fairly tough and require some thinking through.

Points are awarded for solving certain puzzles or obtaining specific items. I like this, for it's a big help. You may pick up

five items, for example, wondering if they're important. If you get three points for one of them, you definitely know it's of value. Top score is 100 points. Invisi-Clues are built into the game, which will be appreciated by all novices and no doubt by some experts.

As we have come to expect from In-

"Invisi-Clues are built in."

focom, the parser is first-rate. It's certainly frustrating to try solving a puzzle in a game that repeatedly rejects your commands. There are no problems like that with *Sherlock*.

You can save three games in progress on a separate disk, and restoring one is almost immediate. Text is displayed in 80 columns on the Apple, which was disappointing for me, since I prefer to see it in 40-column mode. Most Infocom games offer a choice, but not *Sherlock*. GS owners will have to settle for the Apple 2 version, because the scheduled GS conversion has been cancelled.

Documentation is superb, including story background and a sample transcript that holds a big key to success. You also get a London newspaper, a discount coupon for *The Witness* and the aforementioned map. I must admit I'm confused about the copy protection. Infocom maintains none of their games are protected, but I've tried some of the most sophisticated back-up programs to no avail. [This only occurs with the Apple version. If you are aware of a copy program that works with the latest Infocom games, please let us know about it.]

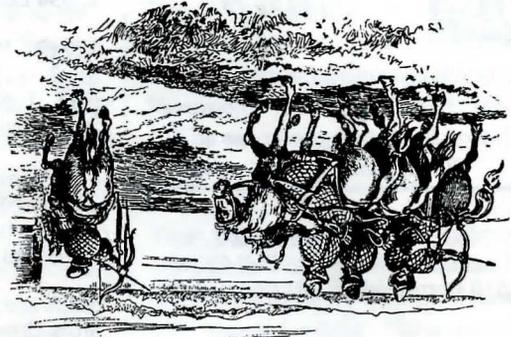
Conclusions: One of the few Infocom adventures written by someone who is not on the staff—Bob Bates—*Sherlock: The Riddle of the Crown Jewels* is a challenging game that I recommend to those willing to stick with a text adventure for a prolonged period. Mystery lovers will certainly enjoy it—the solution is anything but elementary, my dear Watson.

Skill Level: Advanced

Protection: In Manual (see above note on Apple version)

Price: \$C-64, 34.95; others, \$39.95

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Continued from previous page

Hints & solution included. Also a bridge game. Tony Fournier, RD #3, Box 112, Bainbridge, NY 13733

Have Defender of Crown, AutoDuel, Leather Goddesses, Ultimate Wizard. Want Ultima 1, Might & Magic, Gauntlet, Demon Stalkers, Rad Warrior. E. Chen, 33-35 70 St., Jackson Hts., NY 11372

Amiga: Many games. Send your list for mine. H. Gierlinger, Rte 2, Box 283, Smithfield, VA 23430

Amiga software to sell/trade. Will also buy same. Paul Shaffer, 1705-C, O'Shea Ave., Bowling Green, KY 42101

IBM & QUEST-ALIKES

Trade: Police Quest, Might & Magic, Starflight, Defender of Crown. Want Roadwar 2000, Wizardry 3, Bard 2. James Bumgardner, RR 1, Box 136, Fillmore, IN 46128

Trade/sell: Zork 1, 2, 3; Wishbringer, Trinity, Infidel, King's Quest 3. R. Colles, Rte 2 Box 113-A, Sulligent, AL 35586

Trade: 75 titles, including Wizardry & all Zorks. Want trades of any type. T. Chin, POB 1842, West Monroe, LA 71291

\$20 @: Most Infocoms, 9 Princes in Amber, Rendezvous with Rama, Star Trek 1. \$25 @: Ultima 3, any King's Quest, Space Quest 1, Leisure Suit Larry. \$30 @: Space Quest 2, Police Quest. Write or send list. Byron Byrd, 5160 Verdun Ave., Los Angeles, CA 90043

Trade: Portal, Infiltrator, Defender of Crown, Wishbringer. Steve DeWall, 521 Albers Lane, Bethalto, IL 62010

Trade/sell: \$20 @: Apshai Trilogy, Zork 1-3, Hitchhiker, Trinity, Leather Goddesses, Suspect. \$15: Infidel. Want Bard 1, Rogue, King's Quest 2. Write 1st. Mike Spivey, Rte 1 Box 1130, Ruston, LA 71270

ATARI

ST: Want Knight Orc, Leisure Suit Larry, Sinbad, Faery Tale Adventure, Barbarian 2. Dan Heffron, 2 Lavelle Lane, Framingham, MA 01701

ST: Moonmist, Seastalker, Starcross, Infidel, Leather Goddesses. \$10 @ or trade for newer Infocom games. J. M. Dowell, 3240 S. 180 St. #16, Seattle, WA 98188

ST, sell/trade: King's Quest 2, Time Bandits, Gateway, Golden Path. \$20 @. Want Ultima 3, Phantasia 3. D. Angelotti, 80 8th Ave., Haverhill, MA 01830.

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