



# QuestBusters<sup>TM</sup>



The Adventurers' Journal

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## Infocom adds graphics to text adventures, announces plans for role-playing games!

After a former Infocom employee wrote to us and other magazines and told how drastic changes had led to a "gloom and doom" climate there, we checked with Infocom to clarify the situation. The result was this exclusive interview with Joel Berez, Infocom President and a co-founder of the company.

**QB:** What sort of changes are *really* in store?

**Berez:** As far as interactive fiction in general goes, we plan to upgrade the products technologically to take advantage of the capabilities of machines that we haven't really done much with over the last few years. Until now we've pretty much been operating with the same engine we developed many years ago, working very hard to refine the stories, make them more interesting, make the puzzles better. And we've made some small enhancements.

However, one of the things that's become very apparent to us in the last couple of years is that our market just hasn't been growing the way it was in the old days. We still have a very solid core of loyal interactive fiction fans, but we're not picking up new people at the rate we used to. And we're even losing some of the old people, who are perhaps growing tired of products that are in many ways very similar. It's funny how some people really love the idea that they know exactly what to expect when they buy one of our games, but for others it can become a bit boring over time. I think novelists often have the same problem. After someone writes a string of novels with a more or less similar style, he'll branch out and try something new, picking up new fans—but certainly at the risk of upsetting older ones.

**QB:** What kind of new technologies will you be introducing?

**Berez:** We've been working on upgraded parsing, including trying to develop the ability to have more intelligent characters and more intelligent character interaction, such as the ability to ask questions and make comparative statements. Other features will make it easier for novices to get into interactive fiction. Right now we feel there's a fairly large hump that new people have to get over.

We're also looking at high quality sound and graphics. In the past we shied away from graphics for two reasons: The early machines weren't capable of producing anything but the most cartoonish forms of graphics, and the memory and disk limitations required a tradeoff—if you added graphics, you had to take out something else. With today's more powerful machines and our new programming techniques, we feel we can add to the games without taking anything away. And oddly enough, in the process of making the technical changes required to support graphics, we may also be relaxing some of the former restrictions, such as game size. So the basic text and logic parts of the games will likely get bigger, even as we add other features.

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## Wasteland: Ditch the Sword, Grab the Uzi!

By Shay Addams

Staged in the radioactive deserts of the Southwest in the 21st Century, this is not the first game with a post-nuclear war scenario. But it is the best to date (though why anyone would want to date a computer game, I'll never know). As a Desert Ranger assigned to patrol this hostile territory, you discover the long-range goal while working on an assortment of mini-missions, usually to rescue one person after another from all sorts of predicaments ensuing from the breakdown of civilization.

Your party starts with four men or women who aren't confined to specific classes. At the outset, each gets a number of skill points equal to his Intelligence, and you spend these on skills such as Clip Pistol, Demolition, Bureaucracy and 23 others. When someone is promoted—and you can radio in to the

Ranger Center to check on this instead of having to trudge all the way back to a Guild—he gets two "adventure points." These can be used to boost any of his attributes. By adding points to Intelligence, you'll be able to learn new skills or enhance current ones at the nearest Library. Skills are also im-

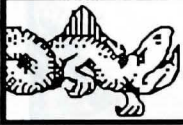
proved with use. Skills are needed to perform related

tasks well and to use weapons and items more effectively.

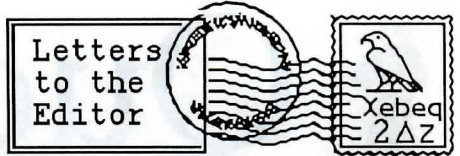
But you can also apply Skills—and Attributes—directly to a situation: Punch "U" and a menu asks which person, then if you want him to use a Skill, Attribute or Item. If you realize that character doesn't have what you wanted to try, you can hit the escape key to step back through the menu and choose another one without having to punch "U" again. This time-saving fea-

**Type:** Science Fiction RPG  
**System:** Apple 2 (64K), C 64  
**Planned Conversions:** IBM

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# Adventure Hotline



## New Releases

*Star Command*, an IBM science fiction RPG from Doug Wood, author of the *Phantasie* trilogy, just left the launch pad. After earth is wiped out by hostile beings, you direct a team of eight startroopers who must save the remaining inhabitants of the galaxy from pirates and aliens. Combat includes man-to-man and ship-to-ship encounters. It supports CGA and EGA; both disk formats are in the box. A new graphic adventure from Paragon, *Twilight Ransom* stars you as an artist trying to rescue your girlfriend from kidnapers. It's also for the IBM and compatibles. *Bard's Tale III* is on the shelves for the Apple, with Commodore and IBM to follow. An oldie but toughie has been rereleased by MasterTronix: *Demon's Forge* is a graphic adventure on a flippie—Apple and IBM.

## Conversions

*Phantasie III* is out for IBM. Look for the Amiga *AutoDuel* and *Ultima IV* (which is also being converted for the ST) soon. A C 64 *Border Zone* now awaits would-be spies and spymasters. *Seven Spirits of Ra* is ready for Apple questers. ST gamers should not count on seeing any *Wizardry* conversions: Sir-Tech has no current plans.

## You'll Soon be Entering...

*The Twilight Zone* in a series of graphic adventures from First Row Software, whose first adventure is *Dr. Dumont's Wild P. A. R. T. I* (originally called *R. A. G. E. R.*) by Michael and Muffy Berlyn. Each will have four stories built into the same game; they will intermingle and be wrapped up at the end of the game with the kind of final twist that distinguished the TV series. Rod Serling appears on-screen when you use the help feature. It's set for the Amiga first, then ST, Commodore, IBM and Apple II, and they hope to release two games a year for three years. First Row is also planning an "interactive sitcom" based on *The Honeymooners*.

## Rumors, We Get Rumors...

SSI may be doing a strategic war game based on TSR's "War of the Lance" sto-

ries. If the rumor proves true, it would be out for the 64, IBM and Apple 2 this fall or winter. (But if it's not true, it will only be available for the Timex Sinclair.)

## Special Deals from EA

You can get a third program free by purchasing certain Electronic Arts software. Adventures in the deal: *Amnesia*, *Bard I and II*, *Deathlord*, *Demon Stalkers*, *Dragon's Lair*, *Legacy of the Ancients*, *Return to Atlantis* and *Starflight*. This offer runs through June 30. EA has another deal for those thinking about upgrading to a 16-bit computer but leery of being stuck with a stack of 8-bit software they can't use. The "Software for Life" program lets you buy an 16-bit program for half-price if you already own the 8-bit version. EA's Affiliated Labels are also available in the deal. You can get more information on both offers from 800-245-4525 (800-562-1112 in California).

## The New Code

About half the survey respondents said they prefer uncoded clues, while the others still want them coded. To at least make it easier to decode, you now count back just one letter back instead of two.

## Infocom Books

Conceived and produced by Byron Preiss Visual Publications, a series of six novels based on Infocom adventures will be published by Avon Books in May (Hey! That's this month!) They're not novelizations of the games, but original adventures set in related worlds—the first two are *Wishbringer* and *Planetfall*.

## Survey Results

We want to thank the 300+ people who sent in the survey from the February issue. Though it is still being tabulated, early results indicate that Dukakis has the lion's share of delegates but Jackson is leading in the popular vote—whoops, wrong survey! We did learn that Duffy is the least popular part of QB, so it is being cut back. Instead of sending Duffy to the dungeons forever, we just won't run any ad more than once. That will free up

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Dear QuestBusters:

Since I subscribed you've only been batting .500—I got November '87, but didn't get December until I wrote for it. Then I got January but haven't seen February.

Craig A. Lee

*Batting .500 is considered good in baseball—but this isn't baseball, so an explanation is in order. The problem is that you have an APO address, and military post offices handle bulk mail differently: Apparently they toss it all into a separate bag that is delivered once or twice a month. The best solution is to upgrade to a first class subscription by sending an extra 42¢ for each issue left in your sub (or \$21 if renewing). Then you'll get QB about two weeks earlier—unfolded and in an envelope.*

Dear QuestBusters:

I want to buy some new games but didn't see the ones I want in "Passport to Adventure." Can you send me a catalog so I can get the three extras issues for ordering a game?

Roger S. Y. Linn

*Right now we only sell the most recent releases, but a catalog is being prepared that will offer a way to obtain practically any adventure or role-playing game still in print. When it's ready, we'll send it out with an issue.*

# QuestBusters™

The Adventurers' Journal

Editor: Shay Addams

News Editor: Nuyu

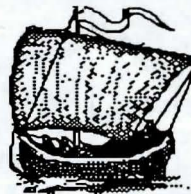
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It's not easy to classify this new role-playing game from the creators of the *Star Fleet* series, who tried to combine a science fiction role playing game with a tactical sea battle game. Several key elements from stories and other games were put together to make an original and interesting combination, but for a variety of reasons the end product doesn't quite seem to make the grade.

# First Expedition

By Stephen King



When ready, raise the anchor, start your engine and throw the ship in gear. Use rudder controls to set your

direction, then engage the throttle. While close to the island, keep your speed down to avoid running aground. Once you've cleared the

island, you can increase your speed to maximum and set out in the desired direction.

## So Many Islands, So Little Time

You get an incomplete map and a navigational compass that are integral to the game, for part of your quest involves finding uncharted islands by using clues received from natives on friendly islands. I began by trying to estimate my direction from the placement of islands on this map, but quickly found that this is just minimally effective because of storms and currents. Success in this mission hinges on mastering rudimentary navigation skills.

Degrees are calculated by placing the center of the compass at your point of origin on the map with the zero facing due north, then swinging a bar around in the direction you want to go and reading the number on the compass. Aiming your vessel in the appropriate direction is a simple matter of using the rudder controls until your on-screen compass displays the same number as the compass included in the game package. You then have to maintain that heading by constantly adjusting the rudder to compensate for the current.

As you leave Holm Island, the display shifts from the aerial birds-eye to a forward view typical of flight simulators.

This can be alternated with a stern view to make sure no attackers are sneaking up from behind, or to just watch the island recede.

## War at Sea

During the course of the quest you'll encounter fog, storms, magnetic anomalies, sea monsters and ships. The ships will be one of the four factions of Yorax, three of whom are friendly. They may want to borrow sup-

Continued on next page

land, each Sun Sphere radiated a force that was debilitating to the Menace and eventually killed or drove them away forever.

The bad news is that they are still buried at random locations whose coordinates were lost forever with the alien Menace. Your mission is to find and return all of the Spheres to their proper places so the people of Yorland will once again be safe from the threat of the comet.

If you run out of food or fuel and can't continue, a unique alternative goal is available.

By calling for a

Rescue, you can assume the role of a ship captain whose goal is to locate and save your original ship. This is a clever way of dealing with a familiar and usually hopeless situation. And after completing the main quest, you can play an infinite variety of randomly created rescue missions to extend the life of the program.

## Let the Games Begin

You play the part of Braun, son of Holm Island's Ruler. Your father has agreed to let you and a close friend set out in a Holmian class one power craft to find the Spheres.

The vessel has been derelict for years, so first you've got to outfit it. Using your starting allowance, you are able to fill up your fuel tanks and buy the maximum number of cannon rounds and navigational rockets.

You can buy food, but to conserve cash it's usually best to cast off the pier and find your own food by dropping anchor at the nearest shore. Doing so at a friendly island usually fills your food coffers to capacity.

At dockside, a bird's-eye view of Holm Island is displayed.

**Type:** Science Fiction/Tactical RPG  
**System:** IBM, Quest-Alikes, Tandy 1000, 3000, and 4000. Requires 360K and MS-DOS 2.X or greater. Includes 5.25" and 3.5" disks.

## This Land is Yorland

The expedition takes place on Yorland, a planet with an 80% liquid surface that's peppered by small islands. Yorland is dominated by the Yorax and the Holmians, sea-going cultures with a symbiotic relationship. The Yorax are

a nomadic group with no land base. They exist by trading goods among islands, relying on large, sail-powered frigates. The Holmians have a more advanced technology and are more timid as a group. Their interests in the sea are scientific research and colonization using small power-driven vessels.

The adventure starts some years after Yorland was invaded from space by a group known only as The Menace [no, not Dennis]. The Yorax culture has split into four different factions, and the Holmians were driven back to Holm Island, where their ruler decreed new laws against sea travel to avoid conflicts with The Menace. Neither group is capable of ultimately defeating the alien invaders.

Salvation for Yorland comes in the form of the Sun Spheres, mysterious objects that protect the planet from the recurring visit of Halirom, a comet whose emanations would otherwise kill all the inhabitants when it passes by. On the island of Shandola, three of the spheres were arranged in a pattern that deflected the majority of the deadly rays.

When this was discovered by the alien Menace, their leader had all three Sun Spheres buried in specially built mazes scattered around the world and guarded by deadly Biobots. This enabled them to hide in their shielded spacecraft and commit genocide with relatively few losses.

Fortunately for the inhabitants of Yor-

### Inventory

|                           |    |
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plies from you, or may offer some from their own storageholds. The fourth, and by far most numerous, are renegade Yorax pirates that will rob you.

By using the F key to display the flag of approaching craft, you can tell who's on the ship. Flagless vessels are pirates and should be sunk quickly before they can board you. Sound simple? Well, you can't see most flags until the ship is very close, so you must continually press F until you see a flag or decide the approaching ship is a pirate.

If necessary, you can fire your cannon at a ship. A monetary reward is given for shooting any ship, depending on your selected skill level. But beware of sinking friendly vessels, for the time may come when you desperately need them. The cannon is also used to fire on sea monsters, who will never actually attack your ship but do follow you around and sometimes present a handy food source.

### A Short Course in Changing Course

If thrown off course by a storm, you can fire a navigational rocket (hoping an island is in range), or wait till night falls and use the night sky option to compute your current position. There are two ways to do so. One is a complex method, using a compass the way a sailor might a sextant. The other is Autonav, which is not nearly as "auto" as it sounds.

With Autonav, you match night sky on your monitor against a complete map of the night sky. Find a star and put the sight over it, then enter the coordinates from the table of stars. Do the same for a second star and your current position will be displayed. This is not as hard as it would be in real life, because the stars remain in fixed positions.

Still, both methods were far too troublesome for me. I understand and applaud the attempts at realism for those people who thrive on it, but would have appreciated a third option of Autonav that simply told me my current coordinates. There were too many times when I'd just started to take a reading only to have morning suddenly appear, or fog, or a storm—sometimes all three. Then I'd ei-

ther have to idly sit there until night came around again, or head aimlessly in some random direction.

### Maximum Complexity

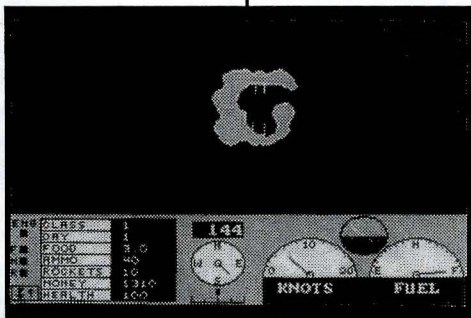
I had to keep several charts and books spread over my desk at all times. While the same could be said for most complex fantasy role-playing games, I feel I can put away the books as I get used to all the commands and options. But in *First Expedition* I can't imagine not having to have at least two maps, the compass and a grease pen ready at all times. This makes playing the game clumsy unless you want to take your computer off the desk and put it on the floor, though people who insist on maximum realism might deem this an asset.

Besides the usual registration card and advertisements, the nicely illustrated game box includes "The Years of Terror" (a history manual for background), an owners' manual that details play mechanics, a map of the islands and one of

the stars, a grease pencil for making erasable marks on the map, a navigational compass, and a keyboard guide for IBM and Tandy keyboards.

The game claims no copy protection, which is not completely accurate. Even though the files themselves are not physically protected [so you can move them to a hard drive], it is pointless to play without the maps and compass. And you're also required to enter key words from the owners' manual at key points. I don't have any particular gripe against companies protecting their wares from theft, but copy protection is a heated enough issue. It is not a good idea to cloud it further by claiming a product has no copy protection when it clearly does.

**Conclusions:** I can't say I really enjoyed *First Expedition*. The concept is imaginative and original, even humorous in places, but the four-color, medium resolution CGA graphics aren't particularly impressive and no attempt was made to support the larger color pallettes of Tandy or EGA. The few sound effects were primitive, and parts of the game were far too complicated: keyboard controls instead



## Wasteland

Continued from page 1

ture is found in all menus.

Character creation is a fun mini-game in itself, the way it is in good pen and paper RPGs. First you determine which skills you want in the party and how many Intelligence points are needed for each member to acquire the vital ones at the start. Then you just rap a single key to see a potential character's stats, and punch it again if they're not good enough.

### Non-Player Characters

In your travels you'll meet NPCs and can hire up to three to flesh out the party. The extra firepower is helpful, and some NPCs offer sage advice. But they won't always follow your commands, perhaps refusing to trade gear to another character, for example; it helps if your leader has high Charisma. Even then you can't tell NPCs who to shoot at or which weapon to use.

An aerial view ala *Ultima* shows the mountains and desert, where survivors of the war have holed up: Hobos near the tracks, some teenagers in Highpool, outlaws that have taken over the town of Quartz, and mutated monsters and desert outlaws all over the place. Enter a town, and the screen fills with a scrolling aerial view of buildings resembling those in *AutoDuel*. Inside, a scrolling, top-down view of the interior appears. Most interiors are small, so mapping isn't mandatory; keeping accurate notes of where I found stores, hospitals and certain characters has sufficed so far. (I am mapping Vegas, however, since it's filled with robotic tanks and I don't want to retrace my steps unnecessarily.) As in *ACS*, you can't go off the edge of the main map.

### Church Lady of the Future?

In this vision of the future, religious fanatics and cults like the Servants of the

Continued on page 10

of joystick or mouse support for rudder and cannon, for example. Most of all, I found the long waits at sea to be almost terminally boring.

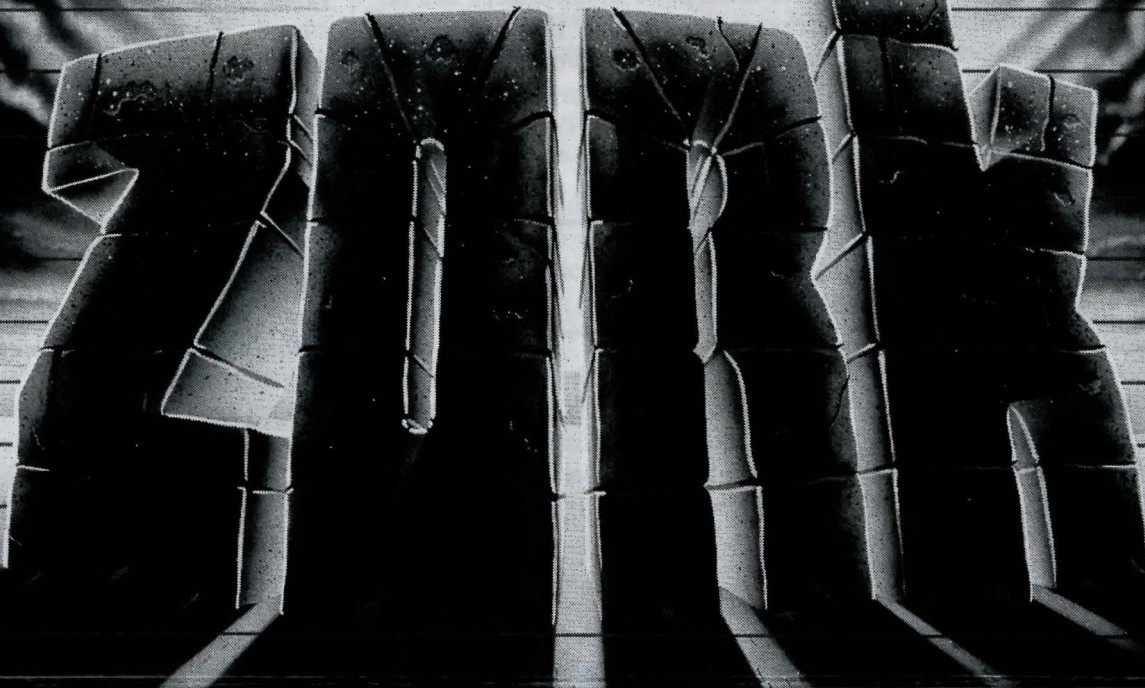
**Skill Level:** Intermediate

**Protection:** Key words in manual

**Price:** \$49.95

**Company:** Interstel/Electronic Arts

# BEYOND



The *Zork Trilogy* has become a legend in its time, selling nearly one million copies! Now the legend continues with an extraordinary new Zorkian universe that breaks ground in computer gaming. For the first time, the character-building and combat of role-playing games joins the masterly prose and puzzles of Infocom's interactive fiction.

*Beyond Zork's* sophisticated new interface makes interaction more natural than ever, plunging you into a world teeming with magic and peril. The vast and varied Southlands of Quendor come alive as you seek fantastic treasure and combat the vicious monsters who haunt the streets and wastelands.

Challenge yourself to a quest that's far beyond anything you've ever experienced. *Beyond Zork*. The incredible new interactive story from the master storytellers at Infocom.

## INFOCOM™

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*Beyond Zork* is available at your local dealer for the Apple II series, Macintosh, Commodore 128, Amiga, IBM PC and 100% compatibles, and Atari ST. To order direct, call 1-800-262-6868. Coming soon: Apple IIGS.

*Zork* is a registered trademark of Infocom, Inc.

Mapick Shoppa

A lone black candle obscures the proportions of this windowless chamber. The scent of fallow is strong, heightening the aura of arcane mystery.

Your eyes are irresistibly drawn to a glass display case near the open door. Another exit is partially concealed by a curtain.

An old woman is watching every move you make.

Endurance

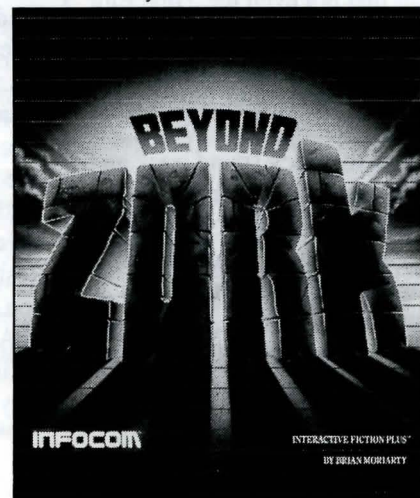
OLD WOMAN: TELL ME ABOUT THE SCABBARD  
The old woman's voice lowers to a respectful whisper. "Behold the Sheath of Grueslayer, Blade of Entharion," she says. "Though the Blade is long lost, the scabbard retains much virtue: for he who wears it is blessed with wondrous powers of recuperation. A rare bargain at 80 zorkmids."

-POINT THE LEVITATION WAND AT THE SCABBARD  
The silver scabbard begins to float off its shell in the display case. "No shoplifting!" snaps the old woman, and the silver scabbard drops back into place.

[Your strength just went down.]

One glance at *Beyond Zork* will show you that it's unlike any interactive story you've seen before. On-screen mapping. Window displays. A character that grows in strength and power. You get all the excitement of role-playing games, skillfully blended with the fabulous puzzles and award-winning prose of Infocom's interactive fiction.

Screen shown is for the Commodore 128 version.



INFOCOM

INTERACTIVE FICTION PLUS™  
BY BRIAN MORIARTY

# Alien Fires, 2199 A. D.

By Russ Ceccola

The first thing you'll notice about *Alien Fires* is the precision with which everything fits together. From the smoothness and great detail in the graphics to the easy-to-use icon-based interface, this is a challenging adventure that moves at a fast pace—the reason it required such precision programming. And though careful attention was paid to presentation, the quality of the plot and obstacles to fulfilling your goal did not fall by the wayside.

Jeff Simpson and Sky Matthews created an entirely new game system for this original story that tells of the Time Elders, a race of immortal beings whose job is to protect time and space. They guarded the universe for countless millennia, but over the years began focusing more on the metaphysical world rather than on finite space. Thus, the Elders began the Great Search to find the noblest and bravest creatures of all the universe to serve as Time Lords and watch over time and space in the material world.

## *The Accursed Kurtz*

They select you as a Time Lord and send you to Galaxy's End, a planet wholly owned and operated by OCTO, the mightiest industrial superpower in the known universe. It's run by Dr. Samuel Kurtz, whose time machine enables him to travel through time to view any point in history. He wants to journey back to witness creation, an event that not even the Time Elders are allowed to see. Your mission is to search a mining colony and the OCTO space station for Kurtz and destroy his time machine.

Backed up with a rock sound track and impressive graphics, the rather interesting plot keeps you glued to your computer. The unique game system requires only a few commands, and your character has but seven attributes: Fighting, Marksmanship, Diplomacy, Dexterity, Understanding, Tracking and Quickness.

Creating a Time Lord involves assign-

ing values to these skills from a reserve of 99 points. Each one's initial value is 20, and it's easy to raise or lower them. Concentrate on Fighting, Diplomacy, Understanding and Quickness, which are equally important. Next is Dexterity, while the others are least important.

You travel through a 3-D maze typical of the dungeons in *Bard's Tale*. Movement takes place in short steps and requires only selecting one of the four cardinal directions to propel you forward through the maze. Press the left/right cursor keys and you'll pivot 45 degrees. Rooms on the mining colony are oddly shaped, and each is a different color.

**Type:** Science Fiction RPG  
**System:** Amiga, ST  
**Planned Conversions:** C 64, IBM

There are doors in them, but sometimes you can walk through

a wall that's a darker shade of the room's main color.

Mapping is a must, or it will be tough to determine if you've explored every room. Rooms are polygonal in the sense that there are no curves, and each shape is easy to discern. Don't waste time with graph paper; use freehand sketching to depict the surroundings.

In addition to the onscreen cursor keys, an icon box holds seven icons representing your other options: Climb, Examine, Say, Give, Hand (to use items), Sleep (save game) and the *Alien Fires* logo (character stats display).

With the mouse's right key you can also fight, dodge and panic in combat, or view inventory. These commands may also be executed from the keyboard. But with the icons, you don't have to memorize command keystrokes, so you can concentrate on the game, not the interface.

Most of the gameplay rests on object manipulation and character interaction. The Say command lets you ask three kinds of questions: Who, what and where. [Sorry, Woodward and Bernstein, but no when or why.] The key to communicating with the aliens is knowing what to say to elicit a response. This is one of my complaints about the game. Until you get the hang of it, you won't have much luck questioning the aliens. Rest assured, however, that this frustration quickly passes.

Asking characters about other ones and asking them all for help—these are the only methods of learning how to reach

your goal. When a character does respond, it speaks via the computer's voice and echoes the words to the screen. In the game's first release, words weren't displayed as text, so you had to figure out what the aliens were saying. Demand an update if you're stuck with this version, for it makes a big difference.

Some things that annoy me about *Alien Fires* are minor but should still be discussed. The music is terrible. Its library contains about three sets of five or six notes that repeat endlessly. It only switches between sets every five or ten minutes, and listening became so monotonous that I turned down the volume.

Finding objects is also tougher than it should be, because you've got to "move into" every crevice of the colony and space station to find things, sort of like an Easter Egg hunt. That's why you must map so thoroughly.

## *Meet the Aliens*

There are lots of characters to meet, fight with and learn from. They range from Magle Tangle (the human-hating jack rabbit who runs the gift shop) to Dr. Fever (the human relations robot) to Speedy Gonzales (the fastest messenger in the colony). They are exquisitely detailed, and each one's speech reflects a distinct personality. The inclusion of such a wide range of character types makes playing the game so much better than it would be otherwise.

Combat involves clicking icons that appear on a screen showing both combatants, their armor and a system that colors in the part of the body hit and indicates the severity of the attack by the shade of the color and a number. Though it's easy to perform the combat commands, you should only fight when attacked. And it's not hard to die in this world. Until you get a weapon (hint: get a lojgf from nbhmf), run away from all fights.

**Conclusions:** This is the first in a projected series based on the Time Lords, and the sequels promise to be as original as this one. I hope so. The graphics are very good, the atmosphere is refreshing and the quest is challenging—everything I look for in a role-playing game.

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**Skill Level:** Intermediate

**Protection:** Program

**Price:** \$39.95

**Company:** Paragon/Electronic Arts

## Infocom adds graphics

Continued from page 1

**QB:** You're talking about the Amiga and ST, machines like that?

**Berez:** And the IBM PC, particularly in EGA mode and VGA.

**QB:** When you say graphics, do you mean a different picture for each location, or just occasional pictures?

**Berez:** It's going to depend very much on the game, whatever's appropriate for a particular story. In some cases the graphics may show a scene that sets the mood when you enter an area. In other cases, the graphics can be used in puzzles. For example, if you imagine the Chinese puzzle in *Zork III* graphically, it would probably have made a lot more sense than as a text puzzle.

By the way, the original *Zork* had graphics, but we removed them for space reasons when we transported them from the mainframe down to micro. Let me put graphics in extreme quotes, because they were basically what you could do with [alphanumeric] characters up on the screen: Things like the Zorkmid coin and the portrait of J. Pierpont Flathead, came up as pictures.

**QB:** That's interesting. I've interviewed most of the original staff about *Zork* but never heard of that.

**Berez:** To tell you the truth, the major reason we avoid talking about it was because we had taken them out.

**QB:** Will *all* your interactive fiction now use graphics?

**Berez:** It's funny, because we started with the idea that it would just be some of them, the ones in which graphics made sense. But as we began developing the capability to do it, even the authors of games in development that were *not* supposed to have graphics in them began thinking of things they could do that would make a lot of sense. It is entirely possible that all our future interactive fiction products will have graphics in them.

**QB:** When will we see the first one?

**Berez:** Hopefully we'll have a couple of titles to show at CES in June, shipping sometime later in the summer.

**QB:** Will you do any all-text games in the meantime?

**Berez:** No, because all the all-text games in development have turned into graphics games. Once people saw what could be done, they began to get more creative and enthusiastic about using them.

**QB:** That means *Sherlock* would be Infocom's last all-text game?

**Berez:** Unless we start another one in the future. Yes, *Sherlock* might very well be our last all-text game.

**QB:** Suppose there's a hue and cry from people who see the graphics and still want all-text games?

**Berez:** Well, we still have the capability to do all-text games. First we would want to analyze the "cries of distress" to learn if it's resistance to change, or if they're really valid.

**QB:** I also hear you're planning a role-playing game. Is this another one like *Beyond Zork*, or will it be more along the lines of a traditional RPG?

**Berez:** We're really branching out into all aspects of interactive storytelling, and a very important niche in that category is the role-playing game. That's an area where we think we can add value, and we're pursuing a number of different types of products there—including traditional *D & D*-type games like *Wizardry*. *Beyond Zork* we perhaps misrepresented a little bit as we were getting into this. It's really a solid interactive fiction game that borrowed some appropriate features from role-playing games, but it's still interactive fiction. Over this next year we'll be introducing at least one that's really a solid role-playing game. That's not to say that it won't also borrow from interactive fiction, but it will clearly be a role-playing game.

**QB:** Is this being developed in-house?

**Berez:** The particular title I'm thinking of is not, though Infocom people are involved in development. Just as with *Info-comics* we used Tom Snyder's technology and had our writers and designers working with them, we are doing the same kind of thing with outside developers of other sorts of products. Rather than trying to develop all the technologies ourselves, we're working with people who already have suitable technology, adding our storytelling expertise to them.

**QB:** Are the graphics we'll see in future

adventures the same kind seen in *Info-comics*? Or new ones entirely?

**Berez:** That's not what you would see in either our interactive fiction or role-playing games. It was developed specifically for that product. By the way, we do have one RPG that is being developed in-house. Brian Moriarty is working on that.

**QB:** Which machines will it be out for first?

**Berez:** Probably the Mac and IBM PC.

**QB:** Are any of these changes at Infocom due to the marketing people at Activision exerting more influence on your creative planning?

**Berez:** From my point of view we're exerting more creative control over Activision. A year and a half ago, as we realized the interactive fiction market wasn't growing the way it used to, we tried to figure what really made sense for Infocom to be doing. That was the point at which we decided our greatest expertise was in interactive storytelling and that we wanted to branch out in this area. Just as we dominated interactive fiction, we'd like to dominate interactive storytelling, simply by specializing in all aspects of that. As we've pursued that strategy, we eventually convinced Activision that it made so much sense for us to be the specialists in those sorts of products that Activision has stopped doing them. We are now the interactive storytelling division of the company.

**QB:** And what's the story on this "Bruce Youth" movement? [See April news for details.]

**Berez:** There's a tradition of underground memos here going back for many, many years. Have you ever heard of *InfoDope*? It's an underground newsletter that comes out every once in a while with very sarcastic humor, usually precipitated by major changes in the company. One thing you've got to realize is that we are going through a lot of major changes. For years we've been extreme specialists in interactive fiction—we did one very narrow kind of thing and did it extremely well. And what's apparent as we're expanding into a number of different types of products is that, even though they're related in ways, there are also differences.

Continued on page 15

# Walkthroughs: Leisure Suit Larry and

By John Pontaoe

You need to use special commands for some things that recur frequently. To save space, these are noted here instead of repeating them below. Commands in **boldface** are to be typed in; others explain actions performed via mouse, keys or stick.

## Using the Cab

After saying **call cab**, wait till it completely stops, then **enter cab**. When asked for destination, type the word in parentheses following the command. After the ride, **pay man** and **get out**. Never carry wine into the cab.

## Gambling

Make \$20 bets and save game each time you win. If you lose too much, restore. You can win money faster at blackjack, and it's a better test of skill.

## The Breath Spray

When you get a hint about your breath, **use spray**. If it's used up and you're far from the end, take \$50 to the store and ask the clerk for some.

## The Apple Salesman

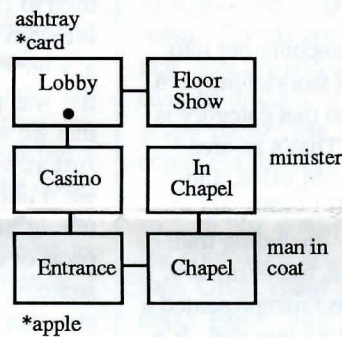
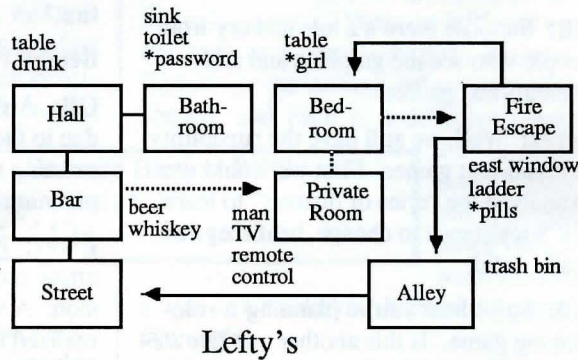
When you see a man in a barrel outside the casino, buy his apple (but you only need one).

## Lefty's

Go to door. **Open door**. Walk to bar. **Sit**. **Beer**. **xijtlfz**. **Stand**. Go through north door. Go to bum. **Talk bum**. **Give xijtlfz**. Go to table. **Get sptf**. Go to door. **Open door**. **Read wall** (until you get password). Go to sink. **Look sink**. **Get sjoh**. Go to door. **Open door**. Go through south door, then to east door. **Knock door**. **lfo tfou nf**. **Use sfnpuf**. **Dibohf diboofn** (until man sits in front of TV). Go upstairs. Go to table. **Get dboez**. Go to window. **Open window**. **Climb through window**. Walk to ladder. **Get ibnnfs**. **Get out**. Go left. **Call cab (casino)**.

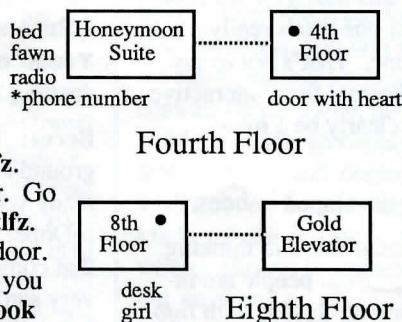
## Casino

Go north through doors. Go north. Go to ashtray. **Get card**. Go south. Game until you have \$250 and break the bank. Go south. **Call cab (convenience store)**.



## Casino (Hotel) and Chapel

● = elevator



## Convenience Store

Enter store. Go to xjof rack. **Get xjof**. Go to counter. **Buy xjof**. Leave store. **Give xjof to cvn**. Walk east.

## The Lost Wages Disco

Go to man. **Show dbse**. Go upstairs. Go to seat beside girl. **Sit**. **Look girl**. **Talk girl** (till she gives name). **Dance**.

**Stand up**. Walk to dance floor. Return to seat. **Sit**. **Look girl**. **Talk girl** (till she says she can't say no to gifts). **Give dboez**. **Give sptf**. **Give sjoh**. **Give npofz**. **Stand up**. Go south. **Save**. **Call cab (casino)**.

## Casino

Go north. Gamble until you break the bank. Go south. **Call cab (chapel)**.

## Quicki Wed Chapel

Go to door. **Open door**. Walk to minister. **Nbssz gbxo**. Go south. **Call cab (convenience store)**.

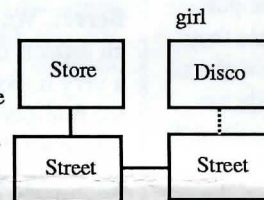
## Convenience Store

Go to phone. **Dial phone**. **5558039** (no dash). **Xjof**. **ipofznppo tvjuf at dbtjop ipufm**. **Call cab (casino)**.

## Casino

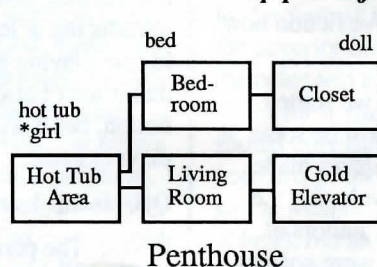
Go north. Go north. Enter elevator. **Press gpvs**. Go to door with heart on it. **Knock door**. Go to xjof. **qpvs xjof**. **Lie in bed**. **Cut spqf with lojgf**. **Get spqf**. Go to door. **Open door**. Enter elevator. **Press pof**. Go south. Gamble at least \$50. Go south. **Call cab (Lefty's)**. (Or Leftys).

## Disco and Convenience Store



## Lefty's

Go to door. **Open door**. Go to east door. **Knock door**. **lfo tfou nf**. Go upstairs. Go to window. **Climb out window**. **Ujf spqf to sbjmjoh**. **Ujf spqf to nf**. **Get qjmmt**. **Break glass with ibnnfs**. **Get qjmmt**. Go to fire escape. **Untie spqf**. **Save**. Go to ladder. **Exit bin**. Go left. **Call cab (casino)**.



## Penthouse

## Casino

(You must have apple by now.) Go north. Go north. Enter elevator. **Press eight**. Go to girl. **Look at girl**. **Give qjmmt**. Wait for girl to leave. **Qsftt cvuupo**. Go to east elevator. Enter it. Go west. Go to hot tub. **Voesftt**. **Look at fwf**. **Give bqmqf to fwf**.

[Editor: For more points, fool around with **svccfst** and **ipplfs**, and the **epmm** in closet.]



# The Eternal Dagger

By Eric Mitchell

## Character Creation and Training

You need one Thief and one Ranger. All others should be a combination of Fighter and one other class, because fighting conserves magic. Follow the manual's minimum recommendations regarding your characters' attributes. An effective party consists of one Fighter-Ranger, one Fighter-Thief, three Fighter-Sorcerers and three Fighter-Priests. You can get by with one pure Sorcerer and one pure Ranger in your party.

## Weapon Skills

Swords are the most damaging and also the most ubiquitous item, so give this skill to all your Fighters. At least one should have Mace as his primary skill. For thrust-type skills, choose Spear over Bow: Powerful monsters can usually evade arrows, and weaker ones don't need to be attacked from afar. Choose Bow over Crossbow, because Bows don't need to be loaded alternately. However, Bow skills aren't too bad, so if you like using them go ahead and make it a Fighter-Ranger's primary weapon. Forget Shield skills, except for pure Sorcerers.

## Hunting for Food: The Ranger

Much depends on your Fighter-Ranger (or Ranger-Priest, etc.), for he needs skills in Scan and Stealth in order to avoid ambush. He also needs to be good at Tracking to obtain treasure and most important, he must be a top-notch hunter in order to obtain food. Priority in allocating experience points for Rangers should be Hunt, Scan/Stealth and Track.

## Skill Development

Synonymous with Speed, Dexterity is the most important factor in the game. Against monsters with high Dexterity it is the sole defense. Have Priests concentrate on Cure Disease, Treat Poison and Turn Undead. Later on, two Priests should also build up their Turn Undead skills. And Karma should not be neglected.

**The Code:** Count one letter back

## Combat, Magic & Equipment Before the Battle

Never forget the Fatigue factor before deciding to enter combat. And the display doesn't tell you whether it's day or night when you encounter monsters, so make sure you know—only two of your characters wear armor at night. Beware of the (S)urrender key, because you'll lose all your gold if you hit it accidentally. After your characters are advanced enough, forget about fighting wolves and other common animals worth few points. Stay away from trees and swamp things, which are extremely hard to kill.

## Combat

Unless you're ambushed, monsters always appear to the right of all Outdoor battlefields. Therefore, place your tough Fighters on the right side of the screen. Against monster groups that don't cast magic, rely on weapons and wands. If you flee and leave someone unconscious on the battlefield, he won't be killed (unless already slain in combat), but will be robbed of money and magical weapons.

## Magic

Get five Blessings off as soon as possible and few monsters can touch your party (except for Magic users, and that's all there are at the advanced stages). Magic Blast and Fireball are very useful. Others aren't too effective against powerful monsters, which abound. After your Sorcerer's Cast Spell skill is high enough, he can cast multiple spells in a single turn and do tremendous damage to the enemy (who unfortunately has the same advantage).

## Equipment

Always have a lockpick when entering any dungeon. Examine the walkthrough's appropriate Dungeon Prerequisites for other vital equipment. To save time, do this before even heading for the dungeon. Don't waste gold on equipment, weapons and so on: You'll find better ones after defeating monsters. You can't enchant weapons unless you have actual gold in hand, not change that adds up to the required price. Don't enchant equipment

unless you're certain it's your final piece of gear, Drain Proof Plate Armor and Flaming Greatsword, for example. Carry bandages: First aid won't make injuries worse as it does in *Wizard's Crown*.

## The Walkthrough

Numbers correspond with those on the appropriate dungeon map; circled letters on the map, to the letters of the dungeons as described in the game disk's Utility section.

## The First Island

Head for the only Temple/Town on the island and fight off/run from the monsters guarding it. Stay in the area until your characters can handle the Undead effortlessly, then march on the Rebel Base on the east side, just north of the mountains. Try to avoid the island's southeast quadrant and swamp/forest east of the town's swamps, the lair of the Dragon. However, you can get a Vampire Slaying Sword (useful for defeating Magoomba) by defeating Swamp Creatures around the southwest part of the island. Unless your characters are faring very badly and need more magical weapons, don't fight monsters at the treasure areas to the northwest and southeast; they'll be there after the island returns to normal. Meanwhile, you can't sell anything because the island is still enchanted; furthermore, your carrying capacity is severely limited.

The only weapon you can get without a fight is the Dragonslaying Sword from the Rebels. (T)alk to them. Get it immediately, because the Rebels and Sword vanish after the island returns to normal. If your party can hold out, don't get the Holy Morningstar from the Dragon's horde until after the Necromancer is destroyed, for the horde contains a great treasure you can sell later on. But this Morningstar is the most effective weapon against the Necromancer, so you may want to go ahead and grab it.

*This solution will be wrapped up next month, with maps of all the mazes. Meanwhile, some advance clues: You need Dragon's Teeth for the Necromancer's Cave, Level One, which can be bought inside if you didn't already slay the dragon. The door's name is XOQU; the floor's is JYM; the hall's name is SPMG.*

# Wasteland

Continued from page 4

Mushroom Cloud Church are even bigger than they are today. At first it seems they are behind a series of mysterious murders that has baffled the police in Needles: The bodies were found completely drained of blood, much like the "cattle mutilation" cases of a few years ago. Inside the Temple of Blood you'll find more enigmatic situations: a sacrificial altar, an electric chair, and a robot overseeing a strange "Grid Game" that uses you as a chess piece on a huge board.

## Alternate Solutions

Each town or other area has its own unique set of challenges, and many puzzles and obstacles have multiple solutions. Don't know the safe's combination? Try your Safecrack skill. Weak Picklock Skill? Reach for the Plastic Explosive. Numerous puzzles and clues are unearthed by talking to people—but there is no "Talk" command. Those with something to say will speak when you approach them; a text window pops up, offering a parser so you can type in a word or two, often a password. You can also show things to people to elicit a reaction.

Clues are cleverly and fairly concealed, often in ways reminiscent of those in a text game. On several occasions the answer to a puzzle just popped into my head while I wasn't playing (a common experience with Infocom games), and I'd drop the baby and rush to the computer to try it out. (Just kidding—no babies in *this* house.) It usually worked, because a number of problems are the sort that you can think through logically without having to map every square inch of a monster-filled maze. A good example is when Head Crusher sends you to Atchison's tent. Of the three tents next to the railroad tracks, in which would logically look for Atchison?

Many clues are revealed in a separate booklet called "Paragraphs." This contains 162 numbered paragraphs to which you'll be referred during the game. Some also provide vivid descriptions of areas or people. The program notes your posses-

sions and in certain places will steer you to additional paragraphs if you have the right item.

I usually have trouble with things like this, since I have less willpower than Gary Hart on a Caribbean cruise. *Wasteland* is so much fun, however, that I didn't want to spoil it by reading anything before I was told to. (And I've learned there are enough red herrings in the paragraphs to discourage you from just reading them straight through looking for the answers.)

## Weaponry and Combat

Spears and missiles, knives and 9mm pistols, clubs and Uzi submachine guns—a diverse arsenal awaits the hardware hungry adventurer. Automatic weapons like Uzis can be fired in single shot mode, bursts of five rounds, or on automatic to rip 40 slugs off at once. Some weapons aren't listed in the manual and require a bit of experimentation when they turn up.

Three kinds of ammo may be found or purchased, and each can be used with several weapon types. Grenades and LAW missiles are also available for wasting large groups of Leather Thugs, New Wavesters, Assassin Robots and Drools.

There is a bevy of other objects to find and figure out. With so much hardware to fool with, each character can carry up to 30 items. To facilitate inventory management, the program lets you reorder the list at any time; from the utilities menu, you can print the party's stats, skills and inventory. Buying and selling in the shops is effortlessly handled, and you can divide money among the party as well as pool it to one member.

## Five Markoid Warriors at 50'!

A one-liner alerts you to approaching enemies, then a text menu replaces the aerial view map when the enemy is near. You also see a picture of the foe, and this phase closely resembles the *Bard* set-up. Each character's orders are input via one-key commands. If desired, you can hit any key to switch to the map, then return to the menu to give orders. Pistols and

knives can be fired only at a foe next to the party (10 feet), while rifles and rockets can hit them as far as 50 feet away.

Besides firing, you can switch weapons, load/unjam, or perform non-combat functions. That's a nice feature, since one guy can pick a lock while another heals someone and the others blast the enemy. You can enter Encounter mode at any time, which saves keystrokes if several characters need to do things.

The party can be disbanded into two or more groups for tactical purposes and may move to separate maps; the View command lets you switch between them. Also, some puzzles can only be solved by a lone character. Combat is well-balanced, with plenty of intense close calls in which my last conscious character limped into a Hospital in the nick of time to revive everyone else.

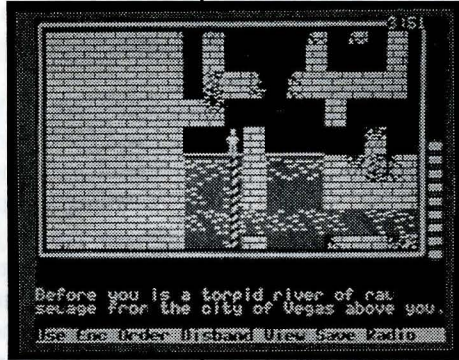
Only the character who finishes off a fiend is awarded points for the kill, so you've got to pay close attention and take chances in order to develop characters according to plan. One thing I've always resented in RPGs is that everyone keeps casting spells—and wasting points—after someone has already killed the last monster. Thankfully that doesn't happen here, where every bullet counts.

## Knocking on Death's Door

A character won't die when his hit points drop below one point. Instead, he falls unconscious. If wounded further, he becomes seriously wounded, then critically, mortally...and ultimately dead. Ordinarily wounds are healed and points restored as time passes. But when in one of the above conditions, the character's status worsen until he dies. Such conditions can be stabilized at a hospital or by a character with Medic skills. Then he'll recover normally. Let him die, however, and he's dead, dead, dead—no magic, no resurrection. At least death is not written to disk unless you save the game (or move to another map area, which auto-saves it). One death you won't have to worry about is starvation: You don't need food to survive in this world.

## Where's that Crimson Borla?

Once you pick up an item, it disappears from the map—permanently. No going back to slay 50,000 Berserkers or amass a



# Barbarian

By Matt Hillman

My feet immersed in ankle-deep muck stretching in every direction, I looked across the murky swamp but saw no signs of life. Sword in hand, I took a few hesitant steps through the slime. Suddenly a spring-powered spike shot up from the muck—before I could react, I was mortally impaled.

Yes, my first incarnation as Hegor the Barbarian had lasted a grand total of seven seconds. Luckily I was just playing *Barbarian*, a game that attains new heights in graphic excellence on the ST and Amiga.

You play the role of Hegor, a blond-haired Conan type who must make his way through the underground world of Durgan, facing ferocious monsters and hidden traps at every turn, to find and destroy a crystal that is the power source of Durgans' evil ruler, Necron. Upon doing so, you must escape to the surface before an underground volcano erupts.

To survive you'll rely on Hegor's running, jumping and combat abilities to the utmost while progressing through dazzling screens filled with peril. A row of icons at bottom-screens represents actions such as moving, jumping, attacking, defending and fleeing. You simply click the left mouse button on the appropriate icon. Keyboard and joystick commands are also available.

You'll be armed with a bow, arrows and a shield found along the way, as well as a sword. The bow is useful, since dangerous monsters can be killed at long range.

The manual is well-done, with sufficient instructions and a campy short story introducing Hegor and the land of Durgan. It provides an excellent backdrop for the game and offers some valuable playing hints.

## Great Graphics

It is the stunning graphics and animation that immediately put *Barbarian* one step above others of this type. From the opening scene, the vast amount of work devoted to the art is apparent. The background, consisting of murky swamp and later of underground caves and passages, is highly detailed and atmospheric. Hegor's blond hair flies behind him when he runs, his muscles ripple when he turns,

and he even grits his teeth while attacking.

But the true graphic highlights are the various nasty creatures. I've seen more than 20 kinds of knights, wolfmen, cave-men, magicians, orcs, hopping things, running things and nearly indescribable things that have but one purpose—to kill Hegor.

Each is painstakingly drawn and animated. Evil-looking creatures grit their teeth, wave their arms, run, jump and bite in exquisite detail. My favorites are a guy who resembles the Tin Man of Oz and a dinosaur-like creature with a huge horn on his nose. The dragon that graces the box also makes a live appearance. It's even enjoyable to watch someone else play the game, because then you really get to see how much attention was paid to the shading, muscles and facial expressions of the assorted creatures. And the animation that accompanies a monster's death is breathtaking.

Sound effects are sparse but used well, consisting mostly of groans, grunts and snarls made by Hegor and his foes. Try letting him walk off

a ledge at least once, just to hear the scream (actually, you'll probably walk off many a ledge, where you want to or not). The maniacal laugh of a certain evil sorcerer is also not to be missed.

## Death Traps Galore

Though the graphics clearly outclass the gameplay, the game itself is also a lot of fun. Most screens contain at least one monster or trap. Most of them can be defeated with practice, but the first time through it's nearly impossible to avoid the falling stone slabs, collapsing bridges and deadly spikes. This aspect makes the game frustrating, but the great graphics make it worthwhile to see each death trap at least once.

I've been through about 50 screens so far and know from the pictures on the box that there are more. Because you have to start at the first screen with each game (there is no save feature), finding the crystal poses quite a challenge.

The control system is adequate. I found the mouse easiest to use. Displayed by punching the right mouse button, a second row of icons lets you get, drop and use objects. The joystick is essentially useless, but keyboard commands can be helpful; different function and letter keys perform the various actions. I like to use the mouse for commands on the main icon strip and the keyboard for grabbing and using objects.



## Attack of the Mutant Bugs

The game, of course, is not perfect. Though so far Hegor hasn't had to fight any giant insects, I have had to deal with numerous bugs. When he bends down to pick up an object, he inexplicably becomes invincible until he moves again. This may sound like a good way to cheat, but it seems to cause some major weirdness in the program, occasionally preventing Hegor from picking up anything at all.

And when Hegor takes a flying leap right at a wall with the jump command, he sometimes bounces off it and up to a higher level on the screen. Occasionally when he goes downstairs, his feet hover a few inches above the stairs. And now and then when he dies, Hegor ends up lying prone several feet in the air—more like he's levitating than dying. Luckily, none of these bugs detracts from the game in a major way.

## More Problems

A few problems also exist with the controls. If going up or down a staircase or ladder, Hegor must go all the way to the top or bottom before you can change his direction. This is very frustrating if the movement was accidental or you change your mind. Sometimes Hegor responds to commands too slowly; for example, occasionally he takes several steps forward before attacking, which can often be fatal. Keyboard commands are the worst offenders.

And Hegor sometimes dies even if an enemy or trap doesn't actually hit him. A swinging pendulum might pass within an inch, and he'll go flying backwards and die as if hit. Since careful timing is so often needed to survive traps and monsters, this can be annoying.

**Conclusions:** Despite its problems, *Barbarian* is the best arcade adventure I've seen for the ST. It's a great leap forward from *Brattacus*, done by the same company in England. Gone are the incredibly confusing control system and slow gameplay, but the excellent animation and graphics were retained and improved. Both games suffer from many bugs (though *Barbarian* has fewer), and the company should improve their playtesting. Still, this is a nice piece of software.

**Skill Level:** Intermediate

**Protection:** Program

**Price:** \$39.95

**Company:** Psygnosis, LTD



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SANITATION ENGINEER  
TURNED SPACE HERO!**

Just when you thought it was safe to go back into space, HE'S BACK! Sludge Vohaul, the demented evil scientist (you've come to know and hate) has returned with a new plan. A nasty plan. A plan so evil that only one as wickedly sadistic as he could have conceived it.

And the only thing standing between him and universal domination...is YOU!

Boggle your way through the humid stenchlands of the jungle planet Labion as you flee Vohaul's minions. Blunder your way onto the asteroid fortress in your search for the slime-sucking Vohaul. Flounder your way through more perilous escapades than you can wiggle a space worm at.

Once again you, Roger Wilco, must don your sanitary space mittens and prepare for the onslaught of evil that Vohaul has prepared! Beat the odds. Defy gravity. Cry for help!



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## Waiting for Duffy

*Duffy is out getting his Crimson Borla relined. So send in a brief ad if you need assistance.*

Wizardry IV: Need help, level 7. Brad Kinman, 91 Laurel Rd, Easley, SC 29640

Deathlord & Alternate Reality, Dungeon: Need hints and maps. How do you get past basilisk? J. Anderson, POB 178, Lyndon, KS 66451

Need help in Deja Vu, Bard's Tale, King's Quest 1, Arazok's Tomb. Patrick Bastrash, 995 de Nogent, Boucherville, Quebec, Canada J4B 2R4.

Dungeonmaster: How do I get past the pit in the vault? Tom Page, Upper Montclair, NJ 07043

Faery Tale Adventure: What do I do with the bone? Where are the five statues? How do I get the swan back after saving daughter? J. Uberti, 101 Fennerton Rd., Paoli, PA 19301

Wrath of Denethenor: Where do I get transportation spell? D. Angelotti. 600 Primrose St., Haverhill, MA 01830

Mercenary, Cholo, Max Headroom: Need help. Coffee Brown, 3314 E. Lee St., Tucson, AZ 85716

Zork I: How do you raise basket from shaft? King's Quest 3: Can't cast spells, even with necessary objects. Do you actually need them all in order to begin casting? Trinity: Need list of hints, not solutions. Katrina Louie, 706 17th Ave., San Francisco, CA 94121

Hydrax: Need help on this obscure adventure. Sue Dill, 414 Cloverleaf Lane, Spartanburg, SC 29301

Universe I: When do I get call? King's Quest 2: need map. Also need clues for both Alternate Realities. Casey Cobban, 385 W Bering, Soldorna, AK 99669

Demon's Forge: need help. Tim Denzler, 12941 Izard St, Omaha, NE 68154.

Phantasie III: How do I get to Plane of Darkness? N. Mitchell, 8506 N. Chatham Ave., Kansas City, MO 64154

## Wasteland

Continued from page 10

fortune by snaring the same loot over and over (see *Keys* for a solution to this predicament).

You can save the game indoors or out. If someone gets killed, just remove the disk, reboot—in mere seconds—and restore. (It's still a good idea to back up disk one regularly.)

A Restart option lets you start from scratch with the same crew, but they lose all money, weapons and objects. This is good for getting out of a jam, though a weak party will find it nearly impossible to continue. And Restart does not restore the objects you've taken.

### Caution: Artists at Work!

Excellent graphics were created by Todd J. Camasta and enhanced by spot animation like that in *Bard's Tale III*. Instead of a monster's hand and eyes moving in synch, which was the case in previous Interplay RPGs, they and other graphic fine points move independently, rendering a more life-like image.

Written by Michael Stackpole, the prose is equally evocative. One-line text descriptions below the main map sometimes scroll to show lengthier passages, and the characters' text windows are filled with clever lines and humorous repartee. Even the combat reports, scrolling as they do in *Bard's Tale*, display imaginative and colorful prose: "James

Bomb clicks off a shot, spinning one Drool into a dance of death," or "...two Little People are reduced to a thin red paste." A total of ten people are credited with scenario design, including QB Contributing Editor Ken St. André, and overall design credits went to St. André, Stackpole, Brian Fargo and Alan Pavlish (Pavlish did the programming).

It's a double-sided, two-disk game that lets you copy everything but the copy-protected master. Two drives are supported for copying the scenarios but not for playing. The Apple version doesn't support a hard disk, but on the IBM you can move the scenario disks to a hard drive and insert the master once as a key disk.

**Conclusions:** Far more than just a *Bard's Tale* with Uzis and rockets instead of swords and magic, *Wasteland* is the most gripping game I've played this year. I only manage to complete an adventure every six months or so, when I find one with the right combination of game design and plot—a combination so compelling I can't quit even if I want to. This is it for the first half of 1988, and I highly recommend *Wasteland* to all role-playing enthusiasts—even those who don't think they like science fiction. The logical puzzles and well-turned prose also make it suitable for text gamers who want to check out the RPG scene.

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**Skill Level:** Intermediate

**Protection:** Master Disk

**Price:** \$49.95

**Company:** Interplay/Electronic Arts

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## Adventure Hotline

Continued from page 2

about a half-page for more reviews and clues. Later, when the new Key Club scheme is finalized, we'll be able to ditch Duffy for keeps and still provide a way to get clues directly from other adventurers. Other highlights of the survey: the code/don't code vote is still a 50-50 split; news is more popular than expected (so look for more front page articles like this month's scoop); the average age of a QB reader is 37; and 5% of you live in castles while only 1% live in caves. The winner of the random drawing contest for survey respondents was Doug Grabowski, Jr.

### Contest Winners

John Anderson won this month's Keys to the Kingdoms drawing and the game of his choice. New subscribers: Your name

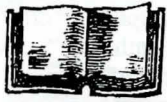
is entered in the drawing for this even if your clue for that month is not published.

### No Phone Calls, Please

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### Ultima and Wizardry on Nintendo Cartridges?

*Wizardry* is already on cartridge in Japan—in Japanese, naturally—and Sir-Tech is considering releasing it for the Nintendo here. Origin Systems says they're also debating doing the same with *Ultima I, III and IV*.



# Keys to the Kingdoms



## Ultima V

Some useful passwords are: Resistance (ebxo) and Oppression (jnqfsb). To find the amulet, see Lady Tessa in Border-march.) You can get a sextant from David in Grey Haven.

Xuluii the Lean

## Deathlord

Super way to make lots of gold. Transfer characters to a second scenario disk. Go to Tokugawa and attack boat seller. Save and reboot. Disperse and reassemble, return to Tokugawa and smash door in boat-yard; get treasure. Save and reboot. Disperse party and transfer back to original scenario disk. This is good for 11-12,000 gold and can be repeated. It is essential to write down everything people say and where you hear it. Inquire about things they say. A Shizen who can cast Konpasu is very useful when sailing. Use macros to simplify searching.

John Anderson

## Dondra

To escape the room at the start, get the key and open the south door. ljdkl Ifz south, then go south, get it and go north. Say efbui to dpmobs and open the north door. Enter and say it again.

Brian Smith

## Guild of Thieves

Be courteous to old gents. Pool cues are useful in fishing and pushing buttons while sitting in bed, and curious things are found in spherical objects like red pool balls. Mirrors can melt wax. Rats are prone to drowning if you get some water flowing. Read the interview that comes with the game for some clues, which can be found as easy as jam. To open the sarcophagus you need the fingerbone of the skeleton.

Randy Laughlin

## Space Quest II

To enter Vohaul's chamber you need the plunger, toilet paper, wastebasket and lighter. Go south from landing platform. Try to walk left and right; walls will low-

er to stop you. Put plunger on left wall. When floor is almost gone, climb on the wall. Wait till the floor reappears, then get off. Put toilet paper in wastebasket and burn with lighter. Vohaul's chamber is two screens to the right. To see in the underground maze, put the gem in your mouth before descending ladder. The word used to get in is xpse.

Daniel Engber

## Border Zone

Part Three: Find Riznik's Antiques before trying to solve this chapter. It will be accessible at 11:52. Go to the square and look at the apartment building, then enter it and look at register. Whichever window you saw open is blank in the book, and that's where the assassin will be. Get the password from sjajl and get Topaz to follow you. Enter apartment through the back (try the alley). When you reach the correct door, drop the matchbook, knock and say password. Inside, hide till Topaz kills assassin, then hit him over the head with your gun.

Gary Mason

## Faery Tale Adventure

To reach the Hidden City you need five statues, found in Seahold, Hemsath's Tomb, Crystal Palace in Isle of Sorcery, Grimwood Forest and from the priest in King Mar's Castle after you rescue his daughter. To travel quickly, find the golden lasso and visit Swan Island.

John Zittel

## Knight Orc

The ten pieces of the rope are: noose (on gibbet), tether (on goat in clearing), lasso (from Hunter at crossroads), halyard (flagpole at fairground), reins (Green Knight in forest lawn), belt (hermit in cave), washing line (in royal oak), hair (Rapunzel in tower), hawser (bottom of well) and cord (chest in castle). To get belt from hermit, give him something and hit him from behind when he turns around. To get hair from Rapunzel, put eppsnu from xfm on the hedge, cross hedge, dvu ibjs and take it. To enter castle, dmjnc jwz, go down, south.

Mike Alberghini

## Legacy of the Ancients

In Pirate's Lair you can reach the bottom by turning left at each corner. If it hits a dead end, keep going in the direction you were headed before turning. This gets you to the portal to the next level, where you do the same. Spend one-third of you gold on Healing Herbs and the rest on Spells before entering this dungeon, but no more than five Befuddles and Kill-flashes. Use the latter on the Slugs. Open all chests in the castle, which contain several items needed to finish the game. Use Magic Ice from Attendant to freeze water so you can reach second level. The way out of the Fortress is not the way in.

Jayson Hogan

The Final Quest: After getting the four jewels (see December, '87 Keys), go to Holy Point, see Healer and leave town. Go to Caretaker. Return to Holy Point and talk to merchants. One will sell you a dimon coin that lets you ride the winged horse to the fortress. Carry all the Herbs you can, for magic is weak in the Fortress. When the Compendium attacks, use the four jewels and keep after the Warlord. Kill him and get the Compendium and return to the Caretaker.

Alireza Shahrestani

## Wasteland

If you run low on hit points in the Courthouse's second level, rest in the cell area. Don't rescue the Mayor until you've found Citrine. Don't be afraid to go table-hopping in Scott's Bar. Once you've found a cache of weapons or cash, make a copy of the disk it's on (from the original, not the one you've been playing). Then you can return there (on the fresh copy) and grab it again, great for quickly equipping the party with good armor and weapons. If not sure of an item's purpose, sell, don't drop it.

James Bomb

Don't miss a single issue—  
renew at least two months before your sub expires (check the mailing label on this issue).



## 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

\$10 @: Gemstone Warrior, Sundog, Expedition Amazon. \$15 @: Mystery House, Empire of the Overmind, 7 Cities of Gold, Realms of Darkness, Suspended. \$20 @: Bard's Song, Might & Magic, \$25. Will buy/trade for Timeship. Write 1st. Gayle Stanford, 3281 Foxgate Dr., Memphis, TN 38115

Sell/trade: Bard 2 with clue book, Wizardry 1-3, Accolade's Comics, Intrigue, more. Send for list. Scott Huang, 14 Equestrian Ct, Huntington, NY 11743

GS, trade only: Leisure Suit Larry, Space Quest, more. Send list. J. Krich, 1 Birmingham Ct., Charleston, SC 29407

Trade/sell: Bard's Tale, Apshei Trilogy, Moebius, Might & Magic, Wishbringer, Ultima 2 and more. Want good adven-

tures, esp. Wizardry 1. Will throw in super characters for all but Moebius, or send \$3.50 for them only. Alan Castillo, 660 Fargo Ave., Apt 2, San Leandro, CA 94579

Trade: Autoduel, Bard 1, Ultima 4, Realms of Darkness. Wawnt Alternate Reality: Dungeon, Phantasie 3, Might & Magic clue book. Will sell Hitchhiker's clue book, \$5; Ultima 4 & Bard's 1 super characters, \$5 @ disk. Write first, send list. Jayson Hogan, 502 n 75, Seattle, WA 98103

Sale: Black Magic, \$25. Ikari Warriors, \$35. Chi Shum, 1941 3rd Ave, Apt 6-E, NYC, NY 10029

Trade/sell: Sundog, Deadline, Starcross, Ulysses, Alter Ego (male), Critical Mass, Essex, Dragon's Eye, Aztec, Bilestoad. Send your list. Byron Blystone, POB 1313, Snohomish, WA 98290

Trade/sell: Border Zone (128K), Aliens, ACS, Autoduel, Apshei Trilogy, Trinity. Want Pawn, 2400 A.D., Wizardry 4, Infocoms (not AMFV). Selling super characters for Might & Magic, Wizardry 1-3, Bard 1-2, Deathlord. Write 1st. R. Laughlin, Old H Highway, Waynesville, MO 65583

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

Trade/sell: Autoduel, Ultima 4, Moebius, Bard 1-2, M & M, Gemstone Warrior. Want Ultima 1-3, Wizardry 1-4, Infocoms, Pirates. Send list. J. Zatylny, Box 296, Dysart, Sask., Canada S0G 1H0.

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

### COMMODORE

Want Ultima 4, will buy/trade. Write for list, send yours. Mark Houston, 303 Windsor Ave, Park Forest, IL 60466

\$10 @: ACS, Lords of Midnight, PSI 5 Trading, Fellowship of Ring. M. Sidaway, 1735 Milton NE, Massillon, OH 44646

Trade/sell: Moebius, Star Trek 1, Mindwheel, Alternate Realty: City, Cutthroats, Lurking Horror, Ballyhoo, Trinity (128), Leather Goddesses, Spellbreaker & more. Lou Tometich, 5308 Summerlin Rd, #6, Ft Myers, FL 33919

Amiga: Sinbad or Mindwalker, \$20. Send for list. A. Reinwasser, 4464 Far-rand Rd., Clio, MI 48420

Amiga: Faery Tale Adventure, Arazok's Tomb, King's Quest. Send your list for mine. Patrick Bastrash, 995 de Nogenet,

Continued on next page

## Infocom adds graphics

Continued from page 7

Like working with outside developers and needing to have testers who understand the different types of products.

This has brought a certain amount of change to virtually every department. And with change there are people who feel more comfortable or feel less comfortable doing new things. Things like the "Bruce Youth" underground memo are what comes out of it. We've always been so much based on humor, that when people feel uncomfortable about things those feelings tend to get subverted into humor. That's how they blow off steam.

**QB:** Any other examples of this?

**Berez:** Every issue of InfoDope has an excellent example of that... various people have been lampooned at various times. I'm not sure if I really want to go into it [laughs] but it tends to be very humorous and very to the point.

**QB:** So it's sort of a completely wacked out *Status Line* just for the people at Infocom?

**Berez:** Yes.

**QB:** One other thing that goes back to

Activision exerting influence on the creative aspects of your games. The letter suggested that Activision was using Infocom as a "dumping ground" for products it didn't want to release under the Activision label.

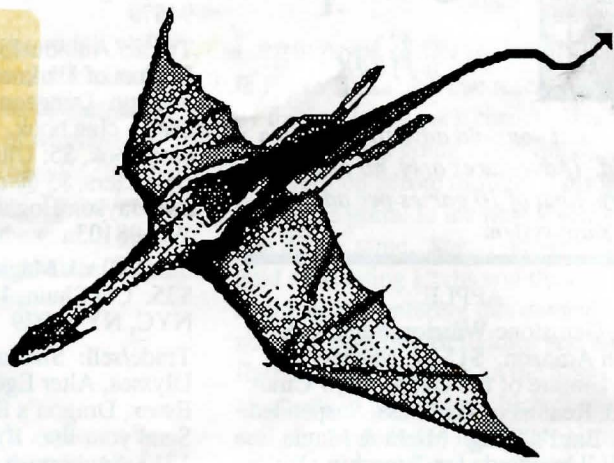
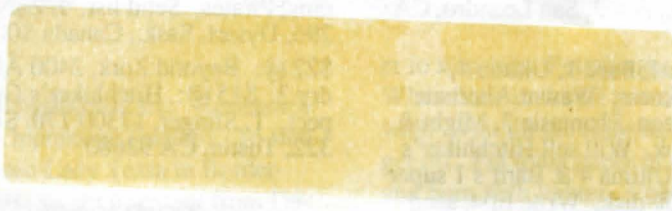
**Berez:** It's really an example of point of view. If your perspective is that all we can really do is interactive fiction, then you might want to see it that way. What actually happened was that a year and a half ago, when we announced we wanted to be the specialists in interactive storytelling, this [*Infocomics*] was a project that was running out on the West Coast. It seemed to be a good launch platform for us: It was so extremely different from interactive fiction yet still in the interactive story category, that it was a good way to announce to the world that "this is what we do." Also, the fact that Tom Snyder is about three blocks down the road from us made it a natural fit. Once we looked at what they were doing, we got extremely excited and picked it up. But it was entirely voluntary.

**QB:** So this is an example of how Infocom is exerting creative influence over Activision instead of the other way around?

**Berez:** Yes. This whole strategy came

from a daylong, off-site meeting of a lot of key people, including a number of the game writers. And nobody from outside Infocom was at that meeting, either. I do think that our strategy makes a lot of sense, and that with our skills there's a whole lot of room to improve other kinds of products, like role-playing games. And we're certainly not going to abandon interactive fiction in the process.

A follow-up call to Mike Dornbrook revealed more details on system availability for the graphic adventures. In addition to the IBM, Amiga and ST, the Mac and Apple IIGS will be fully supported. "We're also hoping for the Apple II," said the Dorn Beast, "but some questions are still up in the air... it depends on what kind of trade-offs would have to be made on graphics, text handling, speed, disk size. Probably not the C 64, but we're debating a 128-only version and for time being efforts will be put into 128. Some later titles may work on the 64. The option of toggling off the pictures is being discussed, but some puzzles will be graphics-based and you wouldn't be able to solve these if you stayed in all-text mode."



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 Amiga: sell/trade—Witness, Starcross, Mind Forever Voyaging, King's Quest 2 (last two have hintbooks). Also many C 64, especially Infocom, for sale. Cynthia Hurley, RR 4, Box 28, Alachua, FL 32615

**IBM & QUEST-ALIKES**

Trade/sell: Space Quest 1, Roadwar Europa, Bard 1, Might & Magic, Breach, Ultima 4, Starflight, Spellbreaker, ACS, Star Fleet 1, more. Send SASE for complete list. Michael Noth, 26 Regal Lane, Iowa City, IA 52240

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Sell: Wizard's Crown, \$25. Elite, \$28. Universe 2, \$35. Might & Magic, \$35. Jim Kim, 20530 Anza Ave. # 184, Torrance, CA 90503 Trade/sell: Space Quest 1, Roadwar Europa, Bard 1, Might & Magic, Breach, Ultima 4, Starflight, Spellbreaker, ACS, Star Fleet 1, more. Send SASE for complete list. Michael Noth, 26 Regal Lane, Iowa City, IA

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Trade: Have 75 titles, including Wizardry & all 4 Zorks. Seeking trades of any type. T. Chin, POB 1842, West Monroe, LA 71291

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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: Will buy any good games, especially Rogue, DungeonMaster, Phantasie 3, Knight Orc, Pawn, Sinbad, Leisure Suit Larry and Road Runner. Dan Heffron, 2 Lavelle Lane, Framingham, MA 01701 800XL/XE, trade/sell (\$15 @): Zork 2, Starcross, Planetfall, Hitchhiker, Spellbreaker, Enchanter, Sorcerer. Seastalker, \$10. Mindwheel (2 drives), \$25. D. Mahoney, POB 1531, Sandusky, OH 44870.

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