



# QuestBusters™



The Adventurers' Journal  
September, 1988

Vol. V, # 9

\$2.50

## Infocom Previews "New Generation"

# Zork Zero, Shogun, Journey & Battletech

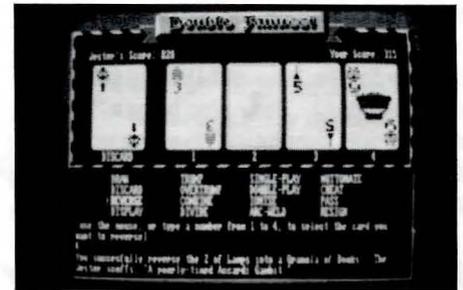
By Russ Ceccola

When I went to New York for the unveiling of Infocom's "new generation" of interactive fiction—the company's first such games with graphics—I didn't know whether I'd leave the press conference with the feeling that Infocom had sold out or not. Fortunately for questers all over the world, their next four releases may turn out to be the best adventures ever designed for computers. *Zork Zero: The Revenge of Megaboz*, *Shogun*, *Journey* and *Battletech: The Crescent Hawk's Inception* look to have the most well-developed story lines and challenges of any Infocom adventure ever—any adven-

ture ever, for that matter.

After Infocom president Joel Berez narrated a brief slide show depicting the present state and future direction of adventure games, he introduced the primary person behind each of the new ones, and they discussed and demonstrated their creations. Earlier Berez had remarked that the new titles "represent the beginning of a new generation of Infocom products." If this is the case, then no other software company, except a select few, perhaps, will come close to Infocom in sheer entertainment value and game presentation over the next few years. *Zork Zero*, *Shogun* and *Journey* were designed by three of the company's most prolific

authors, Infocom veterans Steve Meretzky, Dave Lebling and Marc Blank, respectively. *Battletech*, produced by Christopher Erhardt, combines the talents of a number of people and was programmed by Westwood Associates (who recently did *Questron II*).



## Paladin: Have magic wand, will teleport

By William E. Carte

Most computer games have at least one appealing element, and some even have two. Occasionally one comes along that is packed to the last bit with a whole raft of them, and *Paladin* is such a game. Written by Bill Leslie and Tom Carbone, it features action, great graphics and sound effects, strategy and character development. In short, it has it all!

I had expected *Paladin* would be a *Breach* clone, with medieval Swordsmen in place of

Space Marines. Some people may feel this is the case, since *Paladin*'s basic game-play is

identical to the *Breach* system. However, this opinion will quickly fade away once you get into the game. *Paladin* not only expands on the *Breach* system, but goes

several steps beyond.

First of all, you must decide which of ten quests you'll set out on. [Some of these are linked, and more are available on a "Quest disk" that should be out by now.] They range from easy to medium, from hard to *very* hard. After choosing one, you and your merry men set out to achieve the goal, which may be to find hidden documents, liberate prisoners or simply rid the land of evil trolls and zombies.

### Sharpest Sword in the Realm

The key figure in your team is the *Paladin*, who carries the sharpest sword and is the leader of the pack. (Those who spent weeks building up strong leaders in *Breach* will be glad to hear

they can transfer them into *Paladin*.) He is also the only character that is saved after you complete a quest, as well as the

### A Zork Prequel

*Zork Zero* is exactly what it sounds like—a prequel to the trilogy that put Infocom on the map [of course, you had to draw the map in those days]. Here you get to witness the fall of Lord Dimwit Flathead, play Double Fanucci, learn all about the origin and destruction of the Great Underground Empire, see where Grues come from, and (my favorite), find out about the origin of the White House in *Zork I*.

The foregoing merely touches the surface [a surface good enough to put any numbers of objects on] of the myriad marvels you'll discover in *Zork Zero*. Basically it's a text game that employs graphics in unique and appropriate ways. Meretzky succeeded admirably in his stated goal "to use graphics differently—applying graphics in puzzles, not just using them as surface gloss."

You'll find rebus puzzles and other types of problems that rely on graphics for clues or puzzle presentation. In addition to graphics-based puzzles, you'll see the visuals put to work in other ways. Each location has a picture icon, and

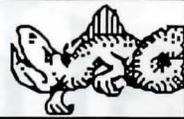
**Type:** Strategy-oriented RPG  
**Systems:** Amiga, ST, IBM (512K, both disk formats included)  
**Planned Conversions:** Macintosh

Continued on page 12

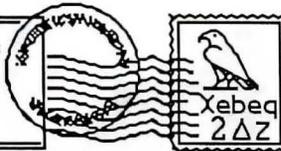
Continued on page 5



# Adventure Hotline



Letters  
to the  
Editor



## New Releases

The C 64 version of SSI's first *AD & D* title, *Pool of Radiance*, was set to ship in August and should be on the shelves by now. (The IBM version has been delayed.) Apple and Amiga versions are planned for later this year. First Row's *Twilight Zone* may be available for the Amiga by now. Mediagenic's *The Last Ninja* is an action adventure (C 64, IBM) that takes you through six lands in search of clues and scrolls. Mindscape has a new science fiction game: *Captain Blood*. It uses fractal graphics as well as the more common vector graphics for 3-D effects and is available for the ST now, with Amiga, C 64 and IBM to follow. (Their *Colony* for the Mac and IBM is still under development.) They also have a "post nuclear war simulation" coming up for the IBM—*Visions of Aftermath: The Boomtown*.

## Recent Conversions

*Ultima V* is out for IBM. So is *Alien Fires*, plus Amiga and ST versions. *Questron II*—Apple, IBM, Amiga, GS and ST. GS and Apple II *Pirates* have set sail, and Microprose plans a Mac version in the fall, with Amiga and ST later. (Their next new titles—*Samurai* and *Covert Action* (C 64) are slated for early '89.)

## Ybarra Teleports to Infocom

Joe Ybarra, the "invisible man" of role-playing games—who worked behind the scenes producing the *Bard's Tales* series, *Star Flight* and a host of others—apparently pressed the wrong key last month, for he wound up working at Infocom after a brief interlude at (or at least a brief series of phone calls to) Interplay Productions. Our special contest this issue: Where will Joe be working next month?

## Moriarty Beamed up to Lucasfilm

Brian Moriarty, who wrote *Wishbringer*, *Beyond Zork* and other hits for Infocom, recently left the company to work at Lucasfilm Games.

## Keeper of the Key Club

Brian Smith has been appointed official Keeper of the Keys and will oversee, administrate and generally run the Key Club. If you can help people about specific adventures or RPGs, send him a list and your address. (If including a phone number and you live with your parents, be sure they sign a note authorizing us to print the number.) Those who are already on the list and want their names pulled off, or who want to add more games to their listing, should also contact Brian. (And if you've offered to help in the past three or four months, it's probably a good idea to send your list of games to him, since two huge stacks of papers flew out the window of the QuestMobile while driving through Arkansas on the way to Arizona a few months back.) For a copy of the Key Club list, send a self-addressed, business-size, stamped envelope to Brian, who'll mail it to you when complete. Brian's at 3050 Montego, Plano, TX 75023.

## SSI Sweeps the Nominations

The list of nine final nominations for outstanding achievements in computer games in 1987 (picked by members of the Academy of Adventure Gaming Arts and Design) includes three RPGs from SSI: *Eternal Dagger*, *Phantasie III* and *Realms of Darkness*. Three of their war games were also nominated.

## Oops Department

Like the specs that follow each review, the "Conversion Castle" section usually lists a game's developer and follows it with the publisher's name if it is marketed by someone else. In August we listed only Interplay for *Wasteland*, which is published by Electronic Arts, and only mentioned New World Computing for *Might and Magic*, which is distributed by Mediagenic (formerly Activision). The *Maniac Mansion* solution in the July issue works only with Syd and Bernard, not with any combination. (We'd like to get the other two solutions if anyone has them.) A more significant error occurred

Continued on page 15

Dear QuestBusters:

In their review of *Quest for Clues*, A+ recently indicated that you are owned by Origin Systems. Any truth to that rumor?  
G. S. McNab

*Not a whit. In fact, Origin is actually a subsidiary of QuestBusters—as are Electronic Arts, Infocom, Activision, Broderbund, Sierra On-line, Microprose, Mindscape and Microsoft. Whoops, almost forgot IBM and Apple! (OK, the truth: QB is an independent publication, and Origin was simply chosen as the best company to publish the clue book.)*

Dear QuestBusters:

Charles Don Hall's review of *Bard's Tale III* said "...you can't tell whether you've explored a given square or just walked around it. In order to make sure you find everything, you still need to draw your own map on graph paper." This is *not* true. When you hit the Escape key, the map appears. The cursor keys move it from side to side. And when you hit the Return key, white dots show where the party has walked. Punch it again and they [the dots, not the party] disappear. This way you know exactly where you've been without having to draw your own map. Other than this one mistake, it was a great review and I really enjoyed it. Keep up the good work.

Jason Kucera

*Funny, but Faran Brygo phoned in the same comment (among others!). Anyway, it still helps to make your own map, since the auto-map of each maze isn't saved when you leave and must be redrawn the next time you enter that maze (unlike in the Wizard's Crown series).*

# QuestBusters™

The Adventurers' Journal

Editor: Shay Addams

News Editor: Nuyu

Contributing Editors: Ken St. André, Tim Snider, Stephen King, Brian Smith, Bob Guerra, William E. Carte, Charles Don Hall, Mike Bagnall, Tracie Forman Hines, Steven Payne, Russ Ceccola, Matt Hillman, A. Bruce Lotts

QuestBusters is published monthly by Elvis Presley. Annual subs, \$18. Canada, \$23, Int'l, \$32, Intergalactic, 457 ziirgz. Textual contents Copyright Shay Addams, 1988, All Rights Reserved. Copying without express permission is prohibited and punishable by eternal exile to the Planet of the Bad Haircuts.

# Willow: Great graphics, but...

By Stephen King

*Willow*—The Movie? The Computer Game? Take your pick. Both are recent releases from Lucasfilm. Unlike most other attempts to merchandise a movie in the form of a computer game, this one seems much more closely related to the film.

Upon booting the game, you'll see a brief intro screen that credits Lucasfilm and is followed by an un-

folding scroll and a magic wand. The scroll tells the illustrated story of Elora Danan, a newborn infant of the Daikini tribe who is prophesied to be the ultimate downfall of the evil and oppressive Queen Bavmorda.

The magic wand acts as your key into the world of *Willow*. You can move it to one of several emphasized words on the scroll that will allow you to practice any of six mini-games; when you feel ready, you can play the complete game by selecting the word Willow.

## You Play Three Roles

Each sub-game is based on highlights of the film. In the first, you play the part of Ethna, the midwife. Your goal is to escape from the dungeons of Nockmaar, saving the newly born Elora Danan from the clutches of the evil Queen.

In game two you are Willow, a farmer from the village of Nelwyn. You must try to navigate your way through the Nockmaar woods, avoiding the Queen's troops and death dogs that are hot on your trail. Still playing the part of Willow in section three, you must decide which of two suspended cages holds Madmartigan, a warrior of the Daikini tribe. This is the only game that doesn't have the corresponding word(s) emphasized on the scroll, because all you need do is look left or right and choose which cage to open.

Chapter four again stars you as Willow, casting a spell in hopes of changing the good witch Fin Raziel back into human form from the rat body she inhabits courtesy of Bavmorda. In the complete game, you come back to this spellcasting

section three times, changing her from rat to raven, raven to goat, and finally goat to human. All three are done in a single round of the practice game.

In the fifth game Willow and Madmartigan are riding a big shield like a toboggan, careening through icy tunnels in an attempt to escape the winter camp of the Nockmaar troops. Don't make a wrong turn, because

you can't go back!

Taking on the identity of Madmartigan in the next chapter, you must cross the castle ramparts and confront General Kael in a sword battle to the death. Getting there is half the fun in this game, as you duck and jump to avoid obstacles like flying spears, arrows, lances, axes and rolling barrels of fiery oil.

Last, but not least, in Chapter Six you (as Willow) must cast the ultimate spell to destroy evil Bavmorda. This is the only game not directly accessible from the scroll in practice mode. In order to play it you must have played and completed the entire set of games.

## Does it Work?

I have some very mixed feelings about this game. On one hand, parts of it are exceptionally creative. Changing perspectives from Ethna to Willow to Madmartigan is a novel concept, and I enjoyed the scroll and wand metaphors that allow the player to break the game into its component parts and play them individually.

In *Willow*, the scroll/wand symbols allow you direct access to all of the sub-games, much like the Epyx *Olympics* series. This allows you to play the parts that interest you over and over, while skipping those you don't like.

Another outstanding feature is the graphics. I freely admit it: I'm an unmitigated graphics freak, and *Willow's* are no disappointment. They are high resolution, multi-color images that range from digitized frames of Queen Bavmorda, Willow, Elora Danan, Madmartigan and the Nelwyn sorcerer, to the beautiful scrolling

aerial view shot of the Nockmaar woods and the castle under siege.

I strongly advise you to play the game in the EGA or Tandy TGA modes. The CGA mode is nothing to shout about, but the CGA standard imposes some pretty formidable limitations, so this is to be expected.

## Setup Like a Bowling Pin

Another thing to remember is to make sure and run the SETUP program before starting up the game. This is mentioned in the manual, but I didn't feel it was made clear that if SETUP is not run, *Willow* will boot up with the standard CGA configuration, using only the keyboard as an input device. You can configure the game to use the keyboard, a mouse or a joystick. I tried all three and found the joystick to be far and away the best choice. I usually prefer the mouse, but an hour of frustrating trial and error showed me that the subtle movements required in the Nockmaar Woods and Battle sections are nearly beyond the capabilities of even the best meeses.

One more thing I'll mention about special effects before I move on is sound. For some reason, the three-channel sound chip of the Tandy has gotten far less support than the extra video capacity. I don't know why this is—you'd think one would go with the other. Suffice it to say

Continued on page 11

## Inventory

<i>Paladin</i> .....	1
<i>Infocom's "Next Generation" of Adventure</i> .....	1
<i>Willow</i> .....	3
<i>Cosmic Relief</i> .....	4
<i>Zak McKracken and the Alien Mindbenders</i> .....	6
<i>Role-playing on the Nintendo?</i> .....	7
<i>Walkthrus: Sherlock Holmes and Azarok's Tomb</i> .....	8-10
<i>Waiting for Duffy</i> .....	13
<i>Keys to the Kingdoms</i> .....	14
<i>Swap Shop</i> .....	15

# Cosmic Relief



By Tim Snider

Way back in the early '40s, there lived a man of marvelous ideas—Professor Renegade, the original “mad scientist.” This genius spent most of his time coming up with inventions that, though slightly off-beat, were milestones ahead of anything else created in those days. He was especially known for his ability to turn useless rubbish into sophisticated inventions that defied all logic. (His crowning achievement, besides the Swiss Army Farm Animal, was a Sub-Atomic, Ultra-Dimensional Camera he built out of old pipe-cleaners, a steel-wool pad and a paperback edition of *Catcher in the Rye*.)

## One Asteroid, Coming Up

After gazing into his advanced astronomical equipment and making lengthy calculations, Professor Renegade made a horrifying prediction. In precisely 40 years, eleven months and three days (around 4:14 AM Rocky Mountain Time), an asteroid about the size of Louisiana would crash into the earth and destroy everything on it. Of course, as every genius knows, great predictions are often met with great skepticism. Renegade, miffed that *anyone* would doubt *his* calculations, retreated to an uncharted region of the Tibetan Ranges and was never heard from again.

Forty years have passed, and from the looks of things, the good Professor knew what he was talking about. The latest research proves that within a month, the asteroid he described will turn earth into the biggest charcoal briquette in history. There is only one person who might have the faintest idea of how to stop this disaster, and he didn't leave on very good terms with civilization! The hunt is on...and time is ticking away.

*Cosmic Relief* is the newest action adventure from the warped minds at Data-soft. (No, Robin Williams, Billy Crystal and Whoopie Goldberg don't make an appearance.) It puts you in the shoes of a would-be hero who searches the deserts, caves, an underground lab and even the clouds for the missing doctor. This is a refreshing piece of work because it doesn't take itself seriously. Most “end of

the world” scenarios have all the humor of cold oatmeal. Rather than regarding the destruction of earth as something to be dreaded, the designers of *Cosmic Relief* view it as something to be avoided...if it's not too much trouble.

(However, maybe they've stumbled on a way to get rid of professional wrestling and tofu. Hmm....)

This lighthearted approach to Armegga-don is a nice change of pace, though saving the planet from eternal \*blooey\* is the basic goal.

## An International Decision

At the beginning, you're prompted to choose one of three adventurous souls as your alter ego in the game. You have a choice of three adventurers from five countries: France, Germany, Japan, Great Britain and the USA. As far as I could tell, this has no significant bearing on the

---

*“That means rounding up the widest assortment of odds and ends this side of K-Mart.”*

---

game except that each character must find a different item to complete the game. This adds a bit of flavor and replay value in the form of alternate quests.

Finding Renegade is the *last* of your problems, for you must accomplish several tasks before even beginning the search for the Professor. That means rounding up the widest assortment of odds and ends this side of K-Mart, items that are scattered all over the landscape: I've encountered a flying vacuum cleaner, a pair of spurs and even a fireplace bellows.

Most of the game revolves around trying to figure out which trinkets do what and where they do it. (Confused? Me too.) The majority of the items enable

you to enter other areas, while some are needed later to build the Professor's “Asteroid Deflector.” Many are only good for points, and still others are red herrings.

The landscape is filled with the good

Doctor's odd genetic experiments. Flying lizards, hidden stone snakes and acid rain

hamper every move you

make. Possessing the proper item nullifies most of these dangers. I usually found it easy to just avoid the critters; the items really came in handy when this proved impossible.

For me the biggest pain in the neck was trying to identify some of the items.

There's no text description, so you have to rely on a picture. Combine this restriction with the vast assortment of odd items and you'll see why I had a bit of trouble recognizing an “Expanding Bridge,” for example. But once I figured out which item was represented by a new picture, its use was almost always obvious.

Since the game focuses on object-manipulation, there's only one way to find out what an object does and where to use it—trial and error. To actively use an item, you must hold it in your character's hands. If it's the wrong one for the place you're trying to use it, this often means death for your character (as in arcade games, you get four lives).

Thoughtfully, the designers incorporated a “Think” command for those of us who can't do it so well on our own.

When you press the right key, your character starts thinking. After scratching his head and staring into space, he might just shrug to indicate he didn't think of anything. In this case, his fate is in your hands. On the other hand, a sudden flash of insight may strike—and he'll nod violently as the correct item appears over his head. I appreciated this bit of help, which compensated for my occasional inability to identify things. (So even if you don't know what an item is, you might still be able to learn where to use it!)

## A Breezy Interface

It's extraordinarily easy to play this game by using the joystick [or mouse on

Continued on page 7

## Infocom's Latest

Continued from page 1

these are used in an on-screen map that can be summoned up with the touch of a button. Other graphics grace the story as decorative borders that are location-dependent.

Game features include: a highlighted compass rose that indicates possible exits, graphic mini-games that fit into the story (unlike most action sequences in other adventures), hints, a variety of puzzle types and obstacles, and an illustrated *Encyclopedia Frobozzica*. Offering more than enough for beginners and *Zork* fans alike, *Zork Zero* is a work in the spirit of an advanced *Beyond Zork*. Meretzky's trademark humor runs rampant throughout, and he told me to look for references to all the other games set in the Zorkian universe.

### *Show and Tell in Shogun*

Based on James Clavell's novel, *Shogun* puts you in the role of John Blackthorne, a 16th Century English sea pilot who sails to Japan and into a political power struggle between a pair of locals. A complex tale of politics and intrigue, it allows you to interact with many different characters. *Shogun*'s puzzles are not the traditional logic puzzles you've come to expect, but are based on how well you act in character throughout the game.

In this regard, it may carry "interactive fiction" to its limits, since you are actually "writing" the story as you go along, based on your actions. Lebling says he met with Clavell and discussed the possible directions the story could go. Most important to success in the game is that you act with honor. Whether you live or die is immaterial, as long as it is done with honor.

The graphics in *Shogun* are used to create atmosphere, having no other purpose but to depict what is going on in the text. In this sense, *Shogun* did exactly what I had hoped Infocom would not do—just slap pictures onto the text. But my dashed hopes were quickly restored by a significant and unexpected difference, for the pictures are ornately painted in the traditional 16th Century Japanese style. Because the pictures are used only for decoration, I had expected the game itself would be poor. This is definitely not the case.

### *A New System, A New Parser*

In order to bring the complexity of the novel to the home computer, Infocom had to completely redesign their development system and develop a new English language parser that seems to *truly* accept complex sentences. In its quest for better games, Infocom even replaced their mainframes with a pair of Mac IIs for all game development.

As he demonstrated the game, Lebling really put the parser through its paces, and as a result I realized later that *Shogun* relies on beautiful prose and challenging

### Systems & Release Dates

**Zork Zero:** Mac, Apple II (October); IIGS, IBM (November); ST, Amiga (early 1989)

**Shogun:** Same as *Zork Zero*, but also C 128 (spring, 1989)

**Journey:** Mac, Apple II, IIGS (October); IBM (November); ST, Amiga (early 1989); C 128 (spring, 1989)

**Battletech:** IBM (November); C 64, Apple II (February, 1989)

human situations to win fans. For those who ever wondered what would happen if an event did or didn't take place in a story, *Shogun* should be your next adventure. Every action you take moves the story along to one of many possible outcomes.

### *A New Kind of Adventure—The Role-Play Chronicle*

As Marc Blank described it, *Journey* "takes the best elements of interactive fiction (puzzles and prose), and role-playing games and all the best of traditional fiction (story line and dialogue) and puts them all together." It's the first game in Infocom's newest product line—Role-Play Chronicles. In such a game, the story is told from the point of view of a narrator and presented as a travelogue or diary of the characters.

The narrator of *Journey* is Tag, who keeps the diary for a group of five adventurers out to save a village by defeating the Dread Lord and finding the great wizard Astrix. Numerous animated pictures display the locations and characters you'll meet on the trip, and of course, you'll find lots of puzzles.

One really neat thing about *Journey* is

that you don't have to type in text commands at all. The interface consists of menus and command lines in which you make selections with a mouse. Every command appears on an advanced status line at the bottom of the screen, which indicates all commands that are relevant at the time. (All the game's commands are never available simultaneously, just those currently appropriate.) Different commands may be accorded to different characters, who can each go their own way; you can switch back and forth between the party and individual members.

The challenge lies in discovering the whole story, which is not apparent at the outset. There can be no right or wrong move, for each action advances the story in some way toward a complete or incomplete ending. Blank's idea was to let you finish the game by taking it to its logical conclusion, but not necessarily the right one. Hints are included for just that reason. In the form of "musings," they offer suggestions for correcting past actions as written by Tag in the diary, answering "What if?" questions. *Journey* may be the easiest of the four to play, as well as the most rewarding, for due to the knowledge you acquire from game to game, no two will end the same way.

### *Robots on the Rampage*

To cap the evening, Infocom showed off what may be the most complex role-playing game ever made! *Battletech*, adapted from FASA's long-time bestselling paper and pencil RPG, has over four million locations for the diligent adventurer to visit. Set in a future where soldiers operate huge robots, the game has no text commands: all orders are chosen from menus. It draws heavily on graphics and animation.

You assume the role of Jason Youngblood, an eighteen-year-old *Battletech* warrior who must save his planet from destruction. Unlike most RPGs, *Battletech* moves the story along with each encounter and exploration. In addition to overhead views of surrounding geography, it features "emotive outtakes"—close-ups of characters, drawn in the style of *Monga*, a type of Japanese comic, and close-ups of battles that are shown from a first-person view on the battlefield.

Options allows you to let the computer do everything, from fighting a battle to

Continued on page 15

# Zak McKracken and the Alien Mindbenders

By Shay Addams

I believe I'm beginning to get the picture—the staff at LucasFilm Games is one wacked-out bunch of game designers. Their third adventure involves a story that's as weird and filled with scenes that are just as funny, if not more so, than *Maniac Mansion*, their second adventure game. (The first one was not an original story nor was it remotely funny, since it was based on the film *Labyrinth*.) It begins in the San Francisco apartment of Zak McKracken. He's a reporter for the *National Inquisitor*, which parodies all those supermarket tabloids.

Your editor has assigned you to fly to Seattle and get the scoop on a two-headed squirrel that is attacking campers—biting them two at a time!—in a national forest. But first you'll want to catch up on the "real" news on TV: an ongoing universal stupidity epidemic is gradually reducing the population's i.q. to zilch, and all the authorities know is that it's caused by a tone intermittently transmitted over the phone lines.

Cut scenes, in which the action switches show what's going on in another part of town, help develop the plot. (You can skip these once you've seen them all.) What's going on is that aliens are using a machine to make everyone "even stupider than we are" so they can take over the planet. Stopping them is your ultimate goal. As the game progresses, you'll fly to Miami, Peru, Mexico and England in a globe-trotting search for ancient artifacts that can be analyzed by Annie, whose skills are crucial to solving the game.

## An All-girl Crew

Annie runs the Society of Ancient Wisdom in San Francisco. Your other teammates are Leslie and Melissa, a pair of Yale coeds who've just returned from Mars in their converted van. As in *Maniac Mansion*, the "switch" command enables you to switch to any character's current location and direct his or her actions independently, so you really get to play four different roles in this game.

Unlike *Mansion*, this game restricts you to controlling one character (Zak) until you've solved several puzzles.

Some of the later puzzles will require coordinated actions by several of the characters, one of this game system's novel attributes. Many problems have alternate solutions, but there is only way to solve the game itself (unlike *Mansion*, which has three solutions). Points are not awarded. Numerous clues are cleverly

**Type:** Animated Adventure  
**Systems:** Apple, C 64/128, IBM  
(256K required, mouse optional, both disk formats included)

concealed in "news stories" and satirical ads in a tabloid-size, eight-page copy of

the *National Inquisitor* that accompanies the game.

The humor takes many forms. Much of it emerges from the plot and characters, as Zak dreams up goofy one-liners as potential headlines for sensational stories. Then there are sight gags, like the antics of a pair of aliens who are running the stupidity machine, and there's a comical sub-plot that involves one of them and is (so far) my favorite part of the story.

But the humor extends into the game system itself, for when Zak gets caught in the stupidity machine, the menu options vanish one-by-one as he grows more and more stupid. (Don't panic: they soon reappear, for this is a forgiving game system—I haven't even been killed yet.)

## A Civilized Interface

This hasn't changed much from the one introduced in *Maniac Mansion*. With the stick, mouse or cursor keys, you choose verbs from a menu below the picture screen, then click on items in the picture or your inventory, which always appears onscreen and can be scrolled up or down. (The IBM also offers cursor control via the cursor keys or keypad; four keys are devoted to moving the cursor to the corners of the screen, which is convenient.) This also permits you to use objects on each other, so you can manipu-

late things to your heart's content. When someone speaks, or if other text is called for, the words trail across a horizontal bar atop the picture.

The only time the interface failed me was when I tried to board the bus, whose driver kept telling me to put my Cash-Card in the cardreader. Like a genuine pinhead, I kept looking for a "put" verb in the menu (maybe this stupidity machine is working, after all).

## "Intelligent" Characters

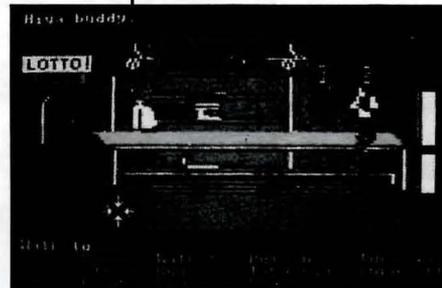
To move a character, you position the cursor over a location or an object and hit a key or button. The characters are pretty smart: if you don't have the knife, you can say "use knife on refrigerator"—Zak will walk over and get the knife, then move to the refrigerator (however, this isn't the best example, since you can't do much to a refrigerator with a butter

knife). And if you try to tell Zak to leave the apartment without turning off the TV, he dashes back in to shut it off.

Instead of showing locations as individual rooms, this game displays them as panoramic screens. When your character reaches the right side of the kitchen, the entire screen scrolls to show the other half of the room. This is done smoothly, giving the illusion of space that's missing in standard "rooms." The 3-D effect is also handled uniquely. Each location's picture looks flat, but if you move the cursor to the back of the room—up against the wall, for example—Zak walks back there. He can also move closer to the "front" of the screen, or anywhere between the back and front, creating a depth of field that gives its own special sense of 3-D.

## Pictures and Sounds

Graphics and animation are not as good as in a Sierra game (especially the last three or four) but still acceptable. The program automatically picks EGA,



CGA, Tandy-16, VGA, MCGA or Hercules graphics, but you can choose another if you prefer. (CGA plays a lot faster, especially if using disks instead of a hard drive; the colors and resolution leave a lot to be desired, of course.)

The sound effects and music are spectacular. In this issue's *Willow* review, Stephen King laments the fact that most programmers overlook the Tandy's sound capabilities; he'll be pleased to hear that the Lucasfilm programmers pulled out the stops for *Zak*. Besides a variety of tunes, you'll hear original sound effects like the distinct shaking and rattling of a Hare Krishna's tambourine, sounds that are truly startling in their realism.

### Passwords, Please

The two disks are not protected, and you're advised to play from back-ups. (Apple and IBM versions support two drives.) You can move the entire game to a hard disk, where special commands allow you to create a special directory for it.

Protection is in the form of "Exit Visa Codes" that must be typed in when you want to fly to a foreign country, even when playing from the original disks. (They're printed on that hard-to-read paper first used in *Wizardry IV*—which will make us all blind if more companies adopt this method.) Three games can be saved on the program disk.

**Conclusions:** It seems strange, but the pattern I've noticed is this: The designers at Lucasfilm Games create better games when they work from an original idea than they do when basing one on a Lucasfilm movie. (George should consider turning *Zak McKracken* into a film.)

Few new game systems—especially those attempting to use "menu-driven interfaces" in place of type-in-the-command parsers—have worked as well as this one and its predecessor in *Maniac Mansion*. With a fresh, entertaining story and countless puzzles that are not *too* demanding and rarely deadly, *Zak McKracken* is recommended for anyone with a sense of adventure and a sense of humor. (Make that a wacked-out sense of humor.)

---

**Skill Level:** Intermediate  
**Protection:** Type in words  
**Price:** IBM, \$44.95; others, \$34.95  
**Company:** Lucasfilm/Activision

---

## Cosmic Relief

Continued from page 4

the Amiga and ST] for all movement; you only have to learn the functions of four keys. (The keyboard may also be used for movement if desired.) Inventory is managed with the help of 30 native bearers who appear four at a time, each carrying an item in the lower right side of the screen. The "1" and "2" keys allow you to scroll through these assistants to find a particular object. When it appears, you just hit "S" to swap it with whatever you're already holding.

I really liked this because it keeps bookkeeping to a minimum, which is important with so many objects—and because you can't drop anything during the game. Since it's an action adventure, it is set up like most arcade games: four lives, no save feature, and no text to read. (This might be a bit simple for some of you, but I *like* having four chances to save the world!)

Sound and graphics are excellent for such a game. Animation is smooth, and the extra touches—from your character's vigorous head-nodding to the disastrous finish you're treated to if you fail to complete the mission—make this a beautiful piece of programming. The song that plays throughout the action is straight out of every disaster movie ever made.

**Conclusions:** Though it's easy to play and win, *Cosmic Relief* will keep you in stitches with its humorous tone and even more humorous cast. Action adventures are not for everyone, but this beauty should keep the most die-hard text adventurer delving for hours. With all its object-oriented puzzles, this is a highly addictive game that will have you pondering on things like all the possibilities a coathanger has to offer. *A coathanger? That's it!* Excuse, me—I've got to try this out....

---

**Skill Level:** Novice  
**Protection:** Program  
**Price:** C 64, \$24.95; others, \$34.95  
**Company:** Datasoft/Electronic Arts

---

## Gem of Zephyr Update

*Gem of Zephyr*, reviewed last month, is no longer available from DataMagic (neither is anything else!), but can be ordered by calling 800-THE-MENU.

## Role-playing on a Nintendo?

By Stephen King

One reason for the revival in videogames like those for the Nintendo is that 512K cartridges allow designers to design real computer-style role-playing games that even let you save a game in progress. A case in point is Nintendo's *Metroid*.

On the surface it's just another "kill all monsters" game, using the tired old plot of finding and killing the evil "mother brain." Indeed, most of the game involves killing whatever moves. But some subtle additions—such as the wide variety of monsters and their many different properties, and lots of scattered artifacts that increase the power of your simple armor and weapon—make it more than just another shoot-em'-up. The most creative is an ice beam that freezes a monster, allowing you to use it as a stepping stone to reach places otherwise inaccessible.

Unlike *Pac-Man* and other early games limited to a single screen, *Metroids'* underground complex is huge, with passages in all directions. In it you find three major bad guys who can be reached only by unearthing secret entrances to hidden areas. You get a password at the game's end and use it before starting a new game to continue from the "saved" position.

Perhaps the most intriguing aspect is *Metroid's* use of multiple endings. Take more than two days to finish, and you'll see your character crying on the final screen. Somewhat less time has him waving happily at you. Less yet and he removes his helmet to give you a startling surprise, he is really a she! The best ending comes when you finish in less than two hours. You are rewarded by seeing Samus remove all her armor (settle down, there is clothing underneath) and playing the next game without it.

Other recent videogames incorporating the trappings of fantasy RPGs include *Kid Icarus*, *The Legend of Zelda*, *The Adventure of Link*, *Goonies II*, *Wizards & Warriors*, *Athena*, *Rygar*, *Dragon Warrior* and *Deadly Towers*. Where this will trend will lead is anyone's guess—but already *Ultima* and *Wizardry* are planned for release on Nintendo cartridges.

# Walkthroughs: Sherlock Holmes

By Carl Muckenhoupt  
(Verified by James Mallette)

The times indicated here apply only if you're following this solution step-by-step, but will give you an idea of when certain things must be done. Getting the moss, for example, must be done in relation to the tides, which can be checked with the tide charts listed in the newspaper included with the game.

## 221 B Baker Street

Knock on door. U. N. Tell Holmes about visitor. Get pipe, tobacco, newspaper. Put tobacco in pipe. Wait. Read reverse. Wait. W. Get ampoule, lamp, glass. Examine ampoule. E. S. D. N. Get matchbook. Read matchbook. S. Open door. E. Light lamp. S (3). SE (2). Take off hat. Get stethoscope. Put bnqpvmf in ibu. Wear hat. E (2). Read

sign. Ask Holmes about ampoule. Wait until 7:00. E.

## Nave and Westminster Abbey

S. SE. Get paquet, crayon. Open paquet. Get brown, yellow, orange. NW. Open door. S. W. Read sign. E. N. N. Examine tomb. Put brown paper on tomb. Rub it with crayon. Get paper. E. N. E. Examine tomb. Put orange paper on tomb. Rub it with crayon. Get it. S. W. Examine tombs. Put yellow paper on Henry's tomb. Rub it with crayon. Get it. E. N. W. N. Look. Ifbu orange paper with dboemft. Sfbc bdl of orange paper (repeat with brown and yellow papers). S (2). W (2). NE. N. E. D. Look in boat. Get oar. U. Turn off lamp. W. Blow whistle (2). Get in cab. The Embankment. Get out.

## The Embankment

Get in boat. Put pbs in pbsmpdl. Weigh anchor. Launch. Row east (2). Drop anchor. Examine bridge. Examine moss. Wait (until 8:40 or next high tide). Get moss. Weigh anchor. Row west (2). Land. Get out. Examine opal. Examine opal thorough magnifying glass. Blow whistle (2). Get in cab. Birdcage Walk. Get out.

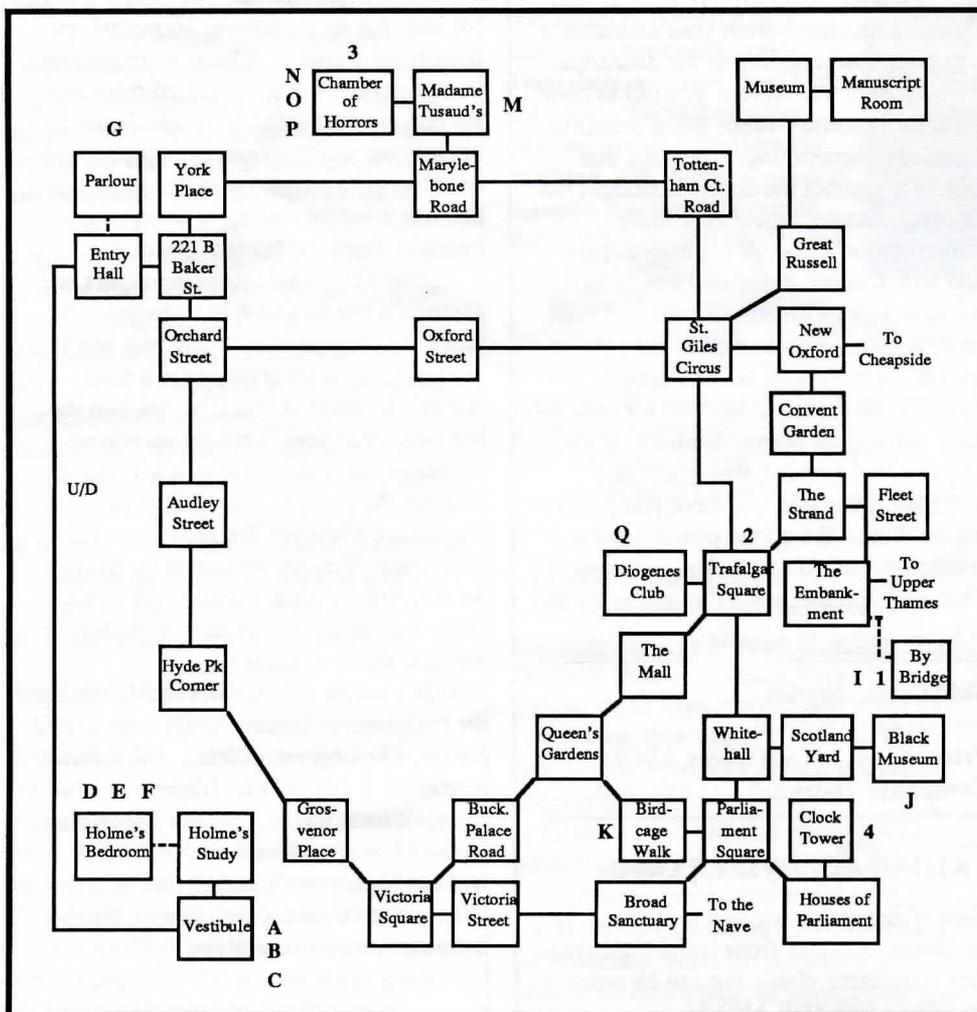
## Birdcage Walk

Haggle with vendor (2). Buy telescope. E. N (2). Examine Nelson through telescope. NE. N.

## Convent Garden

Wear stethoscope. Mjtufo to girl. Open bag. Open blue bottle. Drop crayon, paquet, all paper. Get cotton, newspaper. (If the girl's heartbeat was too fast, give her the orange pill. Otherwise, open the brown bottle and give her the yellow pill.) Take off stethoscope. N. E. S. W.

See page 14 for code



## Sherman's Shop and the Ruby

Ask Sherman about pigeon. Ask Sherman for pigeon. E. Blow whistle (2). Get in. Trafalgar Square. Driver, wait here. Get out. Show svcz to qjhfn. Qjhfn, get svcz. Let go of qjhfn. Get in cab. Pinchin Lane. Driver, wait here. Get out. W. Ask Sherman about qjhfn. Examine svcz through glass. E. Get in cab. Marylebone Road. Get out.

## Marylebone Road and Madame Tusaud's

N. Ask guard about cigarette. Open matchbook. Light match. Light pipe. Drop matchbook, lamp. N. Ask Holmes about ash. W. Get upsdi. Mjhiu ofxtqbqfs with qjqf. Mjhiu upsdi with ofxtqbqfs. Get ifbe. Nfmui ifbe with upsdi. Get gem. Examine gem through glass. E. S. Get lamp. Blow whistle (2). Get in cab. Parliament Square. Get out.

## Parliament Square

SE. U. Put dpuupo in fbst. Wait until 12:00 (or whatever the next hour happens to be). Get sapphire. Wait. Get sapphire. D. Remove dpuupo. Examine sapphire through glass. NW. N (2). NE. N (2). E (2).

**Threadneedle Street & the Bank of England**

Examine urchin. Ask Holmes about guard. Wiggins, get keys. Give tijmmjoh to Wiggins. Wiggins, get keys. N. Give bmm hfnt to hvbse. N. Xfbs tufuiptdpqf. Mjtufo to epps. Uvso ejbm sjhiu (2). Uvso ejbm mfgu. Uvso ejbm sjhiu (2). W. Take off tufuiptdpqf. Vompdl cpy 600 with lfz. Get topaz. Examine topaz through glass. E. S. Blow whistle (2). Get in cab. Trafalgar Square.

**Trafalgar Square and the Password**

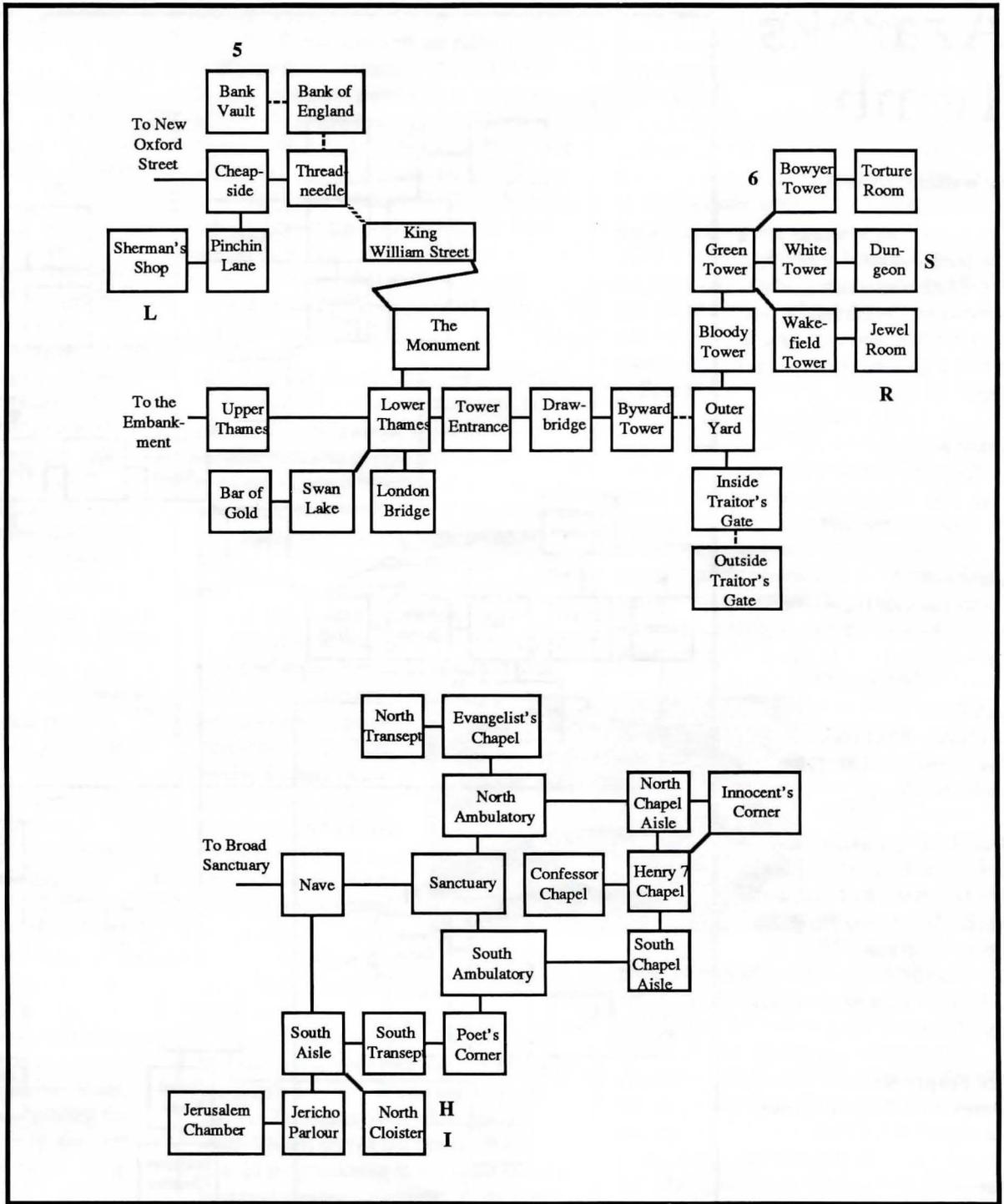
Driver, wait here. Get out. W. Ask butler for Mycroft. Give sjoh to butler. (Remember password.) E. Get in cab. Tower of London. Get out.

**Tower of London**

E (2). (Say the password from Mycroft.) N (2). SE. U. Get weapon. D. NW. NE. Hit bung with nbdf. Look in keg. Xjhhjot, hf u hbsofu. Examine hbsofu through glass. SW. E. D. Xfbs bsnps. U. W. S (3). Get qbeemf. Qvmm dibjo. Ublf off bsnqs. S. Get in boat. Weigh anchor. Launch. Paddle west (3). Land. Get out. E (2). D. Wait until 2:00 AM Monday. W.

**Bar of Gold**

Btl for Blcbs. Txpsegjti. Give hbsofu to Blcbs. Ask Moriarty about jewels. Take off hat. Get bnqpvvmf Ipme csfbui. Break bnqpvvmf Untie Holmes. Tie up Moriarty and Akbar. Get jewels, whistle. Get key. Unlock door with key. Open



door. Out. Blow whistle (2). Get in cab. Queen's Gardens. Get out. Give jewels to guard.

**Key to Objects on Map**

- A: pipe
- B: tobacco
- C: newspaper
- D: ampoule
- E: lamp
- F: glass
- G: matchbook
- H: pacquet

- I: crayon
- J: oar
- K: telescope
- L: pigeon
- M: ash
- N: torch
- O: axe
- P: head
- Q: password
- R: mace
- S: armor
- 1-6: jewels



# Willow

Continued from page 3

that *Willow* uses a single voice to play a couple of theme songs from the film (you'll be hearing one of them a lot) and several simple sound effects from the old beep/boop school.

## *Willow's Weaknesses*

One problem with *Willow* is its lack of extended playability. Like an adventure or RPG, there is an ultimate goal—but *Willow* doesn't fit comfortably into either category. There are no logic puzzles—actually no puzzles of any kind unless you count mazes. The major missing element is the fact that strategy and tactics never come into play.

It's more like several arcade games tied together with a common theme, and some of the sub-sections can hardly be classified as games at all. For instance, completing the Daikini crossroads section was simply a matter of leaning the joystick left or right, and then pressing the button. The spellcasting sequence was a matter of selecting three of a possible thirteen mystic symbols in a particular order.

Then there were the two mazes. The dungeons of Nockmaar contains 52 rooms. Its blind alleys are very short, so it was simple to complete—and after you've completed it once, getting through it again is a breeze. I got through both mazes without even mapping them, although it strained the limits of my memory as I started getting deeper. There were a couple of hazards, but they were consistent and easy to avoid. The ice caves have no rooms in the traditional sense, because you are constantly moving forward in a tunnel and can only turn left and right or go straight to avoid blind alleys.

All four of these sub-games must be solved by the brute force method. In other words, you must keep beating your head against the blind alleys until you finally win out in the end. Recognizing that this design makes the game all too predictable on subsequent plays, Lucasfilm included a feature that lets you randomize the mazes and spellcasting sections. The only problem is that I can't imagine anyone wanting to do so. I didn't find any of these segments to be the slightest bit of fun, since they are all

solved by simple trial and error.

The only two parts of the game that really do involve some of the action and luck of an arcade game are the battle sequence, in which Madmartigan duels General Kael, and the Nockmaar Woods, where Willow must persevere against the death dogs and soldiers. Both of these are far too short to make the game stand out on their merit alone. No scoring is involved, so you either make it through or get killed, and luck seems to be more significant than skill.

## *Back to the Dark Ages—For Real!*

The biggest and by far most serious complaint I have about *Willow* is that dreaded nemesis of computer owners everywhere—copy protection. For some reason, while most of the rest of the industry is reducing or removing copy protection, Mindscape has protected this game to the point of obnoxiousness. As usual, the master disk cannot be copied.

Secondly, in order to copy the program to a hard drive, it must be installed with the SETUP program—and only one installation is possible. That means if a bad sector ever crops up (which hard drives are famous for), or if you ever optimize your hard drive and forget to uninstall the game, it is lost forever. I could find no mention in the packaging of any free or discounted disk replacement.

Last but not least, SETUP puts two hidden files in your root directory during the install process. If you are like me, you HATE hidden files added to your root! This is one of the Seven Deadly Sins of programming in my book [soon to be a major motion picture]. C'mon people, this is like a giant leap backwards. Most companies have effective methods that aren't nearly as stifling.

## *Do it Our Way!*

There is another problem caused by but not part of the copy protection. Because you must use their SETUP program, you have no control over where you install *Willow*. I like to install new game directories on my D: drive in a sub-directory called GAMES. So my choice would be to install the game in the path D:\GAMES\WILLOW. Unfortunately,

because somebody around Mindscape thinks he knows more about how my drive should be organized than I do, I can't do that.

I was also unable to install it from my B: drive (my A: drive is 3.5"). This meant I had to wait 15 minutes while SETUP slowly went through its routine of installing the program—only to abort when it was nearly done because I was not installing from drive A: like a good boy should. Fine, why didn't it tell me that *before* unarcng and installing the files?

Speaking of waiting, I strongly advise that only people with hard drives attempt to play this game. The manual says it can be played from floppies, but the slow speed is unbearable. I tried running through the dungeons of Nockmaar a couple of times before installing *Willow* on my hard drive and quit in disgust. The waiting time between the scroll and game screens, ten seconds or less on a hard drive, changed to almost a full minute on

floppy, and each time you make a false move, you're returned to the scroll. *Willow* is supplied on a pair of 5.25" disks and comes with a quick reference manual and game manual.

Also included in the

package is an advertisement for the *Willow* board game and a compendium of facts about the *Willow* universe.

**Conclusions:** If you don't have a hard drive and a TGA or EGA machine, this is one game you can afford to pass up without regret. *Willow's* mechanical nature makes it unlikely to be an all-time favorite. But speaking as a confirmed graphomaniac, I wouldn't mind paying the ticket price just to show off the video to friends. (If only that dagnabbed copy protection didn't spoil it!) Kids eight to thirteen, who are not as likely to object to the game's repetitious nature, will probably prove to be *Willow's* most appropriate and appreciative audience.

---

**Skill Level:** Beginner

**Protection:** Yes! Way Too Much!!

**Price:** \$39.95

**Company:** Lucasfilm/Mindscape



# Paladin

Continued from page 1

only one whose attributes, such as Accuracy, are improved after victories.

However, if he is killed you immediately lose the battle regardless of how many more troops you have left. This is where your first bit of strategy comes into play. You must use your Paladin, or he'll never get promoted; at the same time you must protect him, or he'll get killed—and as in *Breach*, erased from the disk! Making regular back-ups is vital:

## The Rest of the Crew

The rest of the party consists of up to nine Swordsmen, Thieves, Rangers and Mages, depending on the particular quest you're on. Besides being effective hand-to-hand fighters, Swordsmen are also proficient with a bow and arrows (a good way to wipe out a gang of enemies from a safe distance). Thieves carry lighter swords than Swordsmen, so they can't do as much damage. But their armor is also lighter, enabling them to move faster.

Rangers and Mages are perhaps the key to victory. Rangers carry good swords, while Mages are poorly armed in this regard. But both can cast spells! That's right. Not only do we have an entertaining combat system, but a complete magic system that's easy to operate. Rangers can draw on four spells: Detect Secret Doors, Confuse, Invisibility and Speed. In addition to these four, the Mage is armed with a pair of more powerful spells: Mind Stun and Fireball (my favorite).

Spellcasting, firing weapons, using items—all actions are conducted via a slick system of pull-down menus and click-on buttons, the same interface introduced in *Breach*. This makes it easy to learn, so you can concentrate on your strategies rather than figuring out the fine points of communicating your intentions to the program.

## Movement Factors

Movement is handled as in *Breach*: Each character class has a certain number of movement points, which can also vary depending on the weight of objects being carried by a character. As in a war game, terrain type also comes into play. It costs two movement points to move a single square when on clear land, but six to walk in heavy bush. You also "spend" move-

ment points to use a weapon. It costs three points to swing a sword, six to shoot an arrow. Spellcasters need even more points: eight to 20, depending on the spell.

Here again, strategy comes into play. Should you move your Mage a little closer? If so, will you have enough points left to cast a Fireball? And if it fails (spells don't always work), he'll be left unprotected near the enemy. Then what?

After you've moved all your men and done all the attacking and spellcasting you can afford, the enemy moves and attacks. Whether they'll get close enough to hit your men depends on where your team stopped at the end of your turn—in essence, the game requires the same kind of intense thought called for in a good chess match.

An especially practical feature allows you to save the game at the conclusion of each turn. And I suggest doing so frequently until you get the feel of the game or become familiar with the particular scenario you're playing. For the beginner, I recommend the "House," "Archers 1" and "Archers 2" scenarios. While you progress from easy up to difficult challenges, you'll find these three offer good experience in mastering the magic system.

Many Amiga titles now offer additional graphics or sounds for people with one-megabyte of memory, and *Paladin* gives you extra sound effects that were effectively digitized for realism. I've played it with 512K too, however, and that's the only difference I have found.

## Quick-Make a Quest

Another exciting feature is the *Quest Builder* program that accompanies the game. With this you can create your own scenarios. Unlike many such programs, this one is extremely easy to learn and use. It is accessed through pull-down menus and icons representing land, water, woods and so on. With the mouse, you place the desired icon wherever and everywhere you want it. Then you may place buildings, enemies, and objects that the player can pick up along the way.

You get to decide the number of Swordsmen and other classes that will be on the Paladin's team, and can even customize each of their abilities. As a gamer who's tired of scenarios that require a Ph.D. in game-ology to play, I tip my hat to the creators of this streamlined design.

Documentation consists of a comprehensive and helpful 35-page manual. It also serves as copy protection, containing words you must type in upon booting the program. The comical thing is that 90% of the time it asks me for one or two of the same words from the same page. Maybe this is a fluke, because it certainly doesn't provide much protection.

The manual is divided into sections on the game and the *Quest Builder*. It describes every aspect of the system in detail. Experienced *Breach* players will be able to pop in the disk and play right away, but will definitely need to get into the manual eventually because of the vast differences between the games.

A "Quest disk" called *The Scrolls of Talmouth* is also available (\$24.95) and contains sixteen quests that are all linked into one major quest when played in order. Every five or so quests, you get a new party; otherwise survivors of the previous quest are carried over, along with the Paladin.

**Conclusions:** On a scale of one to ten Swords, I'll give *Paladin* a nine. It's a very good game that's loaded with features. However, it isn't an addictive game. You may not play this one endlessly, the hours turning into days and the days into weeks—even so, role-playing and strategy fans are bound to enjoy it and will certainly get their money's worth. And you can expect to see lots of gamer-created scenarios on bulletin boards and elsewhere.

---

**Skill Level:** Novice to Expert

**Protection:** Type in word from manual

**Price:** \$39.95

**Company:** Omnitrend

---

## Renew Early, Renew Often!

There has been a slight change in the way we handle renewals. If we receive your renewal by the 15th of the month your sub expires, you won't miss a single issue. Otherwise, you will probably miss the next one, and your sub will restart with the following month. (Unless you renew with an "Adventure Express" 1st Class sub for \$23, in which case you won't miss a thing—except the extra \$5!)

To notify you in time, we are now sending postcards about a month before you receive your last issue.

## Waiting for Duffy

*Duffy is busy putting 47 bumper stickers on the QuestMobile, so write these people if you can help.*

Faery Tale Adventure: Need help on staying alive at start. J. Pullen, 11015 Fenway St., Sun Valley, CA 91352

Bard 3: Tenebrosia—where is “the end”? “The middle?” Wizardry 4—Aaugh! Need book for Gates of Hell, also 3rd stone for altar. What’s the deal with Level 6 down? Is Witching Stick of any use? Golden Pyrite? S. Kunz, 211 E. Ohio #610, Chicago, IL 60611

Sorcerer: How do I get past smelly scroll from my twin? Wake Belboz? What is rope & timber for? Waxer? Chris Dox, 975 Laurel Ave, St. Paul MN 55104

Cholo: Need help, will pay. C. Brown, 2110 Lead SE, Albuquerque, NM 87106

Bard 3: How do I get past Black Wall, Aurora Borealis & opalescent creature on

Gelidnia? Guild of Thieves: How do I get the cube off the machine? Deathlord: Where is Senju? Gary Mason, 1722 Sanders Rd, Waynesville, MO 65583

Maniac Mansion: How do I get demo tape or manuscript published? What’s the point of message on bathroom wall? How do I get rid of Meteor with anyone but Syd? Kevein Bryant, 9441 England Ave., Westminster, CA 92683

Questron 2: How do I kill Mantor? Where is unicorn horn? Chris Allen, RFD 2 Box 5460, Jay, ME 04239

Hitchhiker’s Guide: How do I get the Babel Fish? Might & Magic: What is answer to Ice Princess’s riddle? Password for Lion Statue? How do I get through gates to another world? J. Squires, Rte 1 Box 251, Mannington, WV 26582

King’s Quest 3: Where is Magic Wand? Wizardry 4: Need maps of Levels 4-1. H. Kaminsky, 1290 E. 19th St., 2-A, Brooklyn, NY 11230

Wizardry 4: Desperately need help—

tired of Werdna calling me an idiot. Can’t find Pentagram on 5. Brad Kinman, 510 Easley, SC 29640

## Arazok’s Tomb

Continued from page 10  
you dropped and put them in portal.] Enter portal.

### Castle

Get qsjtn. Csfbl qsjtn.

### Key to Objects on Map

A: jewel  
B: tostins (food)  
C: book  
D: sword & mail  
E: pouch (powder)  
F: candle, elixir, potion  
G: disk  
H: powerpack  
I: card  
J: prism  
K: cloak  
L: control  
M: printout  
N: wand  
O: key & statue  
P: decanter & rifle  
Q: projector

## Bumper Stickers of the Ancient Astronauts!

OK, so they’re not *really* bumper stickers of the Ancient Astronauts, who probably didn’t have cars anyway. But even if *you* don’t have a car, you can find plenty of other things that would look a lot better with one of these quality two-color, vinyl 3” x 12” stickers on it.

### Also Available:

Bard on Board  
Troll in Trunk  
He’s Dead Jim—You Grab his Tricorder, I’ll Get his Wallet  
Beware of Troll



Mad Max School of Defensive Driving (black or white background)  
Teleport Now, Orac  
No Matter Where you Go, There You Are  
Don’t Panic

Warning: Monster Lurking Inside My Trunk  
I’d Rather Be Avenging & Pillaging Carousing & Wenching Slaying Dragons Flogging Peasants  
My Dungeon or Yours?



# Keys to the Kingdoms



## Wasteland

For superior weapons (once your team is reasonable well-armored), go to the Guardian's Citadel. You'll need lasers, RPGs or LAW rockets, the only weapons that affect the Guardians. Blow open the gates or blast a hole in the wall, then head west and enter the first room you see, where you can get an Ion Beamer and access to an ammo dump. On the second level, get Power Armor from the vault—the password is `sptfcve`.

Robert Breezley

## Jinxter

To open the mailbox, `ifbu qmbtugd Ifz`. To get oil from plastic bottle, put it in `ibsnpojdb dbf` and `ppkjnz the gmvje`. (Use it on the `svoofst`.) To fix the canoe, get `cvoh` from wreckage of boat, put it in `tpdl`, put `tpdl` in `ipmf`. To get charm from chandelier, `gmppe` the `qmbdf` and `txjn` to it. To get pelican charm, `tjfwf gmpvs` with `tjfwf` in bakery. To pass charm from baker, `cblf` it in the `csfbc` twice. The postmistress hates `efbe njdf`. To unlock the safe, turn the top right handle `podf`, the bottom right handle `uisjdf`, the top left handle `pof`. To get a ladder, `eppgfs` the `gjsf fohjof` in the carousel.

Ahmad J. Al-Nusif

## Ultima V

Get the Magic Carpet as soon as possible to speed up travel and avoid noxious effects of swamplands. If short of keys in LB's chamber, push the cannon on the southern wall into position and fire away. Carry Moonstones into the Underworld. If you get into trouble, plant one and escape to the surface when night falls. If necessary, complete the Shrine Quests to boost LB's opinion of you (your moral rating). Yell "Flipflop" for a new view of the game; this can be turned on/off outdoors or in a dungeon passage but persists when you enter a town. (No matter what you see, north is still up!) To keep moral rating high, don't take food from gardens or tables, not even Iolo's.

Jay Shaffstall

But if you really need food in the early

stages, grab some grub from Empath Abbey's dining hall. (Toshi joins you there.) After scooping up the food in the barrel and at the tables, at night you can eat the food from the tables, run up the ladder, come back down—and the table will be set again. In the end game, wear the Crown to avoid being possessed by some beings. While battling them, don't cast spells that remain in effect; these neutralize the Crown. You need the amulet to penetrate the darkness and reach the "center" of the Underworld. It's at O, E G, J in the Underworld.

Frank Evangelista

## Bard's Tale III

**The Ice Dungeon** in Gelidia's Ice Keep houses The Wand of Power and Sphere of Lanatir. First get the Crystal Circle, Smokey Circle and Black Circle, found on each of the three towers (White, Gray and Black) on the three corners where you find the messages. (Cast the spells indicated by the messages and stairs appear. For message at upper right corner, cast `MFWJ`, `BONB`, `QIEP`. Upper left: `JOXP`, `XJIF`, `GPGP`, `JOWJ`. Right lower: `NBGM`, `TITP`, `GFBS`, `TVFM`, `TQCJ`. When you have all three circles, place them at 6, 10 and the Ice Dungeon will appear. You'll have to defeat Wizards at the top of each Tower: take lots of "buddies" and cast multiple `MAMAs`.

Yoshihiro Kobayashi and Sean Molley  
**Lucencia and Alliria's Tomb:** Before entering, get the five roses: white (`Us-vui`), blue (`Wbmps`), red (`Ljotijq`), yellow (`Obuvsf`) and rainbow (`Bmmjsjb`). Give the correct rose to the Shade each time you see her; you can determine which one she wants by studying the Flower Ballad (in the Hall of Bards).

Brad Kinman and Sean Molley

## Star Command

There's a much better way to reach Blackbeard than the five titanium doors behind the machine. Once you enter the base, go to the bar at the right, buy a U-235 Supernova and take it. (You can steal 1,600 credits at table 2). Go to broken drill in left corridor and "Enter Command—Gvfm" then "Enter Com-

Command—Gvfm" then "Enter Command—Esjol." Go north and you'll be next to Blackbeard's Chamber. Be sure to get the 50,000 credits through the doors to the left. To find the **Psychic Anomaly**, go to the computer in a room in the lower right corner of the Insect Base and "Use it." Turn both dials to 0. Go down and use the other computer. The Bar: Planet 4, Star 7, (22,33) (numbers are coded).

Daniel Engber

## Dungeon Master

To advance Ninjas a level, stand in a hall and throw all your weapons, then get them and repeat. This "practice" also works with magic and Fighter levels; slash, bash or cast away at the air until you gain a level. Missile weapons are most effective, so carry as many as possible; keep clubs for in-fighting. **Room of the Gem:** To kill the rock piles, put an object on pressure plate and stand on square just in front of it. Face the wall that is right before the pit. When you see the two rock piles, turn to face the plate, then get the object. This will dump the rock piles into the pit. (On your way back from the other side of the pit, throw something on the plate so you can cross it safely.) If you don't have an object you want to give up, cast `Aplbuisb` to make an object. (It is also useful on level 14 to free the power jam; then place the Firestaff on the Gem.) **Chamber of the Guardian:** To get one of the six keys on level 4, slay everything on level 3 and go all the way down the long hall and push the last button, which teleports the chest in the last chamber to another chamber. Keep pushing the button on the left of the chamber the chest is in, until it's ported out of the chamber. Open it and get the Mirror of Dawn. Hold the Mirror up to the eye on the wall in that hall, which opens a secret door one space to the right, where you'll find *one* of the keys needed for level 4.

Jayson Hogan

The Official QuestBusters  
Code of the 1988 Olympics:  
count one letter back—  
BA = AZ.



# Swap Shop

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

## APPLE

Sell/trade: \$15 @: Bard 1, Ultima 3-4, Zork Trilogy. \$10 @: Planetfall, Hitchhiker's Guide, Wishbringer, The Mist, Hacker. Beyond Zork, \$20. Send your list for mine. Mike Jasper, RR 2 Box 65, Worthington, IA 52078

Have Ultima 5, Phantasie 1 & 2, Might & Magic, many Infocom's to trade for Wasteland, A. Reality: City, Pawn, Dondra, others. Write 1st. K. Gamache, RFD #4, Box 1091, Augusta, ME 04330

Trade/sell: Autoduel, Might & Magic, Bard 1, Ultima 2, Aztec, 7 Cities of Gold. M. Bennett, RD 1 Box 576, Montoursville, PA 17754

Sell/Trade: \$20 @: Ultima 4, Might & Magic (both with super characters). \$14: Moonmist. \$3: Underworld map for Ultima 5. Want Wasteland, Bard 3. Greg Watanabe, 3203 N.

Alpine Rd, Stockton, CA 95205

\$15 @: The Pawn, Mind Forever Voyaging, Voodoo Island. Bruce Smith, 10035 Placer St., #D, Cucamonga, CA 91730

Trade/sell: Ultima 5, \$20. James Bumgardner, RR 1 Box 136, Fillmore, IN 46128

Macintosh—Pyramid of Peril, Quarterstaff, \$15 @. Bob Reitz, 218 N. Fourth St., Sunbury, PA 17801

Trade, or \$15 @: Lurking Horror, Enchanter, Hacker 2, many more. Send SASE for list. Bob Rosengren, 154711 4th Ave. SW #31, Seattle, WA 98166

Dungeon Master maps and spell list booklet, \$5 @. Also character editors for Ultima 4, Bard 1/2, \$5 @ (if you send a disk, otherwise \$6). Jayson Hogan, 502 N. 75, Seattle, WA 98103

Sell/trade: Wizardry 1-3, Ultima 2-5, ACS, Gauntlet, Ikari Warriors. Write 1st. Chi H. Shum, 1941 3rd Ave #6-E, NYC, NY 10029

Wasteland, \$30. Bard 1 or 2, \$25. Autoduel, \$20. Advanced characters for Bard 2-3, \$6. Robert Breezley, 4922 Coco Palm Dr., Fremont, CA 94538

Trade/sell (\$25 @): Might & Magic and supercharacter disk, hint book and special clues. IIGS: Bard's Tale, with supercharacters and hint book. Dream Zone & hint book. Want both A. Realities with hint books, Rings of Zil-

fin with hints. P. Matta, 113 Carriage Crossing, Middletown, CT 06457

Trade/Sell: Bard 3, \$25. \$15 @: Might and Magic, Bard 1, Wizardry 2-3. \$10 @: Gemstone Healer, Ulysses, Holy Grail. Want Pool of Radiance. Karl Erdman, 5036 Dolores Dr., Pittsburgh, PA 15227

\$20 @: Spellbreaker, Enchanter, Sorcerer, Leather Goddesses, Legacy of Ancients, Hitchhiker's Guide. \$25 @: Bard 1-2, Ultima 4. The Mist, \$15. All (except Legacy) have Invisiclue (all hints still unexposed) or other hint books, plus maps. Sandra Poynor, 5422 Liberty St., Cheyenne, WY 82001

Supercharacters for Ultimas 1-4, Bard 1-2. \$3 @ game, lower prices for multiple orders. Also many games to trade/sell. Send your list for mine. Madison Miles, 3 Ridge Rd, Winfield, PA 17889

## COMMODORE

\$10 @: Mindwheel, Rendezvous with Rama, Dragonworld, Amazon, Wishbringer. Dan Steadman, POB 24-8465, Coral Gables, FL 33124

Trade: Ultima 1-3-4, Lurking Horror, Defender of Crown, Beyond Zork, Sorcerer, Pawn. Want Wizard's Crown, Guild of Thieves, Amnesia, Star Trek 2, either Alternate Reality. Rick Coté, Rte 5 Box 382, Vaston, WA 98070

\$15 @: Roadwar 2000, Beyond Zork. \$10 @: Trinity, PSI 5, Killed Until Dead, Laby-

Continued on next page

## Adventure Hotline

Continued from page 2

in the *Dream Zone* solution. William Carte verified it, but when the final version was being retyped a line was omitted: After giving the teddy bear to the Princess [in the Imperial Bed], you go east twice, then south twice to return the Princess to the Castle and thereby obtain the sword from the Swordsmith. And the solution, while correct, doesn't point out that prior to the encounter with the Deamon, the program doesn't show a picture of the door, just one of the Deamon; you must first walk in that direction in order to have the encounter. Thanks to Ron Mundell for spotting these oversights.

## Making their Moves

Mindscape went public in June, offering 1,100,000 shares of Common Stock at \$9.00 a share. (Interestingly, the net proceeds will be used to repay bank debt.) Broderbund has joined with eleven Japanese software companies to form Kyodai Software Marketing, a joint venture that will convert and publish Japanese soft-

ware for distribution here—primarily entertainment titles.

## EA Updates

*Future Magic*, a science fiction RPG, was supposed to ship September 1st—Tandy ordered it in such quantities that they got the entire first shipment, so look for it in Radio Shack stores (the Tandy version runs on IBMs, etc.). A GS version is next. The GS *Bard's Tale II* is on the way, with features (such as auto-mapping) that were not found in previous versions. *Bard II* IBM will be out by Christmas. For some unfathomable reason, EA is converting *Deathlord* for the C 64. With a 1541 drive and all those dungeons, this could be the longest-playing RPG ever—if your drive doesn't wear out first. The C 64 *Starflight* is expected by Christmas, but *Starflight II* (IBM) probably won't be ready by then. *Bard's Tale* for the Mac will support at least colors on the Mac 2. Westwood, the Vegas team that did *Questrom II*, is working on *The Mars Saga* for EA. This RPG is schedule for the C 64 by the end of September, the IBM later.

## Contest Winners

Jay Shaffstall won this month's *Keys* drawing. So far we've had but one response to our "Year of the Dragon" contest—Hollie Vizier named ten games that contained dragons, so she'll get the game of her choice. (And you thought it was hard to win these contests!)

## Infocom's Latest

Continued from page 5

choosing the best path across the land. Combat includes one-on-one and multiple-character battles, which focus on 30-foot tall BattleMech robots. Bar graphs show damage levels in different parts of the robots. It's a fast-paced, challenging RPG with a great story line and lots of things to do before you even get close to the finalé.

With this new batch of games, Infocom has surely outdone themselves. This "new generation" of products really began with *Beyond Zork* and the technology it introduced. Now Infocom has taken interactive adventuring to a level never before achieved, and the future holds even greater promise.

*Continued from previous page*

rinth, Hacker 2, Seastalker, Oo-topos. Craig Konecnik, 873 Yorkshire, Crystal Lake, IL 60014

Trade: Autoduel, Ultima 1-4, Might & Magic, Eternal Dagger, Phantasie 3, Last Ninja. Let's swap lists. R. Nelson, 1114 Tahoma Rd., Lexington, KY 40503

\$10 @: Questron 1, Phantasie 1-2, Bard 1.  
\$15 @: Bard 2 w/clue book, Phantasie 3. \$20 @: Might & Magic, Questron 2. \$25 @: Wasteland, Bard 3. Many more. Gene Heskinn, 65 West 19th St., Huntington Station, NY 11746

Want Bard 1 character disk or Bard 2 hint book. Will trade Beyond Zork w/hint book, Zork Trilogy, Archon 2, Elite, Lords of Conquest, Mail Order Monsters. Tony Torzillo, Box 219, Ft. Bridger, WY 82933

Trade/sell: \$25 @: Ultima 3-4, Bard 2 (w/clue book), Might & Magic, Wizardry 1. \$20 @: Star Fleet One. Many more, let's swap lists. Mike Spears, 1505 Bear Mntn. Blvd. #B, Arvin, CA 93203

Zork Trilogy w/maps & hint book, \$42. Beyond Zork, \$32. \$20 @: Plundered Hearts, Border Zone, Gauntlet. Wishbringer w/hint book, map, \$14. Brian James, 7111 S. Albion St., Littleton, CO 80122

Want Brimstone and Breakers. Will trade any of these: Enchanter, Seastalker, Moonmist, Hollywood Hijinx, Alice in Wonderland, Bor-

rowed Time, Fahrenheit 451, Mindshadow. R.D. Goodkind, 4444 West Pine, #413, St. Louis, MO 63108

Bard 1: \$15. Paul Shaffer, 1705-C O'Shea, Bowling Green, KY 42101

**IBM & QUEST-ALIKES**

Trade/sell: Pirates, Universe 2, Bard 1, Master Ninja, Wizardry 1-3. \$20 @. James Bumgardner, RR 1 Box 136, Fillmore, IN 46128

Want Apschai Trilogy, Police Quest, Space Quest 2, Lurking Horror, Stationfall, Border Zone, Might & Magic, Bard's Tale. Will buy/trade (have most of older Infocoms and King's Quest 2) Carl Stubblefield Jr, 3780 Ramblewood, Flagstaff, AZ 86004

\$15 @: Where in US is Carmen SanDiego?, Where in World is Carmen SanDiego?, & Where in Third World is Carmen SanDiego?, Hackers 2, Brimstone, Breakers, Lurking Horror. Want to buy non-Infocom text adventures. Maureen Moran, 160 W. 96 St., NYC, NY 10025

Trade/sell: Bard's Tale, Might & Magic, Ultima 2, Amnesia, Infocoms, Sierras, more! Want Deja Vu, Murder on Atlantic, Police Quest. Tim Dowd, 4405 Russell Rd., Lynnwood, WA 98046

**ATARI**

Trade: HHG, Zork (I on C 64), Eidolon (AT & 64), for any Infocom but Hijinx, Infidel, Spellbreaker, Starcross, Wishbringer. J. Kalstrom, 6237 Cumberland Dr., Goleta, CA 93117

---

---

## Passport to Adventure

---

---

For a 10%-20% discount on NEW games order from QB—& get 3 extra issues for each game you buy.

- Ultima 5: IBM, Apple..... \$45
- Paladin: ST, Amiga.....\$35
- Zak McKracken: IBM, \$40; others.....\$35
- Cosmic Relief: C 64, \$25; others.....\$30
- Willow: IBM.....\$35
- Might & Magic: Mac.....\$50
- Moebius: Mac, \$35; C 64, \$40; Ap \$45
- Wasteland:.....Apple, \$ 44.95, C 64, \$40
- Wizardry 4: Apple.....\$45
- Bard's Tale 3: Apple.....\$45
- Quest for Clues: \$24.99
- QB Map Kit (includes US/APO shipping)
- Kit A: (for text/graphic games) \$8
- Kit B: (for role-playing games) \$8

Enclose \$3 shipping & handling for 1st game/book, \$2 @ extra. \$6 to Canada & APO, \$12 overseas. AZ residents add 5% sales tax. Send checks payable to Quest-Busters, with street address--no POBs.

**AZ residents add 5% sales tax.**

# QuestBusters

POB 32698  
Tucson, AZ 85751

Forwarding and Return Postage Guaranteed  
Address Correction Requested

Bulk Rate U.S. Postage PAID Tucson AZ Permit No. 3056
---