



QuestBusters™



The Adventurers' Journal
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Best Quest of the Month

So you want to be a hero? Try Hero's Quest!

But first, let me assure you that the road to herodom is not paved with gold! Just climbing down from your icy mountain retreat was an uphill battle... uh...um...well, you know what I mean. And that trip's just the beginning.

First you must create your potential hero. If you like the head-on approach, you may want to play the game as a Fighter. Maybe you prefer a Magic-user, who has to exercise his brain a little more to deal with nasty situations. Perhaps toughest of all is the

Thief, who must win by stealth and cunning.

Which-ever you choose, a standard list of attributes is supplied: things like Strength, Agility, Vitality, Luck, and Intelligence, are common to all classes.

There are other specialties possessed only by certain professions. A Thief has a base



IBM version

score in Stealth, Lock picking, Climbing and Throwing, but no Magic or ability to parry in combat.

Fifty points are provided for customizing your hero.

You can use these

points, five at a time, to increase any current attribute except Health, Stamina and your Spell points, but be careful how you use them. A wrong choice can turn the rest of the game against you.

You may expand your potential by giving yourself an attribute not common to your character class. But beware, even

though this makes your hero ultimately more powerful, it costs you three times as much to

do it and makes the early game much harder.

Any attribute you leave at zero will remain that way for the course of the game. Some, Climbing and Throwing for instance, are handy for any class, so the choice is yours.

A Close Encounter with Spielberg

After choosing your character, you enter the small hamlet of Spielberg. Once this was a thriving village,

but lately a band of highly organized brigands and wandering monsters trapped by the early snow have made the surrounding area very dangerous.

The local baron, Stefan Spielberg (a close friend of Jorge Loukas), is a proud and noble man, but has been seriously demoralized by consistent defeats at the hands of the raiders (not to mention the rams). Besides this, the personal tragedy of losing track of both his daughter and son is wearing him down. A hero is sorely needed to find the missing siblings, deal with the local brigands and maybe waylay a wicked witch.

Spielburg is one of the few safe havens in *Hero's Quest*. The area between town and the Baron's castle is secure enough to walk

Type: 3-D Adventure/RPG
Systems: ST, IBM (512K required, 8 megahertz or better recommended)
Planned conversions: Mac, Amiga
Version reviewed: IBM

through, but don't try sleeping there at night. Only the Dryad's grove and Erana's Peace offer safety outside the protective walls, so try not to get locked out until you've built up some Climbing skill.

The Dry Goods store here will be happy to provide you with armor, rations, daggers, or flasks to carry items with. Zara, the local Sorceress, can sell you magical spell scrolls and potions. An Inn is available for resting your weary

By Stephen King

Quest for the Best Adventuring Computer

This was originally going to be an article describing the pros and cons of each major computer for adventurer gaming, but the market has changed so drastically that there are really only two choices: an IBM clone or an Amiga. That's because all the major houses (and most of the minors) are writing primarily for the IBM market, and the main factor in choosing a computer for any purpose is the software available for it. (The consensus in Silicon Valley—what's left of it after the 'quake...is that most action games are now being written for Nintendo and other video-game machines, so computer game companies will focus on adventures, simulators and strategy games for IBM first.)

There's enough attention being paid to the Amiga by

the industry to make it a good bet, but all new adventures won't be converted for it. We'll still see cons for Apple, C64, GS and ST, but not as many—and not enough to satisfy hard-core adventurers.

Nobody likes writing for the IBM market, because there are so many possible configurations of graphic boards, mice and other elements that designers are forced to aim for the lowest common denominator. As EA producer Dave Albert points out, the variety of different mice "almost forces you to do a keyboard interface," and it takes longer to convert illustrations for so many different graphics boards. Even veteran Mac programmer Chris Crawford recently capitulated, telling in the latest issue of his *Game Designers' Journal* about the

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By Shay Addams

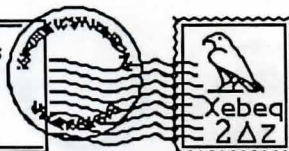
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Adventure Hotline



Letters
to the
Editor



A Coup for Interplay

Interplay just snared a title that could easily overshadow SSI's hot *D & D* license—rights to do role-playing games based on all three books in Tolkien's *Lord of the Rings* trilogy (the real source of the Orcs you've been slaying for years). Until now, only a couple of flimsy graphic adventures and a wargame/adventure used the books' story.

Look Who's Adventuring

Infocom's new IBM adventure is based on the Bruce Willis film *Die Hard*.

Psychic Warmongering

Another action adventure from Japan, *Psychic War* (IBM) looks a bit more substantial than Broderbund's previous imports, which emphasized the action over the adventure. It's got 3-D mazes, 49 kinds of aliens to defeat, eight psychic powers, and lots of artifacts to find.

Savage Searches for Sweetie

In *Savage* you're a warrior searching for his kidnapped Princess by fighting your way through three scenarios in this action adventure. From MicroPlay (MicroProse), it's for the IBM, ST and C64.

Lord British on Japanese TV

Decked out as the King (and we don't mean Elvis!), Richard Garriott recently starred in a TV commercial for the Nintendo version of *Ultima IV*, released in Japan a few months ago. He says the graphics outshine even those of the computer version. Look for it here soon.

Computer Game Developers' Conference

Yes, *QuestBusters'* favorite game designer—the short but ever interactive Chris Crawford, is doing another conference next year: May 7-8 in Silicon Valley, for three days of round tables, lectures and poolside parties on how to succeed in computer game programming, production and marketing without really trying. For details, write to CGPC '90, POB 50282, Palo Alto CA 94303.

Robot Kidnaps Miss Galaxy!

In *Bride of the Robot*, the third in Free Spirits series of "adults-only" graphic adventures, Amiga gamers once again play Capt. Brad Stallion—this time you must find the robot who killed Professor Wang and kidnapped Miss Galaxy.

Mines of Titan—not so new

Before rushing out for Infocom's "new" RPG, check our June review of *Mars Saga*, a C64 game EA killed recently. Infocom resurrected it for IBM/Apple. It has better docs, and Infocom says story and game mechanics were adjusted, three new sub-plots added, unnecessary skills removed, others rebalanced, and player cues now make it more intuitive. Still...

All Trekkies on Deck!

Mindscape's *Star Trek V: The Final Frontier* is out for IBM and includes an official Star Trek pin in each package.

Breach II (The game, not the Japanese stain remover)

Supporting Ad-Lib and CMS boards on the IBM, this sequel should sound even better than the original. Amiga and ST versions feature digitized sound as you battle ten unique foes in a series of missions through which your main character's traits must be improved.

Rambo III

This one sends you to rescue an Army officer in Asia by solving puzzles and surviving "arcade action" sequences. IBM supports Ad-Lib and Tandy three-voice; C64, Amiga and ST versions are also out.

Conversions for Christmas

The IBM *Neuromancer* has arrived. SSI's *Star Command* is out for Amiga and ST. (750 copies of the ST version were shipped with a virus, but mainly went to dealers and reviewers; be sure yours is version 1.1, just in case.) *Maniac Mansion* was substantially enhanced for the IBM, with EGA graphics and better sound (but no third-party sound board support). The ST con was also beefed up. (Owners of the original IBM version can upgrade by sending \$10 and the old disks to LucasFilm Games, POB 10307, San Rafael, CA 94912.) *Dark Castle*, the arcade adventure, is out for the GS and includes over 70 digitized sounds that are enhanced by support of MDIdeas' SuperSonic card. ORIGIN's IBM *Tangled Tales* is only \$29.95. The arcade variation of *Indiana Jones's Last Crusade* is now out for Amiga, ST, C64 and IBM. The C64 and Amiga *Starflight* and C64 *Future Magic* are due by Christmas.

Hero's Quest Bugs

Stephen King found a few bugs in *Hero's*

Dear QuestBusters:

Why do people with APO and FPO addresses have to pay more for shipping on books and other items? Postal rates are the same.

Sgt. E. Bilko

Yes, but our standard shipping charges are based on sending packages via UPS, which is cheaper, faster and doesn't lose them as often, includes insurance, which costs extra at the Post Office (which also necessitates having someone stand in line for days....

Dear QuestBusters:

I'm not a great RPG player and don't like games with dictionary-size manuals. But I'm not very good at the simple graphic adventures either, I'm also addicted to game like *Cranston Manor* and *Transylvania*, and am currently stuck in *Demon's Forge* and *Death in the Caribbean*. Could you devote some space to readers such as myself?

Bryant Christenson

As the market has shifted from logical puzzle-solving games to RPGs, our coverage has naturally followed the trend. But we're still reviewing any Zork-style adventures released, and the majority of the solutions in QB are for such games. For help on older games like those you mentioned, send SASE for our Key Club list of our adventure volunteers to: Brian Smith, 3035 Montego, Plano TX 75023.

QuestBusters™

The Adventurers' Journal

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Keef the Thief: a rollicking, role-playing rocker

The irreverent sense of humor of Andy Gavin and J. Rubin, which lampoons the genre of computer RPGs every step of this quest, made *Keef* my favorite game of the year. And there's more: the program is also slickly produced, intricately illustrated, and original in concept and overall design. It was a close call between this and *Hero's Quest* for "Best Quest of the Month"—a task made even harder by the fact that both have the word "quest" in their titles. So if you like *Keef's* premise, you'll probably want to play it first, then go for *Hero's Quest*.

It's a one-character game in which you play Keef, a teenaged troublemaker tossed out of town and forced to fend for himself. Don't think that means the game won't appeal to older (ouch! that hurts!) men, though women may not appreciate the way they're depicted. Still, what do you expect from a teenaged view of life in a fantasy land? At least the sexism isn't rampant, and EA didn't stoop to lewd artwork on the package to sell the game (as CinemaWare has lately).

Anyway, back to the plot: left outside the Tri-City Area, you quickly enter the city of Same Mercon and find plenty of loot. Mini-quests galore await the intrepid adventurer, who will find a series of clever puzzles to solve while rambling around two more towns, one a police state, the

other a religious settlement. As you progress, these mini-puzzles and other events

draw you into the main quest of finding the Artifact of Mem and five other pieces of an idol that gave the former tyrant Telloc his power to rule the world. Do so, and you'll be rewarded with the title of God-King—then you can be the tyrant.

Clues as well as humor crop up in dialogue with NPCs and in various books. The Book of Swords, for example, tells of thirteen powerful swords—and the most powerful one is named Bruce. A Mermaid at the waterfall told me "I don't want to burden you with my grief, but if I don't you want be able to finish the game," before offering to sell more specific information.

Instead of relying on the standard RPG format (a 3-D graphic in one window and stats and other text in another), *Keef* unfurls a finely detailed picture of

panoramic scope. Inside the Drunk n' Dragon, for example, you see several customers and employees lounging at the bar, and the quality and style of the artwork profits hugely from these elongated panels, which give *Keef* the feel of an illustrated RPG rather than a hybrid RPG-adventure like *Hero's Quest*. Animation is limited and seen mainly during combat.

Some graphics are interactive: move the cursor over a person or thing, and it might change to a dialogue balloon, a dollar sign or another icon indicating you can talk, buy or engage in another activity there. Alternatively, a menu bar below the picture holds context-sensitive buttons (whose labels and actions change depending on the situation) that are easy to figure out and quite functional. Icons and windows are perceptively employed in the object manipulation process.

Sometimes you can use the "Other" command to perform actions available only in certain places and situations. Instead of having to fight a major battle on the bridge north of Same Mercon, you can hit "Other" and choose the "...use distance weapon" option (if you've got a bow, etc.) to win the battle with a single mouse-click

Moving around is handled uniquely. A sword sometimes indicates cardinal compass directions, with N at the top of the pommel, for example. Most of the time, however, there are no such directions. Instead, a letter such as E tells the direction you're facing; if it's east, clicking on the top part of the sword moves you forward and east rather than north. You may also click on the picture, where the cursor becomes an arrow, to move.

When exploring the jungle on this relatively confined continent, you can view your vicinity by clicking the "Map" button (it helps if you bought or stole the map!). There are only a few towns to explore, but all are well illustrated and feature-filled to compensate.

Skeletons at Twelve O'clock High

Yes, once again we get to cast and kill, but *Keef's* combat system is unique and fun to fool around with. It's reminiscent of space combat, with a radar screen

whose blips show locations of you and your antagonists. Below it, a horizontal band shows a first-person view of the monsters, though it's so narrow that you see little more than their faces. You click on the band to move in thirty-degree increments, or to advance.

You always see your Hit Point total, and a light below it changes from red to green to indicate you're ready to attack again. Once I grew comfortable with this system, I felt as if I were running around inside the combat arena, and enjoyed this

one-of-a-kind approach

more than conventional RPG presentation schemes. Trees and other obstacles frequently blocked my line of fire, forcing me to maneuver about to get a good shot. The ability to choose "Easier Monsters" and "Fewer Monsters" at almost any time is a boon for novices—or experts low on Hit Points and far from home.

Magic is also handled cleverly, though it does bring recent *Ultimas* to mind. First you buy a scroll, which offers hints as to which reagents are required for the several spells it contains. My first scroll was the Circle of Unity, with spells like Bandus Aidus and Flickus Bickus. (All the spell names parody those of typical RPGS: one kill spell is called Napus Almus.)

Continued on page five



IBM version

Type: FRPG (Funny Role-Playing Game)

Systems: IBM (512K, Tandy 16-color, Hercules, EGA, CGA, VGA, MCGA), Amiga, ST(both 512K)

Versions reviewed: Amiga and IBM

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By Shay Addams

Windwalker: welcome back, disciple

Like *Moebius*, to which it's a sequel, *Windwalker* is set in the mystical realm of Khantun. The 1985 *Moebius* was a unique game that combined martial arts action with role-playing elements in an oriental setting. Its goal was to search the realms of Earth, Air, Water and Fire to find the Orb of Celestial Harmony, thereby saving Khantun from devastation and ruin. If you recall, the Orb had been stolen by Kaimen, a disciple of Moebius who, shall we say, strayed from the one true path to enlightenment.

Once again you are called upon to save Khantun, but this time you do so by restoring the rightful emperor, Chao Ti, to the throne. Things had been pretty quiet in Khantun under his rule. However, on a recent mission to "explore" the land of Nubia, Zhurong (Chao Ti's warlord) decided to pillage the city and kidnap the Nubian king's daughter.

When he returned to Khantun, the power-hungry warlord got together with the crazed alchemist Shen Jang and conspired to overthrow Chao Ti. Now, because of Zhurong's actions, Nubia refuses to trade with Khantun, the Emperor and Empress have been imprisoned in the tower of the Celestial Palace, and Zhurong and Shen Jang are making life miserable for everyone in Khantun.

A Yen For Adventure

You begin your mission in the small fishing village of Xiang Loh, toting a mat for sleeping, some food and fifteen copper coins. By talking to the fishermen, farmers, merchants and beggars you meet in Xiang Loh, you can learn most of what you need to know to get started on your quest. For instance, you'll discover how to use incense and prayer to restore your Health, Spirit and Honor. You'll also learn that if your Honor becomes tainted (by stealing another's fishing boat, for example), the villagers suddenly become a lot less cooperative, and even the merchants refuse to deal with you.

It is important to stay on good terms with the merchants, who provide valuable information and sell most of the supplies you'll need throughout your journey. These include food, incense, elixirs, heron-quill pens, parchment and ink needed to copy scrolls, as well as maps, sextants and occasionally even fishing boats.

As you play *Windwalker*, time passes and, as in the real world you must eat and sleep regularly to remain healthy. The passage of time is marked by the movement of the sun or moon across the sky. You begin when the moon is full, but as

the days pass, the phases of the moon change, and by Day 14 the waning moon gives way to the new moon. This is bad news for the people of Khantun because the new moon ushers in nightmares, terrible storms and evil demons who possess the shrines. As part of your quest, you are required to exorcise these demons from the shrines.

Getting Your Kicks

It soon becomes apparent that not everyone in Khantun is friendly. Knife-wielding thieves and Zhurong's shuriken-throwing assassins lurk everywhere. Although it is damaging to your honor to attack these scum first, you should always be prepared to defend yourself if they attack you. If you win, your opponent usually drops something of value (such as money, food, or an elixir of health) as he flees.

The martial arts combat system is just one area that has been greatly improved compared to *Moebius*. In *Windwalker*, the figures are larger and the animation is faster, smoother and much more life-like.

While the same computer keys are used to control your fighter's movements, your sword has been replaced by a staff and you now have a

new range of movements

that includes cartwheels, handsprings, and back kicks. Best of all, with *Windwalker* the "beeps" that signaled successful blows in *Moebius* have been replaced by digitized screams and groans for that authentic martial arts sound.

In addition, there are now two combat modes—Concentration and Intuition. In Concentration mode, your opponent only

attacks in response to your moves, so you can stop to think about the best tactics to use after each exchange of blows. The Intuition mode, on the other hand, is an all-out battle that doesn't give you much time to think. The idea here is simply to let your inner spirit guide you and go with the flow.

Like *Moebius*, *Windwalker* features a training arena where you practice your martial arts.

This time, however, training isn't mandatory before you can begin the adventure. You'll also be glad to learn that the silly divination training has been eliminated. (That was the pre-quest exercise that required you to achieve enlightenment by keeping that little hyperactive Yin Yang symbol centered in the box.)

Picture This...

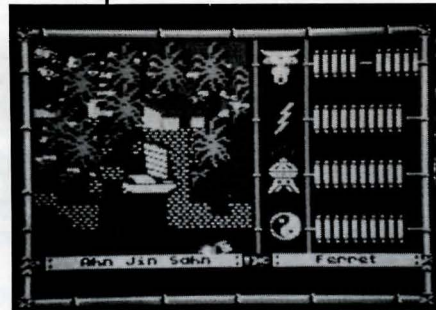
Windwalker's graphics are superior to those of *Moebius* and give the game a unique look that separates it from other RPGs. This is true not only in the combat sequences, but in the rest of the game as well. Instead of listing numerical values for character traits, *Windwalker* uses an abacus with four rows of sliding beads to represent Body, Spirit, Honor and Karma.

All characters are represented as large recognizable faces rather than small unidentifiable bodies. Trees, boats, huts and other graphic elements have been carefully drawn in an oriental style that helps maintain the mood and eastern flavor of the game. This effect is enhanced by the bamboo that frames all display screens and menus.

Speaking of menus, one of the things that always bugged me about *Moebius* (besides the giant water beetles) was that you had to master more than one dozen commands. As was typical of most RPGs at the time, you pressed V to View maps, C to Communicate with other characters, and so forth.

With *Windwalker* everything is a lot easier. To talk to another character, for example, you simply press RETURN and press a key to indicate the direction of the person. Just about everything else you'd want to do can be accomplished by pressing RETURN followed by the L key. (As with *Moebius*, L is in the center of the key cluster used for movement and direction.) This produces a menu that lists all of your belongings. To sleep, you select your mat, to eat you select food, before prayer you choose incense, etc. Other

Type: Fantasy Role-playing
Systems: Apple (128K), C64, IBM (256K; VGA, EGA, MCGA, CGA; 2 5.25" disks)
Planned conversions: Mac, Amiga (both 512K)



IBM version

By Lisa Michaels

Lisa is a Chicago-based writer, impressionist and stand-up comedienne who has appeared at the popular Second City comedy club. When not writing or doing stand-up, Lisa likes to hang out in blues clubs working on her Muddy Waters impression.

commands, such as saving games in progress or recalling saved games, are found on a separate menu that pops up when you press F1.

Similarly, when you talk to some of the other inhabitants of Khantun, a menu appears and lets you choose among information about that character, advice they might have for you, or more specific information regarding People, Places or Things. Selecting one of these will call up a sub-menu listing specific people, places, and things the character is willing to discuss. Throughout the quest, these lists expand as you interact with various characters and learn new things.

One More Ching

Windwalker is an exciting new game and a worthy addition to anyone's software library. There are, however, a couple of things you should know before handing forty bucks over to your local software dealer. First, the game is copy-protected though you can back up the disk side that contains your saved game. The IBM version can be copied to a hard disk, but you must look up a keyword in the manual to run the game. Second, like a lot of C64 role-playing games, *Windwalker* will give your magic box, er, I mean disk drive, quite a workout. Also, be prepared to swap magnetic scrolls...I mean disks, frequently. Access time is more than acceptable on other versions, especially off a hard disk with the IBM format.

Windwalker comes with the obligatory Quick Reference Card and *The Mystic Runes*, a nicely designed game manual crammed with useful information that can aid your quest. The manual also includes a bibliography of the books on oriental culture and philosophy Greg Malone and others consulted while creating *Windwalker*. In addition, the game comes with a small copy of *I Ching*, *The Book of Changes*, which shows how to create and interpret hexagrams by tossing three coins (you'd Ching too if you walked around with three coins in your pocket).

Conclusions: Fans of *Moebius* will definitely want to give *Windwalker* a shot. It provides the same blend of oriental mysticism and Bruce Lee action, yet with much improved graphics, sound, combat and control. Also, anyone looking for a unique role-playing game that won't bore you to death with the same old dungeons, dragons, swords and sorcery should give *Windwalker* a try. It's a terrific change of pace.

Skill Level: Intermediate

Protection: Program (IBM uses keywords from manual)

Price: \$39.95

Company: ORIGIN

Keef the Thief

Continued from page three

After I bought the correct reagents from the Shoppe, I clicked on "Mix" and watched a "mixing cloth" fill half the screen. Icons representing my reagents appeared on the left, and I chose some by clicking on them and hitting the "Mix" button once more. Each correctly mixed batch of reagents produces a single spell. The manual includes no list of spells, which must be discovered as you progress. One clue hints at new spells you can access after figuring out combinations for those already described.

Clues to other puzzles frequently take the form of those suggesting which reagents to use for components of the Bandus Aidus spell: you're told they relate to "a flower named for a Greek boy" and a "garden plant whose flavor is used to mask unpleasant taste," so you look for such items in the Shoppe's list. The nature of the ultimate goal is also hinted at by a poem in the manual.

If It's Not Nailed Down...

Thievery is the order of the day, and I spent my first session looting the Reagent Shoppe. City guards attack if you get caught. Win the battle, and you may earn enough gold to buy a few reagents. You can restore a game if they kill you, then resume shoplifting. And you don't have to reboot the program or waste more than a second to jump right back in with a saved game (only one per disk). That's the way it should be!

When you loot a house, its contents are erased from the disk. This also occurred in *Wasteland*, but here you see a broken door when you revisit the scene of the crime. I like seeing tangible results of my previous "work," since it reminds me I've already robbed the place. Trapped treasures in other locations became easier to steal as Keef's level increased and his Lockpicking, Disarming and Thieving skills simultaneously rose.

The game is heavy on stats, and even has a trait for Sobriety. You can pull down screens displaying your stats, abilities, inventory and so on. Levels are announced and awarded as soon as you earn enough experience points. And talking about points, there are five different scores: Treasure, Magic, Thieving, Quest and Experience. I like this, because even as inept as I am at some activities, I always managed to advance at least one score significantly in each game session.

Scores, abilities and other stats are displayed as horizontal bar charts whose values are also reported with raw numbers like 10%. Many elements are color-coded, like four lights that warn you when you're low on health and other key factors, and the color of border changes

to indicate certain situations.

Funniest Quest of the Year

For years, adventure game humor has consisted primarily of bad puns. Finally we've got one with *good* puns, like Bandus Aidus and Flickus Bickus. And the authors didn't stop with puns, for you'll meet NPCs like Gruk, who says he wants to kill you, then "me retire, get time-share condo, learn use prepositions." The authors slipped in a few personal jokes, such as when I asked Vijay the Blue what he does and he replied: "I slave long hours on my evil 386 in Princeton for my master Andy (who slaves even longer hours on his slug of a GS in Haverford) making the IBM version so we can get more evil 386s."

The Evil IBM Version

Keef requires installation regardless of whether you run it from a hard drive or floppy. This is partly due to the variety of audio/video combinations, partly because the graphics were compressed to hold down production costs.

The good news is that EA optimized the system for Tandy owners, who'll find installation takes only three-five minutes with a hard drive. The bad news is that installation requires lots of time for any other video mode. I installed the EGA version on an 8 MHz XT in about 90 minutes. The VGA version installed on an 8 MHz 80286 in a little over an hour.

Of course, the long wait is only a problem the first time you install it, and there are benefits. The VGA version is clearly superior to the Tandy and EGA (which are about the same). The resolution isn't any better, but VGA's 256 colors make a much better looking picture.

Besides the excellent graphics, there is a wide range of sound support for the rock music, which occasionally varies from scene to scene. From the lowly internal PC speaker all the way up to the impressive Roland MT-32, lots of mid-range support is available, including the CMS Game Blaster, The Ad-Lib and the Tandy three-channel chip. (This section is by Stephen King, *QB's* evil IBM reviewer.)

The Protection Scheme from Hell

Copy protection is the hairiest monster in the game. Key words are printed in that impossible-to-xerox but also impossible-to-read-without-going-blind method seen in *Indiana Jones* and *Wizardry IV*. (Game companies won't pay much attention to whining reviewers like me, but a letter-writing campaign by those of you still able to see what you're writing *might* make a difference.)

Conclusions: This one is perfect for

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Manhunter: San Francisco

I'll bet you thought you'd seen the last of the Orb invasion when you destroyed their four bases of operation in New York, didn't you? You figured mankind was safe once again, and you could return to Davenport to battle dragons and evil wizards. What do you mean no!?!

Hmm...I suppose the final scene of *Manhunter New York*, with those two space ships chasing off into the sunset, was a minor hint that a sequel might be coming. Well, I guess the surprise is spoiled, but the Orbs are back with a vengeance! This time they've taken over San Francisco.

I Left My Orb in San Francisco

Manhunter II starts right where the first game left off, with you chasing that murdering traitor, Phil Cook, in one of the Orb ships. More experienced with the controls, Phil leads you down into San Francisco, where he zigs and zags through the city's tall buildings. It's only a matter of time till you crash into one and climb dizzily out of the ship to see Phil speeding away in a fit of laughter.

Almost immediately you realize that the city by the bay is completely under the thumb of the evil Orb Alliance. At least as a Manhunter in New York, you had a chance to crumble the organization of aliens from within. Without such an advantage, can you hope to prevail here as well? Wait! What stroke of luck is this? It seems your spaceship landed on one of S.F.'s finest, and it's now a simple matter for you to take his identification and Manhunter Assignment Device (M. A. D.) and assume his identity.

Eye Ain't got No Body

You take control at this point. Alone and lonely, a stranger in a strange town, you must drive out the Orbs as you did in New York. Upon grabbing the dead Manhunter's M. A. D. you learn you have access to only three locations: the crash sight, the dead man's apartment and a bank near Chinatown.

By Stephen King

Stephen is 36 and resides in Riverside, California, where he and his wife Kathleen raise Doberman Pinschers. He has been involved with videogames since the early '70s, with computer games since '78, and is currently organizing all the other Stephen Kings in hopes of taking over the world.

The game is seen in three different modes. First you observe yourself stumbling out of the broken ship. This third-person view pops up from time to time in situations that are easier or more entertaining to portray with your character onscreen.

Then there's the helicopter view of the city that's seen when you're examining the M. A. D. device. Here you view an authentic street map of San Francisco (ironically enough, they're showing similar maps on network news as I write this review the day after the big 'quake). Certain spots are marked to indicate places it's possible to visit, and a red X marks your current location.

Eye Spy

Then there is the first-person view, through the eyes of your Manhunter. This will be the most common perspective. Regardless of the view, a small blue and red icon will be seen floating on it. This can be moved with the arrow keys or joystick. As the marker moves around, a variety of things may happen.

If it changes to a question mark, you know to look at the bottom of the screen for text explaining an important item or condition, such as a locked

door. If a miniature magnifying glass appears, that means there is a close-up and a crucial piece of information. Sometimes the icon changes to an image of a grasping hand, which means you've found something you can pick up. Or an arrow might pop up to indicate you can travel to a nearby area for further exploration.

It is important to make sure you move the icon around the entire screen in every scene. Otherwise it's easy to miss an important clue, or maybe never get an item necessary to complete the game.

It's a M. A. D. M. A. D. World

After exploring all current possibilities, you can use the M.A.D. to expand your horizons. Unlike the first *Manhunter* game, you no longer get to keep personal notes with M. A. D., so you should probably have a scratch pad handy to jot down

special information and draw simple maps and diagrams.

There are two options you can explore with your Manhunter Assignment Device. One is to enter the name of a suspect to get details, such as a current address. The first name you can do this with is a "gimme," for it is provided by the ID card of the Manhunter you flattened. After this you'll need to pay close attention to clues, some of which are extremely subtle. Usually you have to piece together a first name found in one location with a last name found elsewhere.

The second selection on the M. A. D. menu is "tracker," which displays the scene of a crime. The presumed criminal will be tagged

by the computer, which follows him until it can no longer do so. Many times the suspect will come into contact with other people. At these junctions you can tag the other person, thus gaining access to more of the city. It is important to make sure that you tag every person you can. Each one usually leads to at least one extra scene you can visit, and possibly to important clues.

Pac-man Revisited

Most of the locations are unanimated illustrations, but you must frequently make your way through mini-arcade segments, each different from the previous mini-game. In one you have to wind your way through a warehouse of stacked crates, avoiding the killer robots standing guard. In another, you must spin your way through a fountain to find a secret underground entrance, while avoiding a drain intent on sucking you to death.

These little sequences are necessary to break up the tension. If you get killed (*if, he says...*), it will likely be during one of these segments, whereupon you'll automatically be backed up to the move just before you died and given another chance. If you're like me, you'll probably play most of them until you are frothing at the mouth in frustration. Just about that time, you'll notice some little detail that makes the scene incredibly easy, yet makes you feel like an idiot at the same time. For people who get too frustrated, each arcade game can be set to hard, medium or easy, with hard as the default. You may want to save your game periodically on a few of the longer ones.

Eye yam what eye yam

Developed out-of-house by Dave, Barry and Dee Dee Murry—the authors of *Ancient Art of War—Manhunter II* does



IBM version

Type: Graphic Adventure
Systems: ST, IBM (256K required, hard drive is highly recommended)
Planned conversions: Amiga, Mac, GS, Apple e/c
Version reviewed: IBM

Continued on page fourteen

Axe of Rage

Finally there's a game for the truly bloodthirsty barbarian in all of us. I know a lot of role-playing games have been called "hack 'n' slash" by reviewers, but *Axe of Rage* takes the phrase literally. This is the first game I've seen that features severed limbs and decapitations—in other words, I like it!

Back in the Pre-Industry Age, man was a savage race, living in huts, fighting constantly, killing mercilessly, grunting unintelligently and attending pro-wrestling matches. (Ok, so I made up the last part.) Then one day man began to evolve. He developed fire, the wheel, the lever and other simple machines.

Mankind was becoming smarter. This upset an evil wizard named Drax—yes, they existed even way back then—who wanted mankind to remain nice and stupid, which made people easier for him to control. He tested his de-evolution spell on a barbarian named Gorth, who promptly started making monosyllabic noises and grunts (much like Stallone in *Rambo*). This upset Gorth's wife Mariana, who now had a violent dunderhead for a husband. Between the two of them, they determined to defeat Drax before all mankind was forced to start all over at the bottom of the food chain.

In *Axe of Rage* you may play either Gorth or Mariana's role. Both are dressed in the costumes that were all the rage back then, wearing loincloths and wielding large bladed weapons. Your mission is to traverse four levels of nightmarish horrors on your way to Drax's Subterranean

Sanctum. You have six lives, represented by a "life bar" at the top of the screen. With every hit Drax and his minions land, your life bar diminishes. When it runs out, life number two begins. Also at the top of the bar is the monster's life bar, which enables you to judge just how many more times you'll have to strike the creature to put him away.

The game is joystick-operated and reasonably easy to master. By pressing the button and moving the stick, you choose one of the various offensive hacks to deliver. With the button released, you can run, turn around, walk and run through the game's many archways. One complaint here: pushing forward doesn't let you enter one of the archways on the back walls, but instead causes you to start running faster in the direction you're facing.

To enter an arch, you must pull *back* on the stick. I've been beaten often because of this: I'm trying to make a get-away through an arch, only to inadvertently charge into the beast I'm trying to avoid! If these two directions were reversed, I'm sure it would've been easier on us. This is a minor complaint, though as the character responds nicely to commands without hesitation.

Throughout the caves are the many creatures I've never before seen in a game—and never want to see again! Mutant Chickens, Lardosaurus, Pith-Doff Cavemen and even the Gargantuan Phlegm Launcher are here to hassle you. I haven't seen creatures like this since the last *Godzilla* Film Festival!

But as goofy as these creatures sound, they're the most deadly I've encountered in all my action-adventuring days. With every hit they take, blood squirts out in quantities copious enough to make you want to throw up all over the keyboard. And you can even chop off their arms and legs! You can...well, you get the idea—this game is gory!

And by the same token, the monsters can inflict similar damage on you. Once my head was torn off and consumed before my body could fall to the ground! I just sat and *stared* at the screen, not believing my fate. Though it was "neat" to see something like this,

it was also unsettling to see myself mangled and devoured onscreen! This is one game that doesn't believe in "glancing blows."

Mapping is a real chore. Most rooms have three exits, one on each side of the screen and one through an arch in the

By Tim Snider

Tim is a 22-year-old senior at Ohio State University, majoring in broadcast journalism. His hobbies include comedic acting, games of all kinds and turning a fast buck. Turn-ons: chocolate, writing for QB and defeating Evil Wizards. Turn-offs: rainy days, Madonna and stewed prunes. Tim hopes to be the first man in history to go over Niagra Falls in a Volkswagen Rabbit.

back. This gets really confusing compared to a standard box room with one to four exits. Once you leave a level through one of the exits, you can't go back to pick up something you forgot.

Also, it's very, very easy to get totally lost here. The designers put a sword at the bottom of the screen, and it rotates and points to north in each scene. This makes things even more confusing, because if you run through an arch to the west, you might end up facing north. Only the "barbarian compass" at the bottom can help

you keep your bearings straight. I found this just a bit of a hassle, but it can be managed with little difficulty. Trouble is, I enjoy *no* difficulty.

Littered throughout the cave are little tokens and items that give you extra lives, more defensive power, and so on. Underground obstacles that must be traversed include lava rivers, dripping pools of gore and cave crud. These are just more little touches that help flesh out the game while making it even deadlier.

Graphics are nice. From the buzzards that circle overhead to the hair fluttering on the head on a stake in the background, every fine point pays off. And let's not forget the fight scenes. I promise you won't see scenes like this in any other game available. Sound is all but nonexistent, except for the hacking and chopping noises your axe makes as it turns most of the baddies into Gainesburger.

Conclusions: As it says on the box, "this game is not for the squeamish" Though it does have a goal—to axe the evil wizard Drax—most people will want this game strictly to enjoy its pure hack 'n' slash mindlessness. If, while reading this review, you thought "Oooh...ick!", then it's not for you. But if you salivated and drooling, thinking "Oooh...yeah!", then you'll have as much fun as I did. [Since Epyx is going through some changes right now, get this one *now* if you want it.]

Skill Level: Novice

Protection: Program

Price: C64, \$33.95; IBM, \$39.95; others, \$49.95

Company: Epyx



Axe me no questions...

Type: Action Adventure
Systems: Amiga, ST, C64, IBM
Version reviewed: C64

Walkthrough: Hillsfar

This is an unverified solution. If you find an anomaly or have combat tips to offer, send them to Duffy (he's around here *somewhere*).

General Tips

All characters will eventually have to fight in the Arena, so try to get them all up to 18 Strength and as many Hit Points as possible. Before picking a lock, look at the last tumbler; if it's flat or slightly slanted, you can't pick it, so press "E" to exit. Shooting a bird at the Archery Range is worth 500 points; hitting a mouse that's still is worth 2,000. If a place is closed when you visit, go to the Guild and rest till it opens. When told to listen (or do something else), do so till you get information on your quest. Since exits to the mazes and item found inside are randomized, no maps are provided here.

Arena Battles

When fighting an Orc, wait till it's about to attack (quickly count to three or four), then start in with right attacks. Against a Minotaur, keep attacking to avoid being hit. It's easiest to hit him after he's hit you once. When a Lizard Man sticks his tongue out, attack the side to which it was pointing and use alternating attacks. Against a Knight, don't wait or you'll be hit. Attack left, then right, then repeat, and you'll start hitting him.

The Fighter Quests

Joining the Guild

Enter the Fighters' Guild, where the Guild Master tells what you need to prove yourself in Archery and become a member. At the Range, shoot till Tanna tells you to return to the Guild. Return and you'll be told to fight in the Arena. Win two battles, then return to the Guild with 150 gold pieces to join.

Looking for Documents

The Guild Master sends you to recover some documents at the Cemetery. Search there for the Fighter's possessions. Then visit the Jail and search till you find the documents; go to the Guild for a reward.

Solving a Murder

After the Guild Master tells you to find out about a murder, stand outside the Castle doors and search. Go to the Rat's Nest Pub and listen to gossip to learn about Jared. Enter the Sewers and search for a beggar, who'll give you information. Fight twice at the Arena for more info. Ride to the Hermit's Place and search for a Wanted Poster. Ride back to Hillsfar, go to the Rat's Nest Pub and buy

a drink for the Barmaid (if this doesn't work, give her gold for info). Go the Haunted Mansion and search the walls for a secret door. Then search the treasure rooms for Jared and answer yes to help him. At the Bugbear Cave Pub, buy the Barmaid a drink and answer yes. Ride to the Trading Post and talk to the Trader, then go to the Guild for a reward.

Solving a Kidnapping

After talking to the Guild Master, stand in front of the house at 2W, 1N of the Stables and search. Search the Cemetery for a tombstone with flowers beside it. Ride to the Big Tree and search for a chest with a body in it. Return to Hillsfar and shoot at the Archery Range till you ask Tanna about slings. Go to the Guild and talk to the Master. Fight at the Arena till Smasher talks to you (about three battles). Listen to gossip at the Dragon's Lair Pub. Go to the Healer Shop and talk to the owner. Ride to the Rock Quarry and search for the girl's bonnet. Go to the Guild and talk to the Master. Listen to gossip at the Dragon's Lair Pub and return to the Guild. Ride to the Ruins and search for Arlana. Return her to the Guild for the final reward.

Magic-User Quests

The Squid

At the Mages' Guild, talk to the Master and he'll send you out for some Squid Sepia. Ride to the Trading Post and talk to the Trader. Ride to the Dead Dragon and search for a squid. Return to Hillsfar and enter the Magic Shop. Talk to the Mage. Ride to the Dead Dragon and search for the squid (it won't be in the same place). Return to Hillsfar. Enter the Hydra's Den Pub and listen to gossip. Ride to the Trading Post and talk to the Trader. Go to Hillsfar and talk to the Mage in the Magic Shop, then go to the Guild for your reward.

The Evil Magic Book

After speaking with the Guild Master, ride to the Trading Post and talk to the Trader. Go to Hillsfar and talk to the owner of the Book Store. Walk to the Magic Shop and talk to the Mage. Shoot at the Archery Range till Tanna tells you about Eclipse. Listen to gossip at the Hydra's Den Pub. Ride to the Ruins and search for Eclipse's Gold Pennant. Continue searching till you remember Eclipse spends time at the Hydra's Den Pub. Ride to Hillsfar and go to the Hydra's Den Pub. Charm the Barmaid. When you have 500 gold, go to Dragon's

Lair Pub and listen to gossip. Return to Mages' Guild with the Book for your reward.

Diana's Quests

In the Mages' Guild, you'll become tired. Rest, and you'll have a strange dream. Go to the Book Store at 6 PM and search for a strange pick. Ride to the Rock Quarry and search for the Quarry Master; you'll have another strange dream from Diana, about the Three Honors. Ride to Hillsfar and shoot at the Archery Range till Tanna gives you the first Honor. Ride to the Wizard's Labyrinth and search for a bottle of Elixir; you'll have another dream. Ride to Hillsfar and search the Mage's Tower for a secret door in the walls. Search the treasure rooms for the chest with the Good Spirit in it, who'll give you the second Honor. Ride to the Hermit's Place and search it for the third bottle of Elixir. Ride to Hillsfar (save the game here) and go to the Arena. Fight till you beat Taurus the Minotaur (the sixth fight). Diana appears and talks to you. Go to the Mages' Guild and talk to the Master. At the Rat's Nest Pub, buy the Barmaid a drink. Search the Haunted House for a secret door in the walls. Search the treasure rooms for the Mirror and break it to free the daughters. Return to the Mages' Guild for the final reward.

Thieve's Quests

The Poison Fungus Among Us

Talk to the Guild Master, then go to the Magic Shop and talk to the Mage. Enter the Sewers in the southwest part of town and search for the Fungus. At the Guild, talk to the Master, who now wants a Potion. Ride to the Hermit's Place and search for the Misty White Potion, then go to the Guild for your reward.

That Magic Amulet

Talk to the Guild Master, then listen to gossip at the Bugbear Cave Pub. Search the Sewers in the northwest part of town for a piece of paper. Go to the Dragon's Lair Pub and listen to gossip. Ride to the Hut and search for a Scroll. Return to Hillsfar and go to the Rat's Nest Pub. Pick the Cellar Door, then give the Barmaid gold for info. Search the northwest Sewers for a Thieve's body and the Chain. Go the Guild for a partial reward, then search the Temple of Tempus for a secret door in the walls. Search the treasure rooms for the Amulet, which is promptly stolen from you. Go to the Healer Shop and talk to the owner. Ride to the Hermit's Place and search for the Hermit's Diary. Ride to the Rock Quarry

By Kirk Austin

and search for a lockpick. Ride back to Hillsfar and pick the lock on the Castle door. Search for a secret door in the walls, then search the treasure rooms for the Amulet. Return to the Guild for the reward.

The Rival Thieves' Guild

After the Master tells you about the other Guild, talk to the Mage at the Magic Shop. Return when it closes and break in. Search for a broken lockpick with a wolf's head engraved in it. Go to the Bugbear Cave and listen to gossip. Ride to the Trading Post and talk to the Trader. Return to Hillsfar and listen to gossip at the Rat's Nest Pub. Fight at the Arena till you beat Otis the Orc (the fifth battle) and he talks to you. Go to the Bugbear Cave and hide in shadows till another Thief talks to you. Shoot at the Archery Range till Tanna talks to you. Stand outside the Temple of Tempus and search at midnight. Search the Mage's Tower for a secret door to the treasure rooms, then search them for the Book of Arcane Lore. Face the door across from the Dragon's Lair Pub at 4 AM and search. At the Thieves' Guild, talk to the Master. Listen to gossip at the Bugbear Cave Pub. Ride to the Dead Dragon and search for the claw pick. Ride to Hillsfar, face the door across from the Dragon's Lair Pub and search. Return to the Guild for your final reward.

Clerics' Quests

The Holy Scriptures

Talk to the Master, then ride to the Trading Post and talk to the Trader. Ride to the Big Tree and search for the Acolyte. Return the Acolyte to the Clerics' Guild and talk to the Master. Ride to the Trading Post and talk to the Trader. Ride to the Hermit's Place and search for the Scriptures. Return to the Cleric's Guild for a reward.

The Magical Incense

Talk to the Master, then search the Sewers for the Thief. Answer no to turning him in. Listen to gossip at the Dragon's Lair Pub. Search the Haunted Mansion for a secret door in the walls. Search the treasure rooms for the note. Ride to the Hut and search for the Old Man, who'll tell you about the Evil Cleric. Ride to the Ruins and search for the Incense, then return it to the Guild for a reward.

Dalma's Body

Stand outside the Clerics' Guild and search for a message. Enter and talk to the High Priest. Answer yes to donate 50 gold. Search the Mage's Tower for a secret door. Search the treasure room for the silver wand with blue runes. At the Guild, talk to the High Priest. Stand outside the Guild and search for another message. Go to the Rat's Nest Pub be-

Sword of Aragon

The Duke of Aragon is dead—killed by an evil enchantment cast by some hideous deity when plundering Orcan armies raided his village. He'd planned to create a unified and prosperous Aragon Empire where people would be free from the fears of such creatures. Unfortunately, he never lived to see his dream fulfilled. As the Duke's only heir, it's up to you to build the empire of which your father dreamed.

Aragon puts you in charge of more than just a small band of hearty adventurers—you will command entire armies in battle and govern your territories. So

Type: Fantasy role-playing wargame
System: IBM (384K required)
Planned conversions: C64, Amiga
Version reviewed: IBM

By Bob Guerra

Bob is a struggling freelance writer and frustrated MIDI musician who lives in a small waterfront condo in Boston with his wife, three children and four computers. The Boston Department of Youth Services is currently investigating allegations that Bob offered to trade all three children for the Zork Trilogy in a recent Swap Shop ad.

tween 6 PM-8 PM and listen to gossip. Rest one day, then return and listen to gossip again. Talk to the High Priest at the Guild, then ride to the Rock Quarry and search for Dalma's body. Ride to Hillsfar and search the Haunted Mansion for a secret door. Search the treasure room for the ring. Return to the Guild for the final reward.

Buildings and Places

These numbers correspond to those on the map on the game manual:

- 1: Jail
 - 2: Dragon's Lair Pub
 - 3: NW Sewers
 - 4: Fighters' Guild
 - 5: Bank
 - 6: Rat's Nest Pub
 - 7: Magic Shop
 - 8: Archery Range
 - 9: Cemetery
 - 10: Hydra's Den Pub
 - 11: Temple of Tempus/Clerics' Guild
 - 12: Magic Shop
 - 13: Mages' Guild
 - 14: Healer Shop
 - 15: Healer Shop
 - 16: Haunted Mansion
 - 17: Mage's Tower
 - 18: E-NE Sewer
 - 19: Book Store
 - 20: SE Sewer
- Sewer: SE Sewer

even though the game includes many of the trappings of conventional RPGs—Orcs, spells, character classes and so on—you must also deal with the problems of raising and commanding an army and maintaining a healthy economy in your lands.

First you choose your character's class: Knight, Warrior, Ranger, Mage or Priest. (Only the last three can cast spells.) Then you put an army together, either by selecting your own units, or by having the computer provide a standard unit set-up based on your class. There are five unit types from which to choose: Infantry, Mounted Infantry, Bowman, Mounted Bowmen and Cavalry. Each type's advantages and disadvantages, along with similar information on charac-

Continued on page fifteen

Recipe for Adventure!



Ingredients:

- 1 Two-toed Toad
- 1 Fire-belching Devil
- 1 Hungry Ogre
- 1 Evil Witch
- 1 Book of Black Recipes

Mix well with on-screen help and an easy-to-use parser, and you get.

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Time and Magik: the British finally get one right!

From a designer's viewpoint, the text adventure must be one of the hardest games to write. Consider the problem: you must devise a flexible game within what seems to be a very linear-oriented format, and that game must be not only challenging but also logical and, above all, enjoyable.

Designed by Level 9, one of England's most renowned adventure game companies, *Time and Magik* not only succeeds in all of the above, but also rates in the top five games of its genre. The game exhibits a logically-oriented challenge to the players intellect, and the text presents the story line in a clear, concise and attractive format that makes it a pleasure to play.

Three Quests for the Price of One

The overall format of the package is similar to *Jewels of Darkness* and several other recent releases: several mini-adventures combined with a unifying theme that provides a logical progression from adventure to adventure. As in most text games, you are put into the persona of the Anonymous Adventurer who guides a nameless character through the maze/cavern/tower/what-have-you. The puzzles are of the typical "OK, how do I get around the _____." (fill in the blank with wooly mammoth, twisty tunnels that look alike, etc.) variety. However, the quality descriptions of the surroundings are good enough to make even these simple setbacks enjoyable.

Also typical is the *Zork*-like lack of sound effects, a true shame when you consider the virtually symphonic sound capabilities of modern hardware. However, the parser more than compensates for this drawback. Parsing is near state-of-the-art and is very good at recognizing parts of speech. The command "look handle," for example, gives you a general description of the surroundings, just as if you had only typed "look." But inputting "look at the handle" rewards you with a detailed description of the object.

Points are accumulated in different ways for each module. In module two, *Red Moon*, you get points plus a descriptive title: "You have 50 out of a possible 1000 points and are a whinging Nacod." (Personally, I don't want to know what a Nacod is, and I'm pretty sure I've never whinged in my entire life.....) The *Prince of Magik* section uses a declining-scale Sanity score very similar to Chaosium's popular non-computer RPG *Call of Cthulhu*, inspired by H. P. Lovecraft's stories of the same name. As you see

things that are way out of the ordinary, or as you learn spells, you slowly go insane.

Mac graphics are clean and sharp, and from the package's screen shots, other versions feature good color. But on the Mac, however, it seems the software uses the second-page of graphics for illustrations. This is fine if you're using an older Mac, but on the newer models (SE or Mac II), you get a System error and have to play using the text window alone. It won't work at all on a full-page display monitor.

The first scenario, *Lords of Time*, starts off in a room with only one exit (Ok, so its a little linear.) After you examine all the objects in the room, an old, wizened figure appears and introduces himself as Father Time. He says: "You have been chosen...to aid in the defence of history against the evil Timelords (Holy Tardis, Doctor! At least they didn't name one of them The Master!). They are nine in number, and all their will and power is bent to mould time for their own vile ends. Your task is to collect nine critical objects from Earth's history—each is marked with the Holy Hourglass—and place them in the cauldron at the end of time."

The second scenario, *Red Moon*, picks up from the first and lays groundwork for the third. In the parallel realm of Baskalos, the arcane arts mirror our technology. The Red Moon Crystal was the sole active source of Magik, so its theft was a potential disaster for the history of both worlds. And guess who has to recover it?

The final scenario, *The Price of Magik*, is my favorite. The Red Moon Crystal was recovered and guarded for eons, gaining intensity during this time. But its power proved too great a temptation for a magician named Muglar. Thinking to have eternal life, he stole the crystal and locked himself away. One last hero must

By Bruce E. Wiley

When he isn't too busy playing adventure games and writing about them for QuestBusters, Bruce is either 1) working as one of the management staff of the largest indoor theater complex in Arizona, 2) working on his own computer projects, or 3) married to his wife, Peggy.

defeat this final threat to history and recover the crystal, "even if it means paying the Price of Magik."

Conclusions: I was impressed by the quality of this game. Its clear, intelligent prose was exemplary, the care with which the three scenarios were tied together was truly well thought out, and the presentation of a text adventure of this caliber was impressive.

You get a short story for each module, and the clue book is included, more factors that make *Time and Magik* a game I can easily recommend to anyone fond of intelligent, well executed games.



The Price of Magik

Skill Level: Intermediate to Advanced
Protection: Program
Price: C64, \$25; others, \$35
Company: Level 9/Datasoft

Keef the Thief

Continued from page five

those who love to loot and kill, a refreshing change of pace for anyone who felt *Ultima IV* took the fun out of being a Thief. Crime pays extremely well here—and is a lot of fun to boot. *Keef* is also highly recommended for those who'd like to explore a *National Lampoon*-style fantasy world.

Skill Level: Intermediate
Protection: "Look what happened to Ray Charles" Keyword
Price: IBM, \$40; others, \$50
Company: Naughty Dog/EA

Adventure Hotline

Continued from page two

Quest after the review was done. It may crash if you use the Shift/Click option in the Meep Grove or type into the parser while animation accompanies a message balloon (just hit the Enter key before typing when such a balloon appears). Another avoidable bug prevents you from using the secret passage in the brigand leader's office when using the "High Speed Hero" option or if running. Return the hero to a normal walking state, and you will have no problem.

Might & Magic II Cluebook
New World Computing did a slick job with the \$12.95 book, providing 111 pages of excellent maps and information.

Type: Graphic Adventures
Systems: Mac, Amiga, C64
Version reviewed: Mac

Hero's Quest

Continued from page one

bones and dining with new friends, and even a local chapter of the Thieve's Guild can be found.

The 3-D Adventure that Isn't

On the surface, *Hero's Quest* looks a lot like the other Sierra 3-D adventures, but it's far more complex. In fact, some of the programmers said that it was easily Sierra's toughest project to date.

Chief designers Corie and Lori Cole have been involved with role-playing games all the way back to the days of paper and pencil. The husband and wife team suggest that adventure games on computers have become fragmented into two separate types. On one hand, there are adventures that usually involve puzzles but are weak in personal combat. Then there are the RPGs, which can be quite light on nourishment for the mind but heavy on monster-bashing.

Any *D & D* campaigner will tell you that computer games just don't offer the full range of experience that a good "paper, pen and dice" adventure presents. This one is intended to merge the fragments back into the whole. While it is still difficult to provide the sheer variety of a good *D & D* crusade, *Hero's Quest* melds familiar components into a completely new and remarkable type of game.

For belligerent types, there are lots of wandering monsters and other bad guys. As your abilities grow, random encounters increase. But this adventure is not all hack and slash. One play tester got through the entire game without snuffing a single life.

What You See & What You Get

Our window into the hero's universe is a third-person side view like most of the 3-D series. In combat and a few special instances, it shifts to first-person.

Your character's movements can be directly controlled with the arrow keys or joystick. Using the mouse, you can point and click on an area of the screen and lead him to it if there are no obstacles enroute. When you walk off the screen, or do something that requires a response from the game, the pointer changes to a little dragon's head.

You can also use the mouse to identify objects by reading a brief description is displayed. Just for kicks, a sarcastic com-

ment may appear if you click on an area that has no definition. Certain control keys will be used by all players to call up a menu of options or directly access your inventory or personal statistics.

Viva la Difference

So what makes this different from other Sierra adventures, you may be wondering? Well, to start with, you have that base choice of three player types and combinations thereof. Personal attribute points are not solely dependent on continually amassing generic experience points: just as in real life, you must practice anything at which you wish to excel.

For example, you might not be able to climb anything at all when the game begins. But with each try, your practice is rewarded by an increase in skill. Soon you'll be climbing trees, walls, even partially up the face of certain cliffs. Be advised, however, that climbing is a Thief skill. While Fighters and Mages can increase their competence, both will need much more practice than a Thief to achieve the same result.

With certain skills, even training can be dangerous. Combat moves like dodge and parry, and even your basic weapons skill must be increased by fighting. Luckily, the Master at Arms from the castle will happily hone your abilities without hurting you too much.

Similarly, there is a target set up next to the town wall for knife throwing practice. If you get really good, maybe you'll want to take on the head of the Thieve's Guild in a game of Dag-Nab-It. Not only will this increase your throwing skill, but a win could also do the same for the size of your purse.

For Magic-users, there is the Wizard's Maze, a favorite of Erasmus, the local hotshot and incorrigible jokester. This is sort of like *Marble Madness* with some extra obstacles thrown in. You and Erasmus face off, taking control of little mouse-like creatures. You advance their progress by altering the size of their bodies and moving parts of the maze to accommodate them. Playing the game sharpens your Magic ability, and if you win it, you get an extra spell.

The Plot Thickens

Hero's Quest also stands out because of the many interesting twists and turns in the plot. I don't want to spoil the surprise for anyone, so I'll just say that at least two of the tasks laid out for you on the bulletin board of the Adventurers Guild are mutually exclusive.

The usual Sierra humor abounds, of course. One of my favorites is the little

John Travolta riff your hero does after dancing for the fairies. Then there is the way Erasmus and your character sit at high tea and look expectantly at you as you prepare to type in your questions.

The end game is interesting. Not only do the inhabitants of the entire valley come out to congratulate you, but most of Sierra's programming staff is also there. And there are laughs right to the bitter end, when a rogue programming bug jumps out to bite you even as the credits finish rolling.

Please Stand By

You may notice that the parser responds a bit slowly in some places. This is because, in an attempt to catch every reasonable word the player might try, the synonym vocabulary was greatly expanded.

Indeed, the whole game runs anywhere from a tad sluggish to frustratingly torpid on screens with heavy spot animation. This problem is only evident on stock PC models, though. Any fast PC- or AT-class machine should play well within a reasonable speed range. If you aren't lucky enough to have one of these machines, installing the game in CGA mode will help considerably—but at a high cost in special effects.

As usual, the graphics range from very good to stunning, and the animation is more realistic than ever. Until you've fully explored the lush forest's boundaries, you almost get the feeling it goes on forever in a series of different screens. From the snowcapped mountains in the west to the colorful splendor of Spielberg, you are sure to find plenty of material for your viewing pleasure.

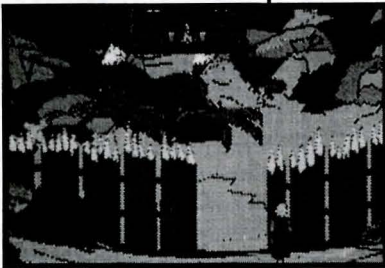
And there's obviously plenty of plot material: *Hero's Quest* is the first of a four-part series. Part two will let you import your character into an Arabian Night setting tentatively called *Trial By Fire*.

At the Sound of the Tone

Your ears are in for another treat as well. In addition to the stock sound of the PC and Tandy three-channel, there is continuing support for a growing number of add-on products.

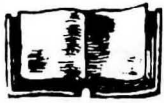
The SCI series has maintained configurability for the IBM Midi, the Ad-Lib and the Roland MT-32. Now there are drivers for four additional Roland systems, including the MT-100, LAPC-1, CM-32L and CM-64. There are also drivers for the Yamaha FB01, the CMS Game Blaster, and the Casio CSM-1 with the MT-540 or CT-460 keyboards.

While I was not able to test all the possibilities, I did listen to five. The Roland MT-32 remains the Cadillac, with a



IBM version

Continued on page fourteen



Keys to the Kingdoms



Hero's Quest

Thief: for Guild password, go down alley next to Tavern at night. Give Thief sign. Give Thief magic skill. Formula for dispel magic potion: acorn (from Eszbe), Green Fur (hsffo nffq), Flying water (xbufsgbmm), Fairy Dust (fairies at mushroom ring), Flowers (Fsbob't Qfbdf). Take all to Healer. To pass thru BabaYaga's, get glowing gem by giving 50 apples to giant ice warrior.

Noel Baur

Keef the Thief

Steal as many reagents as possible early on, because you need to cast lots of spells and it boosts your Thief skill. Get Flower of Mem for Shoppe & give to Qsjoftt in Same Mercon so you can explore castle & loot treasury. For the 12th reagent, go to tree in far SW corner of map and steal Eggs, vital in high level spells. (You can return for more.) For scrolls: cast Ivwjvt Wbdvvnvt in Libraries in Al Handrata's Hut & 3rd floor of Tel Hande. At final locked door on level 6 of Tel Empor ruins, don't pick lock by hand—cast Dranus Lique. For a risqué treat, mix Nudus Bunsus spell (Black Pearl, Narcissus Root, Rhino Horn) & cast in Pink Dragon.

Walt Mueller

Space Rogue

Play live in the Cantinas for credits. It costs one credit to play, but you get eight if you survive four rounds, sixteen for five rounds, 24 for six, and so on. To get a Stealth Box for your ship, go to the Micon I Outpost and talk to Sir Eld, do the favor, get the Statuette, take it to Orellian at Hiathra and return to Sir Eld, who'll give you the Box. A good trading strategy is to buy hi-tech goods (RAM chips, Supercomputers, videogames) at Hiathra and sell at Gryphon, then buy Dilithium, Titanium or Radioactives and sell at Hiathra for lots of credits.

Grant Kushida

Fire King

Fill your pockets with different items (especially Bombs, Supershots, Keys and Death Spells) from the Store and Guild before entering the dungeon. The dungeon's three entrances are beside the stairs, in the Treasury and in the water in the Town Square. Get all relics. When you get to the njssps and the jewel, go to the Death Beast on the fourth level. Use the njssps to deflect his death bolts. When you reach the pedestal, put the Jewel on it and make the Death Beast hit it so it will explode. Then deflect his

bolts back at him to slay the Beast. Write down *all* clues. To enter the Store's back room, go to the second Thieves' Guild Training Room. Ring the bell (use the Spider Room), and secret tunnel appears.

Robert Grossi

Manhunter: San Francisco

Control Room (Hell) in Castle: Close all gates. Press robot button. Move all Robots to lowest center square. Press Slave button. Move all Slaves into Slavery. Press Lava button. Open the gate on the bottom right to flood Robots. Open the bottom center gate to flood Cable Car Barn. Open gate next to lava in the center of the second row down. Watch the Pyramid and Coit Tower flood. Move all the Slaves to Hell (where you are). (To reach the Control Room, land the balloon from Alcatraz on Julius Castle.)

James Tan

Demon's Winter

Very few items found in the Wilderness are actually valuable, and those are magical ones. To determine if it's magical, you must have an Elf. Try giving the item to someone who can't carry any more. Each time you try this, your Elf has a 50% chance of determining if it's magical. Do this two-three times and drop it if it's not magical. An excellent end-game party: Ranger, Barbarian, Sorcerer, Monk, Wizard.

Robert Breezley

Dungeon Master

Use ipso pg gfb to scare away blue jelly squelchy things on level eleven. Save copper coins; you'll want them later. Pof tufq up uif mfgu of the riddle "when is rock not rock" is the answer to the riddle: btfdsfu epps.

Dennis Owens

Level One: Practice wielding weapons and spellcasting here. Conserve water and food, which are scarce on lower levels. Don't carry torches; use Torch spell. Always hit and run when attacked. **Level Two:** Cast Lo Zo to open door, then throw something at the plate behind it. **Level Three:** Time is of the essence here. Hit and run 4 left, 2 forward. Pull the trigger on the wall, go up to the force field and throw something into it. **The Vault:** see Level Two tip. **Chamber of the Guardians:** When you see a chest behind a door, press the button to the left of the door. The chest teleports to another room, so keep following it and pressing the button to the left of the room it's in till it's teleported out. Use mirror on wall

in immediate area to open secret room.

David Hua

The Kristal

To boost Strength, defeat the Pirates found on other planets. You can also buy food and use it to increase Strength. All food provides the same amount of Strength, so buy it at Zapminola, where it's cheapest. Buy the MultiPep Tablets from Polly in Zapminola, as it's cheaper to increase Strength even more. To increase Psychic Points, give donations to the needy, get the Psychisorber from Hmztub and eat the chocolate Skringles found on Nvsvwjb. Get money from the Kring on Novala and Mervin and Strell on Zapminola (say "can you lend me some Skringles?" to Strell). To get the Sword of Feltina, you must have the Pommel (from the armless beggar: donate twice to him), as well as the HeatPro Tabs from your room in Zapminola (use the key found in a random location but often just outside Novala. The Princess will give you a valuable item if you're nice to her, and Nedrod gives you a Talisman (used to get the chocolate Skringles).

Andrew Phang

Legend of Blacksilver

To enter Citadel, use rope & pulley (storming gear). In Citadel, walk on the floor with flashing tiles only when they're blue. The Jester's Lute is in Ubshbt Njof, level 6; then you can use the transporter in the Citadel. When advanced enough to buy a boat, a greeting from the Boat Seller appears as you enter any town. Don't win more than \$1,000 gambling, or you'll have to fight your way out of town. Singing Crystal needed to complete 1st quest in under the Pxm ufnqmf. "Old Gold"

Might and Magic II

To raise attributes deemed too low, wait till the Circus (B2: 14, 4) starts (from days 140-170). Play some games and win a few Cupie Dolls. Give one to the man at D3: 7, 13). Go to the Inner Limits Pool at E1: 10, 12 and bathe in it. Fly back to B2 and go to the Circus. Play the game whose corresponding attribute you wish to raise. The process *must* be repeated in order to gain points in other attributes. **The Four Talons** are found on their corresponding planes: Earth (8, 8), Fire (4, 4), Air (11, 7) and Water (10, 10). The get them, you need the corresponding discs from Castle Xabran. At (13, 6) in the Dragon's Cave, you get a Titan's Pike +7, Ancient Bow +7 and a Photon Blad +7. At (13, 10) in the same cave, you get

Gold Armor, a Gold Helm and a Gold Shield +7.

No Name Provided

In Square Lake Dungeon, after declining to fight 66 Devil Kings, kill Sheltem and the Elementals. Enter password **XBGF**. When the computer malfunction occurs, you must enter the coded word for Preamble. To do so, you must decipher the message left by Sheltem. It's a cryptogram whose code is randomly changed, so the answer changes every time. The message: "We, the people of Terra, in order to form a more perfect union, establish justice, insure domestic tranquility, provide for the common defense...."

Robert Grossi

Armor qualities: iron resists sleep, bronze protects from poison, silver from energy, and gold increases luck (each gives a 15-point boost). Near Murray's Resort, try the raw sewage for high stats. Need gems? Try region B4 along northeast coast. Low-level spellcasters should use the fountain at C1 in the southwest or the bark at D3 in the northwest to boost Spell Points. Need the Pegasus' name? Take a Linguist with you and read the runes in Druid's Grove. Food is found in several oases in E3. Starbow is the most effective weapon, giving level nine spell capability to any character who has one. Give magic items to your spellcaster for a Detect Magic to see how many charges are left. Recharge often, for an item becomes useless if it runs down completely.

Jim DeMarco

Sword of Aragon

Search for the Amulet of Aladda northeast of Zarnix. The Crown of the West lies in the north part of the Luftgar Mountains, in the town of Gernok. The Sceptre of the East may be found in the Titan village of Desh, which lies southeast of Aragon by Lucedia. After gaining the Sceptre, don't surrender it to the Frahali Knights. In battle, the Priests can cast Prayer to get the Blessed percentage up to 100%. Prayer can't get the Blessed percentage higher than 100%, but Bless will boost it to maximum of 200%.

Scott Haverly

Gold Rush

In Brooklyn, look under the **hbafcp** and take what you find there (look in different places around the middle). In Coloma's Green Pastures Hotel, go outside on the top floor and climb over the **sjbmjoh** on the right side of the screen. In James' mine, there's a scene in which a rock outcropping seems to block a portion of a ladder. Move Jerrod till he stands on top or in the ledge, then move left.

Matthew Swanson

Last Ninja II

To get past the gator in the sewers: find the drunk wino in the streets and take his bottle. If the inventory window, you can see the bottle has a wick in it. Save it till the sewers scene. In the room just outside the gator's tunnel, there's a torch on the back wall. Hold the bottle and reach out for the torch to create a Molotov cocktail. (You can't light it anywhere else in the sewers, just here.) Walk into the next room and stand just outside the gator's reach. Throw the firebomb (the same way you throw the stars) when he backs up into the tunnel. Run into the tunnel. To get past the tiger in the basement: find his dish (in a room toward the scaffold's end) and grab the meat in it. Carry it to the Lab, where you'll see a bag of white powder flashing. Do not pick this up! It's instant death! Go through your inventory till you're holding the meat. Now reach for the poison. The picture of the meat changes colors to show it's been tainted. Walk to the tiger and offer it the meat when it stands up.

Tim Snider

Tangled Tales

In the dungeon under the rock, first password is **qmfbtf**. The second is **sjfwby** spelled backwards. Avoid the ArchMage, who'll kill you. At the Dragon Statue, press the buttons in the order they appear. Use the shovel to dig in the garden for Nightcrawlers. Feed them to the Goldfish in the fountain, who do you a favor.

No Name Provided

Curse of the Azure Bonds

Casting a Sleep spell on a high-level foe reduces the number of lower-level monsters affected by it, so choose carefully. Sleep won't work on Undead, but Stinking Cloud does (also on Trolls and Vampires). Make sure you have a high-level Cleric to turn away or destroy lower-level Undead in Valhingen Graveyard. Save Restoration scrolls to restore characters drained by Wraiths and Specters. Be wary of using Raise Dead too much, since it lowers Constitution and HP. For tons of gold, visit the Nomad Camp and accept the leader's invitation. By mid-game, having too much gold will slow you down, so take advantage of the Jeweler's services.

Jim DeMarco

After defeating Red Knives in Tilverton, go to Ahbenford, Standing Stone, Hillsfar, Yulash and Zhentil Keep. Remain in Search mode, flee from Soldiers and Clerics, fight and kill Mages quickly. From Mages' treasure, get AC-4 Bracers, Chain Mail +1, Light Crossbows +1,

Broadswords +1. They're all magic. Keep doing this for mucho experience, selling magic items you don't use. Keep extra sets of Bracers to sell when you need money to resurrect or buy magic.

Andrew Daniels

When fighting Dexam the Beholder, use a couple of Fireballs to get rid of most of the Minotaurs. In Myth Drannor, help only the man being chased by Rakshasa, and the Rakshasa asking you for help to clear his name; the others are traps. The Rakshasa who wants your help is a level seven Fighter/Magic-User/Cleric who will join the party. Arm him with Girdle of Storm Giant Strength (also found in Myth Drannor) and a +5 Longsword, since he gets five attacks for every three rounds of combat. In the last battle, Haste everyone and have your Ranger use a Fire Shield scroll, then a Dimension Door scroll to teleport himself close to Mr. T (the Ranger gets +1 to damage per level against Giant class). Make sure you have at least two people with Fireball spells or Wands to attack Priests and prevent them from casting spells.

John Ransbottom

Ultima V

The easiest way to get the Sceptre is to take a skiff as far south as the Lost Hope Bay as possible, use a grapple to climb through the mountains to the south, enter the door and say **xmmm** to the Daemon. Then kill it. Get Shadowlords to follow you outside the main building, then do maneuvers so they're following. Lose them by flying on the Carpet back toward the building. Enter, get the Sceptre and leave quickly, avoiding the Shadowlords.

T. K. R.

Win Three Free Issues or Cash for Clues

Now the choice is up to you: for each set of clues to a different game that are published in *Keys*, you'll get either \$5 or three issues added to your sub (two for Canada and 1st Class subs, one for overseas). Strive for clues and tips on recently released games. Be sure to put your name on the sheet of paper with the clues. Do not code the clues. All entries become property of *QuestBusters*. If your contributions are published, let us know if you want \$5 or free issues, since we won't notify you directly. If your clues ran last month, write today!

To decode clues,
count one letter back.

Hero's Quest

Continued from page eleven

sound that can only be described as awe inspiring. This system can produce completely realistic music and sound effects and does so almost nonstop.

In distant second place, the Ad-Lib is still very pleasing. If you've never heard anything but the stock IBM sound, you'll be amazed at the depth this board adds. Its weakness is that it isn't capable of the versatility of the Roland, and therefore remains silent much of the time.

The CMS comes in third. While it has advantages over the Ad-Lib (an extra sound channel and stereo), the CMS usually falls short when the two are compared on the same game. Technically, it should be capable of duplicating most of the Ad-Lib's features—if sound programmers ever work out the bugs. It can't compete with the add-ons, but dollar for dollar, the Tandy chip is a good bet. It provides quality sound and is free with any 1000 series computer. Last, and certainly least is the PC internal speaker.

There is no copy protection of any kind, but the game starts by displaying an admonition against illegally copying software. While keywords are not required, information contained in the owners manual is helpful to understanding the game. It's on 10 big floppies, four 3.5" disks, all in the same box.

Conclusions: Pardon my enthusiasm folks, but this is honestly the most fun I've had with any game in years. Even the frustrating parts were fun, and I recommend *Hero's Quest* to adventure gamers and role-players alike.

Skill Level: Intermediate

Protection: None

Price: \$59.95

Company: Sierra

Walkthroughs Wanted

We're seeking solutions and maps to these games: *Ancient Land of Ys*, *Colonel's Bequest*, *Dark Heart of Uukurul*, *Diehard*, *Don't Go Alone*, *Dragon Wars*, *Fire King*, *Future Magic*, *Hero's Quest*, *It Came from the Desert*, *Keef the Thief*, *King's Bounty*, *Knights of Legend*, *Leisure Suit Larry III*, *Magic Candle*, *Manhunter II*, *Might & Magic II*, *Mines of Titan*, *Murder Club*, *Rambo III*, *Space Rogue*, *Star Trek III*, *Starflight*, *Third Courier* and *Universe III*. Solutions should follow the format used for similar games in previous issues and *Quest for Clues*. Write before sending solutions. If your solution qualifies, you'll receive the game of your choice and a byline when it is published.

Manhunter II

Continued from page six

not utilize the new SCI (Sierra Creative Interpreter) system that provides such stunning graphics. Instead, it uses the older AGI (Adventure Game Interpreter) system that was used in the original *Kings' Quest*. Don't worry, though. Despite the older system's limitations, the graphics here are a far cry from that original 3-D pioneer.

Close-ups are generally crisp and colorful, the long distance views look a bit more square, and you can easily see the terracing effect of the lower resolution, but the pictures are still very respectable. Graphic modes supported include CGA and Hercules, but for full sixteen-color splendor you will need a Tandy, or an EGA, MCGA or VGA adaptor.

Other limitations of the elderly AGI system include a lack of support for rodents and sound that's limited to the IBM internal speaker or Tandy three-channel chip. Though it's not actually a limitation, there is also no parser in this game, since it employs such a unique video interface. Aside from the usual paraphernalia in the package, you get a Manhunter ID card and the "Official Manhunter Field Guide." Unfortunately, my copy came with the Arcturus III version, and I was unable to read the squiggles. If this happens to you, simply call Sierra and ask for the Planet Earth edition of the booklet. I guess this is the price we pay as these games become ever more popular. *Manhunter II* is an eight-disk in 5.25" format, three in the 3.5" size. Sierra continues its excellent service by providing both in the box.

There is no copy protection of any kind. Because of increasing complaints about copy protection, Sierra is once again experimenting by removing all Key Word/Key Disk/Hidden files. This is an extraordinary service to game players everywhere. Please show your appreciation by buying, not stealing, a copy of the game, so the entire industry can continue to grow and produce more adventure games!

Conclusions: Like its predecessor, *Manhunter II* is a game of violence and mystery. Many of the clues are very subtle, and the arcade sequences are usually short and to the point. I tend to give it a PG rating because of all the savagery. It is an excellent game of its type, but very definitely slanted toward adult players. Black humor abounds (no, they don't make fun of Jesse Jackson).

Skill Level: Advanced

Protection: None

Price: \$49.95

Company: Sierra

Best Quest Machine

Continued from page one

nightmare even *he* had trying to set up an IBM clone with a hard disk.

And no one likes writing for the Amiga either, because of its AmigaDOS operating system, which the president of one adventure game company calls "Amiga-DOG." The advantage is that the designers are more aware of the hardware configuration the game will eventually be played on, and can therefore get more out of its potential.

Piracy has virtually killed the ST market, the Apple II is fading fast, and few companies are doing GS stuff the first time out of the chute. The C64 will hang in there for a year or so but is also on the way out the door. And if you don't think the Mac game market is dead, dead, dead, just ask Chris Crawford.

Which IBM clone?

Go for a Tandy, says *QB* reviewer Stephen King, for two reasons. It's the clone most designers are writing for when they do a new game, because of the large installed base. And the Tandy already has game-oriented features, such as 16-color graphics and three-voice sound, which you'll have to pay extra for with other clones—making it cost-effective.

Regardless of which clone you pick, make sure it has at least a 286 chip, not the foot-dragging 8080. 512K RAM will do for now, though you may as well go for 640K to be safe through 1990. A 3.5" drive makes sense these days. Hard disks for a clone generally cost half as much as equally powerful Amiga drives, another reason the clone has taken over.

In the Tandy line, King calls the obsolete TX a good buy at \$700 or less if new; otherwise, grab a TL or TL/2. The TL models' "Graphic Interface" spares you the agony of learning all those bizarre DOS commands (and the TL/2, which conveniently auto-boots from ROM was on sale for \$999 at press time).

Tandy's internal Hardcards (20K+ hard disks) are slow, and King says you're better off with one from Megahouse, whose 32K card has an access time of 26 ms. and goes for only \$299. At 800 426-0560, they also handle gear for IBM and other clones and sell Tandys.

Which Amiga?

Avoid the 1000, which has been known to devour disks. The 500 will do nicely if you run it up to one meg of RAM. The key drawback to the 500 is that it's not as expandable, but that shouldn't matter for playing adventures; otherwise, go for the 2000 if you can afford it. A good source of info on Amiga

Continued on next page



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.)

Amiga

Amiga 500: keyboard, external drive, 512K memory expansion, industrial power pack & manuals: \$600 or best offer. Paul Shaffer, 4405 Osage Ct, Kennesaw, GA 30144

\$20 @: Ultima 4, Space Quest 3, Swords of Twilight. \$15 @: Bloodwych, Times of Lore, ChronoQuest, Questron 2. (Prices include shipping.) Jeff Thomas, 427 Bowman Dr, Fairborn OH 45324

Apple

\$10 @: Magic Candle, Legend of Blacksilver, King's Quest, Wasteland, Bard 3, Tangled Tales, Legacy of Ancients, M & M 2. Chris Carlucci, 15927 Viewfield Rd, Monte Sereno CA 95030

Want Scott Adams' adventure #7-12 for Apple or Atari. Will pay top dollar. Brian Smith, 3055 Montego, Plano, TX 75023

Trade/sell: Bard 2, Deathlord, M & M 1, Neuromancer, Space Quest GS, Wizardry 3-4, Wasteland cluebook. E Lai, Mt His-sarlik Way, Bedford NY 10506

Want Magic Candle, Azure Bonds, Times of Lore, Ultima 4. Will pay but prefer to trade. Have several Infocoms and most RPGs. Jim DeMarco, 3150 Racine Dr, Riverside CA 92503

Atari 8-bit

Want Scott Adams' adventure #7-12 for Atari or Apple. Will pay top dollar. Brian Smith, 3055 Montego, Plano, TX 75023

C64

Sell only— \$15 @ (shipping included): Ultima 4, Phantasie, Star Trek, Kobayashi Alternative, Dallas Quest, Heart of Africa, Bard's Tale 1, 7 Cities of Gold, Temple of Apshai 1, The Quest, Star-cross, more. Send for list. Michael Lof-tus, 8619 Crescent, Raytown MO 64138

Trade: Wasteland, Deathlord (w/home-drawn maps), Blacksilver. Want: Wizardry 1, 2, 3, 4, 5. D Campbell, 31 Greenwood Rd, Sharon, MA 02067

\$25 @: Pool of Rad (w/maps), Bard 2 (w/cluebook). \$20 @: Bard 3, Ultima 1, Wizard's Crown, Rings of Zilfin, Wi-

zardry 1, Legacy of Ancients (w/maps). Will trade for Amiga games. Kris Privin, POB 346, Napanoch, NY 12458

Magic Candle, Demon's Winter, Tangled Tales, Neuromancer, AutoDuel, Zak McCracken, Battletech, Alter Ego, Mercenary, Wasteland, more. Send your list. Bob Greenfield, 106 Heritage Dr, Freehold NJ 07728

IBM & Quest-alikes

Trade/sell: Faery Tale Adventure w/cluebook, Ultima 1, 2, 3, 4, War in Middle Earth, Bard's Tale 1. Want Roadwar 2000, Wasteland, Technocop. Write for mor info. Jack Friend, 8007 Aspendale Dr, Las Vegas NV 89123

Will trade for/buy Sorcerer & Enchanter. Have most Infocoms. Sally Spector, 20 Bunker Hill Dr, Manalapan NJ 07726

Sell only (all 3.5"/5.25")—\$20 @: Space Quest 3, Goldrush, Police Quest 1 (w/hints), Police Quest 2, Black Cauldron (w/hints), Future Magic (w/hints), Star Command, Rebel Universe. Alien Fires & Wizard Wars, both for \$20. R. Kraus,

Sword of Aragon

Continued from page nine

ter classes, is provided in the manual.

To support your armies, you must derive revenue from the villages you control. Revenue comes from the export of various commodities as well as from taxation of industries such as mining, agriculture and lumber. The tax rate is adjustable, but simply boosting it to increase revenue can result in low morale among the villagers and decrease their productivity in the long run.

During each turn you can invest in developing specific industries, hoping to boost next month's revenues. You can also spend funds to create new military units or equip, supply and train existing ones. Detailed information screens are available to help you make informed decisions about commercial development, taxation and military build-up.

To win, you must expand your empire from the village of Allada and ultimately conquer Tetrada, another of thirteen villages. The overall strategy for accomplishing this, and specific battlefield tactics, are left entirely to the player, but the manual makes useful suggestions

I particularly disliked the copy protection system. But instead of just telling you where to find a keyword in the manual, you're shown a picture of a fort and must check a 1 x 2 foot poster to identify the village where the fort is located. Only after learning the village's name can you find the password in the manual. Thus, you must either memorize the graphics of

3038 N Christiana, Chicago IL 60618

Trade only: Zak McCracken, Hillsfar, Heroes of the Lance, Breach, Bard 1, Wizardry 5. Want M & M 2, Ultima 5, Indiana Jones Last Crusade, Maniac Mansion. Rob Garcia, 34 Ridge Rd, Barrington Hills IL 60010

Trade only: Leisure Suit Larry 2, Police Quest 2, Manhunter New York, Goldrush (w/hintbook), Technocop. Want Larry 3, Space Quest 3, other new Sierra games. W. Brown, Lot D-Ten, Lord Calvert Trailer Park, Lexington MD 20653

Sell/trade: Indiana Jones Last Crusade, Rocket Ranger, Zak McCracken, Space Quest 3, Police Quest 2, Wasteland and more. Send list or request. Also selling EGA wonder for \$200, a CGA card with printer port, and CGA monitor. Send price and phone number. Sloane Hau, 2219 79 St, Brooklyn NY 11214

Trade/sell: Last Ninja or Impossible Mission, \$15; Police Quest 2, \$19; Pirates, \$14. A Bastas, 2317 Bertie Dr, Raleigh NC 27610

the thirteen villages, hang the poster by the computer or unfold it each time you run the program. The 3.5" & 5.25" disks are packaged in individual boxes.

Conclusions: This annoyance aside, *Sword of Aragon* is an intriguing, somewhat unusual hybrid that's sure to get mixed reviews. My guess is that gamers who really like both fantasy role-playing and wargames will find it a nice blend of the two genres. On the other hand, role-playing purists who simply want to do a little Orc-bashing, collect treasure and solve puzzles may be content to let the Duke's dream die with him.

Skill Level: Intermediate

Protection: Two-step Keyword

Price: \$40

Company: SSI/EA

Best Quest Machine

Continued from previous page

hardware is *INFO Magazine*.

Don't panic!

QuestBusters will continue reviewing all adventures for all systems (yes, even the occasional Nintendo game that qualifies as a true RPG). Just don't be surprised to see more and more IBM-first games here (even *Ultima* will now be released first on the IBM). Finally, if you think the software houses should be writing games for *your* system first, please tell *them* about it. We just report the news—it's up to you to make it.

Waiting for Duffy

Duffy's desperately delving dungeons, so contact these people if you can help.

Starflight: where is Crystal Pearl? Who are Phlegmak & Numak; where's their home planet? Where are: Velox Queen, Thrynn system, Mardan-4, Pythagoras. Need *any* help. Kevin Wagner, POB 36, Fombell PA 16123-0036

Might & Magic II: where is Walk on Water spell? Chris Staufer, POB 1837, Vero Beach, FL 32961

Might & Magic: what do I need to open Diamond Door? Where's alien dressed as a noble? Where are idols to cure Og and Ring of Orkim? Need other clues too. Glenn Summers, 5 Cloverdale Ave, Brantford, Ont, Canada N3C 3X7

Bloodwych: Need help at Serpent's Eye and next area beyond. Jim Hollingsworth, POB 27, Kelso WA 98626

Pool of Radiance: Need help in Kobold Caves. Where are the nomads? Also need any other help! Michelle Milliorn, 7202 C Alo Alo St, Honolulu, HI 96818

Demon's Winter: what item activates

Chapel of the Past & where is it? Adam Spatz, 12 Knapp St, Staten Island NY 10314

Battletech: What do I do in the Starmap room? Doug Campos, 5959 Kemerer Hollow Rd, Export PA 15632

King Mitre so I can help Princess? Suzanne Humphries, Lot 8 Oakey Flat Rd, Moaryfield, Qld Australia 4506

Last Ninja 1-2: 1—how to get past red carpet in palace? 2: Get past alligator in sewers? What's map for? Jon Lester, 980 Peartree Lane, Webster NY 14580

Ultima 5: Where are jeweled arms & what do they do? Where is sandalwood box? Eric Weiler, POB 1235, Brookshire TX 77423

Where's Cowardice shard & area of darkness? T Evenson, Box 207, Frontier, Sask, Canada S0N 0W0

Oo-topo & Pawn: Need missing mission code. Blue key isn't behind pedestal in cave, where it's supposed to be. Renate Brink, POB 597, W Dundee IL 60118

Bard 3: Did Tarmitia, got special weapons & ready for Malefia—but when I cast EVIL at Vale of Lost Warriors, it fizzes!

Help! Woosuk Sohn, 484 S Marginal Rd, Jericho NY 11753

Magic Candle: Gate chant for Khazan? How to enter Meardom? Where's Kalb's Temple? T. Hadler, 15 E Lagoon Dr, Bricktown NY 08723

Dungeon Master: How to reach 2nd level? G Kinney, POB 219, Taftsville CT 06380

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