



QuestBustersTM



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The False Prophet: exclusive Ultima VI preview!

While interviewing Richard Garriott for *The Official Book of Ultima* (to be published by Compute Books next year), I got a chance to peer into *Ultima VI* at ORIGIN's Austin offices in November. Visually it's overwhelming (I saw the VGA graphics on an IBM clone, and immediately decided it's finally time to upgrade to VGA).

To demonstrate the graphic advancements, *Ultima I* used 32 graphic tiles for terrain, characters and other illustrations, and *II* had 64. *Ultima III* moved up to 128, *IV* went to 512 and *V* featured 1,024. Instead of just doubling the number of tiles this time, Garriott roared all the way up to over 4,000. Some use "color cycling," in which colors change in an

animated picture, such as flames or lava. And every item in the world of Britannia is illustrated this time: previously you only read the word "torch," but now it has its own picture.

Garriott attributes the new interface to the influence of *Times of Lore* author Todd Knight. The 26 keyboard commands are replaced with ten icons that accommodate the same actions, and you can still use keys if you wish.

Speak My Tongue!

Spell names appear in English, but will be "spoken" as their conventional names, such as en flam, by the program when you cast them. Mouse support simplifies object manipulation, movement and other

activities.

Instead of stepping on a town's icon and hitting "E" to enter, then waiting while the city map appears, you now walk right through the main gate and into town: everything is drawn to one scale, as in *Faery Tale Adventure*. Dungeons are no longer 3-D and now resemble a honeycomb of tunnels leading from one... well, that's enough on that subject for now. And there are no combat arenas, for combat occurs on the main map.

In battle, you can individually control each party member, or choose auto-combat and just direct one character after making strategy settings for everyone. For the first time, all party members appear on all screens, not just in combat.

There are no character classes or professions in this game, and even more surprising, no Orcs! Garriott chose to eliminate monsters derived from Tolkien and other sources, but introduces a new race that he expects to use in the future.

The intro is presented cinematically—and looks better than any entire game from CinemaWare. A variety of sound boards will be supported on the IBM, but only one-voice sound was running when I was there. Professional writers were brought in to cobble up the conversations, which flow far more smoothly this time around.

IBM First to Ship

This is the first *Ultima* developed on the IBM, and Garriott says he scrapped a year's worth of work that had already been done on the Apple. (But he's got an Apple sticker on his IBM clone.) It's also the first on which he is doing no actual programming—not a single line of code, which is being done by Herman Miller, Cheryl Chin and John Miles.

Commencing in Britannia, the story soon moves beyond—though *I'll* never tell where, how or why. It's enough to say that the plot shows considerably more depth than that of *Ultima V*. (And this *may* be the last game set in Britannia.) ORIGIN plans to ship in April, and a special "10 Year Anniversary" edition will also be available.

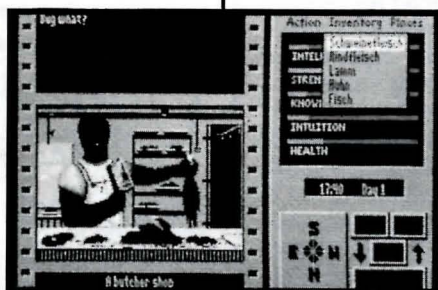
The Third Courier

Codenamed Moondancer, you are a top secret agent about to begin the most important mission of your life. Three critical components of a CPU that comprises NATO's non-nuclear defense plans were to have been taken by separate couriers to a top-secret conference in Brussels.

Unfortunately, one of the couriers turned up dead in Madrid. Another was killed in London, and the third, agent William Martin, has vanished. Since Martin was last seen in Berlin, you begin your search here, with just seven days to find Martin and the missing components before he sells them to Moscow.

This is the setting for Accolade's first role-playing game, *The Third Courier*. Instead of the typical medieval setting, the designers set this RPG/graphic adventure in present-day Berlin—an interesting choice considering the political changes still going on there. In the game, you can

travel around the actual streets of Berlin by foot, U-bahn or taxi to visit landmarks such as Check Point Charlie, the Brandenburg Gate or Charlottenburg Palace. A small map included in the game package shows all street names and the city's various districts, but you are left to discover several key locations on your own.



The Butcher of Berlin (EGA)

Identity Crisis

Before beginning your stealthy exploration of the city, however, you must complete an electronic dossier for your agent. By clicking on the appropriate boxes on the first page of the dossier, you select

your agent's sex, where the agent spent most of his life, his favorite leisure activities, age group and cover occupation. While your sex is limited to male or female, most other categories offer several choices.

Your agent, for instance, may have spent most of his life on a farm, in a small town, in an urban area or the inner city, or

By Bob Guerra

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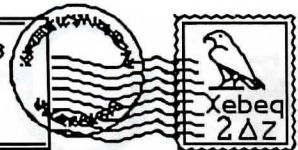
By Shay Addams



Adventure Hotline



Letters
to the
Editor



New Worlds to Explore

Jon van Caneghem says *Tunnels and Trolls*, which hit Japan like Fat Boy and...oh, never mind...in April should arrive for IBM here by late spring. *King's Bounty*, a novel RPG for Apple e/c shipped in December.

Software Publishers Association Picks Best Adventure of 1989

The SPA chose *King's Quest IV* as "Best Role-playing/Adventure Game of the Year." (Which makes us wonder why they have *one* award for two distinct types of game.) It's now for IBM, GS, Apple e/c and ST; Mac and Amiga versions are next.

A Dragonlance RPG

SSI's first RPG based on the *Dragonlance* novels from TSR will be out soon (previous *Dragonlance* titles were action adventures). *Champions of Krynn* employs an enhanced version of the *Pool of Rad* game system, and it now includes moons whose phases affect a Mage's power, plus gods who grant special abilities to their Clerics. IBM and C64 versions are set for this month, with Amiga and Apple e/c later this spring. The IBM version will support Ad-Lib, Covoc, Roland and Tandy sound. We also hear SSI is definitely doing the "dragon flight simulator" mentioned at CES last winter.

It Came from the Desert

No, that's not *QuestBusters'* new tag line—it's the latest CinemaWare graphic adventure for the Amiga, a science fiction tale of giant ants in the California desert. Look for lots of arcade action as well as puzzle-solving. Takes one meg, a joystick, and is hard disk and RAM disk compatible.

Star Flight 2 & EA's New Clue Book

Star Flight 2 docked for the IBM (384K), and the *Swords of Twilight* clue book was actually written by one of the game's designers, Jon Freeman.

Broderbund's Latest

Prince of Persia is supposed to be an adventure for Apple e/c. But their *License to Kill*, referred to as an adventure in ads and press releases, looks more like a shoot-'em-up.

Died Hard

Infocom's *Die Hard*, contrary to pre-release press releases, turned out to be an

arcade game, not an adventure.

Stuck in King's Quest I-IV?

In addition to extensive clues and maps for the first four games in Sierra's *King's Quest* series, this book also offers a variety of "undocumented features." These are shortcuts and debugging routines used by the programmers which were left in the program. The ZAP command, for example, lets you teleport directly to any other location in the game. Since we have no plans to publish solutions for the first three *King's Quests*, we're recommending this book for those who need help. (It also provides an entertaining glimpse into the history, design and programming of the series.)

Sierra's Comdex Showing

Sierra displayed a batch of new titles in Vegas in November. The Japanese *Sorcerian*, encompassing fifteen separate RPGs, was set for January shipment, with ST, Amiga, GS and Mac soon. *Code Name: Ice Man*, an adventure/submarine simulator, should also be out by now for IBM, as well as *The Colonel's Bequest*, Roberta Williams' latest. Also look for the IBM *Conquests of Camelot*, based on Celtic legends of King Arthur and Gwendhyver (which we've seen spelled differently in every adventure game that retells this tale). Mac, ST and Amiga versions are planned for these three.

A Biker's Adventure

Mindscape's new *Harley-Davidson: The Road to Sturgis* is on the road for IBM, with Amiga and ST on the way.

Data Disks for Populous

The Promised Lands offers five new landscapes for expressing your godly powers in *Populous*. It's out for IBM, ST and Amiga for \$14.95.

Conversions

Dragon Wars is in C64 format now. Amiga and IBM versions of SSI's *Dungeon Masters Assistant Volume II* are out. CinemaWare's *The Kristal* shipped for IBM. Look for Mac, Amiga and ST cons of *Star Trek V: The Final Frontier* any minute. The Mac *Space Rogue* is available; Amiga and ST will arrive shortly. *Populous* is now out for IBM, along with the data disk described above. Amiga *Star Flight* is out (512K), but the 64 version was apparently lost in space and rescheduled for spring. A GS *Ancient Land of Ys* is also out, as is a C64 and IBM *Death*

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Dear QuestBusters:

If you expand the number of pages, could you add a column about good hobby programs like *SuperPaint* and *Music Studio*? I know *QB* is a game magazine and don't mean you should review everything, but a short guide to the best and easiest programs would be nice.

M. Groff

When we have enough material for four extra pages, we'll do a 20-page issue. But there are enough general computer magazines going down the tubes as it is, so we'll continue to focus on adventures.

Dear QuestBusters:

I just got an IBM clone with a hard disk and want to know which adventures can be used with hard disks. Could the specs box for reviews include information on hard disk compatibility on IBM games, maybe with the "protection" section? Also, please expand the boxed section to include which brand names of joysticks, mice, sound boards and printers.

Lee Birch

The "protection" section clues you in to a game's hard disk compatibility: if it uses key word or codewheel protection or is described as totally unprotected, you can install it on a hard disk; if noted as "program," that means you can't copy it to a hard disk or even a floppy. There are way too many brands of mice, sticks and printers for accurate and timely coverage in the specs box, but we do try to list all sound boards and have begun noting the extent of each program's VGA abilities.

QuestBusters™

The Adventurers' Journal

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Mean Streets: in-flight adventuring

In what may be the most ambitious adventure game on the market, you're Tex Murphy, a private eye operating out of San Francisco around the middle of the next century. The story kicks in with a beautiful dame stalking into your office and asking you to find out who killed her father, Professor Carl Linsky, a neuropsychologist. Local police call it suicide, but the cops who work the streets of San Francisco are either overworked or dumber than they look, since this is a classic cover-up if ever you saw one.

Before long you're getting anonymous FAXes threatening you to get off the case, shotgun-toting goons start showing up every place hard evidence might be found, gorgeous women practically throw themselves at you wherever you go, and clues are piling up faster than bills at the end of the month. Ah yes...you've fallen into a Bogart movie, with just one small exception—it's set in the future.

Though you take the role of Tex, this isn't a role-playing game. *Mean Streets* is a graphic adventure *cum* flight simulator. As a graphic adventure, it's absolutely gorgeous. You'll want to visit Sylvia Linsky and Sandra Larsen frequently just to watch their flirtatious mannerisms.

Type: Graphic Adventure/Flight Simulator

Systems: IBM (512K required, 12 MHz 80286 recommended, mouse support; six 5.25" disks, three 3.25"), C64

Planned conversions: none

Version reviewed: IBM

But as a flight simulator, *Mean Streets* gives *F-19* and the other jets nothing to worry about. It'll get you around California all right, and even show you a few interesting landmarks in very low-res graphics, but you may find yourself yawning through yet another trip in your Speeder to the next site in your investigation. Knowing this, the designers wisely built in an auto-pilot. Set the destination, then head for the kitchen for a snack and resume play when you return.

As mysteries go, *Mean Streets* seems fairly deep. I've really only begun to play, but have already identified at least four solid murder suspects and found a coded message to unravel, a tape hinting at mind control, and evidence of dirty

dealing in high places involving major corporations, the federal government and a new political group called Law and Order.

The Only Way to Fly

Tex Murphy practically lives in his Speeder, an all-terrain hovercraft with a navigational computer, visiphone and FAX. When inside the Speeder, you see your legs, one hand on the gearshift and an instrument panel showing altitude, bearing and airspeed. You can look out any of the four windows, but there's no combat, and most of the time you probably won't bother to change views.

It's a fair flight simulator, offering sights of San Francisco's great bridges, the Transamerica Tower and other landmarks—if you manage to navigate into the right position. You can fly anywhere in California, but can only exit the Speeder on flashing landing pads that lead to a location or situation.

Then one of four things may occur. Usually you see a hi-res graphic of a famous sight, such as the Golden Gate Bridge. Then a window materializes, bearing an animated picture of the person with whom you're speaking. Depending on what you say, the person may be happy, sad, sexy and so on. Some such situations are better than others.

For a detective, your vocabulary is very limited. All you can say is: "Tell me about:" and type in a name or one-word clue, such as insurance. The person then offers some information (you especially want names and navigation codes). If you get a long response, you'll get a new set of options, which includes Bribe and Threaten.

If no one's there, a simple text mes-

By Ken St. André

Ken is best known for creating the *Tunnels and Trolls* RPG—now a computer game in Japan and soon to be released here. He also helped create the *Wasteland* computer game. Ken hopes to influence computer game design theory by pointing out good and bad examples of the art in these *QuestBuster* reviews, but knows the job is hopeless since most programmer/designers never read.

sage may describe the place and anything you find. When that happens, you can just read it and move along, for it's a sure clue you've hit a blind alley in the investigation.

Rooms, Rooms, Rooms

Sometimes you'll find a room that can be searched, in which case you see a hi-res picture and your figure. Moving to different parts of the room will activate assorted menus, where you may find more objects to examine or take.

VGA version



For example, there's a bar in Carl Linsky's room. Look

at it and you'll see a cabinet door. Open it and you find a shoebox, which reveals a letter when opened. And so on...down to a coded message. Search thoroughly and you'll get lots of clues and maybe more money. Get careless, and you may wind up in jail—which can be the end of the game.

The fourth possibility is that you'll find yourself facing an endless supply of gun-wielding goons in a stupid arcade

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Best Quest of the Month

Knights of Legend

Set in the medieval realm of Ashtalarea, Todd Mitchell Porter's *Knights of Legend* is unique in its expandability. By selecting install new regions from the main menu, you'll eventually be able to advance the adventure beyond Ashtalarea to Salynn, Bamidor, Tsadith, Astrikan and other realms. Until these new modules are released starting this spring, you'll find there's plenty to do right here in Ashtalarea.

Like many recent RPGs, it consists of numerous mini-quests—twenty-four to be exact—rather than one large goal. Upon completing each quest, you are awarded a medal. Though the first twenty-three can be tackled in any order, they all culminate in one ultimate quest—to rescue the great knight Segallion from the clutches of the Dark Lord, Pildar.

Pre-Quest Activities

The Apple and C64 versions come on four double-sided disks that can, and should, be copied with your favorite utility copier before beginning. You are then required to make a character disk and create some characters. Depending on your copier, this whole process could take around an hour or more on a 64, with much of that time spent just listening to your old 1541 drive whirring. [The Apple version supports two drives, and IBM and Amiga will likely support hard disks.]

On the bright side, this least gives you time to read the *Knights of Legend*

Type: Modular Fantasy RPG
Systems: C64, Apple (64K; Apple mouse optional)
Planned conversions: IBM, Amiga
Version reviewed: C64

Player's Handbook, a nicely organized and well-illustrated 142-page manual that contains complete instructions for playing the game, tables of average character trait scores for all class/sex/race combinations, statistics on weapons and armor, explanations of the combat and magic systems, a history of the Realm of Ashtalarea, detailed descriptions of close to three dozen races of Humans, Dwarves, Kelden and Elves and a description of the basic structure of the Elven language as used "in the performance of magical rites and

incantations."

It even has a five-page index, something many RPG manuals could use. To top things off, you also get a color fold-out map of the land, which conveniently shows a scale indicating that three and-a-half inches equals the distance of a day's walk.

A Class Act

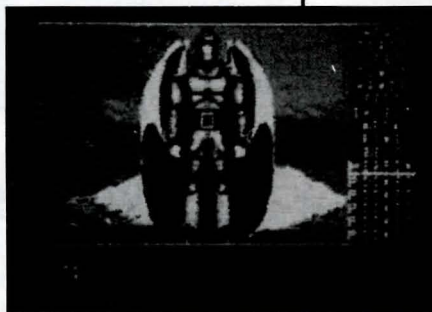
Character creation is pretty straightforward. You simply enter a name for the character, select one of the four main races listed

above, choose the character's sex (for Humans) and then pick one of several classes. The available classes will vary depending on sex and race (remember, this is pre-Civil

Rights Movement Ashtalarea). Available classes for male Humans, for instance, include Barbarian, Ranger, Warrior, Squire, Darkguard, Watchman, Plainsman, Hunter, Regular, Highwayman, Pirate and Rogue, while female Humans are limited to Tigress, Amazon, Huntress and Plainswoman. If you think females' choices are limited, the only available Kelden classes are Cliff guard, Rock Ranger, and Far Seeker. [Rock Rangers, of course, work security at heavy metal concerts when off-duty.]

Characters are rated for Strength, Quickness, Size, Health, Foresight, Charisma, Intellect, Balance, Endurance and Body Points (Hit Points). Based on your selection of race, sex and class, you are assigned numeric values for these character traits. You can either accept these values, or reroll until satisfied.

Once you settle on a set of character stats, you get to choose from among more than two dozen graphic figures that can be used to represent that character during the game. *Knights of Legend* comes with a simple image editor that allows you to modify existing character graphics or create your own. Up to sixteen characters can be saved on your character disk, and as many as six may be combined into



Apple version

your adventuring party.

Icons, Icons, Icons

Knights of Legend is icon-driven. To perform a certain function, such as going through a door, you highlight a small picture of a door and activate it by clicking a mouse or joystick button (or, in the case of the C64 version, pressing RETURN). This makes the game easy to learn, but with a total of 60 different icons—some of which serve two different functions, depending on the situation—you'll still want to keep the quick reference card close at hand.



Some of the common icons include the door men-

tioned above, an upturned thumb and a downturned thumb (to accept or reject an NPC's offer), a mouth (for when you want to ask an NPC a question), an ear (to listen to any gossip an NPC might want to share) and an eye (to examine a merchant's wares or to get detailed information about an item in your possession).

While many icons are just used in the towns, the majority are directly related to combat.

For example, there are icons for dropping, picking up, readying, sheathing and switching weapons; several icons govern various combat movements, and there are icons for attacking with weapons or hand-to-hand, plus several representing defensive maneuvers.

Combat: Tactical & Practical

As evident from the large variety of combat icons, *Knights of Legend* showcases an intricate combat system that allows a wide variety of strategies and tactics. When your adventurers get into a fight, a close-up of the battlefield shows the position of your enemies, depicting each of your characters as a numbered figure.



Combat unfolds in rounds, with you selecting the type of movement or attack and defensive posture for each character during each round.

For example, characters with ranged weapons such as Crossbows can be directed to load or fire their weapons.

Characters without ranged weapons may either be given a movement command or, if they're already next to an enemy, can be told to attack. Here you have a choice of hack, thrust, slash, or (my favorite) berserk. Even characters who are

By Lisa Michaels

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Mean Streets

Continued from page three

shoot-out. If you retreat, you'll miss the clue you sought. Tex is tough and wears a bulletproof raincoat, so he can take several hits before expiring [Editor: like your subscription, if you don't remember to renew it soon...]

You win the shoot-out by walking Tex from the left to the right side of the screen, crouching to dodge bullets and blowing away bad guys as they show up. There are three combat levels, from easy to hard. On my old Tandy, Tex walks slower

than an arthritic turtle. Maybe a higher clock speed would inject some alacrity into his pace.

At any rate, it's a shame to weaken what is a very absorbing intellectual game—graced with witty prose and riddled with obtuse puzzles—by inserting these arcade sequences. I agree that some sort of danger is needed to keep people from getting bored, but surely a team of designers who are obviously as good as these people could have found a better way to do it.

Tex can also get clues via visiphone by calling Vanessa, his luscious red-headed secretary, or Lee, a street-wise oriental girl. Vanessa digs up info that's a matter of public record, while Lee's comes straight from the street (and you have to pay her). Another say-for-pay character is Sonny Fletcher, an L. A. detective. He looks old, but don't threaten him—Sonny

throws a mean haymaker.

The faster your computer and the more memory it's got, the better this program works. Keyword copy protection means you can install and run it on a hard disk without a hitch. Access has a toll-free number for technical problems. The keyboard freezes were fixed in later releases

Leading the Way with VGA

Mean Streets is one of the first of a new generation of games taking full advantage of VGA capability. What does this mean to you? Well, if you have EGA or less, not much. EGA and TGA are still supported in the usual sixteen-color manner on products like this. But if you already own VGA, you're definitely in for a treat.

As defined by IBM, the true VGA standard is a matrix of 300 x 200 graphic cells with 256 colors from a palette of 256,000 possible shades. This is the limit of support likely to be seen in any games. While some adapters can display 800 x 600 x 256, a picture of such resolution takes more space on the disk than many entire games!

Though the resolution will be no better than what you're used to seeing, you'll be surprised what 256 colors can do. With this kind of spread, it is possible to include digitized graphics of photographic quality—exactly what Access did here. I'm not talking studio-quality photographs, mind you, but many of *Mean Streets*' pictures are probably better than some of your family Polaroids. The digitized faces are even animated, so those glossy red lips move in synch with the sultry female voice pouring from your PC beeper—no board required!—via the magic of RealSound, which recently won the "Innovations '89" Award at CES.

The realism of animation and sound is directly related to your processor speed. It was designed to be fully playable on a stock 4.77 MHz PC, but some frames will not be displayed (to speed up the game), and I hear the music slows to a crawl. Access recommends a 12 MHz 80286 or faster for best results, but my slower Tandy 1000 TX was perfectly acceptable.

Stephen King

voices, a flight simulator that lets you fly all over California and parts of Nevada—and support for virtually every kind of MSDOS computer. Disadvantages include lengthy disk access and that juvenile gunfight game. (Younger players, however, may even enjoy the gunfights.)

The Access team really tried hard to push the limits of both hardware and software in this game, and for that they deserve all the approval and praise I can give them. *Mean Streets* is a great program for anyone who likes the detective genre even a little. If you ever wanted to be Sam Spade or Phillip Marlowe, this is the game for you—very highly recommended.

Skill Level: Intermediate
Protection: Keyword
Price: IBM, \$59.95; C64, \$39.95
Company: Access

Savage

Savage's story line is even simpler than that of most "shoot-'em-up in-a-maze" games. You and your lover are captives in an Evil Wizard's castle, crawling with monsters and demons. After you break the chains and fight your way out, you must turn around and fight your way back in, riding a giant eagle this time. Finally, uniting your soul with the eagle's, you fly and fight your way through another maze of deadly monsters.

Graphics and music are acceptable but fairly standard. It's a hard one to win, requiring exquisite timing to advance from one challenge to the next. The whole family won't be playing it for hours, because they'll probably be dead in the first minute or so [unless you live with the Manson family].

Three games comprise the package, but aside from the artwork, none shows a shred of originality. The first is a passable imitation of *Barbarian* or *Rastan* that's not nearly as good as *Sword of Soudan*. Game two looks exactly like Sega's *SpaceHarrier* or the *Buck Rogers* videogame, except that you don't get to see your protagonist. Game three is just a tougher version of *Choplifter* or any number of games in which you fly through a maze and blast things.

Complete game

one, and you get multiple lives in game two, and so on for game three. But try to run game two or three without finishing the previous ones, and you only get one life in later scenarios.

Conclusions: *Savage* is a perfectly good imitation of three other perfectly good games. The difficulty factor is somewhat higher than for most such games—you'll need to be a real reflex wizard to have much success. It doesn't advance the state of the art in any way, so buy it only if you're an arcade junkie.

Skill Level: Advanced
Protection: Program
Price: C64, \$29.95; others, \$34.95
Company: MicroPlay/MicroProse

By Ken St. André

Type: Action
Adventure
Systems: C64, ST, Amiga, IBM (256K), EGA, CGA, Tandy); all support joystick and keyboard, no mouse
Version reviewed: C64

Psychic War

Nowhere on the planet is the computer/videogame industry more prolific than in Japan. In a land where people form lines around entire blocks to get a new release, hundreds of thousands of copies change hands in a single day, and fortunes are made on a single game title.

It's only natural that some of these titles make it to our shores. In fact, there's a growing trend to import them. Respected companies such as Sierra, Electronic Arts and Broderbund have all brought in their share of Japanese games.

The latest of Broderbund's Kyodai imports, *Psychic War* is set in the distant future. Mankind reached outward to the stars and found that we are not alone, and the Imperial army quickly overran the human Federation by using an ESP device to control the humans' extrasensory powers.

Following 100 years of alien domination, a lone hero of the Federation underground and his android partner were able to steal the Imperial files that allowed us to overcome this handicap. With ESP powers restored, the psychic soldiers combined their might and defeated the intruding Imperial troops.

More than a century has elapsed, and the Empire is up to their old tricks. With a new Psychic Wave device they plan to destroy the human Federation's only hope of halting their advance. It is your job to put together a team of psychic warriors and prepare to invade the alien satellite before they destroy the Federation forces.

An A Maze-ing Game

Psychic Warrior is basically a maze exploration game.

You begin on a human satellite called Samar City, where you'll meet potential allies. As you wander about, you encounter numerous beings who possess various kinds of ESP.

Pressing the F2 key brings up a small menu that lets you to talk to the aliens, or try to recruit them into your party. If you elect to talk, they will give you a hint and leave. Decide to recruit them instead, and up to three will join.

There are eleven different psychic powers, so it's important to eventually get a good mix in your party. Early on,

By Stephen King

however, concentrate on just getting bodies to fill the empty slots in your party. Closely examine the psychic ability of each person you recruit. The more power you have collectively, the stronger your basic mental beam. If you pick up a player with limited mental capacity, replace him at the first opportunity.

That Voodoo That You Do

Your main character starts out with Beam and Teleport abilities. The first power allows you to transform the mental energy of your whole group into an attack ray, while the second allows you to retreat from your enemy if you're losing the battle.

This faculty is limited, since it seldom works; even when it does, you're likely to find yourself back in battle again a few steps later—facing a fully recuperated foe.

As the game progresses, you will find potential allies with the following abilities: Shield, Suction, Empathy, Duplicate, Hyper, Marker, Mind Jump, Magnify and Mega Shield. If any member of your group has one of these powers, the entire party benefits from them. Both shields are defensive weapons that allow you to hold off an enemy attack while he is drained of mental strength. Suction allows you to

absorb the bad guy's strength (though I never was able to make it work, or tell if it was working), while Empathy lets you recover your own strength

in an immediate lump.

Hyper and Magnify both increase the effects of your offenses, and Marker/Mind Jump combine to let you memorize a spot and jump to it. Last but not least is Duplicate, probably the most subtle and valuable weapon at your disposal, enabling your team to imitate the shape of an adversary.

A Clone In A Strange Land

Because most of the game is played on your opponents' satellites, and because they attack Federation members first and ask questions later, you will find Duplication a handy way of sneaking around. Unfortunately, this has the unfavorable side

effect of causing other Federation members to attack you without warning.

One of the game's flaws is that you have no way to deal with these erstwhile allies other than to run away or kill them. Of the two options, killing is easier, because the Federation people are usually much weaker and retreat is not always possible. Still, I don't find it morally ethical to turn on allies just because of expedience.

A third option should have been added for this circumstance.

Another flaw is that when you do kill a creature, it generally pops up in the same place at full strength again right away. Since it is easy to lose your bearings in a maze, you

Lots of stats

might find yourself battling the same monster three or four times in a row as you cross the square he inhabits. This can be quite debilitating in a very short time.

As you continue to explore the satellites, you will find Yontry (a healing liquid that can be used to barter), VIP cards, Maps, various guns and the cartridges needed to annihilate the creatures called Mothra, Rodan and Gamera (hmm, where have I heard those names before?).

Don't Go Out Without Your Rubbers!

Perhaps the most comical part of the entire game is the armor. There are three different armor types, ranging from the limited protection of the Trogon 3 to the somewhat more effective Ramzes 6. Finally, there is the Sheek 9, the most formidable protective force in the universe! More humor manifests in the options offered in many places: rather than asking the typical yes/no, it invokes southern California lingo like Totally/No Way.

The graphics are not the worst I've ever seen. Sixteen colors are supported in VGA, EGA and TGA modes. Even the Hercules and CGA are not bad. The problem is that they are too repetitive.

A handful of wall frames appear over and over, and you'll find an endless procession of empty rooms that look exactly the same in spite of differing descriptions. (People who don't like to draw their own maps will find a collection of them in the last half of the owners manual.)

There are half dozen or so creature types that you encounter again and again on any of the six enemy satellites. You find yourself confined to moving, attack-



Continued on page thirteen

Passionate Patti in Pursuit of the Pulsating Pectorals

Well, it's finally here—the long awaited closing chapter to the Leisure-suited trilogy, perhaps the last we'll ever see of our fumble-footed Romeo...or is it?

After Larry triumphed over the evil doctor Nonooke in the last episode, our little buddy was a hero forever to the inhabitants of Nontoonyt Island. He married the luscious Kalalau, daughter of big chief Kenewauwau. What could possibly go wrong? Well, as the Murphy's of the world would be happy to tell you, anything that could, would...and did!

Wanted: Pudgy, balding ex-hero. Experience required

The action starts with our hero standing on Nontoonyt's beautiful Vista Point, ruler of all he surveys. He is noticeably paunchier than the last time we saw him and just generally content with what life has to give him. Until...

Upon return to his palatial estate, he finds that his beloved has locked him out after a brief divorce ceremony. She is currently flaunting the novelty of her single status by sharing a hot tub with her new lover, an ex-cannibal.

Well, life is cruel and memory brief. After changing from his island gear to the

In the first half, we travel across the breadth of the beautiful Nontoonyt island while the white-suited wonder tries to thrust himself headlong back into the singles scene. The island is inhabited with a thriving population of females, all having names that end in "i".

Unfortunately for Larry, every one of the island's flourishing population of females wants something besides his tired old body. Your task is to appease their desires, but even if you do succeed, you may find that quick and easy gratification has lost some of its allure for Mr. Laffer. Indeed, only one woman on the entire island is ideally suited for him.

The Fruit of Passion

If all goes according to plan, Larry will eventually meet his one true love, Passionate Patti, that famed virtuoso of the cocktail lounge piano bar circuit. Both of them realize immediately that they are each other's perfect match, but a misunderstanding leads to early separation.

You must then assume the role of Patti. Armed only with your wits and a surprisingly useful array of feminine clothing, you have to follow your heart's desire to the literal ends of the earth to get him back.

The \$64,000 Questions

Patti melds most of the best of the first two quests into a lively new adventure. The game starts with the familiar question and answer series from *Lounge Lizards*. Your answers to trivia questions determine the lewdness level of the game. Five correct answers gets you to the "totally raunchy" level. Get them all wrong, and you see the "mother goose" level.

There are four intermediate lewdness levels. I played through the least and most raunchy stories to see the differences. No matter how you cut it, *Patti* is an adult game with adult themes. At the lowdest level there is limited nudity,

graphic "mature" animation and "adults only" humor, making this the most explicit game of the series.

You preverts, don't get too excited, though. Even at its worst (or best), the game's raunch pales by comparison to any of the more explicit graphic stills and animation I've seen on adult bulletin boards. The "adults only" aspect of it is really intended to add humor and limited titillation.

At the tamer levels, nudity is covered by a modest hand or drawn shade. In all scenes where Larry is involved with various

beach bunnies, the animation was toned down or entirely cut out. Even the user-redefinable generic expletive is changed to a mild GOLLY GEE! The only fumble comes when a low-status player loads a game saved at a higher level and is allowed to continue with the more candid version.

Playing Patti Cake

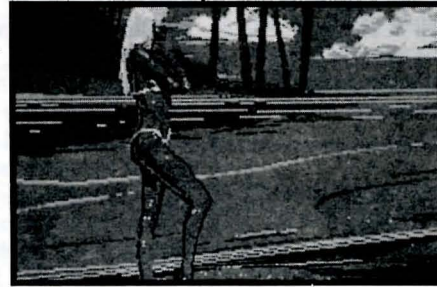
Once you take on the role of Patti, the tone changes to a pure action-packed adventure ala *Looking For Love*. Your only interest is to find and capture your one true love (ok, ok, so what red-blooded female could resist stopping to see the male stripper first?).

Don't lose the valuable "Nontoonyt Tonight" book that comes with your package. While *Larry III* has no copy protection on the disk, you will find many valuable items of information here that you must have. Only with this—and a pair of maxi-stretch panty hose—can you hope to find your way through the untamed bamboo jungle and avoid getting porked by a wild feral pig or two.

Talking Up a Storm

The controls for moving your character are unchanged from the most recent Sierra adventures, and the parser is still excellent, understanding complex sentences and pronouns like him, her and it. There is a small weakness in pronoun substitution. For example, if you say "open mailbox," the game tells you a letter is inside. "Get it" assumes that you are trying to get the mailbox, not the letter.

There is also a small problem commu-



On the beach

Type: Animated Adventure
Systems: IBM (512K required, 640K on jr & Tandy 1000; 8 MHz system & hard drive is recommended; both disk formats in same box; Hercules, EGA, CGA, MCGA, VGA (16 colors); Roland MT-32, Ad-Lib, IBM, CMS, Casio MT-540/CT-640 & CSM-1, Yamaha FB-01; mouse, keyboard, stick)
Planned conversions: Amiga, ST, Mac
Version reviewed: IBM

famed polyester suit in a manner reminiscent of Clark Kent, Larry heads to work. Even though his marriage is irreparably shattered, he still has his prestigious vice presidential position at good old Native's Inc. Until...you guessed it! Big Chief Kenewauwau (or Chairman Kenneth, as he is known these days) tosses Larry out on his ear! What's an erstwhile Romeo to do?

Well, in Larry's case, he decides to bury himself up to his ears in young nubile females. Not as tough as it sounds, since Chairman Kenneth has turned the island into a yuppie paradise. Not so hard at all—until the ladies in question get a load of Larry!

By Stephen King

Continued on page nineteen

Dragons of Flame

The *Dragonlance* series of action adventures is the collaborative effort of Strategic Simulations and the *AD & D* people, TSR Inc. In the first installment, *Heroes of the Lance*, we met eight hearty adventurers who were the only thing standing between mankind and the chaos fostered by the Queen of Darkness. These Companions of the Lance put up a valorous battle, but only succeeded in slowing down the master plan of Takhisis. *Dragons of Flame* takes up where that quest left off.

Over Hill & Dale

Unlike the previous adventure, this one starts out with an overhead view of the countryside. An animated icon in the center of the screen represents your party, which includes the same eight players of the first game. You can move around with the keyboard arrows or a joystick if you have one. Various monsters and NPCs can be seen wandering around on-screen. Many times they move randomly, but often they will come right at you, as though spoiling for a fight.

Most of these are members of the Draconian army, which is marching south at an even clip. Not all are actually Draconians. Some are Dwarves, Trolls, Goblins,

Type: Action Adventure

Systems: IBM (384K required, disk formats in separate boxes, mouse support, stick recommended); ST, Amiga

Planned conversions: C64

Version reviewed: IBM

Giant Wasps (Not the White Anglo-Saxon variety), Wraiths, Wyverns, Griffons, and even a couple of dragons for your viewing pleasure

—not to mention several other evil, wicked, mean, bad and nasty types, including the three different Draconian models ranging from standard to super-turbo. There are some good guys as well, but they are few and far between, so you'll have to keep your eyes peeled.

I'd Rather Fight Than Switch

When you cross paths with any creature, the screen switches to a side view reminiscent of *Heroes of the Lance*. If they are friendly, you may get a hint about the location of a cache of weapons

and supplies; NPCs will also join your group if you haven't already filled the two extra slots. There are three special people: Princess Laurana (whom you must rescue), an Elven Magic-user named Gilthanas, and a Mercenary called Eben Shatterstone. If you come into contact with one of them, he or she will displace any men or nomads who already joined your party.

If you've stumbled into an unfriendly area, prepare for battle! the size of the monster group is random, so you may be facing a single Hobgoblin or a whole group of assorted Black Hats. While you are fighting, the larger game continues in real time, so your foes will often be joined by reinforcements that were close by when the battle commenced. If this happens, the new monsters will often fade in at the center of the screen. Now if only we could get Scotty to beam them back home!

Two-Fisted Buttonmania

If you are restricted to using the keyboard, combat itself can be clumsy. The right and left arrows on the numbered keypad cause you to walk in the direction you are facing or turn around. The up and down arrows change your heading, and the new direction will be represented by a red arrow on the compass rose.

While fighting, you must use these keys in combination with the grey "+" key to control your weapons. If using a Tandy keyboard, the right arrow key next to the "0" is used instead. I could never quite get used to this arrangement, but I'm sure lots of practice would help. Joystick owners simply use the button, which is far more intuitive.

It would have been much easier on the player to hold down the space bar with his left hand while controlling the weapon with his right. Multi-button manipulation with a single hand is just too awkward and quickly causes hand cramps—especially when your left hand is sitting idle most of the game anyway.

Instead, the space bar is used to call up a menu of options. All choices except SAVE and RESTORE are also accessible directly from the keyboard, but it's handy to have a menu. I just think a different

key should have been used.

The Better Part Of Valor

Of course, it's easier on the troops to throw stones from afar, so it is usually a good idea to put warriors with distance weapons in the lead spot until the evil horde approaches too closely. As the battle breaks into a free-for-all melee, move up one of the players with a more devastating hand-to-hand weapon. There is nothing like a good +3 Two-handed

Sword to cut short a debate on monster etiquette.

I'll Gladly Pay You Tuesday For Some Directions Today

When you've dispatched all of your onscreen foes, pressing the "0" key

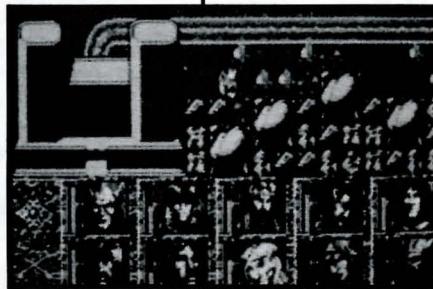
will toggle you back to the overhead view. This was also something I had trouble with. Reading the directions helps (UGH! Me no need manual!) but they are much skimpier than in *Heroes of the Lance*. After a half-page of recap, there are four pages of player biography that are just a paraphrased repeat of what you already read in the prior game. After this come two pages of descriptive text about the other creatures and special items.

Installation and game explanations are provided on a fold-out quick reference card that is terribly terse. I had more trouble initially installing this game and figuring out how to make it work than any other quest this year. Again, it would have helped if I had paid closer attention to the QR card. My usual *modus operandi* is to scan this info quickly and then get my feet wet right away. This is easier said than done with *Dragons of Flame*.

Panoramic Splendor

Once installed, the game showed off very nice, colorful graphics. TGA and CGA are supported, but it is shipped in the EGA mode, so a converter program is provided. If you are on a Tandy, this operation takes only a few seconds, since the EGA is so similar. CGA seems to be losing its edge as "least common denominator," so the installation takes a bit longer for this mode. The wait is not excessive in any case. Copy protection is of the keyword variety that asks you to type in a semi-random word from the manual.

The overhead view reminds me a lot of *Questron II*, but the combat mode looks just like *Heroes*. Each of the animated



IBM version

By Stephen King

QB Launches "E-Mail Adventure" Edition

Since the Adventure Hotline has always been one of our most popular sections, we've chosen it as the vehicle for launching an experimental online edition of *QB*. Rather than doing a BBS-type affair independently or in affiliation with a major online network, we'll use "E-Mail Adventures" to deliver weekly news consisting of the latest adventure game releases, conversion updates, bug reports and related information.

All kinds of adventure-related news arrives here daily and is stuffed into a fold-

er until it's time to conjure up the next issue. Now you can get this news—and probably even more information that won't show up in *QB* for another month or so due to space considerations—once a week. The initial rate for the service will be \$10 for three months. This may rise or fall in the future, so for now we can only accept three-month subscriptions; later we'll offer discounts for lengthier subs.

For *QB* Subscribers Only

If you want to sign up, send check or

money order for \$10 (US funds), your name and address as it appears on your mailing label (this service is for *QB* subscribers only), and your E-Mail address on Delphi, GEnie or CompuServe. (See page twelve for a special introductory deal for Delphi.) Checks will not be cashed by us until the service is active; if for any reason it doesn't do so by March 30, all checks will be returned—so if renewing or ordering other items at the same time, send a separate \$10 check for "E-Mail Adventures."

Dragons of Flame

Continued from previous page

characters have individual personalities, and it's fun to watch the bouncing jog of Flint Fireforge and the sliding, forward moonwalk of Caramon Majere.

If you wish, you can stay in the side-view combat mode throughout the game. Movement is just as fast, but it's harder to tell where you are going. Switching back and forth also becomes a problem if you are directly adjacent to a cliff or river. Since you might be standing right next to a stream and not know if you are facing the wrong direction, just look around quickly if you can't change back.

The side-view is also handy for taking shortcuts across otherwise impassable terrain. In the overhead picture, any waterway will stop you short. If you switch to combat mode, you can often simply jump over the obstacle in question.

As in the first game, sound effects are limited to what can be done with the internal speaker. A single-voice tune plays as the opening titles are running. During the game you hear the sounds of approaching footsteps (even when your foe is a giant flying wasp!), a musical siren sound as spells fly through the air, and the crashing sound of your weapon when it collides with an enemy or the ground. **Conclusions:** *Dragons of Flame* is an excellent sequel that builds well on *Heroes of the Lance* and features the same beautiful graphics and non-stop action. Fans of the first adventure will not be disappointed with this one—which is almost a perfect wedding of the RPG series with the action game. Miniscule documentation and a complicated combat system are its only flaws.

Skill Level: Intermediate
Copy Protection: Keyword
Price: C64, \$29.95; others, \$39.95
Company: SSI/EA

Swords of Twilight update

We reviewed a beta version of Freefall's new multi-player RPG a few months ago and recommended it for two or three players, but decided to see how the artificial intelligence governing computer-controlled party members was enhanced before commenting on it as a solo game. The computer-controlled guys wandered off a lot when I played the beta version—so often that I started calling them my brother Darryl and my other brother Darryl (also short for D & D).

The finished product arrived recently, and it plays much more smoothly. Now the other guys in my party moved faster, and I didn't have to jump through so many hoops to get them to follow me around the walls and through doors in the castles. When I immediately moved east along a wall after going south through a door from room A in the beta version, for example, the third guy in the party would start following me to the east *without* going south through the door, and wound up stuck in a corner. Now he quickly turns around and catches up.

I even tried to trick him by deliberately racing east along the wall to the corner as quickly as possible. He still followed from the other side of the wall, but headed for the door when I started south from the corner—in the beta, I often had to return to the original room

and lead him out the door. Another nice nuance comes into play when using the cursor keys for movement: you can hold two arrows down for diagonal movement, untrue of most keyboard interfaces.

The 33-page manual is one of the best from EA in eons (and no wonder: it was written by co-designer Jon Freeman). In addition to excellent docs, especially the explanation of the magic system, it of-

fers advice on which characters to use in the party at various times and gives out many more tips. It also hints that the game may be converted, saying the manual "...was written for the Amiga. If you're using anything other than an Amiga, consult the Command Summary Card...". When wrapping up the Amiga version, Freeman said it would be ported to the IBM first if at all.

There's no copy protection on the disk, so hard disks are supported. For a full review of *Swords of Twilight*, see the August 1989 issue.

Conclusions: This imaginative and original fantasy is highly recommended as a solo or multi-player game. **Shay Addams**

Skill Level: Intermediate
Copy Protection: Keyword
Price: \$49.95

Company: Freefall/EA



Digitized graphics

Type: 1-3 player/ RPG
Systems: Amiga (512K; stick required for multiple players)
Planned conversions: IBM?

Walkthrough: Gold Rush

By Terry Calderwood & Family
Verified by Stephen King

Sell your home and book passage to California within the first fourteen minutes, when the gold rush starts. If this happens, you can't get a good price for your house, and transportation prices will be very high. Also, some shops (like the grocery) will close.

The timer stops when a text window appears, but not while you're typing. You may want to start typing as Jerrod is walking, so you'll be ready when he reaches his destination. Don't forget to use the F3 key for repetitive entry, as when you are looking for the coin in the gazebo, or panning for gold. Commands to be typed in appear in **boldface**.

The Park

Sell house. Walk south. Walk up. **Unlock gate.** **Unlock door.** Walk into the living room. **Look at the table.** **Read album.** **Take photo.** **Close desk.** **Take statement.** **Read statement.** Note your account number, which is random, because you'll need it at the bank. Leave the house and wait for a bearded man in a white coat. Approach the real estate agent and accept his offer of \$850. Walk west one screen to the Gazebo and save.

The Gazebo

Avoiding the grass, walk to the entrance. **Get flower.** Walk the rest of the way in. **Look gmpps.** **Look dsbdlf.** You may have to walk around a bit, but keep looking at the cracks until you see a gold coin. **Get coin.** [If you don't find it right away, load your saved position and try again, for time is vital.]

The Newspaper Building & the Cemetery

Walk west past the post office, southwest. Enter the newspaper building and walk all the way to the back and through the doorway. Go either left or right until you can't be seen, and you'll appear again on level two. Walk forward to the front office on the east side. **Look desk.** **Look cmpuufs.** **Read dmjqqjoh.** Return to level one and enter the office on the southwest side of the room. **Talk to boss.** **Resign.** Leave the building. Walk south and follow the path to the cemetery. Two headstones in the back row are placed next to each other. Walk back to the one on the left. **Sfbe tupof.** Go to the right and one. **Sfbe tupof.** **Put**

gmpxfst on grave. Walk back in front of the newspaper office. Go west two screens to the stage office.

Get out of Town!

[If you want to go overland in a wagon train, enter and approach the man at the desk.] **Buy ticket.** [When the agent asks if you want a ticket to Independence, respond] **Yes.** **Buy ticket.** [Leave the building. If taking a ship, go north one screen to the hardware and grocery stores.] **Buy fruit** [in grocery]. **Buy mosquito net** [hardware store]. The fruit is for the trip around the Cape, the net for Panama. If you have chosen one of these routes, you'll get four points for one of these actions. Since you haven't formally chosen your route by buying a ticket, these points won't show up until your ship sets sail.

Go east two screens and north one. Walk into the warehouse on the left side of the dock and **read sign** on the post, then leave. Go south into the bank. Walk to the left teller window and when the man offers to help, **get money.** When he prompts you, enter the account number from the bank statement you found on your desk, then leave the building. Go south one screen to the Post Office. If you've decided on ocean travel, go all the way to the right to the gate of the house just east of your house. When Leonard approaches, **buy ticket.** He'll ask if you want to buy a boat ticket; say **yes**, then choose **Cape** or **Panama** and respond **yes.** **Give cash,** go west back to the post office and save the game. In the post office, **ring bell.** When the postmaster approaches, **get mail,** **take letter,** **look envelope,** **look postmark,** **look stamp,** **take stamp,** **open letter,** **read letter.**

If going overland, walk southwest to the newspaper office and then west to the livery. In the livery, **talk to man.** Walk back outside and wait for him to follow. **Give ticket,** then **get in coach.** If going by ship, walk north (from post office) two screens to the dock and get on the ship, which won't sail till you're 18 minutes into the game. If you have lots of time, you might want to explore the rest of the town and talk to a few people on the streets.

Cape Horn Voyage

After the animated sequence, walk east one screen and talk to the man leaning against the mast and reading a book. He will give you a Bible. Don't take any-

thing else until you round the Cape and get through the storm. Dying from shipwreck or disease is purely random. If this happens, go back to a saved game and try again. You have the option of exploring the ship if you like, or just pressing Control-N to get back to the next animated sequence. After the storm, the ship will be on rough waters and you'll be in the bunk room. **Look floor.** **Get string.** Go aft to the engine room and **look floor,** **take scraps.** Go aft into the Captain's cabin and **look floor,** **take clip.** Press Control-N to get reach the next animated sequence. When control returns to you, go down to the boiler room and **take stick.** Walk up to the galley and **talk to man** (the cook). After his warning, **take pork,** then walk to the top deck, all the way aft and **catch fish.** After catching the fish, you will proceed to Sacramento.

Panama Voyage

When stopped by natives after your possessions, reply **yes** and wait until control returns to you on the jungle path. Walk up to the man by the tree and **talk to man.** He will give you a Bible. The fun starts here, so save the game. Return to the path and follow it in the direction your companions took. Maneuver right beneath the hanging vine and **take vine** when the ants appear. When they leave again, **let go** and continue east. There are three paths here, but only the top one provides clear egress. As you are walking, you should stub your toe near the center of the screen. If not, wander until "Ouch!" is displayed. **Look ground,** **take disk,** then walk south-east off the screen.

On the next screen, you must avoid an alligator and quicksand. This is completely trial and error, so don't get frustrated. Go half way across the river and walk up until even with the trail on the far side. Cross the river going east and leave the screen. The rest of the trip to Sacramento is automated.

Sacramento

Enter the left side of the white building with two doors on the front. **Get on stage.** (Next stop, Fort Sutter.)

The Overland Trail

In the wagon camp, walk to the leftmost of the three talking men and **talk to man.** When he tells you they need money, **give cash.** After he tells you to buy animals, walk south to the animal pen

and **talk man**, **buy animals**, **buy mature oxen**. Return to group and **talk man**. After he tells you to check the plains, walk east. Go up to the man who is reading and **talk man**. He will give you a Bible. Go north and look at the plains. Continue looking at them every minute or so, until you detect a change, then go back to the group and report it to the Captain. Another animated sequence describes the trip to Green River, at which point you must **unhitch oxen**, **look wagon**, **lock wheels** and continue west to the desert scene. **Look wagon**, **look in barrel**, **drink water**, **look in wagon**, **eat meat** and continue to for Sutter.

Fort Sutter

Due to the way you often change direction half the time when you walk onto a new screen, moving around here can be quite frustrating. All directions given here are real directions based on the shape of the fort, as opposed to the direction you are walking. Don't assume that North is up and South is down, etc. Where direction is ambiguous, the terms left, right, up and down are employed.



The Cemetery

Walk away from Fort Sutter until you see the overhead map. Go to the right side and enter from the east (you should end up in the cemetery). Go to the grave near the center of the screen in the back row and **sfbe tupof**. This is your father's name, with the first and last names reversed. **Read Bible** several times until you come to **Qtbnm Uxfouz-uisff** then **vtf mfuufs**. Using the cursor keys to move it, line the holes up with the letters R21OOM; the game will stop you when you get it lined up perfectly. This is a clue telling you to check in Room 12 of the hotel in Coloma.

Take central path into fort and go down the screen and into the red door with the note on it. **Buy pan**, **give coin to man**. Leave the trading post. Go down the screen again to get back near the entrance by the cemetery, then walk to the wall on the right side and follow it off the screen (down and right).

You appear to be going east on this next screen, but are really going west. Continue until you see the blacksmith working in his shop. Enter it and **talk to man**. Answer his questions to get the branding iron then leave his shop and walk left again to the guard and out the gate. Walk away from Fort Sutter till the overhead map appears, then walk all the way east and off the map. Walk into the mid-

dle of the river and continue east until you reach mile 9. Carefully make sure there are no other miners onscreen and then **pan for gold**. Using the F3 key to repeat, continue east while panning for gold every few steps. If you make a strike, keep panning in the same spot until it runs out. Save the game periodically, so that if you're caught by a miner hiding behind a tree, you won't have to repeat very much.

At first you will only get one strike per screen, but by the time you reach the 16th mile, you'll be making several. For the purists who want a perfect score, there are 50 gold strikes (\$2,698) in this segment, but you only need four to get the gear needed to complete the game.

The Coloma Hotel

Keep walking after the 16th mile, past the saw mill and lumberjacks. When you reach the outskirts of Coloma, walk south one screen and east one screen, then into the Coloma hotel. At the counter, **talk to man**, **get message**. He will give you a message to take up to the man in room 11, take it and walk upstairs. **Knock** on the door, then **give message**. When the man leaves, enter the room.

Walk up to the fireplace and **look dboopo, uvso xiffm**. Enter the fireplace, go to the table and **take magnet**, **take note**, **read note**, **take string** (on floor). Go over to the window and **unlatch window**, **open window**. When bird flies the cage, **close window**. Walk over to the bird and **look bird**, **look dbqtvmf**, **insert qipup**. **Open window** so the bird can fly away. Wait for it to return, and **close window**. **Look dbqtvmf**, **take aerogram**, **read aerogram**, **open window**, **climb out window**.

Move towards the balcony to your left, being careful to time it so that you pass the window when the man can't be seen. Go in the door and downstairs to the lobby. Leave the hotel, walk west to the edge of town, north one screen, then west back to Fort Sutter. You can pan for more gold as you are walking back if you like, but you probably have enough by now. You should probably stay near the river, or you may get bushwhacked.

Meanwhile, back at the Fort

Enter Fort Sutter by the south gate, and go to the Trading Post. **Buy shovel**, **give gold to man**, **buy lantern**, **give gold to man**. Return the way you came, past the guard and back to the Blacksmith Shop. Walk down the screen, then follow the wall, going right. Go to the man and

buy mule, **give gold to man**, **take mule**. Walk left back to the Blacksmith, enter the shop and **ifbu jspo, csboe mule**. Walk left from the Smithy, past the guard and out the gate.

Enter the wooden door to the right of the American flag. Walk down the screen and **leave mule**. Look at the brands of all the other mules till you find one with a brand like yours. Your mule is slow and lazy; when you find the high-spirited one, take it and leave the corral.

Walk two miles east and **follow mule** seven miles south and 27 east from the Fort. You may want to save the game every few screens, because if you walk into an obstacle, the mule may get away from you. When you get to the camp, enter the cabin. **Look table**, **take matches**, **look rug**, **move rug** (see the trapdoor?). **Move rug** back and leave the cabin.

In the Outhouse

Walk through the bushes to the Outhouse. The entrance is near center-screen, so walk all the way down till you stop, then go back up just a bit. Walk left, down and right to the Outhouse. Enter it. **Light lantern**, **look hole**, **climb in hole**, **yes**. Walk southwest until you reach a large door.

Unlocking the Door

Look door, **tie string to nbhofu** (if you can't, move closer to the lock in the door). **Put nbhofu in hole**. **Lower nbhofu**. **Raise nbhofu**. **Unlock door**. Save the game and climb down the ladder. Go west to the next ladder and down. **Take pick** and walk up to the wall east of the ladder. **Swing pick** (you find gold). **Take gold**. There are several other gold strikes in the cave, hidden as this one was, and visible ones (gold markings on the wall). Purists can search as they like, but since this is not necessary to finish.

The Missing Brother

Climb back up the ladder until you're above the mine shaft on the right, and just above the large black rock on the left. Go left to the next ladder and down. Follow this shaft all the way down and west till you find your brother. Walk to the back wall where the two visible gold strikes are. **Take gold**, **swing pick**, **get gold**. This should happen several times; just keep using the pick and getting the gold. When the gold stops, keep using the pick till the hole is big enough to enter. **Enter hole**.

To decode clues, see page 17.

Rambo III

Rambo's plot is simple, but at least it's coherent. As Rambo, you must penetrate a Russian fortress in Afghanistan, rescue his friend Colonel Trautman and get back out in one piece. Then you drive a Russian battle tank and shoot everything that moves. To complete your escape you have to kill every Russian in Afghanistan. Expect to die a lot.

Levels one and two are top-down, joystick-controlled maze games with plenty of opportunities for bloodshed—sort of like *Gauntlet* with machine-guns. Level three, the tank ride, is really a shooting gallery game. Your handicap is that you have to do it all with the Amiga mouse. Don't worry about dying—the real object here is to run up a high score.

The designers must have known what kind of game they were making: - programming is credited to Elmer Fudd, and the high scores you must beat belong to Dopey and the rest of the seven dwarves.

To be perfectly fair, the art on the Amiga version is the kind of excellent graphics we've grown to expect in Amiga games, and the sound effects and music are adequate—especially if you get off to the sound of gunfire and digitized screams. But good graphics never were enough to make me like a game! The Amiga version has heavy, disk-based

Type: Action
"Adventure"
Systems: Amiga,
C64, ST, IBM (CGA,
VGA, EGA, Tandy;
Ad-Lib & Tandy sound
Version reviewed:
Amiga

copy protection and may not run on some machines—I had

to take it to a friend's house to get past the opening credits. You can't open the disk and manipulate or even examine the game files by using AmigaDOS, hence you can't load it to your RAM disk for fast and easy play.

Conclusions: If you really love computer violence, you'll really love *Rambo III*, a typical Taito shoot-em-up with only minimal adventure game elements. As in most arcade games, play level starts easy and escalates in difficulty as you go along. Let me give it a different rating: not for anyone with an IQ over 95 or a weak stomach. **Ken St. André**

Skill Level: Advanced
Protection: Program
Price: C64, \$29.95; others, \$34.95
Company: Taito

Delphi's New*Age Network Deal

Delphi, the online network out of Boston, is offering a reduced rate on lifetime membership (\$39.95 instead of \$49.95) that also includes two hours of time and a copy of *The Official Delphi Guide*. This offer is in conjunction with their latest club, the New*Age Network™, but can be used by you if interested in our "E-Mail Adventure" service, which will go on Delphi first.

Here's how to sign up: Dial (617) 576-2981 (after signing up, you can log on with a local phone number for TymNet or TeleNet). At the prompt for username, type **joindelphi**. When asked for a password, type **newage**. To qualify for the rate, from the main menu type **en ne**; when you reach the New*Age Network type **join**. Then write us at *QB* (via regular mail, not E-mail) and leave your Delphi username.

Adventure Hotline

Continued from page two

Bringer.

Star Trek V Upgrades for XT, Tandy & Ad-Lib

Mindscape's first IBM shipment of *Star Trek V* refused to work on XTs, XT clones and Tandy TLs. A new version is ready but information on replacements disks were not when we called; for details, call (708) 480-1948. The new version will also support the Ad-Lib sound board. Both versions put out 256-color VGA graphics.

Don't Call Us!! We Won't Call You!

Yes, we do have a phone, but it's currently for editorial only. In order to expeditiously solve any problems with your sub or an order, please write to our new, improved Customer Service Department—not the old, unimproved Customer Service Department.

Renewal Alert

Each month we send postcards alerting everyone whose sub will expire soon. If your renewal gets here by the date indicated on the card, you won't miss a single issue. Otherwise your sub will restart one issue later—unless you've got a 1st Class sub. Just to be safe, why not check the mailing label on this issue and renew

now if it expires in the next three months? To upgrade to "Adventure Express," which goes 1st Class in an envelope, send \$24 when you renew for a full year. If your sub isn't about to expire but you want to upgrade and renew at the same time, count the number of issues left in your sub and multiply by 50¢.

End of the Credit Line...

Just a quick reminder that we no longer accept credit card orders—all overseas orders should enclose a check or money order payable in US Funds or paid through a US bank.

Corporate-type Stuff

EA finally went public. They also acquired distribution of games from CinemaWare, Three-Sixty Pacific, UBI Soft (a French software company) and Sega's "new home computer arcade hits." But EA and Arcadia parted ways, and the latter's parent company, Virgin Mastertronic, is now distributing their stuff. Managing Editor of now-defunct Commodore Magazine Jim Gracely is now Director of Marketing Services for Free Spirit Software, who did *Planet of Lust* and other extremely tasteful adventures.

Loom still Looming

Don't look for Lucasfilm's *Loom* till later this year. Based on an upcoming film, it's being produced by Michael Moriarty, who did Infocom's *Beyond Zork* and *Trinity*. (We also hear they've got a theme party planned for CES in Vegas, so Duffy has already been assigned to cover it.)

Roamin' Romans

The author of *Defender of the Crown* is working on Caeser for EA, and it's planned for summer

Rumor of the Month

Inside sources say Interplay's *Meantime* has been retitled *Sometime*—which also happens to be the latest projected shipping date.

Mindscape's New Phone Number!

Yes, another QB exclusive! A new area code is in effect at Mindscape: 708 480-1948.

ACS Club Update

Annual dues for the Adventure Game Construction Set Club are now \$15. For information, write Ken St. André, 3421 E. Yale, Phoenix AZ 85008.

Quest for Clues Coupons

If you bought either book directly from

Continued on page eighteen

Psychic War

Continued from page six

ing or defending. In general, your options are just too limited, the scenery is too redundant and the game goes on too long. The basic premise of psychic powers is interesting, but not nearly enough to carry the whole show.

Some Sound Advice

Like most Japanese imports, this one's soundtrack continually plays as you wander around each maze. The tune changes from time to time, depending on your location and situation.

Some games push the internal speaker to incredible limits, but not this one. You'll probably find the repetitive single voice of this mode little more than an annoyance. Thankfully, Kyodai provided a parameter to turn off the sound when you load the game.

If you have a Tandy 1000 series computer, *Psychic War* will detect the enhanced three-channel chip and automatically use it instead. Interesting musical nuances makes this somewhat of an improvement, but the music generally sounds off-key.

Last but not least, the Ad-Lib will also be auto-detected. This music is much more pleasing to the ear, and subdued enough that you'll probably want to leave it running continuously.

Psychic War is another in a stream of games that use "ye olde purple paper" copy protection. This variation on the key word system requires you to type in the word found at the crux of a certain row and column described when you run the game.

The words are on a page of purple and ink, which makes it almost impossible to read as it is to copy. Sometimes the matter is compounded by using pictures or ideograms instead of the English alphabet, so enterprising marauders will be unable to reproduce the page on a standard keyboard.

Even though this is one of my pet peeves, I was pleasantly surprised to find that the sharp character set and vastly differing purple shades were enough to make this infinitely more legible than past attempts. There is no on-disk copy protection, and hard disk installation can be accomplished with the COPY ** command. Hard Drive installation is strictly optional, and not particularly necessary since only two 360K disks are required.

Conclusions: I'm sorry to say that I found this game completely forgettable. I was very disappointed with the game in general. It's a shame that a game with such an unusual premise was thrown to-

gether in such a pedestrian manner. The whole time I played, I couldn't shake the feeling that it was "just another maze game" with very few redeeming features. If you're a maze fanatic, or interested in just wandering around and picking up items with exotic names, this might be up your alley.

Skill Level: Intermediate

Protection: Keyword

Price: \$39.95

Company: Kyodai/Broderbund

Mines of Titan

Infocom's new *Mines Of Titan* was done by Westwood Associates, who also did *Battletech*. It's really not a new game at all, but an enhanced version of *The Mars Saga*, released for the C64 by EA back in 1988. Since *QB* has already published a positive and negative review of this game (February & June '89), I looked over both before playing the game.

Personally, I didn't like *Mines of Titan* very much, but did see potential and lots of originality. While both previous reviewers made good arguments in support of their opinions, I found the negative one far too harsh. The graphics are definitely not up to the quality of

Bard's Tale, but they are far closer to that than public domain. I would say they are up to contemporary mediocre standards. Some are even quite nice.

If the documentation was sketchy in the original, Infocom remedied that in *Titan*. Not only is the manual informative on the game mechanics, but it also now includes lots of background on your situation and comes with a battery of maps. And you now get a "Your Eyes Only" packet with crucial information about your situation, as well as a rundown on some of the indigenous life forms.

Conclusions: *Mines Of Titan* has much to recommend itself to avid players of science fiction oriented RPGs. If you enjoyed *Battletech* or *Sentinel Worlds*, you may find this one will be a valuable part of your collection too. [Editor: Infocom could at least have mentioned on the package that the game had been previously published under another title, as Mastertronic did with *Time to Die*, formerly

Type: Science Fiction RPG

Systems: IBM (384K, CGA, EGA, VGA—16-colors, better resolution—MCGA, Tandy; Apple (128K)

Planned conversions: none

Version reviewed: IBM

How-to tips:

Take the VCR on your next quest!

After centuries of relying on archaic systems for keeping notes on ongoing quests, I finally cast a Vision spell and saw the light—and seconds later had hooked my VCR to a computer and so I could videotape the next game I played, noting on paper the counter reading at key points. When I wanted to recall the legend told by the wizard the first time I met him, all I had to do was rewind to 94.

Besides proving useful for note-taking, the tape simplified accurate cartography, since I could look at a dungeon level on the tape instead of returning to the dungeon. Games like SSI's *A D & D*, which emphasizes tactical combat, are easier to master by studying tapes of your battles and observing the actions and reactions of various monsters to different strategies. While looking at a tape of *Usurper*,

an all-text adventure, I even discovered a clue I'd overlooked while playing it. (Some software companies have their playtesters videotape as they go, so they can observe the conditions under which a bug manifested.)

Hooking your VCR to the computer can be done in a number of ways, depending on the number of video connections on your computer, TV or monitor and VCR. The idea is to route the "video out" signal from the computer to the VCR's "video in" as

well as to your monitor or TV. An Amiga can send an RPG signal to the monitor and a separate composite color signal to a VCR, for example. With configurations on machines that have only one video output, you can use a monitor or TV that has a video out connection and pipe the pictures from the computer to the monitor to the VCR. Or send the video signal from the computer to the VCR and use the VCR's video out to send the picture to the monitor. If completely confused by now, note the kinds of video in/out cables, etc., on your VCR, monitor and computer and call Radio Shack.

Shay Addams

published as *Borrowed Time.*

Stephen King

Skill Level: Intermediate

Protection: Key word

Price: \$44.95

Company: Westwood/Activision

Indiana Jones Last Crusade: The Action Game

It would have been an interesting idea to turn the latest Indiana Jones movie into an arcade game—if it let you play Indy through the film's various scenes, starting with the caves in Utah and ending with the earthquake in the Grail temple. Our hero had enough challenges along the way to keep you busy, without being bored by doing the same things over and over as so many arcade "action" games force you to do.

However, that isn't what they chose to give us. Instead we have four climbing and jumping sequences loosely based on different scenes in the movie. Very, very loosely! So any resemblance or similarities between this game and the movie of the same name are purely coincidental.

Whips and Trains!

Sequence one has young Indiana, the Boy Scout, making his way through an improbable combination of cave, mine,

The Third Courier

Continued from page one

simply moving about. Favorite leisure activities range from fairly sedate pastimes like reading and gardening to more macho pursuits like hunting and racing. There are thirteen cover occupations to choose from including journalist, gambler, computer programmer, or jet setter, and four different age groups. Thus, by combining selections in various ways, a tremendous number of cover identities are possible.

Your agent's cover identity is important because the second page of the dossier lists character and personality traits for your agent based on your selections on the first page of the dossier. Character traits include intelligence, strength, knowledge, intuition and health, while personality traits vary and can include things like hearing impairment, charm, unattractive appearance or acting ability. Up to four agents can be kept on file under separate names, but any agent you choose to activate will be referred to by the codename Moondancer.

Enter and Log-On Please

You start the game in your room at the Knesebeck Strasse apartment building.

Continued on next page

and obstacle course trying to dodge or whip the rogue archaeologists into submission so he can abscond with the Cross of Coronado. These caves are a veritable hell. Underground rivers, falling stalactites, elevated passageways and an infinite supply of bloodthirsty goons along with numerous negligent Boy Scouts from Indy's troop make progress very difficult indeed. If

Indy does manage to snare the cross, he has to escape over, under and through the circus train with all the goons in hot pursuit.

Sequence two moves you to the catacombs of Venice, where you must penetrate a rat-infested maze through innumerable archways marked by obscure symbols. This is the copy protection scheme. In order to know which arch to pass through, the player has to have the Byzantine Crusader, which has the correct dates and symbols printed on the last page. However, they can only be read if you have the red filter that comes as part of the game package. After finding the shield, you must escape by climbing a castle wall while dodging lightning bolts!!!

In sequence three, you find Indy searching for the Grail diary on the German airship, while collecting tickets and trying to avoid Nazi guards. If you get through that one, you can move on to the final sequence where Indy must evade all the Crusader traps, find the true Grail and bring water back to his wounded father before time runs out.

All of this is done in true arcade fashion. Your on-screen protagonist has five lives, and a certain amount of energy for each life. As you complete various portions of the quest, you are awarded points, and the program keeps track of your high score. You can win extra lives if you do very well.

Though there are four distinct sequences in the game, you can't play them in any order—you *must* proceed in linear

fashion from the first to the last. If you don't have exquisite timing, you'll never see the later sequences. Perhaps the designers hope the players will be so intrigued by all these levels that they will play over and over for weeks or months until the game is conquered. Anyone who does so has my whole-hearted admiration.

Graphics & Sounds

One thing can be said about Lucasfilm games—they always look good. In this case most of the credit for the look of the game should go to Blue Turtle, apparently a separate graphics house that worked with Lucasfilm on this product. The sound is also quite good on those machines with good sound capability (Commodore, Amiga, ST and Tandy). Not great—not like some of the Sierra or Access products that support different sound boards...but more than adequate. Moving figures are large (about 1.5 inches tall),

and the animation is superb.

Play level is for beginning to intermediate arcade champs, although the endurance level needed to complete the whole thing is superhuman. You may pause or abort the game, but you can't save it. I played



Ropes & ladders

it on a Tandy, which will run either Tandy sixteen-color graphics or four-color CGA. The Tandy graphics look a lot better, but they slow the machine down tremendously. You give up sound and color in CGA mode, but you get a faster-playing, smoother game flow. Take your choice.

Conclusions: If you enjoy climbing, dodging, shooting action games with no internal logic (but with lots of pretty pictures) and you have a superb sense of timing, you may love Indy—the action game. Give me Indy—the graphic adventure any day! And run that theme music! Dahhh! Da-dat daaahh, da da da!

Skill Level: Intermediate

Protection: Program

Price: C64, \$29.95; others, \$39.95

Company: Lucasfilm Games/EA

By Ken St. André

The Third Courier

Continued from previous page

Here you find 30 deutschemarks, your passport, a cash machine card, and a loaded Smith & Wesson. Also in the apartment are an answering machine and a computer terminal. As you play, headquarters sends E-mail messages concerning the mission to you through your computer terminal, your sole contact with HQ.

Besides E-mail, the computer also features a Name Check function. When you select Name Check from the command bar, a list of names drops down. Clicking on a name produces a picture of the selected person, along with a mini-biography compiled by headquarters. Later in the game, one of the gadgets you'll pick up from mission support is a photo-FAX device that lets your discretely send a picture of anyone you encounter into headquarters to be checked against the main files. If a positive ID comes back, you'll see a new name on your Name Check list when you return to your terminal.

Use of the computer terminal is also related to the game's copy protection scheme. To access the computer for the first time during each playing session, you must enter a password found by aligning symbols and letters on a Top Secret

Pass-coder provided in the game package. (This password is the only form of copy protection used,

and it is easily installed on a hard disk.)

Another Really Clever Subtitle

Third Courier can be played using a mouse, a joystick or the keyboard, but the mouse is by far the best choice. As you play, the left side of the screen displays a first-person view of your immediate surroundings. There is a dialogue window above; a status box below lists your current location, any weapon you have armed, and the amount of available ammunition. In addition, a small icon ap-

pears in the status box to let you know you're passing certain locations, such as bars, restaurants, government buildings, U-bahn stations and so on.

The right side of the screen features bar graphs representing the five character traits mentioned above, and shows your current level, your total experience points, and the time and day of the mission. In addition to tapping the up and down arrows, you can click on a compass to turn and move your agent. Four encounter options—Chat, Run, Fight and Threaten—are listed as well, but like the compass headings and arrows, these light up only when they can actually be used.

There are three pull-down menus at the top of this section labeled Action, Inventory and Places. The Action menu is essentially a list of useful verbs like use, search, listen, sneak, arm, buy, bribe, drop, stake out, hail cab, and so forth, along with the save, restore and quit options. The Inventory menu lists everything you carry around and pops up automatically when you select actions such as use, drop and arm.

The Places menu is just what it sounds like: a listing of places with which you're already familiar. When you hail a cab and the driver asks you where you want to go, this menu drops down to let you make your choice. At the outset your choices are limited to your apartment, mission support, the nearest U-bahn station and the always-useful 'follow that cab,' but as you explore Berlin and discover important locations, the list of places you can get to by cab grows.

Let's Roll

The first place you should take a cab to when you leave your apartment is Mission Support. Here you can pick up another 1,000 deutschemarks (to cover any miscellaneous expenses you might incur, i.e., cab fare, bribe money, lunch) and several neat high-tech toys (like the photo-FAX mentioned above) that can help you complete your mission. Some other available gadgets include lock-picks, a bomb sniffer, amyl nitrate (a poison antidote), surveillance bugs and a FERAT. This is probably the most important device of all, because it can detect the presence of a special hormonium compound used to coat the NATO defense plans. When you are within ten meters of the plans, the FERAT starts beeping.

One thing you'll quickly discover as you sneak around Berlin is that it's not the friendliest city in the world. In fact, if you go out after dark, you'll encounter enough thugs, muggers, drunks and pan-handlers to make you think you are back in New York City. Most of these pests can be easily dissuaded, either by simply threatening them, or by arming any of several available handguns and blasting

the scum. It is very important to 'unarm' yourself before continuing on your travels, however. Many more times than I'd like to admit, I've been attacked and killed by after wasting some thug.

Constant surveillance by the German police is just one

problem you'll have to overcome to successfully complete your mission. Another problem is that time passes quickly and you can't waste much time sightseeing if you want to get to the plans before the Russians. Do take a few minutes to check out the Berlin wall, however. Considering what's been happening over there just since this game was released, it may be your last chance to see it.

Conclusions: *The Third Courier* is an enjoyable role-playing game with a slick player interface and a clever espionage plot that will quickly draw most players into the story. However, the game could have been improved in a number of ways. First, there's virtually no sound. Even a few beeps and buzzes would have livened things a bit. [A new version supports Ad-Lib and Covoc; this package is accordingly labeled, and the first version can be swapped by calling the Accolade technical support line.] And though the pictures are nice, there's very little animation. As the German police rip your flesh apart with their automatic weapons, all that changes is their facial expression. A little more action was in order here.

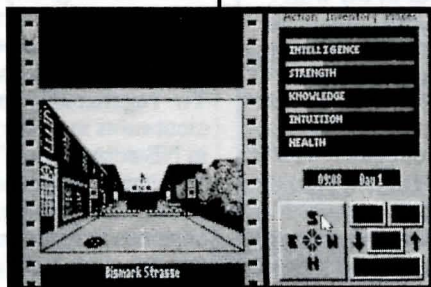
Finally, even though one of the encounter options is a Chat command, you can't really interact with NPCs through dialogue as you can in many other RPGs. I would have like to have been able to interrogate people at greater length. Despite these problems, *Third Courier* is a good game. If Accolade makes just a few improvements, their next RPG could be a great one.

Skill Level: Intermediate

Protection: Key word

Price: GS, \$44.95; IBM, \$49.95

Company: Accolade



Checkpoint Charlie



Keys to the Kingdoms



Leisure Suit Larry III

After getting credit card from **nbjmcpy**, go to beach and talk to Tawni. Give credit card to her. She gives you ginsu knife. Sharpen blades on **tufqt** in front of **dbtjop**. **Dbswf** wood. Go to area in front of Chip 'n' Dales. Cut **hrbtt** with knife. Weave **hrbtt** into **hrbtt tljsu**. Go to outhouse and change into it. Return to Tawni. Sell Tawni the wood sculpture (you get \$20).

Chris Leichter

Indiana Jones and the Last Crusade: The Graphic Adventure

To reach Istendren from Berlin and avoid trouble with guards at checkpoints, take **qbjoujoh** from Henry's house, give it to the guard on bottom left on second floor of castle, get the **qbtt** from the **gjmf dbcjofu**, go to Berlin and give it to Hitler for his signature. Just show it to the guard and he'll let you pass. To skip Berlin completely, take the piece of **tujdlfz ubqf** from the back of the **cppldbtf** at Henry's house. Put it in the **kbs** of **dmsbojoh tpmvujpo** in Indy's office. Take the key back to Henry's house and use it to open the chest under the **qmbou**. Take the fake diary and give it to the guard when he asks for it (after you get captured in the castle). He'll take it, and you can go directly to the airport.

Lawrence Chin

Dragon Wars

To earn lots of gold quickly, get the Dragon Teeth. Characters should be around level nine before sailing to **Tvolfo Jtmboe**, reached by fighting pirates in **NE Rvbh** and sailing there with their ship. Then it's on the Dragon Valley, where the Teeth are found near the middle and a little to the west. Each character should take as many Teeth as possible and sell them in a shop for 3,000 gold each. You can return for more.

Robert Breezley

To graduate from Magic College: cast **Cjh Dijmm, Gjsf Tupsn, Dmpbl Bsdbof**, fight Philistine without using magic. Disarm trap. Pick Soul Bowl from Wizard. To find entrance to College, you need Lanac 'toors Spectacles. They're in Lanac's Lab (cast **Tpgufo Tupof**).

Brad Kinman

Character development tips: two Fighters and Two Spellcasters make a good party. Give them just one point for each Skill, but give Magic Users high

Magic or Druid Magic. You'll find a power Sun Magic Spellcaster in one of the towns and can recruit him. Use experience points on Strength and Health for Fighters, Magic Areas for Spellcasters. In the beginning, enter Gladiator Pit in north center of Purgatory. They'll equip you with armor and weapons, which you can keep even if you lose. After losing, sell them at the shop, then go back for more. **To regenerate Magic Points:** in ancient ruins near Purgatory, take stairway in NE corner into Tars ruins. Go east, then south till you see message "Wall sounds hollow here." Enter and get Dragonstones to regenerate MP; you can return for more throughout the game.

Peter Matta

To get Soul Bowl, Sing Ring and Laugh Staff: After assembling Lantoc's Statue in Mud Toad, push statue (using Strength attribute) and enter Dungeon. Use **Tpgufo Tupof** spell to find Spectacles. Equip Spectacles on anyone and go to the Isle of Rustic (you'll need the Pirate Ship). At the Magic College, use Spectacles to make wall into a door (when you see the message). You'll face several tests, and the answers are: **1st Room:** cast **Dijmm Tqfmm** to freeze fire; **2nd Room:** cast **Gjsf**; **3rd Room:** cast **Dmpbl Bsdbof**; **4th Room:** use no magic; **5th Room:** cast **Tpgufo tupof**; **6th Room:** ignore him, go directly to next room. The Wizard will offer one of three items; repeat the contest twice to get all three.

Peter Matta

Ways to exit Purgatory: be sold into slavery, dive through crack in outer wall, be thrown out with corpses, exit through Underworld or through secret door in NW tower. To get the Dragon Gem from the dragon in Lansk, use the **ankh** sold in Yellow Mudtoad. Eyes for the statue in Dwarven Ruins are required after killing the pirates. Also, you get a hook after slaying them. Use it to free the party when it gets snared in traps in the Game Preserve. The pieces for Lanctor's Statue are in the **Ubs qjut, Ofdspqpmjt, Toblfqju and Gsfqpsu**. In Necropolis you'll find Nergel. Slay his minions and feed him **nvtispnt** (found in **Nztujd xppet**). He'll give you a silver key. In the **Nztujd xppet** you'll find a Beast-horn by Enkidu's Statue. Only a character with at least 26 STR can successfully use it. The result gives the character Druid magic abilities. For five free Skill points,

enter Irkalla's Temple in the Underworld. Take the exit across from your entry point and try walking into the cliff all around there. You'll be rewarded when you hit the right spot. You need **Mbodupps't tqgdubdmft** to enter the Magic College; they're in his **mbc**. Use the Soften Stone spell.

Brad Kinman

To get **Golden Boots** from Temple Keepers in Yellow Mud Toad City, **tfbm** the **mfbf** in the city by casting a **Dsfbuf Xbmm** around it. The Boots let you jump over water and small chasms. In the Magic Woods, use them to reach a small island with a shrine on it. Open the shrine by using the **qfh mfh** from the Pirate's Battle. Opening the shrine yields an Enkindu Totem. Also reached with the Boots is the Island of Woe in the Underworld of Irkalla's Temple. Here Irkalla is chained in place. Free her with the **Tjmwfs lfz** from **Ofshfm** in **Ofdspqpmjt**. She'll send you to retrieve Roba's skull in the Sunken Ruins. Take the skull to the Dwarven Forge, then return to the Island of Woe, where you'll be rewarded with the Freedom Sword.

Brad Kinman

These clues use the city gates of Purgatory as a reference point. Information and a recruit are obtained in the bar at 20N, 2E. Healing is available three spaces east, and a power regeneration square is at 5S, 0E. Equipment may be purchased at 23N, 11W, and Low Magic scrolls are at 15N, 20W. Defeat Humbaba in the northeast tower and you'll get 1,000 gold when you enter square at 0N, 16W. Kick west in the northwest tower to enter city walls, go as far south as possible and kick west to exit city. The slave camp is southwest of the city. Use Bureaucracy skill to enter, use your skill and knowledge of magic to enter Wizard's Hut (casting a spell isn't good enough) and you'll get some good equipment. Scrolls and another recruit are available in the various huts, and the fire north of the Wizard's Hut heals wounds.

Fred P. Andoli

Hero's Quest

For a good Fighter, add 20 to Strength, 10 each to Agility, Vitality, Weapons Use. Buy 50 apples. Outside Healer's Hut, get rocks. Throw rocks at nest until nest falls. Each day clean stables and practice with weapons master. Sleep in meadow at night. Stay out of the alley then.

F. J. Phillip

Sword of Aragon

The Amulet of Aladda is three squares north of **Absobj** in a plain square. Send your character for it, since any other unit will be lost. Use Infantry and Bowmen, a few Knights, some Priests and Mages.

Massimo Galluzzi

Manhunter San Francisco

Hot air balloon: gas on, light gas with matches. Go to second building from right. Land. Move **tmbwft**. Eliminate **spcut**. Move **tmbwft** to Access to Hell. **Freedom:** type in symbols found in **Qsjwbuf dmvc**. **Maze:** work your way to NE corner of NE section. (Route is indirect.) Save often.

F. J. Phillip

Keef the Thief

To use spells: get Circle of Unity (Same Mercon's Reagent Shop), Pyramid of Power (in Hermet's Hut), or Cube of Force (Same Mercon's Treasury). Reagents: Dragon's Drool (Fire), Peppermint (Heal), Scorpion Tail (Hatred), Skunk Juice (Protection), Owl Eye (Sight), Rhino Horn (Opening), Glow Grass (Light), Wart Weed (Power), Kiki Root (Magnify), Black Pearl (Focus), Narcissus Root (Self), Phoenix Eggs (Infinity). Spells not found on scrolls: Makus Foodus (Pyramid: Heal, Self, Power); Bigus Litus (Cube: Sight, Light, Power); Goodas Ne-wus (Cube: Heal, Self, Infinity). Some ways to disarm traps: Hall of Strength's Leaking Brick—slip knife under brick; Ceiling—use rope to secure brick; Torch-es—pull forward. Mem Santi Treasury, Part 1: Floor—use knife to jam spikes; Ceiling—put in lots of oil. Mem Santi Treasury, Part 2: Sceptre—crush top; Gem—remove from stand; Right Bench—squirt oil in hole.

Duey Hua

To open East or West Double Doors, you need the Key of Koran. Throw Telloc's Skull into the abyss of Tel Empor. Give **Dsztubm tibse** (in Same Mercon's Treasury) to Keeper of Mem Santi and get Achilles Robe after fighting guards behind tapestry. Give **sjo h** to Mermaid and return to cave in the Waterfall to get Arm of Love. The Orb held by the Wizard King in the top of the **upxf**s of **Ufm iboe** is the Artifact Orb of Power. Cast **Ibwjvt wbdvnt** in library behind double doors and in library on third floor of Tel Hande to get Scroll of Infinity

Duey Hua

Demon's Winter

If you "Windwalk" out of Malifon's Temple, there's no way back in. If you

don't have the Faceted Mirror, do not save—turn the computer off! (The Ancient may cast a Windwalk if you call on him in camp.) Dwarves work on cursed items for free. Offer loot to a full character four-five times to be sure you detect all magic items. **Bad Bugs:** in the Underground, the ship's icon reappears in the ship's original position, and the program locks up if you attempt to board this mirage; once winter has been invoked, any encounter on the plains of the original continent will lock up the program; don't "Possess" the last opponent in a battle, or the program will never know it's over, so you'll have to run and will get no credit; don't conjure anything if there are already twelve participants in a battle, or the program locks up.

Wes Irby

Targhan

Don't kill the fairy, who'll follow you back to the well and serve as a light in the caves. There are two Life Potions and a goblet in the caves, but you must find the key (in the caves) to get the goblet and get out. In order to face the dragon's fire, kill the oldest dwarf and get the ring he drops. Use the teleport in the first castle to get one Shrink Me potion and one See in the Dark potion (there's also a Life Potion here). When you use the teleports in the second castle, enter the dark cave, use the See in Dark potion and go to the hole in the wall. Use Shrink Me and enter the hole. To use the Star against the Evil Wizard, just swing your sword straight-arm at him or kneeling (it may take a few tries).

Paul Shaffer

Might & Magic II

To enter Dead Zone, cast **Obuvsft hbuf** on day **ojofuz-uisff**. You'll get Star Burst spell. Get Eagle Eye spell after completing quest in Middlegate at (**ufo, uxp**). Get Wizard Eye spell from the **Cmjoe cfhhbs** in Sandsobar. Get Enchant Item spell in Gem-maker Volcano at (**uisff, uisff**), using teleport to get there. Get Walk on Water for 50 GP **pof opsui** and **uisff fbtu** of Middlegate. Get Earth Encasement at (**gpvsuffo, pof**); Air Encasement at (**pof, gpvsuffo**); Water Encasement at (**pof, pof**); Fire Encasement at (**gpvsuffo, gpvsuffo**). Get Lloyd's Beacon at (**tfwfo, fmfwfo**) in Corak's Castle (**D-UXP**). J-26 Fluxes in Pinehurst at (**tfwfo, tjy**). M-27 Radicon in Woodhaven at (**uxp, fmfwfo**). N-19 Capitor in Hillstone (**uisff, uisjsuffo**). A-1 Todillar in Luxas Palace at (**afsp, tjy**). Tavern drinks give a bonus. In Tundara, look for secret passageways. In secret passageway, press

button once, then fight the Snowbeast at (**gjguffo, fjhiu**). After battle go one north to get Emerald Ring (AC +15). Repeat this for rest of party. Spaz Twit in 7th Century A-1 (**fmfwfo, uisff**). Harri Kari and No Name in cave under Vulcania (**pof, gpvsuffo**). Hirelings in Tundara at (**gjguffo, ufo**). Red Duke and Dead Eye in Ambush Valley at (**gpvsuffo, pof**). Fire Disk in Castle Xabran at (**tjy, gpvsuffo**); Air Disk at (**gjguffo, gjguffo**). Guardian Pegasus is called **NFFOV**. Have your Knights and Robbers fight Dead Knight at B-3 (**gjwf, gpvsuffo**), then see Jurors at D-2 (**tfwfo, afsp**) for 5 million experience points. Have Archer and Thief fight Baron Wilfrey at B-2 (**fmfwfo, uxp**). Have Sorcerers free the good and evil wizards on Isle of the Ancients. Sword of Nobility at D-1 (**afsp, fjhiu**). Sword of Valor at A-2 (**fmfwfo, uxp**).

Mark Kassouf

Ultima V

The Jewelled Arms and Sword of Chaos are useless. Don't worry about Blackthorn; let Lord British deal with him. The Glass Sword will instantly destroy anything except Blackthorn. **Dungeon of Doom:** In room with dragons and waterfalls, in which it seems impossible to get across the water, follow this method. First kill off the dragons and sea serpents, then push or shoot the wall till the bridges appear (which unfortunately opens a section of the wall and releases mongbats; run or fight). After exiting the room, go down the corridor till you reach the portal up. It may be wise to heal here. Go up, and after the battle, push the wall till all three passageways are open. You'll eventually find a room with a barrier and see Daemons on the other side. You need just one person to get through, because Lord British will heal everyone.

Will Chester

To decode clues, count two letters back.

Keys, Keys, Keys

For each set of your clues to a different game that we publish here, you can get either \$5 for three issues added to your sub (two for Canada and 1st Class, one for overseas). Strive for clues and tips on recently released games. Put your name and address on the sheet of paper with the clues, state whether you want the issues or \$5, and don't code the clues. All entries become property of *QB*.

Adventure Hotline

Continued from page twelve

QB recently, don't send us the coupon from the book. Your free issues (two for Canada and First Class, one for overseas subs) were automatically added to your sub when you placed the order.

Online Nintendos?

Yes, unsatisfied with chewing the legs off the computer game market, Nintendo is now going after CompuServe and GENie. Nintendo is currently negotiating with AT & T to set up a similar network that could be accessed via the videogame machines, hoping to have it up this fall. (Latest statistics: 15% of US homes have computers, 20% have Nintendos.)

Over There!

Overseas subscribers planning to renew or order books, etc., should be sure your check is payable through a US bank. If it's not, the banks here require a \$50 minimum before they can send it off for collection. You can also send a postal money order payable in US funds. Sorry, but we're no longer accepting credit card orders.

The Key Club

If you need help on an older game and can't stand waiting for Duffy, request a copy of the Key Club list. It gives names and addresses of QBers who will answer questions of specific games. Write to Brian Smith, 3035 Montego, Plano TX 75023 and send a self-addressed, stamped envelope. If you want to add your name to the Key Club—and can help with games released in the past year—Brian, the Official Keeper of the Keys—will be glad to add your name to the list.

Six Free Issues of QB!

Do you know anyone else on the entire planet who plays adventures? Get them to subscribe to QB—and mention your name when they do—and we'll add six free issues to your sub (four if it's First Class or Canadian, two for overseas.) You can even give someone a gift subscription and get the free issues (but you can't give a gift sub to yourself or a household member). And thanks to everyone who has already done so.

But Who's Counting?

This is our first 20-page issue, as promised in November. We'll do this when there's enough material to fill a full 20 pages. It costs more to send the 1st Class subs, but for now sub rates won't change.

Knights of Legend

Continued from page four

without weapons can get in on the action when you select kick, bash, head butt, or punch.

Finally, you can pick a defensive maneuver for each character. These include panic, back up, duck, jump and dodge. The program remembers the tactics you select, so during subsequent rounds you can repeat specific characters' actions in the previous round by just accepting the current settings.

Magic—Elven Style

Knights of Legend also features a very versatile and powerful magic system, though not necessarily one of the easiest to learn. While most other role-playing games use self-explanatory spell names like Fire Ball, Heal, Summon, etc., *Knights of Legend* spells have names like Tyanawonta, Arnalyrta and Kuntweyyrfe. The idea is that the language of spells in Ashtalarea is Elven.



Thus, every spell consists of five or six parts that describe the race it is to be used against, the particular character trait it will affect, the severity of the spell, the range of the spell and the spell's duration. If the spell is to be cast against a race of creature other than Human, Kelden, Elf or Dwarf, the particular race must also be specified.

The beauty of this system is that it allows you to create an almost infinite variety of spells by mixing and matching various syllables. The big drawback, however, is that you must either keep the manual open to the appropriate reference section, or actually learn to speak Elven. (After all, how many of us really remember much from the Elven 101 course we took back in high school?)

No Pooling!

One problem that experienced gamers will discover quickly is that there is no option that allows your characters to transfer or pool their gold. Therefore, even if, collectively, your group had enough gold crowns to buy a new suit of Platemail for the strongest Fighter, you'd still have to wait until at least one of the characters had sufficient funds on his own. But it doesn't matter who buys an item, since weapons and armor, once paid for, can be transferred from character to character.

The interface problems I had with the game are probably limited to the C64 ver-

sion. Besides the hour-long set-up I mentioned at the outset, other problems included the tendency for keys to repeat when entering text, lots of disk swaps when going from town to wilderness or back, and a frustrating control system. Let me explain.

Clustered & Flustered

There are two clusters of keys needed to control your characters: I, J, K and L for vertical and horizontal movement, and A, S, Z and X for diagonal movement, and RETURN to confirm actions. (I seem to remember a few years back someone inventing some type of stick-like device that could do all that pretty easily. Oh, well. Maybe it was just a dream!) To move the highlight left and right along the icons, however, you must use the < (less than) and > (greater than) symbols.

However, when entering text, you must use the up/down cursor key to move the cursor left, and the right/left cursor key to move the cursor right. Given the keys' positions, this sort of makes sense, but it won't come naturally to anyone who uses a 64 often. Finally, when you make a mistake (or print five S's when you meant to print one), don't reach for the INS/DEL key as you normally would—it's dead.

Conclusions: Despite the interface problems with the C64 version [which we assume are non-existent on the Apple if you use a mouse], *Knights of Legend* is a terrific game that has a lot going for it. The graphics are up to ORIGIN's usual high standards, the assorted mini-quests are interesting and challenging, the wide variety of armor and weapons, the magic system is versatile, and the ability to create custom character icons allows you to develop truly unique heroes. Also, the non-player characters whom you meet in the cities of Ashtalarea seem more real than the cardboard cutout NPCs encountered in some role-playing games. In fact, they even recognize the sex of the characters they talk to and address them accordingly. These factors, along with the game's modular design, definitely make *Knights of Legend* a contender for Best Quest of 1989.



Skill Level: Advanced
Protection: Program Disk
Price: \$49.95
Company: ORIGIN



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APPLE

\$20 @: Demon's Winter, Moebius, Auto-Duel, Ultima 4, Ultima 5, M & M, Zork Trilogy, Wasteland, Bard 3. Robert Breezley, 4922 Coco Palm Dr, Fremont CA 94538

Sell/trade: Deadline, Demon's Forge, Last Ninja, Leather Goddesses, Bard 1, Roadware Europa. Harold Heck, 2789 N Sheldon Rd, Strykersville NY 14145

Sell only—Book of Adventure Games #1, \$15. \$25 @: Wasteland, Pool of Rad, Ultima 3 w/clue book, M & M 2. M & M 2 character editor disk, \$10. \$15 @: Witness, Zork 1, Treasure Island. \$20 @: A.Reality the City, A. Reality the Dungeon (w/clue book), Bard 1 (w/clue book), Pirates, Wizardry 1, 2, 3. Nicholas Aquila Jr, POB 471 Sebastopol CA 95473-0471

\$20 @: M & M 2, Zork 0, Battletech, King's Quest 2 & 4, Leisure Suit Larry. \$10 @: Border Zone, Hitchhiker's Guide. \$5 @: Shadows of Mordor, Fellowship of Ring. Garth Beagle, HC-73 Box 2A, Smithville Flats NY 13841

Azure Bonds, \$25. Trade/sell: Pool of Rad, Times of Lore, M & M 2, Usurper & many more. Also many for GS, including Keef, Warlock, Uninvited and Questron 2. Julie Freeman, 1626 S. Stelling Rd, Cupertino CA 95014

Sell only—\$10 @: M & M 1 or 2, Bard 1, Wizardry, Ultima 4 or 5. \$5 @: Zork Trilogy, ACS, Wishbringer, Legacy of Ancients. Mike Jasper, 440-C Mayflower, Iowa City IA 52242

COMMODORE

Sell/trade: Bard 1 & 2, Legacy of Ancients, Questron & more. Want Pool of Rad, Wizardry 3. Raymond Fong, Box 700, Sub PO #11, Edmonton, Alta, Canada T6G 2E0

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\$10 @: Sinbad, Bard 3 character editor disk. \$20: Bard 3 w/cluebook. Robert Reitz, 218 N. 4th St, Sunbury PA 17801

Trade/sell: 7 Cities of Gold, Ultima 3 w/clue book, Wishbringer, more. Want Akalabeth, Border Zone, Lurking Horror, more. Send SASE for list. C. Klabunde, 947 Glenside, S Euclid OH 44121

Passionate Patti

Continued from page seven

nicating with the inhabitants, all of whom seem to have very narrow interests—as a result, you might become frustrated when the game repeatedly tells you a person “has no curiosity” about what you just said. A good bet seems to be to “ask (person) for a date,” which usually prompts a hint.

The only person I had any real trouble with was the showgirl, Cherri Tart. I finally had to call the Sierra BBS for a hint to find what she wanted. Even armed with the new knowledge, I couldn't trigger her to reveal a reasonable hint. I looked for a small classified ad in “Nontoonyt Tonight” that would lead me in the correct direction, but alas, it was not to be found.

Amiga: Dungeon Master, King's Quest 4, Larry 3. (See above ad for address.)

Amiga: Swords of Twilight, \$25. Times of Lore, \$15. Tony Ellison, 407 N Division, Lowell MI 49331

IBM & QUEST-ALIKES

Sell/trade: top-rated games, 3.5". Send for list. Steve Lake, 90 McKay, Beverly MA 01915

Trade/sell, \$20 @: Prophecy, Omnicron Conspiracy. \$15 @: Icon Quest for the Ring. Tony Ellison, 407 N Division, Lowell MI 49331

\$25 @: David Wolf, Mean Streets, Space Quest 2, Larry 2, Police Quest 2, Manhunter 2, Omnicron Conspiracy, Sentinel Worlds, Gold Rush. Indy's Last Crusade graphic game, \$30. Write 1st to hold titles. Corey Silver, 14L Jean Marie GDNS, Nanuet NY 10945

Trade/sell: all Ultimas, King's Quest 2 & 4, Space Quest 2, Moebius, more. Send SASE for list. Want Zork 0, Zak McKracken, Maniac Mansion. Mike Solen, 2850 S Maryland Pkwy, #P-106, Las Vegas NV 89109

Want to buy Enchanter & Spellbreaker. David Doerr, 1956 Bellingham, Canton MI 48188

Trade: Azure Bonds, Prophecy, Battletech, Future Magic. Want M & M 2, Wizardry 5, Neuromancer, Leisure 3, Space Quest 3. A. Pollack, 2002 Regis Dr, Davis CA 95616

Trade: Manhunter 2 for Colonel's Bequest. Jeremy Sexton, 10729 Old Pond Dr, Cincinnati OH 45249

Sell: M & M 1 w/2 clue books, \$55. Bard 1 w/2 clue books, \$45. Mark Kassouf, 12767 Roy-al Ave, Grand Terrace CA 92324

ATARI

Bard 1 w/clue book, \$22. Steven Avent, 13531 Clairmont Way #54, Oregon City OR 97045

Eye-grabbing Graphics

Conversing with the tourists provides the player with some of the best graphics in an already stunning game. Most of the graphics and animation is of the usual 3-D adventure type and are comparable to the recent quests developed under the new SCI interpreter.

But when talking to various people, you are rewarded with a full-face view. Blinking eyelids, pursed lips and flaring nostrils are some of the excellent effects you'll witness. Of course, all this is done in 16-color EGA or TGA graphics that can be translated down to CGA or Hercules. VGA supports sixteen colors via EGA emulation.

Ana One Ana Two

Music has also been advanced another step forward. *Larry III* is so chockful of sound that there are very few places where silence reigns, even when using the PC internal speaker. The many theme songs are pleasant (except in the previously mentioned mode) and varied enough to avoid becoming a nuisance. And you can turn off the sound entirely.

Nearly every third-party sound enhancement board is supported by Sierra, but Roland MT-32 owners can usually expect a little more than high quality music. A couple of screens in this game have high quality sound effects, most notably, the swooshing wind/surf of the beach.

Larry III has none of the usual style copy protection, but there is a keyword variation. Instead of having to look up a word from the manual when you run the game, you can start playing it and actually get quite far. Still, there are a couple of places where information from the manual is required.

The “Nontoonyt Tonight” booklet contains several free show passes with various serial numbers. The maitre d' will ask for one when you go to see Cherri Tart. It also holds a significant hint about how to get through the bamboo maze. While it's possible to get through it by trial and error, I doubt that many will have the patience. Several other hints are provided as part of the island trivia included in the book.

Conclusions: *Patti* effectively maintains the racy, romping spirit of the first two *Larry* games. Graphics and sound are great, and the humor is non-stop. If you are a fan of *Lounge Lizards* or *Looking For Love*, you can't go wrong with this one, which should definitely be rated somewhere between PG and R.

Skill Level: Intermediate

Protection: Key word

Price: \$59.95

Company: Sierra

Waiting for Duffy

Duffy's still recovering from New Year's Eve, so contact these people if you can help.

Dungeon Master: how to open last door on level 3? Kill Rock Monsters quickly? Allan Anderson, 623-B Amaopio Rd, Kula HI 96790

M & M 2: rescued lots of Hirelings but none show up at Inns. Time travel—how? Where's Shamash. Need other help too. **Starflight:** How to destroy Crystal Planet? (Need coordinates of where to drop egg.) Mark Kassouf, 12767 Royal Ave, Grand Terrace, CA 92324

Demon's Winter: need general maps. How do I stop dying each time I get the Orb? Harold Heck, 2789 N Sheldon Rd, Strykersville NY 14145

Beyond Zork, Bureaucracy, King's Quest 4: Need hints, tips, maps. S. Stiles, Rte 1 Box 510, Millstone, WV 25261.

Spellbreaker: How do you get through the vault door? Get cube off the outcropping? M. Spivey, Rte 1 Box 1130, Ruation, LA 71270.

Legacy of the Ancients: Where's Sapphire Key in Pirate's Lair? Am at Level 8 but can't find Key or doors down. Where

do I get Magic Ice? Can't find Guardian Scroll or Pegasus exhibits in Museum. And where is Dimon Coin? J. Pullen, 11015 Fenway St., Sun Valley, CA 91352

Wizardry IV: What's the Guard's Password. D. Berol, 8521 Ave. Onda, La Jolla, CA 92037.

Bard's Tale 3: Need help with Geldia. **Might & Magic:** Where is code key? What is Thundranium for? Dan Heffron, 2 Lavelle Lane, Framingham, MA 01701

Alternate Reality, The Dungeon: What time is midnight? I tried 12:00 and 12:30. Mark Lain, 4518 Pine St., Hammond, IN 46327

Guild of Thieves: How do I get lute? Don't have enough money to buy. **Might & Magic:** Need maps, help, supermen. Michael Parkin, 5 Old Lantern Rd., Danbury, CT 06810

Phantasie 3: Needs maps bad, also clues. **Guild of Thieves:** How do I enter village, windmill, wine cellar? Also need maps. Tom Bray, Box 838, Houston, BC, Canada V0J 1Z0

Dungeon Master: How do you get key from room on the right after Riddle Room on Level 6? What good are the Rabbit's Foot and Pendant Feral? D. Bel-

den, 536 Southern Hills Ct., Melbourne, FL 32940

Dungeon Master: After Test of Strength on 6th level, where is key to locked door? Around 13th level, where is key to fit hole next to Ir symbol? What do you do where it says "When a rock is not a rock"? Tom Page, 96 Haddon Pl, Upper Montclair, NJ 07043

Passport to Adventure

Quest for Clues I: \$24.99
Quest for Clues II: \$24.99
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