



QuestBusters™



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Don't Go Alone: a ghostbustin' quest

The details are a little sketchy, but it seems that some evil being called The Ancient One has driven your grandfather berserk, imprisoned his very soul and, even worse, taken possession of his house. To get it back, you'll have to assemble a crack team of paranormal professionals whose job is to search the vast house, find the Ancient

Type: Horror Role-playing

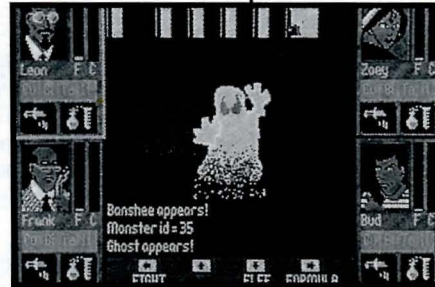
Systems: IBM (Requires 384K; Tandy 1000 series, 512K; supports Ad-Lib, CMS, keyboard, mouse; hard disk installable)

Planned conversions: none

Ancient One and well...you know how it goes. Your search party consists of a Chemist, an Adventurer, a Technician and a Psychic. At the start of the game you can either use the pre-assembled party, or create your own from an existing pool of

characters. There are four characters of each profession from which to choose, each rated for Strength, Stamina, Dexterity, Intelligence and Intuition. You can't alter these attributes, but you can change the names of your characters. Once your fearless party is assembled, you're ready to enter the house.

As you move through the dilapidated mansion, a large window in the center of the screen shows a first-person view of the ceiling, walls and floor directly ahead of your party. To the right and left of this window are portraits of your four characters, along with their names and bar



Yikes, I'm scared!

graphs representing their Fear and Concentration. (You didn't really believe me when I said they were fearless, did you?) These two traits vary greatly throughout the game. When they encounter monsters, characters lose their Concentration and become more fearful, but lose Fear and gain Concentration as they explore.

Beneath each character's portrait is his currently selected formula. In *Don't Go Alone*, formulas are used in much the same way as spells are in other games. It would have been useful to have the currently selected weapon and armor displayed as well, but for this information you must access a separate screen.

One and well...you know how it goes. Your search party consists of a Chemist, an Adventurer, a Technician and a Psychic. At the start of the game you can either use the pre-assembled party, or create your own from an existing pool of

By Bob Guerra

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Demon's Tomb

I'm sure we are all aware of the soaring prices of computer games, especially just after Christmas! It seems that even many of the less costly games average between \$30 and \$40, so it's a refreshing change to see someone bring out a special series of low-priced games that go for under ten dollars at some of the mail order discount houses.

Demon's Tomb is one of a steady trickle of such games imported from Europe. It is basically a text adventure with unanimated graphic pictures tacked on. You are probably wondering about the wisdom of bringing out an adventure of this type now. After all, text adventures had been done to death by 1983. Even the mighty Infocom, as their market waned, turned to producing graphic-oriented games instead.

I have to admit that my first response was a bit ambivalent. You see, like so

many, I was one of the early players to get completely caught up in *Colossal Cave*. As Scott Adams (remember him?) started cranking out adventures, I bought every one. Then, just as my interest in this genre tapered off, Infocom translated the might *Zork* to home computers, and I was caught all over.

The bottom line is that I was thoroughly burned out on text adventures and variations like graphic/text adventures a long time ago. Then along comes *Demon's Tomb*. I says to myself; "Self, this is likely to be an ugly experience". However, in spite of my lack of interest in *Demon's Tomb*, its original design began to bring me around.

The Prologue

The story concerns twin brothers Tzen and Thai, both high priests of an ancient civilization. Tzen was the more powerful, destined to become the supreme high priest. Unfortunately, during an argument about the nature of the universe, Tzen

seized his brother's mind in a fit of rage and went looking for the universal boundaries.

Instead, he found the foul god Darsugotha and

would have been lost forever if not for Thai's quick thinking. Regretful

ly, even though Thai was able to save them both from death, his brother's mind had been irrevocably corrupted by the mad god, whom he worshipped from that day forward.

Having no choice in the matter, Thai banished his brother to the unholy isle of Breton. This backfired when he found

Type: Illustrated Text Adventure

System: IBM (384K required; joystick, hard disk optional, two 5.25" floppies)

Planned conversions: unavailable

By Stephen Kling

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Adventure Hotline



Letters
to the
Editor



Bard's Tale Guy Goes Galactic
Chris Cranford, who designed the first pair of *Bard's Tales* for Interplay, has a science fiction RPG for the Apple. The *Centauri Alliance* is a coalition of six races, including humans, that sends you on a planet-to-planet race against time to save the galaxy from unknown forces. It's got 3-D graphics in combat and lets you import characters from *Bard's Tale*, *Ultima*, *Might and Magic* and *Wizardry*. Broderbund, the publisher, has no word on conversions yet.

Starflight 2: Trade Routes of the Cloud Nebula

With 500 new worlds, 29 new alien species, and over 150K of dialogue, *Starflight 2* supports VGA on the IBM; the press release says it has twice the resolution of the first game, but doesn't say which graphics mode they're talking about. EA says they'll provide black and white trademaps, which contain the copy protection, for visually-impaired or color-blind customers (who probably had 20/20 vision till they played too many EA games with those "black ink on dark purple or brown paper" sheets of passwords).

The First Conversions of the Nineties!

Arcadia, a division of Mastertronic, shipped an arcade adventure, *Artura*, for IBM and ST, and an Amiga conversion is planned (the C64 version was first in late '89). The IBM version of *Populous* includes a 500-world data disk *The Promised Lands*, which costs \$14.95 for the Amiga and ST. (Its new worlds are set in five fresh landscapes: Wild West, Révolution Française, Blockland, Silly Land and the Bit Plains.) An Apple version of *Where in Time is Carmen Sandiego* is wowing them down at the old schoolhouse by now. Miles Computing unleashed a raft of riddles for IBMers with the latest incarnation of *The Fool's Errand*. A C64 *Sentinel Worlds: Future Magic* made it in time for Christmas. *Keef the Thief* is also available for the IIGS, which was not mentioned in the December review.

Gold of the Americas

The latest from Strategic Simulations is reminiscent of *Seven Cities of Gold*. For the IBM with 512K, it centers on the colonization and conquest of the New World from 1500 to 1800. Up to four can play, heading up the armies, navies and colonial governors of France, England, Portugal and Spain.

Big Bucks in the RPG Biz
Data East is planning to roll out a new fantasy RPG series called *Draconian* for Amiga and IBM. Their press release quotes the Software Publisher's Association as saying over \$38 million worth of fantasy RPG software was sold in 1988.

Yet Another King's Quest Book!
Hey! If Compute's *Official Book of King's Quest* was so official, what's Silicon Valley Press doing with *The King's Quest Companion*? Written by Peter Spear, it's more prolific and in-depth than the Compute Book, covers *King's Quest IV* and has help for those stuck on this and the first three games.

Mindscape Scooped up by Software Toolworks

Software Toolworks, who bought out DataSoft last year, announced a merger in December that calls for the acquisition of Mindscape. A month earlier, Mindscape had reported third quarter profits for 1989 as well as that year's first nine months—attributing the profits to Nintendo game sales. If approved by both Boards, the deal will go down this Spring.

This Year! Honest!

The *Official Book of Ultima*—whose release was reported at next year in the January issue—will actually hit the shelves this summer. *QuestBuster* subscribers will get a free-issue offer if they order the book from us.

The On-Line Hotline

Want to get the latest adventure game news weekly instead of monthly? Looking for timely online reports on new releases and conversions, bugs, upgrades and hot tips? Then subscribe to the "E-Mail Edition" of *QB*. The initial rate for the service will be \$10 for three months. 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 CIS. (We can only accept three-month subscriptions right now; later we'll offer discounts for lengthier subs, and those who've already subscribed will get a similar break.) 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 this service.

Dear QuestBusters:
How does a person become a playtester for new software? I like to try new things and see what the game does. Do you have to know someone, or can you just write a letter to a software company?
Brooke D. Gladstone

Like a lot of the really fun things in life, you practically have to know someone to become a playtester. With smaller companies and independent designers, games are usually tested by friends, while larger companies employ in-house playtesters, often recommended by staff members.

Dear QuestBusters:
Who is Duffy? Is Stephen King the Stephen King, or just a Stephen King? How can a character from *Tass Times in Tontown* be your News Editor? How many ziirgz to the dollar? What went wrong with my renewal—I sent in my \$\$ but missed an issue somehow.
Disoriented Subscriber

Duffy's the behind-the-scenes owner of QB, which he set up as a front for laundering rug money from the Sheboygan Cartel. Stephen King is an Stephen King. Nuyu was the only applicant who would work for dog biscuits, so naturally we hired him. Ziirgz can't be converted to US dollars, but they make good swizzle sticks. You probably missed an issue if you sent in your \$ after the cut-off date on the card we sent you. Or you may have mailed it to the old POB, where mail is picked up weekly. Send all mail to address on this issue's back cover.

QuestBusters™

The Adventurers' Journal

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Dragon Wars: Best Quest of 1989?

At first glance, I wondered how any game could combine the best characteristics of *Bard's Tale* and *Wasteland* and still be fresh enough as to make it enjoyable—not just another rehash of the typical swords and sorcery role-playing game. Interplay's latest hit is unique enough to be fun, and so challenging that it's both stimulating and enjoyable.

Pilgrimage to Dilman

The story starts out on an armored Pilgrim barge sailing for Dilman, a group of islands on the planet Oceania, which orbits Sirius (the star, not the software company). The reason for your journey is a bit muddled, though. You could be a Pilgrim questing for enlightenment and bliss, an Adventurer searching for that ever-elusive gold piece and experience point, or you may be a Mercenary seeking eternal rest. This adds a dash of color to the story, but has no meaning whatsoever to the individual character in regards to game play.

Upon docking at the port city of Purgatory, you're immediately arrested by the city guard, who strips you of all your gold and worldly possessions. He then dumps you waist-deep in the muddy middle of Purgatory, where you find out,

Type: Fantasy Role-playing
Systems: Apple (128K), C 64
Planned conversions: IBM
Version reviewed: Apple

much to your chagrin, that the city is more a prison than a town. Your first task will be to find any sort of

arms and armor and escape from the city. After accomplishing this, you must amass skills, weapons, armor and spells, then it's off to seek retribution for the gross indignities heaped upon you by Namtar, the Beast From the Pit, who has toppled the Government of King Drake and placed the citizens of Dilman in their current dire straits.

Your party can consist of up to four characters, which can either be created from scratch at the beginning of the game, or imported from any of the *Bard's Tale* adventures. Unlike most of the games of this genre, your characters are not burdened by a moral or ethical alignment like Good or Evil, or even a specific class, for that matter. Refreshingly, Spellcasters can wear heavy armor

and swing swords, while Fighter-types can cast spells.

The game hinges on effectively building and using character skills and attributes, much the same as *Wasteland*. You must employ Lockpicking skills, for example, to open a locked door, Bandage skill is necessary before you can heal wounds, and so on. When a character finally advances a level, two extra ability points are awarded and may be used to increase statistics or boost skills.

Unlike in *Bard's Tale* or *Wasteland*, however, there is no Board of Advancement to find and visit, or Headquarters to radio in to in hopes of having your characters raised a level. That's because *Dragon Wars* uses an immediate advancement system: if the experience points just earned by a character entitle him to a promotion, it's awarded automatically right after combat.

The process of rounding up the 65 different spells is also very intriguing, as you must find the spell on a scroll (which is either purchased or found as treasure) and memorize it from there, assuming of course that you possess the appropriate Magic skill, of which there are four: Low, High, Druid and Sun Magic, for that particular spell. A fifth category, Miscellaneous Magic, requires no special skill other than the prerequisite Low Magic, which is necessary to obtain any other Magic Skill. Instead of relying solely on beating up hapless monsters to rack up experience points, you will appreciate another way of doing so (find the Temple of Ircalla in Magan Underground and walk around till you step on the correct square).

Most of the various quests don't have to be solved in a specific order, so it's less linear than many RPGs. Though getting there alive would be a feat in itself, there is very little to prevent you from reaching the final objective from the start right outside of Purgatory. However, this is not recommended, as it would not only make for a very short adventure, but you would also miss out on a lot of very entertaining puzzles and the abundance of humor that runs rampant through the quest.

Most of the puzzles and mini-quests are a mixture of the "explore around to find the key word", "need this to open that," or the "use this item/statistic/ability" variety. But one can deduce the proper order of events by their difficulty; after all, nobody can just waltz up to an Elder Dragon



Apple version

armed only with a dagger and delusions of grandeur and expect to see the next sunrise. The double hi-res graphics, which cover more screen space than in other 3-D RPGs, are right up there with the other Interplay releases, and the spot animation is nice and smooth.

Interfacial Violence

The game has a lot of good points to it, but the bad points are so glaring as to occasionally make playing it frustrating at times. The overhead view auto-mapping function is a true blessing, and the sections are proportioned into 10 foot sections that are easy to copy to paper if you're inclined to do so.

But one of the greatest drawbacks is the lack of a powerful user-interface like the one seen in *Wasteland*. [Which Interplay probably didn't use, even in a modified form, because Electronic Arts holds

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By Bruce E. Wiley

Champions of Krynn

Champions of Krynn is the third game in the Dragonlance series of *A D & D* quests from SSI. Set in the world of Krynn, a TSR creation, this adventure veers away from its action-oriented cousins by concentrating on strategy and tactics. And SSI finally did something about those decade-long battles that made *Pool* as much a test of endurance and patience as one of tactical combat.

As you may remember, the first installment, *Heroes of the Lance*, was a side-view action role-playing game reminiscent of those found on Nintendo and Sega systems. It was much more complex than something like *Mario Bros.*, but still involved lots of running, jumping and climbing. The more recent *Dragons of Flame* also had a side-view that could be toggled back and forth with a more conventional overhead picture. In *Champions of Krynn*, SSI did away with the side-view. In fact, *Krynn* utilizes an improved version of the game system introduced in *Pool of Radiance*, which took place in the Forgotten Realms universe.

This tale begins several years after the events chronicled in the first two Dragonlance games. The Heroes of the Lance have split up, and things seemed to have settled down after the dark queen Takhehis was driven from mankind's universe. Even so, her followers are not quick to put down their arms and live in peace.

Since Takhehis created the Draconians—lizard-like men—in a complex process involving the corruption of dragon eggs, it was assumed their numbers would dwindle after her defeat. Unfortunately, not only are they not declining, but their strength seems to be on the rise. Of course, the other evil creatures are quick to align themselves with the Draconian scourge. One of your quests in *Champions* will be to put a stop to it by finding the dragon eggs, not to mention slaying the existing Dracs.

Quests, or commissions as they're called in this world, are usually assigned by Sir Karl, though you sometimes have to travel to different places to find him rather than return to a Guild or Town Hall as in most RPGs. These—which typically consist of finding a magical weapon like the Dragonlance, or locating a person,

must be completed in a linear fashion—don't involve logical puzzle-solving. Clues and mini-missions are revealed through onscreen text representing dialogue with NPCs, and in a pair of manuals with numbered paragraphs that you're told to read at certain points in the game.

We're On A Roll

As with many RPGs, this one starts with the selection of a group of characters for your six-member party, which may be reinforced with up to two NPCs for a total of eight. You may choose from a list of seven races, including two types of Dwarf, two kinds of Elf, Half-Elf, Human and a new race, the Kender, which possess the ability to Taunt opponents into a berserker rage.

The Kenders' ability to Taunt lowers the monster's ability to hit your crew while raising your likelihood of hitting it. Unfortunately, it has a side effect: all the enemy's magic spells will be cast at the Kender. With a disadvantage like this, you can be sure you'll use up a lot of these little guys!

Depending on your random attribute scores, you can pick from six classes, including Cleric, Fighter, Ranger, Thief, Mage and Knight. You must also decide on alignment, which determines personality. Because of the nature of this particular adventure, the only evil creatures are monsters and various other bad guys. Thus, your character will be a mix of good or neutral with order and chaos. Those puzzled by the combination of these traits will find the best descriptions I've ever seen in an owner's manual.

Clerics & Secretaries

As long as the character you are working on is non-human, you can split classes between the four major types. This results in a more versatile character, but one who'll be slower to develop—because experience points he earns must be split between all professions.

The magic system's complexity, more than any other feature, is this game's hallmark. Though it looks much like *Pool of Radiance*, *Champions* makes better use of spellcasters. When you create a Cleric, for example, you must choose the god with which you will ally yourself. All of them will give you some advantage. For example, one might give all followers a +1 on any healing spells, while another might double your ability to turn undead creatures.



IBM version

The Silvery Moon

There are also three moons at the top of the screen, waxing and waning at different rates. When it's full, the white one will increase the number of spells a good Magic-user can memorize; as it wanes, it reduces the potency of spells. Like-

wise, the red moon controls neutral magicians, and the black (or dark blue) one affects the ability of evil ones.

Another new element is that different spells are available to Wizards of differing alignments. Most spells will be the same, but a few special ones may only be cast by certain types. You'll also find that life is slightly easier for a neutral Mage or Cleric than it is for a good one, because neutrals receive faster spell advancement for less experience.

If you were a lazy player, you would probably not be involved with a game as rich in detail as this one, but just in case, SSI included a pre-rolled party that will allow you to avoid the aches and pains of character creation.

One word to the wise though: I've never met anybody who didn't think they could select a better mix than the one that came with the game—especially after you've played it a bit. In any case, the ready-made group may provide a good way to get your feet wet until you can make an informed decision.

The Big Picture

The graphics are similar to those in other *A D & D* games set in the Forgotten Realms series (*Pool of Rad*, *Azure Bonds*). While outside, you will see a map of the country, where various dots depict towns and outposts. When you enter one of these settled areas, the basic screen maintains a picture on the left, with your party statistics at right. The bottom is reserved for pertinent messages.

Pictures often sport spot animation,

Type: Combat-oriented RPG
Systems: C64, IBM (512K; 640K on Tandy and Jr; MS-DOS 2.1+; supports mouse, Roland MT-32, Ad-Lib and CMS; hard disk recommended)
Planned conversions: Apple e/c

By Stephen King

like that seen in *Bard's Tale*, but the animation is a much simpler two-frame variation. Sometimes you will come across a special scene. When this happens, the entire top half of your screen displays a still picture of the spectacle before you.

One nice bit of graphic finery consists of varied types of wall that scroll by as you investigate indoor areas. Some may be cobbled stone, others the simple stone walls of a cave. Still others might be made of wood. The variety is greater and the resolution better than ever before.

Though animation is weak, everything is portrayed in full color EGA brilliance. Tandy sixteen-color is also maintained, but VGA and MCGA are not supported in their 256-color modes. As usual, CGA and Hercules are available for people who don't yet have an enhanced graphic board.

Fighting Your Way To Fame & Fortune

When combat begins, the view changes. The entire left half of your monitor shows the individual party members and their immediate surroundings, and the right half is dedicated to messages describing the battle.

As with many of SSI's other RPGs, combat can either be handled manually or set to automatic. Once your group has been built up, the auto mode helps speed up the game considerably, but at the cost of common sense in strategy.

I suggest that you break out of the auto mode (by pressing the space bar) whenever you encounter magical opponents. I had the advantage of using a nearly god-like party for the purposes of this review, and even they were nearly devastated when a low-level Cleric got lucky. If I hadn't been able to break into the manual mode, I might even now be lying in a pile of ash somewhere!

I Auto Know Better

Another area where the weaknesses of the auto mode show up clearly is in the erratic way individual party members move during combat. Some make a beeline for the monsters, while others, as though dazed, wander almost randomly in the enemy's general direction. They will not even attempt to avoid hazards. For example, a certain type of Draconian will dissolve into a puddle of acid when killed. Since this can be highly dangerous, you'd expect people to avoid it, but noooooooo! —they just walk right through it and take the damage.

This, of course, is the difference between you and the machine. It may be able to handle most actions on its own, but it can never "think" for you. And even if the computer could think on its

own, a handful of adventurers would never be able to decimate thousands of enemy bad guys.

The key difference between *Champions* and the first two *A D & Ds* is that combat, in general, has been streamlined. The action is quicker, and you won't find yourself in a prolonged confrontation with 6,000 Orcs. There are basically less monsters, but they are a bit more varied and more powerful. I never faced more than a dozen at a time, and the biggest battles never exceeded five minutes.

Now Featuring...

In keeping with recent advancements in the MSDOS world, there are a few nice new highlights. One is mouse support, which does a lot to speed up the game and make many of the operations less tedious. This was not fully bug-free yet. There were lots of places where I had to take my hand off the mouse to hit the space bar or ENTER/RETURN keys. Since the buttons of the mouse usually double for these keys, this was a nuisance. But for a first attempt at controlling mouse antics, *Champions* is not bad at all.

Several external sound boards are supported, including the Roland MT-32, the Ad-Lib and the CMS Game Blaster. The sound drivers were not quite complete on my version, so I never got to hear the Roland, but the Ad-Lib and CMS sounded quite nice. Unfortunately, the external boards were only used to play a song as the game credits were displayed. During actual play, the PC speaker cut in to handle sound effects.

SSI's Victor Penmen told me this is because they found that the PC speaker is capable of more varied effects than the external sound boards. Indeed, from the soft sound of footsteps to the crunch of axe and sword, the special sound effects I heard were handled well. I was also told that Tandy owners have a slight edge because the three-voice chip does a better job of reproducing the special sounds.

Champions of Krynn comes with a wealth of material to explain your situation and background, as well as the limitations of the Dragonlance world. As it is becoming more ever more vogue to say, there is no "on disk" protection, and one book in particular is used to supply the game's copy protection. No hidden files are lurking on the disk, and there is nothing to keep you from backing up your disks. However, you will be required to type in a random key word from the owner's manual each time you run the game.

Hard disk installation is recommended, and is *much* faster than doing so with previous *A D & D* games. The 3.5" and

5.25" IBM disks are sold in different packages.

Conclusions: If you enjoyed *Pool Of Rad* or *Azure Bonds*, you are sure to like this one—it's among the truest to the *A D & D* ideal and is, of course, endorsed by TSR. The story is an engaging one that is presented effectively via onscreen interaction and the paragraphs in the manuals. If you like games that are long on strategy and tactics, this will make a fine addition to your library.

Skill Level: Intermediate

Protection: Key word

Price: \$49.95

Company: SSI/EA

Dragon Wars

Continued from page three

the copyright to *Wasteland* and could possibly have held up the Interplay release in court if it looked or played too much like *Wasteland* or *Bard's Tale*.] The *Dragon Wars* interface is of the pop-up window variety and is rather cumbersome when it comes to repetitive commands.

At least it lets you move directly between the inventory screens of your characters, as well as screens listing abilities, with a single numerical keystroke, so you can easily page through all of the characters' possessions, for example, to find who's packing a particular potion. (In most RPGs, you have to call up the next character before checking his inventory.) Also disturbing and greatly frustrating is the difficulty in resurrecting dead characters. The documentation hints that this can be accomplished in the Well of Souls (somebody's been watching Raiders of the Lost Ark too much...) down in the Magan Underworld, but I still haven't been able to figure that one out...*yet!*

Conclusions: I gotta call *Dragon Wars* one of the best fantasy games to come down the pike in many years. The graphics are very attractive, the sounds are limited, so they don't get annoying (like in early *Ultimas*), the puzzles are challenging, there is an impressive amount of humor throughout the quest and the accompanying documentation, the magic system is varied and entertaining, and the general flow of the game is very comfortable. I can easily call *Dragon Wars* not only "Best Quest the Month," but also "Best Quest of the Year" for 1989—possibly for many years to come.

Skill Level: Difficult

Protection: "paragraphs" book

Price: \$49.95

Company: Interplay

It's tough to describe *Joan of Arc: Siege & the Sword* without bringing up *Defender of the Crown*. Both are one-player games in which you must take over a country that's divided into many sections, which requires participating in arcade sequences and making sound strategic decisions. You must conquer one section after another until you rule the entire country, all the while making sure your conquests aren't recaptured by the enemy.

Defender took place in England, while *Joan* is set in France. Both games provide several ways to achieve your goal, but the similarities end there. *Joan* gives you the ability to assume the role of King and offers many more options beyond just picking which part of the country you want to attack next. These added features make *Joan* the game *Defender* set out to be.

England vs. France

Playing the role of Charles VII of France, you strive to win back your homeland from the English by sending your army on successful campaigns, raising revenues for the royal treasury, suppressing rebellions and improving the loyalty of the people in your provinces. *Joan of Arc* leads your army into battles all across France, offering advice in times of need. The game closely parallels history, and many characters from the pages of time make appearances as the action unfolds.

Until you become King of France, you're limited to moving your army from province to province to take over cities and defeat armies. You can only do so for a short while before your army diminishes to only a few men and some cannon. So your first goal must be to take over the city of Reims in the province of Champagne.

After making it over the city walls, you're crowned King and can beef up your army before beginning the game's real challenge—governing the provinces already under your control and taking over new ones. Since Champagne is but two provinces away from your starting position, you can easily gain the throne and start the game properly.

Once you're King, a menu of options becomes available. You can choose to make friends with some of your enemies,

Joan of Arc

boost the royal treasure through taxes, add men to Joan's army or assemble an additional one, send spies into the countryside, and enforce justice. The game is authentic enough to arm you with all the resources and options King Charles

would have possessed in such a situation. One of your "right-hand men" can be ordered to carry out unKing-like missions, such as poisoning or kidnapping an enemy courtier, for example, and some of these minions perform various tasks better than others.



Ye olde Amiga version

Death and Taxes

The first thing to do is collect taxes from a province, in order to bolster your army. This stirs up unrest among the residents, so immediately after collecting taxes, you must send out spies to root out the troublemakers who are agitating the rest of the people. This stabilizes the loyalty of the province until you can boost it by taking over more land or striking peaceful agreements.

You'll quickly learn that your potential choices as King are exactly what you'd expect. You can even dispense justice by locking people up or having them executed. To spice up the game, arcade sequences were added. But unlike those in some games, these are not tedious, nor are they uninspired. They're slightly challenging and do contribute to the story. Plus, you can win these arcade sequences! In other games, the action challenges are often too difficult.

Five action sequences await in *Joan of Arc*. One is nothing more than a side-view of a battle in which you must move the calvary, infantry and archers back and forth and fire the cannon and archers' bows. This one is interesting and different, while the other four are pure arcade mini-games. Sometimes in battle, an enemy knight will attack your guard, forcing you to fight him in an arcade game that's like jousting. Gameplay in this phase and other action sequences is fluid. All are challenging but not too hard.

Whenever you take over a city, you must engage in two arcade games. In one, you've got to fight hand-to-hand with

guards on the city's drawbridge, while avoiding arrows shot from the top of the walls. After defeating the guards, you must climb three ladders up the wall, dodging the rocks and hot oil dropped from above by the guards.

Complete both sequences, and you'll take the city. In a role-reversal of the final arcade sequence, you'll bombard the

enemy by tossing rocks and oil at enemy knights as they climb the walls in an effort to reclaim the town. Blow it, and you lose the city.

In addition to these moderately difficult action challenges and the abundance of decisions you'll render as King, beautiful graphics and incredible sounds make *Joan of Arc* a pleasure to

play. The backgrounds look digitized, and the characters are well-drawn and detailed. My favorite scene is the execution: the head pops off, and blood keeps squirting out! You'll hear music when you're choosing options from the command menu, and the battle sounds are quite realistic.

Fair to Partly Cloudy

Another nice touch is the map of France that appears onscreen. Besides just showing whether each province is controlled by the French or English, it will display weather conditions across the land and the level of trust each province's population has in you.

The 52-page manual is explicit and concisely written. A "Quick Reference" card offers advice on the early stages of the game, plus commands for all battle-field options, such as Jump Right, Climb Ladder and Charge with Sword (as opposed to Charge with MasterCard).

Conclusions: In every aspect, *Joan of Arc* has improved the concept put forth by *Defender of the Crown*. It even lets you save one game per disk, which several versions of *Defender*, including the original Amiga game, wouldn't permit. My only complaint is the copy protection, a map of France on that ugly, unreadable brown paper that can't be photocopied. I'd much rather type in a key word from the manual—to the guillotine with no-copy paper! (Still, at least you can move it to a hard disk without a hitch.)

Skill Level: Intermediate

Protection: Key word

Price: \$49.95

Company: Broderbund

Type: Medieval Strategy
Systems: Amiga (512K, two disks, supports keyboard, mouse and joystick)
Planned conversions: ST, IBM (CGA, EGA, Hercules, 16-color Tandy)
Version reviewed: Amiga

By Russ Ceccola

It Came from the Desert

When Cinemaware remains true to their original concept—to make computer games that are as much like motion pictures as possible—the resulting games arrive bearing a distinctive look and feel unlike anything else in the computer gaming field. *It Came from the Desert* is taken directly from the 1954 science fiction classic *Them*. I wonder if Cinemaware licensed the idea from Universal Studios, or just borrowed it.

Steven Scheuer's *Movies on TV* gives *Them* 3.5 stars out of a possible 4, and the St. André *Computer Games on TV/ Monitors* does the same for *It Came from the Desert*. Indeed, Cinemaware's large creative team has managed to do a lot of things very well indeed in this game, and as a result they have produced a game that looks great, sounds great, moves along at a rapid pace, is filled with off-the-wall humor without being dumb, and is occasionally both gripping and exciting.

New Kid in Town

The movie...er game...begins when a meteor crashes into a dead volcano near the little desert town of Lizard Breath, California. You, Dr. Greg Bradley, are there to study mineral fragments from the meteorite, but you soon get distracted by the appearance of large and unfriendly ants. Though a newcomer in the area, you are such a likeable guy that you've already made friends with the local sheriff, newsman, university professor and the lovely Dusty, who runs KBUG radio.

You have also managed to get on the bad side of a gang of young punks whose leader, Ice, wants you in the hospital and out of his way. The self-important little mayor of Lizard Breath isn't too happy with you either, and even if you drop a large chunk of ant meat in his lap, he isn't likely to cooperate and call out the National Guard until things take a turn for the worse.

It Came from the Desert is a sort of real-time game. Each second of player time is a minute in the life of Greg Bradley, and you have fifteen game days to stop the ants before they destroy Lizard Breath. You can accomplish your mission by visiting all the different locations, talking to characters, collecting evidence,

surviving direct physical confrontations with the ants and ultimately finding her nest and killing the queen ant with explosives. There is plenty to do, and not that much time to do it in, especially since you will have to spend a good deal of your time either sleeping or in the hospital. If time runs out before you can blow up the queen, you lose.

One of the things I especially enjoyed about *It Came from the Desert* is that Greg Bradley is a very rugged fellow. No matter how many times he gets knifed by Ice, mauled by giant ants, sunstroke from spending too much time in the desert, Greg never dies. Instead, he winds up in the Lizard Breath hospital, where he will be personally cared for by one of the most buxom and beautiful nurses in all of computer gaming. In fact, it's worth getting hurt once or twice just to watch Nurse Judy wink, blink, and purse her lips at you.

Keeping you, the hero, alive enables the game designers to tell you the whole story, whether it has a happy ending or not. Although a save game feature is built into the program so you could play in the typical save and reboot after each game

death style, that is unnecessary because your character is too tough to die.

Indeed, when you click on the save game gadget in the upper left corner of the game map, a message comes on screen that asks "Is something more important than saving mankind from annihilation? If so, select 'Yes.

If you pushed save game by mistake, choose 'No.'" Since you can play the game from beginning to end in less than four hours, you may never really need the save game function. I used it mostly to pause the game and turn off the internal clock while getting a snack or otherwise taking a break.

It Came from the Desert has several different levels of play. The story advances from scene to scene like a movie. The scenes are static—you can't go to the bathroom in O'Riordan's pub, but there

is always appropriate music and some form of spot animation in each picture, usually facial expressions of the citizens, or of a giant ant crawling around, ready to munch you up.

Looking for love in Lizard Breath

As you encounter the people of Lizard Breath, they will feed you their information in short conversations. Some of

these people are your close friends, and they act and sound like it. One frustration I experienced was in not being allowed by the program to ask either

Dusty or Nurse Judy out for a date: dedication must be Bradley's middle name! Your assistant, Biff, will also prove helpful, and, at times, humorous. Too bad he's never around when there's fighting to be done!

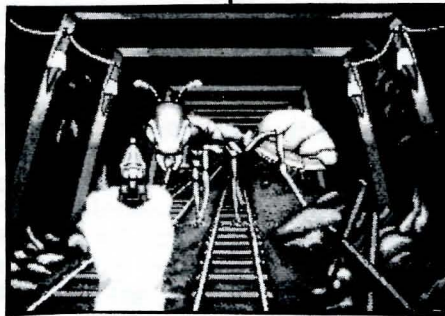
There's also an aerial-view map mode. You get from place to place in Lizard Breath by selecting a destination on the scrolling map, then pushing the fire button on your joystick. (Yes, you will need a joystick with your Amiga. Neither mouse nor keyboard is supported.) It's simple and intuitive, and the computer keeps track of how much time it takes to get around. There is also a Situation Map where you will be able to maneuver army troops, police, construction workers and townspeople around to fight the ants in their final attacks.

The Situation Map can only be seen from the Sheriff's office, and I found it difficult to get from the office to the scene of an attack in time to join it. More practice with the game's controls should fix that problem. Unlike many computer games that I have lost, I was not so discouraged that I wouldn't like to play it again.

Although there is a certain sense of play in moving around the map and in reading the canned messages from the NPCs in the game, most of the actual game play comes in the mini-arcade games that break up the narrative. The one you will probably see most often is Escaping from the Hospital. You have to try and dodge the doctors and nurses on duty, because if they catch you, it's back to bed for a lot of your valuable game time.

Other arcade sequences include a game of Chicken on the highway, a knife fight at the drive-in, trying to shoot the antennae off the giant ants when they attack you, tossing dynamite at ants on the streets or in the desert, flying a plane,

Type: Interactive Movie
Systems: Amiga (one-meg & joystick required)
Planned conversions: IBM; Turbo Grafx; maybe ST



Ant on the Tracks

By Ken St. André

Continued on page fourteen

Walkthrough: Space Rogue

Verified with a solution by Richard Rasmussen & Danny Petersen

General Advice

Your ship is really the "character" you'll develop, by equipping it with armament and other gear. Concentrate on learning to fly the ship first, for which a joystick is essential. Use the Query option to pick up messages and detect other spacecraft.

Making Money: Credits where Credits is Due

Forget playing Hive, which takes too long to make Credits. For trading, outfit the ship with four cargo pods, then load some cargo aboard. The best trade route is to/from Denebprime, Deneb, and Free Trader's, Bassruti.

The cargo lists and prices change every 24 hours at each Station, generally fluctuating four to eight Credits either way. At Free Traders, buy Forged CRs, Explosives and X-rated Holos to sell at Denebprime. At Denebprime, buy Brandy, Exotic Pets (big bucks!), Videogames and Souvenirs to sell at Free Traders. You can often get better prices on all items elsewhere, but these are the most efficient trade routes for making money in a hurry. To sell contraband, you need Forged Cargo Papers from Robocrook. If planning a life of piracy, pick a Scow for your first target. Pack at least ten plasma torpedos and three SM-1 and two Nova missiles. A particle beam laser is also handy. When firing missiles, be sure your opponent has an inactive counter measure and isn't in an elude maneuver. As you make more Credits, invest in Turbo-thrusters, more shielding and a 75% ECM unit. (By completing certain missions, you'll get more gear.)

Robocrook & other Characters

Robocrook appears randomly in bars across the quadrants. Keep offering cash, and he may sell you some useful items: Forged Cargo Papers (see above), Keycards, the Ruby Cube. Other randomly appearing characters to seek out: Ilricki (for useful information on Black Hand and the Manchi), Wandering Spaceman, Veda the Ursellus (sells Amoebic Lenses), One-eyed Pirate, Merchant. Bartenders always have current information and tips, and you should talk to everyone you

meet for more. It's possible to steal from safes, but expect to pay a fine and get kicked off the base or planet if caught.

The Missions

Most of these may be completed in any order, though a few require items from other missions. Each mission's starting point is noted after its name.

Stealth Box: Micon I

Talk to Sir Eld on Micon I, Karonus.

He'll give you a Statuette to deliver to Orellian at Hiathra Starbase. Do so, saying it is not a bribe.

Return to Eld, who'll give you some valuable

information and a Stealth Box, which reduce's the chances of detection by enemy ships.

Pilot's License: Hiathra

This is obtained by answering multiple-choice questions when you meet Orellian on Hiathra, Karonus. Ask him for the CRC-07 Form, used to visit Koth Carrier.

Cebok's Sister: Karonus

Cebok tells you to find his sister on Lagrange for information on Hive. Then deliver the letter to Cebok for more tips.

Beam Lock: Denebprime

See Felsane on Denebprime for a quest to find the Beam Lock, which makes it easier to target ships with your laser.

Microchip Delivery

After meeting the Pirate in a bar and accepting the job, take the microchip to Chisa at Free Guild.

Null Damper: Arcturus

After finding Veda the Ursellus (who appears randomly in bars) and buying the Amoebic Lenses for 250 CR, head for the ISS Koth, Arcturus. Use a keycard to open the door to the restricted area, then go through and immediately go to the left (to avoid the hidden floor alarm). Examine the Power Generator in back of the room and get the Transmutation Coil. Take it to Professor Prosk on Micon IV, ZED N27. Accept the Null Damper

when offered.

Repair Droid: Random

Eventually you'll encounter a Droid named LUX 23A, who wants you to look for his Droid friend MAID. MAID's hiding at Free Trader's under the name Chi-Sha. Mention LUX, and she'll come with you as a Repair Droid. Return her to LUX, and you'll get no reward beyond a good conscience. Keep her and you've got a very valuable Repair Droid for your ship.

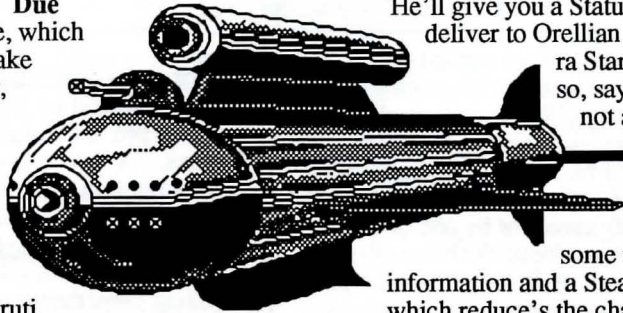
Duchess Avenstar: Denebprime

After fifteen to twenty cargo runs between Denebprime and Free Trader's, you should have enough Credits to fully outfit your ship, assuming you've been adding equipment all along. You'll need at least 500 Armor, some missiles, good Shields and a Particle Beam. Before you can successfully communicate with Duchess Avenstar on Denebprime, you must prove yourself by killing a few Manchi in space. (Destroying Vultures will help. After doing so, she'll tell you about General Targon, AKA Rayson, and his mission's code name: **Ferret**.)

Targon: Micon II, Arcturus

Though you can find him here, Targon is insane and needs an injection of NSB before he can reveal anything to you. The NSB is at Cbttsvuj Njojoh, guarded by a mutant monster. To get it, land at Bassruti, walk around the front of your ship to the left and down. Wait a few seconds by the southern door; the monster will be trying to get to you but will get trapped in a storage compartment. After a few more seconds, enter the door to your left. Go through the door to the lower left in the Generator Room. Keep going to the left, and you'll be in the Inner Office. Head straight for the file cabinet in the corner and search it for the NSB. Retrace your path back to the ship. If this method fails, try again, but wait a little longer for the monster to get trapped. You have to be careful not to accidentally lure him out of the compartment. (Another way: lure monster to right side of room, keeping trash pile between him and yourself. Go through southwest door, use Keycard on south door, open safe, get NCB and return to ship.)

Now you can head for Micon II, Arcturus, and find Targon rambling around the halls. Talk to him and give him one Credit. When you get an "Other" option,



By Joe Terwilliger

take it and enter "NSB." Then you'll get another "Other" option, so type in the name of his mission (above). He'll spill all he can before going nuts again. Take this info to the Duchess, who'll send you to find Droughton Gut, leader of the Scarlet Brotherhood at Free Trader's Outpost.

Psionic Shield: Gryphon

You'll need this item, which protects you from the powers of Vilinie, to complete the final mission. First talk to Omas in the back room on ConvecEast Mining Station, Gryphon. He'll ask you to rescue his wife from the Black Hand Cult. She's at the Meditation Room in **Uspdibm, Tjhvsf**. After you talk to her, she'll tell you she's abandoned Omas. Return to him for the Shield.

Droughton Gut: Free Trader's

Gut won't talk to you till you prove your allegiance to the Scarlet Brotherhood. To do so, attack a few Tankers or Scows, take their cargo to Free Trader's, and talk to Omar. He'll grant permission to speak with Droughton. After doing so, he'll help you steal the Chi-Gonger (Manchi Egg) from Vilinie on Trochal.

Manchi Egg: Trochal, Sigure

Due to a diversion by the Scarlet Brotherhood, the guards will be in a state of confusion when you land. Go straight to Vilinie's room. When she stops and tells you to remove the Psionic Shield, *don't*. The guards won't respond to her summons. Go to the far right side of the room

and pick the lock on the door. Enter, take the Egg and get outta there.

Ichiki and the Baakili

After obtaining the Egg, return to Gut. He'll tell you to find a Baakili trader and ask him about the Manchi. The Baakili also require payment—some Dilithium Crystals from a trash pile outside the back door of the bar in the upper corner of Ross Mining Station, Deneb (keep searching till you find them). Keep searching bars till you meet Ichiki, then ask about Manchi and pay him with Gems. Write down the coordinates he gives you for the Manchi's home system, Ja-Karn. Then return to Gut and tell him your findings. He'll direct you to Prosk, the mad scientist from Micon IV.

The Warp Drive & End Game

Prosk is working on the Warp Drive. When you tell him the situation this time, Prosk will warp you to the coordinates you give him: enter the ones from Ichiki. You've got to be heavily outfitted just to reach the Manchi homeworld. Plot a course for the planet, and save the game frequently. This saves you the trouble of having to start all over from the far corner when you get blasted by a pack of Vultures. Once you reach the planet, land.

The gjobm edition of the QuestBusters Code: count one letter back—RC = QB.

Don't Go Alone

Continued from page one

Just above the main view window, a small auto-map window displays an overhead view of your party and the surrounding area. While the first-person view may be graphically more appealing, you'll want to keep your eyes on this auto-map to avoid getting lost. At first the character icon in the auto-map is surrounded by gray, but as your party explores, the gray is erased to reveal the positions of walls, doorways and stairs. At the bottom of the screen are four direction buttons (left, right, forward, back) that can be clicked on with a mouse to maneuver your party. During combat, these buttons can be used to fight, to prepare formulas or to flee from your attackers. When an object is found, these same buttons are also used to collect or ignore the object.

Though the ability to click on the arrow of the direction you wish to travel seems very convenient, I actually found it a lot easier to use the cluster of cursor keys on the keyboard to control movement and combat. The mouse is useful, however, for selecting options from among the pull-down menus at the top of the screen. These menus let you save and restore games in progress, examine in detail your characters' attributes and possessions, prepare new formulas, select various items of equipment, or toggle the sound and special graphic effects (you can, for instance turn off the slow movie-style "dissolves" of the pictures to speed up the game).

These are a Few of my Favorite Things

Each member of the party has a pack that holds 20 items. Objects can be dropped to make room for new ones, but once an item is dropped, it is gone forever. You can also trade items among your characters. This comes in handy, because often a character will pick up a terrific weapon that's unusable by their particular class.

One of the things that I really like about *Don't Go Alone* is the way its combat system tosses together a wide variety of totally unrelated elements with no rhyme, reason or excuse. Some of the available weapons you may find around the house include a Swiss army knife, meat saw, bazooka, blow torch, dagger, machete, meat cleaver, tomahawk, cross-bow, rapier, colt, nunchaka, long sword, .38 special, saber, .45 magnum, chainsaw, electric whip, Mauser, cutlass,

Continued on page fourteen

Places and People

Star System	Places	People
Karonus	Hiathra Starbase Micon I Outpost	Orellian, Cebok, Robots, Sir Eld, Miners, Robots, Barnett
Gryphon	ConvecEast Mining	Omas, Old Miner
Arcturus	Koth Carrier Micon II Mining	Old Man Drak, Targon
Deneb	Denebprime Starbase Ross Mining	Princess, Duchess, Felsane Robot LUX, Dr. Farah
Nar'see	Lagrange Mining	Tyra (Cebok's sister)
Stiguere	Trochal Outpost	Omas' wife
Bassruti	Bassruti Mining Free Guild Outpost	Monster guarding NCB Gut, Cherisa, Omar
Zed	Micon IV Mining	Prof. Prosk

Random characters: Robocrook, Ilricki, Wandering Spaceman, Veda the Ursellus, One-eyed Pirate, Merchant

Bride of the Robot

The Adventurer sagged over the keyboard. This quest had really taken it out of him, but as the music faded and the screen went blank, all he could hear was the sound of one hand clapping. After all the razzberries he had been hearing for the last week, that wasn't a bad sound at all, but he needed more, so he got on the phone and called Duffy.

"Hey, Duffy, I just finished the hardest adventure ever!"

"Really," said Duffy, "how *hard* was it???" (Drum roll, Anton.)

That's exactly the sort of question you'd expect in the text of Free Spirit's latest interplanetary fantasy, *Bride of the Robot*. *Bride* is the third in what may be a long, long series of adventures that chronicle the career of Captain Brad Stallion, owner and operator of the one-man space vehicle known throughout the galaxy as "The Big Thruster." (Oddly enough, part of Brad's personal anatomy is also known as "Big T.")

On the Moon of Mammaria

As the story opens, you awake as Brad, dying on a moon of Mammaria. If you can get off the moon alive—with nothing to help you but a stale pair of panties and a box of thruster protectors—you can venture off on the quest of rescuing Miss Galaxy from a sex-mad robot that killed its creator, the insidious Professor Wang.

If you don't bring back Allura (Miss Galaxy), the universe's male population will lose its sex drive, thus causing the human race to die out, and it will be all your fault. (At least, that's what the text said every time I failed to solve a problem correctly and died. If dying isn't hard enough on an adventurer, *Bride* also makes a very rude noise every time you muff the assignment, and on an Amiga, the rude noise sounds very realistic.)

So begins a perilous quest across the galaxy and back to the beginning of time. The dangers are everywhere, and every single one of them is lethal. The rewards are extraordinary...that is, they all have enormous assets. But don't forget your thruster protectors, and by all means act first and talk afterwards.

The first lady you'll meet is Wang's widow, the beautiful, secluded and easily consoled Charlotta Wang. Amenable to suggestion—your reputation, which you earned by saving the planet of Erotica

from the infamous Dr. Dildo in *Planet of Lust* and satisfying the needs of the *Sex Vixens in Space*, has preceded you—and not prone to argue, the bereaved widow answers her door in nothing but a g-string. It is, of course, black for mourning. Any *real* man would know what to do in such a situation.

Having consoled Charlotta (and eventually bored by the digitized moans of the bereaved), you can deal with a deadly Venus flytrap and head off for Wang's secret lab on the planet Mammaria. The lab isn't at all hard to find. You can see it from space, and the big green neon sign is a dead giveaway.

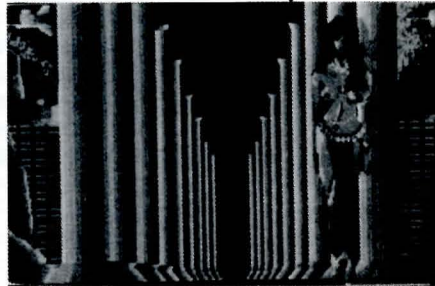
Once inside, you may find yourself being sidetracked to Mars in 20,000 B. C. via the professor's time machine—if you don't blow up half the galaxy by pulling the wrong lever. Mars is a great place, if you're heavily into sand. However, if you can find a canal and don't mind *going down*, you'll be on your way to the next clue. The Enchantress of Mars is definitely worth visiting, but watch out for bad-tempered sand crabs! And that's the way it goes. The puzzles are not very deep, but you should save the game often because there is only one penalty for failure—swift and agonizing death.

I hate to be snide, mean or critical about *Bride of the Robot*. When I called Free Spirit for help, they were friendly and helpful. And who knows—whoever created this sucker may be a disciple of The One True Way of Adventure Gaming.

But, aside from the sound and the graphics, there is little to praise and much to criticize in this soft porn space opera.

Brad's galaxy is straight out of *Flesh Gordon*, a camp classic that depicted the most depraved adolescent fantasies imaginable on the planet Mongo. I'd like to think that the many references to Gordon's exotic worlds are no accident.

There were exactly two-and-a-half things I liked about the game. The graphics are not great, but they are sharp, clear and imbued with lots of (juvenile) humor and lots of naked women. The sound ef-



Miss Galaxy beckons...

fects are also the sort of thing Amiga owners have come to expect from their computers. Proper use of your own "outstanding" attribute will earn you a breathy "Oh, Braddddd!"

The half thing I liked was the humor spread throughout the game. Most of it is callow sniggering over sex in the art and text, but occasionally a perfectly chosen phrase forces you to smile.

However, here comes the criticism. The second thing you notice about *Bride* and the first two Brad Stallion adventures is that no credit is given to authors, producers, artists, musicians or anyone else who worked on the game. And I don't blame them. I wouldn't put my name on a product like this. (And if I'm lucky, my name won't appear on this review.)

Hardly Parsing at All

Since it is an Amiga adventure, they apparently felt no need to include a real parser for giving commands. Much of the time you need only move the cursor around with your mouse and click on objects in order to either use or take them. Clicking on a can of beans was all it took to be prepared for the flytrap attack. You will spend a lot of time clicking on various directions, and occasionally you can click on something on the screen. The parser is paper-thin. In fact, it just seems to accept just a few phrases (often just one) for each situation.

Then there are the puzzles. Each seems to have only one solution, which is ok, but they are also real dumb. Grabbing three party balloons is enough to float you off to space, even though they stayed on the moon of Mammaria for hours before anyone touched them. And there's the price: \$39.95 seems extravagant for a bit of soft corn (I mean porn). The same money could buy you two full-length hard-core video tapes, or enough magazines to keep you happy for a year!

Lastly, there is the whole philosophy of killing the player dozens of times (at least) during the average game. After paying \$40 for it, the player deserves to see whatever goodies the program has in store. To create a series of stupid puzzles, kill the player and razz him when he dies shows the mentality and morality of a thirteen year-old juvenile delinquent.

Conclusions: Still, I think I can heartily recommend *Bride of the Robot* to all thirteen year-old juvenile delinquents, and perhaps their fathers, who are proba-

Type: Graphic Adventure
Systems: Amiga, ST
Planned conversions: IBM (March, 384K)
Version reviewed: Amiga

By Ken St. André

Continued on page fifteen

Demon's Tomb

Continued from page one

that Tzen was to perform a ceremony for summoning the evil god. By threatening to end both their lives, Thai managed to stop the ceremony just in time.

Because the ceremony could only be performed on certain rare occasions when the stars were properly aligned, Thai assumed he had thwarted the danger and departed for home. A short time later it was said that Tzen took his own life and was buried by his disciples. Another story circulated, saying Tzen was only sleeping and would return to summon the mad god when the sky was right once again.

Enter, Professor Edward Lynton

As we begin the game, professor Lynton is alone on an archaeological dig in a remote English forest. To all appearances, he is trapped in a deadly situation from which there is no escape.

Since, in this case, appearances are not deceiving, you will have only a few moves in which to save some of the precious evidence he has compiled, and maybe leave some clues behind. At best, you will be able to save your own life for a few minutes of final preparation. You will need every one of those minutes if the world is to be saved.

At the end of this opening segment, you take over the persona of Richard Lynton, Edward's son. As Richard, it will be up to you to recover your father's mysterious clues and piece them together in order to foil the quickly encroaching evil.

As I said before, *Demon's Tomb* is predominantly a text game. Once in awhile a little status line will appear at the bottom, letting you know that there are graphics attached to the screen. When this happens, the player hits the F1 key and is rewarded with a low to medium-quality EGA still picture.

None of the pictures I saw were particularly noteworthy. They seem to be there only as a visual aid for people of limited imagination. What makes this game special are not the graphics, or the admittedly interesting setting and text.

Real interest is fostered by some of the unique commands and the clearly different perspective from which it was written. As an example, even though there were conventional save and load

commands that would allow you to save and retrieve any number of games by using different file names, there are also two commands called RAMsave and RAMload.

These allow you to do a virtually instant save to a protected part of memory, just before performing a potentially dangerous action. This way you always have a "live" saved game that doesn't interfere with your disk saves. If you're like me, you have probably lost some important sections of your games by saving over them. Prudent use of the RAMsave/load with the disk-based save and load should allow you to avoid this entirely.

There is also a conventional, single-move "undo" command, in case you should unexpectedly send Richard to his demise.

Adventurer's Shorthand

You can set up a set of macros by using the Define command. For example, you might want to "define ga = Get All"

or "define longwait = wait, wait, wait, wait". If you find that you need to change a defined key (such as "e" for exit, which should have been east), "undefine" will take care of it. The "list" command allows you to see which letters of the alphabet have been already assigned to macros.

Two of my favorites are the "exits" and "think about" commands. The former can be used to display a list of exits from any location. For anyone who has had to randomly walk into walls trying to find all the exits, this is very handy. The latter is almost like a built-in help command. It causes your character to give thought to any object you specify. This will help you make more informed decisions about the best course of action.

The "Concise/Detailed/Terse" commands allow you to select the level of the text description that is given of any room when you walk into it. These operate similarly to Verbose, Brief and Superbrief in Infocom games.

A New Contributing Editor

Another unusual feature is the built-in line editor. With this, you can retrieve any of the last ten lines you typed, then edit and reuse them as you like. As you would expect, the right/left arrow keys move one character at a time to either side. Add a control key to this, and you can skip over whole words instead. Or, if

you want, HOME and END will take you to the start or end of the line.

The delete key, as usual, erases the character beneath the cursor. Additionally, *Demon's Tomb* offers two more delete functions. Control/Backspace deletes anything before the cursor on a line, while Control/Return kills off anything after it.

How Fast Can That Escargo?

Yet another feature is found in the variety of modes in which the game can be played. There is a "menu" mode that allows you to split the screen. The top will be filled in with game text and graphic pictures when they are available, while the bottom half offers up a menu of commands.

This works similarly to Lucasfilm adventures like *Indiana Jones and the Last Crusade*. Some words, like "quit", are self-explanatory. When you choose others, such as "open," you get a second list of words asking for clarification (which object do you want to open?). Pressing any letter key will take you to that part of the menu. For example, hitting the L key takes you to the section of the menu that contains the "look" verbs (look around, look in, look under, and so on).

By choosing the more conventional adventure interface, you can modify the display to use either a two-column "newspaper" type format, a standard 80-column screen format, a centered 60-column screen, or for the terminally blind, a 40-column display.

Sand In The Ointment?

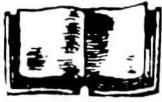
What is the downside? Well, mapping is definitely required. There is only one real maze, an interesting variation that toggles back and forth as you drop and pick up objects. Still, even with the exits command, there were so many locations that it would be easy to get lost continually without a map. Of course, many gamers like this feature in a game.

The parser is very good but has a few flaws. Its understanding of pronouns was limited. For instance, if you had manipulated an object on the previous turn, you could then "get it" (or whatever). But if the item had only been described on-screen, you couldn't do so. Likewise, when I tried to put the notebook in the sleeping bag (to protect it from encroaching fire) the text described the notebook "seeping" into the bag, a message obviously intended for the water in the bucket. There was also a quirk in the graphics. While the game displayed pictures either in CGA, EGA/VGA or Tandy modes, there was the usual conflict on a Tandy 1000 system with an EGA or VGA board.

Continued on page fifteen



De Demon, boss, de demon!



Keys to the Kingdoms



Keef the Thief

Remember your profession, and steal everything in sight. Don't try to buy anything, just grab it—but have a saved game ready to restore! This will increase your stealing abilities while saving your gold. In Same Mercon, search every house; first steal everything that's not trapped. Sell all stolen goods before trying to steal trapped items. Sell stolen goods to Collector or Merchant at Pink Dragon. You *must* buy the stuff from the Nasty Dude: go for the lockpicks, knife, rope and oil first; once you've got enough cash, get some flints. The Book Shop contains a Scroll of Magic, and the Bad Poetry also contains a few cryptic spells. The Princess is partial to special flowers. Start disarming the traps from the treasures found in city houses before you try to disarm traps in the castle, since you need to build up your initial Disarming ability. Climb up the tree in Land's End (extreme southwest of map) to get Phoenix Eggs. If you keep climbing up and down, you'll get lots of Eggs as well as boost your Stealing and Disarming scores. Another magic scroll is found in Same Mercon treasury, another in the Prophet's Library. Give the horse to the Prophet for a key. The Priest in Mem Santi wants the Shard of Mem (from the Same Mercon treasury), while the Mermaid wants a Ring from the caves behind the waterfalls before she'll reveal a secret door.

Andrew Phang

Spell (Points; Circle; Reagents:

Bandus Aidus (three; Unity; Peppermint, Narcissus), Flickus Bickus (four; Unity; Dragon Drool, Glow Grass), Emmus Exesus (three; Unity; Scorpion), Nudus Bunus (one; Unity; Pearl, Narcissus, Rhino Horn), Generus Elektus (seven; Unity; Dragon, Glow Grass, Owl's Eye), Huvius Vacuumus (twenty-five; Power; Pearl, Owl's Eye), Cynus Arcenus (four; Power; Pearl, Scorpion), Agenus Oranus (ten; Power; Kiki Root, Scorpion), Riteus Gordus (six; Power; Skunk, Narcissus), Makus Foodus (twenty; Power; Peppermint, Narcissus, Wart Weed), Takus Tylenus (fifteen; Force; Peppermint, Narcissus, Wart Weed), Dranus Liqus (twenty; Force; Pearl, Rhino Horn), Qnus Arudes (fifteen; Force; Pearl, Scorpion, Wart Weed), Napus Almus (twenty; Force; Scorpion, Wart Weed, Kiki Root), Mutus Omahaus (fifteen; Force; Peppermint, Skunk, Wart Weed), Bigus Litus (twelve;

Force; Owl's Eye, Wart Weed, Glow Grass), Goodas Newus (twenty; Force; Peppermint, Narcissus, Phoenix).

Ken Robertson

Windwalker

Don't steal from anyone's cupboard, or you'll lose Honor. Buy incense as soon as possible and get it Blessed at the local shrine. The medicine man is on an island to the northwest of your starting place. The monastery is to the northeast, and the Explorer's hut is to the east.

Raymond Fong

Don't buy the Provincial Map from the Merchant, since you can get the Explorer's map from Di Ahn John's house east of **Yjboh Mpi**. Don't bother buying any drugs or medicines other than for Eyes of Fire, because they serve no practical purpose. The prayer for Quickness is "**Rvjdlfo nz qbdf**." It's necessary to use it to defeat the Warlord. The Sea Dragon hangs out around the Isles of the Dead. Copy the Nubian language scroll in the monastery so you can gain access to the Princess' chamber. Copy the Alchemist's scroll and talk to the Medicine Man in Xiang Loh in order to get a letter of introduction to Feng Shu, who hides in the secret entrance to the **qbmbdf**. Jade is under the Emperor's throne. After defeating Warlord, make sure you talk to Concubine to get the Warlord's key. Kau-fu the Jailer has prison key in cabinet, but make sure you are invisible when you go after it. Di Ahn Jon has gold powder in a cave in the island group north of the Imperial Palace. The Princess has the Jasmine Flowers. The Shaman is on the northeast corner of the Isles of the Dead. The Peach See is acquired by going through the Oni's Cave southwest of the Shaman's demense, and during the New Moon, the panda will reveal his true nature as Shin-do, the gold of Luck, and will give you the seed as well as restoring a life and blessing you with Luck.

Kalen Lowe

Dragon Wars

The entrance to the Underworld is 5N 16W of the Gates of Purgatory. The following important places to visit are referenced from this entrance: Entrance to the Undercity of Lansk, 10N 3E; Power Regeneration Square, 10N 4W; entrance to the eastern section of Dwarf Clan Hall, 3W 15S; one of the best weapons for early stages of the quest, 2W 13S; Crystal

Cave, 1W 7S; bridge to the base of Mount Salvation, 7E, 13S; entrance to Mystic Wood, 2N, 21E; entrance to the Tars Ruins, 0S, 6E. The Well of Souls, where resurrection is possible if you use arcane lore, is behind the wall at 10W, 7N, but you must enter it through the City of Necropolis. The Tars Ruins have three secret rooms with treasure. These can be located by auto-mapping, and the stairs lead up to the surface ruins. Several scrolls are to be found on the southern shore, and a Fire Sword can be picked up on the eastern shores of these ruins.

Fred P. Andoli

To get some free weapons and armor, go to the Arena and fight—but run away from the Gladiators. You'll still have your weapons, though you'll forfeit any gold you may have been carrying. To get magic spells, go to the Old Man west of the Slave Camp. To escape Purgatory, go through a secret door in the northwest corner, or enter the Magan Underworld after giving an offering to the goddess Irkalla.

Raymond Fong

Head toward the northwest corner of Purgatory. In a one-room building about twelve paces south of the northwest Tower is a Magic Shop where characters can learn Low Magic spells. In the southeast corner Tower is a square that restores Power points. In the west part of the city you'll meet the King of Thieves, who asks if you're a slave, beggar or thief. Say neither, and he asks you to fight Humba in the northeast corner of town. (Also in the northeast part of town is a bar where you can pick up seven rumors and hire Ulrik.) By defeating Humba, you can return to the King for a reward of 1,000 gold pieces. In the north part of town, you can fight Gladiators for your freedom. Just west and north of the Arena is the Black Market, where you may buy weapons and armor. Soldiers, Pikemen, Jail Keepers and Guards usually carry gold on them; for defeating others, you only get experience points. The entrance to the Apsu waters is in the southwest corner. There's a secret door in the northwest Tower, and an exit to the Harbor in the southeast Tower. If you join the Slaves, you'll be sent to the salt mines and bound in chains. By wandering around in the mines, you'll find rocks, dragon stones and the handle of a battered cup. Use the cup at the spring, then give water to the

dying man to get laces. In Garbage Dump, use rock, handle and laces to form a hammer so you can break your chains; retrieve your weapons from the garbage. Defeat Guards and Foreman to head up to Slave Estate. Use Track skill to follow footprints to door. Kick through two doors to reach the second room, then search the west corner and get the mirror. Return to the first room and use the mirror on Mog. Explore the rest of the grounds and you'll encounter three Goblin squads. Then exit Slave Estates and visit the Ruins.

Richard Rassmussen

Mines of Titan

Here's an easy way to obtain lots of Credits. First recruit a Medic and fight one battle. Then pool Credits, drop the recruit and get another one. (Repeat until greed is satisfied.) Characters can only be improved to a limited extent. The best skills are Cudgel, Auto, Rifle, Medical and Golum. Improve everyone's Education enough to equip each of them with a Med Kit C. You only need one character with high Programming skills, since any of them can get Golum skills at the Parallax Training Center (after getting the password at a repair shop). Find the fugitive woman at the Armor in Parallax. Visit the University in Parallax to get Finder to Nomad's Cavern.

Caryn Neumann

Police Quest II

To get the dive team, first search the left shore area for drag marks. Then Keith will send for the team. To get the scuba gear, search wallet for certificate. To find the motel, examine the corner of the envelope from the car trunk. At the motel, don't forget the bathroom.

Caryn Neumann

Hero's Quest

(These clues were obtained when a Thief was used as the player's character, though some solutions for other character types are also included.) To get past the bear in the cave: first walk to it, then **gffe** it. You can now walk by. To get Key: **Tofb1** to the Kobold. Look at Kobold. Get Key. To obtain the Spore Seed, a Thief should climb and catch, or throw rock at seed. A Magic-User gets it by casting fetch at seed. The Fighter should throw rock at seed. To get past the log trap, you must walk around the logs on the left, then cross the right plank and step over the wire. At the Fortress, block the door. Walk over to the door on the upper right. Block that one too. Push the candleabra. Go to the front of the table.

Wait for all the Brigands to start moving around. Climb the table. Open the door. At the Fun House: Ask about Elsa, then walk to the right. At the corner, barely touch it and go up (if you don't make it, just type "stand"). Go through the green doorway. Pull the chain, and then go back. Open the door and move away from it quickly, otherwise it will fall on you. Open the door. When you meet up with the Brigand Leader, **tqmbti ejtqfm qpujpo** on leader. Search the desk, then get the potions and the njssps. Leave through the curtain on the right. In order to obtain that ever-elusive Mandrake Root, you will first have to buy some Undead Ungent from the Healer. Take it with you to the clearing with the Spirit. Don't let it touch you. In the middle of the night, enter the graveyard and drink the Undead Ungent. Then you can get the Mandrake Root. Head to Baba's. To slay Baba, use the **mirror**.

Andrew & Matthew Takahashi

Demon's Tomb

This is a correction for a clue recently published in these very pages, in which an important item was omitted. This sequence must be followed exactly, or you'll never get all the items out: Turn torch off. Get bag. North. Put bag in hole. West. Open lid. Put torch in coffin. East. East. Get plaque. West. West. Put plaque in coffin. East. North. Get bird, bag. South. Get bucket. West. Put notebook in bag. Close bag. Put bag in bucket. Put bucket in coffin. Put bird in coffin. Point to coffin.

Fred J. Phillip

Tangled Tales

If you want to take a magic carpet ride, just drop a **spufo fhh** on Jinx, then go visit the Imp. Dig in the grave of the dead man and you'll come up with a key. Be sure to include Gnu Gnu in your party. He is extremely useful when it comes to broken elevators and sand castles.

Raymond Fong

Tower of Myraglen

It can be very confusing and time-consuming to map the Dark Planes. This is a "map," in rows from top to bottom, of the Planes:

Row 1: the two corners
 Row 2: nothing
 Row 3: one power potion, one coffin, *key*
 Row 4: one coffin
 Row 5: *room, braziers*
 Row 6: five chests
 Row 7: *exit*, twenty coffins
 Row 8: one coffin
 Row 9: twenty coffins, eighteen chests,

entrance

Row 10: nothing
 Row 11: sixteen chests
 Row 12: nothing
 Row 13: ten chests, six coffins
 Row 14: one coffin
 Row 15: thirteen chests, one coffin
 Row 16: nothing
 Row 17: four coffins, one chest
 Row 18: two coffins, ten chests, *key*
 Row 19: nothing
 Row 20: the two corners

(Names of valuable items, etc., are *italicized*.)

Jason Hamm

The Magic Candle

Teleport combs:

Pheron—Pheron, Bay of Meric: cube, sphere, cube
 Pheron-Meran: sphere, pyramid, sphere
 Vocho-Ice Plains: pyramid, sphere, sphere
 Bedargidr-Shendy: three spheres
 Vocho-Shendy: three spheres
 Buy book of Sabano from Azidamus in Soldain for 1,500 gold pieces. Ask people about gods, temples, elven maids, halfling teachers, gate prayers and gem traders. Get star from white wolf at Wolf Rock in Phaleng. Tonton of Bondell sells Charisma for 200 gold per lesson. The Mad Wizard has the Blue Ring. To raise the gate to Vocho, chant **ipelf, lbgmui, qplboebkp**. The Godchant it **fgubi, fgubi, zpmjnebs, qfisja**.

Chris Pinnell

Keys to the Keys

For new subscribers, here's how this section works. First you send in clues and tips to recent adventures—those not covered in previous issues, walkthroughs or *Quest for Clues I or II*. We'll publish the most useful ones, and you'll get your choice of \$5.00 or three free issues of *QB* for each passage of clues and tips that appears (two for Canadian and 1st Class subscribers, one for overseas). That means that you may never have to renew your subscription again! [All submissions become the exclusive property of *QuestBusters*.]

When sending in clues, do not code them—we'll do that here. If you can do a thorough walkthrough for the game, let us know in the same letter. Be sure to put your name and address on the sheet with your clues, to ensure credit. It's ok to send clues for several games at once.

To decode **clues**,
 count one letter back.

It Came from the Desert

Continued from page seven

driving a tank, extinguishing a fire and perhaps some others that I didn't see. These games are all extremely simple and instinctive, but they didn't annoy me in the same manner as similar games in *Lords of the Rising Sun*. Perhaps that is because these short sequences made more sense this time around, and because if you blow it, you're not dead and out of the game—just on your way to the hospital.

I must admit to a certain elation the one time I was able to shoot an ant's antenna off. Except for the lack of a recoil from the gun, the shooting sequences, where you see only your hand, the gun and your target, felt more like the real thing than anything else I've ever encountered in a computer game. It was also a lot of fun to dynamite the monsters in the open, though I wish I had been able to win at least one of those fights.

The creators of the game obviously had a lot of fun with it. Everyone in the credits has some piece of real estate in Lizard Breath named after them. For example, there is the Beverly Drive-in, named after Production Coordinator Beverly Needham of Cinemaware.

If you go the drive-in, you can spend a pleasant evening watching a black and white version of *Rocket Ranger*. Rocky flies around in fine style on the silver screen. It won't keep your interest for long since he never gets anywhere, but it's a neat little touch that brings reality to the game world (and plugs another Cinemaware product at the same time.)

It Came from the Desert comes on three disks, and there is absolutely no copy protection—not even a password protection scheme in the manual. You are asked to copy all three disks and play from the copies, but the only reason to do so is just to be safe.

There is also a 16-page manual, illustrated with comic strip sequences or pictures that help you understand the different playing challenges as you go along. Cinemaware also included a real incentive to make you buy the game. A second Lizard Breath scenario, *Ant Heads*, is available directly from the company for \$14.95 if you send in your registration. To play it, you'll need Reel 1 from the original game. I've already sent for my copy and I'm eager to see it. I'll do a follow-up review on *It Came from the Desert II* in a month or so.

Conclusions: *It Came from the Desert*

is Cinemaware's finest product for 1989, and I recommend it highly for all science fiction and monster movie fans.

Skill Level: Novice
Protection: None
Price: \$49.95
Company: Cinemaware/EA

Don't Go Alone

Continued from page nine

broadsword, hunting rifle, elephant gun, scimitar, flame thrower, Flamesword, atomic-powered spark generator, machine gun, Spirit sword and Spirit Wand. Best of all, you won't have to save up a fortune in gold to afford these weapons. Everything you need during the game can either be found lying around, or retrieved after slaying specific monsters.

The assortment of armor is almost as bizarre, including everything from boots, shields and motorcycle helmets to a bomber jacket, diving suit, bulletproof vest and radiation suit. All weapons and armor, as well as every other item you find in the house, are displayed when you find them. Thus, it's easy to tell by looking, just what kind of damage a specific weapon can inflict, even if you've never heard of it before. In addition, whenever you equip a character with a weapon, the weapon's numerical rating is listed; defensive ratings for armor are displayed as well.

The only thing I didn't like about the game's combat system is that once you begin a battle, you can't choose a different weapon or change the currently selected formula. However, you can change the lead character during a battle and this character is really the only one who is engaged in combat. After you kick some monster butt, the experience points are distributed among your four characters, with the lion's share going to the character who did the most work to defeat the monster. Thus, if you want to build up your characters evenly, you should always try to let your least experienced characters do a lot of the fighting.

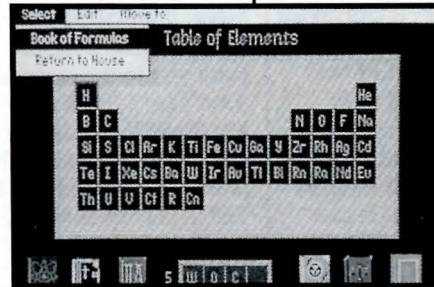
Now for a Few of my Least Favorite Things

When you see the variety of monsters there are to battle, you'll know why you need so many weapons. Some of the monsters you'll face include a cottonmouth snake, Sorcerer, lizard, Zombie,

skeleton, satyr, Golem, hydra, flesh hound, whirlwind, vampire, mummy, fire elemental, wraith, wight, Spectre, poltergeist, ghost, banshee, komodo, gila monster, slime, bat and so on. There are more than 60 different types of monsters, each colorfully drawn and fully animated. Some of the monsters were best handled through the use of formulas; none seemed to be immune to good old brute force.

Chemistry 2101

Like most role-playing games, *Don't Go Alone* features a magic system that can be used by properly equipped characters to do some amazing things. Instead of spells, however, this system uses chemical formulas. Most common formulas are listed in five chemistry volumes you'll find among the house's several levels. A sixth "forbidden" volume is also hidden somewhere. The problem with the chemistry books is that some



Ye Olde Formula Creation

are so old that some of specific elements in the formulas are too faded to read. If you search the house carefully, however, you'll discover the names of some of the missing elements scrawled on pieces of paper. Each character keeps his own formula notebook, and formulas can be added or edited by selecting elements right from the periodic table. Each character's notebook can hold 25 formulas.

A few of the most useful formulas include Neomycin (reduces the party's Fear by half), Ocularium (expands the auto-map to fill the entire screen), and Demon's Breath (kills a single monster). Toward the end of the game you'll need to find a formula to dissolve solid walls, and another called the Shield of Zeus, which protects your party against The Ancient One. Of course, a formula's effectiveness depends on the Concentration level of the character using it.

While completing *Don't Go Alone* will take some hard work, it's the type of game that makes you want to keep going. One reason you want to press on is because none of your characters ever dies as a result of combat or any other mishap. If you aren't successful in battle against one of the house's array of monsters, you are simply teleported to another location. Of course, there is a price to pay for defeat. Usually one of your characters will notice that their pack feels lighter and that they are missing an item from their inventory. This can also occur if the party flees from a battle. Though the house is fairly huge and contains one-way doors, illusionary

Continued on next page



Swap Shop

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

APPLE

Want any/all Ultima, Wizardry, Bard's Tale. Also Azure Bonds, War of Lance, Dragon Wars, Battletech, Neuromancer. Trade/sell Gauntlet 1. Jason Curry, POB 279, Emmetsburg IA 50536

\$25 @: Dragon Wars, .IIGS Dark Castle. P. Matta, 2081 Blvd, W Hartford CT 06107

Trade/sell \$20 @: Times of Lore, Moebius, Pool of Rad. Send SASE for list. Want Bronze Dragon 1 & 2, Battletech. J J Parus, 1156 Lawson Cove Cir, Virginia Beach, VA 23455

Want Questron 1. Prefer to buy. Bruce Smith, 9244 Timberline Lane #B, Cucamonga CA 91730

\$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, Roadwar Europa. Harold Heck, 2789 N Sheldon Rd, Strikersville NY 14145

COMMODORE

\$10 @: Azure Bonds, Pool of Rad, A.Reality: City, more games & clue books. Send SASE for list. Embret Johnsgaard, Norbyveien 56, 2050 Jessheim Norway.

Want docs & software for C128, Stationfall & Suspect (w/all docs & boxes), Book of Adventure Games II. Send card w/prices, shipping details. Kenneth Plank, 3611 Hwy 97 North, space 2, Klamath Falls OR 97601-9321

\$25 @ (includes shipping in US): Pool of Rad, Bard 2-3 (w/cluebook). \$20 @: Hillsfar, Rocket Ranger, Times of Lore. \$15 @: Defender of Crown, Battletech. Will trade for Ultima 3, Magic Candle, Tangled Tales. B. Gladstone, 8731 Graves Ave #35, Santee CA 92071

Pool of Rad w/hint book, 2 extra player disks, \$22. Steven Avent, 13531 Clairmont Way #54, Oregon City OR 97045

Trade/sell: Faery Tale w/cluebook, Ultima 1-2-3-4, War in Middle Earth, Bard 1 w/clue book & characters, Hillsfar. Want Roadwar 1

& 2, Wasteland, Tangled Tales. Jack Friend, 8007 Aspendale Dr, Las Vegas NV 89123

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

Amiga: Want Suspect, Infidel. Paul Shaffer, 4405 Osage Ct, Kennesaw GA 30144

Amiga—\$10 @: The Pawn, Kingdoms of England, Manhunter NY. \$20 @: Lords of Rising Sun (+ shipping). Steve Berquist, 165 S Bernard #32, Sunnyvale CA 94086

IBM & QUEST-ALIKES

Sell only: 5.25" Azure Bonds, Magic Candle (both w/cluebook), \$22 @, write 1st. Richard Robillard, 52 S Main St, Baldwinville MA 01436

\$20 @: Manhunter SF, Space Quest 3, King Arthur, Hero's Quest, Leisure Suit 3, Colonel's Bequest, Indy's Last Crusade graphic adventure, King's Quest 4. Garth Beagle, HC-73 Box 2A, Smithville Flats NY 13841

Sell/trade—\$25 @: Magic Candle, Ancient Land of Ys, Hero's Quest. Roadwar 2000, \$15. Send list! Santa Parava, 223 26th Ave S, Cranbrook BC Canada V1C 3J2

Trade: Azure Bonds, Prophecy, Battletech, Future Magic, Bard 1, Starflight. Want M & M 2, Wizardry 5, Neuromancer, Leisure Suit 3, Space Quest 3. Andrew Pollack, 2002 Regis Dr, Davis CA 95616

Trade only: Sword of Aragon, Leisure Suit 1, Pool of Rad and Ultima (both w/cluebook). T. Dauer, USMCA Frankfurt, AETV-FT-EP, APO NY 09710

ATARI 8-bit

\$5 @: many games, like Ultima 1-5, A. Reality: City. Send SASE for list. Embret Johnsgaard, Norbyveien 56, 2050 Jessheim Norway.

MISCELLANEOUS

Want Enchanter Trilogy box that holds all 3—just the box. Paul Shaffer, 4405 Osage Ct, Kennesaw GA 30144

Want Original Adventure (from Golden Oldies 1) for IBM & C64. Mama Halle, 1718 Laurel Dr, Harlingen TX 78550

C64, IBM, Amiga: send lists for trading. Massimo Galluzzi, Via Emilia 401, 15057 Tortona (AL) Italy

Swap Shop ads are for QB subscribers only. To get yours in the next month's issue, it must arrive by the 15th of the preceding month. All ads are edited, and we assume no responsibility for typos (or the entire staff would be in jail by now!) or anything else connected with these ads. (Remember, no illegally copied software, caveat emptor, etc.)

Demon's Tomb

Continued from page eleven

This happens when a game auto-detects the Tandy motherboard and forces the Tandy graphics on. Most companies have solved this by giving the player a special parameter that forces the game into another mode when you load it. With *Demon's Tomb*, the best I could do on my Tandy was to either view the graphics in a garbled mode or completely shut them off.

Conclusions: This is not a game I would play all the way through, but as I said, I have a bias against text adventures. Even given this, the high quality features and interesting story did a lot to pique my interest. I found the English puzzles to be far more logical than most similar games I've seen that were developed in the states. It is an exceptional value for the price.

Skill Level: Intermediate

Protection: None

Price: \$14.99

Company: Mastertronic

Bride of the Robot

Continued from page ten

bly reading this review. I rate *Bride R* for raunchy, S for silly and D for disappointing.

Skill Level: Novice

Protection: None

Price: \$39.95

Company: Free Spirit

Don't Go Alone

Continued from page fourteen

walls and teleportation squares, the auto-mapping feature lets you systematically cover every inch. Also, while there are ten levels of achievement for each of the four professions, promotions come quickly. It may take 300,000 experience points for a character to reach the highest level, but defeating a single monster in the deepest levels of the house can yield as much as 20,000 experience points.

Conclusions: *Don't Go Alone* is a lot easier to complete than most role-playing games. However, the wide variety of weapons, armor, and monsters, as well as the game's unique system of chemical magic, should make the game interesting and fun for gamers of all skill levels.

Skill Level: Intermediate

Protection: Codewheel

Price: \$39.95

Company: Accolade

Waiting for Duffy

Duffy's still recovering from Vegas CES, so contact these people if you can help.

Prophecy: password for Tower of Jed?
Ancient Land of Ys: Can't find hidden passages, get in Daan Tower. Caryn Neuamnn, 4306 Althea Way, P. B. Gardens, FL 33410

Ultima V: where's center of Underworld? Mark Digman, PSC Box 3211, APO NY 09223-5370

Phantasie 3: where's Hall of Giants? Need maps, tips, etc. Tom Bray, POB 838, Houston, BC Canada V0J 1Z0

Neuromancer: need help with Zone 5, info leading up to it. Philip Tayco, 3569 Boston Ave, Oakland CA 94602

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, none show up at Inns. Time travel—how? Where's Shamash. Need other help.

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, Strikersville 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

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