



QuestBusters™



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The Adventurers' Journal
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Viva Las Vegas: the winners at winter CES

Elvis would have loved it. In fact, he did—or at least that's what Duffy mumbled into the phone at the private airfield where he said he was getting a ride to the Mustang Ranch on The King's Lear jet. That was the last I heard of him, the day before Winter CES opened January 6, so I had to cover all the bases solo this year. This wasn't as difficult as it sounds, since a scenario of buy-outs, sell-outs, mergers, affiliate label deals and glutted distribution channels has reduced the number of companies producing computer games, diminishing the number of games developed by the surviving companies at the same time. As a result, I was able to hit most major exhibits in two stops, Activision and Electronic Arts.

The hottest topic was the future of entertainment software—not for the current audience of computer gamers, but for the "mass market" of the Nineties. Will it be dominated by disk-based games, cartridge games, or CD ROM? No one really knows, and wouldn't say if they did. Game companies don't want to tip their hand to each other, and wouldn't take a

chance on offending their established customer base by telling them of plans to aim for the Nintendo market, so you really have to do more than just read between the lines of their press releases. But not much more. Keeping your eyes open for more than fifteen seconds at CES is really all that's required.

Activision, for instance, hid their affiliated labels who do computer games—Interplay, Infocom (which is really an in-house line) and Dynamix—in a tiny walled-in booth over at the Riviera Hotel's exhibit area...a convenient two aisles away from the booth where an Art Carney look-alike wearing a bright red umbrella hat enthusiastically demoed his solar-powered backscratcher. But Activision showcased their videogames in

the West Hall, the main hunting grounds of retailers on the prowl for new product.



Dora McCormick

Lord British breaks the bank at downtown casino

Resembling a mini-fortress, Activision's booth was in the West Hall last year, where it was filled with most of the major players in game development. So where do you think Activision is concentrating their firepower in 1990—cartridge or computer games? (Even a look at their backgrounder is revealing, as it opens by listing their arcade and action games, and closes with Infocom adventures.)

On an MSDOS machine in the Activision booth, Infocom did show a working version of a provocative role-playing game. *Circuit's Edge* is based on George Alec Effinger's cyber-punk novels *When Gravity Falls* and *A Fire in the Sun*. In addition to the story, Effinger provided most of the text and all descriptions. (Interplay did a cyber-punk RPG called *Neuromancer* last year—one more and we can officially call this a trend).

Circuit's Edge takes off in the year 2202, casting you as a private eye in a ghetto called the Budayeen, home of the low-life scum in this Muslim city. While it employs similar gimmicks (chips implanted in the brain will give you new skills or know-how, for instance), it looks a lot sharper than *Neuromancer* and affords more interaction with NPCs. NPCs can act independently to a degree, which may affect the outcome of the story; several alternate conclusions are in store.

Combat is handled with text reports, but the 3-D graphics looked good in EGA (no plans for VGA at Infocom), and Ad-Lib and Roland boards are supported. Lots of skin is exposed in illustrations of the Budayeen's hookers and topless dancers, another trend in the RPG field. *Cir-*

CES Party Report

The first lesson they teach in Computer Journalism 101 consists of the two criteria for determining the state of the computer game industry: the number of parties hosted by game companies at CES, and the size of the shrimp served at the parties. Last winter there were *no* parties, a harbinger of doom that materialized as the ongoing "slump" that has already sent Epyx into bankruptcy, knocked out at least one major software distributor (CSS) and took a big whack out of most everyone else's sales figures in 1989.

Most industry observers blame this on Nintendo. But if Nintendo is responsible for devastating the North American computer game market, why is the Japanese computer game market so hot these days, sitting right there in the heartland of the Evil Nintendo Empire? Eh?

Whatever; let's get back to the parties. Since there were two major parties this

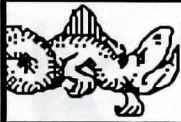
By Shay Addams

year, and since at least medium-sized shrimp were devoured by the dozen at one such affair, we can safely assume the industry is at last climbing from the Stygian pit it fell into last year. The first party was hosted by Lucasfilm Games, who invited a "select" group of media and buyers to the Tropicana to see *Loom* again (they also previewed it at the summer show in Chicago) and hear from project leader Brian "Beyond Zork" Moriarty, who epitomized it as the only game in which the player actually finds the interface as he or she would a treasure chest or other artifact in a typical adventure.

The *Loom* interface consists of a magic staff that, when used, appears on the screen as a musical staff (an example of the kind of twisted puns that haunt adventure game designers from Cambridge to

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Adventure Hotline



The Bard-man is Back

At first glance, Michael Cranford's new science fiction RPG for the Apple looks like "Bard's Tale in Space." But it's got a bizarre 3-D combat arena that resembles part of a chessboard floating in space, a killing ground whose squares are six-sided hexes where your characters (up to eight in the party) and monsters stand. It runs with 64K. Real-time puzzles may make it reminiscent of *Bard II*, but magic is replaced with 50 Psionic abilities.

Interplay: the French Connection

Interplay's importing *Future Wars*, an animated graphic adventure from France. Despite the title, it is not a combined sequel to *Dragon Wars* and *Future Magic* (that sequel will be called *Magic Wars* or *Future Dragons*). For Amiga, ST and MSDOS by the end of this month, it will have lots of animation and a no-typing interface. By summer Interplay will release a role-playing game construction kit for MSDOS.

Meantime is set for MSDOS in July, their next entry in the *Wasteland* style. *Dragon Wars* MSDOS was to have shipped this month, in addition to Apple 2e and MSDOS VGA versions of *Battle Chess*. Interplay plans to support the Roland, AdLib and more sound boards in the future, as well do more with VGA.

Expedition Members Wanted...

Kyodai says *Curse of Babylon* "...brings blazing Nintendo-style action to the C-64." It has 150 rooms on twelve levels, but involves only a bit of role-playing. Paragon's comic book-based *X-Men: Madness in Murderworld* looks like another action-intensive "Super-Hero Adventure" (distributed by MicroProse for C-64 & MSDOS). Macintosh questers can tackle XOR Corporation's *Taskmaster*, or *Citadel* from Postcraft. *Citadel* features over 200 weapons, hundreds of rooms and more than 60 animated monsters. Mastertronic's latest from Europe is *Spirit of Excalibur*, a sprawling fantasy RPG that is planned for the Spring for MSDOS, with GS, ST and Amiga to follow. They're also working on a "state of the art" rendition of *Alice in Wonderland*.

Cartridge-based Quests

Taito is sponsoring a national contest to introduce *Wrath of the Black Manta*, a Nintendo "action-packed mystery adventure." Their top Nintendo quest is *Demon Sword*. Set for May, *Dungeon Magic* will have 3-D scrolling graphics and require

you to answer questions and decipher clues as well as hack and slash monsters in the mazes and caves. (And for a real flashback, you can now play *Space Invaders* on the portable Gameboy.) Origin is doing *Ultima IV & V* for Nintendo.

Chris Roberts: The Man, The Interface, The Inspiration

Due to interface problems, the *Ultima VI* preview in January incorrectly attributed the game's new icon-based interface to the influence of Eric Todd Mitchell's *Knights of Legend*. Lord British actually said he was inspired by Chris Roberts' *Times of Lore* to replace *Ultima's* 26 keyboard commands with ten icons that govern those and even more actions.

The Hound of Shadow: an ST Mystery

Inspired by H. P. Lovecraft's eerie tales, this one is called an "original contribution to the Cthulhu Mythos." (We'll see what the Old Ones have to say about that!) It features a new role-playing system called Timeline, which lets you choose from over 50 skills and nine professions.

Looks intriguing...

Batman: just another arcade game Ads for Data East's new *Batman, The Movie*, use the word "adventure" repeatedly, but it's still an arcade game with no puzzle-solving. If you're still interested, it's out for C-64, Amiga and ST. Their *Vigilante* also looks like lots of action, little adventure.

Conversions of the Rich & Famous

The MSDOS version of *Deja Vu II* supports VGA as well as EGA, and so will Mindscape's new versions of *Deja Vu*, *Uninvited* and *Shadowgate*. An Amiga as well as Apple 2e *Champions of Krynn* is planned for Spring. Accolade's *Third Courier* should be out for Amiga, GS and ST by this time. Look for a VGA 256-color *Indiana Jones Last Crusade* soon.

Easy as 1-2-3:

The Wizardry Trilogy

Sir-tech's first three *Wizardry* RPGs have been packaged as a trilogy for Apple, MSDOS and C-64 (it's one of the few games, or even applications, taking advantage of the 128's capabilities). The set goes for \$49.95; C-64 is \$39.95.

Letters
to the
Editor



Dear QuestBusters:

Since fewer games are coming out for the C64, is it worth it for me to renew my QB sub? If you have hope for me, I'll listen, but will probably base my decision on the number of C64 games reviewed in the next few issues.

H. Martin Swan

Tough call. Our contents reflect the industry trend of doing fewer C64 & Apple games. This means the companies will buy fewer ads in computer magazines, which will therefore offer less coverage of those systems. So you'll soon have a harder time finding out about the games that are released for the C64 and Apple. Unless you renew your sub to QB, for we'll continue to review all adventures & RPGs for all computers. (And if considering a new computer for gaming, think MSDOS or Amiga.)

Dear QuestBusters:

I like the 20-page format. But it's annoying to flip from page 3 to page 19 to read the rest of a long story. It gets worse if you spread an article over three pages that are widely spaced apart. Can you run such articles on consecutive pages?

Thomas Q. Radigan

We'll be doing more 20-page issues in the coming year. But continuing text on another page is no accident—it's taught to all publishers as children: by continuing an article on another page, we trick the reader into believing he's reading a much bigger magazine! We will keep your suggestions in mind when redesigning the Journal this summer.

QuestBusters™

The Adventurers' Journal

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Starflight 2: Best Quest of the Month

Sometimes a writer crosses paths with an old friend. This happened recently when I was asked to review *Trade Routes of the Cloud Nebula*: almost four years ago, the original *Starflight* was my first major review for *QuestBusters*. There was no question that it was a classic, and it was a runaway success from the moment it hit the shelves. Comprising perhaps the biggest game universe of that era in computer gaming, its galaxies were scattered far and wide enough to be almost daunting.

Though EGA was not yet a marketable standard, *Starflight* pushed graphics past the limits by being one of the first third-party programs to support Tandy 16-color and high resolution. When EGA became a strong contender, *Starflight* was updated to support it. But a lot has happened to computer gaming in the last four years—especially in the IBM realm. How does this sequel hold up to the original in that regard? Let's find out.

Spaced Out

This sequel is virtually identical to the original program in many respects, so if you hated it, you can save time and stop reading now. Once again, you start out with a ship and bare necessities. Starport is represented as a long cylinder this

time, as opposed to the doughnut-shaped original. Six crew members

Type: Role-playing
System: MSDOS
(384K required; CGA, MCGA, EGA, VGA, Tandy 16-color)

must be created and trained in the personnel room. You can select from among several races: Human, Velox, Thrynn, Elowan and Mechanoid. The Mechanoid is a robot programmed to be a medium to good science officer or navigator. The advantage in using one is that you don't have to spend money to train them right off the bat. The disadvantage is that they will never be more than mediocre and should be replaced at the first opportunity.

Each of the remaining types has genetic strengths or weaknesses in the fields of science, navigation, engineering, communications and medicine. You should train at least one officer to the maximum in each of these professions as soon as possible. Best results can be garnered by training several crew members in more than one sphere, just in case someone dies far from Starport.

You will need to return to Starport periodically to retrain or replace personnel,

to equip your ship with better weapons, shields and other gear, and to read the notices on the bulletin board. Aside from these hints, you are largely on your own.

Fueled Again!

Cloud Nebula takes place nineteen years after the events chronicled in the first story. After discovering the shocking truth about endurium, a general ban was placed on the fuel by Interstel fleet authority. This depressed the economy until a fantastic new fuel called shyneum was discovered. With the new shyneum fuel still a rarity, the increasing belligerence of the Spemin is starting to become more than a nuisance.

Never friendly with the peoples of Arth, the Spemin seem to have obtained new technology that gives them clearly superior firepower and defenses. Only a general cowardice has kept them from following up on ultimatums requiring all Arthlings to become their slaves. It is surely just a matter of time till their huge racial ego causes them to rain destruction on your home.

It's up to you to find the vast source of shyneum needed to supply Arth's warships and to find the secret source of the new Spemin threat. Fortunately, a Spemin captain let slip the location of the flux that opened up this new area of space. It is now merely a matter of developing good relations with the 20-30 new species and doing some detective work.

Trade You For A Ham Sandwich

Unlike the original *Starflight*, *Cloud Nebula* puts much more emphasis on trading with the natives. It is not even possible to sell many of the items you'll find at Starport, which will buy only alien artifacts—things that you're most likely to need more than the money they are willing to pay.

Shyneum pennies, the local equivalent of the dollar bill, can be earned by recommending worlds for the hometown crowd to colonize (but these are few and far between), or by selling minerals, trade goods and non-sapient life forms to the various inhabitants. Besides the objectives laid out in the manual, you will be required to develop trade routes that exploit the resources of the various planets.

A trade buoy circles each inhabited planet, telling what they will buy and sell. The locals often have favorites, and part of your detective work entails tracking down these items and supplying them to the right parties, who otherwise might not be willing to sell you certain valuable pieces of equipment.

You'll have to bargain over other things. A species profile tells whether the natives are natural traders, completely opposed to bargaining, or somewhere between. Either way, you have to watch your adversary's language carefully.



Blobs in Space

But bargain too much, and he may just refuse to deal with you on the most important items.

Many life forms are worth lots of cash, but only to far-flung races you have yet to discover. Since nobody will buy all of your inventory, you can count on having full cargo holds much of the time. This is a good reason to make an abundance of cargo pods a priority.

In addition to cargo, there are two new kinds of pods for your ship: the Blastopod, a missile-like weapon that packs a lot of wallop to several ships at once, and the Jump pod, which allows you to make long jumps through hyperspace using a limited amount of fuel. While the Jump

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Inventory

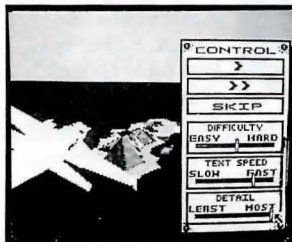
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By Stephen King

David Wolf: Secret Agent

Last June I got my first glimpse of *David Wolf* at the Consumer Electronics Show in Chicago. In my CES report that followed (see "Nintendo Booth Collapses at CES!" August 1989 *QB*), I called it one of the best-looking titles at the show. However, I warned that since the game had only four action sequences, players might end up doing a lot more looking than playing. Well, now I've had a chance to review the finished product and, unfortunately, my first impression was pretty accurate.

David Wolf's graphics are terrific. Live actors were photographed, and the photos digitized for the game [a technique pioneered by Greg Malone's *Moebius*].



VCR Interface

However, the game only has five action sequences, and two of these are car chases. What's more, none of the action sequences, which

involve a hang glider, a parachute, a sports car and a fighter jet, are good enough to be published on their own.

Between the action sequences, the story is played out like a movie (actually, more like a made-for-TV movie), with live action replaced by still frames, and dialogue boxes taking the place of sound. The plot revolves around David Wolf and five other main characters. There's Bruno Vasto, head of the evil Viper organization, and his henchmen, Tom Boor and Garth Stock (a former test pilot for the good guys, who disappeared with a top secret stealth fighter on its last test flight). There's a gorgeous brunette named Kelly O'neil, who is abducted when the fighter is taken and used as bait to lure Wolf into danger, and John March, leader of the Peregrine anti-crime agency. In addition, several other actors and actresses play minor supporting roles.

One bright point for the game is its 'VCR' interface, which lets you fast-forward the action, adjust the difficulty, text speed and graphic detail, or skip ahead to any of the game's action sequences. If you use the skip feature, however, you won't end up with the best ending for the story.

In the first scene, Wolf is at the White Cliffs of Dover to test a new armed hang

glider. Boor spots Wolf through binoculars from his power boat and sends up four armed gliders of his own to attack Wolf. After a brief animated sequence showing the attack gliders being launched, a joystick icon flashes on the screen to let you know it's time for the fun 'interactive' part. The keyboard can also be used while you assume the role of Wolf, piloting the glider and shooting at all of the bad gliders.

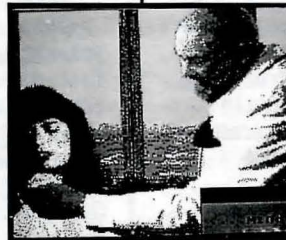
This sequence features smooth, 3-D animation and responsive joystick control, making it the best of the action sequences. If you survive the gliders, you get to watch Boor be ridiculed by Vasto at Viper headquarters before you receive the congratulations of your boss, John March. At this point you learn for the first time of the SF-2 Shadowcats' disappearance and the kidnapping of Kelly O'neil. If you don't recover the missing Shadowcat within 72 hours, the Viper organization has threatened to use the fighter to drop a nuclear warhead on the Capitol. Stock and O'neil were last spotted at the Casino sur la Mer hotel in Monte Carlo, so that's where you head.

Your stay in Monte Carlo consists of an ambush at the hotel, sandwiched between two car chases. During the car chases you steer the car and accelerate using the joystick, dropping oil as you go, and taking occasional shots with your on-board missiles at attack helicopters or cars blocking the road. Believe me, this sounds a lot more exciting than it actually turns out to be.

While you escape from Monte Carlo with your life, you fail to rescue Kelly O'neil, or find the Shadowcat. However, you do learn that the Shadowcat is on Drax Island in the Mediterranean, so you take off from Cyprus hoping to parachute onto the island. Unfortunately, your pilot turns out to be none other than Garth Stock, who takes the only parachute and jumps. You follow him out of the plane and, in the game's fourth action sequence, you maneuver Wolf in free-fall to try to catch Stock. After slugging him and stealing the parachute, you try to steer Wolf onto the top of a moving truck. By safely landing on top, you can sneak into the air base where the Shadowcat and Miss O'neil are being held.

This sets up the climactic ending for

the story, in which you rendezvous with O'neil inside the cockpit of the Shadowcat, blow the doors off the hangar and take to the skies to make your escape. Of course Vasto sends up some fighters to shoot you down, but if you can take care of these, keeping both Wolf and O'neil in one piece, you win the game and get the girl.



EGA Version

Conclusions: *David Wolf* is the kind of game you want to like but can't. It clearly represents a lot of hard work by a team of designers who were trying to create something special. Unfortunately, they have created the *Heaven's Gate* of interactive movies, for the game has several problems—the first being that it

gives you little to do. Secondly, the entire game can be completed within an hour or two after opening the box. Thirdly, the dialogue is pretty lame, but to be honest, it's not much worse than what you're likely to hear on the tube on any given night. Finally, there seemed to be a few technical glitches left in the copy I received. The same lines of dialogue were repeated endlessly during some segments, and sometimes the animation falters, leaving stamped images on the screen. Even if the program were glitch-free, however, you'd get much more enjoyment (and almost as much interaction) by renting a James Bond video.

Skill Level: Variable

Protection: None

Price: \$49.95

Company: Accolade

Type: "Interactive" Movie/Simulations
System: MSDOS (640K; Roland, AdLib)
Planned conversions: Amiga, 256-color VGA

Thirteen-issue Renewals for the Price of Twelve!

Just like the day you first subscribed, you can now get 13 issues of *QuestBusters* for the price of twelve—if your sub expires prior to May 1990 and we receive your renewal by April 12, 1990. Third class renewals are \$18 a year, Adventure Express (1st Class & in an envelope, to US only) costs \$24, Canadian subs are \$24 US funds only, and overseas subs are \$32 in US \$\$ (Arizona residents, add 5% AZ sales tax).

By Bob Guerra

Breach II is the latest in a long line of fantasy role-playing games from Omnitrend Software in Connecticut. Unlike other major RPGs, this one has no overall plot or goal. Instead, it is designed to be an infinitely expandable module for the creation and control of tactical and strategic battles, in which your main character is developed as in a typical RPG. The game is set in the Federated Worlds universe, which you may be familiar with from the previous *Breach* and *Universe* games.

The package consists of the *Breach II* play module, a Builder program, several support drivers and ten built-in scenarios ranging from "easy" to "very hard." While all have some form of combat as an element, some might be primarily rescue missions, others will be espionage assignments, and many will be straight out assaults.

With the Builder program, you can design your own scenarios, a feature that makes this a game that never grows old. Across the country, special interest groups build models that will work with Omnitrend games. It is often possible to find *Breach* templates on local bulletin boards. This, of course, adds a whole new type of fun to role-playing—the pleasure of knowing that people around the country might be playing the *Breach* scenario that you designed.

Starflight on the Mac

This one does support hard disks but can also run on one- or two-floppy systems. Mac II owners will need two megs to play the color version (which is on a separate disk in the same package). Everything moves much more briskly in black and white, far faster than the Amiga or MSDOS versions when you're on a planet. Full-page displays are apparently not supported, though the *SF* window can be moved around on a Radius full-page. It did crash when a desk accessory was summoned, however, so don't say so I didn't warn you.

Conclusions: Both games exceed the original in many ways and are highly recommended. Unless you have to have tactical combat; in that case, see the *Breach II* review elsewhere on this very page.

Skill Level: Intermediate

Protection: Codewheel

Price: \$49.95

Company: Binary Systems/EA

Breach II

The Jigsaw Game

And that's not all. Some might think that *Breach II* is a very two dimensional game, focusing on one small aspect of the whole science fiction genre. If this were the end of it I'd have to agree, but fortunately, it isn't. *Breach II* is the first game designed to be a part of Omnitrend's

magnum opus, The Interlocking Game System (or IGS for short).

The controlling hub of IGS is tentatively titled "Rules of Engagement," which will be a complete spaceship/combat game similar in concept to *Universe II*

but much larger. Ultimately *Breach II* and

other similar modules will meld into this larger game, making it almost unlimited in scope.

Music To My Ears

The first thing you will notice upon running the game (assuming you are equipped for it) is high quality music. A VGA/EGA picture of the game box will be displayed while, you'll hear eleven voices with an AdLib music board, or twelve with CMS.

I tried the game with a system that was not equipped with one of these cards and found that the stock PC speaker would not even play this music. This is a bold move, since most people don't have add-on cards yet. But I feel that many will be grateful to not have to listen to music played on a speaker that was clearly never intended to do more than beep.

Previously, where games supported both AdLib and the CMS Game Blaster, AdLib has always had a clear edge in sound quality. For the first time, Omnitrend has taken the strengths of each card into consideration. I noticed that the lower voice registers of CMS gave it a more full-bodied sound, while the AdLib's quality percussion gave it cleaner tone

separation.

You won't hear much from either board after the introductory theme song, just a triumphant sound when you complete a scenario. Other than that the stock beeper is used for sounds, unlike *Universe III*, in which the add-on boards were used for even mundane effects.

Act One, Scene One

The game module begins by presenting you with three boxes. On the left, the largest one includes a list of optional scenarios. The right half of the screen is split in half, the top showing your list of players and the bottom displaying games in progress.

Before starting, you must create a character. Each starts out as an Ensign in the Federated Worlds Special Forces, so there are no options for you to decide on. Once you have named your players, you must select one and choose a scenario for him to play. Each of these game models is described briefly towards the end of your owners' manual, and its difficulty rating for it is displayed.

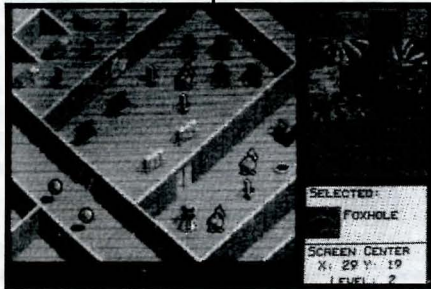
When you have chosen player and scenario, a new name will appear in the lower right box. Several games in progress can be available simultaneously; since your Ensign gets promoted only when a game has been completed, however, you may want to play them sequentially with the same character.

You can also link games if you like, so that one will begin as soon as the other is completed. The only problem with this is that if your character gets killed after three bloody campaigns in a row, he will revert all the way back to his Ensign status.

It might be a good idea to mention here that all this selecting can be done by pointing and clicking with a mouse. In

fact, the whole game is very playable with your favorite rodent, since icons let you pick up and drop items, equip your patrol with weapons, use exotic gear and so on. A battery of keys will produce the same results in the usual RPG manner (A = Arm yourself, U = Use and so forth).

Ultimately, I found both the mouse and keyboard to be too clumsy for some operations. A combination of the two, however, worked exceptionally well, making this a bonafied "two-fisted" game.



The Builder Program

Type: RPG/Tactical
Combat

Systems: MSDOS (512K & DOS 3.0 or higher required; CGA; 16-color mode supported for Tandy & EGA; VGA support but no 256-color; AdLib, CMS sound boards); ST (512K, Amiga 1 meg)

Planned conversions:
none

By Stephen King

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Starflight on the Amiga and Macintosh

So enthusiastic was Stephen King's review of the original *Starflight*, I bought a Tandy in early 1987 just so I could play it. (And three years later find myself on the verge of getting a whole new VGA system to play *Ultima VI*.) Had I only waited for the Amiga and Mac versions, I might have actually finished the mission, but the slow landing sequence in the original game drove me up the wall. In case you missed King's 1986 review, your six-being crew is challenged to stabilize the

Type: Role-playing
Systems: Amiga (512K); Mac Plus or better (two megs for color version); MSDOS
Planned conversions: C-64
Versions reviewed: Mac and Amiga

Arth system's star, which is being affected by mysterious fluxes that have already wiped out several systems and their populations. While seeking clues to this phenomenon, you earn money by mining planets for minerals, capturing bizarre life forms, shoplifting odd artifacts here and there, and reporting planets suitable for colonization by the Arth people who want to evacuate before the system goes up in...well, whatever it is things go up in when destroyed by a flux.

Starflight spreads an immense tablecloth of a universe across the screen: 270 star systems, over 800 planets, and over a billion individual locations on these worlds (fortunately you don't have to "step on every square" to complete the quest). A colorful starmap shows the universe from an interstellar perspective, allowing you to judge distances, fuel required and other factors crucial to long-range jaunts. While inside a star system, your ship scoots about like a little toy rocket on a board game, one invisible "hex" at a time.

Interacting with members of seven races dominates the drama as you sail deeper into space, and talking to them is one of a collection of engaging activities conducted with point and click menus and the mouse. Your Communication Officer's posture (friendly, hostile or obsequious) and that of the different alien species will determine how much useful information

you obtain, or whether you'll get hit with a laser blast amidships. The aliens' speech is often amusing, as are the ways in which your questions about the Old Empire, General Info and other matters are phrased.

Puzzles revolve around a core of activities that are still fun three years after the original: fast-talking the aliens out of a prized artifact or a few clues, developing skills, exploring ruins and other sites for scraps about the slowly unfolding plot, and making money the old-fashioned way.

Combat is too simplistic to satisfy. In the combat arena, you see a close-up of the engaged ships—ships that move through space as sluggishly as if it were composed of jello, zapping each other with low-res laser bolts and such.

It's a long-playing expedition with a time factor. Take too long boldly going where no gamer has gone before, and you might return to Starport someday and discover it has vanished due to a flux. That leaves you with no place to sell your minerals, buy new weapons and armor for the ship, or anything, really—you can still fly around the universe, but the game is over.

New Features for both versions

Both conversions were done by Micro-magic, who specializes in this field. A couple of new features made a big difference, since I never finished the MSDOS original because of the interminable slow landing sequence that couldn't be toggled off or aborted. Sure, it looks nice to see the planet spinning in space, illustrated with reasonable-res fractal graphics (reasonable-res, as defined in *Duffy's Guide to Computer Buzzwords*, means somewhere between medium-res and high-res). But once or twice is enough, since the sequence still takes several minutes in these conversions. Amiga and Mac gamers, fortunately, can opt to "Open Viewport" or not when landing and taking off, which allows you to bypass the entire sequence—and to do so within the context of the sto-

ry's setting.

More conveniences materialize when roaming a planet in your Terrain Vehicle. An "auto-mineral pickup" option lets you scoop up ore without wasting a second of time or drop of fuel, and "cruise control" permits you to click on a direction and zoom along without holding the mouse button down (this works in space too).

Mouse, icons and buttons have been effectively incorporated into the game system, and the program's wrinkle on the traditional yes/no option is a great idea. Instead of having to move the cursor over a Yes or No word or symbol on the screen or in a special window, you'll see the cursor itself turn into the word "yes" when you face such a choice. Simply by moving the mouse a bit, you can

change the cursor to read "no," then click once to register that choice, or move it again to switch back to yes.

It's also easier to save a game than with the MSDOS version, for a menu on each of these new conversions lets you save up to five numbered missions on the program disk, then restore them at almost any point.

Both new versions offer a variety-pak of keyboard commands that augment the mouse and can easily be copied. A simple codewheel holds the codes needed to play; the game runs fine even without the proper code, but eventually the Interstel police will blast you into atoms. There are lots of visual specials in both versions, but not a lot of real animation, and sound effects are too sparse.

The Amiga Starflight

This looks like the machine for which *Starflight* was designed. The illustrations of the aliens look less cartoony than in the original and drew me into the story much more effectively than in the MSDOS original. The many-tentacled Gazurtoids, for example, talked and looked like I expect aliens to carry on the first time they meet someone from Tucson orbiting the sixth planet of the Akerton system in search of the Institute and that fabled Crystal Cone.

A brief burst of music heralds the meeting with each species, further embellishing the tone and setting of these encounters. Don't count on playing it off a hard disk, which the Amiga version inexplicably does not support. At least it runs fast enough on a one-floppy system that no one can complain about it.



Alien alert on the Amiga



Space Battle on Mac II

By Shay Addams

Continued on next page

Star Flight 2

Continued from page three

pod does allow long distance trips, its use requires fifteen units of shyneum (a considerable sum), and its accuracy is directly proportional to the mass of the nearby stars.

After the captain launches the ship from Starport, the navigator must take the controls. The first thing you will see is Starport itself, the only object orbiting the home star. The star is in the center of the screen (on rare occasions you may see a binary pair in orbit). The orbits of up to nine other planetary bodies are traced with white lines. The actual planet can be found somewhere along that line. Your ship, which is moved with the cursor pad, is represented as a small blip on the screen.

As the ship intersects with a planet you will be given the opportunity to orbit. Once in orbit, the science officer can do a sensor scan to determine the abundance of minerals and biologic density. Gravity, temperature and atmosphere can also be determined by analyzing the sensor data. This becomes important when choosing planets to recommend for colonization.

Couldn't Planet Better Myself

An alarm sounds if an intelligent race lives on the planet, alerting you that the ship's computer is downloading cultural data to help you deal with the natives. After making the decision to land, the captain must select a site and begin the descent. A color bar will help you decide where to set down. Elevation affects what you find on the surface. A lower area is rich in animal and plant life, dwellings and vehicles; higher elevations usually conceal the precious minerals and ancient ruins, sources of wealth, useful ores, clues and other valuable discoveries.

The ponderously slow landing and launching sequence that we all know and love from the original game is still on-board, but now you abort it in the middle by hitting the space bar, which speeds up the game considerably. (But getting around on the surface proved to be an annoying experience, as the process felt as slow as it was in the first game.)

Among the dwellings on the surface, a somewhat larger building may house the local trade centers. The more populous the area, the more of these you will find. Moving your all-terrain vehicle next to one of these structures and toggling the engines off will cause a prompt to be displayed, allowing you to enter. Once inside, you can either buy special items that the merchant is offering or sell what you've got. Either way, you usually have to bargain for a good price.

My Star System Or Yours?

If you decide to leave the planetary level, just move your ship to the edge of the solar system. A new view will appear with your ship in the center. Nearby stars will be depicted as a bright blue shining light; nebulae, as green clouds.

When your navigator selects the star map, a local piece of the galaxy is displayed. Your location is marked with a blue marker; the stars, with little colored dots of light. Using the cursor, you can move the marker to possible destinations. When you do so, statistics are displayed at the bottom, showing the coordinates of your intended target and how many fuel units are necessary to get there.

Gladiators In Space

From time to time you may see a message informing you of movement at an X-Y position. This means you may be having company. If the alien ship gets close enough, you will be dropped down a level from the interstellar mode so you can parlay with the aliens. Often, the strangers will respond to your communications officer. He must decide whether to be aggressive, subservient or just plain friendly. If he has enough training, you might find the various other lifeforms a well of information. Otherwise, you may get nothing but undecipherable noises and movements. You may want to have your science officer use his sensors on one of the ships to see what it looks like. Each race has its own unique ship design that will provide you with a hint about what to do next.

There are any number of hostile entities, so it would be a good idea to get ready for instant flight. Some groups will start shooting without asking questions first. Battle tactics among the inhospitable forces are more diverse than in the previous game. Spemin have the ability to phase in and out, making them tough to hit and even tougher to escape. One race can turn off your shields at will, and another can fry you with microwaves that can penetrate your defenses.

If fighting becomes necessary, your navigator will have to select a combat mode. While in combat, you can still move around with the keypad, but the space bar will now fire any lasers or missiles you have. It is a good idea to run a lot in the early game, since it be awhile before you can afford to purchase effective weapons. In fact, the level one screens and lasers are so useless that it is a good idea to sell them right away and spend the money on extra training.

Getting hit in battle will inevitably damage your ship and crew. This will provide some short term work for your engineer and doctor. If you are able to destroy the enemy ship, you can often pick valuables out of the debris.

The Gritty Details

So, how does this game fare in today's market? Well there are problems, to be sure. Control is limited to the keyboard, despite the fact that most MSDOS gamers have come to expect mouse support, or at least joystick controls.

And the graphics that were so spectacular four years ago look pretty plain by today's standards. Planets are represented as in the original game, looking like low-resolution spheres from space, like they're covered with blobs of various colors when you are on the surface. At least the high-resolution pictures of aliens and such are shown in twice the resolution of the first game; you also see hi-res pictures when scanning another ship, but these are monochrome. Encounters with alien intelligence are still depicted with nice hi-res color graphics in Tandy and EGA, and VGA is used to make the blends a bit more natural. Of course, 4-color CGA and monochrome modes are available for people who need them. Basically, the graphics have not improved appreciably since the original game.

With more and more companies supporting enhanced sound boards, *Starflight II* still relies on the old PC beeper. Sound effects are sparse and music non-existent, but since there is no sound in outer space, I guess this works out ok.

There are two problems with the game that should have been corrected in this sequel. In the original *Starflight*, instead of having a separate set of files to keep your saved place, the entire game would be written over with a new version. This was extremely clumsy and confusing.

Cloud Nebula essentially works the same way, but the saving is handled by a built-in batch file. It is no longer quite as confusing, but was an archaic way of doing things even four years ago, so it is even less acceptable now, especially for people trying to play on floppies. It is getting harder to play many games on floppy, but there is no perceptible reason for all this disk switching. If a small set of saved data were used instead of two huge files, it would be much simpler.

The Big 'C'

The other problem is our old friend, copy-protection. You may remember that the first *Starflight* blessed us with code-wheel keyword protection. At the time this didn't seem like too much trouble, but twenty some codewheels later, I'm beginning to feel the pain.

The protection on *Cloud Nebula* is largely in the stellar map included in the box. It is a large 16.25 by 21-inch color poster accompanied by a small object that highlights a random square area. (EA will provide a workable black and white version of the map for the visually

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Walkthrough: Indiana Jones Last Crusade

General Notes

The game has many random parts, particularly those related to the Grail quest (the correct display in the library), the sequence of statues to push and the skulls in the catacombs, the painting in the castle vault, the spelling of the word in the second trial, and the choice of grails). The sequences for talking with the guards remain constant, but occasionally one won't work and you must fight or restore. Ideally there are two guards you must fight if you want enough money to ride the zeppelin: the guard in room twelve, and Sigfried on level three. It's easier (with this solution) to skip the zeppelin and take the biplane, but it cuts out some of the puzzles and any use for Henry.

University

Exit gym. Talk to Marcus: 3,1. Open door to the right. Enter classroom.

Classroom

Talk to students: 4, 4, 4

Office

Pick up junk mail. Pick up letters. Pick up papers. Pick up package. Open package. Open right window. Exit right window. After cut scene, travel to Henry's house.

Henry's House

Push bookshelf (top right one in front room). Get sticky tape. Go into bedroom. Get picture (of cup). Exit house. Enter window to your office.

Office

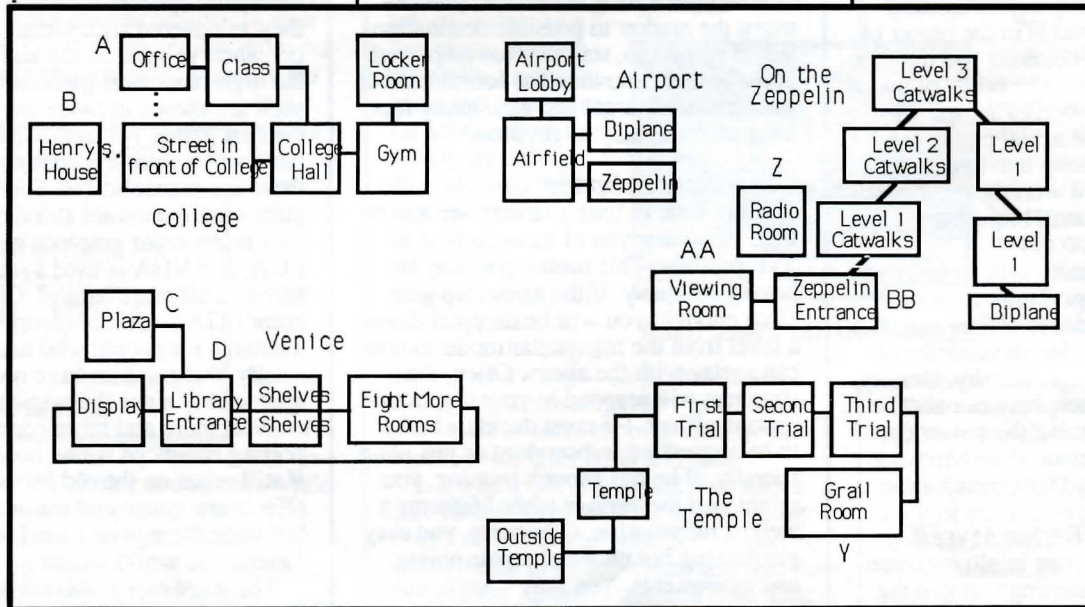
Open jar (on middle shelves). Use sticky

tape on jar. Exit window. Travel to Henry's house.

Henry's House Again

Pick up plant. Pick up tablecloth. Use key with chest. Get old book. Exit and travel to Venice.

hook. In room 9, use ladder. Return to room 7. Go to room 12. Use cordon with machinery. Pull wheel. Go to room 13. Save game. Look diary. Push statues until they match the ones in the diary. Start with the third statue, then the first, then the second. Enter door.



Catacombs:

Level Two
Go to room 16. Look diary. Push skulls in order indicated by the diary. (The right-most one corresponds to the lowest one.) Enter door.

Level One, Part Two

Go to room 6. Open casket. Look casket. Open lock (on grating). Go east to room 5. Enter manhole.

Venice: The Library

Use the "what is" command to search the shelves for three books: a book of maps, a flight manual and Mein Kampf. (Note: the game can be completed without any of these.) Pick up the red cordon and post that is randomly placed in one of the displays. Look Grail diary. Go to the display that exactly matches the diary picture. Read the indicated plaque. Save game. Use the post on the indicated slab, using the number from the plaque (e.g. "second on the right" in the diary means the second number on the plaque to the right). You'll get three chances at this.

Catacombs: Level One

Follow path on accompanying map or look at book of maps if you found it in the library. Pick up the arm in room 2. Go to room 5. Open manhole cover. Enter hole. Walk to wine bottle to the left of the plaza. Pick up wine. Look wine. Pick up wine. Go down hole. Go to room 7 and use water with bottle, or fill it from the fountain in the plaza. Go to room 3. Use bottle on torch. Pull torch. Go to room 11. Read inscriptions and note the two choices for the correct grail. In room 10, use hook in plug. Use whip with

The Castle

Scout around the castle. Enter front door.

The Castle: Level One

Throw punch at butler. Enter door to north. Go to room 1. Talk to drunk Nazi: 3, 2. Go to room 2. Use stein with keg. Use stein with coals. Use stein with keg. Pick up roast boar. Go to room 3. Guard: 3, 2, 1. Pick up servant's uniform. Save. Go to room 11. Guard: 1, 2, 2 (15 marks).

The Castle: Level Two

Go to room 4. Open chest. Look chest (50 marks). Use servant uniform. Go to room 5. Guard: offer painting. Open chest. Look chest (uniform). Look uniform (key). Use Indywear. Return to room 3. Use brass key with lock. Pick up gray uniform. Go to room 4. Use gray uniform. Go to room 6. Guard: offer Mein Kampf. Use stein with grate. Go to room 7. Guard: 3, 2, 3. Save game. Go to room 8. Guard: 2, 2, 2, 1 (or just evade guard if this doesn't work). Pick up first aid kit.

The Castle: Level Three

Go to room 9. Guard: 1, 2, 1. Give roast boar to dog. Pick up trophy. Open file drawer. Pick up pass. Go to room 4. Use

By Paul Shaffer

Indywear. Go to room 2. Use stein and trophy with keg. Go to room 4. Use gray uniform. Go to room 10. Push large painting. Open vault door. Go to room 11. Look painting on wall (note whether it glows or not). Save game. Go to room 12. Fight guard (20 marks), or Guard: 3. (Use first aid kit if you fought guard.) Head for room 13. Biff: offer stein. Biff: offer trophy. Fight Biff. Go to room 13. Fight guard (25 marks), or Guard: 2, 2, 3. Pick up silver key (on candelabra). Go to room 14, 15 or 16 (whichever door has wires above it). Use silver key with door. Enter. Go to room 14. Open cabinet (75 marks). Head for Castle exit. Guard: 3.

Castle: Tied to Chairs

Pull chairs (55 times). Push suit of armor. Push statue (left one). Enter fireplace.

Outside Castle

Use motorcycle.

Border Station

Guard: 3, 3, 1, 1.

Berlin

Offer pass (or old book, but in this case you must talk and fight your way past the border patrols).

Airport (Option One)

Save game. If you don't have 175 marks,

exit airport. Look flight manual (if you have it, and note the directions). Enter biplane. Flip all six switches. Push petrol button (it should change to green). Pull throttle (T). Push and pull small handle until arrow is in the green. Click on gauge until indicator points to "B." Push large red button on the board with switches. Wait for takeoff.

Airport (Option Two)

If you have 175 marks (which requires having fought all the guards with money and opening the chest and cabinet), talk to ticket clerk. Offer marks. Exit airport. Go to zeppelin.

In the Zeppelin

Offer tickets. Save game. To Henry. Go west to piano player. Use coins in bowl. Player: any reply. To Indy. Open door. Enter. Open locker. Operator: 1. To Henry. Use coins in bowl. Player: any reply. To Indy. Open door. Enter. Pick up wrench. Use wrench on short-wave receiver. Exit. (Wait for operator to return and close door.) Use wrench in hole. Push wrench. Climb ladder. Use "up" ladder in northwest corner to reach second level. Continue up to third level, using the closest red strip. Cross over dividing wall on third level (to the far east) and head back down to the first lev-

el and biplane (no flight manual needed).

In the Biplane

See game manual for arcade sequence. The more planes you shoot down, the fewer border guards you'll have to face on the ground.

Farm (Crash)

Go east. Use car.

Border Stations

Offer pass to all guards.

Outside Temple

Save game. Enter temple.

The First Trial

Select "Pick up" and click on the spot just below the dead man's feet, just inside the spot where the crack forms a joint.

The Second Trial

The spelling of the word is randomized. Jump only on the letters given in the word (one space in any direction) until you get to the other side.

The Third Trial

Click on east exit.

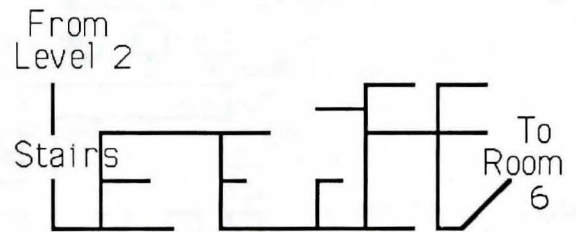
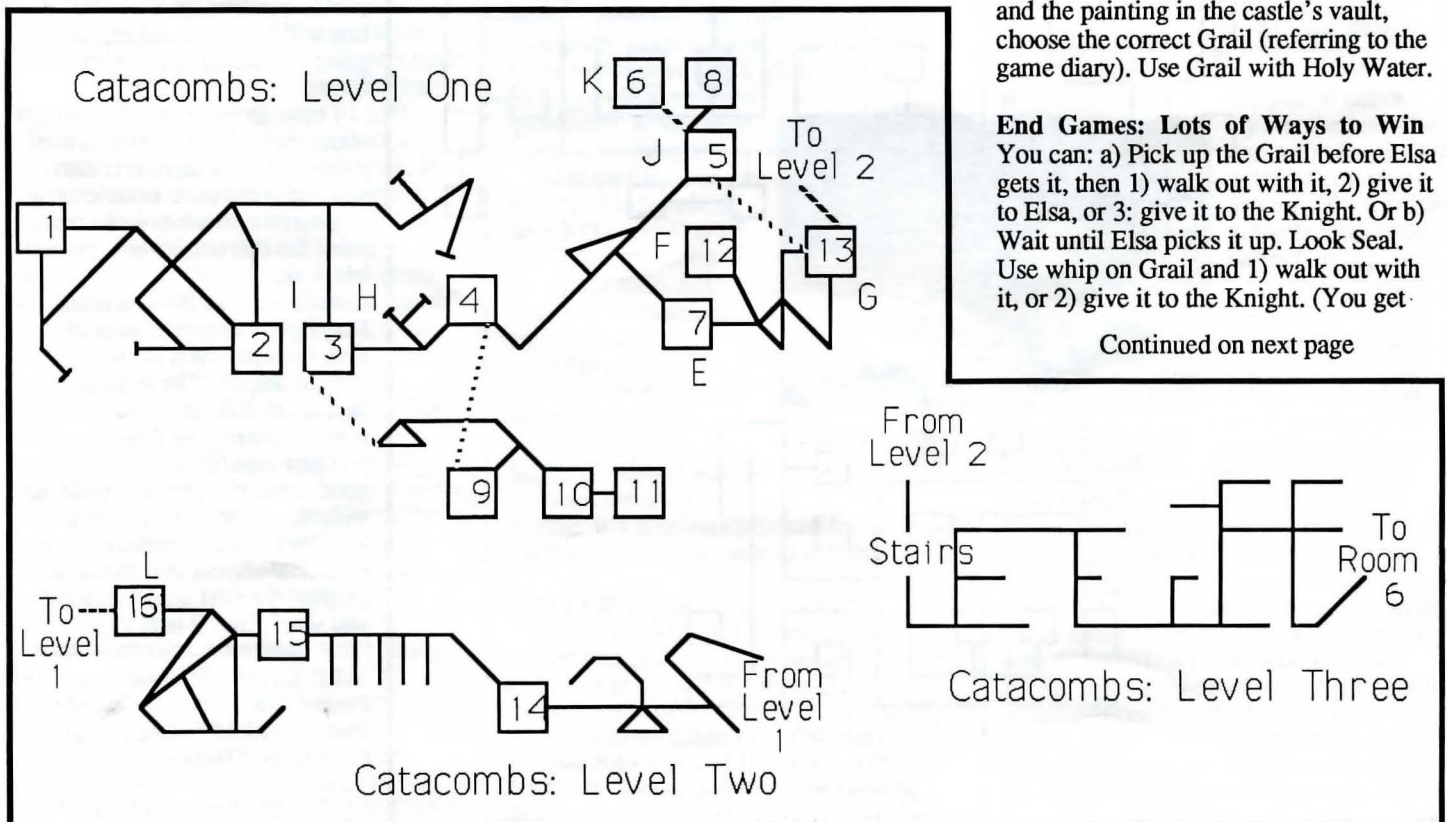
The Grail Room

Walk west to the Knight. Using the two choices of grails given in the catacombs and the painting in the castle's vault, choose the correct Grail (referring to the game diary). Use Grail with Holy Water.

End Games: Lots of Ways to Win

You can: a) Pick up the Grail before Elsa gets it, then 1) walk out with it, 2) give it to Elsa, or 3) give it to the Knight. Or b) Wait until Elsa picks it up. Look Seal. Use whip on Grail and 1) walk out with it, or 2) give it to the Knight. (You get

Continued on next page



Catacombs: Level Three

Last Crusade solution

Continued from page nine

100 more points for beating Elsa to the Grail and giving it to the Knight.)

Map Key

Rooms in the Catacombs

- 1: Entrance
- 2: Skeletons
- 3: Torch Room
- 4: Slab Room
- 5: Sewer Entrance
- 6: Casket Room
- 7: Plug Room
- 8: Plaza (bottle, water)
- 9: Ladder Room

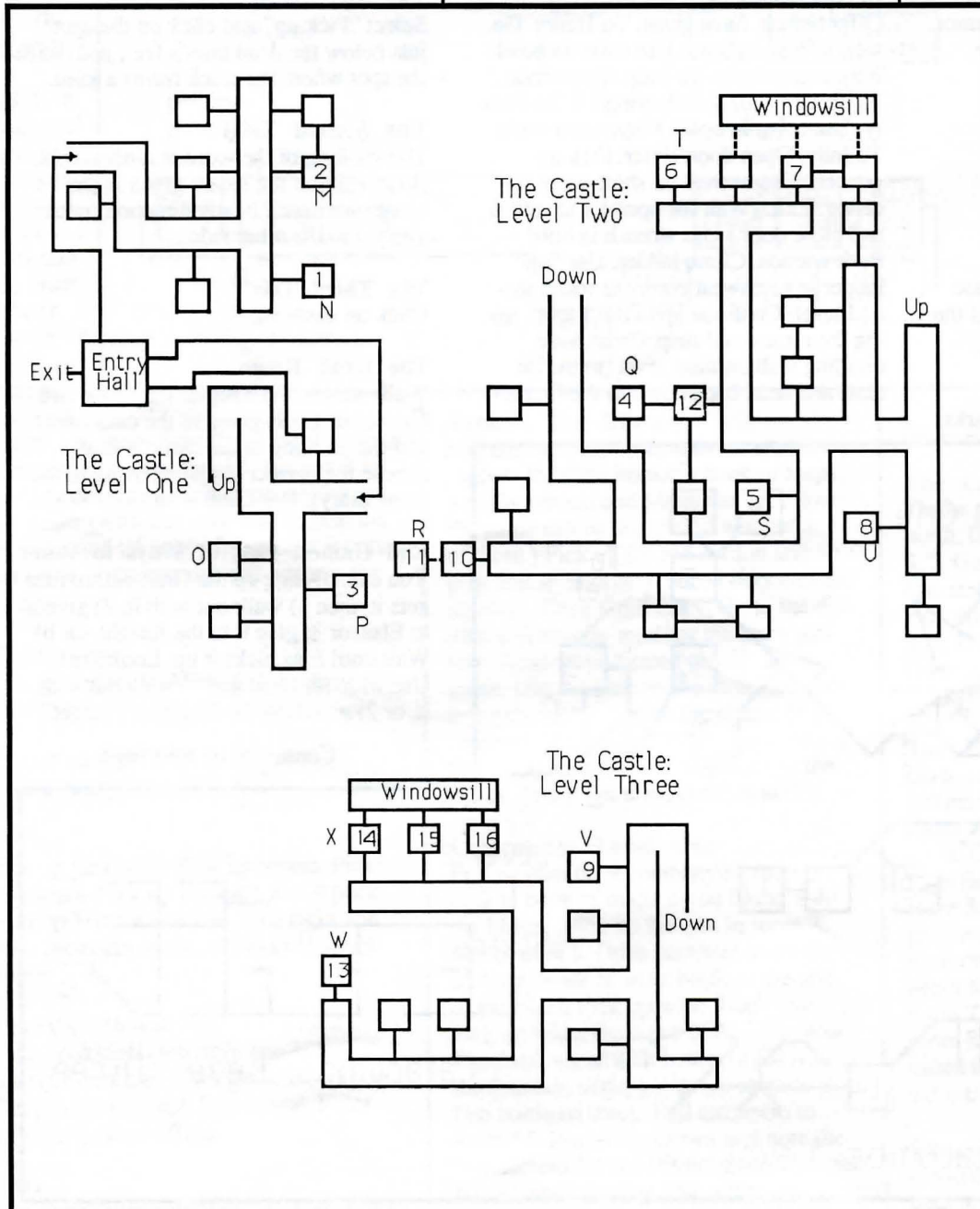
- 10: Plug bottom
- 11: Inscriptions Room
- 12: Machine Room
- 13: Statues Room
- 14: Bridge
- 15: Tomb
- 16: Skulls Room

Artifacts

- A: Junk mail, letters, papers, package, jar
- B: Old book, sticky tape, picture
- C: Manhole cover, wine bottle, fountain (water)
- D: Manual, book of maps, Mein Kampf, red cordon, metal post
- E: Water
- F: Machinery
- G: Turnable pictures

- H: Torch
- I: Hook
- J: Manhole
- K: Grate, lock, sarcophagus
- L: Skulls
- M: Keg of beer, roast boar
- N: Drunken Nazi, stein
- O: Knight with axe
- P: Gray uniform, servant's uniform
- Q: Chest (50 marks)
- R: Paintings
- S: Chest with uniform (key)
- T: Security System, grate
- U: First aid kit
- V: Dog, trophy, pass
- W: Key
- X: Cabinet (75 marks)
- Y: Grails

- Z: Locket with wrench, short-wave receiver
- AA: Bowl
- BB: Hole



Star Flight 2

Continued from page five

impaired.)

Each time you venture from Starport you're required to count the number of certain colored stars in this square and enter it. You get into space whether or not you are correct, but if you enter a false number, the Interstel police will bust you and end the game sometime in the near future.

I have to admit that this is about the most effective form of protection I've seen. It is also just about the most troublesome to the end user who has to make room for this somewhere on his/her desk.

Conclusions: If the original *Starflight* was one of your all-time favorites, you are sure to like the sequel. The strategy and tactics are still there, and the plot is more interesting than ever. If you just want to play and have a good time, it is possible to do so without any trouble. If you are looking for the impressive jump in special effects that so distinguished the first game, however, you won't find it here.

Skill Level: Intermediate
Protection: Map/key word
Price: \$49.95
Company: Binary Systems/EA

CES Winners

Continued from page one

cuit's Edge is set for March. Infocom's also working on an MSDOS game called *Skins* that uses the *Cosmic Osmi* technology but has a real game to play, not just a series of pictures to see as in that Mac game, and *Battletech II* is in the offing.

Interplay put up a few screens from their in-the-works *Lord of the Rings* RPG, none of which looked impressive. But they were just there so Interplay would have something to show, and it's too soon to say what the game will really play like (it is supposed to be a hybrid: logical puzzles to solve, and characters with skills, etc.) C64 and MSDOS are set for June, with maybe Apple and Amiga versions later.

On the Floor

Electronic Arts, which has worked out of hospitality suites at past shows, was "on the floor" (as they say in "the industry") this time. *Caesar*, being written for EA by the designer of *Defender of the Crown*, Kellyn Beeck, was called a "strategy/role-playing" game, but its most distinguishing element was the degree of control over the foot soldiers in your army as they fight another group in tactical battles; the *Ben Hur*-style chariot races also looked like fun, and the entire thing looked flashy as a Cinemaware game yet significantly more substantial.

EA affiliate SSI disclosed their rumored "dragon flight simulator," tentatively titled *Dragon Strike*, will soon take wings for MSDOS. EA is also distributing games by the European UBI Soft, whose *Iron Lord: Crusader of Justice* may prove interesting to adventurers. It includes archery, swordplay and other tests of skill as part of the quest, and is out for C64, ST and MSDOS. Interstel is taking a shot at the animated adventure market with *Earthrise*, an MSDOS game set on an asteroid and its 100-room mining station. The goal is to stop the out-of-control asteroid from smashing into Earth. It has 3-D animated graphics, but they looked pretty tacky.

Still more EA affiliates were wildly waving floppies in the air at every passerby wearing a "Buyer" badge: Lucasfilm's *Maniac Mansion* is now out for the ST and Amiga, and the MSDOS version's graphics, animation and sound effects were upgraded; the MSDOS *The Fool's Errand* appeared from Miles Computing, who says it's also out for the Amiga.

New World Computing's Jon van Caneghem demoed one of the most promising new games for the Apple—*King's Bounty*. The long-range goal is the king's Sceptre of Order, but you must round up a bevy of bad guys in order to

solve the *Concentration*-style puzzle that conceals its location—and do so within the game's time limit. Each time you bring in a fugitive, his picture disappears from the puzzle, uncovering a bit more of the solution. (That means the shrewdest players may be able to solve it without catching all the villains.) It's a neat twist on the end game and is reminiscent of the final puzzle in *Might and Magic II* (Mac and Amiga versions of *M & M II* should be ready by April.) Strategic elements let you capture and garrison castles, and a novel Leadership rating determines the number of monsters you can recruit for your army. It will go MSDOS after the Apple version ships, then Amiga, C64 and Mac. *Tunnels & Trolls* should show up for MSDOS here this summer.

New World was also wowing everyone with *Nuclear War* on the Amiga, which, while not an adventure, is worth checking out—it has an excellent visual interface and some amusing features and graphics. Cinemaware had nothing new in the way of adventures, but their *Wings*, a WW II flight simulator, looked good (and easy to fly) on the Amiga and is planned for MSDOS and ST.

Basically, EA's melange of affiliated labels resembled Activision's round-up a year ago—like lemmings with a choice of cliffs from which to leap, some game designers seem to hop back and forth from EA to Activision, Activision to EA... EA appears to be counting on the videogame market, but apparently not as heavily as Activision. (EA also has their own distribution system, which is handy when you realize that CSS, a big-time Chicago-based national distributor, went out of business in January.)

Also on the floor was Accolade, whose only RPG was *Day of the Viper*, an action-heavy scenario that puts you in charge of an attack android who must save a defense installation from the robot army led by a psychotic cyborg. MSDOS, Amiga and ST versions are set for Spring. It's another European import, and joystick skills look most important.

Data East Enters RPG Fray

Data East, known for their arcade games and pinball machines, appropriately stayed at the Bally, where they undraped a pair of RPGs with unexpectedly high potential: *Chamber of the Sci-Mutant Priestess* and *Drakkhen*, both for MSDOS, Amiga and ST, both from Infogrames in Europe. *Drakkhen* is the first in their "Draconian" series. It features a

novel 3-D view of the landscape, depicted as if you're standing behind your party of four. Your goal is to restore magic to the land by tracking down the last dragon on a volcanic island. The Amiga version had superb sound and graphics; its interface is all icons and mouse, and lets you move weapons and other items directly from one character to another. Real-time combat, over 200 spells, more than 240 rooms, 150 unique monsters (all well-animated in combat), lots of music and sound effects, and a 200-hour projected time-to-solve make this the most exciting new RPG to arrive from Europe in months.

Another Draconian title, *Chamber of the Sci-Mutant Priestess* defies you to pass five tests before you can enter the maze of 3-D corridors and rooms of the Chamber and save your true love from the evil Protozorqs. It's a one-character game with a strange interface. In addition to all-purpose icons that are always present, a context-sensitive menu appears when you click on objects in the picture with which you can interact. It looks like a flattened Mr. Potatohead with buttons for actions such as attack, inspect and so on, which vary depending on the object (you know those wacky European game designers!). *Chamber* features more NPC interaction than *Drakkhen*, is easier, and its profusion of dialogue balloons and animation give it a comic book feel. (Data East is also doing the Nintendo version of Interplay's *Battle Chess*.)

On the Road with ORIGIN

Since Softkat, a West Coast distributor, pulled out of CES at the last minute, some developers who'd planned on showing their games at the Softkat booth wound up with no place to go. Origin took to the road, renting an RV and parking in a motel lot next to the convention center.



Origin's Fred Schmidt, Robert Garriott & Dallas Snell

There Chris Roberts was exhibiting *Bad Blood*, his *Times of Lore* sequel (you know, the game that influenced Lord British to redesign the *Ultima* interface for VI). It's a post-nuclear war scenario in which you lead a band of mutants and humans against Lord Dominix to spare the free mutants from otherwise certain doom. Biggest improvement over *Lore* is in the combat system, for you're not limited to crashing into the enemy to inflict damage: an arsenal of assorted weaponry—from bazookas to vibrablades—is available, and matching the weapon with

Continued on page fifteen



Keys to the Kingdoms



Windwalker

Battle tips for Ninja: the most dangerous move is the flying leap. Before he does this, he'll crouch down. At this point, take a full step back. Shuffle back and forth to avoid him in the air. He'll land in a crouch, and is now vulnerable. Use a high kick to land a blow. **General tips:** An extra prayer—when burning incense, say "quicken my pace." To do so, your body, spirit and karma must be 100%, and this will last only as long as they remain this way. Save the game before battles. The Ninja is the only opponent who will kill. If you lose other battles, you can restore before the last battle and try again. Don't buy Health elixirs. By performing tantric dance in front of idol, you can get one for free. (Steps to the tantric dance: 1) Bow 2) Raise Right Arm 3) Lower Right Arm 4) Raise Left Arm 5) Step back 6) Turn left 7) Lower Left Arm 8) Raise Left Leg 9) Raise Right Arm 10) Turn right 11) Lower Left Leg 12) Lower Right Arm 13) Step forward 14) Bow) The monastery is located east of the palace. Buy a map at the start. When sailing, use a captured pirate vessel. The imperial warships will see the red sail and leave you alone. Diahn Jon the explorer was captured by thieves. To free him, look for a cave in the group of islands located to the far north of the palace area (it's not on the map). There are four-five thieves guarding him, so be prepared. You can buy turtles from the fisherman while he's at sea, but he doesn't always have them. Enter the jail at night, when the jailer's asleep. For each shrine your free on the night of the new moon, you'll advance one level. Look for the concubine in the palace garden to get the Warlord's schedule. You'll need to copy two scrolls: the evil Alchemist's scroll (his house is in the palace) and the scroll with the recipe for the Elixir of Eternal Life.

Rober Shumacher

Chaos Strikes Back

The dungeon consists of ten levels that can be mapped on a grid 46 squares east to west and 47 squares north to south (though no level requires the entire grid). With the bottom level marked as level 1, the starting square is on level 6, 20N, 29E, and the Junction of the ways is at level 3, 29N, 23E. Accurate 3-D mapping is crucial; use pits and stairs for correct relative positioning of different levels. Many rooms can only be reached by falling or climbing through a pit from the level above. Whenever possible, map the pit system from below; this often reveals

hidden traps on the level above before you descend. Many walls are permeable, so if progress seems impossible, try walking through the walls. (One such wall is in the starting room, concealing a room containing useful armor.) The four different routes from the Junction meet at the entrance to the Diabolical Demon Director on level 7. Beyond the DDD they part again, with one Corbum to be found on each way to the final encounter on level 10. You're well advised to complete all four pre-DDD routes before attempting to pass this point. **The Snake Area** (Dain route, level 5): Obtaining the Winged Key from the central pillar is perhaps the greatest problem before the DDD. Prior to crossing this room, map the room directly below (The Cistern) and clear it of all monsters. (The Cistern can initially be found only by climbing down a pit; a hidden stairway can be found in the northeast part of the room.) Approach the eye. Show the eye a Zokathra spell; you're teleported to 4S, 2E. (You can kill the snakes by the eye, but the fight is tough; it's better to get out while you're still alive. Heal wounds immediately, as the snakes will track you down later.) Go 2S, 1E, 5S. Press button and rapidly retreat three steps (you're teleported 6S, 3W). Walk 2W, 2N, 1E, 1N, 1E, 1N, 1E, 3N, 1W, 2N. Press left button (and only this if you're not fond of snakes). Go 1S, 2W, 1S, then face west and throw an object at the press pad. The pit at your right should close. Walk 2N (through the wall), 2W, 4S, 1E, 1S and press the first left, then right green button. Go 1E, 1N, 1E to the pillar and take the key. Return the way you came.

Oystein Pettersen

Dark Heart of Uukrul

The Sage, who is difficult to find, is located between the third and fourth sanctuaries. Take the south door in the cavern where the air is quite cold and continue working your way south and down several flights of stairs and west to the area of the King's burial chamber. Take the door south just before you reach the chamber, and another to meet Sagaris. For a fee, he'll identify items you carry. Scrolls are used in combat, so don't waste them. Continue south and west, then follow the warm air to the fourth sanctuary. The fifth sanctuary is also a great distance and is at the eastern end of the caverns. Take the second door to the south after you enter the massive oak door in the caverns to reach the pool mentioned by Sagaris. The teleporter button sequence to reach all the rooms is C A D C. Open a secret door in

the west wall of the final room to enter the area. The key around the Wizard's neck opens a grate reached through a secret door in the center of the first room south of the fourth sanctuary.

Fred P. Andoli

Answers to Dragon Puzzle: 1) gsbjm 2) jotjef 3) offe 4) esbhpo 5) uffui 6) ivn 7) fohsbwf 8) loff 9) bti 10) voefsgppu 11) sfopvodft 12) jdjdmfe

M. L. Sauer

Star Flight 2

Best Crew: Human Captain, Human Science Officer, Velox Navigator, Velox Engineering Officer, Thrynn Communications Officer, Elowan Medical Officer. At the start, buy good engines and train crew in navigation (the Navigator can see fluxes at 150, and at 250 can scan planets perfectly) and in Communications. Then go to 203, 106 and visit colonized planet to buy lots of Stinging Cones. They will fill your All-terrain vehicle quickly. Fill it many times, then go to 201, 104 and land on the colonized planet. If you barter well, they'll buy each cubic meter of Stinging Cone for over 1,000 credits. A good planet to log is at 133, 7. A time warp to the past is located at 244, 149. To speak to the G'nunk, you must destroy one fleet of their ships, then hail them in a hostile posture. If you do this and become friends, they'll transfer crewmembers, and with your new G'nunk crewmember you'll get a Shield Nullifier. Never give Shyneum to the Humna Humna.

Andrew Daniels

Colony worlds can be found in these systems: 52, 158; 51, 194; 38, 190 (two colony worlds here); 2, 152; 56, 33; 107, 64; 105, 75 (two colony worlds here); 99, 81; 184, 148; 241, 163; 181, 197 (two colony worlds here). **Fluxes:** 101, 107 — 71, 82; 105, 74 — 182, 152; 33, 70 — 70, 83; 204, 5 — 153, 153; 68, 16 — 69, 84; 126, 211 — 99, 186. The fifth planet of 132, 6 is covered with ruins containing important information. Nid berries are also found on this planet. It's important to be nice to the Dweenle. Give them Nid berries and Amusoballs and generally be friendly, and they might give you something important.

David Scharz

Hero's Quest

Buy flame dart. Fetch, and open from Zara. Find Detect Magic by asking Meeps (due west of town) about Magic. Find Trigger by casting Detect near waterfall

(two south, two east of town), climbing ladder, knocking on door, going in and asking Hermit about magic spells. Get flying water from waterfall. Get fairy dust by asking fairies about dust after dancing. Get mushrooms from ring where fairies are. Erana's Peace is five north of Healer's Hut. Eat fruit and sleep there to replenish all stats. Pick flowers and give to Healer for five silver. To get Calm, cast Open in Erana's Peace. Take scroll. Fight Ogre (one south, one east of Erana's Peace) and get his treasure by casting Open at the chest. Go into the cave he was guarding and cast Calm. Continue on to the other chamber and fight the Kobold Magician. Take key. Go back into the chamber with the bear and free him. Go to the castle to claim reward.

When in the castle, always work in the stables to enhance your stats and wallet, and practice with the Arms Master. At night, sleep only in the stables, Inn, Erana's Peace or the Dryad's Grove. Dryad's Grove is two south, one east of Meeeps. Seed is two south, three west of Erana's Peace; cast Fetch to retrieve it. Give it to Dryad and take the acorn she gives you. Find the Healer's Ring in the nest up the tree near the path passing by the Healer's Hut.

Mark Kassouf

Thief: To get password for Thieves Guild, go to alley at night and make Thieves sign when attacked, then ask Sneak for the password. When stealing from houses in town, don't go upstairs in either house. In old lady's house, check desk, couch, knitting basket and get candlesticks. If the cat bothers you, pet it. In Sheriff's house, get vase before moving picture; check desk and don't open music box. Get glowing gem from Giant for skull at Baba Yaga's. To get in Baba Yaga's hut, say "hut of brown now sit down."

Laura Randolph

Sword of Aragon

You can earn 72,000 gold pieces by defeating the dragon just east of Hfsopdl. The Amulet of Aladda is found on an altar in a field of mud north of Absojy. You must return to Tetrad with the Amulet, Sceptre and Crown to be proclaimed ruler of Aragon. The city of Sur Nova has no standing army and is easy to capture; beware of the frequent Giant attacks and be sure to leave a sufficient garrison force to hold it. Defeating the city of Char returns the Wand to the Lady of the Lake, and causes Tentula to prosper. Once you've defeated Gernock, abandon it. The constant Orc attacks aren't worth the pittance that this city produces. The morale of a city determines its production levels. Development will increase the

city's morale, as will lowering the taxation rate. The Crown of the West is found in Hfsopdl. You must defeat the demigod Aragon to enter the eastern kingdom.

Les B. Minaker

Leisure Suit Larry III

At Fat City, use keycard you got in divorce decree to open door on the left. Get locker number from back of keycard, found at upper left of maze. Locker combination comes from the manual page that has the advertisement for the business. Change into sweatsuit. Don't forget to close locker, or your leisure suit gets stolen. Do 23 repetitions of each exercise, then hit the shower. After showering, use towel (which Tawni left behind at the beach). Open locker. Use deodorant. Wear leisure suit. (A cheat screen lets you play the game at maximum grossness level: when the screen with the five questions comes up, hold down the Control-Alt-X keys together and type 5.

Marlene Simmons

Mechwarrior

At the start, get your mech repaired and reloaded, then get a contract for one light mech. When fighting, aim for legs. After finishing contract, go to news net and read article that begins "200,000 reward." Go to the planet it mentions and visit the contract house. Then go to the planet mentioned there and stop in at the bar. Go back to the bar and talk to man, then go to the planet he names. Say yes and go to Dustball, fight once and then run. Sell mech for huge profit and go to Delcona to buy another one. Return to planet where you found the Ganglord and say yes to the bum. Wait, then shoot the Ganglord.

Chris Pinnell

Dragon Wars

Before leaving Purgatory, hire Ulrik in the tavern and listen to rumors there. While in Lansk Undercity, there is a hidden wall in the center of the maze; it leads to the Lansk dragon. After purchasing an Boli in Mud Toad, use it to get the dragon to give you the Dragonseed, which you will need to complete the quest. In Lansk you need to go through the red tape and bureaucracy of getting papers, etc. You'll wind up with a Governor's Pass, which is indispensable in crossing the War Bridge. **Magic:** You don't need to create a Mage with either Sun Magic or Druid Magic. Just hire Valar, who has Sun spells, in the tavern in Phoebus. To get the ability to cast Druid spells without using experience points, go to the Magic Forest. When you find the Statue of Enkidu, use Spirit, and he'll offer to wrestle one of your characters. The character that beats him (who'll need

Strength of 18 or higher) will be granted the ability to cast Druid spells. If tossed into the dungeon under Phoebus, you need the password (ibmjgby) to get into the Armory and get the shovel, which enables you to dig your way through the blocked wall.

Sandra Poynor

Ancient Land of Ys

To start out strong, buy a short sword, small shield and leather armor. Attack all enemies by hitting them (in their feet) from one block below you. Not only can't they hurt you in this position, but you will also gain valuable experience and plenty of gold. When you've got enough gold, buy the longsword. Don't power up your defense yet!

When you finally obtain the Tarlwal, head into the mine. There you can defeat the Rock-eyes and gain a phenomenal 200 gold and experience. With enough gold, you can buy the large shield and reflex armor. Go see the fortune teller, then Maya in the village east of the town. Then head for the shrine to search for the First Book of Ys. Remember to look for doors off the screen by pushing the character into the bottom wall.

Adam Japhet

Universe III

Ambergis: Blaster needs charge. Leave Shuttle (turn recorder on*). East. (See Jan. Keys.) Kitchen: get cola. Ashes: get loop. Jammed door: open cola, drop, exit, return. Bent card: break. Controls: blue, red, blue. Enter Rad Door. Push buttons on shield controls. Courtyard: stand on alien beastie (See Jan. Keys). Southern Corner: keep moving onto boat. Zoom Controls: Go. Alter course. Gotols' attack is inevitable (try *not* altering course; try leaving Gotol behind). Turn recorder on*.

* (To repair the recorder, leave it with Honsoku in SciLab).

Fred J. Philipp

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*. Then if your clues are published, you will get three issues added to your subscription (two for 1st Class and Canadian subs, one for overseas airmail). [All submissions become exclusive property of *QuestBusters*.]

To decode clues,
count one letter back.

Breach II

Continued from page seven

No Man Is An Island

Whichever method you choose, the game commences with your character in command of a small squad of Marines composed of people with varying equipment and abilities. You may recognize many of your patrol members from some of your favorite science fiction movies; Ripley and Apone in the "River Crossing" scenario, for instance, are both named after characters in *Aliens*. Others are named for personnel at Omnitrend, such as designer Tom Carbone.

In early games your own character will be the weakest link. Promotion will depend directly on his participation in the upcoming battle. The number of enemies he dispatches, prisoners he rescues, and Datapacks he destroys will determine how far he advances.

Pointing and clicking on the "briefing" icon (or just pressing "B") will tell you what is expected of you. Time is rarely a factor (though it can be), so your game will be very heavy on strategy and tactics. Hints will often be included in the commanding officer's mission briefing.

Movement to Adjournal

Each of your crew will have a certain number of movement and vitality points. By clicking on a character and tracing a path, he can be moved in any of eight unobstructed compass directions. This is one of the areas where mouse control falls a bit short. When you inadvertently get your path all tangled up in knots, it is often hard to untie it. It was easier for me to just press the "P" (for path) key and use the arrows to place my man.

Keep a close watch on how many movement points you have left, because every action will deplete them. You don't want to walk up to an enemy and find that you haven't enough points left to shoot him!

When you have finished with one person, clicking on the "next man" icon gives you access to the next crew member. When all of your movement points are exhausted, or when you have done as much as you want to in one round, pressing the NEXT key will give control to the opposing forces. You can save the game any time you are at the beginning of your movement phase.

Ace Is The Place

There is an interesting array of hardware in *Breach II*. The experimental Grav shoes are nice for skating past otherwise impassible territory. (Too bad they had a disconcerting tendency to give out over

treacherous landscapes.)

Neutron Bombs are great for killing off all the nearby enemies—and most of your own crew as well. Then there's the camouflage suit, which does a beautiful job of concealing the person wearing it. The only thing bad about this was that if the opposing forces were wearing them, they proved nearly impossible to hit.

Graphic Advancements

I noticed right away that Omnitrend has been beefing up their graphics. The menu screens are exceptionally pleasing to the eye. The actual game graphics are not all "state of the art," but they are a bit better than those of *Universe III* and considerably better than the illustrations in the original *Breach*.

Though *Breach II* is yet another in the continuing trend to support VGA past the usual 16-color standard, no really impressive visual effects were included beyond its improved color spread and the distinctive VGA fade in/out.

This is only the beginning though. Within the year I predict that most MS-DOS players will be planning to upgrade to the VGA standard that all the game companies are starting to embrace with such fervor.

Conclusions: *Breach II* is not really my type of game. I prefer a more escapist fantasy where I don't have to pay quite so much attention to the interface. Even so, I am very intrigued by the IGS concept and look forward to seeing it implemented fully in the near future. This game should be very big with strategists and tacticians.

Skill Level: Intermediate

Protection: Key word

Price: \$49.95

Company: Omnitrend

CES Party Report

Continued from page one

Cupertino). When you click on one of the variously colored notes on the staff, a musical tone rings out; by playing the correct series of tones, you can cast spells whose melodic formulae are hinted at with musical clues. (Uniquely, a spell's opposite effect can be achieved by playing its notes backwards.) Animation, control of your character, and other game elements follow the pattern set by Lucasfilm's *Maniac Mansion* and *Zak McKracken* games, as *Loom* relies on the same development system.

In *Loom*, you'll play a Weaver whose colleagues in the Weaver's Guild recently turned into swans and apparently flew south for the winter. All the members of

the other Guilds are also missing in action, so you've got to solve the mystery.

Moriarty insisted that the 25 minutes of unique music (no repetitive loops) consist of authentically scored Tchaikovsky, such as the theme from *Swan Lake*. A Dolby stereo cassette, produced by Lucasfilms' Sprocket Systems, will be included in each package to set up the story and characters. Aside from the staff that serves as interface, there are no objects to find—magic is the key to unlocking the mysteries of *Loom*. The MSDOS version will not support 256-color VGA, but does use a "tweaked palette" that allows artists to pick the sixteen colors best-suited for each scene.

After screening some scenes from *Loom*, Lucasfilm entertained the sedate gathering with a birds-up-his-sleeves magician. A towering ice sculpture of a swan loomed over the circular table of hors d'oeuvres, but nary a shrimp was in sight, though the presence of editors from several other computer magazines may have accounted for their disappearance before This Editor arrived. The rest of the food was bland, but with the unexpected quality of the magic show and the atmospheric setting, the *Loom* party gets a six on the one-to-ten scale. The game was the talk of the show, along with *Ultima VI*.

The other party of note was held by a games magazine. This was unusual, since most magazines prefer to save their money for the publisher's next trip to Costa del Sol. Since we're not about to give a competing magazine the tiniest bit of coverage—no matter how big the shrimp were, nor how many trips This Editor made to the open bar—even the magazine's name was omitted from this report.

Even people with no new products to promote, such as Sierra's *Two Guys from Andromeda*, their *Two Guys from Andromeda's Wives* in tow, showed up for this party, scarfing down plateloads of shrimp, egg rolls and assorted unidentifiable but edible artifacts. The shrimp were not quite as large as those served at Electronic Art's Ten Year Anniversary Party a few years ago, but the sauce contained just as much horseradish. The open bar was disappointingly stocked, with American brandy rather than genuine Cognac. (How long can a magazine with such poor taste in booze last in *this industry*?)

Even so, this party scored an eight, more attributable to the gregarious assortment of guests than to the hosts' knack at partying down in Las Vegas. With the six garnered by the *Loom* party, that gives us an average CES party index of seven, practically guaranteeing that the industry is not only getting back on its feet, but may even be able to afford a new pair of shoes by the Fall.



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

Wasteland, \$8. Bard 1 & 2, \$8 & \$16. Laser 128 & monitor, \$200. B. Yee, 175 W 85th 2-B, NYC NY 10024

Trade/sell: Bard 3 w/cluebook, Ultima 5 w/cluebook, M & M 1, Lurking Horror, Questron 1, Sorcerer, Enchanter, Infidel, Starcross, Hitchhiker's Guide. Sandy Poynor, 10 Adams Rd, Hanscom AFB MA 01731

\$10 @: Gemstone Warrior, Gemstone Healer, Expedition Amazon, Realms of Darkness. \$15 @: Suspended, Bard's Tale, Ultima 5, Magic Candle, Wizardry. \$20 @: Wizardry 4. Will buy or trade for Timeship, original only, w/docs. Write 1st. Gayle Ann Stanford, 3281 Foxgate Dr, Memphis TN 38115

Trade/sell: Philistine Ploy, Lion's Share. P Manguy, POB 3609, San Ysidro CA 92073

Buy: Portal, Tass Times, Gamemaker. Send price. Ed Hall, 66 Morrison, Yellowknife NWT, Canada X1A 2Z1

Mac: want Space Rogue, M & M 2, Auto Duel, Bard's Tale, the new Quarterstaff, Paladin, & cluebooks for assorted adventures. Send your list for mine. RC Stone 509-C East Maple, Dallastown PA 17313-19220

Sell: Bard 1 & 3, Legacy of Ancients, 2400 AD, Ultima 4. Toby Jackson, 17043 Fiesta Way, Salinas CA 93907

Will sell, prefer to trade: Magic Candle, all Ultimas, Wizardry 3, Times of Lore. Want Azure Bonds, Tangled Tales, Battletech, Dragon Wars. Greg Zeschuk, 14827-45 Ave, Edmonton, Alb, Canada T6H 5R4

ATARI

8-bit: paying top dollar, trade or name your price for older programs from most software companies. For info & list, send sufficient postage (US or Canada), name & address. RW Ritchie, 631 Vale Cres., Thunder Bay, Ontario, Canada P7C 2G2

ST—trade/sell: Moebius, Breach, Times of Lore, Ultima 4, Spellbreaker, more. Send SASE for list. Robert Olsen, 720 S. Lyon #315, Santa Ana CA 92705

COMMODORE

Amiga trades: Indiana Jones (Action), Dungeon Master, Battletech, Zork 0, more. Write for list. Nathan Franklin, 30 Parkview Dr, Feeding Hills MA 01030

Amiga: Want Infidel, Populous & extra worlds disk. Sell/trade Maniac Mansion, Indy

Continued on next page

CES Winners

Continued from page eleven

the foe is often vital to victory. The game world spans three maps—the countryside, the town of Yvrium and the fallout shelters and tunnels below the town. MSDOS and C64 versions are set for Spring. Like *Ultima VI*, the MSDOS game supports major sound boards and 256 colors for VGA/MCGA.

And way in back of the RV, alternating between showing off *Ultima VI: The False Prophet* and working on it late into the night, Richard Garriott could be found. He dropped a hint about the game's "Limited Edition," which will be individually signed by Lord British and will include a batch of special features and goodies, including a much classier Apache tear instead of the plainer obsidian that serves as the Moonstone "trinket" in each package. (There will be only be 1,000 copies of this edition, available exclusively from Origin.) You'll need 640K for VGA on both Origin's new games, 512K for EGA and 384K for CGA. *Ultima V* was announced for ST and Amiga.

Sierra's Magic Lamp

Suitably sequestered in a suite in the Aladdin—the Strip hotel with the magic lamp on top—Sierra authors Christy Marx and Jim Walls gave guided tours of their dramatically different game worlds: *Conquests of Camelot* and *Codename: Iceman*. *Conquests of Camelot* may sound like it's about a medieval Leisure Suit Larry, but it's actually the first graphic adventure with moral overtones in the vein of *Ultima IV*, since throughout the quest for the Holy Grail you have to make several such decisions that affect the alternate endings. It looks like the best and most polished of the near-dozen adventures already based on this subject, including Infocom's effort. (Sierra's John Williams and Kirk "Gonzo PR" Greene were quick to deny rumors that Walls and Marx are collaborating on a joint sequel, *Codename: Camelot*.)

In addition to action-filled jousting and other events, the *Camelot* quest is rife with riddles as well as the traditional logic puzzles that have had us pulling our hair out by the roots for years. Marx codesigned it with husband Peter Ledger, both bringing years of experience in comic books, film, animated cartoons and TV to bear on the project. Some clues are doled out in unusual animated visions that hint at the location of the three Knights you must find on your way to the Grail. Music enhances the ambiance, and such authentic instruments as the Celtic harp are heard. And the gold, silver and copper-based monetary system was so carefully researched, it calls the coins by their genuine names and values when the player visits Jerusalem. Containing the

most code of any Sierra adventure, *Conquests of Camelot* is out for MSDOS now, with Mac, Amiga and ST soon.

Author of the *Police Quest* series, former Highway Patrolman Jim Walls tried something totally different with *Codename: Iceman*, which conveys overtones of a James Bond thriller. As a Navy SEAL, you'll travel from Tahiti to North Africa to save a diplomat from terrorists in a yarn that combines the pleasures of adventuring with the challenge of operating a nuclear submarine simulator so detailed that the sub's motion is geared to the water density at various depths. The subtitle *Iceman* is derived from the scene in which you cruise in the sub beneath the ice-covered Bering Straits.

There are some clever touches, like the lessons in CPR that can be followed to save a drowning woman on the beach, and the way the gambling game (Boss Dice, a variation on poker dice) will earn you useful items rather than cash this time. Walls, attired in faded jeans and worn cowboy boots, pointed out that the models for the man and woman on the cover of the box were his son and daughter. Like other Sierra adventures, graphics are presented in EGA; no plans for VGA.

The Meaning of Life

So what eternal truths emerged in Las Vegas this year, which of our many questions were answered by the events of those four January days? Is the games industry doomed? Will a third-party peripheral make the NEXT computer Gameboy-compatible by July? How many EA affiliates will be back at Activision in time for next January's CES? And how many of Activision's affiliates will be back at EA by the Summer CES in Chicago?

Those questions went unanswered, but it was apparent that the industry has almost universally adopted MSDOS as their target machine for new games, with many supporting VGA graphics and assorted new sound boards (AdLib looks strongest right now). Most conversions are going to the Amiga and ST before the C64 and Apple, while first releases on Amiga and ST continue to emerge from smaller companies and European designers. The Apple and C64 are still enjoying a few new games and enough conversions to keep their owners happy for the next year (but after that these will be niche markets at best). It's also looking more likely that lack of foresight (not to mention hindsight) is probably as responsible for the shaky state of the games industry as is the Nintendo invasion. And finally, it's certain that in spite of the slump—oh, why not just call it a shambles and be done with it?—there are a few new winners in the adventure genre for every computer except the CoCo and the Timex-Sinclair.

Continued from previous page

Jones Graphic, \$20 @. Obliterator, 3 Stooges, \$15 @. Paul Shaffer, 225 Franklin Rd NE #47-W, Atlanta GA 30342

Amiga: Targhan, \$15. Geoffrey Moehl II, POB 2552 St Leo FL 33574

Sell/trade: Heroes of Lance, Defender of Crown, Technocop, A.Reality: City, Questron, Bard 1-2, Demon Stalkers, Mainframe, more. Raymond Fong, Box 700, Sub PO 11, Edmonton, Alberta Canada T6G 2E0

C64/128—\$20 @: Bard 1 w/cluebook, Bard 2 w/cluebook, Legacy of Ancients, Pawn. \$10 @: Hobbit, Zork 1, Fist. Bob Daveant, 3515 W 122nd St Cleveland OH 44111

IBM

Trade only: 5.25" King's Quest 4., Archon, Legacy of Ancients. Want Phantasie 3, King of Chicago, Mean Streets, Knights of Legend, Azure Bonds. Bryce Cameron, 6 Pine Bluff Trail, Ormond FL 32174

Sell—3.5" only, \$20 @: King's Quest 4, Maniac Mansion, Zak McKrack, Black Cauldron, Sentinel Worlds. Mike Stone, 21-29 Barnegat Blvd, Point Pleasant NJ 08742
Sell only: Magic Candle w/cluebook, \$20, Space Rogue. \$16 @: Mines of Titan, Prophecy, Mechwarrior, Don't Go Alone. Shipping included, write 1st. Richard Robillard, 52 S. Main St, Baldwinville, MA 01436

Trade/sell: Hero's Quest, \$25. \$20 @: Magic

Candle w/cluebook, Space Rogue. Future Magic, \$10. David Oliver, 1438 Potomac Ave, Lafayette IN 47905

\$7 @: Treasure Island, Trilogy. \$8.50 @: Planetfall, Leather Goddesses. \$10 @: Wishbringer, Starcross, Trinity. \$18 @: Hobbit, Black Cauldron. \$27: Zork Zero. Todd Blackman, 10109 Floyd, Overland Park, KS 66212.

Trade: Keef the Thief, others (send for list). Want Star Flight 2. Andrew Pollak, 2002 Regis Dr, Davis CA 95616

Trade—5.25" only: Mean Streets, Faery Tale, Murder Club, King's Quest 4, Space Quest 2. Want Colonel's Bequest, Maniac Mansion, Indiana Jones, Space Quest 3. Edward Can, 216 Shoner St, Boyertown, PA 19512

Sell only: Colonel's Bequest, \$40. Space Quest 2, \$20. \$20 @: 2400 AD, Auto Duel, Moebius. Rambo 2, \$15. Danny Chan, 81 Wilton St, New Hyde Park, NY 11040

Trade only: Battletech, Hero's Quest, Prophecy, Champions of Krynn, Space Quest 1-3, Sword of Aragon, more. Bob Greenfield, 106 Heritage Dr, Freehold NJ 07728

For sale, or swap for Colonel's Bequest: Journey, Faery Tale Adventure. Marlene Simmons, POB 72 Richford VT 05476

Trade/sell—\$20 @: Roadwar Europa, Pool of Rad, Hillsfar, Heros of Lance. Toby Jackson, 17043 Fiesta Way, Salinas CA 93907

Sell only, all are both disk sizes, \$15 @:

*Police Quest 1, Police Quest 2 & 3, *Black Cauldron, *Future Magic, Star Command, *King's Quest 1, Alien Fires, Wizard Wards. Buy 5 or more for \$10 @. (* = w/hints) R. Kraus, 3038 N Christiana, Chicago IL 60618

Top games, sell/trade. Mostly 3.5". Send for list. S Lake, 90 McKay St, Beverly MA 01915

Sell only: Hillsfar, \$15. Azure Bonds, \$20. Nathan Franklin, 30 Parkview Dr, Feeding Hills, MA 01030

Passport to Adventure

Quest for Clues I: \$24.99
Quest for Clues II: \$24.99
Official Book of King's Quest: \$10.95
QB Map Kit (includes US/APO shipping, Canadians send \$3 US for shipping; no overseas sales)
Kit A: (for text/graphic games) \$8
Kit B: (for role-playing games) \$8
(Each has 100 sheets of mapping paper.)

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