



# QuestBusters

TM



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The Adventurers' Journal

May, 1990

\$2.50

## Drakkhen: a Draconian game system

This was one of the most exciting new RPGs I saw at CES in January, and I really looked forward to playing it. The sumptuous graphics, one-of-a-kind animated combat and streamlined interface got me really revved up when I first started

**Type:** Fantasy Role-playing  
**Systems:** Amiga and ST (both 512K)  
**Planned conversions:** IBM (summer)  
**Version reviewed:** Amiga

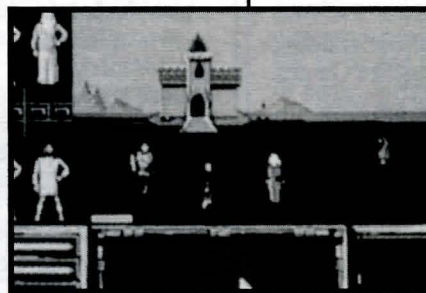
getting into the game. But the more I played it, the less I liked it. The French design

team stuck too closely to paper and pencil role-playing in its design, going out of their way not only to make it as hard as possible to stay alive, but also to prevent you from backing up your character disk (see *Keys* for a solution to this predicament). It's the kind of quest that many

people will complete only to get even with the program—"I'll show you," I snarled at the screen more than once as I returned to the same room where my team had already met defeat 20 times.

(Of course, you have to remember that this is the first game in Data East's Draconian series, and one definition of Draconian is "extremely harsh or cruel.")

The plot is commonplace: magic no longer works in the land, and your four-member party must do something about it. It was the death of the greatest dragon on a distant island ruled by dragons that led to the loss of magic in the realm. Your quest begins here, where you must



New "click and die" interface

crisscross the island to find eight Dragon Jewels so you can restore the deceased dragon to life. This will also ensure the other dragons, now awakening from a long sleep, won't attack your homeland in revenge.

*A Troll of the Dice* Character creation has unusually good and bad elements. In a small

graphics window, the outcome of each dice roll is displayed with numbers that you "grab" individually and slide over to the desired attribute bar, an original idea that was cleverly executed. You only get three rolls and will be stuck with the last one if you reject the first two. Instead of letting you scratch a freshly rolled character whose stats are undesirable, you have to create the entire party before you get the opportunity to decline saving them to disk.

That means that you'll have a tough time forming a strong starting party, since if one of the first few characters turns out really bad, you still have to roll up the others before you can scratch him. And you might get three very good ones but a dog for a fourth character, with whom you'll be stuck if you decide to accept the group in order to get the three good ones. On top of this, if you play with the pre-rolled party, you cannot save the game.

These drawbacks to character creation and the inability to duplicate your character disk are apparently due to the designers' decision to make the game that much harder. Well, there are better ways to do so. Trying to stop gamers from duplicating a character disk into which they've invested hundreds of hours is a violation of their civil rights as role-players.

### *The Dragon Roars*

The first quest is assigned by Prince Hordthken, a dragon (or Drakkhen, as they're known in his land). He'll rip you

By Shay Addams

## Witch's Brew

No company I know of still publishes all-text adventures—it's just not profitable to do so in this era of graphics-intensive gaming. The only way to find such programs now is to comb the download sections of bulletin boards, and even then you'll be lucky to find more than a couple worth your time.

So imagine my surprise when I saw an ad in *QB* for a text adventure. I just had to get a copy. It had been too long since I'd played a good text adventure, and at \$5.00, I couldn't pass this one up. *Witch's Brew* arrived two weeks later—and blew my socks off.

I liked it so much because it had concise instructions, a neat insert in the form of a witch's recipe book, an easy-to-use interface and online hints. I immediately wrote a letter to the designer, Dana

**Type:** All-text adventure  
**Systems:** C64  
**Planned conversions:** none

Clapp, and a few weeks later suggested to *QB's* editor that it was worthy of a review—it's perfect for anyone who wants something to do for a few hours between their latest 100-hour long quest and the next one.

The plot is simply to find seven treasures secreted in some of the 40 rooms and ultimately obtain a "highly sought after prize" kept in a cave guarded by a man-eating corpse. In the course of the game, you must concoct a potion found in the spell book, figure out how to

get up and down a coal mine shaft, and outwit a fire-breathing devil—among other things.

What impressed me the most about the game was its interface, which constantly brought to mind Infocom's last batch of all-text adventures. A dark bar at the top

By Russ Cecolla

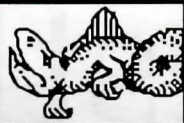
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# Adventure Hotline



**Ultima VI: The Bug**  
Playtested primarily on hard drives, *Ultima VI* was initially released with a bug that prevented some floppy users from playing the game. Disk Three, the Game Disk, was the problem and is being replaced by Origin. (But call their customer service folks before returning your disk.)

## Looming Again

We got the official press release announcing *Loom's* release by Lucasfilm Games. It's out for MSDOS, but nary a word about memory requirements or other specs was revealed in the release. Designed by Brian Moriarty, who did Infocom's *Wishbringer* and *Trinity*, it's set for Amiga and ST conversions next.

## Sierra's Latest

*Conquests of Camelot*, which Sierra says "may be the definitive King Arthur adventure game," arrived for MSDOS. It mixes role-playing elements, simulated combat and the traditional Sierra style of graphic adventuring in a quest for the Holy Grail. *Codename: Iceman* also showed up. In addition to solving puzzles based on the "spies and bad guys" story line, it challenges you to operate a submarine simulator and do battle with enemy warships. A hard disk is recommended for both games, which will be converted for Amiga, Mac, ST and NEC 9801 (whatever that is).

**Conversions of Carmen Miranda**  
Carmen Miranda, who heads up our new conversions department, was so excited about this month's releases that she actually forgot to polish the wax fruit on her hat before coming to work this morning. Sierra's *Gold Rush* happened along for the Apple 2e/c (on eight disks). It's also out for the IIGS, Mac, ST, Amiga and MSDOS. *The Kristal* rolled in for MSDOS machines. It's a pretty clumsy Cinemaware title that was originally designed out of house for the Amiga. Cinemaware's far superior *It Came from the Desert* is set for fall release on the NEC TurboGrafx CD-ROM system.

## Omnitrend's New Sound

Listen up, adventurers and adventuresses: MSDOS games developed by Omnitrend will now support the Roland MT-32 and LAPC-1 sound boards. The MSDOS *Breach II* will be the first to cover the Roland as well as the Adlib and CMS boards. If you've already got the game,

you can get the new version from Omnitrend for \$8.00. Future releases will support all three sound boards.

## Traveller and MegaTraveller

Another paper and pencil RPG classic, *Traveller*, is now available as a computer game. Hopefully Paragon did a better job on this than with their previous efforts, which made it hard to believe Game Designers' Workshop would choose Paragon for this project. The five-character science fiction RPG is set for a May release by MicroProse and will be out for MSDOS first, with no word on memory needs or planned conversions.

## Balance of Balance

It's not an adventure, but Chris Crawford's new *Balance of the Planet* (apparently he is fixated on the word balance—is he a Libra, or what?) is a sort of environmental problem simulator set in the next century. Distributed by Accolade, it was supposed to hit the shelves on Earth Day (April 22) for Mac and MSDOS.

## Mysterious Changes at Mindscape

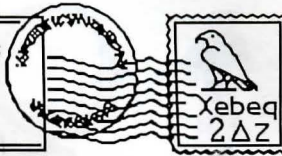
A recent letter from Mindscape PR Manager Lisa Petrisson said she was leaving the company "due to imminent corporate changes" to handle PR for an importer of Italian fine wines. At press time we were still unable to discover the nature of the company's corporate changes. (A shrewder tactic might have been to change the games they publish.)

## Cinemaware Launches New Buzzword!

Yes, just when you got tired of hearing the terms "interactive fiction" and "interactive movies," those trend-setting folks at Cinemaware have dreamed up a new one just for people like you and me: interactive television—"a breakthrough medium for the 90's." That's what they say they'll be able to do now, thanks to a strategic alliance with NEC Technologies, the company that makes one of the newer videogame systems (the TurboGrafx CD-ROM system). Essentially, however, the press release's definition of "interactive television" reads just like the company's earlier definition of "interactive movies." The true difference apparently lies in the machine on which this new buzzword will be draped: a videogame machine rather than a computer (though Cinemaware will continue doing Amiga and

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Letters  
to the  
Editor



Dear QuestBusters:

Just a few questions. How many subscribers do you have? Is this magazine published off a computer? If so, what kind of computer and which software? Do companies send you software in hopes you'll review it, or do you buy the games yourself? Why do you have such bad puns in your magazine?

A. Monson

*At this moment, we have 4,000 subscribers. Most of the word processing is done with Microsoft Word on the Mac, and page layout is done with Ready Set Go. (We'll soon have a full-core MSDOS VGA system, and may switch over to that system for production as time goes by.) Yes, software companies send review copies. In the industry, this is known as "free stuff," and the UPS guy is known as the "free stuff guy." (This also applies to people who review records, book, vacations and so on.) We have bad puns in QuestBusters because all the good puns had already been published in other magazines by the time we started publishing.*

Dear QuestBusters:

I would appreciate knowing more on how to use the Swap Shop, Keys and Passport to Adventure departments.

John O'Bryant

*Keys to the Kingdoms: send in clues to recently released games, and if we publish them, you'll get three issues added to you sub (one for foreign addresses, two for 1st Class and Canada). The extra is-*

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# QuestBusters™

The Adventurers' Journal

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# It Came from the Desert II: Ant-heads

Somewhere out in the deserts of the great American Southwest lies the little town of Lizard Breath. A strange meteorite crashed to earth in that vicinity 1951, and the resulting radiation transformed ordinary ants into gigantic monsters and begin attacking the town.

That was the plot of *It Came from the Desert*, and if you played it well, your fearless and rugged persona, Dr. Greg Bradley, dynamited the queen in her nest and saved the town from annihilation by the insanely oversize insects. After that, the National Guard was able to mop up the survivors with tanks and planes and cannons, and they all lived happily ever after.

### *They're Back—and They're Bad!*

Until January 1956, when the ants returned, this time they are twice as deadly. It's up to you, Brick Nash—fugitive, plutonium hijacker, nuclear weapons protester—to stop their insidious invasion. As before, the plot is straight out of a Fifties horror movie. Overlooked by Bradley, a second queen ant survived the final assault and has emerged to conquer the human world by subversion.

While the unsuspecting inhabitants of Lizard Breath are being turned into ant-headed, sugar-craving abominations, you must gather evidence to stop them. If that fails, you will have to find your way to the queen's hidden nest and destroy her with dynamite.

The ladies of Lizard Breath—Jackie, Nurse Judy and Dusty—are delectable dishes to die for, and you will. Though Brick is incredibly rugged and survives knife fights, car wrecks, plane crashes, ant-bites and sonic battering that would leave any lesser man dead a dozen times over, *Desert II* is still a difficult game.

Once again Cinemaware has improved the interest and playability of the original game by making sure that your character can't die until the game is truly over. And there is a lot to see and do in *Desert II*. You have just ten days to stop this second invasion. Part of that time is spent sleeping, while entirely too much of it is spent in the hospital. (During your stays at the hospital, beware of the crazed Dr. Antoine, who has a special "treatment" for you.)

Sound, color, graphics and animation

in *Desert II* are wonderful—very similar to those of *Desert I* but better in some cases, especially the scenes in which people are transformed into Ant-heads. The writing is terrific—terse and funny, unexpectedly so at times. Designer/producer David Riordan and his staff did an excellent job on this follow-up scenario. When Nurse Judy asks if your mommy didn't warn you about playing with hard sharp objects, you get to reply that you're really much more skillful with soft objects. "Dark powers bend my will." Indeed!

As in *Desert I*, the game is divided into exploration on the map, conversation with the denizens of Lizard Breath, and arcade sequences of actual play. It's very hard to save the world if you can't win any of the arcade sequences. And I can't. You can shoot antennae off ants in one-on-one confrontations, pilot a biplane that runs out of gas far too quickly for my taste, try to escape from the maze of the hospital, play "chicken" on the highways with Ice and the Hellcats, go up against G-men in knife-fights and dynamite the bugs in desert combat (and get heat stroke if you stay out too long).

Whenever you lose one of these arcade sequences, it's back to the hospital for more sarcasm from Nurse Judy. (Talk to her this time: she actually has something worth hearing.) You will probably have to play the game many times before you get good enough at the arcade sequences to succeed in this game. (I need a new joystick. I know that sluggish response is hurting me here. And it keeps making these strange popping noises. I think I broke it.)

*Desert II* is actually a better game than the original. The new plot is clearly superior—less derivative of the science fiction film *THEM*, and more frightening as horror stories go. However, there are some logical inconsistencies in the story. Why do G-men engage you in a knife-fight? (The Feds were still packing automatic pistols the last I heard.) That sent me to the hospital every time. After you've been arrested, why—instead of putting you in jail—do they let you out of the hospital the next morning so you can continue your investigations? Why does radio KBUG keep broadcasting right up through day nine, when it is destroyed on day four? Why do some ant-heads come back from the dead and attack you more than once? Yeah, there are some holes in the story logic that you could drive a tank through.

It comes on a single disk available only from Cinemaware for \$14.95. You

will need at least a megabyte of memory to play the game, and it helps to have at least two disk drives. The Masterdisk converts a copy of *Desert I* into the all-new sequel. *Desert II* uses the same map, characters, graphics, music and sound effects from the first game but has an entirely new story.

Using this process to convert one game into its own sequel—by not only rewriting the program and adding new graphics and sounds but also bringing in new beginning and ending sequences—has to be one of the most brilliant feats of game design programming of the decade. It's a shame that you need the first game to get the second, but perhaps Cinemaware will find a way to package both versions in one box in the future.

**Conclusions:** *Desert II* is a very well-done and entertaining game. And it moves right along. You can finish the entire ten-day scenario in just over an hour. There is lots to see, do and explore—more than anyone can accomplish in one sitting—so replay value is high. The puzzles, such as finding the combination to the safe in the hospital basement, are not easy to solve, so those who enjoy a challenge should like that part of it. I highly recommend *Desert II*. At this price, it is one of the most outstanding entertainment bargains in computer gaming today.

**Skill Level:** Novice  
**Protection:** None  
**Price:** \$14.95  
**Company:** CinemaWare

### Inventory

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<i>Witch's Brew</i> .....	1
<i>D.R.A.G.O.N. Force</i> ....	4
<i>Prince of Persia</i> .....	6
<i>MSDOS Dragon Wars</i> ...	6
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By Ken St. André



"Fall in, jarheads! Draw your weapons in the armory and meet me at the chopper in ten minutes. Don't forget your flak jackets and extra ammo. Some unhappy terrorists up at Camp David are expecting us, and we wouldn't want to disappoint them."

That's me, Captain Wipeout St. André, bellowing orders at a crack squad of fighters from all over the world. We do the jobs that are too tough for S. W. A. T. No questions asked. No mercy expected or given.

Interstel seems to concentrate on war games. *D. R. A. G. O. N. Force* (Drastic Response Assault Group Operations Network) simulates man-to-man combat on the squad level, tossing in a ration of role-playing that makes it more substantial than your typical SSI war game. Your team of seven experts (chosen from a roster of fourteen) must take on the enemy in a series of twelve missions, each more difficult than the last. The easiest mission took about two hours to get through. The others probably take longer.

### *Lo-res on the Amiga?*

Terrain, movement, lines of fire, fatigue, wounds—every aspect of modern warfare is simulated. It's all done in low-res graphics on the Amiga, accompanied by appropriate sound effects, mostly guns and explosions. Moving across a multi-screen map, you must seek and destroy your enemies. The bad guys also have their own intelligence routines and will actively maneuver against you.

Sometimes they sit tight. Sometimes they move. They all like to shoot, but either they're very bad shots, or your kevlar vests are very effective. I sustained only one wound throughout whole first scenario.

*D. R. A. G. O. N. Force* combines the fast action of a combat arcade game like *Operation Wolf* with role-playing elements and the ultimate Amiga button-pushing mouse-controlled interface. The arcade aspect is easy to see: every mission is basically move and shoot. The role-playing is accomplished by allowing you to personalize your characters and by giving them attributes that determine what they can do and how well they can fight. Character attributes include Awareness, Intensity, Guts and Vitality. Their effects are not explained anywhere, and

By Ken St. André

# Dragon Force

the only one that is obvious is Vitality.

## *A Few Skills too*

Each character also has one special skill, such as Medic or Demolitions. Medic is a good skill for at least two members on your team to have, since that will enable you to patch up wounded soldiers and get them back into battle. If you don't get a medic to a wounded man, then he may die, and you will lose his skills and abilities for all the other missions. (Of course, you could avoid that by frequently saving your game, but that ignores the actual intent and spirit of the game.)

The computer handles all the actual combat for you—no need to be a crack shot or a master joystick jockey in this war game. Orders for each man are given by moving the cursor around a field of gadgets on the right hand side of the screen and pushing buttons there. Each of eight directions has a button to push, so diagonal movement is easily accomplished. Flexibility of response is available, as you can always abort a move in progress and give new orders.

No game time passes while giving orders, so your squad is always able to react to new threats with telepathic awareness and tactics—much as it would if you were playing it on a board and could see all units. However, enemy forces do not become visible until you move into sight of them. That is the only "fog of war" aspect involved. Games may be saved in progress to your own blank disk, or to the game disk, though the latter isn't recommended. The interface is wonderfully intuitive, and just by looking at the screen you should be able to pick up all you need to play the game in about three minutes.

The game disk is not copy-protected, so you will want to copy the original and play on your copy. That should enable you to reassign the names of all the fourteen squad members while retaining the originals in case you ever want to sell the game or start over from scratch. You will want to change the names, because the original disk is full of ethnic slurs for the international members of your team—things like Frenchy from France and Greaser from Mexico. You do have to pass a security check before starting the game, which is done by looking up the first word on some line and page chosen at random from the *D. R. A. G. O. N. Force* team handbook.

There is a six-page startup card with all the info you'll need to start playing, and a 36-page manual that explains all weapons, and missions. A practice mode allows you to preview a mission before attempting it. While practicing you get no awards of attribute gains, and no one is permanently killed. When you "commit" to a mission, then it's for real.

An ardent wargamer can probably go through all twelve missions in a week or less. I don't know if Interstel plans to release additional scenario disks. They did not include a construction set with the program, so unlike with the *Breach* series from Omnitrend, you cannot build your own missions. Additional missions may be in demand if *D. R. A. G. O. N. Force* is a hit.

**Conclusions:** Roger Damon, the game's chief designer and programmer, turned out a solid piece of work that is good-looking and easy-to-play. The game is competently done in the manner we expect from a company like Interstel. Still, there isn't a great deal of imagination or anything new in the way of special effects on the Amiga, and I find it difficult to get very excited about. If you love wargaming, check it out. If you want a real role-playing adventure, try something else. [Fans of *Breach* with a penchant for contemporary combat scenarios might like it, though.]

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**Skill Level:** Varies with scenario

**Protection:** Keyword

**Price:** \$49.95

**Company:** Interstel/EA

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## Letters to the Editor

Continued from page two

*sues should appear in the expiration notice on the following issue's mailing label. Entries become exclusive property of QuestBusters.*

*Swap Shop ads are limited to adventure games only, ten games per ad. These are for original games only—no pirated software please. (Eventually we do hear about it when people advertise pirated games, and your name winds up on the dreaded Swap Shop Blacklist.)*

*The games sold through Passport to Adventure are listed on the back page. This service has only recently reopened, and more games will be added to the catalog as we progress. By the fall we'll have a far more comprehensive selection. You get free issues for each game or book ordered, plus mapping paper.*

*Please type your ads, etc., if possible. If sending things to more than one department, put them on separate sheets of paper or cards.*



# Drakkhen

Continued from page one

apart if you don't immediately hit the Impress icon when you enter his room, and will tear your head off if you don't race for the door the second he tells you to visit his sister and return with a message. Is it reasonable for the person who assigns you the quest to wipe out your party? I was startled by this, but I suppose it makes sense when you consider the "person" is a dragon.

In the Prince's palace and other indoor areas, you see a side-view of each room, as in a Sierra adventure. This is an invigorating change from the first-person graphics of conventional RPGs. Lots of spot animation and atmospheric detail enhances the more than 240 interior locations, and this presentation style is the game's high point. All characters can be moved individually when indoors or out, and are nicely animated.

Outdoors, you'll see a 3-D scrolling panorama of the countryside. Your characters appear just as they do indoors, but disappear when you switch to group mode. In this mode you can use the cursor keys to advance, turn or even spin around in a circle. Stereo sound effects consist of pig-like grunts and squeals, squawking noises and other effects, but there is almost no music.

Each party member is depicted by an icon on the upper left side of the screen as well as by an animated figure in the "action window." Click on a character's icon with the right mouse button, and his stat/inventory sheet fills the action window. Click on the word shield with the left button, and its picture appears under the cursor, where the shield can be given to another character by sliding it over to his icon (a lot like *Dungeon Master*). Click on the word Shield with the right button, and the character equips it. This process makes it very easy to move back and forth between characters' inventories and so on.

## Follow the Leader

In the action window, all characters' movements may be directed individually. You can click on a Fighter, then on the spot you want him to walk to; before he reaches it, you can then do the same for the Wizard and the rest of the pack. One character is appointed the leader, or "ac-

tive character." When he or she walks through a door, the others follow.

Or at least they try to—my followers often got stuck in corners, walked in continuous circles around a table or another character, and so on. To make things even more frustrating, a character who enters a door will frequently stop just inside the doorway when he enters the next room, making it impossible for another character to pass through the door until you click on the first one's icon, then on his figure to move him away from the door.

At least the ability to send each person to a different room can speed up the process of exploring castle rooms. Just have each one use the "Inspect" icon to investigate promising objects such as

phials (that you can "Take," then fill with the "Activate" icon when near a liquid). The "Greet," "Question" and "Impress" options are used to interact with loquacious NPCs. Keyboard shortcuts accelerate performing common actions and switching among characters.

## Into the Fray

Outdoors you'll see plenty of special effects during encounters. A group of stars might transform into a pair of wings and swoop down to attack your party, or a tall, animated shadow may assault the gang.

The over 150 dragons and other monsters are exceedingly well illustrated and animated. The effects of spells, such as Invisibility and Lightning are entertainingly animated in cartoon-like fashion.

When monsters attack, you can direct each character individually by clicking on him, then his target. You can switch from spellcasting to hand-held weapons with a single click—yes, even Fighters can cast spells. Hang around outdoors and your team's Hit Points are slowly restored—and you can count on doing lots of this in the early game.

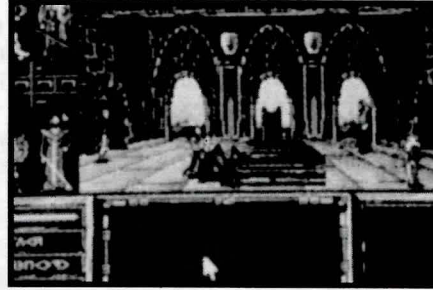
In auto-combat mode, the group attacks automatically. Spellcasters use the spells you've selected for them and won't switch in mid-battle. This is better than many auto-combat mode games, in which Magician types waste lots of spell

points when the program selects the spells they cast. You can switch out of auto-combat while fighting, another beneficial option.

Battles take place in real-time, and while auto-combat will suffice for fighting many monsters, you'll have to master the intricacies of individual control to whip the more cantankerous ones. And since combat's in real-time, an adroit touch with the hand and eye is beneficial if not absolutely required.

Color-coded text in the combat reports makes it easier to see what's happening:

yellow type means your character inflicts damage, red is used when he's hit. A character's advancement to a higher level is announced in the same text window, so you have to read it closely. But when you pause the game, the text disappears, even if it's a clue—and you can't change the scroll rate of the combat report.



The Palace of the Dragon



Battling the Dragon

## It Blowed Up Real Good

My favorite part of combat is the way the monsters explode when you kill them, sending body parts flying across the room. Equally dramatic is the size of the dragons and other fiends, some of whom nearly scrape the ceilings as they pounce from the shadows.

The manual describes 23 of the game's more than 200 spells, whose names are displayed onscreen in an archaic language that takes forever to learn. (Sure, it adds to the atmosphere, but detracts from playability.) You must find and translate spell books in order to acquire more than the four or five spells you get at the start.

Buying and selling things at the Swordsmith is handled in a novel way. You see a large picture of the merchant in his shop. Move the cursor over the sword, and a book slides onto the screen. The first page shows a sword and its price; click on the page to turn it and see the next item. You just hit the "Grab" icon to buy it.

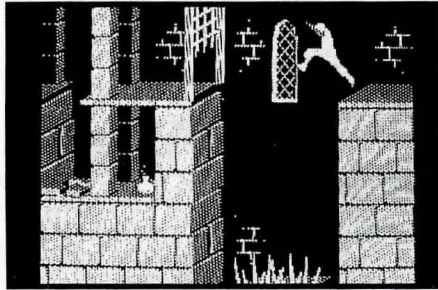
You can view each character's stat sheet while in the shop, but as soon as he buys something, the stat sheet vanishes and must be recalled if you want to have the character equip the item right away (which is often necessary to find out if he can even use the thing). Gold is easily pooled with a single click. Weapons and armor include several kinds of swords, bucklers and shields, for example, each

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# Prince of Persia

The only thing this game has going for it is the animation, for *Prince of Persia* was designed by *Karateka* author Jordan Mechner. It takes place in a palace composed of 250 rooms that cover twelve



levels. Your goal is to survive the maze and rescue the Sultan's daughter from Jaffar the sorcerer.

## No Puzzles, No Fun

"Puzzles" consist of figuring out how to climb ledges, jump chasms, defeat enemy swordsmen and so on. You can grab bottles of potions that will give you extra lives, but there are no genuine logic puzzles to solve. Basically, it's just move and jump and kill and be killed. After reaching the third level, you can save the game. Music and sound effects are minimal.

**Type:** Action Adventure  
**System:** Apple (128K)  
**Planned conversions:** none

Exactly why Broderbund chose to call this an action adventure escapes me. Because it takes place in a maze? Well, *Pac-Man* was also set in a maze. I imagine

they mislabeled it because action adventures are so popular these days—if *Pac-Man* were a new title, it would probably be marketed as an action adventure too! **Conclusions:** The animation is very good, but *Prince of Persia* is weak as an action game and fails to qualify as even a poorly designed adventure. If you really liked *Karateka*, though, you may enjoy it.

**Skill Level:** Novice

**Protection:** Disk

**Price:** \$34.95

**Company:** Broderbund

By Shay Addams

# MSDOS Conversion

## Dragon Wars

A four-character quest, *Dragon Wars* takes place on a distant planet where King Drake has forbidden magic and launched a drive to take over the world. Gameplay is reminiscent of *Bard's Tale III*, as it emphasizes skill development and use of the "use" command, which brings more logic-styles puzzles into play).

A couple of things I really like about this game system are the fact that even if some characters are stunned, all party members are awarded experience points after a battle, and the way you can switch between the inventory, ability, magic and other screens (from one character's ability menu, for example, you can hop directly to another character's ability menu). Also, the over-sized picture windows endow the fantasy with a sense of freedom, so even the mazes aren't as claustrophobic as those in many RPGs.

The MSDOS version's configuration scheme lets you choose CGA RGB, CGA composite, Tandy 16-color or EGA/VGA 16-color. Illustrations remain essentially the same as the original game but look cleaner, and the spot animation ripples more smoothly across the screen as monsters draw nearer during combat. It plays faster than previous versions, and the auto-map looks better too. Sound effects consist of groans, yelps and the clash of steel swords on iron armor.

Pop-up windows provide easy access to the menus, and the game supports keyboard commands as well as Microsoft-compatible mice. Player-devised macros can contain up to 32 characters and are useful for commonly repeated commands—but can't be saved to disk.

You can use the prerolled party, roll up new ones, or import characters from *Bards Tale I, II and III*. There's no ondisk protection, simplifying making back-ups and copying the game to hard disk. Both disk sizes are included in the package. **Conclusions:** This is your basic "bit for bit" conversion that takes little advantage of the new machine's capabilities but doesn't lose anything in the translation either. *Dragon Wars* was one of last year's best quests, and this version is highly recommended. (See January '90 for a feature review.)

**Skill Level:** Intermediate

**Protection:** Offdisk

**Price:** \$49.95

**Company:** Interplay

# Adventure Hotline

Continued from page one

MSDOS games, and if enough computer owners get CD-ROM drives, that market could potentially flourish). As part of the deal, NEC got hold of "a minority equity interest in Cinemaware," which had just completed extensive internal restructuring of its officers and other key executive positions.

## MicroIllusions: Still in the Game?

A lot of rumors have been circulating about MicroIllusions, which hasn't released any of its recently advertised games (such as *Jetsons*) or even those announced years ago (*Land of Legends*). After a phone call, we're happy to report that—contrary to one recent rumor—MicroIllusions is *not* working out of the back of a van in a Safeway parking lot. They did move recently, and the mailing address is POB 3475, Granada Hills CA 91314. Technical support person Phillip Moody says they're "not really working on games—we're focusing on productivity stuff." No one else was in the office that day to answer questions, but Moody did say that he could not say anything about rumors MicroIllusions had lost their Hanna-Barbera license to do games based on the company's cartoon characters. *Land of Legends* has become a legend unto itself, as it is now reaching for the record of Vaporware of the Millennium. Moody says the game, announced in 1988, will hopefully be out by Christmas.

## Polarware Sold

Merit Acquisition Corporation recently acquired Polarware and is now publishing games under the name Polarware/Merit Software. They have released *Transylvania III* for MSDOS and are converting it for Apple next. The next adventure is called *The Apprentice*, also for Apple and MSDOS. You can reach them at (214) 385-2353, or 13635 Gamma Rd, Dallas TX 75244.

## Renew Early, Renew Often!

Postal rates will be going up next year. Subscription rates will be adjusted accordingly, so resourceful adventurers will renew now and save a small fortune. Current rates are still \$18 for third class delivery, \$24 for 1st class in an envelope (recommended for APO/FPO) and Canadian (in US funds), and \$32 for overseas airmail (also US funds). Yes, you can renew for multiple years at the same rate, but we can't accept credit cards or "bill me next millennium" orders. Special thanks and a tip of the QB helm to Tim Lee, who recently renewed for five years.



# Day of the Viper

Set in the year 2307, this "lasers and labyrinths" scenario pits you against the robotic army of GAR, an android who went bad 300 years ago and now threatens to invade and destroy every living thing in the Sun League. To stop him, you must retake the Sun League's Defense Base, which consists of five buildings each five stories high.

Somehow this whole thing reminded me of *Hacker*. Controlling a Viper robot, you have to send him through the first-person view mazes to recover 25 floppy disks and an assortment of other objects, then reactivate the security system. Doing so involves gunning down dozens of robots in the halls of the base while gathering enough Energy Crystals to keep your Viper revved up.

The Viper has no attributes or other role-playing characteristics to develop, and the only real puzzle-solving consists of figuring out how and where to use the diverse batch of objects you'll round up. Color-coded keys to the locked doors are a simple example.

Though it is essentially a "shoot-'em-up-in-a-maze game," *Viper* stands out as one of the most

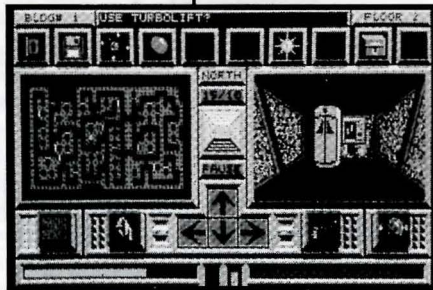
**Type:** Action Adventure  
**Systems:** Amiga, ST (both 512K; MSDOS (512K for EGA, 384K for CGA)  
**Version reviewed:** Amiga

sophisticated such games I've seen in some time. Your view of the maze is supplemented with an auto-map feature that fills the left window; it can be viewed while watching the first-person view, and more of the map is revealed with each step you take. A handy teleportation beam will shoot you back to the spot where you left it (only on the same level, though), which can save a fair amount of time. The point and click interface takes little time to master. Sound effects and animation are above average.

An abundance of gauges, dials and other devices keeps you well aware of all

By Shay Addams

vital statistics. My favorite is the Battered Unit Damage, which uses colors to show how much damage your target has sustained—but only because the name was abbreviated in the manual to "B. U. D. Light."



Auto-mapping the Maze

Your Viper also sustains damage when hit by enemy weapons, and some of its thirteen microchips occasionally have to be replaced. That means you've got to find replacements, which can be carried around till needed. Your inventory is displayed

in a row of boxes at the top of the screen. To collect an object, you click on it, then on a box. Its image shows up in the box, where it can be installed by double-clicking on it.

The game offers a convenient save feature and is not protected. To play it, though, you have to match symbols on a card from the packaging with symbols that are displayed when you first load the game. A small booklet provides concise play instructions and useful information on all the vital objects.

**Conclusions:** Flashy, but not much of an adventure. It might be fun for science fiction fans who like action games but aren't very good at them—the shoot-'em-up side of *Viper* is the easy part.

**Skill Level:** Intermediate  
**Protection:** Offdisk  
**Price:** \$49.95  
**Company:** Accolade

## The Official Book of Ultima

*The Official Book of Ultima* will be out by June, perhaps even in May. Written by *QB* editor Shay Addams and published by Compute Books, it will reveal the secrets of the *Ultima* saga (such as the true origin of the Silver Serpent and the Codex of Ultimate Wisdom, offer solutions to the first five games and extensive clues and answers for *Ultima VI*, and tell everything else you wanted to know about *Ultima* but were too lost in a maze to ask. Subscribers who buy it from us will get 3 issues added to their third class sub, or 1 issue for first class, Canadian and overseas. See back cover to order.

## Walkthru: Desert

Continued from page nine

map. Concentrate your forces on the southwest sites, particularly the mines. If a farm or two gets destroyed, don't worry about it. Be sure to place at least two army troops at the places you want to attack personally, or you'll arrive without the aid of tanks and will quickly die. The first attack site is the Quarry.

### Day Twelve or Thirteen

When the mines come under attack, place all your forces at the Ore Base and the M-2 Mine. Don't worry about M-1 (use your lighter resistance there). After clearing the Ore Base, return to the Simulation Map to make sure you still have at least two army troops at the M-2 Mine before proceeding there. After clearing M-2, go to M-1. Go south by foot or tank to the place where you found the entrance to the nest. Enter it.

### Nest: Level One

Head around the perimeter of the nest, moving in a southerly direction, then west, north, east till you find the green pool. (It's not necessary to map this area, since you only need to retrace your steps on Level Two.)

### Nest: Level Two

Head northwest. You'll know you are on the right path when you start seeing lots of pupa around you. Lead the ants to the entrances of tunnels you've tried and use their dead bodies as markers to retrace your steps. You'll go far west, then north, to find the queen ant, and you must walk around behind her in order to start the bomb. Retrace your steps and return to Level One as fast as possible.

## The Unofficial Book of Ultima Contest

This particular contest is so unofficial, no one at Origin or Compute Books will even know about it unless they happen to stumble across these brief paragraphs. All you have to do to win is be the first person to send *QuestBusters* the password Iolo requires before he'll let you use his cheat menu in *Ultima VI*.

If you're playing it and are unaware of Iolo's offer, say "cheat" to him a few times. The cheat menu (which lets you customize your characters, check current location and status, obtain any object, and perform other wonders) is activated once you type in the password, which is displayed elsewhere in the game but not identified as such. The prize? A complete collection of *QuestBusters* or a two-year 1st Class sub—plus a copy of *The Official Book of Ultima*.



# Walkthrough: Leisure Suit Larry III

**Vista**  
Look plaque. Use binoculars (left pair). E.

Walk to man. Use pass (you must have the guide from the game box, following instructions provided therein). Tip man.

papers. Walk to Fat City (from Offices, walk south, then take bottom left path).

**Paths**  
Take path to your home (follow hand). At home, watch conversation, then go right. E.

Take bottom right path. Take bottom right path again. Take bottom left path (follow the hand). Enter Natives, Inc.

**Natives, Inc.**  
Watch the scenes. When you go outside, go east. Take upper left path. Take upper left path again. Look at tree. Take wood. Take upper left path. (You should be at home.) Open mailbox. Look in box. Take envelope. E.

**Paths**

Take bottom right path. Take bottom right path again. Take bottom path.

**Beach**

After the three peddlers appear, approach Tawni. Look at woman. Talk to woman (twice). Give credit card to Tawni. West (after animated sequence). Walk to steps of resort. Sharpen knife on steps. Carve wood. Take upper left path. Take middle right path.

**Beach**

After the three peddlers appear, approach Tawni. Look at woman. Talk to woman (twice). Give credit card to Tawni. West (after animated sequence). Walk to steps of resort. Sharpen knife on steps. Carve wood. Take upper left path. Take middle right path.

**In front of Chip 'n' Dales**

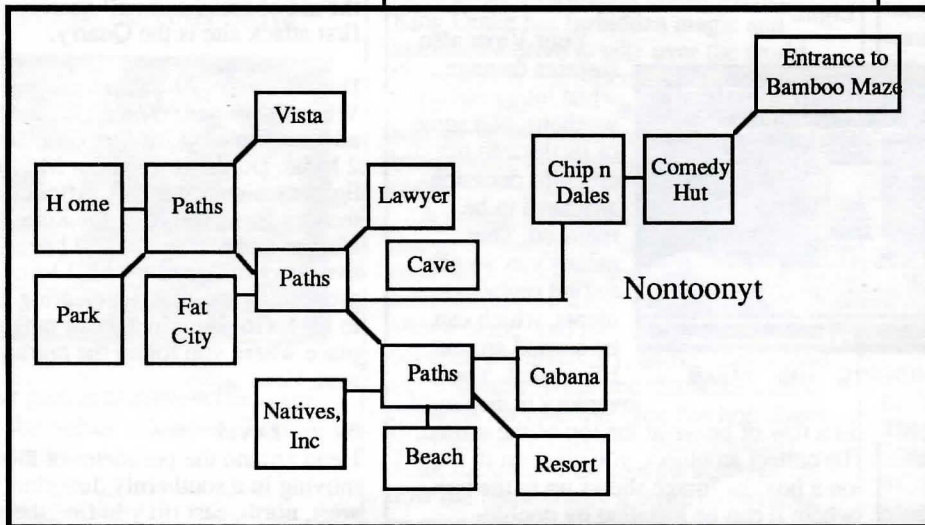
Walk to patch of grass. Cut grass with knife. Weave grass. Go down. Take bottom right path. Take path behind steps.

**Cabana**

Drink water. Take soap. Enter first cubicle. Wear skirt. Walk to beach. Watch animation. Return to cabana. Enter first cubicle. Wear suit. Walk to resort.

**Resort**

N. Walk up staircase and go west. W.



**Fat City**

Enter Fat City. Walk to left door. Use card. Look at back of card (the names of businesses are in your guidebook. The page number that each business is found on corresponds to a number of the combination. The order of the businesses is the order of the numbers. See this solution's maps for location of Suzi's locker. Open locker. Wear sweats. Close locker. Walk to top right door. There are four different parts to the exercise machine. Work out 21 times on each part. Exit room. Walk back to locker. Open locker. Take towel. Close locker. Walk to water. Wash. Rinse. Turn off water. Leave shower. Dry body. Walk to locker. Open locker. Undress. Use deodorant. Take suit.

Close locker. Walk to bottom right exit. Walk to top door. Use card. Walk over in front of woman. Look at woman. Talk to woman (three times). Help Bambi with tape. Exit Fat City. Walk to Beach.

**Beach**

Use towel (wait till you get points). Walk to Chip 'n' Dales. Look at cliff. Enter opening. Walk (carefully) near orchids on left side. Pick orchids. Make lei. Exit cave. Walk to resort lounge.

Watch show. After exiting show, wait for Cheri Tart to use phone. Walk to Tart and look at her. Talk to Tart (twice). Talk land. Exit resort. Walk to Lawyer's Office.

**D, C and H: the Lawyer's Office**

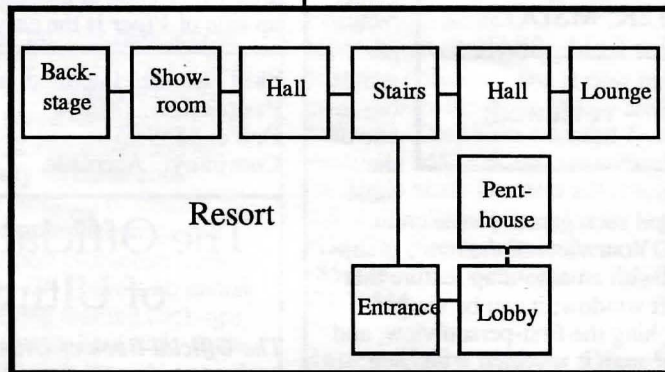
Enter office. Talk to Roger. Ask for land. Sit on couch. Ask for divorce. Ask for land. Stand. Leave room. Leave offices. Walk to park with TV. Take paper. Read paper. Stand. Walk to Lawyer's Office. Ask for deed. Walk to resort. Enter resort.

**Resort**

Walk to showroom. Knock on door. Watch scenes. Walk onstage and dance. Watch scenes. Walk to Lawyer's Office (while still wearing costume).

**Lawyer's Office**

Pay fee. Watch scenes. Exit offices. Walk to Resort Showroom. Open door. Walk to pile of clothes. Wear suit. Walk to beach. Take towel. Walk to Lawyer's Office. Ask Roger for papers. Look at



**Lounge**

Walk to stool nearest Patti. Sit on stool. Look at Patti. Date Patti. Give decree to Patti. Date Patti. Give Lei to Patti. Date Patti. Walk to Comedy Hut and enter.

**Comedy Hut**

Sit at center table. Take wine. Watch entire show (if you want more points). Exit Comedy Hut. Walk to Resort Lobby.

By Matthew Swanson



# Walkthrough: It Came from the Desert I

## General Tips

Save the game after anything significant happens (finding evidence, killing an ant, winning a battle, etc.). **Playing Chicken:** accelerate steadily; when the oncoming car is visible, steer straight at it. Don't completely enter the left lane. **Hospital:** wheelchairs are in the north-west corners of both levels. **Your female live-in:** if you give in to her advances when she asks for more than conversation, you'll do time in the hospital (depending on your priorities, it might be worth it.) **Battle strategy:** don't worry about how many troops or much property you lose. The important thing is to have enough military left to provide

tank assistance when you defend the mines. **Knife fight:** forget defense—let your man come in close enough, then slash and stab.

## Day One

After answering your doorbell and getting the samples, call everyone and go to the bar. (Don't open the samples, or you'll set the place on fire and wind up in the hospital.) Buy the old-timer a drink to learn to location of the meteorite. (You can set up an interview with the reporter at his office for the following day at the quarry, but this isn't necessary. It's also

good to stop at O'Riordan's frequently for tips; also visit the fortune teller on day one or two, and visit Neptune Hall one night before midnight.)

## Day Two

Answer the doorbell around 8 AM and let the girl in. She'll take you to her car to investigate the area. Shoot the ant's antennae off. Get the fluid sample. Drop it off at the lab (if you let the girl stay at your place, you'll lose your girlfriend but add to the plot.)

## Day Three

Visit the Ore Base, then go to the M-1 Mine. If you stop in at home during the day, a neighbor should leave a tissue sample, which you can take to the lab.

## Day Four or after

Take a plane to the airport and fly south of the M-1 Mine. The recorder will automatically record when you are over the ants. Fly around the spot where they are emerging, which is their secret nest. Spray some of the ants at this site in order to mark the spot. (On very hot days, the ants won't be active, so you won't find any.) Return to the airstrip and take sample of recording to lab.

## Day Five

Go to Beverly's Drive-in to watch Rocket Ranger and knife-fight with Ice.

## Day Seven or Eight

You should be able to obtain a casting at one of the farms to the south of town. Take it to the lab.

## Day Nine

Locate the professor at the stud farm and kill another ant.

## Day Ten

Return to the lab, either turning in your last piece of evidence or getting the last results back. (There are some other places in the game where you can get the same kind of evidence.)

## Day Eleven (or sooner if you have all the evidence results)

Go to the Mayor's office. Show him the evidence, then go to the military base. Kill the ant and defend the base. Go to the police stations and set up the simulation

By Paul Shaffer

## Lobby

Push button. Push nine. (You'll arrive at Patti's apartment.) Walk to bed. Undress. (You now become Patti.)

## Penthouse

Walk behind screen. Take hose. Take bra. Take underwear. Take dress. Walk to table at end of bed. Take bottle. Exit room. Push one. Walk to resort lounge. Look at board. Take marker. Walk to cup on piano. Take cup. Walk to cabana.

## Cabana

Walk to water fountain on one side of building. Take water. Walk to Chip 'n' Dales.

## Chip 'n' Dales

Talk to man. Give money. Sit in chair. Throw underwear to Dale. When Dale comes out, talk to Dale. Look at Dale after he sits. Talk to Dale. Leave.

Stand. Exit Chip 'n' Dales. Walk to Bamboo Forest (from Chip 'n' Dales, go east, then walk to top right of Comedy Hut screen and enter forest at top left).

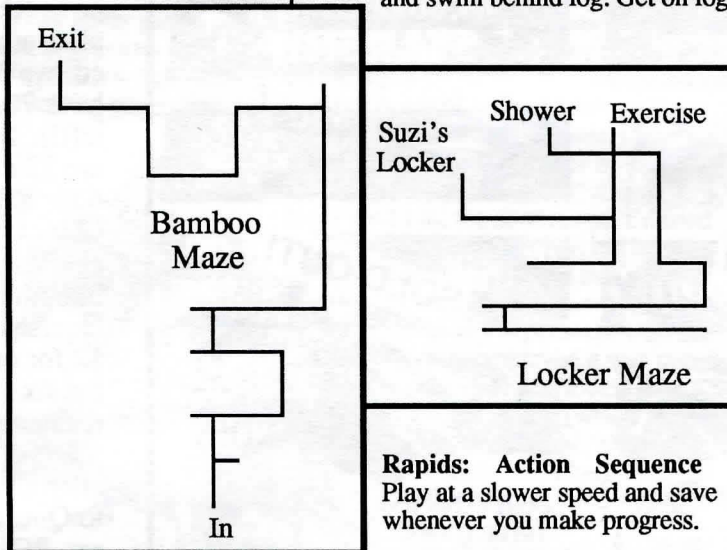
## Bamboo Forest and Mountain Stream

(To negotiate forest, see map.) At stream, walk close to its edge. Drink water. Walk

north. Walk to rock at far north of screen. Take off hose. Tie hose to rock. On ledge, walk toward plants. Take leaves. Make rope with leaves. Walk to right palm tree. Climb tree. Take coconuts. Lasso rock. Tie rope to tree. Rip dress. Climb rope. Walk to northwest path.

## Clearing and River

Take off bra. Put coconuts in bra. Walk north. (Do not walk on the main path yet—stay by the grass.) Sling bra at pig. Walk north. At river bank, enter water and swim behind log. Get on log.



## Rapids: Action Sequence

Play at a slower speed and save whenever you make progress.

## Amazon Camp

When you're in cage, use the magic marker.

## Sierra Studios

After landing, walk north. Then walk right. In the *Space Quest* scene, move Patti next to the machine. When she's upside-down, turn off the machine. Walk right.

Continued on page seven



# Starflight C64

In case you missed the March issue, this is a six-character space quest to prevent your home planet Arth from being destroyed by magnetic fluxes slowly sweeping across the universe. Puzzles center on subtle interactions with aliens encountered in space, determining the value of alien artifacts, and advancing your characters in traditional RPG style.

This conversion, done by MicroMagic, was chopped down in places to fit it into

a C64, but it does incorporate the time-saving features introduced in the re-

cent Amiga and Mac versions. When you're exploring a planet's surface, the auto-pickup option grabs any nearby minerals or artifacts. Cruise control works in space as well as on land, and you can go directly from orbit to a planet's surface—rather than have to sit through the slow display of fractal graphics as required by the MSDOS original.

**Type:** Role-playing  
**Systems:** C64, Amiga, MSDOS (256K), Mac

In fact, you have no choice about the latter, for the C64 version is missing most of the fractal graphics that depicted the planets spinning in space and growing larger as your ship descends. This I didn't miss at all. (You do get to see the planet from orbit.) You also won't have a bank, which could be frustrating, and the lack of Look and Scan features will slow down exploration and prospecting. And you won't see your characters pictures while creating them.

But the feature I missed most was the on-screen star map. Instead, you get a navigational computer report indicating current coordinates, destination and required fuel; for a true overview, you must then look these up on the map included with the game.

At least a few aspects are better on the C64: you can assign the crew to their posts while in the character creation phase, instead of having to walk to another room. Sound effects sounded better on the C64 than on the

other machines, even the Amiga.

Naturally, the biggest drawback is the C64's slow disk access, which significantly detracts from the experience of exploring space (unless you fantasize that you're on a very slow space ship). It took over four minutes to save a game, which veteran gamers do frequently. On top of that, only one game can be saved per disk, forcing you to back up the saves on other disks. Keyboard and joystick make the interface as smooth as any C64 game.

**Conclusions:** If you've really got the patience, this is a worthwhile story in an entertaining if outdated game system. Otherwise, consider the upcoming conversion of *Centauri Alliance*.



## Those Wacky Aliens

**Codewheel**  
**Price:** \$39.95  
**Company:** Binary Systems/EA

**Skill Level:**  
Intermediate  
**Protection:**

By Shay Addams

# Bumper Stickers of the Ancient Astronauts!

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



Order yours now, for supplies are limited (we only have 75,000 left!). Stickers are \$2 each, or 6 for \$10. (1st Class US postage is included in both prices. Overseas, add \$2 for one, \$4 for six.) AZ residents, add 5% tax. Send all your money to QuestBusters, POB 5845, Tucson AZ 85703.

### Also Available:

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No Matter Where you Go,  
There You Are  
Don't Panic

Warning: Monster Lurking  
Inside My Trunk



## Witch's Brew

Continued from page one

of the screen indicates your location, the text is very descriptive, a list of objects seen in a room follows the text, and the online hints don't reveal everything the first time around. (But it would have been nice if a Verbose command was included so you could always get location descriptions.)

The program's vocabulary isn't very big, but it does understand the words you're most likely to use anyway. I didn't get many "I don't understand that word"-type messages till I started doing really wacky things or used obscene language. You can save up to ten games on the program disk and even include a line of text describing each saved position.

For me, an important element of any game is its sense of humor. An adventure that takes itself too seriously gets shelved faster than I can say "hocus pocus." Clapp kept my interest by sprinkling light humor throughout the story, from the name of a park (Two-Toed Toad Park) to some of the treasures I found. Even the "highly sought after prize" earned a chuckle.

Mapping the game was not at all difficult. There are no mazes or strange rooms, so I only had to erase and redraw a couple of rooms and lines. There are plenty of objects to fool around with, which keeps *Witch's Brew* from turning into another "pick up the object and use it over here"-type of rigidly linear game. You'll have to go back to previous locations from time to time, and a weight limit prevents you from carrying everything at once.

The only problem I had with

*Witch's Brew* was figuring out what to do about the fire-breathing devil. I tried and tried but I'm still stuck. I got six out of the seven treasures as well as the special prize, but couldn't get rid of the devil or get hold of the final treasure. For all

I know, there may be another part of the game that I haven't even seen yet. (If anyone solves this puzzle, please pass the solution along to me c/o QB.)

**Conclusions:** *Witch's Brew* was fun! I whiled away a couple of hours with it between reading the latest comic books and watching the *Simpsons*. Though I was still a little perplexed by the devil, I still



felt completely satisfied. The game is cheaper than a movie and a lot more stimulating. In a software world that no longer allows text adventures to exist, *Witch's Brew* is a welcome breath of fresh air. If Clapp continues designing games, I'll probably buy them. I suggest that anyone dying to play a text adventure "the way they used to be" should do the same.

**Skill Level:** Intermediate

**Protection:** None

**Price:** \$5.00

**Company:** Dana Clapp, 207 W. Wau-pansie, Dwight IL 60420

## Drakkhen

Continued from page five

with different markings to distinguish the more effective ones. Bow and arrows proved especially helpful.

### Puzzles: Trial and Error by Fire

When you hit the Inspect icon inside the first dungeon, you're told "A powerful energy field blocks your way. Name me." That clue, of course, led me to believe I was supposed to figure out a name and a way to indicate my choice to the program. Since you can't type words into the program, I looked for a correlation between names of the magic spells and the four elements represented by red symbols on the walls.

After hours of trying to solve a logic puzzle that was not even there, I finally found it was simply a matter of using the red symbols (by hitting the "activate" icon) until I hit the correct one. I'd tried one or two already, but because they only resulted in a swift attack by assorted monsters, I didn't experiment with the others. Maybe it was my fault—I was looking for a logic puzzle (which the program did imply with the "name me" clue), when all that was required was trial and error.

Was the "clue" an intentional attempt at misdirection, or simply part of a poorly designed puzzle? Either way, it wasn't part of a logic puzzle—and while there may be genuine logic puzzles in store, anyone seeking puzzles like these won't be happy with having to wade through so much combat to reach them.

Bits of the plot and clues to other "puzzles" are revealed when you step on

symbols chiseled into the stone floors. Outdoors, you'll occasionally encounter monks, who'll each dole out a single clue. Your only means of communication is by clicking the "Impress" icon, which will elicit a line or two of text if the NPC or monster proves impressionable.

Time plays a crucial role in some places, such as rooms whose doors that are locked after dark. The sun rises and sets (the only way I found to determine compass directions and follow the first dragon's orders to go east to his sister), but the colors and related effects are disappointing. Mapping is important but easy, due to the side-view of the rooms, which

are mapped more like those of a text or graphic adventure than a role-playing game.

### Death and Disaster

Combat is very tightly balanced—which means you die a lot in the early stages, making this a very tough game in which you have to re-

peat many scenes in order

to finally defeat the monster guarding a particular room, for instance, or solve a "puzzle" through trial and error. It took me nearly a week of two-hour nightly sessions to attain the third level for two characters. (Experience points go to the one who slays a monster.) At least you can load a saved game without re-booting—actually, *Drakkhen* would be unplayable without this feature.)

A 40-page manual lays out the plot, provides a general map of the land and describes some spells, while a fourteen-page booklet tells how to play. (For some reason, they put the section on character creation at the end.) You also get a metal miniature of a fantasy figure.

**Conclusions:** *Drakkhen* has a high learning curve makes it incredibly frustrating and tedious—but the game gets more enjoyable as you learn the system. Even with excellent graphics and animation, a good game system and an original story, however, it's so tightly balanced in combat that I can only recommend it for hard-core combat fans with a penchant for punishment. (And they'll wonder why it didn't get picked as Best Quest of the Month.)

**Skill Level:** Advanced

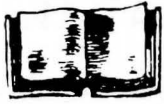
**Protection:** Everything, even your play disk

**Price:** \$59.95

**Company:** Infogrames/Data East







# Keys to the Kingdoms



## Ultima VII

To free the shrines from the Gargoyles' force fields, use the rune for that shrine while chanting its mantra. Once free, talk to the shrine for elevation and further information. The rune and mantra can be found by talking to the leader of each city. For the shrine of Compassion, see Lord Kenneth for the mantra and Ariana for the rune. Both are in the conservatory in Britain. For the shrine of Spirituality, see Marney in Skara Brae and look in her hope chest for rune and mantra (in book). For the shrine of Honesty, look in the center of town for the rune (be sure to return when finished with it!); Lord Whitsaber (at the dock) knows the mantra. You can take *anything* from Lord British's castle, but don't steal anything outside the castle (you can take it if it's given to you, though). Once the first shrine has been freed, you can use the black orb to generate red Moon Gates. The location it sends you to depends on its placement: N goes to Lord British (useful for healing, which he'll do anytime). S: Shrine of Diligence, E: current location, W: current location, SW: Tomb of Kings and altar in opening sequence, SE: Guardians, NE: Shrine of Passion; NW: an unknown dungeon. The blue Moon Gates work as before, according to the phases of the moon.

David Thompson

## Starflight 2

The best crew: Human captain, Human science officer, Velox navigator and engineering officer, Thrynn communications officer, Elowan medic and two Androids. Use the Androids for navigation and engineering till your Veloxes are better trained in those skills. To get the Encounter and Flux Scanners, first get Livelong on 125 x 95. Then go to 237 x 88 and 216 x 45, in that order. You can bargain both down to about 20,000. Don't buy Gas Slugs or Passion Pumps. The Ng-Kher-Arla change sex every ten days. Don't say anything when talking to Kher, and don't talk to Ng at all.

Mike Nugent

**End Game:** To pass through the anomaly (at 244 x 149), you need to have Class 5 shields raised and at least 50 cubic meters of Shyneum for each trip (so you need over 100 meters in order to return). Once through the anomaly, go to the system at 106 X 14 and land at 0N, 0E on the first planet. Get the Transmitter Key there and go to the Halls of Memory at 26 S, 135 E on the frozen planet in the system at 131 x 219. After visiting the Halls, return to the present and go to Gorzek, who orbits the only planet in the system at 28 x 79.

You'll get the Uhl weapon, and then it's just a matter of going to the Shyneum planet at 117 x 153, killing the Umanu fleets there, and using the Uhl weapon to kill Uhl and win the game.

Michael Noth

## Hero's Quest

The Detect Magic Spell can be found in the land of the Nffqt. The Trigger Spell is in the cave near the xbufsgbmm. Ask the guy living there for the spell scroll. The Dazzle Spell may be obtained from Erasmus, the Wizard who dwells within the tower. You can get it by solving the Wizard's Maze. Feed the bear with apples, or cast Calm. Walk off to the right side of the screen. Then cast Fetch, or kill the Kobold with spell or daggers. After slaying him, cast Trigger (but you must be standing in the north part of the cave). Use the key to free the bear. The potions from the healer are much cheaper than those from the Magic Shop. To kill the Antwerp near the Thief's Hideout, fight it. After it bounces up, leave the screen to the right. Then walk to the right, and when you see the Antwerp's shadow, type "Use sword."

George Lin

## Mean Streets

To keep all your money: save the game, buy info and load the game. Gun fight: move, duck, shoot from crouch, rise when safe, move and so on. Bribe: S. F., S. M.. Threaten: T. G., R. M.. Papers (jumbled chess terms). Blue passcard "cjtipq." Green "qbxo." Grey "ljoh." There are eight passcards. "Look," "move," "open" and "get" everything you can.

Fred Philipp

For a price, Arnold Dweeb 4610 (you find out his name from Larry Hammond 4935) will give you a long list of people who work for Gideon Enterprises and MTC. Peter Dull 4674 knows where to find Bosworth Clark. To get the passcard in Cal Davis' lab, go to Greg Call's cave 8911 and get the ten-foot pole. Use the pole to reach the box in the cage in Cal's lab. The orange passcard is in the box. Passwords: Carl Linsky—cjtipq. Larry Hammond—ljoh. Cal Davis—difdlnbuf. Ron Morgan—tubmfbuf. John Klause—qbxo. Sam Jones—rvffo.

Adam Fischbach

## Dragonquest

Use knowledge of magic to impress the magician in the slave camp. (If they don't like you in the slave camp, try swimming to the camp.) You can reenter the city by finding a secret door in the castle wall.

To leave Purgatory, either use the secret door in the the northwest corner, or sacrifice a scroll (Mage Fire) to please goddess before entering the Netherworld. In the Underworld, jump out over the cliff to impress the goddess and get a reward. Call Ekindu by blowing the horn found in the magic forest. You need someone with at least 20 Strength to beat Ekindu at wrestling. Search the area around the magician's home to find the chest with scrolls. Don't stop the Hunchback from feeding the dragon, or you might lose Phoebe. If the collapsed escape tunnel is a problem, find a shovel. Defeat Humaba and go back to the King of Purgatory for 1,000 in gold. The secret password in Phoebus (under the city) is Halifax. Find the cave in the Underworld to discover your quest. Go to the Isle of the Damned to find the King. Secret entrance to center of Community (Isle of the Damned). Get the King's ring and show it to the boy to take the ferry back.

Andrejz Dmowski

## Dragon Wars

**Attributes:** get everyone's Health up to 15 and Dexterity up to 12. Get one character's Strength up to 17. Get two other characters' Spirit up to 15 and the other two up to 12. Everyone needs at least 12 Intelligence. After you go through the skills, add whatever you have left to Strength. **Skills:** Have one character get a skill level of 1 in all types of Lore except Cave. Give everyone a Swim rating of 1 and Fistfighting of at least 3. Give one character Lockpick 2 and another Bandage 4. The last character should have Bureaucracy 1, Pickpocket 1, Hiding 1, Climb 1 and Tracker 1. Since you start off with nothing, Weapon skills aren't very important for now—but everyone should have Sword 1. As you increase in levels, boost Weapon skills as you see fit. **Magic:** Give everyone Low Magic. Give one character Druid Magic, another High Magic and another one Sun Magic (one point in each should be enough). Try to get Strength up as soon as possible.

Edward A Horne

To get the Freedom Sword, you must first get some mushrooms from the Nztujd Xppet. Then journey to Necropolis by defeating the Pirate Gang. After this you must defeat Nergal's Guardians. Then feed him the mushrooms. Take the Tjmwfs Lfz to Irkalla and get the Water Device. Use the Water Device at the Sunken Ruins, at the Underwater City Lake (to get there you must kick through many walls). Within the Sunken City are many fine weapons and also a Clam.



Take the Clam. It will disintegrate when you reach the surface, leaving you with a Skull. Take the Skull to the Dwarf Clan Hall (enter through Magan's fire pits, or use Jade Eyes at statue in Dwarf Ruins). Cast Soften Stone on the Frozen Dwarves. Use the Skull at the Forge. Return to Irkalla's Isle to get the weapon. For a little extra kick, usethe sword at the Universal God Statue on the Mountain of Salvation.

Mike Uzquiano

The key to defeating Namtar is the **Cmbdl Hfmn** (it casts Zacks Speed). Make sure it's charged up before you go after him. Have a spellcaster in the back use it repeatedly during combat, and soon Namtar won't be able to hit you at all.

Douglas Ayers

Take the first turn west after entering Dragon Valley and defeat a group of Mages who cast Brambles to prevent your characters from fighting. [The **Cmbdl Hfmn** mentioned above is very useful here.] The Dragon Teeth are in the alcove to the south. Equip your Fighters with them, and they'll be able to hit targets up to 60 feet away and do 30-40 Hit Points damage. (These are great for most battles.) The mother dragon is in the valley, but you'll need the **Hfn** to bind her to you. Cast Soften Stone on the petrified dwarves in the Dwarven Ruins and again on the wall next to the crystal barrier; this allows the Dwarven Smithy to reach the Forge. Be careful to leave plenty of room in your inventory for new items you find. They disappear if you leave the area without them.

Fred Andoli

### Windwalker

For antidote to cure the Emperor, you need: powdered rhino horn, jasmine flower, gold dust, peach seed, jade. To get rhino horn, use a key (often obtained from the Concubines after you defeat the Warlord) to unlock cabinet next to bed in the castle's master bedroom. Jasmine flower: learn Nubian language from school in monastery. Talk to Nubian princess and ask for tea, then for a flower. Gold dust: free the Explorer from Thief Cove west of the Isle of the Dead. Peach seed: on full moon nights, the panda on the Ise of the Dead shows his true nature (the God of Luck) and gives you the seed. Jade: located behind the throne in the castle.

H. Heck

### Ancient Land of Ys

Starting out, go to the Pawn Shop and buy a sapphire ring (it will cost all your gold). Then go to the pub and talk to the One-eyed Man. You'll get 1,500 gold and 150 experience. Buy a Small Sword and Chain Mail and fight outdoor monsters till you have 700 gold. Then return to

town, buy a Small Shield and bonk monsters till you hit the second level. Now you're ready to talk to the Fortune Teller and visit the village.

Nate Trost

After finding Silver Bells in the Temple, return them to chief of Zepic. Then he'll heal you fully whenever you visit him. A section of the temple contains a healing potion. This section also conceals a secret door. You must use the Mask of Eyes to see it. But don't use the Mask when you don't need it, because it prevents you from seeing monsters. After finding the Seed of Rodane on Level 2 of the Mine, talk to the large tree east of the bridge. Then see the large tree to the south. To defeat the monsters guarding the Silver Shield in the tower, use the Mirror.

Greg Watanabe

### Champions of Krynn

To get unlimited experience points quickly, you need an original character disk (disk A) and a copy of it (disk B). When you find a treasure room, save the game on disk A and B. Turn off the computer and reload with disk A for the character disk. Now get the treasure and experience points. Go back to an Inn and *remove* all characters to the disk but do not save the party. Remove disk A and insert disk B. Load up the saved game. The computer should load up the score when the party is about to enter the treasure room. Now *drop* and *erase* all your characters. Insert disk A and *add* the saved characters one by one. Now enter the treasure room and you'll get more points. Go to an Inn and remove characters one by one. Repeat this process till all characters have reached the desired experience level.

Brandon Doan

### Drakkhen

To back up your character disk, first make a fresh character disk. Start the game with the character disk you've been using, then save: but before clicking on "save," eject the disk and insert the fresh character disk. In the first Palace, don't try to go south from the Chapel until your party has visited the Swordsmith for extra armor and weapons.

Duffy

The handle on pedestal in room beyond chapel opens secret door in Hordthken's room (where you get the first quest). It leads to a healing pool. Get one character to stand on the grate south of pool to open secret door to crypt. To enter castle of Haagkhen, cast Unlock, then operate far right elemental symbol.

Nathan Franklin

### Neuromancer

You can tell how good an Icebreaker is by multiplying the version number by the

level.. Level one: Blowtorch, Decoder, Hammer. Level two: Drill, Doorstop. Level three: Depthcharge, Logic bomb, Concrete. So Drill 2.0 has the same effect as Hammer 4.0 (2.0 times level 2 = 4). Also, every time you use one in a combat round, it seems to have less effect the next time, so Drill 3.0 used again would act like Drill 2.0. The ratings are reset to normal after combat, even if you return to the same system.

Mike Nugent

The Colonel's Bequest (final acts) Asides (save before). Take a shower. Cross the bridge. Pull bell rope with cane. Walk into second floor bannister on left side. Walk too close to swamp. **Act VI:** Enter elevator. Examine. Examine control. Put key in hole. Move handle up. Attic: Read newspapers. Check trunk. Down to 2. Fifi's Room: Examine decanter. Note flowers. To Clarence/Rudy room = 12:15. Give cracker to Polly. Celie's Cabin: knock on door = 12:30. Something evil is happening/Colors change: return to your room = Lilian = 12:45. Enter secret passage and observe Lillian. Go outside to study door = Rudy and dog = 1:00. **Act VII:** Enter study. Note and examine broken case and open weapons cabinet (note missing weapon, the dagger). Go to Clarence's Room. Observe. Read notebook = 1:15. Go to bathroom. Search body. Examine wastebasket. Look at bottle through monocle. Go to your/Lillian's room. Open suitcase. Read diary. Examine with monocle. Give cracker to parrot. To Belfry. Stand to right of opening and pull rope with cane. Examine bell. Get crank. To Playhouse. In. Observe = 1:30. Go to SW corner of Estate. Examine ground. Back to your room = Rudy = 1:45. Note scuff marks near armoire. Back to Playhouse = Lillian gone. Note slate [Basement sequence (underground) should *precede* going to Chapel (Celie) and discovering Lillian's body, or you'll arrive in the attic *after* the Colonel has been killed.] Go to Chapel = Celie = 2:00. **Act VII:** Go to Hedge Garden. Lillian = 2:15. Examine ground. Search body. Get all. Put bullet in gun. Stand near front of statue. Put valve handle in slot. Turn handle. Move around statue and move/turn statue. Light lantern with match. Enter trapdoor. Continue west to bodies. Examine walls. Put crank in slot. Turn crank. W. Up. Pry vaults with crowbar. W. Open door. Out. Go to front of house. Read note. In. Up. Up. Unlock door with key. Open door. Save. **Enter attic:** 1) Wait. 2) Shoot Colonel. 3) Shoot Rudy.

Fred Philipp

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





# 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

Trade/sell: \$15 @: Shogun, Moebius, Magic Candle, Pool of Rad w/cluebook, \$20. LA Crackdown, \$10. Deathlord, \$5. Bard I w/cluebook & II, \$15 @, both for \$25. Want Space Rogue, Risk. Frank Scalise, Box 1664/204th, APO NY 09178

\$15 @ or will trade for RPG for Apple 2e: Wizardry 4, Bard 3, Ultima 5. Mark Horsford, 18th MI BN, Box 125, APO NY 09108

Sell only: Dragon Wars, Bard 3 w/cluebook, Ultima 5 (w/cluebook), M & M 1. S. Poynor, 10 Adams Rd, Hanscom AFB, MA 01731

Swap: for 2e/c/GS, Bard 2 w/character editor & walkthru, Bard 3 w/cluebook, M & M 1 w/cluebook. GS only: Dream Zone w/clue poster, map; Manhunter NY, Dungeon Master w/cluebook & map. Want AD & D, Battletech, others. Mike Murley, Box 484, APO NY 09050

I/c, sell only, \$10 @ + \$2 shipping: Wasteland, Pirates, Pool of Rad, Zork 1, Witness, Treasure Island, A.Reality: The City and the Dungeon, M & M 2, Wizardry 1, 2, 3, more. Book of Adventure, \$15. Nicholas Aquila Jr, POB 471, Sebastopol CA 95473-0471

\$20 @: Star Saga 1, Neuromancer, Bard 3, Wizardry 5, M & M 1 or II, Magic Candle, Times of Lore. Send SASE for list. Sean Yingling, 25888 Gading Rd #9, Hayward CA 94544

Sell only: (2e/c, GS only), \$25 @: Dragon Wars, Dark Heart of Uukrul. M & M 1, \$15. Apschai Trilogy, \$10. GS only: Keef, Land of Ys, \$25 @. Dream Zone, Bard 1 or 2, Manhunter, King's Quest 2, \$10 @. P. Matta, 73 Basswood Rd, Farmington CT 06032

## COMMODORE

Wanted: Amiga 500, computer only. P. Matta. See last Apple ad for address.

Trade/sell: Tangled Tales, Realms of Darkness, Eternal Dagger, Faery Tale, Ballyhoo, Ultima 4. Jennifer Drath, 8006 Bunkerwood, Houston TX 77086

Buy only: Ten Little Robots, Univited, 9 Princes in Amber, Maniac Mansion, Pawn, Legacy of Ancients, Portal, Moonmist. Helen Whitley, 1120 E. 30th St #6, Anderson IN 46016

Amiga: Star Command, Space Quest 3. C64: Champions of Krynn, Knights of Legend, Heroes of Lance, Windwalker, A. Reality: Dungeon. Send your list & desires. Robert Perez, 1140 Burke Ave, Bronx NY 10469

Amiga: want to buy Ultima 4 & 5, Hillsfar, Heroes of Lance, Swords of Twilight, Populous, Battletech, Faery Tale, Paladin. Originals only, send \$. P. Matta, 73 Basswood Rd, Farmington CT 06032

\$15 @ or will trade for C64 RPGs: Captain Blood, Heroes of Lance, Azure Bonds, Tangled Tales, M & M 2. Mark Horsford, 18th MI BN, Box 125, APO NY 09108

## MSDOS & Quest-alikes

Sell/trade: Keef the Thief, Sword of Aragon, \$20 @ + \$2 shipping, 5.25" only. Nicholas Aquila Jr, POB 471, Sebastopol CA 95473-0471

Trade/sell (both disk sizes): Police Quest 2, \$15. 2400 AD, \$10. \$13 @: Starflight, Times of Lore. Andreas Bastas, 2317 Bertie Dr, Raleigh NC 27610

Trade only: Sentinel Worlds, Magic Candle, Pool of Rad (all w/cluebook), Sword of Aragon, Questron 2. T. Dauer, USMCA Frankfurt, AETV-FT-EP, APO NY 09710

Trade (5/25"): King's Quest 4, Colonel's Bequest, Carmen Sandiego USA. Want Pool of Rad, Hillsfar, Champions of Krynn, Dragons of Flame, Heroes of Lance, Knights of Legend, Dragon Wars (either disk size). John O'Bryant, 8575 Rathman Pl, Cincinnati OH 45255

Trade only, 5.25": Mean Streets, Space Rogue, Sentinel Worlds. Want Ultima 5, Starflight 2. Sam Yoon, 184 Rounds Ave, Buffalo NY 14215

Trade/sell, 5.25": Starflight 2, Wasteland, Neuromancer, Wizardry 4, Pool of Rad. 3.5": M & M 2. Both disk sizes: MechWarrior, Hero's Quest, Bard 2, Demon Stalkers. Send SASE for full list: Michael Noth, 26 Regal Lane, Iowa City IA 52240

Sell, \$20 @: Azure Bonds, Neuromancer, @ both disk sizes. B. Yee, 175 W. 85th 2-B, NYC NY 10024

Sell/trade, 5.25": Dragons of Flame, Wasteland w/cluebook, Manhunter NY w/cluebook, Battletech. Both disk sizes: Space Quest 3 w/cluebook, Sentinel Worlds. Charles Thompson, S 4031 Forest Meadow Dr, Spokane WA 99206

Trade only: Mechwarrior 5.25", Demon Stalkers 3.5". Want M & M 1 & 2, Roadwar 2000, Ultima 5. Les Minaker, 5 Leverhume Cres, Scarborough, Ont, Canada M1E 1K5

Trade/sell, 5.25": Planetfall, \$10. B. C. Nolan, 8 Longmeadow Rd, Lincoln, RI 02865

Trade/sell, 5.25": M & M 2 w/cluebook, \$25. Magic Candle, \$15. Jeff Thomas, 427 Bowman Dr, Fairborn OH 45324

Trade my 5.25" Leisure Larry 1, 2 or 3 for Hillsfar, Pool of Rad, Hero's Quest or VGA Dragon's Lair. Rob Chamberlain, 909 SE 6th, Ft Lauderdale FL 33301

Trade/sell: Tangled Tales, Twilight Zone, Omnicron Conspiracy, Zak McKracken, Wasteland, Mean Streets, Times of Lore, Sinbad. Tim Denzler, 12941 IZard St, Omaha NE 68154

Sell only: games from Sierra, Lucas, etc. Most are both disk sizes, \$10 @ for 10 or more. Write for list. Joe Courter, 410 N 10th St, Prospect Park NJ 07580

Trade: Starflight 2, Hero's Quest, Mechwarrior, Populous, more. Want Bard 2, Ultima 6, others. Andrew Pollak, 2002 Regis Dr, Davis CA 95616

## ATARI ST

\$10 @: Vampire's Empire, Golden Path, Black Lamp, Mindwheel. \$15 @: Dark Castle, Autoduel, War in Middle Earth, Phantasie 1, Deathbringer, Rings of Zilfin. Colin Graham, 294 Old Tote Rd, Mountainside, NJ 07092

Want Time & Magick, Sherlock (Infocom), Zork Zero, Border Zone, Arthur. Prefer to buy. Write 1st. L. Urness, 1454 N 1600 E., Logan UT 84321

# Back Issue Bonanza

Numerous new subscribers have asked why the brochure listing back issues didn't include the contents of issues after September 1989. Ask our printer—he's the one who printed the wrong brochure when we called and asked for a thousand copies of the latest version. Then look over the following to see what you missed. (Back issues costs \$2.50 each to USA addresses; add \$1.50 each for overseas airmail, and enquire about shipping charges if ordering more than one.)

**Oct 89:** Indiana Jones Last Crusade, Space Rogue, Wibarm, Fire King, The Kristal, Murder Club. Walkthru: Space Quest 3

**Nov 89:** Ancient Land of Ys, Total Eclipse, Dark Side, Universe 3, Death Bringer, GENIE's Imagine\*Nation, Gauntlet 2. Walkthru: Corruption

**Dec 89:** Hero's Quest, Keef the Thief, Windwalker, Manhunter San Francisco, Axe of Rage, Sword of Aragon, The Best Adventure Game Computers. Walkthru: Hillsfar

**Jan 90:** Ultima 6 Preview, Leisure Larry 3, Mean Streets, Dragons of Flame, Indiana Jones Last Crusades (action game) Mines of Titan, 3rd Courier, Knights of Legend, Psychic War, Savage, Rambo 3. Walkthru: Gold Rush

**Feb 90:** Don't Go Alone, Demon's Tomb, Dragon Wars, Champions of Krynn, Joan of Arc, It Came from the Desert, Bride of the Robot. Walkthru: Space Rogue

**Mar 90:** CES Party Report and Adventure Game Rundown, Starflight 2, Breach 2, David Wolf, Starflight Amiga & Mac. Walkthru: Indiana Jones and the Last Crusade.

**Apr 90:** Centauri Alliance, Colonel's Bequest, The Hound of Shadow, Dark Heart of Uukrul, Iron Lord, Puzzle Gallery. Walkthru: Mines of Qyntarr

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





# Ye Official QuestBusters Census



Please rate each aspect of QuestBusters from 1 (least important) to 10 (most important):  
Reviews \_\_\_\_\_ News \_\_\_\_\_ Walkthrus \_\_\_\_\_ Swap Shop \_\_\_\_\_ Keys \_\_\_\_\_ Duffy \_\_\_\_\_

Name your favorite QuestBusters reviewer. \_\_\_\_\_

Which computer do you play adventures on? \_\_\_\_\_

If planning to get a new computer this year, which one? \_\_\_\_\_

Do you play role-playing games on a Nintendo? Other videogame machine? \_\_\_\_\_

How long have you been playing adventures? \_\_\_\_\_

See page 16 for  
details on  
Census Contest!

How many hours do you play each day, on the average? \_\_\_\_\_

Do you prefer: Ultima-style games \_\_\_\_\_ Bard's Tale-style games \_\_\_\_\_ Sierra-style games \_\_\_\_\_  
Action adventures \_\_\_\_\_ all-text adventures \_\_\_\_\_

Do you play paper and pencil adventures such as D & D? \_\_\_\_\_ Play-by-mail games? \_\_\_\_\_

Which other kinds of computer games do you prefer? simulators \_\_\_\_\_ war games \_\_\_\_\_  
other \_\_\_\_\_

How many adventures did you buy in 1989? \_\_\_\_\_ Expect to buy this year? \_\_\_\_\_

Do you buy games from: Manufacturer \_\_\_\_\_ Retail Store \_\_\_\_\_ Mail Order \_\_\_\_\_

Do you advise others on which games to buy? \_\_\_\_\_

How many other people will read this copy of QuestBusters? \_\_\_\_\_

What influences you to buy a game. Rate from 1 (least important) to 10 (most important):  
The box it comes in \_\_\_\_\_ magazine reviews \_\_\_\_\_ QB reviews \_\_\_\_\_ friends \_\_\_\_\_ ads \_\_\_\_\_ other \_\_\_\_\_

Which company or (companies) turn out the best adventures? \_\_\_\_\_

If you could change one thing about QB, what would it be? (use another sheet of paper if necessary) \_\_\_\_\_

Which on-line service (if any) do you use? \_\_\_\_\_

Last grade of school you completed:

Junior High      Some High School      High School Graduate      Some Postgraduate  
Some College      Some Graduate School      Associate's Degree      Bachelor's Degree  
Master's Degree      Doctorate

Your job title:

Student      Public Service      Homemaker      Clerical      Managerial      Teacher  
Doctor      Lawyer      Engineering      Computer professional      Other

Your annual personal income \_\_\_\_\_ Your annual household income \_\_\_\_\_ Age \_\_\_\_\_

Do you own or rent (circle one):      apartment      condo      co-op      house



## Waiting for Duffy

*Duffy's busy filling out the QB Census, so contact these people if you can help.*

Questron II—MSDOS version: where is Wand of Power? C. L. Shaffer, 19757 Roslyn Dr, Rocky River OH 44116

Dragon Wars: where is stone trunk of Lannac'toors Statue? How do you wake Dwarves in Clan Hall? Open magically locked door in dungeon under Byzantopole? Where is Vampire Lord? Mike Murley, Box 484, APO, NY 09050

Space Quest 2: Am trapped in a cave on a cliff. How do I get off? What do I do now? Want any other hints, tips too. Chris Rempel, 346 Waterloo Cres, Saskatoon, Sask, Canada S7H 4H6.

The Last Inca: need help from the start. Rambo 3: how to pass first level. Carl Akers, 520 S 2nd #304, Springfield IL 62701

Beyond Zork, Sorcery, Spellbreaker, other Infocom titles: desire hints, tips and maps. A. MacDonald, 55 Harvey St, Cambridge, Ont., Canada W3C 1M9

Star Trek, First Contact: Who is the im-

poster delegate? Who is the murderer? Do I trust Denjik? What do I do with the thembo root? Frank Scalise, Box 1664/204th, APO, NY 09178

Ultima 3: need maps and tips on how to get lots of money, plus other help too. **Enchanter:** how do I kill dragon and Krill? Got the Guncho scroll. **Uninvited:** Need help in general. Todd Walker, 1305 Chesterton Way, Walnut Creek CA 94596

## Ye Official-type QuestBusters Census

Don't forget to fill out the Official *QuestBusters* Census! This information is vital to our ongoing quest for total control over this sector of the galaxy, not to mention crucial to our efforts to give you exactly what you want in an adventure game publication.

To encourage you to participate—hey, what the frobitz board? let's just say interact—we'll randomly pick 10 entries to receive an extra year's worth of *QuestBuster*, and upgrade your sub to 1st Class if it's currently 3rd class. (See page 15 for the Official *QuestBusters* Census form.)

## Passport to Adventure

**Ultima VI:** MSDOS, 640K required for all graphic modes.....\$69.95  
**Bad Blood:** MSDOS, 640K VGA, 512K EGA, Tandy, 384K CGA.....\$49.95  
**Quest for Clues I:** \$24.99  
**Quest for Clues II:** \$24.99  
**Official Book of Ultima** (will ship in May-June; see news for more info).....\$12.99  
**King's Quest Companion:** \$14.95  
**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.)

With each game you get a free packet of mapping paper—and 3 issues added to your sub (2 for 1st Class and Canadian subs, 1 for overseas).

US orders, add \$3 shipping/handling per book & game; Canada & APO, \$6; overseas, \$12. Credit cards are not valid in this realm, and we don't bill. AZ residents add 5% sales tax. Send checks payable to *QuestBusters*, with street address, not a Post Office Box.

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