



QuestBusters™



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Ultima VI: The False Prophet

This year marks *Ultima's* 10th anniversary. While it is no *Monopoly*, ten years is a long time in computer gaming terms. From the dawn of personal computers it came! Designed and programmed by a kid working part-time at Computer Land, it was based on some games he'd worked out in high school.

Akalabeth became a runaway success. Eventually its elements were put back in

Type: Fantasy Role-playing
Systems: MSDOS; 640K required for all graphic modes; hard disk and mouse recommended (strongly by *QB*); VGA and MCGA (both 256 colors); CGA, EGA, Tandy, Hercules; Ad Lib, Roland MT-32, CMS, Covox, Innovation
Planned conversions: C64 (fall?); Amiga; see "Letters to the Editor" for more details

the hopper, shaken (not stirred) and out came *Ultimatum*. Due to copy-right problems, *Ultimatum* was shortened to *Ultima*, and the rest is history.

Quest for the Ultimate?

Each new sequel in the *Ultima* saga has advanced the state of

the art. Changes came slowly at first. Though each of the first three games was graphically superior and more complex than its predecessor, the first three were all variations on the old "Seek And Slay The Evil Wizard" theme.

So popular was this concept, that to this day about half the new RPGs use the old tried and true "SASTEW" motif. Not so with the brainchild of Lord British. Starting with chapter four, *Ultima* evolved into a search for truth, justice and the Britannian way. You literally had to prove yourself virtuous in eight separate attributes. And *still* the technical advances streamed forth.

The Road To Britannia

The sixth chapter finds our hero loung-

ing in front of the television set, reminiscing about the days of yore. Suddenly, a flash of lightning illuminates the mysterious grove of the Moon Gate. A portal wavers in and out of focus—a red one this time, instead of the traditional blue door. Clearly, something is amiss in Britannia.

With no thought for his own safety, the Avatar leaps through the gate and into the jaws of death.

He is immediately snatched up by a daemonic horde of Gargoyles and placed on a sacrificial altar. Just when it seems our hero has meditated upon his last virtue, three old friends rush up in time to forestall his untimely

demise. That was a close one—almost the shortest game you've ever played....

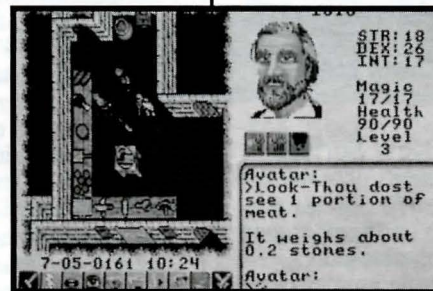
After Lord British tells of the Gargoyle invasion and how they've taken over the Shrines, you set out to nail them to the wall. As before, you gather clues by conversing with NPCs. One change in this area is the way the personalities of the NPCs have blossomed, for they are far more than the usual one-

dimensional characters composed of mere Attribute stats and experience points. This is more evident with party members like Iolo, who'll offer to tell you a story about Dupre; talk to Dupre and he'll reveal a bit more of the real person on whom the character is based.

Whether you go through the dungeons or use the Orb of Moons to create a red Moon Gate, finding the Gargoyles' world won't be easy. (The surface world covers roughly 1024 x 1024 squares, then there are five underground areas, the domain of the Gargoyles and the volcano-covered Isle of the Avatar.) When you do find the Gargoyles, you'll also find there's far more to the plot than "Seek and Slay the Evil Gargoyles. After *V*, though, this should come as no surprise.

Questing the Night Away

Visually *Ultima VI* is staggering. And besides introducing a depth of detail unsurpassed in RPGs, it imparts new ways of harnessing the enhanced resolution to give the player more fun things to do while questing the night away. When checking on the status of one of your party members, for example, you'll see a finely painted portrait of the character (check out Shamino; for the first time, Garriott put his own picture in the game). This isn't limited to party members, but applies to *every* Villager, Child and even



Here's looking at you, lolo...

By Stephen King

Best Quests of '89

Hey, what took so long to pick last year's best quests? Especially when other magazines named their favorites in the December 1989 or January 1990 issue? Because we wait till the year is actually over—and *all* the games have been released—while most magazines ask writers to pick the year's best games as early as July! Anyway, now that this burning issue has been doused, here they are:

Best Quest of the Year
The Magic Candle

Best Fantasy RPG
Dragon Wars

Best Science Fiction RPG
Space Rogue

Best Graphic Adventure
Leisure Suit Larry III

Best Action Adventure
Prophecy

Continued on page ten



Adventure Hotline



Letters
to the
Editor



Keys to Maramon & Magic Candle II

The latest RPG from Mindcraft, who did *The Magic Candle*, has been released by Micro Prose, who interestingly enough chose to market it under their corporate name rather than under the Medalist International label as is being done with Paragon RPGs like *X-Men*. It's called a "role-playing action game" with four characters, day and night cycles, and lots of dungeons to explore. The MSDOS version calls for 384K, and C64 and Amiga conversions are scheduled for "later this summer." Mindcraft's Ali Atabek says *Magic Candle II* is underway and will also be released this summer.

Worlds of Ultima: New Series!

The first game in ORIGIN's new *Worlds of Ultima* series will be *The Savage Empire*. Set in the Amazon basin rather than Britannia, it's filled with dinosaurs, steaming jungles, steaming jungles princesses, reptilian races and a mad scientist who has uncovered the secret of the Moon Gates. And yes, Lord British will play a role in this and future games in the series, the first two of which will rely on the "engine" that drives *Ultima VI*. That's the only thing they'll have in common with *VI*, for as the name implies, the *Worlds of Ultima*, all connected via Moon Gates, will send you adventuring in countless new environs. *The Savage Empire* is set for September on MSDOS. After each new *Ultima*, the latest engine will be employed to drive the next couple of games in the series.

Sorcerian—15 Quests from Japan

It turns out that Sierra's latest Japanese import was produced at Falcom, who did *Ancient Land of Ys* (distributed by Broderbund). It encompasses 15 individual quests in three scenarios. Only problem: it is for AT or compatibles only, so it won't run on most Tandys—it just has VGA and EGA graphics (no MCGA).

It Came from the Desert—and Stayed for Dessert!

Cinemaware apparently changed their minds about the plan to market *Desert II: Antheds* directly for \$14.95 as reported recently in *QB*. The Amiga version is being distributed by Electronic Arts at a \$19.95 retail price. Even at that price, it's a great deal. (You do need the original game disks, however, to play the sequel.) MSDOS and ST versions are planned.

Chamber of the Sci-Mutant Priestess

This is another European action RPG imported by Data East. The MSDOS version is scheduled for summer, with ST and Amiga later. It's a one-character game in which you strive to rescue the Sci-Mutant Priestess, after solving a series of action-oriented puzzles called the Five Ordeals of Deilos.

Cinemaware's CES Revelations

Star Saga, by Andrew Greenberg (one of the *Wizardry* authors) game, is now being marketed by CW, and they'll be showing the first two installments at CES in June, along with *Desert II* and *3 in Three*, another collection of puzzles from Cliff Johnson, who did *Fool's Errand*.

Indy's Back—for the Mac & VGA

The 256-color version of *Indiana Jones and the Last Crusade* will be a dazzler, but MSDOS gamers can get it in only one of two ways. Lucasfilm Games gave Egghead Software an exclusive on retailing this version, which will also be bundled with certain VGA cards from Paradise. Look for it by the end of June. The color Mac version should be out by Christmas.

SSI's Dragon Strike

Dragon Strike is SSI's "dragon simulator" for MSDOS machines. It's a weird one, alright, allowing you to "fly" a dragon instead of a Cessna or jet fighter, and do all sorts of dragonly deeds.

Amiga Conversions

Sierra's *Hero's Quest* arrived, calling for a meg of RAM. *Champions of Krynn* and *Sword of Aragon* are both out for Amigas and require but 512K.

Disney Dives into the Fray

After signing off with Sierra (perhaps Mickey and Minnie didn't see eye to eye with Larry Laffer and Polyester Patti?), Disney is expanding its Walt Disney Computer Software line. They just hired Ralph Giuffre, formerly with Accolade, to handle marketing, and plan up to ten releases this year.

Caesar Gets Demoted by EA

The official name for what was called "Caesar" during development is *Centurion: Defender of Rome*, coming soon for MSDOS. Designed by the author of *Defender of the Crown*, it's a lot like that game but with more control over your

Dear QuestBusters:

Angry is the only way I can describe my feelings toward Lord British's decision to develop *Ultima VI* on the IBM first. To make matters even worse is the possibility that the program may not fit the Apple. I feel Lord British owes us, in the sense that we (Apple 2 owners) gave him his start. Where is his loyalty? I think he should visit his Shrine of Honor a few more times. I enjoy *QB* and believe the *Adventurers' Journal* is gaining clout. Can you help us in our plight?

Hugh Dainer

A phone call to ORIGIN revealed that they have not *absolutely* ruled out an Apple 2 version and will know more about the potential for one after completing the C64 game. Besides the possibility that it just won't fit, there's also the question of getting shelf space for an Apple 2 game, which is a shrinking market. A GS-specific version is more likely, but that's also up in the air. An ST version is a remote possibility. . . This merely reflects the market. Recently we looked at which machines 20 games were first released for, and 14 of them were for MSDOS computers; Amiga was second, and also led the way in first conversions from other formats. A glance at some software distributors' catalogs confirmed these statistics. Though our recent coverage has focused on MSDOS and Amiga, that again merely reflects what the manufacturers are developing—we are not a computer-specific publication, but an adventure-specific publication.

QuestBusters™

The Adventurers' Journal

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Continued on page five

Loom: Moriarty strikes again!

Do you like a good story? If so, you should really like *Loom*, the new musical, mythological megalomania from Brian Moriarty and Lucasfilm Games. The time is a mythical time long after the defeat of the Second Shadow at the very end of the Age of the Great Guilds; the place is an unspoiled Earth where men are few and far apart, where dragons can still be found.

He Was Just Seventeen...

The character is Bobbin Threadbare, a seventeen-year-old Weaver boy created on the island of Loom by Lady Cygna Threadbare in defiance of the wishes of the Weaver Elders: Clothos, Atropos and Lachesis. This you learn by listening to a 30-minute tape in Dolby stereo that's included as part of the game package—a very nicely acted little mini-drama that introduces the main characters and sets the stage for the events to follow.

Lady Cygna has argued that the Weavers have withdrawn from the rest of the world for too long. They are too inbred and can no longer produce children of their own. She wants a child, and if she cannot bear one naturally, she will use the Master Loom to create one magically. And she does, naming her new infant

Type: Animated Adventure
Systems: MSDOS, 512K required; CGA, EGA, VGA (16-color), MCGA, Tandy; joystick/mouse optional; Ad Lib, CMS (\$10 for upgrade disks that support Roland MT-32/LAPC); 3.5" and 5.25" formats in separate boxes
Planned conversions: Amiga, ST

Bobbin. The change-resistant elders see this magical birth as a great sin and use their arts to exile Cygna from the island of Loom by transforming her into

a swan. Cygna's nurse, old Hetchel, is left to raise the new baby. When he is seventeen, the Elders will decide what to do with him.

You take the part of Bobbin. As the action begins, it is the morning of your seventeenth year and the Elders have summoned you, fully intending to transform both you and Hetchel into swans and ship you off to the outside world. However, their plans go awry.

Hetchel is transformed into an egg, and before they can start on you, Cygna the Swan arrives and uses the Master Loom to transform not only the Elders but all the surviving Weavers into a flock of swans that flies off into the western sky. Left alone, Bobbin picks up the distaff that belonged to Atropos—a walking staff capable of emitting musical, magical tones at the will of the wielder. He uses the one spell he already knows—Opening—on the egg. Out of it comes not a swan, but a black duck: Hetchel in her new form.

She gives Bobbin a little more information and sets him upon a quest to find the swans and set things right. His chief tool will be the distaff that, as he learns the nature (and music) of things, will allow him to weave the fabric of reality itself into whatever he desires.

Spells: Name that Tune

At this point the story has just begun. You have a quest to accomplish and a world to explore. There are wonders in store, just waiting for you to discover them. Before you leave the island you should walk around and learn a few more spells, such as Night Vision, Emptying, Dyeing and Straw into Gold. (Shades of Rumpelstiltskin!). Each spell, or draught as spells are called in Weaver terminology, consists of four notes (in the key of B flat). You start with the knowledge of only three tones, Middle C, D and E. As you make progress, learn new draughts and use them appropriately throughout game play, you will be given successively higher notes (strangely enough you get these new notes/powers at precisely the time you need them to accomplish the next stage of the story).

I don't want to say too much about the puzzles. For the most part, they are relatively easy. The story has been constructed so that you cannot affect things that aren't part of the story, and you can't use draughts in inappropriate ways. For example, you cannot Open a man, Dye gold or Twist a cage. In fact, by the time you are halfway through the game, you will find that every situation you encounter has one and only one successful conclu-

sion, and you will always have the ability to achieve that conclusion.

Nor can you get lost by wandering off to places you shouldn't go. Your on-screen persona of Bobbin can never move on to the next challenge until he has dealt with the current one.

The animation and soundtrack of *Loom* are very good, reminding me very much of Sierra products such as *King's Quest* and *Hero's Quest*. Though even the MCGA and VGA graphics don't dazzle the eye with a full 256 colors, the



Spellcasting in the Sheep Dip

illustrations were "dithered," which enabled the artists to pick the best assortment of 16 colors for each picture.

Loom's interface allows you to use either joystick, mouse or keyboard to move Bobbin about as in *Zak McKracken* and other Lucasfilm adventures, everything can be done by pointing and clicking. With the distaff on display at the bottom of the picture, you can both see and hear the musical notes. Lucasfilm Games employed the very best talent available to make *Loom* look great. Artists Ken Macklin and Gary Winnick are well known to science fiction fans

Continued on page eleven

Inventory

<i>Ultima VI</i>	1
<i>Loom</i>	3
<i>Code-name ICEMAN</i>	4
<i>X-Men: Madness in Murderworld</i>	6
<i>Transylvania III</i>	7
<i>Walkthru: Hero's Quest</i> ..	8
<i>Keys to the Kingdoms</i> ...12	
<i>Swap Shop</i>	15
<i>Waiting for Duffy</i>	16

By Ken St. André

Code-name: ICEMAN

Sierra's latest outing in the world of 3-D adventures is a story rampant with espionage and terrorism in the Middle East. With *ICEMAN*, ex-highway patrolman, Jim Walls has taken a detour from the *Police Quest* series that propelled him into the world of computer gaming.

The hero of the story, John Westland, is a naval commander on leave in Tahiti when his vacation is suddenly nuked by a news story concerning the kidnapping of an American ambassador in Tunisia. John's leave is abruptly canceled so he can take part in a covert operation to free the ambassador, simultaneously avoiding an all-out war with Russia.

As with Wall's prior adventures, this one tends more toward the realistic fantasy and away from Swords & Sorcery and Science Fiction. Too bad life doesn't imitate art more in these situations, hmm?

ICEMAN is possibly the most unusual of all the Sierra 3-D adventures. It combines the conventional type of animated adventure and a nuclear submarine simulator. Given this, I have to preface my review by saying that I have a bias against vehicle simulator software.

The first time I ever saw a flight simulator I thought it was interesting—but observed that I would be completely bored with it inside of five minutes. If I live to be a hundred, I'll never understand how Microsoft's *Flight Simulator*

could retain its place as the number one PC game of all time for so many years.

Isle Be Back

As we begin our story, our hero is relaxing on a beach in Tahiti. Here he can play volleyball, scope out the cocktail lounge and even dance with the ladies if he finds one who's interested. In one engaging scene, Johnny has to perform CPR on a potential drown victim. If he's "lucky" he might even make it into the hut of a local femme fatale on sabbatical.

But as nice as a furlough might be, the game wouldn't be very interesting if he just sat in a chair and wandered around

the beach all day. So it isn't long before news from the outside world and a message from his commanding general send John on a trip to Washington.

Sex & The Single Officer

The trip from Tahiti to the deck of the *Blackhawk* (his sub), as well as the plane flight to Washington and limo ride to the Pentagon, are animated scenes that you just sit back and watch. After the mission briefing, you take over control of John's actions.

Your tasks as executive officer of the *Blackhawk* include piloting the sub as well general maintenance of the sub. This aspect of the game makes for a very masculine-oriented adventure.

As we have seen from the success of *Kings' Quest IV*, the sex of the central character really makes little difference.

Men enjoy playing *KQ IV* just as much as women like playing *Space Quest*. One of the prime differences in *ICEMAN* that makes it such a man's game is that many of its activities are traditionally male-oriented.

You may not have to know how to operate a lathe, drill press or bench grinder in real life, but it at least helps to know what they look like. Anyone who spent took metal or wood shop in high school will have no difficulty, but unless times have changed since I went to school, attendance in these shops is predominantly male.

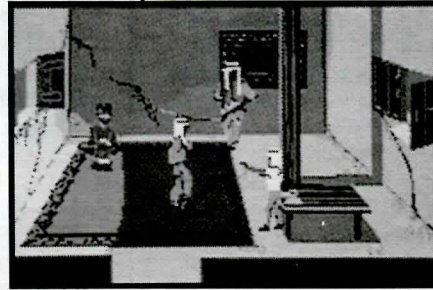
It has been speculated that the "female" viewpoint was responsible for the huge success of *Rosella's Perils*, so it will be interesting to see if *ICEMAN*'s "male" viewpoint affects its sales similarly or if the opposite occurs.

Mapping Your Way to the Mediterranean

After reviewing his orders with the captain, John steps into the pilot's seat to plot a course from the vicinity of the Hawaiian Islands, north toward the pole and south again to the Straits of Gibraltar.

With a navigational map provided in the game box, you must help him plot the coordinates by using an electronic map table on the sub's bridge.

This is done by using the arrow keys to select an appropriate latitude and longitude. The course will be accepted if it's legal, and you can enter the next set of coordinates.



The Adventure

After an acceptable course has been plotted, it is a simple matter of sitting in the command chair to start your mission.

Sailing Under

the Bounding Main

Once in the hot seat, the captain will start issuing orders. If you respond to his wishes too slowly, you will be fired (presumably from one of the empty torpedo tubes), so make sure you pay close attention.

Even though the screen is awash with complex dials and gauges, controlling the sub is usually accomplished with a handful of predictable keys. The plus/minus keys increase and decrease your speed; the up/down arrows cause you to dive or surface; the left/right arrows allow you to turn left and right.

Of course there are the subtleties of traveling underwater. When you stop the engines, you don't just come to a grinding halt. Even with full reverse thrust you must wait for inertia to take its toll on the heavy beast.

Turning is also no matter of instant gratification. This can become critical if you allow yourself to over-correct your course, especially in the case of your rendezvous and subsequent pacing of the *USS Coontz*. And, of course, the direction in which the sub actually turns is affected by the direction of its thrust.

From Russia With Love

In such a game of danger and intrigue, one would expect the obligatory conflict with sea-going opposition from the USSR. No matter how quietly you try to tip-toe past the Bering straits, you are liable to attract the attention of a Russian destroyer.

Hopefully by the time you encounter your Soviet counterpart, you will have made a personal inspection tour of the weapons room and repaired any faulty equipment. Unfortunately, the rest of the crew don't seem to take much pride in

Type: Animated Adventure/simulator

Systems: MSDOS (512K required, 640K on PCjr; hard disk and 8mhz or faster recommended; Hercules, CGA (black & white only), EGA, VGA (in EGA emulation), TGA, MCGA; Ad Lib, CMS/Gameblaster, Roland MT-32 (LAPC-1), IBM, Tandy, Sound Blaster and most MIDI capable boards); both disk sizes in same box

Planned conversions: Amiga, Mac, ST, NEC 9801

By Stephen King

their work, so mundane tasks like this fall to you.

When you do finally cross paths with the Communist contingent, a whole new battery of keystrokes are needed to enhance your control of the sub. The SHIFT key combines with your function keys to accommodate this extra set of commands. F1 toggles the closed circuit TV in the center of your screen, while F2 brings down the weapons console.

F3 & F4 control sonar and silent running, while F5 thru F8 allow for weapon selection, targeting, imaging (whose purpose I never did quite figure out) and firing. Alternately, you can use the mouse to point at the appropriate area of the control panel and click the button to activate/deactivate or otherwise control these items.

Keeping up with all of these things can be daunting at first. I got blasted by the destroyer *many* times before figuring out that I was turning active sonar *on* instead of *off*, which gave incoming torpedoes a pretty picture of my location. (But if you already recognize the sound of a sub operating with sonar, the game's sound effects will clue you in to this.)

Pong Beneath The Sea

The destroyer sequence is one of several quasi-arcade sequences in

ICEMAN. Of course we have all become somewhat accustomed to the little mini-games found in the Sierra adventures. I've even seen the "Astro Chicken" sequence from *Space Quest III* floating around as a separate game on several computer bulletin boards. I generally like these interludes because they give you a break from the main game. They're usually an entertaining diversion, but I'm sorry to say that I didn't care for most of the ones in *ICEMAN*.

The destroyer sequence seemed much too tedious and did not provide the intended suspense. I grew tired of it long before I finally sank the sucker, and recall that my annoyance was increasingly reflected in the names of my saved games, none of which could be repeated in a family publication like *QB*. You'll also play a game of liar's dice with a crusty old seaman.

A Dicey Subject

This game was much more lively, but even it had flaws. The big one was that, if you restored the game more than twice in

the sequence, the old salt would accuse you of cheating (of course...that is, after all, what you were doing) and walk away.

I found this humorous and can see it from the designer's viewpoint as well as the player's. My problem with it is that the game is so random that, in order to win it without saving the game every time you get ahead, it could (and did) take hours. Not to mention that you might ultimately lose. It is not an interesting enough a game to make me want to spend that much time on it. On the plus side, you don't really *need* to win the dice game to finish *ICEMAN*.

If you do win, you will get an electronic device that masks your sub's presence as you approach shore. If not, there is an alternate way that requires you to navigate through a maze of underwater caves with a limited oxygen supply. I found the solution to this puzzle very satisfying.

Hunting For Coontz

The iceberg-dodging sequence and an encounter with a Soviet sub both went on just a bit too long, but easily the most distasteful of these mini-games was the rendezvous. As the *USS Coontz* floats in a circular pattern, you are required to match courses with it.

Again, I fought this one for hours, never quite getting the knack for moving the

Blackhawk. Just when I thought I had it, I was forced to go through a similar experience while trying to maintain my distance as *Coontz* began to move past Gibraltar.

To make matters worse, I had to do each of these things twice. The first time because I forgot to save the game right away, and the ship moved out of my range. The second time was because I was so deep that I didn't have time to get to periscope depth before the captain became annoyed with my recalcitrance.

From start to finish, there was nothing about this sequence that I found even slightly amusing. Well, that's not precisely true. It was during this period that I noticed the first spelling transposition (*Blackhwak*) I've ever spotted in the commercial release of a Sierra game.

Having Fun Yet?

Thankfully, the game slips back into the more traditional style animated adventure after Gibraltar. You must leave the *Blackhawk* in scuba gear and create a diversion to cover your approach to the

shore. Once there, you will make contact with CIA agents, rescue the ambassador and race from Uzi-firing terrorists in a pizza delivery truck (well, alright, make that a Tunisian soul food delivery vehicle). Graphics, animation and music are excellent, as always. Sound effects continue to be a high point, from the low rumbling of the *Blackhawk's* engines to the gentle lapping of the waves on the beach.

There is no conventional copy protection, but be advised that the owner's manual contains a lot of important information you will need to complete the game. There are also coded messages that come in from headquarters and the CIA. This is done admirably within the context of the game, but requires you to enter coded keywords that are included in the eye-straining purple ink on purple paper.

Conclusions: Obviously I did not really care for *Code-name: ICEMAN*. Very simply, it is just not my type of game. There is probably a large potential audience of people who would enjoy it. If you like vehicle simulator programs, you will no doubt appreciate the submarine and battle portions of the game. The adventuring part is much like watching a James Bond movie, and the coded message sequences will be enjoyed by puzzle solvers who like anagrams and other word games.

Skill Level: Advanced

Protection: Offdisk

Price: \$59.95

Company: Sierra

Adventure Hotline

Continued from page one

troops in battle and lots of other activities. It offers 256 colors in VGA mode.

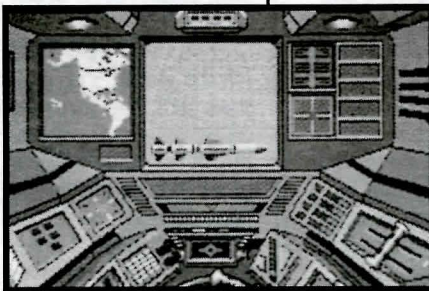
Paragon's Punisher

Paragon's next action RPG will be *Punisher*, based on an ultra-violent Marvel Comics character. Look for MSDOS in July, Amiga next. *MegaTraveler* is also set for MSDOS in July, with others to follow.

Amiga Magazine Update

What happened to *INFO*? That's what several of you asked, since *QB* editor does the "Adventure Road" column for them, and the magazine hasn't been on the stands lately. They were seeking financing to go monthly (actually eleven times a year), and it took awhile longer than expected. The July/August issue should be out by now, and it will be the last to include C64 coverage; future is-

Continued one page fourteen



The Simulator

X-Men: Madness in Murderworld

As a comic book freak, I was excited when Paragon Software released the *Amazing Spider-Man and Captain America in Dr. Doom's Revenge*—an interesting attempt at bringing comic book characters to life on your home computer, and also one of the longest computer game titles ever. The game was good, but it was really nothing more than a combat game interlaced with comic book pages that told the game's story.

I didn't know what to expect from Paragon with *Madness in Murderworld*. I'd been impressed with the demo of the game I

Type: Action adventure

Systems: C64; MSDOS (384K required for CGA, EGA; 512K for Tandy; joystick optional; Ad Lib)

Planned conversions: Maybe Amiga

saw at the January, 1990 Consumer Electronics Show in Vegas. And when I actually got to play the game, I was happy to learn that *X-Men* is more than just another arcade shoot-'em-up-in-a-maze game, but a true action adventure with more role-playing elements than many such games. The geography of the game is extensive and colorfully illustrated, and there are many things to do.

There really aren't any puzzles as we die-hard adventure fans know them. Instead, *X-Men* relies heavily on your skills of exploration and strategy. There are about 350 rooms in *X-Men* and many objects to find and use in the right place. Also, *X-Men* is heavily populated with monsters and villains to take the boredom out of moving from room to room.

Mutants on the Bounty

For those of you who don't know about them, the X-Men are a group of mutant humans with superpowers. They were assembled by one Professor Charles Xavier in order to develop their powers, use them for the good of all, and protect the world from evil mutants who were using their powers for selfish gain. There have been a few different collections of X-Men in the popular Marvel Comics title that started in 1963. The game stars six of the most popular and

powerful X-Men, led by the first mutant trained by Professor Xavier—Scott Summers, otherwise known as Cyclops.

The other mutants in *X-Men* are Storm, Nightcrawler, Dazzler, Colossus and probably the most popular of the X-Men, Wolverine. Each can and must make use of their special abilities at some point in the game. Cyclops shoots energy bolts from his eye.

Storm flies and uses the wind. Colossus has incredible strength. Dazzler lights up rooms and shoots fireballs. Nightcrawler flies and teleports/attacks with his patented BAMF kick. Finally, Wolverine slashes with powerful claws formed from adamantine. *X-Men* takes advantage of the characters' powers and duplicates their movements and peculiarities. Heck, boys and girls, it's almost like playing a hard-core role-playing game.

The rooms in *X-Men* are shown in a profile view. You move the active character left and right, and up and down ladders. This view takes up the top half of the screen, while the bottom half is composed of a message line, control icons, picture of the active team member and bar charts for mutant power and health.

Icons & Monsters

As you move from room to room, you will encounter monsters and some of the X-Men's worst adversaries, sociopathic sickos like Pyro, Blob, Avalanche, Silver Samurai and Wendigo. When you come across an object, a message is displayed, and you can use the icons to get it. There are ten

icons: Team Status, Change Point Man, Drop Object, Take Object, Use Object, Inventory, Game Options (saving and restoring games), Use Micro Cerebro (to detect evil mutants in all adjacent rooms), Sound Toggler and Use Mutant Power. As you can see from the icons, *X-Men* is highly object-oriented, but not in a bad way.

Your goal in *X-Men* is to save Professor Xavier from Magneto and Arcade,

who have captured him and stolen Cerebro, the computer Xavier uses to find mutants. Arcade is the designer of Murderworld, a twisted amusement park designed to kill everyone who enters. That explains the many monsters and evil mutants.

X-Men is not a difficult game to play, but it is very challenging to win. As you take hits from monsters and mutants (maybe there's a game somewhere in that phrase), your health plummets rather quickly. You have to conserve as much health as you can, or you'll never succeed in the game. Four or five green potions are stashed throughout Murderworld, but they only restore one of the team member's health about halfway. After almost making it to the end once, I started over

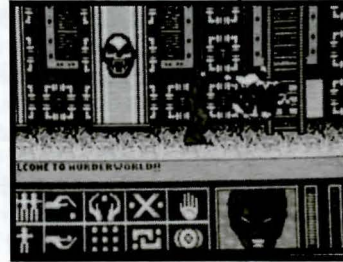
and was more careful this time. As a result, I succeeded in saving Professor Xavier.

You must map *X-Men* in order to finish the game. You can't afford to have to pass back and forth through rooms guarded by dangerous enemies, because you might not have a key to fit the door on the other side of the monster. Every time you pass through, the creature will take a little from your hide if it successfully makes a hit. You can jump over snakes and rats, but most other creatures will make contact.

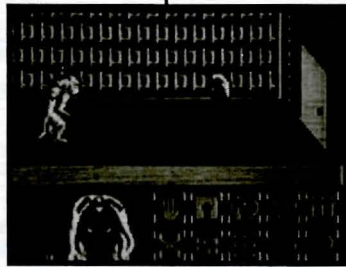
Tips & Techniques

In order to reduce the number of times you expose yourself to danger, you should use Nightcrawler and Cyclops to jump through rooms with monsters, because they move the fastest. Some of the more powerful creatures and the evil mutants are unavoidable, since they guard objects crucial to your success. Take turns using the different X-Men to fight these enemies, so that none of your characters' health bars drop to zero.

The puzzles in *X-Men* consist of assembling the pieces of the demagnetizer that defeats Magneto and collecting objects to use at the right times. *X-Men* is chock-full of secret doors and contains a couple of traps as well. Murderworld is 24 levels high, so you really have your work cut out for you. By mapping the complex, you will see where those secret doors and hidden levels are located and simultaneously get a feel for how far away you are from the end of the game. I found it very refreshing to be able to as-



MSDOS Version



C64 Version

By Russ Ceccola

Continued on page fifteen

Transylvania III: Vanquish the Night

It's been years since you drove a stake through the heart of the vampire in the original *Transylvania*, then rescued the lovely Sabrina in *Crimson Crown* (the latter was released in 1985, about the same time as *Ultima IV*). Lots of things have changed since then—and the main one is that you're now dead instead of alive, because you find yourself face to face with the Grim Reaper in the opening scene.

Because the dead are his responsibility, he's embarrassed that the vampire keeps returning to earth. So embarrassed, that he's willing to make a deal: if you'll put a stake through the vampire's heart just *one* more time, the Reaper will spare your life.

Rather than starting the quest in Transylvania, however, you begin atop a mountain in Slavaria, the country due north of that foreboding land. It won't take long to discover one of this game's idiosyncrasies, for King Boleslav and the other Slavarians don't speak English. Their dialogue appears in Slavarian, which must be translated by referring to an accompanying "Slavarian Phrase Book for Unwary Travelers." It's divided into verbs, nouns and other parts of speech.

The Phrase that Pays

Initially I grumbled at having to look up things in the slim pamphlet, but didn't mind after realizing I wouldn't have to do it too often. You can even speak in Slavarian, but there are only a few necessary phrases, such as *ne* for no, and *Mam te rad* for I love you. The program, in addition to asking you to type in your name at the outset, allows you to play as a man or woman, so there are male and female versions of the "I love you" phrase.

The Slavarian landscape is expansive and adequately illustrated, but not comparable to the artwork seen in Sierra's 3-D graphic adventures. I didn't see any spot animation either. By punching the return key, you can switch to an all-text screen, which speeds up the game and allows you to read an entire passage of prose at once. The prose, by the way, is the best yet in a work by Antonio Antiochia, who shares the credits for this game with Veronika Slintak.

One graphic nuance shows up when

you type "i" for inventory: little pictures of each item appear in the scene. The quality of the graphics, sound effects and music varies with computers. The GS is called the best by Polarware, but the Amiga will probably look as good.

One reason the GS version outshines the VGA graphics is that the GS uses color or cycling (maybe the programmers who did the MSDOS conversion just weren't as capable as the author of the GS original). Even the sound and graphics on the upcoming Amiga version are supposed to be better than the MSDOS version,

which inexplicably supports just the Covoc sound and speech boards (no, not even simple one-voice PC sounds are heard). Crickets, voices and other effects are in store for those with the Covoc or an Amiga or GS.

Parsing Away

The Comprehend parser developed at Penguin Software in the mid-Eighties has been put to work once again. It's now called "Comprehend Plus," but I detected no significant upgrades or enhancements. Though it understands full sentences, adjectives and so on, the vocabulary it recognizes is sparse. (Comprehend Plus is, however, the only parser that interprets Slavarian.) Movement is limited to north, south, east and west. As you proceed, the plot deepens: Drakul, the evil vampire, is trashing the land of Slavaria, razing villages and towns in his search for the Crimson Crown. Before slaying him, you must aid Prince Erik in finding the Crown.

Sabrina turns up too, but this time as a vampiress. When you grow weary and fall asleep, she sneaks up and bites you on the neck. Three bites like this, and you'll become a vampire, so there is a time limit of sorts to the quest. Find a safe place to sleep, and you won't have to worry about this fate. Of course, you'll

probably insist on rescuing her too.

Puzzles and Such

I'll admit it's been some time since I grappled with a traditional graphic adventure such as this, but only as a preface to boasting of my success at solving some of the initial puzzles. (Ok, so they were the easy ones.) Besides illustrating the nature of the puzzles, these examples also show how much detail the designers put into the background of such minor elements as the characters in the puzzle about the ghost and skeleton.

In the graveyard, there's a female ghost who reacts only to the phrase "talk ghost," whereupon she shows the way to the catacombs below the tombstones. There I found a skeleton. Like all true adventurers, I immediately grabbed it and tried to drop the treasure into the nearest well. Since I didn't get any points for doing so (there are no points or score in the game), I scanned the text and gleaned a clue suggesting the skeleton deserved a proper burial.

In a rare flash of genius, I stumbled back to the graveyard and buried the skeleton. The female ghost, it turned out, was the skeleton's wife, and as a result of

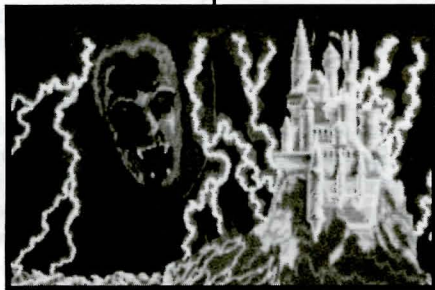
her husband being buried beside her, a rose arose between their graves. (All this is hinted at in one of the game's manuals, I learned later.)

Naturally, I grabbed the rose and tried to toss it in the well too. Naturally, that didn't get me anywhere. It was hours later, while watching a rerun of my favorite TV show, *My Mind is Blank*, that I realized the Fran-

kenstein-like monster might want the rose. (I'd already tried to give it to the villagers in the Tavern, but they still called me a spy and slit my throat.)

The monster, who blocked the door to the chateau of mad scientist Baron von Budweis (the second allusion to Budweiser I've seen in a computer game in two months), was so touched that he let me pass, and there I found the stake required to slay Drakul. By this time, though, Sabrina had punctured my neck a couple of more times and I was history.

Other puzzles involve decoding Egyptian hieroglyphs, dealing with Killer Moths and flying elk, determining which



A Slavarian Nightscape

Type: Graphic Adventure
Systems: GS (512K);
MSDOS (512K and EGA,
VGA or MCGA required;
disk formats in different
packages; Covoc Sound-
Blaster and Speech Thing)
Planned conversions:
Amiga (July)
Version reviewed:
MSDOS (on ZEOS 386SX)

By Shay Addams

Continued on page fourteen

Walkthrough: Hero's Quest

Character Creation

To create a worthwhile Magician, add 35 points to Magic and 15 to Intelligence. A solid Fighter requires 20 more Strength and 10 each to Agility, Weapons and Vitality. The best Thief needs 15 more Agility, 10 points each for Climbing, Dodge and Strength, and 5 for Weapons. One of the most effective combinations is a Thief with magic and fighting abilities, created by adding 5 points to Magic and Parry, 10 to Strength and Weapons.

Character Development

Spend the first two days building up skills such as Climbing, accomplished by executing the action (try to climb a wall, for example). Magic spells are either bought in the shop or found. A Fighter (or anyone with Parry) can practice with the Weapons Master daily at the Castle (ask about sword, ask about skill. Anyone can earn money by working at the stable there. You can sleep safely and restore health points at Erana's Peace (but not on the night you visited Baba, until after you give her the mandrake root). If you don't want to fight an attacker, you can just escape. Before tackling the Brigands, buy some chain mail armor.

Spielburg & the Brauggi

Go to the apple cart and buy 50 apples. Walk to Brauggi and bargain. Give apples.

The Castle

To enter: Ask about brigands. Ask about daughter. Ask about son. Open gate. (See Character Development for training and earning money.)

The Fox

Examine fox. Free fox.

The Healer's Hut & the Ring

To get the ring from the tree, a Magician can cast flame dart; anyone else should: get rocks, throw rock at nest (until ring falls). Knock on door. Give ring.

The Thieves Guild

(Other characters cannot complete this section.) Visit Spielburg at night and enter the alley next to the Tavern. Give Thief sign. Enter the Tavern and say the password (obtained in the alley) to the goon. In the Thieve's Guild, go to the window and buy license. At the old lady's house on the west side of town, pick lock (till it opens). Sneak. Take can-

dles. Search basket (pearls). Exit and go to the pink house on the other side of town. Pick lock (still sneaking). Get music box. Open drawers. Get candles. Get vase. Return to Thieves Guild and sell everything you stole.

The Seed-spitting Plants

A Magician can cast fetch at seed. Anyone else can either climb rock, then catch seed, or get rocks, throw rock at seed.

The Dispel Formula

To the Dryad, say yes twice. Get acorn. Visit the Meeps. (A Magician, before proceeding, should ask about scroll, get scroll.) Ask about fur. Ask about green fur. Get fur. Go to the Mushrooms and get mushrooms (three times). In Spielburg, buy flask at Dry Goods. At the waterfall, put water in flask. Go to the Healer: give fur, five acorn, give water, give mushrooms (three times). At Erana's Peace, a Magician should first cast open, then get scroll. All characters should get flowers (three times). Buy another flask.

The Fairy Dust

At night, visit the Fairies. Dance. Ask about Fairy dust. After you get some, return to the Healer and give dust. Give flowers (three times). Exit. Return and get Dispel potion.

Baba Yaga & the Mandrake Root

Outside, ask about rhyme. Ask about deal. Yes. Give gem. Ivu of cspxo opx tju epxo. Inside, move once. Answer yes to questions. Go to the Healer and buy undead unguent (if you don't have enough money, earn more at the stables, by taking flowers to the Healer and so on). Go to location due north of graveyard. At midnight, use undead unguent potion. Enter graveyard. Get mandrake root. Return to Baba. Ivu of cspxo opx tju epxo. Enter. Yes.

'enry the Hermit tells All

At the waterfall, get rocks. Throw rock at door (till it opens). Climb ladder. Knock. Move away from door (go to the right). Ask about Erasmus. Ask about Brigand Warlock. Ask about magic. Ask about magic mirror. Ask about Trigger spell. Magicians should also ask about scroll, answer yes, get scroll. Leave. Climb ladder.

Erasmus

The Gargoyle asks several questions. The meaning of life is "life is a bowl of cherries." If asked about a favorite color, say purple. If asked for the Thieves Guild password, say anything else. Inside, go upstairs and: ask about Erana, ask about protection, ask about curses, ask about countercurses, ask about magic mirror. Magicians may play game to master Dazzle spell.

The Troll, the Bear & the Kobold

Each character class uses a different method to get past the Troll. A Fighter may simply kill him; a Thief might sneak past by luring the Troll to the left, then to the front of the screen and over to the right, though the Calm spell or combat may be easier; a Magician can cast Calm. Gffe bear. East. Each class also uses a different method of dealing with the Kobold. A Thief can sneak (till his footsteps can't be heard), then take key; a Magician may cast fetch at key; a Fighter, naturally, will have to kill the Kobold. West. Unlock bear. Return to Castle and go to the doors. In the morning, return to Spielburg and buy chain mail armor.

Entering the Brigand's Fortress

Go to the Tavern in Spielburg. Get note (on floor by stool). Go to Archery Range at noon (enter from the east so you won't be seen). After Bruno leaves, go south, then north. Kill Brigand. Search body. Get key. At the Antwerp, walk along the left side. Search rocks (till you keyhole). Use key. A Thief may be able to pick lock, so he won't have to kill the Brigand for the key (if necessary, return to Guild and buy Toolkit, then pick lock with Toolkit; a Magician with enough power may be able to cast open. Push rock. Before entering, say ijefo hptflf. Inside, go down, then east through lower passage. There are three ways to defeat the Minotaur. A Fighter can kill him, then force gate; a Thief can sneak (type the word sneak) behind him on left side of Fortress, then run and hide behind rock on the right and climb wall; a Magician can cast calm, cast open.

Inside the Brigand's Fortress

Walk around the logs on the left, then cross the right plank. Go near the center of the last barricade and step over rope (type these words). Go through door. The moment you're inside, close and block door. Block the door on the upper

By Russell Greenspan

Ultima VI

Continued from page one

animals you speak to along the way.

Instead of edibles being referred to simply as "food," you'll see drumsticks, loaves of bread and little pictures of every single morsel, which can be picked up and stashed in your inventory, or consumed on the spot.

The Big Picture

Advertisers familiar with Lord British's realm may find the main view takes some "getting used to" in *Ultima VI*. Prior games provided a broad view of the overland, where your entire party was represented by a single icon. When battle commenced, or you entered a town, the view zoomed in to show more of the immediate detail.

There is only the "zoom" view in *The False Prophet*. Your entire party is always onscreen (well, usually...sometimes they wander off on their own), and cities are entered by walking through the gate. In other words, the whole map is drawn on the same scale, as in *Faery Tale Adventure*.

This new view deprives you of one advantage of the large overview, the ability to see more of where you are going. You won't find this a problem if you can cast Peer [or read this issue's *Keys*]. Peer displays a large map and a blinking pixel marking your position as well as that of nearby NPCs, buildings and poisoned areas. Some places have crystal balls that reveal a brief overview of any area whose coordinates you type in; the nice thing about this is that it shows the landscape in detail and lets you scroll around it.

This new main view is definitely something many "old-timers" will have to develop a taste for, but it is certainly a more realistic world view. I think you'll find the cloth map to be a far more integral part of this game!

The good old *Ultima* alphabet of keystrokes has revised. Commands like Klimb and Ignite are history, for the new "Use" command replaces them and can also be used for many related actions.

To open a door, you "use" it. If it is locked, you "use" a lockpick or a key from your pack to open it (all keys don't

work on all doors now, and some are labeled alphabetically to help you keep track of them). To exit the castle, you have to "use lever," then "use crank." The Use command gives many puzzles and situations the feel on Infocom-style adventure.

The Mouse That Roared

A row of ten icons runs along the bottom of the screen; they're quite similar to the ones in *Times Of Lore*. If you need to pick something up, click on the "grasping hand icon," then on the object. To talk to someone, point the mouse to the "open mouth" icon. Click on it, and then do the same on the person you want to speak to. One nice thing about this is that you no longer have to be directly adjacent to someone to speak to them.

Mouse support completely changes the way you interface with Lord British's universe; for the mouseless, a keystroke is associated with each icon: T for Talk, G for Grab, etc.

Even mouse-haters will probably find that the combination of the mouse with the keyboard makes for superior coordination.

The mouse really shines in the area of movement. As you position the pointer on the playfield, the arrow changes its orientation. Click and hold the button to start your party walking in that direction. This is a lot easier on the hand than tapping the arrow keys.

Any command may be set up as a default that will be executed when you click the right mouse button; this turns two- and three-step actions into one- and two-step affairs, and is very convenient in combat or when using things. To attack, for example, you just move the cursor to the target and hit the button.

It's in the Bag

Inventory management is a wonder. You see little circles around a character in the stats window, with lines running to the hands, feet and so on. To ready a sword, click on it in the inventory, and it appears in the appropriate circle.

Every object in Britannia is now represented with an icon that shows up the inventory window when you grab it. Bags, boxes, crates—many items serve as containers themselves, which when clicked upon, open up to show their own invento-

ry windows. Juggling things around is not only easy but fun, and this looks like the best system yet for inventory management.

Characters, Combat and Magic

Experienced players can import their character directly from *Ultima IV* and *V*, or you can create a new one just for this game. Character creation relies on a new version of the "choose A or B" routine from *IV* and *V*, but you don't choose a character class, since you're already an Avatar with combined class capabilities.

You get to pick your own portrait from a selection of male and female head shots that include various races and ages.

Your group can function in Solo or Party mode (a Napoleon Solo mode was considered but never implemented due to memory limi-

tations.) Solo lets you individually control each character. In Party mode, everyone follows you around automatically; unlike characters in other games with this feature, these guys don't get stuck in corners or on the furniture.

When battle breaks out, everyone but your character makes his or her own combat decisions, based on your strategy setting, such as Rear, Berserk, etc. Or you can directly control the actions of every character in a battle, which means tactical combat fans will appreciate this new system as much as the novices will like the auto-combat.

The 79 spells described by the manual are again divided into eight Circles. Lots of new ones—Clone (to duplicate a character), Help (zaps you back to Lord British) and Replicate (duplicate an item) are some of the most inventive ones—are on-board. It's easier to learn spells, and you can acquire reagents from wandering NPCs as well buy them in shops. No longer must you mix the reagents; as long as you've got enough of the correct ones for a spell, the program takes care of the mixing.

Looking Good!

One of the first things you'll notice, assuming you're lucky enough to be so equipped, is the gorgeous VGA graphics. *The False Prophet* is one of a select minority that supports the full 320 x 200 x 256 color range of VGA. This is due to change towards the end of 1990 and into



Seek & Slay the Evil Jester



Icons Make it Easy

Continued on page fourteen

Loom

Continued from page three

around the country. And, if the musical soundtrack seems familiar, it is probably because you have already heard most of Tchaikovsky's "Swan Lake" many times before.

There are great chunks of *Loom* in which the action is taken out of your control and you can't do anything but sit and watch what happens. These are called cut-scenes, and if you get bored with them during later replaying of the game, you can whisk them to their conclusion by touching the Escape key. Sometimes it is frustrating to have to sit and watch while Bobbin passively lets things happen to him. Bobbin has his own personality, as dictated by the story needs, and it is not the same as yours.

Loom is the first of a new series of Lucasfilm games called "story games" with good reason. Always remember that you are playing a story, already written with the ending predetermined. All you can do is discover what happens next—you don't really have any choices.

Loom is very easy to install on the hard drive, taking five minutes or less. You may copy the six disks (or three 3.5-inchers) if you wish to play on them, as they are not protected. The game protection is a variant of the keyword system. The inside covers of the "Book of Patterns," which is a small grimoire of known Weaver draughts and their whimsical histories, contain 48 sets of musical symbols, one of which will be randomly called for before you begin any play session.

These "keyword symbols" are overprinted with red ink scribbles to make them impossible to photocopy, and the game comes with a red gel window to filter out the interference. The game manual is short and well written, and you should read it all, both for amusement and ease of play.

One more thing: Bobbin cannot be killed or even harmed. In one sense this is good as you will not have to experience the old adventure game frustration of being killed again and again while trying to solve the puzzles. That's great, and should insure maximum enjoyment of the

game world. On the other hand, the only way to lose at *Loom* is to quit playing before you reach the end. In the words of the manual, *Loom* is designed to be completed.

Cinemaware's *It Came from the Desert* also features a hero that cannot be slain, but that doesn't mean he always wins. It takes some of the thrill out to know that you literally can't go wrong in what you do.

Though *Loom* is as beautiful and technically perfect as any computer product I've ever seen, that doesn't mean that I don't have any criticisms or quibbles about the design. I have tried to point out all the good things first before I mention what I think are the flaws in the production. These are only my opinions and may not bother other people. There is evidence in the manual that Moriarty and his game creation team knew exactly what they were doing, and did it deliberately, which implies that they got exactly the effect they wanted. Some people may love what they have done. I have mixed emotions.

The One True Way

First and foremost, *Loom* is not a game! It's a story—a good, possibly a great story. I wouldn't be surprised if Lucasfilm turned it into a movie. It would make a great motion picture—certainly far better than *Willow*.

Considering the creator is Brian Moriarty from the old Infocom, it is not surprising that the *Loom* tale, with its very simple puzzles, reminds one of such Infocom products as *Enchanter* or *Wishbringer*. It is a true throwback to the "One True Way" style of adventure game design.

I didn't like it then, and I don't like it now. The ending of this story, like that of all adventures, may be pre-written, but I prefer interactive stories that offer a variety of ways to reach the conclusion.

A couple of little things about the game animation and art also annoyed me. For one thing, Bobbin, and indeed all the Weavers, are wraiths. They have no faces. In fact, that is worked into the plot, as it is said to be death to look beneath a Weaver's cowl. It seems very odd that the hero is some form of Medusa or other

monster too terrible for men to look at.

Secondly, there are several scenes of major disruption where they chose to illustrate by shaking the camera—an old, old Hollywood trick used to make the audience think there was an earthquake or bomb impact or something. Here it's a programming trick (and a cheap trick at that) that moves the picture up and down rapidly a few times. Oddly enough, Bobbin never loses his balance or even staggers when the whole world around him is shaking.

Third, you are given the impression at the beginning of the game that *Loom* will be a nonviolent adventure. Bobbin has nothing to help him but his musical distaff. And for quite a long time, the game stays nonviolent, something that I as a father would be very happy to show to young children just to make them smile.

But, about two-thirds of the way through, the game takes on a darker tone. The only move to among the shepherds is by terrorizing them, a young boy gets torn to shreds by a dragon, Bishop Mandible meets a horrible fate right on screen, and things continue to get worse—both shown and implied. A game of gentle and humorous discovery turns into a bloody apocalypse that's not at all suitable for young children.

Last, the game ending is somewhat anti-climactic and drags on far too long. Obviously, Moriarty and company are planting the seeds for *Loom II*, the sequel. The story, which begins darkly, ends darkly as well. That's fine in literature or the movies, and lends a certain artistic integrity to such efforts; in a game, however, it's neither fair nor right. If I had really been playing Bobbin, not just watching him, I would have done some things differently, which would have netted a different conclusion.

Conclusions: I give *Loom* a mixed review. As a computer entertainment, *Loom* is superb, with a few small quibbles. But if you really like to participate or role-play in your gaming, *Loom* will be a big disappointment. Let's wait for the movie.

Skill Level: Novice
Protection: Offdisk
Price: \$59.95
Company: Lucasfilm/EA



Bobbit Bags a Bird



Do I Hear Moat-zart?

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Keys to the Kingdoms



Ultima VI

Using the Orb of Moons

One space away from self:

N: Lord British
 NE: Shrine of Compassion
 E: Nothing
 SE: Codex
 S: Shrine of Diligence
 SW: Sacrificial Altar
 N: Nothing
 NW: building, unknown location

Two spaces away from self:

N: Moongate near Britain
 NE: Jehlom
 E: Yew
 SE: Minoc
 S: Trinsic
 SW: Skara Brae
 N: New Magincia
 NW: Moonglow

Location of the runes: Compassion is in Britain. See Ariana in Conservatory; must get permission from mother in Tavern. Honor is in Trinsic, on altar in center of town. Sacrifice is in Minoc. You must join Guild; to do so, you need to know how to play "Stones." Ask Hxfoop and make pan pipe with zfx board from zfx. Spirituality is in Skara Brae, in Marny's hope chest. Valor is in Jhelom, in a mouse hole in Tavern; you must have Sherry the talking mouse in your party (she's found in the basement of Lord British's castle). The other rune is in Moonglow, cvsjfe with Cfzwjo.

Bob Shumaker

The secret cheat key for finding your location is activated by holding down the Alt key and pressing the numbers 2, 1 and 3 (on the numeric keypad, not the keyboard) in sequence. You get a free Peer at the area, plus some numbers whose significance no one has yet figured out.

Duffy

Champions of Krynn

A good party consists of at least one Knight, two Clerics, two Mages, three Fighters and a Thief. Kenders make good Thieves; their Taunting is very helpful in combat. Dwarves are valuable for their ability to raise the dead. Kapaks can paralyze you, so be cautious. Fireball and Ice-storm are useful against groups. Give potions to characters who can't cast spells; use them only in emergencies.

When you find jewelry, don't appraise it till you're going to buy something expensive, such as a Wand of Magic Missiles.

Throtl: The solider in NW corner leads you into a trap. Before entering catacombs, make sure the area is completely cleared out. About halfway through the catacombs, the maze gets very confusing, so be sure to map it.

Gargath: Use maps from JE (Journal Entry) 23 and 72. Don't wear the hoods offered by the villager. Explore Keep for valuable items and experience. It's vital to kill Black Dragons quickly.

Tomb: Rings of fire won't kill your Knight. Give sword to man in trouble. Save after each battle in tests of combat.

Ogre Base: Explore Manor for evidence. Kill Draconian assassins before going after traitor.

Jelek: Use map from JE # 45. After surviving ambush, explore graveyard. Get letter in office, head for NW corner.

Again, defeat Dragons using magic and claim your loot in unused grave.

Neraka: Clean out the base, free prisoners in dungeon. Kill Prison Lord. Be very careful with Green Dragons.

Outpost # 3: Use map from JE 13. Free children by walking between the Inn and the Tavern. Release prisoners and kill Jadefang. All shops are empty.

Sanction: Get treasure from Thieves in NW corner. Save woman from Minotaurs in warehouse and get amulet. Go to the Ruin and explore till Shadow People talk to you; follow their directions. Retrieve Dragonlance using map from JE 63.

Temple of Duerghast: Kill Skyla and make quick work of Blue Dragons guarding the eggs. Go to upper level of arena to find Sir Lebaum. Be very careful, as he has great magic powers and gets three moves per round. Kill messenger Dracs and fly to Kernen.

Flying Fortresses: Follow Kender's advice. Go to top of tower and read scroll from Kender. After the crash, kill guards and take uniforms. Fly down to Kernen on backs of evil dragons.

Kernen: Use map from JE 81. Make alliance with humans at meeting in NE room. Get help from Ogres. Set Draconian barracks on fire. You'll probably have plenty of experience points from the battles in the temple, so visit the Training Hall. Inside Myrtani's Base, make a salve in the study to protect you from the Guardian. Kill Dragon Master and go through passage to Myrtani's room. Kill Myrtani

and rescue Maya. Defeat the three dragons in the next room and you'll have won.

Nicholas Blawat

Chamber of the Sci-Mutant Priestess

Forget about the five trials and becoming a Divo; they'll only kill you. Throw the dagger at the Protozorqs or other Aspirants to kill them without a fight and get their stuff. In The Noose, press the eye under the level to open a secret door to the caverns. Follow the caverns till you reach the two tuners. Tell them the truth, then Sci-scan the area to find a secret panel. Open panel, take Vial and Bean. To rescue Sci-Fi, Sci-shift the sacrificial dagger, then Brainwarp her. Give her the vial to drink.

Nathan Franklin

King's Bounty

To get around easier, rent a boat in front of the castle. Most chests are along the water way and can be retrieved without fighting. To boost your Leadership, give all gold to peasants; this increases the number of troops you can recruit. A good beginning party: Elf Bowmen, Barbarians, Nomads, Druids and Dwarves. With this army you get high Morale and can hack your way through most of the first two levels of villains without any problems. After this, get Knights, which lowers your Morale to Normal, but the guys are still pretty tough, especially Knights. If you choose to garrison castles, leave your cheapest or least effective personnel. You don't have to leave everyone to get higher weekly commissions. Before traveling to another Continent, make a backup copy of your play disk; it is erased when you go, and you won't be able to retreat to a previous save unless it's on a different disk. You need maps of navigation (found in chests) to get to each Continent.

Perry Davis

Centauri Alliance

Character Development: Buy Uzi 9mm weapons for combat types, Berettas for others. On Omicron VII, go downstairs in SW corner, then to SE corner to Trader Drake. Buy Viking 9mm for Combat types. Go downstairs in NE corner to get Fractyr Fingers. At computer in SW corner, type Gsbduzs, Bmmjbofd and

Ebzobc. Build up characters on these two levels, returning to Academy for advancement. When Combat types are experienced enough to use Viking 9mm, go to Kevner's World.

Zentek's Fortress: enter via SW corner. Go down to third level using stairs in NW corner. This is the best place in the game for racking up experience points—two groups of aliens.

When Magic types are well-developed, go to **Epsilon Indi.** Save game before entering HQ in NW corner. They'll send you to Starbase VI, but it's tough fighting and you can't easily return. Once on the Starbase, read computer manual's pages 1, 217-219 and 1,200. Go to terminal and open west passage using codes given. Save game (separate disk?) before going to second level. This is going to be tough combat, with four groups of monsters. Stairs to the third level are in the SE corner. Save game between successful fights, or flee. On third level, use center path; use computer to open side doors. Go through left door (south) to find base commander and learn password (**dbtumf gju**) for use on Kappa Var. Go back to computer terminal and use lift6 command to return to HQ (you need the Orange Globe from the second level). Get 9mm Sterling Machinegun, Riot Suit 1.7 before leaving.

Dennis Ewell

Loom

Island: to get F note, dye wool and change straw to gold. To leave island, spin opening draft on sky from top of mountain (tree). You should have six drafts by now.

Waterspout: reverse draft. Shepherds: note draft and leave.

Crystal City: Tower. Go in. Ring bell. Cast Shepherd's draft in reverse on worker in tower. Reenter tower. Note scythe. Use bells to move around. View crystal sphere.

Dragon's Lair: Gold into straw. Terror on dragon. North.

Fred Philipp

Knights of Legend

Get training in weapons skills as soon as possible; balance offensive and defensive training, or you'll find it difficult to win in the Arena (north of Brettle on road to Htron). Training in Long Spear, Morningstar, War Maul and Heavy Maul is available in Shellernoon. The Halfway House on the Krell Way offers training in Clubs, Halberd, Great Hammer and Quarterstaff. Htron has Weapon Masters who

teach Scimitar, Greatsword, Bastard Sword, Mace, War Hammer and Light Crossbow. For training in Hand Axe, Heavy Crossbow and Great Axe, go to tower outside of Brettle. For Long Bow, Elf Vow, Self Bow and Dagger, see the Elf in the tree house in middle of Klvar Wood.

Fred Andoli

To avoid losing equipment and battles, always go into battle with weapons unsheathed. You can size up the foe and decide whether or not to flee; you won't lose any weapons or get hurt if you flee with sheathed weapons; you can keep bows ready, since you don't lose them if you flee.

When ready to go to the **Arena**, send on PC at a time so you don't have to pay for more lodging (game save) for the other PCs. Keep weapons sheathed so you can flee all encounters on the way. Unsheath weapons before entering Arena. If you go in with a bow ready, make sure the PC has another weapon in the sheath, since you may have to do some hacking to defeat the foe. (If beaten, restore save.)

Quest against Skeletons: Send in three PCs (two strongarms for hacking, one that can cast Harm Undead. Leave rest of the party resting at the gate. Go slowly, don't run, and more than half the skeletons will crumble before you get to the quest item. Also, make sure your Spellcasters remove their armor so they don't get easily fatigued.

Perry Davis

Code-name: ICEMAN

To get off the island, perform CPR on girl after playing volleyball (see manual). Get your key from the native. Read sign next to keys. In bar, sit next to girl at the counter. Ask name and buy drinks for her till she passes out. Then talk to brunette sitting alone at the lower right-hand table. Ask her name. Buy her a drink. Answer yes to her question. Dance with her. At her doorway, kiss her. Answer yes to her question. In her room, talk to her. Kiss her till scene changes. Stand up. Read note on dresser. Leave hut. Get earring just to the left of the steps of the hut. Open **fbssjoh**. Read microfilm. In your hut (#6), get the i.d. and change from drawer next to bed. Get address book from suit pocket in closet. Go to newspaper machine by lobby and insert change. Read paper, enter lobby. Listen to clerk. Return to your room and (using address book) call General. Then call number on sign in lobby. (When making a call, sim-

ply say "hello."

Matthew Swanson

USS Blackhawk: In Wardroom, open bookshelf (honest). Maiden voyage: Close hatches. Respond to all orders. Green board acknowledged. Depth attained. Course (can be improved on): Latitude/longitude—70/172, 83/85, 83/0, 60/30, 36/12.

Fred Philipp

Conquests of Camelot

In Merlin's room: Read scroll. Be sure to open the chest and get the lodestone. Take the rose off the bush in Gwenhyver's bower. At **Glastonbury:** Ask monk about Grail. Follow him. Draw sword and kill him. Then go to the altar and talk to the Old Ones. You must use five pieces of silver to appease them. Get key they leave, then unlock the well. Reach in the well and get the crystal heart. **In Jerusalem:** After leaving Fatima's house, go to leprous beggar and talk beggar. Then say open the catacombs, and they will open. To leave catacombs, use lodestone for proper directions.

Marian Apgar

Chaos Strikes Back

Beyond the DDD—KU: open door with Solid key. When Knights attack, turn & run; you've got a long corridor to fight them in. At the end, you'll find button (S wall, 3 squares from end). Five dragons and permeable walls are on level below. Blast all doors with Fireballs. **NETA:** To turn off fireball generator, find concealed button in permeable wall at end of Corridor of Fire.

Oystein Pettersen

Keys to the Keys

Due to popular demand, we have reverted to the days of yore when we gave a free game to one of the people who sent in a contribution to the latest *Keys* section. The winner is randomly selected and gets the game of his or her choice. Please send clues and tips to recent adventures—those not covered in previous issues, walk-throughs or *Quest for Clues I or II*. [All submissions become exclusive property of *QuestBusters*.] This month's winner is Dennis Ewell.

To decode clues,
count one letter back.

Ultima VI

Continued from page ten

1991, but for now, games of this calibre are in a class, almost literally, by themselves.

The greater range of colors provides a much more natural look. Swampy areas, for example, are no longer little squares that stick out like a sore thumb. They can be patchy and in some cases, blend in with the grassy areas, just like in real life.

Some of the opening graphics look more perfect than anything that could have been created entirely by hand and mouse, but I have it on good authority that ORIGIN's digitization equipment arrived too late for the *Ultima VI* project. All graphics in the game were created freehand, though some are based on life-like photographs.

If limited to EGA or Tandy-16 color graphics, you will still observe excellent quality. A lot is lost without the enhanced color spread, but a wonderful job was done to retain as much quality as possible. Resolution in these modes is similar to the previous *Ultima* games, and the playfield is on a par with *Ultima V*.

Since all graphics were created to take advantage of full VGA quality, special optimization routines had to be written to take the best advantage of EGA and even CGA during the conversion process.

Sounds Good too!

Ultima VI also makes extensive use of third-party sound, and you'll hear high-quality, multi-channel sound with any of the boards mentioned on page one. From the Avatar theme song to Lord British's own "Rule Britannia," quality music abounds. But it is not obnoxious, repetitive music, as is the case with many games. You might be travelling in relative silence when something you do kicks off a chorus of Britannia's theme song, bringing a smile to your face. Since music board technology has not quite caught up in the area of quality sound effects, the PC speaker is used for this, and you'll recognize most of these sounds from prior games. They still effectively alert the player of certain ongoing actions.

Talking Britannia Blues

The parser is much better than in previous games. You can make it choke if you try, but it does an admirable job of making sense out of your sentences. Likewise, it doesn't restrict you to speaking in full sentences. If you so choose, you can get responses by entering a single word.

Vocabulary of the inhabitants has been substantially expanded. Many people have much more to say in *False Prophet*,

and their flowery dialogue is evocative, mood-setting and the best yet in an *Ultima*. (And so far I haven't found a *single* misspelled word.) Keywords in their dialogue are often highlighted in red, which makes clue-gathering less tedious.

There are also some new types of equipment and a few new mysteries. Don't forget to search your fallen enemies! Selling their gear to the armorer could be the best way you have to make money in the early game. My favorite new piece of armor is the swamp boots, that allow you to traverse swampy areas without getting poisoned.

Of course there are other novel things to do. For example, if you find a bucket (try the Castle basement), you can milk one of the cows. Take the milk to a butter churn, and voila—butter!

You can harvest wheat in the fields and take it to the local miller to grind into flour. Take the resulting flour to the baker, and you have bread! As you can see, no effort was spared on detail. And besides giving you a nonviolent way of making money, this aspect allows you to participate in Britannian society in a whole new way.

Goyles, Goyles, Goyles

As I mentioned, starting with number four, the *Ultima* series branched away from the old "seek and slay" scenario. The last two games had distinct moral messages.

In *IV*, the player had to learn and understand the value of being good instead of evil. In *V*, we were shown that even though good is...well...good, it can be taken too far and subverted.

It was the inclusion of these moralistic themes that made *IV* and *V* so special, so much easier to immerse yourself in the world of *Ultima* and empathize with the central character than was possible in even the best of the "Seek & Slay" scenarios.

At first, *The False Prophet* appears to revert to this old tried and true format. But as the game unfolds, the message becomes more clear. Not everything that appears evil to the untrained eye is, in fact, evil. Likewise, not everything that is different is bad. Bigotry is often caused by ignorance of the facts. In truth, often the sole way to find the ultimate solution is by combining the strengths of your differences.

Now Starring in *Ultima VII—You!*

Apart from the 48-page manual, the cloth map, the Orb of Moons and other goodies, you also get a coupon that allows you to enter a contest. Fill out the coupon and send it back to ORIGIN,

along with a picture of yourself and a brief biography, and you may be one of 20 lucky people to be featured in the next *Ultima*. Likenesses and personal information on these people may be seen wandering around the landscape of *Ultima VII* as soon as next year!

A special edition of *Ultima VI* is still available in limited quantities directly from ORIGIN. In addition to the standard game, you will receive personal autographs of Lord British and his chief artist Denis Loubet, an authentic "Apache Tear" Moon Stone and a cassette tape of Lord British himself, offering history of the series and clues pertaining to *VI*.

What about copy protection? The first time you meet Lord British, he asks three questions that can be answered from the player's manual. Once saving the game once, you never have to deal with copy protection again.

Conclusions: I happen to be one of the diehard *Ultima* fans. (Some of you may even have copies of the 30-page *Ultima IV* solution I wrote a few years ago.) It's been *hard* for me to adjust to the new world view, though I admit it is more realistic. It is, likewise, hard to get used to the new mouse/icon method of control, but I must admit it's far less of a learning curve for newcomers to Britannia.

These minor complaints aside, Richard Garriott has once again redefined the state of the art and given computer role-playing a bold new face. Instead of introducing mere innovations, *Ultima VI* strikes the adventure community like a lightning bolt, electrifying us all with programming and gaming breakthroughs that are nothing short of stunning. It's not just the Best Quest of the Month, but also the best so far this year.

Skill Level: Intermediate to advanced
Copy protection: Keyword
Price: \$69.95
Company: ORIGIN

Adventure Hotline

Continued from page five

sues will focus on the Amiga. And if that's not weird enough for you, *Compute's Amiga Resource* was just bought by *Penthouse* publisher Bob Guccione. It will still be put together at Compute's offices, but no word on editorial changes (though the plan is to go monthly).

Back Issues Bonanza Bug
When we published the contents of recent back issues in May, the contents of the October and November issues were transposed. If you ordered one and received the wrong one, send it right back for replacement. (And a tip of the *QB* helm to



Swap Shop

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

APPLE

Want to buy Bard 2-3, Neuromancer, Wizardry 2-5, Moebius, Times of Lore, Battletech, Knights of Legend, War of Lance, King's Bounty, Tangled Tales, Magic Candle, Journey, Space Rogue. Troy Montour, 100 Panorama Ave NE, Fridley MN 55421

Sell/trade, \$15 @, 2 for \$25: Ultima 3 (w/ maps, notes), Leather Goddesses, Bard 3, Legacy of Ancients. Want M & M 1 or 2, Magic Candle. T Jewell, 107 E Main St, Mt Horeb WI 53572

M & M 1, Bard 1—trade for RPG for Apple or MSDOS. N. Stouton, 3169 Glade Ct, Port Coquitlam, BC Canada V3B 1R6

\$15 @: Space Quest 1 & 2, King's Quest 3 & 4, Wizardry 5, Ultima 4 & 5, M & M 1 & 2, Maniac Mansion. Send SASE for list. Bud Hendricks, 155 Newell St, Pittsfield MA 01201

Sell/trade, \$15 @: Moebius, Legacy of Ancients, M & M 1. Wasteland w/cluebook, \$20. Ultima 4-5 w/cluebook, \$20 & \$30. Send SASE for list. Chris Brase, 789 N Fern St, Orange CA 92667

\$11 @, or trade (for IBM only): Ultima 5, Wizardry 1, 2 & 4, Deathlord, Bronze Dragon. Keith Anderson, 117 Montcalm Ave, Plattsburg NY 12901

Bard 3 w/hint book, \$15. Amnesia, \$10. Leather Goddesses, \$10. Macintosh, \$10 @: Enchanter, Sorcerer, Spellbreaker, The Pawn, King of Chicago. Arthur, \$15. Todd Walker, 1305 Chesterton Way, Walnut Creek CA 94596

\$10 @: Lurking Horror, Plundered Hearts. Paul Shaffer, 225 Franklin NE #47-W, Atlanta GA 30342

\$20 @: Pool of Rad w/cluebook, Bard 2 or 3 w/cluebook. Gauntlet, \$10. Dungeon Master's Asst. 1., \$15. A Martin, 1006 Bell Brook DR, Cropwell AL 35054

COMMODORE

Dragon Wars w/hintbook, \$12. Bard 3, \$12. Fran Maye, 493 Hurley Rd, Coatesville PA 19320

Amiga: sell/trade—Swords of Twilight, \$20. Want Hillsfar, Faery Tale, or send list. P. Maha, 73 Basswood Rd, Farmington CT 06032

Many new & all-time favorites for sale. Send for list. R. L. Ruth, 11330 SW 70th Terrace, Miami FL 33173

Transylvania III

Continued from page seven

potion to use on what, and coming up with the right magic words or passwords.

Mapping is also part of the challenge, for unlike most locations in Sierra adventures, those in *Transylvania* are often connected in the most unlikely fashion. From the graveyard, you go east to the Chateau; from there, however, you must go south to return to the graveyard.

I had trouble with one bug in the MSDOS version. Every other time I tried to restore a saved game, the keyboard locked up. Someone at Penguin said they're working on the bug; meanwhile, try punching the enter key again (if that fails, you have to reboot). It will let you save your games by name, but there's no way to read a list of saved games. And you can install the four 5.25" disks on a hard drive.

Vanquish the Night comes with a business card from Zin the Grande Necromancer (a helpful character in the game), and a clue-filled booklet called *Ramblings of a Mad Scientist*, by Baron von Budweis. Even better, you get a free copy of the original *Transylvania I* with the MSDOS version.

Conclusions: The satisfying logical puzzles, good clues and original sense of humor make up for graphics, which even with VGA are less than impressive. Of course, veterans of the previous *Transylvania* tales won't want to miss this one. Those relatively new to the genre will also find it worth their while, especially since you get *two* games.

Skill Level: Intermediate

Protection: None

Price: \$39.95

Company: PolarWare/Merit

Amiga: trade/sell—Dream Zone, Silicon Dreams, \$12. Breach 2, Universe 3, \$18. Arthur, \$23. Zork Zero, \$28. Postage, insurance included. Write 1st. Richard Goodkind, 4444 W Pine #413, St Louis MO 63108

Amiga: trade—Swords of Twilight, Keef the Thief, Heroes of Lance, Zork Zero, Targhan, Space Rogue, more. Send your list. Nathan Franklin, 30 Parkview Dr, Feeding Hills MA 01030

Amiga: Most Infocoms, \$20 for any 3 titles. Sinbad, Dark Castle, Bard w/cluebook, Return to Atlantis: \$10 @. 1010 internal drive, \$100. Paul Shaffer, 225 Franklin NE #47-W, Atlanta GA 30342

MSDOS & Quest-alikes

Trade/sell, \$20 @: Battletech, Arthur, Shogun. Planetfall, \$10. Brad Nolan, 8 Longmeadow Rd, Lincoln RI 02865

X-Men

Continued from page six

sume the roles of superheroes in an adventure game and use their individual talents to succeed in a quest. *X-Men* is the first *real* interactive comic book. You write it as you play. But the best thing about it is—no reading.

The graphics in *X-Men* are very good. Each level of the complex has its own atmosphere, from the Old West to a Gothic castle. In addition, the animation of the *X-Men* is superb. They really do move as I pictured them moving while I read the comic books. Sounds are limited in the game, with punches and kicks the only audible noises aside from the opening circus theme. Atmospheric music would have topped off the game. [MSDOS gamers with Ad Lib boards will get this extra topping, hearing assorted tunes as well as sound effects.]

Conclusions: The only complaint I have about *X-Men* is that there should have been more green potions around Murderworld, or the ones that are there should have restored a character to full health. Other than this, *X-Men* was very well done and will appeal to all types of game players, especially adventurers. Plus, you get a special comic book that's packaged with the game and not available anywhere else, making it an instant collector's item. At this point, I can't wait for Paragon to put out the *Punisher*—who just so happens to be my favorite comic book character. [*X-Men II* is also on the way.]

Skill Level: Intermediate

Protection: Disk

Price: C64, \$34.95; MSDOS, \$39.95

Company: Paragon Software / Medalist International

Trade/sell: Ultima 5 (3.5"), \$25. Bard 1 (5.25"), Bard 2 (both formats), \$20 @. Lukito Agasalem, 14301 Bruce B Downs Blvd #1004, Tampa FL 33613.

Sell only, 5.25" only: King's Quest, \$25. Mines of Titan or Bard 2, \$20. \$15 @: Space Quest 1, 2, 3, Police Quest, Manhunter NY, Star Command, Alien Fires. Robert Kraus, 3038 N Christiana Ave, Chicago IL 60618

Many IBM 5.25" games to sell/trade. Send list & SASE. Mark Kassouf, 12767 Royal Ave, Grand Terrace CA 92324

Sell or \$11 @: Ultima 5, Wizardry 4-5, Magic Candle, Paladin, Demon Stalkers, Journey, Prophecy, Wasteland. (Write for full list.)

Want any King's Quest, Hero's Quest, Dragon Wars, Azure Bonds, Keef the Thief. Keith Anderson, 117 Montcalm Ave, Plattsburg NY 12901

Continued on next page

Waiting for Duffy

Duffy's in the gazebo, so contact these people if you can help.

Dark Heart of Uukrul: where is arming mechanism? L Defoor, 2880 Stiegler Rd, Medina OH 44256

Krynn: need CGA simulator that will run Krynn (SimCGA like 5.0 or higher) for use w/Hercules. M Kassouf, 12767 Royal Ave, Grand Terrace CA 92324

Ultima 5: need Mantra of Honor, help on uncaging dragons in dungeons. N Hughes, 5801 Flaxman St Lot 75, Pensacola FL 32506

Mindshadow: need help; walkthru would be nice. S Gosinger, 21 Sturbridge Ct, Nanuet NY 10951

Swap Shop

Continued from previous page

Sell only, 3.5": Hero's Quest, Code-name ICEMAN, Manhunter NY, Police Quest 2, Black Cauldron, Space Quest 3. For prices, write to Damien Harris, 247 Lochridge Dr, Durham NC 27713

Sell only, 3.5"—\$20 @: Wizardry 5, War in

Middle Earth, Bard 2. \$15 @: Pirates, Starlight, Alien Fires, Star Command. Robert Kraus, 3038 N Christiana Ave, Chicago IL 60618

Wanted: IBM CGA video monitor & connecting cable. OK if not in working order, as long as it's cheap. Tom Radigan, 264 Addison Rd, Riverside IL 60546

Trade: Mean Streets, M & M 2, Faery Tale, Breach, Hero's Quest, Ultima 5. Want Neuro-mancer, Circuit's Edge, Ultima 6. Rob Garcia, 34 Ridge Rd, Barrington Hills IL 60010

ATARI ST

Trade/sell: Space Quest 3, Baal, Captain Blood, Battletech, Mercenary, more. Send SASE for list. Rhett Butler, 226 W Sandusky St, Findlay OH 45840

Trade/sell: Heroes of Lance, Deathbringer, Ultima 4, more. Want Drakkhen, Hero's Quest, Keef the Thief. Tom Page, 96 Haddon Pl., Upper Montclair NJ 07043

Trade/sell: Ultima 4, Moebius, Star Trek: Rebel Universe, Batman, Gold of the Realm, more. Send for list (SASE preferred). John Alexander, 6848 Brian Michael Ct., Springfield VA 22153

MISCELLANEOUS

Wanted: anyone interested in joining an officially licensed Sierra Pen-Pals group. Kevin Wagner, POB 36, Fombell PA 16123-0036

Passport to Adventure

Ultima VI: MSDOS.....\$65
Loom: MSDOS.....\$50
X-Men:.....C64, \$30; MSDOS, \$35
Transylvania 3: GS, MSDOS.....\$32
Champions of Krynn: Amiga..... \$45
Hero's Quest: Amiga (1 meg..... \$45
Conquests of Camelot: MSDOS..\$45
Code-name ICEMAN: MSDOS.. \$45
Bad Blood: MSDOS, 640K VGA,
512K EGA, Tandy, 384K CGA.....\$50
Quest for Clues I or II: \$24.99
Official Book of Ultima.....\$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
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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).

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