

# QUESTBUSTERS™

The Adventurers' Journal

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## Police Quest raids QB office!

The amber bottle of Waterfill and Frazier, Wyatt Earp's favorite whiskey, waited on my desk when Jim Walls arrived. I had picked it up in Mexico weeks ago, and upon learning Walls and Sierra's public relations honcho Anita Greene were flying in to give me a sneak peek at the game, had figured that Earp's brand would make an appropriate way to welcome to the author of *Police Quest III: The Kindred* to Tucson.

After we toasted Sonny Bonds, Wyatt Earp, the Old West, the New West and the Great Northwest, Walls popped open a portable Toshiba 386 and rigged up a pair of Bose speakers.

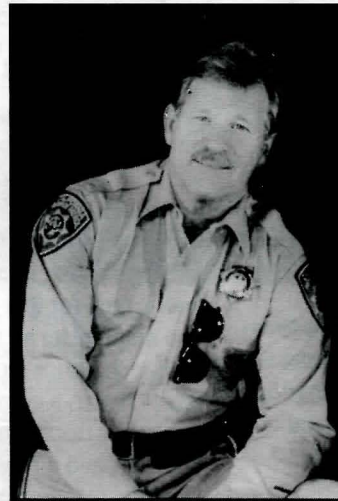
by Shay Addams

Composed by Jan Hammer of *Miami Vice* fame, the music's driving beat and dynamic melodies make an exciting counterpoint for the digitized video used to illustrate the characters.

The first one I saw was Walls himself, decked out in his old California Highway Patrol uniform. Besides appearing in the opening scene, he shows up when you make mistakes in the process of investigating crimes. Other characters, cars and props are also depicted with digitized videos and photos.

### Cult of the Kindred

This time Sonny is after a serial killer. The chase begins when he races to the scene of



A similar photo of Walls was digitized for the game

a murder attempt, unaware that his wife Marie is the victim. She lives but is hospitalized with a coma.

Sonny sets out to track down the psychopath

responsible for a series of similar killings, eventually identifying him as none other than the brother of Jesse Bains, the Death Angel — the villain of *I and II*.

Bains' brother went wacko and wound up in some crazy cult. In addition to bringing him to justice, you've got to ferret out a crooked cop in the department, a sub-plot that gives this *Police Quest* more depth than previous ones.

Walls pays close attention to the mail he gets from adventurers. That's why Sonny, even though he was promoted to Homicide for solving previous crimes, starts this one on traffic duty. "People said they liked stopping cars and giving out

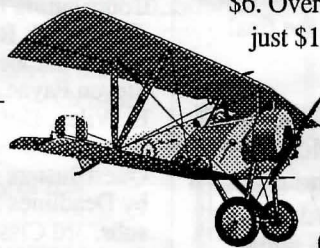
Continued on page 2

## Simulations!™ cleared for take-off

It was the best of times, it was the worst of times — it was time to launch another publication. *Simulations!* will cover the fast-growing field of flight simulators, tank simulators, world simulators — everything but golf simulators! (In fact, we almost called it "Everything but Golf.")

*Simulations!* will be published seven times a year and commence with a November-December issue. Subscriptions are \$16 a year to USA addresses. But *QB* subscribers can get *Simulations!* for half the regular subscription rate, or even less.

If you have a 3rd class sub, it will cost



only \$8. A 1st class or Canadian *QB* sub entitles you to get *Simulations!* for a mere \$6. Overseas *QB* subscribers can get it for just \$15. (All checks and money orders should be made payable to Eldritch, LTD.) If you prefer to see a sample copy first, send \$2 for the premier issue.

### QuestBusters forever!

And don't worry about this new publication diverting our attention from *QB* and adventures — as you can see in this issue, the design work for the launch of *Simulations!* has already begun to pay off in an improved 'look and feel' for *QB*.

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Fall finds the industry fumbling along in hopes of making their Christmas deadlines. Here's what was supposed to have shipped for MSDOS

in September: *Leisure*

*Suit Larry V, Police Quest III, Planet's Edge, Might & Magic III, Twilight 2000 and The Martian Memorandum. Pools of Darkness and Wing Commander II* did ship last month. Conversions for September include *The Immortal* (MSDOS) and *Space Quest IV and King's Quest V* for Mac and Amiga.

But when a company says a game is shipping, that doesn't always mean to the stores: it may mean to the duplicator, or to the distributor after duplication, after which it goes to the stores. The further east you live, the longer your wait.

### Octoberquests

October is hereby declared the Official Month of the Sequel for MSDOS quests: *Spellcasting 201, Conquest of the Longbow, Les Manley II, Elvira II, Shadow Sorcerer, Indiana Jones II, Monkey Island II, Lord of the Rings II, Magic Candle II, Castles Campaign Disk I, Star Trek, Bard's Tale Construction* and *Ultima VII* (if you really believe Garriott will ever finish one on schedule).

Count on several others slipping into November. One developer, Ali N. Atabek, told me that if his game, *Magic Candle II*, "...doesn't ship by October 15, there will be executions around here...and I'll be first!"

Then in November start looking for *Bane II: Crusaders of the Dark Savant, Buck Rogers II, Eye of the Beholder II, Dusk of the Gods* and *Ultima Underground*.

No games are planned for December, since they wouldn't reach the stores until January — which is when at least a half-dozen of the above titles will really arrive.

### Police Quest.....from page 1

tickets. Now they'll also get to direct traffic after a big accident."

Some of the excuses you'll get from speeders are based on those he got from real drivers when he was giving them real tickets. (These scenes are among the most amusing in the game.)

### High-tech tools

There are more puzzles, and they're not quite as easy. They weren't even easy for Walls: "I had already designed the puzzles for a parser interface," Walls recalled. "Then Sierra tells me they're going to use the new 'no parser' interface, and I had to revise everything."

Sierra's new interface is well-suited for this game, in which you manipulate an assortment of high-tech police tools: the breathalyzer, a computer that spits out traffic tickets in the front seat of your car, and a "game in itself" machine that creates composite drawings of suspects as you choose different eyes and other facial features.

The emphasis is on suspenseful authenticity: it's a by-the-book procedural that rewards you with points for following correct police procedure as you unravel puzzles. The gritty world of police work that he lived in for years is brought vividly to life by the digitized videos and exciting music — and Walls' sense of humor keeps it as entertaining as it is realistic.

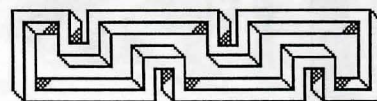
The IBM version should be on the shelves by now, and we'll have a feature review as soon as the final version rolls in the door.

### Quote of the Month

"There are quests and roads that lead ever onward, and all of them end in the same place — upon the killing ground."

Stephen King,  
*The Dark Tower*

## The Mail Maze



Dear QuestBusters:

I'm excited about hearing speech in the new games. *QB* has recommended Sound Blaster, but since I have an Ad Lib, wouldn't I be better off upgrading it to an Ad Lib Gold if I get a good deal?

Bill Borre

*The new Ad Lib Gold and Sound Blaster Pro are not recommended: they're aimed at the multimedia market and will receive no significant support from game companies for at least a year (the Gold and Pro, however, will still deliver standard Ad Lib and Blaster sounds and music). The Sound Blaster has a standard DAC for speech, and the original Ad Lib does not have a DAC at all. Sound Blaster also gives you a joystick port. The Gold will have a non-standard DAC that will require specific support from designers, so you are better off selling your Ad Lib and getting a Blaster. A Roland has the best sounds but no DAC. If you can handle it, get a Blaster for speech and Roland for sounds: some games support both simultaneously, the best of both worlds.*



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# Gateway to the Savage Frontier

Another in SSI's series of Gold Box games, *Gateway* sports a newly improved game combat and wilderness exploration game engine. Though the familiar eight-bit graphics look the same, game play is quick and better than in previous offerings in the series.

It continues the Gold Box games' tradition of interactive fiction, a tradition that was not respected in *Eye of the Beholder*. Disappointingly short and with only a few levels, *Eye* had barely a half-dozen narrative interactions.

## A new epic

Set in the Forgotten Realms, this is volume one in SSI's new Savage Frontier "Fantasy Role Playing Epic." So just as the earlier Forgotten Realms four-game "epic" draws to a close this Christmas with the game *Pools of Darkness*, a new "epic" series emerges to continue the Forgotten Realms saga.

*Gateway* takes place in the northern Sword Coast, stretching from the Trackless Sea to the Great Desert of Anauroch. This is also the setting of *Neverwinter*, the Gold Box on-line game from SSI and America On-Line.

(The on-line game has the look and feel of other gold box games, with the added dimension

of a travelling party of real adventurers. If you get the chance, compare the map of the city of *Neverwinter* in *Gateway* to the one used in *Neverwinter*.)

Led by Lord Manshoon of Zhentil Keep, agents of the evil god Bane have forged an alliance with the

Kraken Society stronghold on an island in the Trackless sea (Krakens worship giant ship-eating squid). This alliance involves many evil characters who have hidden those special magical artifacts that can restore the balance between good and evil in the realms.

*Gateway* is true to AD&D game play. Besides help from the good minions of the realms, you also get aid from evil minions who feel members of the evil alliance

"...have forgotten that a single dagger at midnight may sow greater terror than 10,000 swords at dawn!"

This is a game of exploration and a few puzzles. There are some codes to crack and puzzles to solve, but most of your time will be spent exploring.

## Limited character levels

You begin with a new group of novice adventurers who can progress as high as level eight for Fighters, Paladins and Thieves. Clerics and Magic-users are limited to level six, while Rangers top out at level seven.

Limited levels are usually a drawback, but as with SSI's original "epic," the game will continue through several volumes in which the player levels are virtually infinite.

The level limitations are logical, but characters may be

overmatched by the end game sequence that pits them against five level eight Fighters, two level six Mages and up to twelve Shambling Mounds [at least you don't have to fight Gary Shandling Mounds!].

The end game is one long battle in which you can't see a complete view of the level, or even save the game.

## Automapping to the end

Automapping assists you except for the end game, where you walk

through the overhead diagonal combat view of the game in a series of battles. As you exit the map or expend a sufficient

number of character moves, you are confronted with a new battle.

If you go back to a previous encounter map sheet, you are forced to fight the same group of monsters again — magically resurrected for just this purpose. I found this end game battle particularly unsatisfying.

Character generation has the same popular feature for customizing your character icon. The "modify" option again allows you to customize characters by giving them the same statistics they possess in other games. Character generation (as do all features of the game) follow AD&D second edition rules, which is part of the reason for the overwhelming success of SSI's long-running series.

## Autocombat still deficient

Combat speed is significantly improved over earlier Gold Box games, but autocombat is just as illogical and inefficient as in the previous games.

When the autocombat option is in effect, you cannot approach the enemy while using the bow, then switch to the more appropriate melee weapon when close enough. Spells cast in autocombat often are aimed improperly, affecting your



**Type:** Fantasy Role-playing  
**System:** MSDOS (640K and hard disk or two floppy drives required; high density or double density 5.25" or 3.5" disks; CGA, EGA, 256-color VGA; AdLib, Sound Blaster, PC Speaker, Tandy)  
**Planned conversions:** Amiga, C-64 (both by October)

by Al C. Giovetti



## Savage Frontier...from page 3

party or enemy when this is not desired. Wilderness travel on foot or by boat is performed by moving the party cursor with the input device across an aerial view map. Book passage on a boat to islands in the Trackless Sea, and text and a picture of a boat replace the aerial view.

You can use joystick, mouse or hotkeys for commands and choices. All function satisfactorily.

I prefer keyboard because it gives precise, quick control if you type well. (But I can't wait for voice control: "hey, dummy — grab that gold!")

Sound effects are digitized, and my Sound Blaster played music and sound effects that were of high quality and quite entertaining. Disappointingly, music was used only in the introduction, and sound effects were limited to combat.

It was a real pleasure to install the single high-density disk without any disk swapping. *Gateway* ran smoothly from my hard drive and DOS 5.0.

Documentation consists of a 43-page Adventurers Journal used for the copy protection, a 4-page data card for the IBM, and a 12-page rule book.

**Conclusions:** Despite a disappointing end game, weak autocombat and shortage of sound effects and music, *Gateway* has a good story and continues in the award-winning Gold Box tradition. The technology is old, but *Gateway's* tactical combat and the depth of the story carry it.

If you're into high-tech graphics, quick and dirty combat or involved puzzles and codes, this may not be for you. If you like interactive fiction-style RPGs with plenty of exploration, a good automapping system, a good story and the thrill of AD&D computer gaming, you'll probably enjoy *Gateway*.

**Skill level:** Intermediate  
**Protection:** Keyword  
**Manufacturer:** SSI/EA  
**List price:** \$49.95  
**QuestBusters price:** \$35



*"The technology is old, but Gateway's tactical combat and depth of the story carry it."*

*Vote early, vote often!*

## Best Quests of 1991?

In the past we have always relied on our contributing editors to pick the best quests of the year. But to celebrate the restoration of a budding democracy in the Soviet Union, *QuestBusters* will let you decide this year. (Then if you don't like

the decisions, you have only yourselves to blame!)

Just fill out the accompanying ballot and send it in by December 15, 1991 (photocopies, hand-written and typed ballots are fine).

*Quest of the Year* \_\_\_\_\_

*Fantasy Role-playing* \_\_\_\_\_

*Science Fiction Role-playing* \_\_\_\_\_

*Animated Adventure* \_\_\_\_\_

*Illustrated Text Adventure* \_\_\_\_\_



# Knights of the Crystallion

In the past I have reviewed games for *QuestBusters* that, while they are not pure adventures, have an adventure-like theme or goal and enough neat elements to make them worth covering. *Knights of the Crystallion* is one such game.

Exclusively available for the Amiga as of this writing, *Knights* takes five completely different types of mini-games and puts them together into one composite game that requires a reasonable level of competence in each of the mini-games for overall success.

One of the five is a boring exercise in trade and community relations, another is a straightforward memory game and two more are just plain strange. The final section, where you will spend most of your time, is primarily an exploration game with difficult mapping due to the unconventional spatial relationships of the various paths and caves.

*Knights* is set in the city of Orodrid, a place hollowed out in the skeleton of a great beast that died many years ago. The skull of the beast is the size of a small mountain. Deep inside Orodrid are crystal eggs that hatch to produce a crystal horse called a Crystallion.

Crystallions are successfully hatched by people who tune in mentally to the egg and its inhabitant. Otherwise only crystal shards appear when the egg opens. The way to hatch a Crystallion is to be successful in each of the five games in *Knights* and learn how they relate to one another, because they are not entirely separate.

Though the concept behind the game goes a bit too far to be believed, *Knights* makes up for it with interesting mini-games. The game called Tsimit ('skull') requires the player to explore the skull of the

beast to find the location of the egg. Deketa is a card game very much like Concentration. Bosu is a strategy game like Go or Othello: you place stones on a circular board in order to capture more intersections than the computer. Proda is a geometric game in which the player assembles crystal structures to power up the Crystallion suit worn to explore the Tsimit.

Finally, Haresh is an economic game necessary to support your family on your journey to knighthood. None of the games are particularly difficult to

play, but I have to question the enjoyment found in trading goods with the other families and wandering merchants.

## TsimitCity

Tsimit is where you will spend most of your time. As you play, you will grow more familiar with the paths inside the skull, especially those that take you to other rooms. This game appears in a side-view: you use the mouse to choose a destination, and the on-screen figure moves there directly. The left mouse button blasts fireballs at enemy spiders and lizards.

Collect the crystals along the way, and a horse head will flash in certain rooms to indicate the path that leads to the eggs. That's all there is to it — but the rooms and paths will keep you more than busy. Unfortunately, replay value drops to zero once you find the way out.

How well you perform in the other mini-games determines success in Tsimit.

Playing Deketa sharpens the concentration and memory skills necessary to find the crystal eggs in Tsimit. Eight pairs of numbered cards appear on a desk and immediately flip over. You select two. If they match, they disappear from the desk into a pile on the right side of the screen. Keep choosing cards until all pairs are gone. In later stages, the computer shuffles the cards after each selection. Though it is very simple to play, Deketa soon gets frustrating as you lose track of the cards.

Bosu is the only game other than Deketa that can stand alone. Many times I played it and tried to forget about the rest of the game. The Bosu game board consists of five rings that are split by eight rays emanating from the center ring.

There are squares at certain intersections on the board. The player and computer take turns placing stones on empty squares until all the stones in reserve are gone.

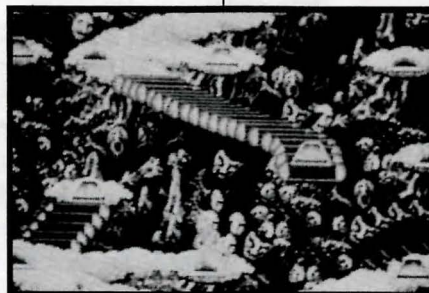
After placement, all intersections between two stones of the same color are 'captured' and a smaller stone of that same color marks the spot.

The side with the most intersections wins. Eventually, you should learn a winning strategy and be able to win with little effort.

Proda is the weirdest game in the bunch. You should tackle this mini-game after some time in Tsimit. The purpose of this one is to strengthen the Crystallion armor suit. In order to play it, you must first have collected some crystals in Tsimit.

You drop these crystals on the ground of the 3-D screen and connect them together to form crys-

**Type:** Hybrid with five mini-games  
**System:** Amiga (512K)  
**Planned conversions:** maybe IBM



by Russ Ceccola



# Pools of Darkness: one last

I am not a fan of SSI's Gold Box games. I liked *Pool of Radiance* and played through *Curse of the Azure Bonds*. And even though *Secret of the Silver Blades*, SSI's third release in their Forgotten Realms AD&D Gold Box line, was fun to play for a while, there was just too much of the same old thing.

After all, there are seven games driven by this EGA-based, PC speaker game engine: *Pool of Radiance*, *Curse of the Azure Bonds*, *Silver Blades*, *Champions of Krynn*, *Death Knights of Krynn*, *Buck Rogers* and the new on-line AD&D game, *Neverwinter Nights*.

On the other side of the realm, there have been vast technological jumps from

*Might & Magic II to III*, *Ultima V to VI*, and from what I've already seen, from *Bane of the Cosmic Forge* to *Crusaders of the Dark Savant*. No game other than AD&D could have sold so many copies while doing so little to improve the game engine. That's why I was pleasantly surprised to find a solid fantasy RPG in *Pools of Darkness*, one that will thrill Gold Box fans — and maybe even win over a couple of Gold Box grouches.

## **Pools takes the leap**

Finally, the series drops its antiquated death grasp on your EGA/PC speaker system by supporting VGA graphics and soundboards with true sound throughout the game, not the cheese that passed for a theme song in *Blades*. SSI takes good



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## Crystallion.....from page 5

tal "guns" that fire energy bolts at rods in the center of the screen. The rods collect the energy and charge your Crystallion armor. Proda is fun because of the special effects and the numerous arrangements of crystals. Put too many crystals in a structure, and it explodes.

Finally, Hareish is the financial part of the big picture. A Hareish is an association of trading families that controls a town's economy. You control one of the families and must trade commodities such as Wine & Bread or Pottery & Baskets with other families, another Hareish or wandering merchants that act as go-betweens with distant Hareishes.

This mini-game supports the others by keeping your family alive, but I really had no fun with it. If the results of successful trading were automatic, *Knights* would be much more enjoyable.

## **HAMming it up**

Designed on an Amiga, the game contains special features that will not be available in conversions. Most importantly, it supports the HAM (hold-and-modify) 4096-color mode, allowing a lot of digitized images and swirling colors.

The Deketa game board looks the

nicest because of the changing colors on the backs of the cards. Other parts of the game show tremendous detail. *Knights* is what all games should look like regardless of the computer.

Music and sound effects are superb. Each mini-game has its own theme, and the sound effects are explosive and clear. A cassette of the various musical numbers is included in the package, along with the manual and a weird poetry book that enhances the atmosphere and acts as copy protection.

**Conclusions:** *Knights* reveals the effort that went into the game from the very first screen. Though I was unhappy with certain aspects and bored with others, it was just unique and weird enough to make me want to finish it. It's tough to top the number of disparate elements in this game, but someone is sure to come along and do just that.

Both enjoyable and sometimes confusing, *Knights* will appeal most to those with a more experimental approach to gaming. Now I have to figure out what to do with a crystal horse!

**Skill Level:** Beginner to novice

**Protection:** Keyword

**Company:** U. S. Gold

**List price:** \$49.95

**QuestBusters price:** \$35

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*"...this Amiga game has special features that will not be available in future versions."*

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# dip into the Lost Realms

advantage of the VGA palette, improving everything but the character icons.

The first-person viewpoint is significantly improved, offering many more wall sets for the different caves, dungeons, castles and towers. It doesn't match the exquisite wall sets seen in *Might & Magic III*, though it improves greatly over previous Gold Box games.

## ***This is the end, my only friend, the end...***

*Darkness* is the finale to your long quest that started with *Pool of Radiance*. Bane, the evil god who caused you all that grief in *Radiance*, *Azure Bonds* and *Silver Blades*, has gone off the deep end.

He has captured the cities around Moonsea and filled the countryside with Drow, Spectres and roving bands of Wizards. Which is perfect for a guy like you, +5 Longsword sheathed on your Girdle of Giant Strength.

The quest begins with a VGA sequence showing Bane giving orders to his four lieutenants to make your life miserable. And they do. You must clear out several areas to use as your bases of operation, which will serve as a temple, training grounds, shops and the like.

Then several monster lairs must be exterminated. Four of these lairs contain dimensional gateways into other dimensions, where you must defeat Bane's underlings and play the ultimate pool maintenance hero by destroying the Pools of Darkness — Bane's link to your world.

You can start by creating high-level characters, but transferring your characters from *Blades* with items intact is recommended. With the exception of multi-classed Fighter/Thieves, multi-classed non-humans are not recommended: their maximum attainable levels will be too low to survive the rigors of a dip into this particular Pool.

Now that your characters can advance

to the 25th level, super-powerful spells such as Otto's Irresistible Dance (Otto was a partying wizard, I guess, much like Russ Ceccola) are available to Archmages, Resurrection to Clerics.

Your six characters travel around towns, castles or dungeons. For some outdoors action, you move a cursor around an overhead map of the lands around Moonsea. (The interface is the same as all Gold Box games.) Though the map only shows major terrain features, you'll run into smaller buildings such as forts and towers.

SSI tells me that *Darkness* is huge, much bigger than any previous Gold Box game. They said that about *Silver Blades*, and while I'm sure it was true, *Silver Blades* had too much combat, and *Darkness* also suffers from this malady.

## ***Demons begone!***

The foes are quite interesting and generally pretty tough; you'll encounter dozens of Spellcasters in a single encounter, Liches, Beholders and ancient, huge Dragons. And lurking further down the road, new "Demons" make their AD&D debut in *Darkness*. Note that TSR no longer uses the word "demon" or "god," kowtowing to mail from irate Bible-

freaks who complained, ignoring the fact that the AD&D universe is skewed towards good defeating evil.

(Not that anyone ever accused these reactionary fundamentalists of comprehending the issues.)

Gold Box veterans will be greeted by familiar faces: NPCs Vala, Nacacia and Priam wait to aid you in the quest. SSI has always given their players a good sense of continuity, one of the strongest points of their AD&D games.

Unlike in previous Gold Box games, NPCs who join your party no longer act on their own accord; they won't reck-

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*"Darkness may even win over a couple of Gold Box grouches."*

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**Type:** Fantasy Role-playing  
**System:** MSDOS (640K & hard disk or two floppies required; HD disk; CGA, EGA, VGA/MCGA, TGA; Ad Lib, Sound Blaster, Tandy)  
**Planned conversions:** Amiga, C-64

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by Bernie Yee

Continued on page 14



# Real role-playing arrives on Sega

The unleashing of so many 16-bit videogames into the game market was sure to include a few good adventures and RPGs. Electronic Arts recently made the jump into the 16-bit market with a number of titles for the Sega Genesis machine.

Five of these are of particular significance to *QuestBusters* readers: *Might & Magic: Gates to Another World*, *Centurion: Defender of Rome*, *The Faery Tale Adventure*, *King's Bounty: The Conqueror's Quest*, and *Populous*. All are very good translations of their popular computer game counterparts. In some ways, these versions surpass the originals.

Electronic Arts decided from the start to put as much effort into their Genesis titles as into their other games. These five are fine examples of that approach.

They were not merely ported over from the computer environment but instead were redesigned for the Genesis and its capabilities.

## ***Might & Magic: Gates to Another World***

If there were one adventure game that I absolutely had to have for my Genesis, it would be this one. This game takes its subtitle from a location in the first computer game of the *Might & Magic* series but is actually the Genesis version of *Might & Magic II*, renamed to avoid confusing Genesis buyers who might inquire about a first game.

New World took the original and actually made it look better on the Genesis. In particular, the first-person views look great, and the character, monster and other animations are very fluid.

The only problem with this game is that it is so large. I had a friend

who gave up on the computer game for this reason, but enjoyed every minute nonetheless. The same is true in this version.

One of the largest videogame RPGs ever, this is Electronic Arts' only adventure for the Genesis to feature battery backup for saving games. The other titles in this article give players a password that lets you restart at the same spot. *Might & Magic* challenges players to ultimately save the land of Cron, but many mini-quests and puzzles will keep them busy along the way.

## ***The Faery Tale Adventure***

Though MicroIllusions brought us the original game, New World Computing designed the Genesis version of this sleeper hit RPG from the past. *Faery Tale Adventure* has many unique features that distin-

adventure game].

Essentially, *Faery Tale* is a one-player game that gives you three chances to succeed, a quest that is especially strong in characters and interesting locations.

The game is played from a three-quarters, or oblique, perspective with exceedingly quick animation. You can literally "feel" the difference between walking on paths and grass. The game is structured well to include mini-adventures that fit into the main quest and employs the same intuitive interface as the original Amiga game.

## ***Centurion:***

### ***Defender Of Rome***

*Centurion* is one of those games that you'll play again and again in order to get it right or take a different approach to conquering the lands

surrounding Italy. The purpose of the game is to build a Roman Empire that stretches all across Europe. You do this by sending out legions to take over the provinces around Rome.

The secret to success is keeping the provinces under your control profitable and loyal. This is also difficult and requires diplomacy as well as skill in battles and games. From the sea battles to the ever-popular chariot races, all the elements that made *Centurion* unique appear in the Genesis version.

Most impressive are the sound effects and music in this version. The land battles are marked by many snorting horses. Though I found it tougher to get started and use the interface than in the other Genesis titles, this one won me over in the end. It was designed by the same team (Kellyn Beck and Bits of Magic) as the original, and their design skills and original vision show through.

## Differences between Sega & computer RPGs

In most cases the graphics are sharper than those of the original game, and all the games have better soundtracks because of the Genesis' awesome sound abilities. These five titles are closer to the Amiga versions than to other computer versions, but have smoother graphics and that great sound.

Because the Genesis controllers have only three buttons and a directional pad, the games with a lot of commands make use of menus for game control. This approach actually works better than hitting certain keys on the keyboard, and I found it refreshing to replay the titles in this environment.

guish it as one of the finer games available. In particular, it is a one-player game in which you take the role of one of three brothers (Julian, Phillip or Kevin) sent to find a Talisman that will save the land of Holm. If your character dies, you become one of the other brothers [making this Bob Newhart's favorite

by Russ Ceccola



# The Amiga's Altered Destiny

## **King's Bounty: The Conqueror's Quest**

In most cases, you play an adventure to its conclusion and never pick it up again. *King's Bounty*, designed by New World, is unique in that it is highly replayable. With multiple difficulty levels and randomly generated character and object locations, you won't get bored easily.

*King's Bounty* sets up the player as the leader of a party whose goal is to find 25 pieces of a map that will reveal the exact location of the Sceptre of Order, wrenched from the hand of King Maximus by traitors. The game has a time limit, and putting together the puzzle also heightens the tension to complete the quest. New World duplicated their innovative game on the Genesis, including the quirky combat system. This version is highly menu-oriented and especially notable for the great spot animation and bright colors.

## **Populous**

*Populous* is a highly addictive game from the innovative British design team Bullfrog. In it, gamers 'play god' to gather followers in the worlds of the game before the rival god completely takes over. An expanded version of the game on the way from Acclaim for the Genesis (explain how this licensing snafu happened!), but Electronic Arts' version is the same game that computer players raved about.

The Acclaim version will add lots of bells and whistles, but gameplay will be the same. If you can't wait, pick up this version. Because it's on a cartridge, it plays faster than the original. Animation is smoother, and sound effects are very prominent. Just try not to let loose too many fires or flash foods!

**System:** Genesis  
**Company:** Electronic Arts  
**List price:** \$49.95

If you're one of the many Amiga owners who feels your destiny is to play nothing but straight conversions of IBM games that don't take advantage of the Amiga's special powers, don't give up yet — your destiny has been altered by Accolade. They just released the Amiga version of *Altered Destiny*, designed by Michael Berlyn, an offbeat quest to stave off your own world's demise by saving an alternate dimension from disaster.

The Amiga version unfurls enhanced 32-color graphics across your screen. And they didn't stop

there, going on to improve the interface so your character "autowalks" to a spot you click on with the mouse. It is hard disk-installable and offers a number of other minor but thoughtful "Amiga-style" enhancements not seen in the MSDOS version. And it includes the \$12.95 clue book. For all Amigas, it requires one meg.

**Difficulty:** Intermediate  
**Protection:** Codewheel  
**Company:** Accolade  
**List price:** \$59.95  
**QuestBusters price:** \$45

## **Terminator: asta lavista, babee...**

*Terminator* is basically a real-time arcade adventure game that tosses in a very little bit of stealing and an automobile simulator. You will have to acquire weapon and ammo and do a lot of fighting. Other than the driving simulator and the problem of weapons and ammunition, it's a seek-and-destroy shoot-them-up.

You can play either the Terminator, sent from the future to Los Angeles to kill Sarah Connor, or freedom fighter Kyle Reese, sent to protect her. As Reese you must kill the Terminator to win, not just evade him as in the movie.

The first-person display shows a detector: keep the green line pointing straight up, and you will eventually find your quarry. In driving mode, the tracker is a red arrow at the bottom of the view area. You may use either automatic or manual transmission cars to ram opponents.

There are some complex functions for healing, map display or automapping, and others with which you should familiarize yourself. Scenery is essentially filled polygons, and the artistic renditions on the back of the box are only seen in the introduction, while inside a shop, or in the victory screens.

The filled polygons in the rest of the game don't have as much detail as do the stills on back of the box. Music is heard only in the introduction, and you hear screams, gunshots, car engine, and others while you play.

*Terminator* is not a true role-playing game or graphic adventure and is not likely to appeal to anyone primarily interested in such games. There are no puzzles to solve, nor is there really any area to explore, since the game comes with an accurate map of downtown Los Angeles.

**Difficulty:** Intermediate  
**Protection:** red film to read codes  
**Company:** Bethesda Softworks  
**List price:** \$54.95

**Type:** Arcade adventure  
**System:** MSDOS (640K RAM & hard disk required, 286 or faster recommended, supports extended memory; joystick optional); EGA, VGA; Sound Blaster, M-Sound, Ad Lib  
**Conversions planned:** Amiga

by Al C. Giovetti



# Walkthrough: Megatraveller 2

## General notes

To find a Gas Giant for refueling, look for a dot on a circle containing the city name on the maps. You need 36 coynes to win. When entering a Starport through Customs, give most weapons to any Vagr in the party to get them through. You need a Scout and a Naval Officer to get through some Starports via the backdoor. You can travel faster with the Ancient ship from the Gas Giant in the Ylaven system. First get antimatter fuel cores from the Ancient site on Patinir.

Use only skills you will need; split them up among your group. Give Vacc to everyone; one should get Doctor, one Pilot and one Engineer skill. Get Laser for all, Turret Gunner for two and add Energy Weapons later. One needs strong Interrogation.

Get full Body Armor and Laser Rifles for all, a Medical Kit for the Doctor. Save after arriving in each town. After thirteen saves, copy them to a disk and start over.

## Finding the experts

**Startown, Rhylandor:** Visit Library and read about Ancients. Then contact the following experts on the Ancients:

**Trow Beckett:** in Startown hotel yard. He gives you a locator and coynes and will buy photos or artifacts (use at sites before selling).

**Oeghrra Scan:** at Arden, Regina, in a building with a loop-like structure.

**Beckett Senchur:** Enope, Shaniira, Regina. Wants you to find a coyne.

**Harim Flored:** Hafka Town, Zivije,

Rhylandor. Look in a hotel or apartment in northeast corner of the city. He gives you a Gold Shield.

**Martin Frevil:** Heroni, Lunapi Ina, Rhylandor. He is located across the street from the bank. He has one battery and tells about Fulican.

**Desdrillough:** Treece, Dishak, Lanth. In building with orange edge on roof.

**Stuart Weston:** Extolay, Sha City, Lanth. Kill him and get the note.

Talk to as many characters as you can to learn about the game's two plots. Corner a Thug for information about plot leaders.

## The Ancient sites

**Fulican, Rhylandor:** the ruins are northeast of the starport. You need a pass to land. Here you will find additional coynes and batteries for all Ancient devices. Put a battery in locator, and it glows green when you are a planet with Ancient ruins on it.

**Inthe, Regina:** The ruins are located one screen south and west of the Starcity. After searching the party located one coyne.

**Lablon, Aramis:** go east to the edge of land, then north. Search and you'll find one coyne.

**Gerome, Rhylandor:** There is no starport. Go southeast of Main City and search the ruins. The locator indicates yellow, but you can find one coyne, which may be the one lost by Beckett's father.

**Victoria, Lanth:** you must get towed by a ship to get here, as it is more than two jumps away and is a

very costly trip. Leave the city and follow the water's edge southeast, then north; the Ruins are difficult to see. Search to find five coynes.

**Regina, Regina:** don't bother searching here until you have the string of pearls, which are required to open the city (to find them, see section "Huderu," below). The ruins are located almost directly south of the starport, and you must rent an ATV, as it's south of the water. Here you will begin to understand the solution. You will find seven coynes and other artifacts. Use the coynes before you leave.

**457-973, 457-973, Rhylandor:** there is no starport. Leave the city and go directly south as far as possible, then west. Look to the north side, and you will see the city about one-fourth of the screen away. Search to find four coynes, a statue and a stasis ray.

**Zycoka, Aramis:** there is no starport, and you'll need a pass. The ruins are located north and a little west. Search and find a force Dome and one coyne.

**Knorbess, Regina:** to locate the ruins, take a transport to Cronin. Then leave Cronin and go north almost to the sea, then east. Search to find one disintegrator and two coynes. (The disintegrator can be used at the slime area; then see the Duke for a reward.) See Lord Hollis in starcity here.

**Patinir, Aramis:** talk to and buy information from a character near the Starport. He will send you to see Iris Nova in the hotel. Give her his note, and she will give you an Emerald Ring to take to Cadiz (behind the bar in the loop-designed building).

Give him the ring, he will give you a map. Go back to where you saw Iris Nova and go to the south left corner of the Auditorium, then enter the ruins. Search to find two coynes and

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by C. F. Shaffer



# QuestBusters

a fuel cell. There is no red X as indicated on the map.

**Zila, Aramis:** go to Suugadus by tram. Rent an ATV. Ruins are southeast of the city. Search to find a Pocket Disk and two coynes. Note: beware of NPCs who have PCMP or FGMP (Battle Armor).

See Dramaheon on Moughas for interpretation of the shield. He will buy your statue for 75,000 credits.

## To buy passes

Look for a green dot in Starcity, Rhylanor to find a pass salesman and buy a Fulican pass. He will advise you to seek out a salesman in Jae-Tellone, where you will have to run down a lot of green dots and buy passes for Gerome, Algine, Pscias, Huderu, Southert. When you run into Swat Szoul, he will advise you that you will need other passes and you can get them from:

**457-973:** Glen Strulin on Heroni

**Victoria:** Glar Venni on Hefry

**Zycoka:** Aldo Ronco on Shionthy

**Zykoca:** Filip Sama on Yebab

You may also buy passes from Joe Tellons at Porozlo, Rhylanor.

## Miscellaneous

**Nellie Bly:** if you encountered her on Treece, give the medicine she gave you to Dr. Keebler (in building with the large dome in Zycoka).

**Truth Serum:** you can it on Rugbear. A salesman at the entrance to the city will sell you information. Go to the hotel. In the second room from the south, on the east side, you will find eight truth serums.

As you travel around you will gather that one of the Megacorporations caused the Rhylandor disaster. This is first confirmed by the note from Stuart Weston.

## Huderu

One of the thugs will confess under interrogation that he was released from Huderu prison world to hunt you down. When you go to Huderu, look for Cruxlic, the Warden. He is in one of the houses on the east side of town. Interrogate him. You must have high Interrogation skills, otherwise you will be arrested. If you are successful, he will tell you that he is working for a man named Grazer from Pscias.

Go to Pscias and see Grazer, but first you must kill his gang of thugs. Grazer tells you he is employed by a Joef Nonnel. A Turker subsector chief for Lanth. After this Grazer offers you a chance to join. If you don't he will try to kill you. (You can save the game before making your decision; after completing the game, reload it and you can play out the evil version from this point.)

## End Game

If you have checked the Library you already know that Nonnel lives in Treece. He is in one of the large units in Whitmansburg, Treece. Use a tram to get there. After you defeat him you will get a string of pearls, which is an Ancient. Use it to activate the ruin at Regina. He is also carrying a Journal, a Lewis pass and a wooden brooch.

Take the pearls to Regina, use them

and get the balance of the coynes. Use them, then go to Shinothy. You'll need a pass, which can be bought in Algine's starport city or from Aldo Ronco on the streets in that city.

In Shinothy, use 36 coynes and meet Grandfather, who will give you the global terraforming device. After this go to Rhylanor and use the device. A very nice reward follows, and then the computer takes over and this ends the main plot.

But if you wish you may do the following: go to Lewis and rescue Gvoudzon, a Vargr who was imprisoned by Nonnel. The Vargr can decode the brooch and will give you two sets of disks. One can be taken to Lie Ioccocco, the other to the Duke of Rhylanor for rewards.

## The other conspiracy

If you talk with a fair number of people on your travels, at least one thug will advise you that Aran Ashkashur of Dhian gave orders to the Vemene. He tells you that Aran is now on Dhian in Hushhkim town. After tracking down Aran on Dhian and Roald Bulolo on Rhylanor, go to Tukera's Headquarters on Junidy in Ragid Town, where you will learn that the head of the Company, Lie Ioccocco, is in Loneseda.

Locate him. All the officers will deny being involved, which you can prove by using truth serum. Ioccocco offers a 250,000-credit reward for proof of who was involved (it's in the Nonnell journal entry). These steps are not essential to solving the main game. There are still lots of worlds to travel to, and adventures to enjoy if you so desire.



# Keys to the Kingdoms™

## *Martian Dreams*

You can get up to 100 oxmium blobs in a geode, so save the game before opening one; restore if you get less than 70. When you have 540 oxmium blobs, go to Outpost and buy all the ammo you want in quantities of 14 sets of 10 each set. The trader acts as if he is taking blobs for the ammo, but he actually doesn't!

Brown berries allow you to see in dark and through walls. Purple ones let you move things at a distance. Blue ones cure radiation poisoning but make you dizzy.

A. F. Lopez

## *Gateway to the Savage Frontier*

**Yartar:** your first task is to get Krevish to join. Take care of him and he'll stay with you throughout the game. Then meet the mage Amanitas at 5, 13 in Everlund. He'll tell you what to do throughout your quest. Return to Yartar and enter the hideout at 8, 15. Get the mage scroll and the +2 sword. Go to city of Luskan. Enter houses of pirate leaders to get more magical weapons (you'll need magic, the +2 sword or other magical weapons to win the fight here).

Though Amanitas give hints about them in one order, you can get the statuettes in any order. The first is in a tower in Luskan. Let Brinshaar join you in trip through dungeon. Take secret passageway at 8, 12. Get statuette at 14, 0. Go to Uttersea on Tuern for Fire Armor at 12, 7 and meteorite ore at 1, 1. On Gunderson, find princess at 7, 1 and take ship. After wreck, take boat at 9, 7 to Kraken Island to get second statuette at 3, 10.

Passing through Loudwater on way to Llorck, use tavern to go around army on bridge. Be rested up

when entering tavern at 1, 9 in Llorck, for you get captured. Release animals if you want help in arena. Get old and new statuettes at 0, 2.

Help bird at Star Mounts for trip to Ceptienne's hideout. Get Wand of Defoliation after defeating her for last statuette. Before going to Ascore for final battle, stock up on "extra healing" potions (from Silvery Morn magic ship) and one or more Wands of Defoliation.

Dennis Ewell

## *Timequest*

When you get to 1940 AD, ask for key. In Dover 1940, wait till Churchill lights cigar, then grab it. When he leaves, get lighter. Go to Nazi HQ in Rome 1940.

Immediately after Churchill says "cigar," put out wire.

To get Temporal Corps Key for end game, visit and talk with each philosopher in Rome. To enter Tower of Babel and confront Vettenmyer, write down the 19 messages he leaves and read the first letter of each message to get password.

Andrew Phang

## *Legend of Faerghail*

To get high-level characters quickly, go to the Abbey in Western Wilderness and go to Catacombs. Get potion of Gain Level in south-east corner, behind secret door. Take it to a town to be duplicated: save game before entering town, then sell the potion at the Emporium. Leave town. Load saved game: you still have potion and so does the Emporium (Any item can be duplicated this way.) Repeat till you have many potions, then buy back and use on party.

To get mask in fourth level of pyramid, use the leather pouch from the old man in Western Wilderness. To get by the black flames after using

Key of Light on fourth level of the pyramid, use Holy Water potion from third level of pyramid, behind door on north side opened by pushing button in room opened with Earth Key.

Brian Smith

## *Rise of the Dragon*

If you lock yourself out of your apartment, turn valve in upper left corner. Fortune cookie contains alarm disarm password. At Chen's, press Dragon's eye.

Paul Kmosera

## *Covert Action*

To get rid of guards when breaking into a building, boobytrap them. Set a trap next to a door by pressing F9, and the guard will set it off when he enters the room. White grenades stun them for a few minutes, so you must be in the room to disable them for longer periods. Red ones are frags that don't require your presence, as they knock out guards for a longer time. Green ones won't set off the alarm, and the guards may escape.

You can set multiple traps at the same door, which is handy when trapping a criminal Mastermind. You can throw green grenades by opening a door, then pressing F5, F6 or F7 into the room with the guard. If you have a gas mask, you can enter and search him for more grenades.

Luana L. Hinkel

## *Bane of the Cosmic Forge*

To win the last battle with Dracula and Rebecca, equip each of your front three characters with the Holy Stake of Wood and Rock of Reflection. Equip your Priest or Bishop with the Silver Cross. Give



# QuestBusters

the Holy Water to a Mage or someone in the rear. Cast Armorplate and Magic Screen prior to starting the fight. You must "use" the Silver Cross in the first round. Keep fighting Dracula and Rebecca with the Holy Stakes of Wood. Let the Mage "use" the Holy Water on Dracula for more hit points. The Bishops and Priests should cast Heal on injured party members to keep them from dying during the battle. Dead ones may be resurrected after the battle to complete the game, but won't get the final experience points from this battle.

Byron E. Morris

**River Styx:** get fishing equipment from treasure chest in room on west side of river, south of Island of Minos. Merge fishing line and hook. Use line and hook to get sunken treasure containing East Exit Key at river square three east, one north of the red X. East exit is in the swamps (eleven squares east, three south of stairs down to River Styx, but you must head north and east from stairs to get there). Ask about hookah. Ask about claim number.

Merge the message, wine bottle and cork bobber and use at Bottle Oracle on west side of River Styx, just north of Minos. The bottle will float away and can then be found on the Isle of the Lost (west side of river, north of Bottle Oracle). Use bottle from a character review screen, and you will learn the claim number. Go to Isle of the Keep (north of the Isle of the Lost in middle of river). Say **reclamation** to Mai-Lai. Tell her the claim number when she asks. Defeat monsters and get hookah from treasure chest. Return hookah to caterpillar, who will give you two red mushrooms. After the demon child and undead king take you to a jail cell, use mushrooms in corner of the cell to escape through crack in the wall.

Kevin Murnae

## *Pools of Darkness*

When you find the Ring of Blinking, give it to your Fighter with the highest Dexterity; he will become a one-man wrecking crew, especially if he is a dual-classed human.

Bernie Yee

## *Castles*

**Strategy:** while designing a castle or deploying workers, put speed on slow so you don't get attacked. When they start building, put speed on fast so you don't get bored out of your skull.

**Castle building:** put cauldrons on *all* walls, because each cauldron will wipe out one enemy. Arrow slits are a waste of time, because you can easily replenish any archers lost after the battle.

As long as you use cauldrons, you can make the walls as low as you want, since tall walls won't stop the enemy, just delay him by seconds. In fact, too many towers actually weakens the castle, since you can't put cauldrons on towers.

**Castle design:** always place the castle near one of the four corners or near the sides, so you can limit the directions from which you can be attacked. You can build moats only near water. Put extra walls in the areas where you're most likely to be attacked. Even if these walls are not attached to the castle, attackers will rarely be smart enough to go around them.

An excellent strategy is to build a separate two by two walled outpost somewhere far off. Even if the enemy destroys your castle, he will still have to come after the outpost (as long as you station at least one archer or infantry there). Gates don't seem necessary, but if you have them, be sure to close them before a battle.

Breezley

## *Tunnels and Trolls*

You can get unlimited gold and experience by going to Gull and entering level one of the sewer at K-15 in the marketplace. This takes you to B-7 on level one of the sewer. Be sure to bring a lantern and some oilskins. Take the boat to L-14 and exit the boat. Go through the door at N-16, which takes you to sewer level two. Step through the door to N-15 and save the game.

Move forward one step and play the Wraith game. If you lose, restore the saved game. If you win, go back through the door to sewer level one, then come back down to level two and you can play again. Be sure to save the game each time you win.

When you win, your character gets 500 experience points and 2-3 gems. The gems are worth 1,500 gold at the Gem Shop in the marketplace (C-14 in Gull). Win as many as you need to buy weapons, etc.

Steven Byers

## *Megatraveller2*

Early on, get Battle Dress for each character by killing criminals on Rhylanor, Heroni, Equus, Inthe (2), Ghandi, Effate and sometimes Cipatwe. **For extra money:** use Ancient Disintegrator or Ancient Disk on slime, then go to Government building for reward. Reenter building as often as you wish to get more money each time! Use mouse, not keyboard, when making large menu selections, such as space jumps.

Dennis Ewell

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This month Byron E. Morris and Kevin Murnane were randomly selected to receive the game of their choice for sending in Keys.

So send in yours today! All submissions become exclusive property of Eldritch, LTD. until October 11, 2317 A.D.



Pools.....from page 7

lessly charge into that area where you were planning to drop a delayed blast Fireball. Still, there is nothing new in the way of substantial NPC interaction.

## Astral weeks

*Darkness* lets you stretch your legs by travelling from the Prime Material Plane (your characters' home plane) to other dimensions where Bane's lieutenants are hiding. These planes are dimensions inhabited by "other-worldly beings of surpassing power" — yep, demons and their ilk.

Some of the rules of AD&D 1st Edition for interplanar travel are employed, so the rules of magic are quite different; many magic items will not work in other dimensions.

Fighting a demon on his home "plane" is difficult. The last of Bane's lieutenants guards the Pools of Darkness and is a very difficult enemy. You won't get a chance to challenge Bane, however. Interestingly, AD&D 1st Edition Rules break down at this high level of play; characters (such as dual-class Ranger/Magic-users) become like gods themselves.

## Monsters get a facelift

There are no new graphics routines to speak of; the game remains in the same format of previous Gold Box games, with the story screens in VGA, and combat and travel options remain exactly the same.

The monster combat icons were redone, however, and the close-ups before combat benefit greatly from a VGA facelift and make-over. I've never seen Drow look so young, with such healthy complexions. The NPC still shots have been improved. Vala, for one, never looked so much like Elvira (from the neck down, anyway).

VGA enhancements also rear their pretty little heads during spellcasting. Fireballs and Ice Storms explode with the appropriate elemental havoc, but most of the other improvements are more subtle.

SSI now actually supports sound cards, whereas in previous games the sound boards have only been utilized for a simple melody played with the title page. Dying creatures now let out digitized howls.

There is still a strong — too strong, sometimes — emphasis on tedious combat. At least the other strength of the Gold Box system is combat, where your view of the combat area allows individual control and movement of each character.

But there are so many encounters, especially in the countryside, that playing slows down to an unbelievable speed — it took me a half-hour to move 40 game-feet in Marcus' Tower, because of the walking trees.

**Conclusions:** *Pools of Darkness* is the finale to the series begun with *Pool of Radiance*. And while SSI deserves kudos for improving its game systems, *Darkness* reminds us once again of all that should have been done long ago (such as real automapping for the whole game). Although *Darkness* isn't perfect, the VGA enhancements give new life to an old game system, making it playable enough that even an SSI Gold Box detractor will give the task of foiling Bane one more shot.

**Difficulty:** Intermediate

**Protection:** Keyword

**Company:** SSI/EA

**List price:** \$49.95

**QuestBusters price:** \$35

## Quest for Clues IV: The Book

*Quest for Clues IV* is scheduled to ship this month. The coupon in the book, as with volume III, offers a free three-issue subscription that cannot be used to renew your current sub. However, subscribers who order the book (at any time) from *QB* will automatically have three issues added to a third class sub, two for first class or Canada, and one for overseas addresses. Be sure to provide a street address and include the shipping charges indicated on page 16.

### Solutions

Altered Destiny  
B. A. T.  
Bane of the Cosmic Forge  
Buck Rogers  
Chronoquest I  
Chronoquest II  
Countdown  
Dark Heart of Uukrul  
Death Knights of Krynn  
Demon's Tomb  
Earthrise: The Solus Incident  
Elvira  
Escape from Hell

Eye of the Beholder  
Fountain of Dreams  
Future Magic  
Hard Nova  
Heart of China  
James Bond: The Stealth Affair  
King's Quest 5  
Legend of Faerghail  
Les Manley: In Search for the King  
Lord of the Rings I  
Martian Dreams  
Megatraveller 1  
Might & Magic II  
Mines of Titan  
Rise of the Dragon  
Savage Empire  
Secret of Monkey Island  
Secret of the Silver Blades  
Space 1889  
Space Quest IV  
Spellcasting 101  
The Immortal  
Timequest  
Trial by Fire: Quest for Glory II  
Tunnels and Trolls  
Ultima VI  
Wonderland





# Swap Shop

Trade or sell your old adventures with a free ad. Adventures and original programs only, limit 10 games per ad, one ad per issue. \* = cluebook included.

## Apple

\$20 @: M & M 1 & 2, Arthur: Quest for Excalibur, Tangled Tales, Bard 1-3. \$15 @: Queston 2, Border Zone, Witness, Deadline. Send SASE for list of more. Bruce Smith, 2133 Lugo Ave, San Bernardino CA 92404

\$5 @: Ultima 4, Pool of Rad, Wizardry 5, Bard 1, Legacy of Ancients, Moebius. Ultima 5, \$10. Many Infocom's \$5 @, including Beyond Zork, Stationfall, Lurking Horror. Greg Batcher, 1400 Bowe Ave #1904, Santa Clara CA 95051

\$20 @: Guild of Thieves, Usurper, Ultima 4, Bard 2\*, Bard 3. Book of Adventure Games, \$20. Marian Apgar, 456 Franklin St, Napa CA 94559

Sell only: Escape from Hell, Ultima 5, Wizardry 5, many Infocom's. Sandy Poynor, 10 Adams Rd, Hanscom AFB, MA 01731

Ultima 1, \$15. Bard 3, \$20. \$10 @: Bard 1, Bard 2, Wishbringer. Robert Swan, 14731-103 Ave, Edmonton, Alb, Canada T5N 0T8

## Amiga

\$15 @: Journey, Shadowgate, Windwalker, Lords of Rising Sun, Space Rogue, Where in World is Carmen Sandiego. Will trade for or buy Legend of Faerghail, Dragon Wars, any AD&D. Robert Tomaszewski Jr, PCS Box 3283, Edwards AFB, CA 95324-5361

## Commodore 64

Sell only, 160 titles & complete C128 system. Send SASE for list. John E. Peterson, 4101 S. Sheridan #12, Lennon MI 48449-9402

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Sell only, \$12 @: Rocket Ranger, Defender of Crown, Rings of Zilfin, Brimstone, Ultima 4. \$10 @: Times of Lore, Adventure Construction Set. \$5 @: Star Trek Kobayashi, Temple of Apshai. Others too. Tommy L. Earnest Jr, 2465 Plum Creek Rd, Christiansburg VA 24073

Want: Destiny, The Quest, The Pawn, Treasure Island, Law of the West, Satan's Hollow, Gunslinger, Ghost Chaser, Montezuma's Revenge. (Will buy or trade.) Sell: Caudron, more. Jason Smith, 4528 Devereaux St, Philadelphia PA 19135

Sell: Gates of Dawn (2 for \$5 @). \$10 @: Mindshadow, Police Cadet. Zork 2 & 3, \$15 @ or both for \$25. Douglas LeClair, 17895 Caminito Pinero #159, San Diego CA 92128

## MSDOS & Questalikes

Trade: 5.25" Space Quest 4 EGA, King's Quest 5 EGA, Savage Empire, Bane of Cosmic, Rise of Dragon VGA. Want Heart of China, Timequest, Spirit of Excalibur, Death Knights, Martian Dreams. Steve Clarke, 3673 Wyola Dr, Newton Square PA 19073

Will buy Dark Heart of Uukrul and Death Lord. Ken Myers, POB 4814, Dunellan NJ 08812

Trade: Dragon Wars, Elvira, Eye of Beholder, Savage Empire\*, Silver Blades, others. Want: Might & Magic 1, Magic Candle 2, Lord of Rings, Space Quest 4, Bane of Cosmic, more. Kathleen Lang, 203 E. Mitchell Ave, State College PA 16803

Sell/trade: Ultima 6, Savage Empire, Sierra Quest games, Eye of Beholder, more. Send for list. Eric Roy, 325 Canboro Rd, Ridgeville Ont, Canada L0S 1M0

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