

QUESTBUSTERS

The Adventurers' Journal

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December, 1991

Not sold in stores

Police Quest III: The Kindred



Sierra's latest quest sports their now-familiar "talk-look-use-walk" icon interface and the 256-color VGA background art and digitized sound — not to mention more adult themes. It's safe to say that Sierra adventures have reached the "what have you done for me lately" stage — we're no longer impressed by admittedly impressive niceties.

Eight million ways to die

Police Quest III, happily, will fill your hunger for more difficult adventures. Unlike in *Leisure Suit Larry V*, there are a multitude of ways your alter ego, Detective Sonny Bonds, can bite the bullet: from the unglamorous header through the windshield when your patrol car hits a curb, to being pumped full of lead. And the game deserves credit for features like the Jan Hammer soundtrack. He did the soundtrack for that other cop show with the other Sonny character, and does a yeoman job on *Police Quest III*. The music is up-tempo, like you might expect from T.J. Hooker.

Bad cop

I've never been a big fan of cops. It's nothing personal — many, maybe most cops are dutiful public servants. But cops are a necessary

evil, like soldiers. We don't live in complete harmony or peace, so we need folks with guns and badges.

The problem: with power comes corruption. I learned in law school that there wouldn't be Miranda rights if hundreds of cops didn't routinely ignore procedure and violate detainees' civil rights. Inner city youth especially have cause to be hostile, as sometimes cops exhibit not only violence, but racism.

Good cop

But — to Jim Walls' credit — he shows us what a good cop should be: someone who follows the rules and isn't afraid to call a fellow cop to the mat for being abusive to civilians. Herein lies the game's great strength: police procedure. Follow it, as outlined in the docs, and you'll survive. Ignore it, and you'll end up a statistic.

Walls gives us more than that, though. We also get a few mundane police tasks to sharpen our law enforcement skills. They include patrolling the highway and looking for the entrance to the Aspen Falls park, which both seem to take forever — but part of the cop's job is to wait. It tends to slow game-play, but once you get past the initial mini-quests, you're well on your way to the core of the story. You do get to stop cars and give tickets in a mini-real-time, top-down view driving "simulation." And believe me, it's more fun on the *other* side of those Ray-Bans and badge.

PG-13? Not yet, but still...

After you nail the crazy naked guy, deal with the pregnant lady and stop a drunk driver (all in a day's work, along with the breathalyzer tests, the booking and other minutiae), the game moves on to the plot, which involves Sonny's storybook wife, Marie. Stabbed by a serial killer, she remains in a coma. The stabbing sequence is powerfully done, showing real violence, not the cartoon kind. Sonny sets out to find the killer, who happens to be the brother of the villain from *Police Quest I* and *II*.

Solving the mystery of the serial killer requires some serious sleuthing, and the crime scene is a good place to start. The manual is an Infocom-esque "prop" — a police handbook with scribbled notes that serve as copy protection (your locker

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by Bernie Yee

Shay Addams'

Adventure Road

As recently projected in this very column, nearly one-third of the Christmas quests won't show up until January. Among the most keenly anticipated of these is

Sir-Tech's *Crusaders of the Dark Savant*, the *Bane of the Cosmic Forge* sequel.

Others that won't make it until January include: *Lord of the Rings # 2*, *Planet's Edge*, *Ultima Underground*, *Buck Rogers II*, and *Cruise for a Corpse* (which is completely dead in the water: Interplay won't publish it in the USA), and the Amiga *Elvira II*.

High hopes

Magic Candle II and *Les Manley II* are expected to materialize in time for Christmas. So is an Amiga *Might & Magic III*. SSI's *Eye of the Beholder II* might make it, but they won't even say if it's gone beta yet. They will have sequels for *Gateway* and *Death Knights* by April. *Star Trek* is still due in December, and Interplay will publish Delphine's *Out of this World* for Amiga this month and MSDOS in January. *Ultima VII* went into beta in early November and could be in the stores for Christmas (if you still believe in Santa!).

New quests

New releases we've actually seen: the Amiga version of *Lord of the Rings # 1*, *Elvira II*, *Bard's Tale Construction Set* for MSDOS (lets you use graphics created with *Deluxe Paint* as well as those provided), *Riders of Rohan* (MSDOS) and *Dick Tracy Crime-solving Adventure*.

Disney does it again

Disney has licensed its Sound Source technology to Phoenix Technologies, which can now include it in system software for

250 clones, either as a chip or a circuit schematic. Besides playing Sound Source music, sound effects and voices, it will also support Microsoft's Multimedia Extensions for Windows. With this approach, Disney's Sound Source could quickly become the de facto standard, though you'll still want a full-size board for the best stereo music and sounds.

Sierra news

Conquests of the Longbow will probably show up this month. Look for *Castle of Dr. Brain* and *Larry Laffer* utilities for sure, plus Mac versions of *Rise of the Dragon* and *King's Quest V* (this one for Amiga too) by Christmas. Sierra is about to make a move into the educational market, with *Mixed-up Fairy Tales* their initial entry. All Sierra adventures from *Dr. Brain* on will support "sampled sounds" for Disney's Sound Source.

Software for TSN — The Sierra Network — will be in the stores any day. At \$29 or less, it includes \$25 of online time.

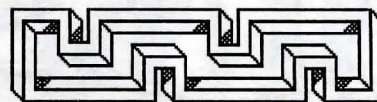
On the road again...

Allan Epstein vacated the President and CEO's office at Accolade. Co-founder Alan Miller took the reins as President/CEO. Pat Price Monroe left Origin's marketing department.

Adventure Express upgraded to 18 pages!

It takes 8-10 days for the printer to turn around an issue, during which time a lot can happen. Since people who pay extra for 1st Class delivery get their QBs in an envelope, we realized it's possible to print an extra sheet of late-breaking news on releases, conversions, clues and more and toss it in with the issue. To cover the additional cost, Adventure Express will now cost a grand total of \$25 when renewing, but there is no surcharge if you're already receiving it 1st Class. Canadian & overseas subscribers will also get the extra pages. ✉

The Mail Maze



Dear QuestBusters:

I've been reading QB for three years, and November was the worst issue yet! Only two feature reviews (all-text and puzzle games don't count). Bring back real reviews, like *Planet's Edge*, etc.

Droux Gregor

Even if, as we suspect, many QBers feel that all-text games do count, we gotta agree with you. But don't kill the messenger! The slim number of feature reviews merely reflects the inability of many game companies to release their products on schedule. Of course, we could fill the space with "previews" based on beta versions, like the other "game magazines," but we insist on reviewing the shrink-wrapped product. One of many reasons: reviewers tend to ignore bugs in betas, figuring they'll be taken care of in the final release. And guess what happens?

QuestBusters™

The Adventurers' Journal

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Spellcasting 201: The Sorcerer's Appliance

Last month Stephen King nailed *Leisure Suit Larry V* for its lack of 'meat,' the logical puzzles we've all come to expect. If that's what he's looking for, then *Spellcasting 201* should be his and everyone's next stop after experiencing the irreverent, cinematic fun of *Larry V*.

Steve Meretzky proves once again why he's one of the few masters of this type of adventure — at least until the other Infocom alumni come out of hiding. I liked *201* a lot more than the previous game. It has more puzzles, a more interesting plot and a more dynamic University environment.

Gadgets galore

The gadgets, inventive spells and magic items are what make this game fun. Experimenting with magic is the most enjoyable part of solving the puzzles.

Though I enjoyed the *Enchanter* series a lot (remember that one?), the *Spellcasting* games make magic easier, therefore more fun, and introduce one of computer gaming's newest stars, Ernie Eaglebeak.

Type: Illustrated Text Adventure
System: MSDOS (512K & hard disk required, mouse optional; EGA, VGA: 16-color; CGA, MCGA, TGA: hi-res black & white; RealSound, Sound Blaster, Roland)
Planned conversions: None

His adventures in *Spellcasting 101* made Ernie somewhat of a hero at the University. But all the students don't look up to him, particularly his future frat brothers at Hu Delta Phart, who hate his guts. Their hatred, manifested in difficult initiation stunts, and an assignment from his mentor, Professor Tickingclock (now University President) to discover

the uses of the Sorcerer's Appliance constitute the plot.

Early in the story, Tickingclock tells Ernie that the Appliance will help his life in some way each day. How true his words are! Ernie, Gary Dirtyjunkpile and Sid Danceswithsheep must complete a different frat stunt each day to maintain their pledge status. The stunts must be completed by 9:00 each night, and a lot of Ernie's efforts throughout the day go toward completion of the stunt by using the Appliance.

Clicking vs. typing

201 fields the legendary Legend interface that most adventurers can easily learn. I still type the majority of my commands, but the system is so flexible that the lazy among us can get by with no typing. The basic interface consists of a verb menu, object menu, text input window, graphic window and compass rose/command button window.

By clicking on things and picking words from the menus, you can play *201* with only the mouse. I like to mix mouse usage with typed commands, but fortunately Legend allowed us that option and didn't stick us with a particular method. You can even play in all-text mode, a real challenge.

One of the major reasons I like *201* better than *101* is Meretzky's inclusion of neat devices. Any adventurer who likes to experiment with and operate objects such as *Zork III*'s time machine, the punch card machine in *Hollywood Hijinx*, the card

readers in *Planetfall* and *Stationfall* or the ChronoSkimmer in *Space Quest IV* will love *201*.

The Appliance of the Century!

The Sorcerer's Appliance is Meretzky's greatest game invention. The original attachments are set up near its hiding place. You must find the six



Even Greater Attachments that let you use the Appliance to create different objects. After hooking up the attachment, you turn the power dial to a higher number.

Then a new set of controls appears on the control panel. The Sextant of Spittul, for instance, converts the Appliance to create minerals, while the Sheet Metal Bender of Balmoral adjusts the Appliance to create mosses, shrubs or trees. The objects you create are useful in other places.

In the moodhorn

Another interesting object is the button- and knob-studded moodhorn, which influences moods, depending on the way you play it. It mostly acts as copy protection, as you must match gadgets on the moodhorn to the compositions in a music book that comes with the game. Doing so is a little puzzle unto itself.

Matching the many objects, using the moodhorn and the Appliance, and playing with all the creative spells — tinkerers will have a field day with *201*.

Upgraded U.

The University was significantly

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by Russ Ceccola

Spellcasting 201.....from 3

upgraded. There are more locations, a network of sewer tunnels, and the whole environment is more interactive. Access to the sewage system and the pool under the stadium offers more puzzles and other ways to get around campus.

More impressive is how alive the University seems. In the first game everyone else conveniently disappeared. In *201* you can visit all of the classes on your registration form, witness your fellow pledges' stunts during the day, attend events like the Blue Demons concert (a hilarious scene) and even experience assorted adventures in the simulation chair on certain days.



The wiseguy of adventure

That wacky Meretzky humor pervades every scene in the story. From the newspaper stories and frat stunts to the goofy characters and situations, Meretzky shows why people call him the biggest wiseguy in computer gaming. There are naughty and nice modes in *201*, but the only differences I found were in the language used in descriptions of people and events.

201 is not nearly as ribald as *Larry V*. It is suitable for mid-teens and up. Older players will appreciate *201* more than younger ones, especially the lucky among us able to afford and attend college.

Meretzky brings out the rituals and rhetoric of college life so well that it was perfect for me to play it right before my college's recent Homecoming. *201* brought back happy, embarrassing and painful memories. I wish I had magic when I was back in college!

201 doesn't skimp in the graphics and sound departments. Pictures are just as nice as in the previous game, and there are more "clickable" objects in the scenes. Unfortunately, some of the outdoor pictures still show daytime skies at night — which is only a minor fluke.

More impressive are the sounds and music. Lots of both were added to *201*. The Legend games contain a lot of realistic sound effects, and *201* has the most of them all. Snatches of music heard throughout the game also liven up the surroundings. The Sound Blaster is the best sound board to have for *201*, because it handles both the sound effects and the music.

Conclusions: It looks like this 'school year' may turn out to be Meretzky's strongest ever. *201* came out in October, the Infocom 20-game pack includes some of his games, and *Leather Goddesses II* should be out on the shelves by now. Meretzky fans should have their appetites whetted

with his devious puzzles in all three places. My personal hope is that he hurries up with *Spellcasting 301* so that I can play around with more neat spells.

It's unfortunate that college usually only lasts four years, because I would like

Ernie Eaglebeak to go through more than two more years at Spellcasting U. Who knows — maybe he can graduate and take the position of one of his favorite professors!

“ Matching the many objects, using the mood-horn and the Appliance, and playing with the creative spells — tinkerers will have a field day with 201.”

Difficulty: Intermediate to advanced

Company: Legend Entertainment

Price: \$69.95

QuestBusters price: \$45

CONAN THE CIMMERIAN

We quietly gather again around the fire to hear Akido the wizard speak. As we sit there listening, we are transported to the ancient Hyborian age, where we can live the life of Conan. And thus begins the story of Conan The Cimmerian....come now and adventure as Robert E. Howard's legendary, brawny, lusty hero.

The latest offering from Virgin Games, *Conan* employs a variation of the interface used in *War in Middle Earth*, *Excalibur* and *Vengeance of Excalibur*. *Conan* is an improvement on these earlier games and adds new, welcome features.

The plot begins in Irskulk, the village of the young blacksmith Conan and his wife. The village is raided, and Conan's young wife is killed by raiders of the high priest of the snake god Set, Thoth Amon. Conan becomes consumed with the quest of killing Thoth Amon, and his rage gives birth to the thief, reaver, barbarian and future King of Aquilonia.

Seven quests

Conan's quest takes him first to the city of Shadazar in Zamora, where he must raise money to equip himself with an enchanted sword, a white lotus for health, and teleportation spells to get

Type: Animated RPG Adventure
System: MSDOS (640K required, 10 Mhz, hard disk & Microsoft-compatible mouse recommended, joystick optional; Tandy, EGA, MCGA or VGA; Roland, Ad Lib, Sound Blaster, CMS, Covox or Tandy 3-voice)

Planned conversions: Amiga

around faster. He is presented with a series of seven quests, or episodes, that will take him from Shadazar to a Jungle Ruins,

Zamboula (The City of Skulls), Larsha (inhabited by demons and lizards) and finally to Tarantia, the capital of Aquilonia. In Tarantia, Conan again confronts the monsters he killed in the earlier quests, and slays Thoth Amon by crushing the jar that contains his heart.

Of stealth & stuff

Conan's attributes — health, stamina, damage, stealth, swing, chop and thrust — must be improved by training, acquiring artifacts or completing quests. He has to train in thievery and use of the sword in order to survive.

Proficiency in theft, called stealth, is developed by the act, but swordplay is based on the chop, the thrust and the swing and must be gained by paying the sword master, Quan Yo. Stamina is achieved by successfully completing episodes. Damage inflicted on others depends upon buying enchanted swords or finding them during quests.

The interface uses the aerial, top-down view for the wilderness and an oblique overhead (angled top-down) view for cities, ruins and dungeons. Combat switches to a side-view, with your character on the left and one opponent on the right. The interior of buildings and certain character interactions also use this display.

Interface commands rely on the combination of character movement and the control of a sword-shaped cursor or pointing device. The cursor is controlled by holding down the control key when using the mouse, keyboard or joystick. With the cursor you activate icons on the top and right hand side of the screen for pause, inventory, action, status, and control panel.

by Al Giovetti

Combat & magic

Combat is real-time. After you figure out how combat works, the real-time element is not a detriment to enjoying the game. For those who like rounded combat, the combat system is sufficiently simple to allow you to avoid the distasteful elements of real-time combat.



Combat is handled by the swing, the chop and the thrust, which are specific for 20 types of opponents. A chop is effective only against guards, while a swing is effective against thieves.

You can also use various potions, such as the white lotus, which restores all hit points, or the freeze spell, which immobilizes your opponents for a short time. Displayed at the bottom of the combat screen, Conan's and his opponent's green health level bar graphs warn you to run or use the white lotus when Conan's health is diminished.

You don't stand to gain much from combat. Your opponents have very little in the way of treasure on their persons, and you can't even steal their armor or weapons and sell them. You are advised to avoid combat by running or trapping opponents behind buildings.

Inventory is accessed by the inventory icon on the lower left side of the screen. Your inventory is limited to 20 items, so item management is necessary. When you steal, you have a chance of

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Shadow Sorcerer: a new kind

“...the new interface is as easy to learn and as intuitive as the recent *Ultimas*.”

SSI's announcement of their A D & D line of computer games excited a lot of players. For the first time, pencil-and-paper RPGers would be able to experience a sophisticated computer adventure that used the same rules they already knew. The decision to market different types of A D & D games in different boxes was an ambitious attempt to attract players with various levels of interest.

This was effective, but last year things got out of hand with new games that brought the total number of game types to six. *Shadow Sorcerer* is the newest A D & D game type — an animated RPG adventure. The presentation and interface are very good.

SSI's slickest interface

In fact, the game has the slickest interface in the SSI A D & D camp since *Eye of the Beholder*. I like it a lot, but still hanker for another 'white box' game like *Hillsfar*.

Shadow Sorcerer's existence may owe a lot to fan and critic reaction to the 'silver box' games *Heroes of the Lance* and *Dragons of Flame*. These were as close as SSI got to truly capturing the experience of A D & D role-playing. You could fight monsters in action battles with your joystick or keyboard, move the party around the game environment and still enjoy lots of role-playing elements.

Unfortunately, both games had quirky interfaces, and *Heroes* was incredibly difficult to play. *Shadow Sorcerer* retains the animation and action of the 'silver box' games, but changes the perspective to an isometric view in tactical mode. It also totally revamps the interface to make the game as easy to learn and as intuitive as the recent *Ultimas*.

Additionally, the main characters from which you select a party of four are the same as in the 'silver box'

DragonLance games. *Shadow Sorcerer's* story starts right after the end of *Dragons of Flame* (hopefully another hint that this game design will replace the 'silver box' games).

Slaves to save

Your goal is to take the slaves of the fortress Pax Tharkas that you saved in *Dragons* to a safe haven, keeping them fed, united and protected along the way. The complication to your quest is the large band of Draconians led by Verminaard, astride his red dragon Ember, that breaks out of the fortress in pursuit of your party and the slaves.

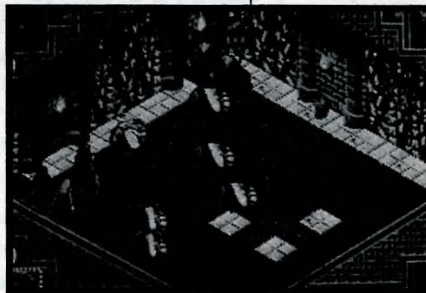
As you explore the terrain, you must search for food and safe places to leave the slaves while you go off on

further explorations. After encounters, you will find objects and weapons to help you defeat Verminaard and his army. Combat takes place in real time and adds to the excitement. Ultimately, *Shadow Sorcerer* is a mixture of strategy, exploration and role-

playing as you must successfully delve into the game's locations while keeping the interests of the slaves in the back of your mind.

The interface is largely mouse-driven, with some hot keys for certain functions thrown in for good measure. There are two views in *Shadow Sorcerer*: an overhead, hexagonal wilderness view like a traditional wargame, and the isometric tactical view for combat and exploration, like in *The Immortal*. It is in the isometric view that most of the game action takes place. Graphics and animation are nice, but characters and monsters are a little too small for my taste.

You control characters in the isometric view by clicking on them and selecting a command from an icon window that pops up. Icons appear for move, talk, drop, search and other functions. You can also click on the character faces in the corners of the



Looks like an indoor Populous

of A D & D adventure!

screen to bring up the statistics screen. This screen also lets you select default options for combat.

In real-time combat you can control each character yourself, or let the computer take over any or all of them. Combat takes some getting used to, but control of the party members eventually becomes effortless.

Hexed again

You move your party to different hexes in the wilderness view by double-clicking the destination hex. Realistically, not all of the terrain is visible on the screen at the start. Unexplored hexes are gray until you move next to them. This method introduces an element of strategy, for despite your 48-hour lead time, the Draconians can back you into a blind alley if you go the wrong way.

Dealing with the slaves is the only annoying part of the quest. I would have liked to just walk around and kill monsters without any other worries. Closet wargamers, though, will enjoy this combination of game elements.

You must convince the slaves' leaders to follow you on occasion and also make other suggestions to them. Sometimes they're receptive — other times they start heading back to Pax Tharkas. Good diplomacy and a good party character liaison are important here. Once you find the first stash of food for the slaves, the rest will follow easily.

As I mentioned before, the characters from the 'silver box' games reappear in *Shadow Sorcerer*. Unlike in those games, a character doesn't die when his or her hit points go down. Another of the 16 available characters takes his/her place. You should never use the slave leaders as party members unless desperate. If you have to, you have real problems! You

have a heal option from the party menu to heal all characters, but this costs time that may enable the Draconians to catch up. Try to keep four strong characters in your party and follow the guidelines in the manual. Some characters are in love and work well together; others despise each other.

The tactical view is a nice change to see in an A D & D game. I wish the whole game used only this perspective. The background graphics are attractive and accurately reflect the current location.

Animation is smooth and especially impressive during combat (weapons and spells flying, etc.). Game play largely involves using the right characters and the right spell or weapon to defeat the monsters and gather objects, so the puzzle element of *Shadow Sorcerer* is strong.

Experimentation is a must! I do have one important caution. Though you can save the game anytime except during combat, make sure all party members are on the same screen. Otherwise, you can destroy the current gaming session. Use the 'pool characters' option if necessary.

Conclusions: *Shadow Sorcerer* is a very good game with a few quirks. It is highly replayable because success depends on the state of the surviving slaves and how many of them make it to the end. ❧



Ye great outdoors

Type: Role-playing adventure
System: MSDOS (640K, high density floppy drive & hard disk required; VGA/MCGA, EGA, TGA; Ad Lib, Sound Blaster, Roland, Tandy)
Planned conversions: Amiga, ST

Difficulty: Novice to intermediate

Company: SSI

Price: \$49.95

QuestBusters price: \$33

by Russ Ceccola

The Adventures of Willy Beamish



by Alfred & Cathy Giovetti

Walt Disney Studios has been the one great animated film company of the 20th century. And Dynamix may be the one software company to finally achieve genuine *interactive* animated films.

Dynamix developed *Beamish* with the same techniques pioneered by Disney and the "nine old men" who originated the feature-length animated film. A team of 40 animators who have worked on *Jonny Quest*, the *Simpsons* and *The Little Mermaid* used animation sketch pads, animation style story-boarding and good old-fashioned brainstorming to produce this excellent adventure game.

Want to be nine again?

Directed and developed by Jeff Tunnell, the story begins on the last day of school with nine-year-old hero Willy pulling detention for letting his pet frog out of the book bag. Not one to overreact, the school principal showed what a nice guy he was by making sure that Ms. Glass, who has a sense



Type: Animated Adventure
System: MSDOS (640K & 560K free RAM, 10 Mhz or faster, 5.25 or 3.5 HD drive required, mouse highly recommended; 256-color VGA, EGA/Tandy; Thunderboard, Pro Audio Spectrum, Ad Lib, Sound Blaster, Roland
Planned conversions: Amiga, color Macintosh, PC CD-ROM

of humor that matches her name, gets the job of watching over the felonious frog fancier.

From this point on the plot goes downhill — literally, on a skateboard! Our skateboarding hero and his frog sidekick, Horny, must find a way to enter the frog in a frog-jumping contest

and win, enter and win the Nintari video game contest, save his father's life and save their home town of Humpford from environmental pollution produced by Leona Humpford, the evil owner of the Sludge Works. All this animation and environmental awareness, too.

Clicks & stuff

Willy Beamish is an animated adventure that requires only a small amount of quick mouse-pushing but a lot of quick thinking. Like Sierra's quests, Dynamix's *Willy Beamish* asks you to obtain certain objects and figure out how to use them before you can accomplish the tasks needed to win the game. It's not an easy game, and you may need a hint here and there to get you through the quest.

Animation is first rate, with good use of bright colors and highly polished graphics that resemble the best animated films. This gives the game a personality all its own. Each animation is composed of hundreds of progressive cells that are used to produce the movement of the main characters (a cell is a drawing made on a sheet of clear cellulose film that can be photographed over the background matte painting to produce animation).

This animated film is Dynamix' latest example of true interactive fiction, and you will truly enjoy the new dimension they bring to this budding art form. The background illustrations are well detailed and set the mood in which the animated characters play.

There are 50 separate background locations, including the plumber's bar, detention hall and the big flush at the conclusion.

It's the closest thing yet to capturing the quality and feel of animated films as opposed to TV cartoons.

Music, maestro

Every successful animated film has a good musical score. While *Willy Beamish* does not have singing, it has a large number of very engag-



ing instrumentals.

There's a digitized musical score and mood music to accompany the animation and sound effects, just like a genuine animated movie. Music and effects are top-notch and sound good over the Sound Blaster. The sound is even better through a Roland.

The program is really big, occupying over 8.5 megabytes on a hard disk. Dynamix' install program works fine with any configuration, once you remember to disable the drivers on any network you might be using. Forget about playing this game from floppies: the condensed version comes on seven high-density 3.5-inchers.

Willy's interface is very mouse-friendly, even though it's also joystick and keyboard compatible. I found the mouse essential to playing the game. The brief and cryptic documentation is composed of a 32-page spiral-bound 'notebooklet' appropriately doodled and generally messed up by Willy himself, and a tri-fold Slice of Life Pizzarama!! Pizza Menu and version installation and help card appropriately colored purple. Needless to say, the documentation does not



Hare Raising Havoc

by Shay Addams

abound in helpful information beyond the installation. The game does use function keys as keyboard hot keys only for the control of some game functions.

An electronic on-line help and hint system is available, and clicking on the question mark bar provides help with the game. Should the help system get troublesome, a 72-page hint book (\$9.95) includes 10 pages on the making of *Willy Beamish*.

The game functions of save, load, pause are admirably executed in large colorful mouse- and function key-activated icons. There can be up to 20 save games in each directory. Save and load game options allow you to change drives and directory, so you could even save your games to floppy disks.

Conclusions: *Willy Beamish* is not only fun to play but also beautiful to watch and hear. Its animation really flows over beautiful background scenes. The music, a series of mood-setting and catchy tunes with real rhythm, makes you wish the characters could sing. The game and story are engaging. Characters display depth and real personality, and the puzzles are fun to solve.

This Dynamix game is a classic and one of the best animated cartoon-style adventure games ever produced. A must-quest addition to any collection, it will be played over and over by many gamers, like a VCR tape of a favorite classic animated feature film. Some may become bored with the replay, but few people will fail to be impressed by this one — it's a real winner. 🐰

Difficulty: Intermediate
Company: Dynamix/Sierra
List price: \$59.95
QuestBusters price: \$44

Disney's most entertaining adventure so far, this one casts you as Roger Rabbit. Your goal is to find and return Baby Herman to the house before his mother comes home, which entails escaping a series of locations in the house and around the neighborhood.

This must be done within a time limit, and you can't save the game. If Baby Herman's mom gets back before you find him, you see an animated interlude and get the option of starting over or quitting.

You interact by bumping into furniture, kicking things, and operating objects. These actions are wonderfully animated, and the digitized voices, music and sound effects are equally well-executed.

Animated payoffs

The puzzles are of the multiple-stage variety, somewhat like a Steve Meretzky problem that requires you to perform an apparently insignificant action that makes it possible for the next stage of the solution to work.

Best of all is the payoff: when you finally figure out how to get Roger out of the first room, he sails through the air, bounces off an ironing board, and goes flying through a window. It's this kind of animated reward that makes Roger so much fun.

Parents with young children may not want to put this one on the hard disk — they may never let you take it off! I played it with Cory Dean, who is six. He loves

the game but was frustrated at first by the interface.

There's a key in a fish bowl, for example, which he couldn't get no matter how many times he

bumped Roger into it. Cory Dean wanted to know "Why can't I just type 'get the key'?" (I didn't have the heart, the time, nor the patience to enlighten him about the history of all-text games and the new GUI interfaces.)

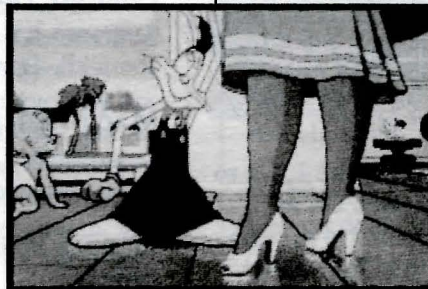
New sound support

It's the first Disney adventure to support the Sound Blaster as well as Disney's own Sound Source. The Sound Source, which provides digitized voices as well as sounds, is still an amazing device for the price. (However, it's incompatible with Tandy's 1000 RL, TL/3 and 2500 XL.)

Documentation is skimpy, and the program takes about four years to install. Finally Disney got rid of that "xerox-proof" copy protection that drove so many kids blind last year. The code-wheel is a far better way to go.

Conclusions: While it sounds like kid's game, *Roger* is tougher than some adult adventures that recently hit the market. It's excellent family entertainment but not limited to that audience. 🐰

Difficulty: Novice
Company: Walt Disney
List price: \$49.95
QuestBusters price: \$33



Type: Interactive Cartoon
System: Amiga, MSDOS (640K & hard disk required, 10 Mhz or faster recommended; VGA, EGA, CGA, Tandy; joystick optional; Sound Blaster, PS1 Audio, Tandy Sound, Sound Source)

WALKTHRU: Martian Memorandum

by Paul Shaffer

Office

Get mail, gun, camera, ammo, lockpick kit, lens, comlink. Travel Terraform.

Terraform

Talk secretary. Response 1. Go to office. Talk Marshall. Go to lobby. Move switch. Go to wash-room. Move towel. Take earring. Go to lobby. Talk Rhonda. Offer earring. Response 1. Travel Alexis' home.

Alexis Home

Look paper. Move bed (lower right corner). Open box. Look inside box. Travel Jacques Sparrow.

Jacques Sparrow

Response 3, 1, 1, 1, 1. Ask about all. Travel to Rockwell Bache.

Rockwell Bache

Ask about all. Travel to Plaza Hotel.

The Plaza Hotel

Go to gift shop. Get rose. Use cash on lady. Go to lobby. Go to restaurant. Response 1, 1, 2. Offer rose. Response 3, 1, 2, 1. Ask about all. Travel to Jacques Sparrow.

Jacques Sparrow (second time)

Offer cash (he gives film). Travel to Tex's office.

Tex's office II

Use camera with tripod. Use film with camera. Move switch (by

window). Look camera. Shoot photo (of 2nd story window with dancer when she is in room with men). Exit. Get photos. Travel to Chantal Vargas.

Chantal Vargas

Response 2, 2. Offer photos. Ask about all. Travel to Mac Malden.

Mac Malden

Response 2, 2, 1, 1, 2. Travel to Jacques Sparrow.

Jacques Sparrow (third time)

Ask about Rick Logan, Galactic Pictures. Travel to office.

Tex's Office III

Use comlink. Ask about Nora, Galactic Pictures, Andretti). Travel to Nora Desmond.

Nora Desmond

Ask about all. Travel to Galactic Pictures.

Galactic Pictures

Travel to Terraform

Terraform (second time)

Ask about Galactic pictures. Travel to Guy Callabero.

Guy Callabero

Ask about all. Travel to Mac Malden.

Mac Malden II

Offer Andretti film. Ask about all. Travel to Johnny Fedora.

Johnny Fedora

Go to far right, avoiding dog & acid. Open shed. Get ladder. Open hole (by shed). Get boots (acid-proof). Use ladder on boxcar. Go to ladder. Go to hole (in roof). Get butter knife. Open

drawers. Get cat food. Move dresser. Open tear (in wall). Open front door. Go to front door. Go to ladder. Use cat food on cat. Go to ladder. Open door to shack. Move lever. Go to door (of boxcar). Open safe. Look stuff. Get stuff. Travel to murder scene.

Murder Scene

Talk to photographer. Talk to police. Move cover. Look body. Get keys. Move bucket. Get dagger. Use dagger on police. Look graffiti (on train). Travel to Terraform.

Terraform (third time)

Go to office. Move painting (on left). Use keys on safe. Look receipts. Go to lobby. Travel to Rick Logan.

Rick Logan

Save. (The path through this area is randomized from the outset of the game, so the following directions may not work.) East. Avoid falling log. Get log. Save. East. Cross rocks to get across quicksand (walking works better than go to; use trial and error to get across). Save. East. Use log on pit. East. Go to door. Get shovel. Move screen. Get key (from body). Use key on chest. Look stuff. Save. Open cabinet. Use gun on snake. Look message (in cabinet). Go to door. Use shovel on mound (by pit). Open box. Look inside box. Retrace steps to jungle entrance. Travel to smuggler's base.

Smuggler's base

Get stone (by feet). Use stone on jug. Walk past guard's station. Go to entrance of pyramid. Hide

QuestBusters

behind crate door (until worker leaves). Get food, remote. Use remote on crate door. Go to crate.

Casino

Travel to power plant.

Power Plant

Move button. Go to door. Get card key (from lab uniform). Talk to Collett. Ask about all. Go to door. Use card key in machine (on right). Go to "restricted" door. Get wrench (avoiding trap door). Save. Stand just above trap door and use wrench on magnet (until it picks you up). East. Look crate. Open door. Go to door. Go to exit. Travel to Dr. Barkley's.

Dr. Barkley's

Get brown "identifier" box. Ask about all. Travel to Percival.

Percival

Travel to Aerobics Academy.

Aerobics Academy

Talk to Jane. Ask about all. Look purse. Open purse. Travel to Jane Mansfield's home.

Jane Mansfield's home.

Move pillows. Look letter. Get letter. Move door. Look bag. Move control box. Look screen. Travel to Aerobics Academy.

Aerobics Academy (second time)

Talk Jane. Ask about all. Travel to Bradley Ericson.

Bradley Ericson

Ask about all (getting glasses). Travel to casino.

Casino II

Go to alley. Move rag. Get flash-

light. Move board. Look writing. Exit alley. Open casino door. Go to door. Look card. Get card. Open restroom door. Go to restroom. Open stall door. Get blueprints. Go to casino. Open office door. Go to office. Response 1, 1, 2. Get card (on desk). Move light (over portrait). Go to hidden passage. Use hoverboard. (Dodge lasers, crossing room) Use safe card key on scanner. Use facial kit on scanner. Look cash, memorandum, markers (in safe). Get all but stash. Retrace steps to office. Open vent. Go to vent. Follow blueprint to vent in bathroom (You start in the dark area in the upper right corner and want to go to the other dark area). Go to lobby. Open exit door. Go to exit. Travel to Percival.

Percival

Ask about all. Travel to casino.

Casino III

(Wait until Rocky exits the casino and enters the alley) go to alley. Immediately head left, hiding behind trash. Follow Rocky into secret doorway (Quickley or the door will close). Ask Larry about all (getting amulet). Exit alley. Travel to Michelle Bloodworth.

Michelle Bloodworth

Ask about all. Travel to remote outpost.

Remote Outpost

Save. Move pipe (on man). Look miner. Talk miner. Open left door. Get rebreather. Go to box. Open box. Get card. Get jetpack. Head to fire. Use jetpack on fire on the left side of the screen. Travel to temple.

The Temple

Enter temple. Move right & left mirror 1 time. Move extinguisher. Talk to priestess. Ask about all. Travel to colonist's camp.

Colonist's camp

Get HCL2. Move scrap metal at the far right. Get tuning fork. Travel to Bradley.

Bradley Ericson

Ask about Cooper Bradbury. Travel to Cooper Bradbury.

Cooper Bradbury

Ask about all. Travel to cave.

Cave

Use interlock key on door. Go to door. Talk to girl. Ask about all. Move clothes. Get rod. Use rod on cement. Use HCL2 on metal plate. Move button.

Get bolt (in cage ceiling). Talk to Alexis. Response 1, 2, 1. Get bra. Use bolt on panel. Talk to Alexis. Response 1, 1. Walk to stone. Use tuning fork on glass chamber. Get stone. Go to tubecar.

ATTENTION ROLE PLAYERS

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Might & Magic III

The 31 Ultimate Power Orbs maximize the number of experience points you get (1 million per Orb). Give 10 to each of the 3 kings, and the last one to your preferred alignment. Any king with 11 Orbs will destroy the other two castles, so make sure you explore them first.) Always use Wizard's Eye to find hidden rooms in mazes. To find seashells, look around Rainbow Isle (SE of Castle Blackwind) on day 99.

Andrew Phang

Don't leave weapons, keys, etc., with characters at the Inn: they may be gone when brought back into the party. Due to a bug in the first release, you can't complete the Greek Brothers quest; Delta also mentions a stream connecting Wildabar and Arachnoid Caverns that does not exist.

R. T. Vicedomini

For tons of gold and gems, go to throne room in Castle Whiteshield. At the two chests, use countersign Smello. Have your Robber pick lock to get 5 million gold & 10,000 gems. Now stand in front of the throne, face castle gates and have Sorcerer cast Jump twice. Then make a dash for the drawbridge. You can return and defeat the guards when strong enough.

To get a treasure guarded by a powerful foe in a dungeon or cave, set a Lloyd's Beacon and lure the monster into following as you walk away. Lead him to a secluded area, then just before he attacks, cast Lloyd's and return to the treasure.

To join the Guild in Blistering Heights, go to Demon H. Q. in SE corner. Kill all Fire Lizards and Major Deamon, unlock all

chests, and a guy will jump out and give you admittance. If you ever can't open a chest or door, hire all the Robbers and Ninjas and take their gauntlets. Look at your Thieving ability to know which gauntlets to keep.

Erich Weiler

To easily win, go to the Cathedral of Carnage at B-3 (you'll need the blue key from Arachnoid Cavern). Solve puzzle by turning the heads in the five directions written on wall in Temple of Moo. Solve riddles with words weeds and JVC. Drink from all cups you find. You'll be rewarded with two King's Power Orbs and a hologram card. Use the duplication trick from the December issue to make copies of these items: you need 11 Power Orbs and 6 hologram cards. Travel to the pyramid on fire isle (say fire at the town crystal). Cast etherealize at the northwestern wall. Follow path west to main control sector. Enter transport tube.

Tommy Russell

Leisure Suit Larry V

Hard Disk Cafe (as Larry): bribe man \$100 or more. Get tape. Read magazine. Put tape in music box. Put tape in machine. Get tape. Enter. Sit. After you see girl, stand. Insert tape into video camera. Insert tape into machine. Sit. Turn on camera. Talk to girl until she lets you sit next to her. Talk until you leave.. Turn off camera. Put in another tape. Look at tapes. Be sure not to insert tape of girl into recorder again. Use phone. Dial limo: 552-4668.

Bertrand Fan

Fun at start (plus 100 points on simulator, get all, cast Prent (spelling?) on banana. Eat banana (or use slicer?). Get package, open, read note, open box. Cast

new spell (with tub nearly full) on bananas to create dacquiri.

Charles D. Jones

Get a power shield, holy bonus, heroism and bless spell that will not wear off until 5:10 AM by donating to the temple at 5:11 AM as many times as the number of the day of the week (there are ten days per week in MMIII). The power of all four of the temple donation spells is the same power as the number of times you donate. If you donate on day of the week number 10, you will receive a power shield +10, holy bonus +10, heroism +10 and bless +10.

There are three fountains near Fountain Head that will award temporary massive increases to certain statistics which only disappear if you rest your group. The fountains are in map sections A1, B1 and B2. The A1 fountain is on an island in a lake and gives your hit points and increase of at least 500 points. The B1 fountain adds at least 20 levels to your characters and the B2 floating ball in the grass hut gives you at least an additional 1,000 spell points.

If you have the teleport spell you can place a Lloyd's Beacon spell where you wish to return and teleport there when necessary. If you have 3 archers in your group you will have three beacons to use.

The most important time spells to cast on your group include power shield, heroism, bless, holy bonus and protection from the four elements. Some dungeons require levitation and would benefit from the wizard's eye. Objects increase in their magical power as they move from the lowest object up to Obsidian

QuestBusters

which is the highest. An Obsidian item is +50 magically enhanced and lapis is +10 enhanced. Surprisingly, glass is better than steel.

NWC

The clue that Brother Zeta won't give you, even after you see Brother Delta, is that shells appear on day 99 of each year. In Arachnoid Cavern, Lord Luch's clue should be "multiply by 2," not "by 52." (These apply to the original edition; the second shipment of *M & M 3* corrected these and other minor bugs.)

Bob Taylor

Pools of Darkness

High-level magic users are crucial. Change class of two of your front-line characters to Magic Users (Changing Rangers and Paladins seems to work.) The Silver Blades Cave in in mountains to the west. Party can rest there at 9, 5 and 1, 13. Crucible of Flame is at 11, 4; Worldstone at 9, 0; Linwood Staff and 4, 12; Oakwood Staff at 6, 14.

Vivienne Stephenson

Bring all characters up any levels they are due and memorize all spells before leaving Phlan with Sasha, for afterwards there are clear spaces to rest. Training is available for 50 gems at Zhentil Keep, but a strong party can bluff their way past the guards. You can solve a mystery here if you wish. This all applies to Dragonhorn Gap too.

Frank Scalise

After leaving Phlan, the city is destroyed. Go west to Zentil Keep, search first floor. Don't enter tower until party is at least level 18.

Byron E. Morris

If you play in Average Mode, characters should be at least level 40. Novice Mode is best for most players. You must make three trips through the Dark Pool to get: Horn of Doom (in Dragon's Cave left of center crater at top of map), an object of Bane (in Heart of Morander, accessed by entering tower in lower-left of Moon Sea), and Crystal Ring (in city at lower-right of map). These are needed to enter Dark Pylon (in city at lower right of map).

In dungeon at upper right of map, four items are needed to defeat Elementals. In Dragon's Aerie, four keys must be found. On body of Morander, search ear, hair, wound in side, mouth (one safe area) to get potions and info. Enter heart with potions (another safe area), use potions, cut into heart. Turn "search" off in this area. Find Elf and tools to make magical weapons from arrow (only four times). Party meets with Elf at least five times before completing this area. After making weapons and meeting Elf again, seek cornucopia (top center of heart). After using this, party encounters Iron Golems that magically charge weapons. Find Elf Watcher, use charged items in right ventricle. Find Elf again for final instructions on completing this mission.

Charles D. Jones

In tough fights, use Haste without fear of aging; you can take off two years with each Elixir of Youth in Zhentil Keep's magic shop. Before entering Kalistes in Limbo area, memorize spells for applicable characters; magic items won't work, but magic does — and your party isn't as tough in here. If you brought a Ring of Wizardry from previous games and have two or more Magic Users, you can transfer the Ring among them before they memorize all their spells and all will be

able to get the extra spells.

Name not on letter

Police Quest III

After writing letter as "sustained" and getting all your gear, go to Sergeant's Office and wait for call about Aspen Falls. Drive there, talk to woman. Walk to right and talk to lunatic. Search his clothes, throw his keys in water. When he comes after you, put nightstick on him. Cuff him. Search him before putting him in car. Drive to L. P. D. Put gun in locker, enter jail. Put belongings in drawer, open door. Drive out on freeway to "Refusal to sign." Talk to Morales, then to violator. Talk to Morales, then click on "signature." Drive back and forth till you see a violator. Enter their license plates into computer before you pull them over.

Ryan Rusiniak

Willy Beamish

Cripes Gang: throw smokebomb (obtained from Oriental guy on ferry) at them. Then use wrench to open fire hydrant. Immediately run away. Go to Tootstweet Plant and talk to family of tourists. Answer 1.

Bruce A. Smith

Babysitter: when she turns into bat, run upstairs and get mouse from little sister's room. Run down to living room, jump behind couch and grab vacuum. Drop mouse on coffee table. Bat will fly to mouse, and you can suck it into vacuum.

Marian Apgar

This month Erich Weiler and Vivienne Stephenson 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.)

Conan.....from page 4

being thrown in jail — and in jail, you'll lose all your gold but get to keep your items. So purchase items before attempting to steal, and no gold will be taken if you are caught. There is no bank for storing excess gold or items to be stored, which means inventory management is the only possibility.

Bugs & stuff

A particularly annoying, illogical and unrealistic feature involves the resurrection of your opponents by certain actions. If you kill an opponent and enter a building, for example, then leave the building, the opponent will be restored to life and fight you again.

The interface has many bugs and incompatibilities in its original release. Virgin supplied me with a new version when I called, but I still had several problems. The control key would stick, and the insert and enter keys became inactive. In the oblique overhead view, Conan became hung up on buildings or objects. Several people have reported a combat bug that makes you fight the same opponent over and over until you reboot the game.

My Genius mouse and Gravis joystick were not compatible with *Conan*, so I recommend that you use the keyboard only. By the time all these bugs are worked out, however, the interface should be far superior to those previously offered.

Saved again

When killed, you suddenly see Akido sitting at the fire, who reincarnates you. If you save often you can return to the save at this point. You are limited to one saved game. The save game names can be changed so you can accommodate more games. Until you are able to improve your fighting skills and purchase an enchanted sword, you will die often — so save often. The

Police Quest....from page 1

combination). You'll have to tap the resources of fellow homicide officers and modern technology, such as databases and tracking devices. Eventually you discover the killer is some kind of devil worshipper, and the game climaxes in a blazing gunfight.

The investigation gives you many things to do and different leads to follow up on. It's quite cohesive, even requiring you to assemble and present evidence showing probable cause before the judge

learning curve in the beginning is quite steep.

Conan is more of an animated adventure than a role-playing game. Acquiring key artifacts plays a large role in the quest. The use of teleportation and other objects is obscure and confusing, but once the skill is gained, these artifacts become very helpful in finishing the game.

Characters move smoothly and are animated well. The use of color and detail is quite striking. Mood music and sound effects very effectively set the tone of the game. If the music gets on your nerves, you can turn it off. Documentation is somewhat vague, but complete.

Conclusions: *Conan* should be looked at before you decide to purchase it. It is recommended, with some reservations, for those who like action adventure games with more than the usual number of object-oriented puzzles. ❧

Difficulty: Intermediate
Company: Virgin Games
Price: \$49.99
QuestBusters price: \$33

will give you a search warrant. You'll have to deal with the press, fellow officers and witnesses. After the fairly easy recent *Space Quest* and *Leisure Suit Larry*, Sierra has given us a game much more worthy of the moniker "adventure."

This is Sierra's best SCI-driven graphic adventure that I've played yet. The totally point-and-click interface makes game-play easier, though by definition it

simplifies the actual game. This is in sharp contrast to the days where you had graphic screens but had to type in commands — which was also problematic. *Police Quest III* is certainly is easy to play, but be prepared to save, and save often. You'll find yourself at an untimely demise more than once.

Book 'Em, Danno: Jim Walls' personal expertise really shines through. He gives a real interesting mix of the high-profile police work, with the little details omitted or glossed over in TV shows. Jan Hammer's music is suitably police-melodramatic, and the game system doesn't distract you from the game itself — how could it when you have a solid, TV/movie-type police story. *Police Quest III* is an excellent adventure and is sure to satisfy all the Sierra critics of late. All that Jim Walls left out was the paperwork. Any suggestions? More explicitness. If Sierra is going the "software movie" route, let's go the whole nine yards. *Police Quest III* is a big step towards that "software verite." ❧

Difficulty: Intermediate
Company: Sierra
Price: \$59.99
QuestBusters price: \$41

Type: Animated Adventure
System: MSDOS (640K required, 10 Mhz recommended; EGA & VGA versions; Roland, Sound Blaster, Ad Lib, PS/1, Pro Audio, Thunderboard, CMS Gameblaster)
Planned conversions: Amiga, color Macintosh



Swap Shop

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Apple

\$13 @: King's Quest 4, M & M 2, Last Ninja, all 128K. Robert Breezely, 1995A Barrymore Common, Fremont CA 94538

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Sell/trade: Les Manley, It Came from Desert, older Infocoms, Carm Sandiegos. Send SASE & list. David Winfrey, 323 Jewel Dr, Statesboro GA 30458

Want to buy hint book for Fool's Errand, Timequest. Sell Spellcasting 101, Altered Destiny for \$20 @. Maureen Moran, 160 West 96 St, 9S, NYC, NY 10025

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Will buy Maniac Mansion, Elvira 1. L. Klein, Rte 2 Box 317, Oldtown ID 83822

Trade/sell: Buck Rogers, Hero's Quest 2, many more. Les Minaker, 76 Keeble Crescent, Ajax, Ontario Canada L1T 3R5.

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Sell only, 5", \$24 @: *Eye of Beholder, M & M 3 3". \$28 @: *Martian Dreams, *Pools of Darkness. \$22 @: *Megatraveller 2, Gateway to Savage Frontier. Postpaid. Richard Robillard, 52 S. Main St, Baldwinville MA 01436

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Trade: Colonel's Bequest, Iceman, *Larry 3, *Altered Destiny, Buck Rogers, Hard Nova, Larry 5 VGAA, Police Quest 3 VGA. Will buy/trade for Longbow, Ultima 7, Wing Commander 2, Castles, Willy Beamish. Send list. Will trade 2 for 1 except LSL5 & PQ3. Donal Tong, 196 Fairfield St, Fairfield, Sydney, NSW 2165 Australia

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Best Quests of 1991?

In the past we have always relied on our contributing editors to pick the best quests of the year. But this year it's up to you, so vote early and vote often!

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 _____

Passport to Adventure

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