

QUESTBUSTERS™

The Adventurers' Journal

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Adventure sales sink, SPA blames Iraq!

After simulations surpassed role-playing for the first time, the Software Publishers Association swiftly laid the blame on Saddam Hussein, saying "The Persian Gulf crisis dramatically affected software game sales." Flight simulators and war games hit an all-time high in the last half of the year, racking up 35.6% of all sales. Quest-oriented games accounted for 26.2%, falling to number two in 1990.

A whopping 73% of all game sales were for MSDOS, while Amiga was second with 10%, and C64 ran third with 8%. Some companies are still supporting Amiga and C64 (especially SSI), but the shift to USA companies developing games solely for MSDOS is accelerating.

New support for Sound Source

Game developers, among them Sierra and Broderbund, are beginning to support Disney's \$39.95 sound and music peripheral. Disney reports that even application software developers will be using the box, which plugs into the parallel port instead of requiring you to open your computer yet again. The Sound Source is the lowest-priced device to include its own amp, speaker, and a DAC for voice synthesis.



Top: storyboard
Left: photo
Bottom: game screen

Tunnell-vision

Jeff Tunnell, who heads up Dynamix, employed a whole new development scheme for *Heart of China*, which was first planned as a quick follow-up using the *Rise of the Dragongame* system.

As seen above, the events were first plotted on storyboards, like with a movie. Then 85 live actors brought the story to life in front of 35mm photographers. After the photoshoots were done, the pictures were digitized and combined with more than 200 hand-painted illustrations.

It's a visionary mix of technologies that foreshadows the arrival of multi-media entertainment and clearly gives Dynamix a

big head start. (Tunnell's name, incidentally, does not rhyme with funnel.)

Meantime?

Interplay's mythical *Meantime*, voted Best VaporQuest of 1990, will be shown at January CES. *Lord of the Rings II* and *Star Trek* are set for October, but the *Cruising for a Corpse* deal had not been finalized.

Richard Garriott grows beard!

As Lord British buffs are well aware, Richard Garriott is on the verge of finishing his next *Ultima* when he stops shaving and starts spending night and day at the computer. "Crunch time," he calls it. *Ultima*

VII: *The Black Gate* is set for an October release.

It's not the only new *Ultima* we'll see this year. Paul Neurath, who did *Space Rogue*, is finishing up *Ultima Underworlds*, which will feature a 3-D presentation along the lines of *Dungeon Master*.

Malone on the move again

After several months at New World Computing, Greg Malone is departing to become publisher at Softdisk. Malone, known as "the gigabyte guru" in the industry, was editor of the disk-based magazine before joining Origin. Softdisk, celebrating its 10th anniversary soon, provides programs, previews, reviews and other computer-specific material for MSDOS, Apple, C64 and Macintosh users.

Options

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Shay Addams'

Adventure Road™

Rumor of the month: Interplay's next RPG — *Star Trek: The Pepsi Generation* — will incorporate digitized videos and songs of Michael Jackson, featuring a dramatic animated arcade sequence in which he gets blasted in the head with a photon torpedo and you have 10 seconds to put out the fire.

Upping the ante

One alert reader asked for a clarification of last month's mention about memory requirements for *Ultima VII*. If you were paying attention, I said it would require 2K of RAM, when I should have said two megabytes of RAM. (Fortunately Duffy returned from vacation long enough to point out the difference K, MB and DMBK to me.)

You'll also need a VGA monitor and a hard disk with at least ten megabytes of space to play *Ultima VII* and *Strike Commander*. Origin figures RAM and hard disks are cheap enough that these are reasonable requirements. Origin, more than any other developer, is intentionally targeting the gamer whose machine is outfitted with state-of-the-art technology. So rip that box open yet again and pop in a few more of those "cards" and "chips" (as Duffy assures me they are called), if you hope to visit Britannia's next incarnation.

Sierra plans to stick with 640K requirements until the 386 becomes the norm (at least a year). They'll continue to offer VGA and EGA versions of their adventures, but all will now require a hard disk. Sierra plans to have their games running under Windows 3.0.

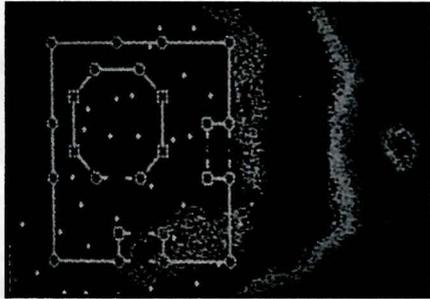
Producer Stuart Moulder (who did the new *Leisure Suit I*) says CD drives are changing so rapidly they can't recommend a specific model. (Hopefully the market will stabilize by Christmas, with a \$300-\$400 model that's fast and reliable.)

While other companies aren't upping the ante on hardware requirements for their games nearly as severely as Origin, you can be sure many will be by year's end. So if you're planning on getting a new MSDOS machine, definitely get at least a 386SX (rarely more than \$200 over the cost of a 286), since you'll need it for most of the memory management tools. Settle for no less than two megs of RAM, four if running Windows. Also get a 65-100K hard disk, VGA or Super VGA, and a Sound Blaster.

D & D: Dungeons & DOS

I rarely upgrade anything. For instance, I just upgraded to system 6.0.5 on the Mac (reasoning that if Apple has released 7.0, they must have finally got all the bugs out of 6.05). So I almost didn't bother with 5.0 until Bernie Yee, one of the Microsoft beta testers, told me how well it frees up RAM.

For the first time I was able to simultaneously use the mouse and hear the music in an Origin game without jumping through the usual hoops of rewriting my config and auto files to free up enough RAM (the files that worked with *Savage Empire*



Interplay's Castles

didn't work with *Martian Dreams*).

DOS 5.0 is practically required for Origin games, unless you have a memory manager such as QEMM, and you'll may soon see 5.0 listed as a requirement on a lot of software.

Cartridge World: Origin is still licensing some games to FCI for conversion to Nintendo. *Ultima VI*, *Martian Dreams* and *Savage Empire* will be out next year for the new 16-bit Nintendo, the SuperNES. *Ultima V* will be available on the old 8-bit machine later this year, and FCI plans to market an Origin GameBoy game, *Runes of Virtue*.

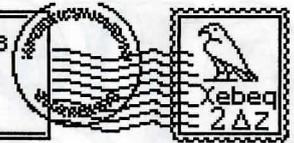
New World's *Might & Magic: Gate to Another World* and *King's Bounty: The Conquerer's Quest* were released in July for the Sega Genesis. EA's *Centurion* was also released for Sega.

Of castles and kings: Interplay's castle-building simulation arrived recently, but *M & M III* and *Magic Candle III*, the most eagerly awaited summertime releases, were behind schedule (perhaps by mid-August)).

Quote of the Month

"Logic gives man what he needs.
Magic gives him what he wants."
Tom Robbins, *Another Roadside Attraction*

Letters
to the
Editor



Dear QuestBusters:

I really enjoy the magazine, but thought that it was a waste of space to devote three-and-a-half issues to a solution for *Dark Heart of Uukrul*.

Pete Dotto

Easy to say if you're not stuck in the game and unable to get a clue book because the publisher didn't do one. The reason we devoted so much space to it was that we got more requests for this solution than for any single game last year. Perhaps it was a bit much, though. In the future, we'll put make such lengthy solutions available as stand-alone clue books rather than publish them in the journal.

Dear QuestBusters:

I have a Roland MT-32 and wondered if can fax me a list of games other than Sierra's that support it.

Tim Brake

Origin, Accolade, EA, Interplay, and in fact most major game developers except SSI are supporting the Roland.

QuestBusters™ The Adventurers' Journal

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Heart of China

Best Quest of the Month

Taking off in Hong Kong and soaring across Asia, *Heart of China* features characters who initially look all too familiar. At first glance I was tempted to sum it up as "Indiana Jones meets Bruce Lee in the 1930s."

An independent pilot, "Lucky" Jake Masters, teams up with a Ninja named Chi to rescue a nurse from a bandit king in the mountains of China. A time limit of sorts is imposed, for the \$200,000 reward for Kate's return is reduced \$20,000 with the passing of each day.

Lucky is an Indiana Jones-type character, with familiar background music and a picture of his plane superimposed on a map of Asia when he travels. However, George Lucas didn't originate such characters or gimmicks, which have been a mainstay of adventure films and novels for decades. And Lucky, if you role-play him correctly, proves himself a man of more depth than the shallow, one-dimensional Indy.

Complications ensue

In fact, they ensue before Lucky even leaves Hong Kong. First he must cure Chi of his fear of flying and round up some herbs that prove vital halfway through the game. These and numerous other situations are dealt with by resorting to the effortless point and click icon system introduced in *Rise of the Dragon* to manipulate objects, or interacting with people by choosing one of several responses in a menu-based dialogue window. Usually shown in windows, the dialogue occasionally appears in cartoon-style bubbles when someone is thinking or talking to himself.

Rescuing Kate isn't as hard as it sounds, and comprises only about half the game. Getting her home is the other half. You, Chi and Kate will visit Kathmandu, Istanbul and other exotic destinations, traveling on foot, by plane, and by train.

There are five alternative conclusions, depending on how you approach certain puzzles and interact with the people you meet (especially Kate and her father).

New Features

A new feature in DGDS, the Dynamix Game Development System, lets you play the role of more than just the main character. You can assume control over Chi or Kate by clicking on the appropriate icon, and victory hinges on eliciting cooperation among them by doing so.

At times the program insists you act as a specific character, such as when Lucky gets locked up in Istanbul.

Another new feature is the plot branch. When an alternative solution exists, a signpost announces a "plot branch."

Dragon had six alternative conclusions as well as alternative solutions for puzzles, but most people never knew about them. The plot branches are one indication of these possibilities.

Your decisions at a plot branch may affect the flow of the story but won't alter it significantly. There are two ways to enter the bandit fortress, for instance, by sending in Chi alone or going in together.

In addition to puzzles, there are two mini-arcade games (a tank battle and a fight atop the train), which you can bypass completely — and I did. Though I rated the game Novice level, it's not quite that easy to achieve the optimal of four endings.

Best graphics of the year

Visually this is the best game of 1991 — in any genre. Digitized photos of actors pop up in the midst of background scenes that were digitized from illustrations handpainted in acrylics, oil and other media. Seemingly animated sequences were created by photographing actors going through

their moves, digitizing the pictures and displaying a series of sequential frames. For the introduction, they videotaped the actress playing Kate as she turned her head, then pumped that into the computer for refinement.

The startlingly life-like digitized photos stand out sharply against the subtle tints and hues in the

backgrounds, where the play of light and shadow adds luster and texture to the drama.

Music and sound effects are equally enjoyable. You'll hear them all in stereo, if your machine is properly outfitted. The only thing missing is

digitized voices, which will have to wait for CD ROM.

Conclusions: While some companies are content to use digitized images of actors solely for special effects, Jeff Tunnell and the Dynamix team are implementing this advanced technique in the creation of truly cinematic computer games. The digitized graphics are as deftly incorporated into the story as the multi-million dollar special effects were worked into the story of *Terminator 2*.

Until *Heart of China* opened at my local theatre, I was convinced that the notion of "interactive movies" was just another marketing term. Dynamix is one company that lives up to its name: dynamics means "variation and contrast in intensity," which Tunnell accomplishes with well-timed yet unanticipated transitions from quiet conversations and suspenseful discoveries to fast-paced chase scenes with fire alarms gonging away.

With a skillful blend of dialogue and action, a subtle mix of suspense and humor, Tunnell orchestrates a dynamic experience for the adventurer/movie-goer — so effectively, I'm surprised they didn't include a bag of microwave popcorn in the package.

Skill Level: Novice

Protection: None

Price: \$59.95

Company: Dynamix/Sierra



The streets of Istanbul

Type: Interactive Movie
System: MSDOS (640K, VGA, 286 or performance or better, and hard disk required; mouse or joystick recommended; Roland, Sound Blaster, Ad Lib)
Planned conversions: Amiga, Macintosh (both this fall)

By Shay Addams

Martian Dreams: the Avatar spaces out

This is the second title in Origin's series that utilizes an even further enhanced version of the *Ultima VI* game system. The premise — that space flight was invented in the 19th Century — is reminiscent of *Space 1889*, but what Origin has done with the idea is light years ahead of Paragon's game.

In *Martian Dreams* Percival Lowell's crew blasts off for Mars and is never heard from again, so you, the Avatar, are summoned to accompany a rescue mission to the Red Planet. Before it's over, you'll rescue more than the missing Earthlings.

Some elements of *Savage Empire*, such as the recurring character Dr. Spector, berries with assorted effects, and the *Ultima VI* interface, lend a sense of serialistic déjà vu. In many ways the story is more linear, with characters steering you in the right direction rather than leaving you to wander aimlessly. (Origin changed the series' name from "Worlds of Ultima" to "Ultima Worlds of Adventure" so it would be placed in the "U" section of the racks and hopefully be found by Ultima fans browsing the shelves.)

Following a cinematic introduction, the quest itself quickly turns into a "talk to the people, find the stuff and use it" *Ultima*-style role-playing game. Occasional events, however, are illustrated with pictures that fill the window usually occupied by the aerial view; it's at least a token effort at weaving cinematic techniques into the presentation.

On your ship and in the ruins of Martian cities, you'll find some newfangled toys and tools as well as your trusty old sextant. A spyglass is the most convenient new item.

With the telescope you can peer into the distance to scout unexplored territory and see those mysterious canals, a variety of imaginative flora and fauna, and the ancient cities of the Martians. (It's also good for getting rid of nearby monsters: aim the scope in their direction, and they'll be gone when the field of view returns to your location.)

Wyatt Earp and Annie Oakley, Dr. Tesla and Sigmund Freud, Mark Twain and H. G. Wells — the cast is more colorful and varied than that of *Savage*, drawing upon dozens of historical personalities.

Going native

Your soon learn that members of the first mission quarreled amongst themselves and separated into distant camps. Some sought ways to repair their ship and return to Earth, while others "went native" and drifted off to a Martian dream world. From this original twist the designers have wrung dozens of novel situations and dialogue.



Dr. Spector, we presume?

The Martian's old Dream Machine, once repaired, is the key to success as well as the source of the game's name. It transports you to the dream world where you'll find more than Martians and missing Earthlings — some of the Shadowlords from *Ultima VI* make a reprise in the end game.

The Maytag Man's dream

Throughout these many mini-missions, you'll perform an amazing number of activities and tasks, because every machine and gadget on the planet is broken!

In order to revive the dead planet, you must patch up canal barges and bridges, conveyor belts, lenses (yes, lenses — and the game system is old enough, you'd think the lenses would be bifocals by now).

It was the multifarious activities of *Ultima VI* that made it such a diverting and enjoyable game, and the same is true for *Dreams*. There appear to be even more activities than in *Savage Empire*. And in addition to all the artifacts to find and figure out, there are passwords and clues to be obtained in conversation.

By Shay Addams

Giving Freud the slip

Your character's stats are determined in a brief interview with Dr. Freud. Depending on your answer to his first question, your character may be male or female. You are still limited to a single saved game — and forced to reinstall the game in order to create a new character.

At least the reinstallation process is over in less than a minute. But before you initially install the program and use the option that unpacks all the files to accelerate disk access during the game, I strongly suggest renting a lengthy video to pass the time (*The Two Jakes* is perfect, since by the time you wake up from the coma it puts you in, the installation will be completed).

Visually the changes are in the subject matter, not their execution: a red desert landscape instead of green jungle canopy, different creatures and beings, and a fresh arsenal of weapons. The interface's icons were replaced with toggle-type switches but they control the same actions: use, talk, etc.

Remember, this is science fiction, so there's no magic. Unless you count the berries, which endow you with certain capabilities in their own mysterious way. Combat, inventory and character interaction haven't changed and are as easily managed as ever.

Facing the music

I couldn't hear a note of music (unless

I relinquished my mouse) until I upgraded to DOS 5.0. With the new DOS, I didn't even have to switch to a custom-tailored set of auto and config files set up for such memory-hungry games. Obviously Origin has been

pushing RAM considerations to the max in anticipation of the new DOS, which frees up so much more memory.

The Sound Blaster music, while melodic and harpsichordic enough for the setting, didn't excite me as much as it did in *Savage Empire*. I guess I just love the sound of distant drums.

Origin's copy protection has been reinforced since *Savage*, in which you had to type in a keyword only during

installation. Now you must do so when you leave the ship, and the program requests a word from one of two manuals included in the package. They are lengthy, though small, manuals, so you'll have to do a lot more photocopying to beat the protection this time. (The answer to at least one question, though, can be found in common almanacs.) Perhaps Origin figures the sales of *Savage* were related to its weak protection? **Conclusions:** Just the other day I read Tom Malcolm's complaint in *Info* that he's tired of fighting the same old monsters in the same old dungeons, that designers should base their

games on themes beyond the medieval. Great idea. So great, that it's been done a number of times already. Problem is, the public hasn't bought such games in numbers that even begin to compare with the good old-fashioned swords and sorcery motif.

Martian Dreams is the latest shot (right out of the cannon) at broadening the subject matter of RPGs and making it a more broad-based, less cliched genre. It succeeds, because you don't even have to be a science fiction fan to enjoy the story and events, which have few stereotypes and are studded with

enough novel twists to keep those wheels in your mind spinning for weeks.

If you are tired of hacking up Orcs in a maze — and even if you're not — a trip to Mars is just what Dr. Freud ordered. Hopefully *Martian Dreams* will fare well in the market. Otherwise, the next game in this series (by whatever name the series is called next time) is likely to beat a hasty retreat to the dungeon.

Difficulty: Intermediate

Protection: Keyword

Price: \$59.95

Company: Origin

The Summer CES Party Scene

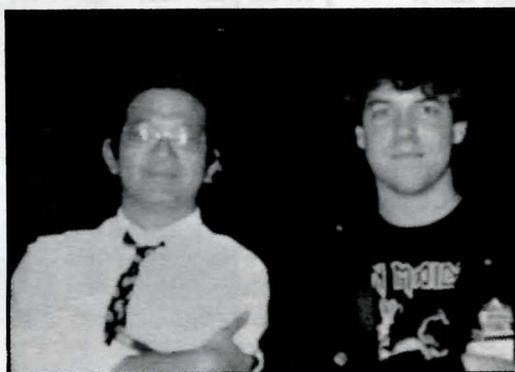
Unlike that poor sucker Bernie Yee, I got the fun part of covering the Summer CES Show — the parties! Only in *QB* do you get to see where all the money you give these game companies goes: to entertain lowly journalists like Bernie and me. However, I'd still like to know where Bernie was during most of these parties. I only spotted him at one!

Friday, May 31, 9:30 P.M.

I still haven't left Philly because of a storm over Chicago. Consequently, I miss three huge parties thrown by Acclaim, Konami (rumored to be the best every summer) and Electronic Arts (first party in years and I miss it!) and can't kiss up to them by saying how nice the parties were. As a result, I killed a stewardess who told me to have a nice day, eluded airport security to make it to my hotel room and wound up at the EA party an hour after it ended (1:30 A.M.), only to detour to the rock 'n roll McDonald's, the coolest McDonald's I've ever seen — complete with pinball machines, video games, memorabilia and a bunch of Chicago's finest teenagers decked out in tuxes and prom dresses. 'Please, let this day end!'

Saturday, June 1, 6:30

Things get better. I start the evening off at Commodore's third rollout for the CDTV, destined to be a very important home entertainment machine. Hors d'oeuvres and drinks flow until 7:00, when Nolan Bushnell and chairman Irving Gould introduce the CDTV. Great food, great drinks, but nothing super special to make the reception unique.



The Doom Patrol: Bernie and Russ

Walt Disney's party is the next and final stop of the evening. A reception that was supposed to go to 10:00 ends up extending to midnight, and everybody who's anybody in the industry (except Bernie Yee) is hanging out. [Rumormongers still insist that when the hotel ran out of ice, the hosts hauled Walt out of his cryogenic chamber and chipped off enough pieces to keep the beer cold the rest of the night!]

Disney has all of their new software titles running on computers, and Capcom has the Little Mermaid and others on Nintendos. Although rumors of Hollywood stars were flying before the show (with *Rocketeer* cast members the most likely to show up because the game is being introduced), none were there and I went another year without asking Jennifer Connelly to marry me. Walt would have been proud, and the Hollywood letters on the table outside the room were for Polaroids care of Disney. I still don't know who the girls in the picture with me are! Overall, a fun party with great atmosphere, food and people.

Sunday, June 2, 4:30 P. M.

I thought nothing would top Disney's party until Sunday's selection. After a very brief cocktail half-hour hosted by everybody from Origin in tuxedos, evening dresses and cowboy hats, we witness scenes from *Ultima VII*, *Wing Commander I* and *II* and *Strike Commander* on a movie screen in one of the convention theaters. You haven't enjoyed Chris Roberts' games until you've seen them up on the big screen. Intense! Hats off to everyone at Origin for a unique presentation (make that cowboy hats off!) and the quick bite to eat. Bernie said the lox were great (his only party appearance)!

Next stop: Capcom's elegant reception for *The Little Mermaid*. Without a live mermaid at the party, something is missing, but the gig is a lot of fun nonetheless. I almost feel guilty because the food, champagne and good spirits are too nice for us scummy game reviewers. The game is a must-buy for all of you adventurers with kids.

Final stop and best party

NEC's blowout for *Bonk's Revenge*, thrown at the many-tiered Park West night club, went on to the wee hours of the morning (damn those early morning appointments), and was definitely the place to be.

I missed the live animals, but the band and all the guests cheering on their team on the large screen onstage during the *Super Bomberman* contest made up for it. Again, great food and drinks and more people than were probably allowed in the club.

Khalaan: magic lamps and supply lines

There are few wholly original games, and often a designer's creativity is expressed by doing something new with an old idea. This is true of novels and movies, so why should computer games be any different?

When the results are bad, we call it a clone. When they're good, as in the case of *Khalaan*, we call it fun. Part *Defender of the Crown*, part *Centurion* and smothered in the atmosphere of *Prince of Persia* and *Sinbad* movies,

Khalaan is a refreshing though difficult game.

The basic plot is nothing new. You assume the role of

one of four caliphs among whom control of the empire of Khalaan is split. Through bribery, negotiations, popular support and tooth-and-nail battles, you must take over the land and holdings of the other caliphs and become the 'grand caliph of Khalaan.' With the "intruder" option on, you must also suppress the takeover of a strong caliph from the east, with or without the cooperation of the other caliphs.

As in *Risk*, you must expand from a homeland into other territories, keeping supplies flowing to your current subjects as you go. It is very easy to stretch your supply lines thin. Keeping track of your land, soldiers and supplies can be grueling, but the interface and atmosphere of the game keep the challenge enjoyable.

Digitized graphics

If I didn't know any better, I would guess at first sight that *Khalaan* came from Cinemaware. It uses a point-and-click interface, has four arcade segments and embellishes the screens with digitized pictures, smooth-scrolling graphics and 'cut-scenes' reminiscent of *Defender of the Crown*. Unlike previous games of this type, this one lets you turn off the arcade segments individually.

So if you desire, you can add the crossbow game for some target practice. This option made the game for me, because I tired of the swordfighting segment after a few plays. Other arcade challenges include army battles and ship-to-ship

combat. The game is smart enough to know whether you should win the battle or not, and pretends as if you really went through the sequence if you have that segment turned off.

A long skinny land

Khalaan's interface fits the game well. The main game screen has a large window view of a piece of the overall landscape of the game.

Unfortunately, *Khalaan* is one long strip of land and interspersed islands. It's almost as if the terrain was designed to fit the interface, because you can only move the view left and

right along a 'radar' view at the bottom of the screen. This linear view limits your options and the game's realism.

Colored bars on the strip show caliphate positions. Along the left side of the screen are the icons. When you click on the digitized picture of your caliph, a window pops up that details your relationship with the people and other caliphs.

Clicking on the palace accesses the main menu, from which you can handle military and commercial activities, seafaring and state affairs, and change game parameters. The disk icons control saving and restoring.

Your first action is to raise an army. Armies consist of swordsmen and archers. Every month you must allocate a supply of gold, water and food to your troops. If it is not enough, the army will automatically disband and you're up the creek.

Each month you receive taxes in the form of gold, food and water from the lands you control. So it is in your best interest -- and imperative for success -- to build up an army, supply it well and send it out to take over other fortresses as soon as possible.

That is why *Khalaan* is tough. It is difficult to build up forces, and though initial expansion happens quickly, further conquests take time.

Overall success depends on good judgement and diplomatic skill, not just combat, which ushers in the role-

playing side of the game. In addition to storming fortresses and invading cities, you can also bribe other caliphs, buy fortresses, send your troops on sea voyages and conduct other state activities.

This last category separates the weaklings from the strong caliphs. A magic lamp gives its owner one wish per month. These wishes can give you the edge you need in negotiations or takeovers. Giving gifts to your people and sending spies out on secret missions can also gather support when necessary.

Rubbing the magic lamp

Supremacy will not come by force alone and, as in *Centurion*, skillful use of your other skills and options can tilt the game in your favor. They also add a lot of color, especially the magic lamp. If your opponent steals the lamp from you, watch out!

Graphics are very nice, particularly the arcade sequences. The animation and scrolling are smooth, and the backgrounds are digitized pictures of desert scenes. The colors on the interface screens are bland, probably because of all the sand.

Music and sound effects are spread out but do the job well. Grunts during battles always seem to separate the good sound effects teams from the bad ones, and *Khalaan's* team makes the grade.

Conclusions: *Khalaan* looks like any of a number of other similar games, but stands out because it's fun to play and has all the right bells and whistles. I was frustrated at first because I lost troops so quickly, but stuck it out and was glad I did.

Interface options such as automatic troop movement and arcade sequence results, game speed, game duration and news reports let you customize the game. I will expect such switches in all game of this type in the future.

Khalaan turns its predecessors on their ears, taking off in a new direction headed somewhere between Persia and Nepal. Watch out for the spitting camels!

Skill Level: Intermediate to advanced

Protection: Nothing obvious

Price: \$29.95

Company: Rainbow Arts

Type: Strategy/adventure

System: Amiga (512K)

Planned conversions: IBM?

By Russ Ceccola

A new look for Larry Laffer

Many a year has passed since first I fell out of the fire escape of a seedy hotel into a dumpster full of garbage in downtown Las Vegas. Now, on the verge of *Leisure Suit Larry V's* September debut, Sierra has released an enhanced version of the first game, and here I go again.

In addition to 256-color graphics and stereo music and sound effects, some new puzzles have been worked into the story of Larry's ill-fated first trip to "Lost Wages." (Which, by the way, was produced by longstanding *QB* subscriber Stuart Moulder.)

The graphics are a knock-out.

Luridly handpainted illustrations were digitized to give the backgrounds a distinct cartoon feel. They remind

me of the cartoon style in which cars, buildings and other elements look like they're made of inflated rubber, with rounded corners on everything.

If looks could kill...

For the first time Larry looks like a genuine lounge lizard. He is not just fully animated, but depicted as the overweight, nerd of a guy we've always known him to be. Many of the scenes from the original game were also wholly recreated. When you're in the taxi this time, you see the cab from the rear and watch the buildings scroll past through the windshield.

Lots of animated sequences were slipped in to keep you entertained even when you get killed or manage to blow it one way or another. (Some can get pretty graphic, both in terms of violence and sex, for Sierra to have pasted a "parental guidance" sticker on the box.)

Sound effects are great. Larry whistles sharply to hail the cab, and

you can hear authentic traffic noises in stereo, which is extremely realistic. And I for one like the marimbas and brass playing at the Quickie Mart this time, which will make you feel right at home (if you were born in Tijuana).

Point and grope interface

Naturally Sierra put the new, no-typing interface in this version, calling it a "point and grope" interface. The main drawback is still that it limits conversational interaction, as some of your responses (such as the now infamous "Ken sent me" password) are treated as objects that are physically moved about the screen and "given" to people.

If you haven't played the first Larry, and your tastes are...well, let's just say you don't know the meaning of the word...then this new version can be a lot of fun.

Order it from Sierra's 800-326-6654 number by September 1, and you'll get a free Larry autoshade. A 16-color EGA/Tandy version is also available.

Upgrade details

And if you still have the original Sierra game and want to replay the enhanced version, it only costs \$25 if you send in disk one of your current version or the front page of the manual (state disk format). The free autoshade deal doesn't apply to the upgrade.

The disks in the box are high density, both sizes. A hard disk is required. These specs also apply to the similarly enhanced *Space Quest I*. It too offers some new puzzles and is



Close up look at the new game art

due out in August, and an upgrade is available.

New Sierra quests

Besides *Leisure Suit Larry V*, two more all-new quests set for the fall are *Conquest of the Longbow* and *Police Quest III* (September). Naturally these are for MSDOS machines.

Sierra is also moving into the educational market, planning to do at least four titles a year. (The wild rumor that the first will be a sex education game starring Larry Laffer turned out to be false.)

Amiga, Mac & CD conversions

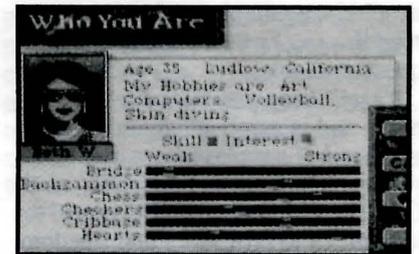
Amiga gamers are still in vogue at Sierra, with *Rise of the Dragon* set for August. Also scheduled for August releases are the Mac versions of *Space Quest IV* and *King's Quest V*.

On the cartridge front, *King's Quest V* has been on the Nintendo for some time, and others may follow.

Five CD titles will be released this fall and winter: *Space Quest IV*, *King's Quest 5*, *Leisure Suit Larry I*, *Stellar 7* and *Jones in the Fast Lane*.

On-line with Sierra Online

The Sierra Network, a games-oriented telecommunications system for IBM only, will soon be running multi-player versions of *Red Baron* and *Stellar 7*. Right now it's just card games (with other players) and text messages.



But adventures such as *King's Quest* and *Larry Land* are planned for next year, worlds in which an unlimited number of people can enter and interact with each other.

By Shay Addams

Might & Magic III: hints and clues

This is the final batch of hints and clues provided by Jon van Caneghem and Ron Bolinger at New World Computing. Next month look for more in Keys to the Kingdoms.

General Tips

Always drink Moose Juice, even if it hurts. Search the eastern shore for a ride to a faraway land. Day 99 is a special day.

Outdoor Monsters

Unlike their indoor cousins, outdoor monsters keep regenerating until you locate and destroy their lairs. Search for huts, wagons and other places.

Gold, Gold, Gold!

Treasure, like monsters, is slightly different outdoors. It isn't necessarily

depicted, so methodically step on every square.

There is a lot of treasure in the mountains, which requires possessing Mountaineering skill.

If low on gold, Fountainhead has a one-week work program that is worth your while. It can be repeated, though it does take time.

Passwords

In each of the five castles, you will find black chests that require a password to open. Each chest's password is found by answering riddles in the same castle's dungeon.

To get into the dungeons, you'll need a different password for each. These too are found in the same castle.

The password for the Slither Cult (area B-1) is the name of the missing Greek brother.

Boosting stats

The Dark Warrior's Keep is a good place to increase your stats. It's shown on the map and is in area B-3.

Deeper in the quest, you will hear of a sunken island in Piranha Bay. The key to raising it (which we hear can be a rejuvenating experience) lies in the five pyramids. To enter them, you will need the gold key card.

In the Tomb of Terror's Mausoleum, you will find four thrones. Have one character sit on each; don't do so with everyone in the party.

The CD Dungeon: Ys Book I and II

Remember *The Ancient Land of Ys*, an IBM game from a few years ago? It was the basis for NEC's new TurboGrafx game, *Ys Book I & II*. This two-part, one-player RPG is a perfect example of the kind of games you'll see on CD-based systems.

Ys is the first of many CD-based adventure games on the way from NEC. On a computer, the same game might take 20 to 30 disks.

If you have the TurboGrafx-16, *Ys* is a good reason to buy the CD Player. not only will it play CD games, but it also plays also regular CD and CD+G (graphics) formats. And if you don't already have one, you can get the system, the CD Player and *Ys* for \$399.

Two more adventures on CD, *Sherlock Holmes* and *Murder Club* should be available by the time you read this, so *Ys* won't be the only quest available.

Ys will keep you busy for many hours and is surely a bargain. *Book I* and *Book II* are played separately, so you're really getting two games on the CD. The ultimate goal is to return the land of *Ys* to prosperity and freedom from the clutches of the evil Darm, who has tricked the populace into helping him by taking the form of the highly valued Black Pearl.

In *Book I* you take the role of Adol, who must collect six ancient books and return them to the statues of six priests in the temple. After taking all

six books to the temple, you start *Book II*. The goal here is to destroy the Black Pearl, thus ending Darm's hold on the land.

The plot is nothing new, but its presentation is special. Because it's a CD game, the graphics, sounds and music are incredible. Obviously designed in Japan, the full-screen figures and animation look like cartoons a la *Speed Racer*.

The main view of the game resembles Nintendo's *Legend of Zelda*, a three-quarters perspective overhead view. You access the command menu with the Select button. The commands consist of saving and loading games, changing Adol's speed, showing Adol's status, examining inventory and readying equipment or weapons.

That's it! You just move Adol around the screen, exploring locations and talking to people to give you clues. From this perspective there is nothing difficult about playing *Ys*. After you accumulate a lot of weapons and items, you have to use your head to get through certain battles and situations. Combat is simple. Just bump up against your opponent, or use your weapon.

Like *Ultima VI*, *Ys* is played on the same scale throughout. The screens scroll within a section of the

landscape, and the monitor blacks out between sections. Because there are so many characters in the game, I suggest writing down what they have to say for later reference. Their clues help you discover certain locations, objects and people. Mapping is not necessary, except in certain caves and other indoor locations. A map of the land of *Ys* comes with the game and shows the major locations.

The best part of *Ys* are the graphics and music. Even though the incredibly detailed full-screen graphics and animation are cartoonish, *Ys* is nice to watch. The five-minute introduction is intense. Music plays constantly, yet never gets boring because it changes frequently to reflect your situation and location. The sound effects are distinct and further enhance *Ys*.

Conclusions: Lump all this together and you have a game that is unique (not for long) — a precursor of CD games in general and TurboGrafx CD games in particular. *Ys* is strongly recommended for those looking to spend money for a new system so they can jump into the CD market. (Now all I want to know is what *Ys* means in Japanese!)

Skill Level: Novice to Moderate
Price: \$59.95
Company: NEC

By Russ Ceccola

The Prognosticator

Aren't vacations wondrous things? You always end up feeling relieved to finally get home. At least I usually do.

For the few of you who noticed The Prognosticator's absence, I assure you, it was worth it. Seeing into the future is a hardy task even for those of us who claim to be professionals, and this break provided me with a new perspective. So this month I'll be peering more than a few mere months into the future of adventures.

Zork: the good old days

The electronic entertainment world never ceases to amaze me. Just when I think I've seen it all, the standards take a giant leap forward. How many of you remember playing Zork for the very first time and wondering how it was that you ever managed to have fun in the pre-Infocom days?

I'll never forget the countless lies I told everyone just so I could sneak away to a friend's house to play Zork. I knew I was hooked when I started passing up dates with women I would have killed for before Zork. To be quite honest, nothing has surpassed the adulation I felt during my Zork-infested days, but technology still found a way to amaze me.

Soon after I started on an Apple II, I bought my first IBM PC and could not believe the *awesome* graphics Microsoft created for *Decathlon*. A whopping four colors, and athletes that were a step above stick figures. Then EGA changed quite a few of our lives, and I became a *Starflight* fanatic.

Memories get hazy around this time, as I vaguely remember spending at least 20-30 hours a week exploring the *Starflight* galaxy. I swore that EGA was all I'd ever need...until I saw my first VGA demo. Provided by IBM, it was just a contour chart -- but right away I saw the gaming potential and placed my order first thing the following morning. It couldn't get here fast enough.

The day the Ad Lib card showed up was another great memory for the scrapbook. "My God, it sounds just like the arcade!" Funny how time and new technology make it sound like a child's xylophone today.

CDs for Christmas?

This brings me to the present (yes, I was going somewhere other than just a stroll down "extended memory lane" with all these recollections).

The big talk today is CD-ROM, CD-I and CD-TV.

Everything is heading for CDs, at least that's what we are led to believe. Some games are already being converted and designed for CDs. [But even Sierra won't recommend a specific CD drive now because there is still no clear-cut standard; maybe there will be by Christmas, when prices could fall below \$400!.]

While there still isn't enough hardware or software to convince me that CD-ROM is going to catch on, I'm confident it will. Actually, I hope it does, because it's necessary for the next big jump. After all the shows and discussions with the rest of the industry, it seems like Virtual Reality is just around the corner.

Virtually virtual reality

For those of you who have missed the entire VR talk, virtual reality lets you interact in a completely fabricated environment dictated by the software. Examples range from putting on glasses and seeing items in 3-D that appear to be in the room with you, to the extreme as in the Holodeck found in *Star Trek: The Next Generation*.

Imagine being able to "transport" yourself into a virtual dungeon where every angle you look shows not your living room, but a fabricated dungeon. Monsters attack you in 3-D, potions lie on the virtual floor before you. Wear a data glove, and you can actually reach out and "grab" items that only exist in the virtual world.

How far away are we? Not as far as you might think. One piece of hardware that just might catch on is something called the *visual pen*. It's basically a small video camera shaped like a pen that you hook up to your TV or computer.

It then watches you and reacts to your movements. This would make it possible for you to actually appear in the games you are playing now. If you jump, the pen sees it, and you jump up a staircase in your favorite game.

Now take this example a step further. If you took two or three video pens and placed them in front of you, above you and to the side of you, then you could simulate 3-D actions. Imagine what you could do then. Remember the holographic tennis lessons in the movie *Total Recall*? How about complete in-house golf lessons, or a computer aerobics instructor that tells you when you're not bending correctly?

At the June CES, Nintendo was showing a package that let you stand



in front of a video pen and take part in a cartridge-based game. Onlookers watched as participants stepped into a booth and then actually showed up in a game.

If you ran in place, you ran forward in the game and evaded virtual creatures that chased you on the screen. When you swung your fist, you swung at enemies on the screen. It was simply incredible to watch. What surprised me was how many people looked at the monitors and said "Hmmm, that's neat," and then walked away without ever giving it another thought.

I can only explain this in one of three ways: A) They were from the future and were surprised at how regressed we are, B) As a gamer I'm much more fanatical than the average buyer, or C) I've completely lost touch with actual reality in favor of the virtual type. Whatever the answer, it can't get here fast enough for me.

VGA with built-in sound board

Just wanted to be the first one to tell you that ATI is coming out with a new product. In addition to the built-in mouse port that comes on their popular VGA Wonder cards, soon you will also be able to get one with a built-in sound board.

It's too early to be specific, but it's supposed to be completely Sound Blaster compatible. ATI is also planning on selling the sound card portion separately. With all the other cards coming out, expect a vicious price war before Christmas (good timing huh?). At last count, you should have at least fifteen cards from which to choose.

By Rich Heimlich

Rich Heimlich is President of TCSC, Inc., a quality assurance testing firm specializing in entertainment software.

Walkthrough: Secret of Monkey Island

The Scumm Bar

When the cook leaves the kitchen, enter the kitchen. Get the meat and the pot. Go east to the dock and get the fish by going to the end of the dock and hitting the enter key to flip the bird in the air. Race over and get the fish before the bird flies back.

Getting some Money

Go east at Lookout Point and on to the clearing east of the fork. Go toward the light to the circus. Talk to the brothers, and agree to be shot from a cannon. Show them the **p4t**.

Back in Town

Buy a shovel and sword at the store, a treasure map from the Citizen at the intersection. Get a chicken from the Voodoo Shop. Go to the Men of Low Moral Fiber and say you like rats. Talk about the circus. Agree to take PTA minutes for two pieces of eight.

The First Trial

Go to the house on the southeastern part of the island. Give fish to troll. Train for swordfighting. After you train, go to the intersection west of the fork and wait. Pirates walking from one place to another will fight you. Make a list of insults and comebacks. Each insult has a corresponding comeback, which are effective only when used with the correct insult.

When you have a complete list of 20 insults and 20 comebacks, go to the store and tell the storekeeper you want to see the Sword Master; follow him when he leaves. The storekeeper is going to the forest to the north of the fork via Lookout Point. The intermediate comebacks work with the Sword Master's insults. You have never heard the insults before, but they are similar to the intermediate insults. Try to match them up. Once you beat the Sword Master return to the three captains and show them the "prize" she gave you.

The Second Trial

Go to the fork in the road and enter

the forest. Pick up a **p2t1l** from the **62l14w f14w279**. Use the **p2t1l 4n th2 m21t**. Go to the Governor's mansion. Give the **875gg28 m21t** to the dogs. Enter. Inside, immediately go through the right door. A "cut scene" follows, in which you get some gopher repellent.

Getting a File

Buy breath mints from the storekeeper. Talk to Otis in the jail and give him the breath mints. Talk to Otis. Give gopher repellent to Otis. Get cake. Open the cake, and you will find a file.

The Mansion

If the dogs wake up, get the meat from the Scumm bar kitchen and the petal from the yellow flowers. Go through the hole in the wall. When Fester tosses you in the ocean by the pier, pick up the idol and sword, walk to the ladder, climb out.

The Third Trial

At the Scumm Bar show the idol to the pirates. Look at the map you bought. The dance steps are directions through the forest, from the fork to the treasure. The directions back, right and left refer to directions that Guy must go off the screen to follow the map. Back means go back off the screen by a path in the back part of the screen. Right and left means exit the screen by the right or left hand path.

As Guy enters the forest, he goes by the back path. On the next screen, take the left path. On the next screen, guy takes the right path. Then go left, right, back, right, left, back and right to see the "X". Dig at the "X" and read the signs, plaques and monuments. Return to see the captains, who will have vanished.

To Monkey Island

Go to Stan's Used Ships. Talk to Stan about credit. You want the big blue ship at the end of the dock.

The Shopkeeper's Safe

Go to the shopkeeper's shop and ask for credit. Leave, return and say you

have a good job. When he opens the safe, watch closely and write down the combination by counting the clicks and noting the direction clockwise and counter-clockwise direction the safe lever is being turned. Tell the shopkeeper you want him to see the Sword Master. When he leaves, open the safe and take the letter of credit.

The Combination Revealed

The combination is four left, four right, three left, one right, and open. If unsuccessful, reset the safe handle and try again.

Bargaining with Sam

Take the letter of credit to Sam's. Do make an offer until you ask him about extras, and tell him they are junk and you don't want them. Threaten to leave, but come back. If you leave and come back immediately, the bargaining generously starts up at the price you were at when you left. Make a low offer of 1,000 to 2,000 and raise it slowly. Keep softening Sam up while bargaining. You can get the blue ship for about \$4200.

Guy's Crew

Recruit the Sword Master by telling her that the Governor was kidnapped. Free Otis by getting all five clay mugs in the Scumm Bar. Then go into the kitchen and use one mug on the keg of grog with the spout and the skull and crossbones on it. The mug will melt, and you must use the **m2lt3ng m5g 4n 1 g448 m5g** before it turns to a shapeless mass.

Otis and Meathook

When you get to the jail, use the **g74g** on the lock and free Otis. Otis will flee, joining you later. Meathook lives on the island on the far northeast corner of the island. Take a chicken with a pulley, from the shop just to the left of the Citizen. Climb the ladder to the platform at the shore and use the chicken on the cable to get to the island. Tell Meathook about the kidnapping of the governor. Impress him by opening the door and taunting the parrot. Go back to the dock,

where Stan and your crew of three will mee you.

Sailing to Monkey Island

Explore the ship and collect everything you can find. Read the captain's log in the desk drawer of his cabin. Get the key from any box of cereal in the cupboard in the galley. (Look at the prize, and it will become the key.) Use the key on the cabinet in the Captain's cabin. Take the chest out of the cabinet. Open the chest. Look at the chest. Take the recipe and the cinnamon sticks from the chest.

Cooking your way to the Coast

Into the large pot on the stove in the galley, put the **c3nn1m4n, b721th m3nt9, j4ll6 74g27 (t4p 4f th2 m19t), 3nk, w3n2, 75bb27 ch3ck2n, g5np4w827, and c2721l**.

Save the game. Get the small pot from the galley for a helmet, rope from the hold for a fuse, gunpowder from the hold, and the feather from the captain's cabin. Use rope on the back end of the cannon, gunpowder on the front. Light the feather, stand near the muzzle of the cannon and use the pot.

On Monkey Island

Get the banana. Head to northwest corner and go to northwest beach. Get note. Look. Go to fort north of volcano. Get spyglass and rope. Pull the cannon. Get the gunpowder and cannonball. Head east to the fork in the river. Get rock. Get memo. Look at both. Get flint. Walk across bridge and go east to the footholds. Up. Pull **p73m3t3v2 17t** to farthest left position. Push it three times to the right (aiming at banana tree). Go to footholds up. Up. Use spyglass. Push rock. Down. Read memo. Down. Cross bridge.

Explosion

Use gunpowder on dam. Use flint on cannonball. Go to pond. Get rope. Read memo. Go to crack. Use rope on tree. Walk to stump. Use rope on stump. Walk to oar. Get oar. Go to beach. Get two bananas.

Exploring

Walk to boat. East. Go to beach. Notice bottle with the message.

Check out the clearing if you haven't already. Continue east, then north in your boat until you spot a beach. Go to beach. Read note. Go to village.

The Village

Walk west to Big Stone Head. Get two bananas from bowl of fruit. Walk east. In the Guest House, get the skull. Open loose board. Get banana picker. Walk to hole.

The Monkey Grounds

Return to your boat and row back to the beach with the banana tree. Enter jungle. Go to monkey. Give all give bananas to monkey. Look monkey. Walk to clearing. Go east to fence. Pull nose on left totem pole. Move away. Walk to opening in fence. Walk east. Get wimpy little idol.

Getting the Banana Picker and Monkey Head Key

Get in your boat and head back to the Cannibal Village. Tell the cannibals that you'll give them anything. Give them the idol. Enter Guest Hut and get the banana picker. Start to leave, and Toothrot will arrive. Give the banana picker to him, and he'll give you the Monkey Head Key. Leave the Village and return. Talk to the cannibals until the word "head" is mentioned. Give the leaflet to the cannibals, and you'll get the head of the navigator and the necklace.

The Catacombs

Return to the Monkey Head and use the key on its ear. Enter the mouth. Use head. When you stop at a junction, look at the head. It will spin, then look in one direction, which is the direction you should go.

The Ghost Ship

After reaching ledge above Ghost Ship, talk to head. Ask for necklace. Say "please" till you get it. Use necklace. Walk to ship. Go west through the door. Use **c4mp199** on key. Go down hatch and east. Get ghost feather. West. Use **f21th27** on feet of sleeping crewman twice. Get grog. East. Use key on hatch. Walk to the hatch. Use grog in dish. Get grease). Return to deck. Use grease on Brig door. Open door. Enter. Get ghost tools. Return to cargo hold and

use the tools on the crate. Get the voodoo root. Leave the ship. Exit.

The Wedding and the Ghosts

Return to the Village and give the root to the cannibals to get the magic seltzer bottle (root beer). Leave. When you're back on Melee Island and a ghost appears, use the root beer on him. Head for the church. When you encounter next ghost, use the root beer on him. At the church, talk and say "stop wedding." Use root beer.

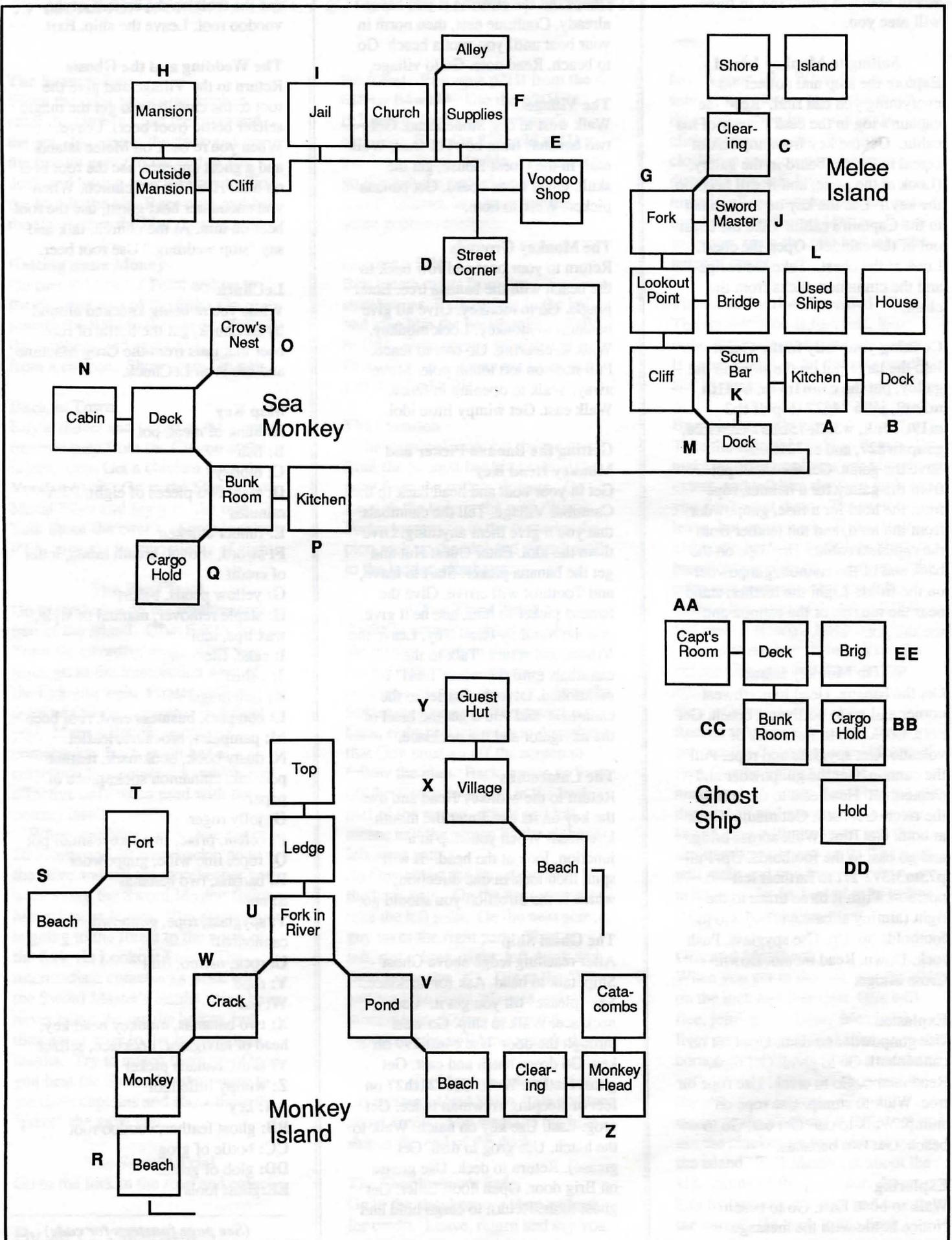
LeChuck

While you're being knocked around by LeChuck, get the bottle of root beer that falls from the Grog Machine and use it on LeChuck.

Map Key

A: hunk of meat, pot
B: fish
C: money
D: map, two pieces of eight, PTA minutes
E: rubber chicken
F: sword, shovel, breath mints, letter of credit
G: yellow petals, t-shirt
H: staple remover, manual of style, wax lips, idol
I: cake, file
J: t-shirt
K: five mugs
L: compass, business card, root beer
M: pamphlet, brochure, leaflet
N: dusty book, bookmark, feather pen, ink, cinnamon stick, piece of paper
O: jolly roger
P: cereal, prize, small key, small pot
Q: rope, fine wine, gunpowder
R: banana, two bananas
S: note
T: spyglass, rope, gunpowder, cannonball
U: rock, memo, flint
V: rope
W: oar
X: two bananas, monkey head key, head of navigator, necklace, seltzer
Y: skull, banana picker
Z: wimpy little idol
AA: key
BB: ghost feather, voodoo root
CC: bottle of grog
DD: glob of grease
EE: ghost tools

(See page fourteen for code)



Keys to the Kingdoms™

Martian Dreams

Useful locations include:

Trading Post	36S x 150W
Bridges	18N x 111W
	4S x 121W
	25N x 121E
	36N x 163E

Cities

Elysium	20N x 114E
Argyre	27S x 77E
Olympus	2N x 112W

Pumping Station	18N x 167W
Argyre Grove	32S x 42W
Elysium Grove	25N x 114E
Hellas Grove	23S x 69E

Barges	25S x 120W
	8N x 162W
	*4S x 9W
	*27S x 62E

*: have cannons

To reach the outpost, go east from 1883 ship to canal, north along canal till you see Buffs on west, go west and north, use spyglass. Tube Buildings are east of Argyre, NE of Elysium, S. of Olympus, S of Hellas
C. F. Shaffer

To turn on power: go to 33N x 127 W, enter building and talk to both robots. Take the broken conveyor belt to Trippet in Olympus. He'll fix it. Take it back and use on the conveyor. Find a wheelbarrow and use the shovel to put coal in it. Use shovel to put coal in furnace three times. Stoker will take over from here. Then enter the Oxium vault and get the cable spool and pliers (and all the Oxium you need). Go east in the tunnels till you exit on the surface; you should be surrounded by towers. Get rubber gloves from Spector, rubber boots from Bly. Use pliers on cable, then on broken cable to repair.

To turn on water:

Get the weedsprayer and weedkiller. Find the three towers on the map, located on the northern ice caps. Visit each tower and kill the weeds. One

tower will have a broken lens, another a broken motor. Get both. After freeing all eight people from the Dream World, take the motor to Edison in Olympus for repair, the lens to Tiffany. Reinstall the motor and lens, then go to the control panel near one of the towers. Use it, then type in the coordinates (which are the time of day, typed in as military time: 10:32 AM = 1032; 1 PM = 1300).

Visit the lab north of the Elysium Tube Chamber. Get the metal woman and install the heartstone. Take her to the Dream Machine in Hellas. Take a Martian from the Dream World into the body. Take the metal woman to the pumping station (the coordinates are given by Duprey). Take the metal woman to the sprayer machine to the southeast. Use the machine on her, and use solo mode with her. Take here west and have her walk through the three steam leaks. Use the control valve to the west.

Bob Weber

Death Knights of Krynn

Dulcimer: after killing the Liche, shatter his phylactery at 2, 13. Then you can enter Voice Wood.

Turef: don't retreat after first fight at 9, 7, or you'll have to face the same foes. Use Mass Charm.

Cekos: Igorf, at 7, 5, is a copper dragon who'll join if you agree to find his treasure. At 11, 1 you'll find a key that opens the door at 5, 7. This leads to three blue dragons, the treasure and a kidnapped girl whom you should take to her mother at 8, 13.

Quazle: The main encounter is at 0, 1. Don't waste time in the museum.

Cerberus: The best weapon against Undead (including Soth) is the Mace of Disruption, found at the armory.

Dargaard Keep: the password is **denissa**. On level 2, visit the northeast and southeast towers. At 13, 9, you'll find the incantation that restores people to normal state. There are two items at 7, 3. On level three, fight the two statues before entering the room containing Durfey. Once you kill Soth, strike him with the Rod. Restrain Lenore.

No Name

Bane of the Cosmic Forge

Save rubber bands you get after defeating Rubber Beasts. You'll need

at least four. Also save boulders after defeating Hill Giants. Merge two rubber bands, then another two. Now merge the two rubber braids and you'll have a band strong enough to fix catapult. Take broken sprocket to Dwarf blacksmith for repair. Put it on catapult, cock it, put boulder on it and fire (but save the game first!).

Frank Scalise

Timequest

44 B. C. Rome: Up. SE. (Circus Maximus.) SE. Grandstand. Get foccaccia. NW. NE. Get peg and jar of oil. SE. Put wheel on chariot. Put peg in hole. Put oil on wheel. Climb into chariot and wait until races begin. After winning the last race you'll be taken to the Imperial Box. Wait. Wait. Ask for wreath. Wait. Get sword. Kill lion with sword. Get bracelet. Examine bracelet. Return to Interkron (bracelet will disappear).

1215 A. D. Dover: SE. (Lawn) Go north to Tavern. Examine courier. Wait until courier leaves. S. Mount horse. W. Forest. NW behind tree. Wait until courier appears. SW. Get scroll. Read scroll. Get pouch. Open pouch. Give letter to leader. Ask leader about letter. NW. Read scroll. Wait. Wait.

800 A. D. Baghdad: W. Caravan Trail. N. N. (Bazaar) Give **f4cc1cc31** to beggar. (Sultan's Palace) Examine Vizier. Nod. Harem. Take **f3g9**. West to Jamila's bedroom. Get green veil. E. Wear veil. S. Offer **f3g** to Vizier. N. W. Remove veil. **H382 5n827 b28**. Wait. Wait. Wait. Get **913pp27**. Wait. Out. Show **913pp27** to Sultan. The Sultan will give you a turban.
F. J. Philipps

Eye of the Beholder

Special Quest, Level 9: In the room of "one key for one gem," on the east wall (where you see the message "It is written, the key lies on the other side," throw an item through the east wall to open a passageway east. You'll find three Orbs of Power and a button on the wall.

John E. Peterson

Hard Nova

The Mag.card 319A is at the Ciberan Main Processing Station at 0747, 0348. You need it at the Ariel Invasion Base at 0907, 0650. Other important locations are:

Ciberan Tanker: northeast of stargate in Ciberan system; use hi-res on Long Range Scanner

Amaro Estate (Holbrook) 0429, 0270
 Disp Temple (Varon) 0570, 0286
 Ulgurch (Varon) 1726, 0634
 Leader Hall (Valron) 0670, 0629
 Meridian City 0588, 0387
 Ciberan Research 0610, 0608
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Battle Armor 14, 15, 22
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Legend of Faerghail

Western Wilderness

A: Clydane
 B: Abbey
 C: Old Man
 D: Elemental
 E: Elemental
 F: Elemental
 G: Elemental
 H: Oracle
 I: Staff of Old Age
 J: Northern Mine entrance
 K: Southern Mine entrance
 L: Volcano entrance
 M: Inn
 N: Spring
 O: Stone Halfling Sword
 *: Impassable trees

Eastern Wilderness

A: Castle
 B: Elven Pyramid
 C: Elven Graveyard
 D: Thyn
 E: Healer's Staff
 F: Dragon Temple
 G: Northern Mine entrance
 H: Southern Mine entrance
 I: Inn
 J: Healing Spring
 K: Elven Guard
 C. F. Shaffer

Elvira

Maze: Go to center of Maze. Use Fire Dagger spell or crossbow on Maze creatures. (But save at least two bolts for later.) Use Fire Dagger spell

on Nest. Gather plants along the way. Search Nest for Elvira's ring and anything else the Maze creatures have stolen from you. Go to Lily Pond and take all items.

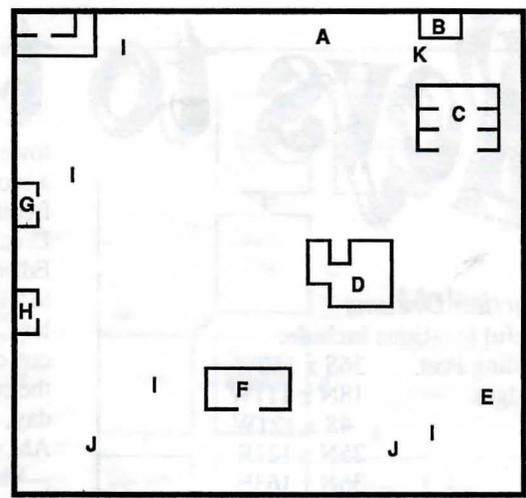
Check other areas of Maze for bird's egg and plants.
Chapel: Take prayer book with Manticore hide inside. Insert Elvira's ring into cross. Enter chamber under altar.

Get crown. Face Crusader wall. Use p71627 9c74ll on wall. Put c74wn on Crusader's head. Take Holy sword. Use it (equip).

Battlements: Gather up ivy. When you encounter the Grey Knight, hit him with a bolt (using the crossbow). He will fall over into the m41t

b214w.

F. J. Shaffer



Eastern Wilderness

Lord of the Rings

On the way to Rivendell: crossing the last ford happens with our with the help of Glorfindel and the white horse. Either way, follow river south on both sides and get cloaks of the eight defeated Black Riders before going to Rivendell. **In Rivendell:** Ask Elrond about Gimili. To get Bilbo's help in library, recruit him and go there. Don't head for Moria without a full party. You need a Dwarf to lead in the mines, but Elves fight better. So an optimum party might be: two Elves (I found one of Elrond's sons, Elladan, in addition to Glorfindel), Gandalf, Aragorn, Gimili, Boromir and the four Hobbits.

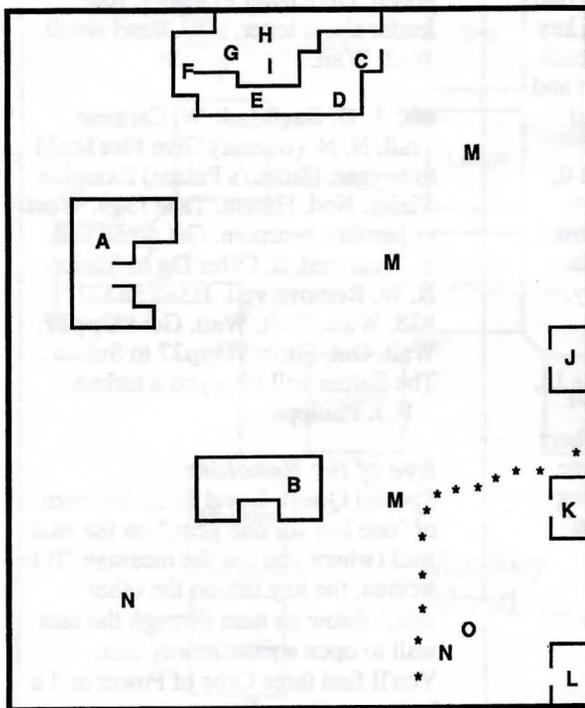
By now you may have to decide whether to carry all those Hobbits. Merry, Pippin and Sam are cute, but ineffective fighters. You'll meet another Dwarf in Moria, and may recruit Rayf Brogan if you return to Bree, and may not have room for the pony. Load up with as much food as possible before departing for Moria.

Richard D. Conley.

Ye QuestBusters Code

Boldfaced numbers are coded:
 1 = a, 2 = e, 3 = i, 4 = o, 5 = u, 6 = y,
 7 = r, 8 = d, 9 = s

This month Frank Scalise and Bob Weber were randomly selected to win the game of their choice for sending in Keys. Send in yours today! (All entries become exclusive property of Eldritch, LTD until October 11, 2137, A. D.)



Western Wilderness



Swap Shop

Trade or sell old adventures with a free ad (adventures only, no pirated software, 10 games per ad. Please state system. * indicates cluebook included)

Amiga

Sell: Drakhehn, \$30. DungeonMaster, \$15; both for \$30. Will buy: Keef the Thief, B.A.T., Battletech 1, Champions of Krynn, Tangled Tales, Elvira./ Sheila Jenkins, 3769 Wilson Ave #E, San Diego CA 92104

Apple

5% @: Zork 1, Zork 2, Transylvania, Enchanter, Beyond Zork, Shard of Spring, Xyphus, Wizardry 3, Wishbringer, Wizard's Crown. Byron Blystone, POB 1313, Snohomish WA 98290

\$15 @: M & M 1, 2, Pirates, Windwalker. \$20 @: Magic Candle, King's Bounty. \$5 @: Dungeon Master Asst #2, Wastland. Bard 1*, \$10. Tory Richard, Box 129, East Kelowna BC Canada V0H 1G0

Will buy King's Quest 4, Ultima 4 & 5. Denice Krofta, 103 Clark St, Tomah WI 54660-1508

\$15 @: *Bard 1, Mines of Titan, King's Bounty, War of Lance, Autoduel, Magic Candle, Battletech, Zork trilogy, Enchanter trilogy, Deathlord. Robert Breezeley, 1995A Barrymore Common, Fremont CA 94538

Have Zork Zero, Solid Gold Hitchhiker's, Amnesia, Planetfall, Hollywood Hijinx, Transylvania, Beyond Zork. Want Zork 2, Infidel, Invisiclues for Spellbreaker, Deadline. Mark Mayhew, Rt 8 Box 1365, Rogersville TN 37857

\$15 @: Knights of Legend, The Pawn (text-only), Portal*, King's Quest 1*, Wasteland. Sara Snyder, W174 N9382 Joper Rd, Menomonee Falls WI 53051

Mac: sell Journey, \$15. Maureen Moran, 160 W 96 St 9S, NYC, NY 10025

GS: Alien Mind, Bard 1* & 2*, Cryllan Mission, Last Ninja, Questron 2, Shadowgate, Star Saga 2, War in Middle Earth. Dan Young, POB 69, Still River MA 01467

Commodore 64

Times of Lore, \$12. Will buy Quest for Clues 1. Henning Vahlenkamp, 216 Spring Hill Rd, Matawan NJ 07747

Sell only, \$10 @: Bard 1, Contra, M & M 1*, Murder Party. \$5 @: Devon Aire, Indy's Temple of Doom, Mindshadow, Pirates, Trilogy, Zork 1 & 2. Nancy

Robitaille, 9749 Page Rd, Streetsboro OH 44241

Sell only, \$10 @: M & M 2*, Champions of Krynn. Brandon Doan, 566 Raintree Cir, Coppell TX 75019

Selling C128 w/1571 drive, modem, fastload car, 30+ titles. Write for details and price. Byron Kupfrian, 1901 Shower Tree Way, Wellington FL 33414

Sell/trade, \$15 @: Carmen USA, Europe, and World. \$10 @: Suspended, Zork 3. Will sell or trade 2 C64 games for 1 Amiga or MSDOS of these: Timequest, Eye of Beholder, Space Quest 4, more. L. Hinkel, 9936 Bexley Dr, Sacramento CA 95827

Sell only, 160 titles, send SASE for list. Want MSDOS titles, both disk sizes. John E. Peterson, 4101 S. Sheridan #12, Lennon MI 48449-9402

MSDOS & Questalikes

\$20 @: Darkspyre (both formats), Legend of Faerghail (5.25 only). Georgina Jankay, 809 Hatcher St, Montgomery AL 36109-1701

Trade/sell: Buck Rogers, Savage Empire. Want Silver Blades, Champions of Krynn. Andy Molloy, 110 Harvard Pl, 2nd Floor, Syracuse NY 13210-2654

Sell only, \$25 @: Hard Nova* 3.5, Excalibur* 3.5. Space Quest 4 (VGA, 3.5), \$30. Robert Koepke, 1150 Dry Creek Rd, Sedona AZ 86336

Trade/sell (both disk sizes): Quest for Glory 2, \$20. \$15 @: Conquests of Camelot, Colonel's Bequest, Hero's Quest, Space Quest 3. \$10 @, 5.25 only: Ultima 6, Indiana Jones Last Crusade. Want Rise of Dragon. Chris Lechlitter, 3155 E 3200 N, Twin Falls ID 83301

\$15 @: Covert Action, War of Lance, Lightspeed. \$15 for both: Dragons of Flame, Conflict. Will trade for Eye of Beholder, Lord of Rising Sun. Send list. Frank Scalise, 2585 Morgan Territory Rd, Clayton CA 94517

Many 5.25ers to sell, including Champions of Krynn, Pool of Rad, Azure Bonds, Hillsfar, Populous, Bard 2, Ultima 6, Silver Blades. Want M & M 3, Wizard Wars, Quest for Glory 2, Dragon Lord. Send SASE and your list. N. Mark Kassouf, 12767 Royal Ave, Grand Terrace CA 92324-5821

Sell only, \$30 @: King's Quest 5, Space Quest 4. \$25, Rise of Dragon (all VGA 5.25 HD). Chris Kelly, 3709 Sandal Lane, Cincinnati OH 45248

Sell only, \$15 @: Conquests of Camelot, Champions of Krynn, Hero's Quest 1*, Keef the Thief, Leisure Suit 2, Police

Quest 2*, Future Magic*, Silpheed, more. Will make any deal. Steve Kehlet, 18781 Pinto Lane, Santa Ana CA 92705

Both sizes, Hero's Quest \$15, Quest for Glory 2 \$20. Timequest (3.5), \$20. Want Enchanter Trilogy. Paul Shaffer, 4735 Roswell Rd NE 17-H, Atlanta GA 30342

Will buy Trinity, Beyond Zork, Fish, Shadowgate. Write 1st. Mary Lunn, 519 W. 219th St, Carson CA 90745

Sell/trade, both sizes: Zork Zero, \$20. Shogun, \$10. Demon Stalkers (5.25), \$10. Want Bard 2, 3, others. Bill Roussel, POB 6 Ancramdale NY 12503

Sell/trade: 3.5 Heart of China VGA, 5.25 Champions of Krynn. Both sizes: Conquests of Camelot, Hero's Quest. Also many C64 games for sale. Shawn Lauzon, 29606 41 St, Salem WI 53168

5.25, \$23 @: Timequest, *Eye of Beholder. \$13 @: Hero's Quest, King's Quest 4, Curse, Questmaster. Want Sherlock. Richard Gonnello, 702 Bloomfield Ave, Nutley NJ 07110

5.25, sell only, \$25 @: *Eye of Beholder, *Death Knights. \$15 @: *M & M 2, Darkspyre. \$8 @: M & M 1. R.illard, 52 S Main, Baldwinville MA 01436

Quest & other games to sell or trade. Send list, or SASE for mine. Douglas Adair, 3833 Cologne, Austin TX 78727

Sell/trade, 5.25: Bane of Cosmic, \$20. Buck Rogers, \$17. Want Uukrul, Wing Commander, new quests. Tim Niland, 1009 Peter Rd, Schenectady NY 12303

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Sell only, 5.25, \$24 @: Rise of Dragon, Bad Blood, Ultima 4, *Future Magic, King's Quest 4, M & M. \$15 @: *Wasteland, Wishbringer, Stationfall, Star Command. More. Jay Mirro, 38 Squire Hill Rd, Long Valley NJ 07853

Sell: Ad Lib card, \$70. Trade: Death Knights, Bane of Cosmic, Lord of Rings, It Came from Desert, more. Andrew Pollak, 2002 Regis Dr, Davis CA 95616

Sell, 5.25, \$20 @: Rise of Dragon, Bane of Cosmic, Martian Dreams, King's Quest 5. Spellcasting 101, \$15. Magic Candle 1, \$10. More, send SASE. Bob Schreur 9518 Oakview, Portage MI 49002

Apple, Amiga, Atari 8-bit

Selling 300 adventure and RPGs. Send long SASE for list, state which machine. Boxes, cluebooks available for most. Brian Smith, 3035 Montego, Plano TX 75023

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