

QuestBusters™

The Adventurer's Journal

Vol. X, #10

December, 1993

Not sold in stores

Return to ZORK

Ten years ago I was in Cambridge, Massachusetts, to interview the "ZorkMasters of Infocom" for *Computer Games* magazine. A few years later, the company was sold to Activision and turned into a brand name that nearly vanished from the scene as Activision became Mediagenic and shifted their focus (if they really had one then) away from adventure games.

Now Activision has dropped the Mediagenic name (probably because consumers confused it with a brand of hypoallergenic soap) and returned to Zork, so last week I returned to Zork to see what the new Activision had done with the descendant of the all-text game that blazed the trail for today's multimedia adventure extravaganzas.

For the first time this decade, I was impressed with an Activision game. They didn't simply try to cash in on the classic *Zork* series by cranking out a quick graphic adventure, but instead have set the pace for the genre — as Marc Blank, Dave Lebling and Stu Galley did ten years ago with *Zork*.

The Zorkesque blend of humor and

moodiness is captured from the outset as you begin the quest at the entrance to Valley of the Vultures, a somber setting that is immediately lightened with the pleas of the Wizard Trembyle for a battery to power the Tele-Orb in which he resides. He looks like Gabby Hayes in a Shriner's hat.

As you wander through the land, aimlessly at first, more characters are portrayed with video-captured animation and lip-synched voices that are so real, it takes a while to grow accustomed to not having to read

everything. Full motion video also supplements some transitional scenes (much more so in the CD version), but the technological advancements are subtly employed and seldom dominate the story or characters.

The vanishing

In the tradition of *Zork*, this is one of those adventures in which figuring out the plot is part of the quest. You

won't know what's going on until you journey about, meet Rebecca Snoot

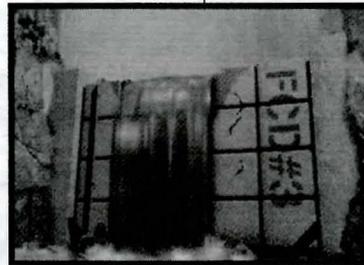
and string various clues and events together. In the town hall you can read files that relate to recent and historical events.

One particularly amusing file reveals that the Hellhounds have evolved into vicious poodles, and you also learn more about the history of that Dwarven Sword that you once lifted

from the wall in *Zork I*'s little white house.

A mission to investigate the mysterious disappearances of almost every building and person in East Shanbarr soon results in the startling discovery that the entire town is being teleported underground building by building. While developing an

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Type Animated adventure

System IBM Required:

640K, hard disk with 23 megs, 3" floppy or CD drive, VGA, sound card, DOS 5.)+

Supports: XMS/EMS, Roland, Ad Lib & Gold, Sound Blaster & Pro, SoundSource, ProAudio, Tandy **Recommended:**

mouse, 386+

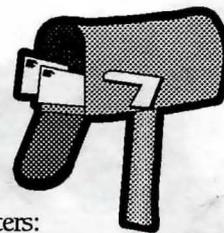
Planned ports None

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by Shay Addams

ADVENTURE ROAD



Time shifts

While you probably changed your clock recently, *QuestBusters* originates in Arizona, one of the few places that does not observe Daylight Savings Time. (Apparently no one in the entire state knows how to reset a digital clock.) To keep our computers' internal clocks in synch without digging through crates of misfiled manuals twice a year, we devised a system that calls for shifting their clocks ahead one month every five hundred years. November happened to be that month, so *QuestBusters* has time-traveled straight from the October to the December issue. (As a result, I have already lost 15 pounds by skipping Thanksgiving dinner. Talk about technological advancement and innovation!)

To keep *QB* in synch with the Julian calendar as well as with the Atomic Clock, our next issue will be called the "Official Christmas, Hanukkah and Assorted Pagan Holidays Buyers Guide," with a full round-up of recommendations for all sorts of entertainment software, books and related peripherals and hardware. Then we will proudly march into January alongside the rest of the nation, when we publish that long-awaited and already near legendary January issue. (We are, naturally, retaining the option to publish the February issue in June, and the August issue in February, though these remain remote possibilities.)

Unlimited Adventure Club

QB Guild member David Young is looking for other *Unlimited Adventures* enthusiasts to form a club that

would share design tips and games. Write to him at 698-975 Gold Run Rd, Susanville CA 96310

Sierra ships out

Where are all the new adventures? Instead of stringing them out through the year, Sierra scheduled most of their new games for October and November this season. Any that miss their ship date will probably show up in December.

Gabriel Knight and *Quest for Glory 4: Shadows of Darkness* (both CD and floppy, thought *Knight* is their first to ship on CD before floppy), should be out any minute if not already. Sequels slated for November include *Inca 2*, *Goblin 3*, *Police Quest 4* and *Leisure Suit Larry 6*.

Gift certificates

For the first time we are offering Gift Certificates — "while supplies last" — that may be used as full or partial for any book, game, renewal, new membership or anything else we sell. They are available from \$25 up in any denomination. Since this is the time of year everyone buys at least one game, we are groveling for your order. That's right, the entire staff is standing beside the road holding a sign that says "Will grovel for game orders," so please order now to ensure delivery in time for Christmas, Hannukah or the Pagan Holiday of Your Choice, and so we can also bring the staff back inside in time to produce the next issue.

Later that same quest

Under a Killing Moon, the next Tex Murphy adventure from Access, is now a February release for CD, with the floppy shipping later. Featuring actors such as Brian Keith, Russell Means and Margot Kidder, it's

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Dear *QuestBusters*:
What is this South American Explorer's Club that it says *QuestBusters* is a member of on page two?
Eric Halloran

*A non-profit organization with Clubhouses in Peru, Ecuador and the USA, the Club supports scientific research, facilitates exchange of information between scientists and travellers, and publishes a quarterly journal full of articles on explorations in South America. Even if you never plan such an expedition, the journal is great reading. And if you are, the Club offers advice, assistance and classified ads of expeditions seeking members. For info, write to 126 Indian Creek Rd, Ithaca NY 14850 (And when you renew your *QB* subscription, remember that a very tiny portion of it is going to further the cause of real-life questing in South America.)*

QuestBusters

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Still a Member:
South American
Explorers' Club

LANDS OF LORE

Westwood Studios made its reputation by doing SSI's *Eye of the Beholder* series. When Westwood announced *Lands of Lore*, game players wondered if they could make a good role-playing game without the guidance and experience of SSI. Prior to *Lands of Lore*, Westwood had produced *Legends of Kyrandia*, an animated adventure, and *Dune II*, a *SimCity*-esque strategy war game. Both were hits, and when *Lands of Lore* was finally released, it became clear that Westwood's excellent talents extended across at least three gaming genres. I just wonder if Westwood will attempt another courageous game project, or become bogged down in sequels, like most major game companies.

The plot features an evil witch named Scotia, who has found a ring of transformation and managed to corrupt several members of the King's household. Then she poisons the King, abducts the King's body

and kidnaps his sorceress wife. You choose from four adventurous types with different statistics in strength (fighter), dexterity (thief and ranged weapons), and intel-

ligence (spell caster). You are joined by different adventuring partners later in the quest, some who stay and some who form a temporary alliance when your goals overlap, to

form a party of up to three characters.

The display is first-person perspective, with some features similar to *Eye* and others like *Dungeon Master*. Individual inventory is a modified paper doll style, with a new and convenient party inventory bar added across the bottom of the display. Food, water, starvation and thirst play no role in the game, eliminating an annoying and unnecessary nuisance.

Automapping special

Just before King Richard is poisoned, he gives the party a magical book that serves as an automap. Unfortunately, the excellent automapping book is taken from our heroes in one of the rooms in the endgame within Scotia's Castle. Since the automap is only taken in one room, many feel that this is all right. I liked the automap system, and became so dependent on its convenient features that I became almost paralyzed in the room where the map dissolved. It took me many days to dig out my mapping paper and get into the correct frame of mind to map the dark room with spinners, pits, secret doors and floor plates. [See this issue's *Keys* for a copy of Al's map.]

Significant map features, such as doors, pits, people and the like are conveniently and automatically marked on the automap with symbols that are shown in a legend. Westwood did not want the player to spend all his time moving crab-like along the wall searching for hidden buttons, so these locations

automatically appear if you have stepped into the space where one is located. It is reasonable to assume that the party would automatically search carefully each and every square. Not having to perform this search manually is a nice feature.

Keys to the chests

Puzzles are of the treasure hunt variety, where you must find the appropriate key, artifact, spell generator or other item to solve the

mystery and move the story along. At several points, the map and story are opened up to a non-linear plot in which you may choose which parts of the map and plot to complete first. At one point in the quest, for example, finding the four council members can be completed in any order. The use of some artifacts is a little obscure and may cause problems for a few adventurers. But usually you will find the object before encountering the related puzzle, so you will suspect which artifacts may be useful at a particular point.

Musical notes

First-rate music and graphics were done by Rick 'Picasso' Parks, who was responsible for the equally stunning and remarkable work in *Legend of Kyrandia*. Music is quite good, but I did notice some music that was used before in *Warriors of the Eternal Sun*, a SEGA Genesis game that may have been good as a Genesis cartridge but is not of the same caliber as *Lands*. *Lands* has unlimited save games, and suffi-



Type Fantasy
Role-playing

System IBM Required
386/16MHz+, DOS 5.0+, 2
megs RAM, VGA/MCGA,
22 megs hard disk space,
100% Microsoft-compatible
mouse or Windows 3.1 or
better. **Supports:** AdLib,
AdLib Gold, Roland,
General Midi, Sound
Blaster & Pro

Planned ports none

by Al C. Giovetti

Continued on next page

Homey D. Clown

Every now and then Capstone throws out a real dog of a game that I can't honestly recommend at suggested retail prices. After their enjoyable and challenging adventures *The Dark Half* and *Wayne's World*, I expected another winner in *Homey D. Clown*. But after playing it through to the end, I felt like I got hit with that sock that Homey carries around to slug annoying people. To be fair, the graphics and interface are nice, but there's absolutely no meat underneath all the surface elements. The game took less than two hours to finish without much trouble — and can be completed in about a half hour once you know what to do. A game this short just doesn't cut it on today's software shelves.

Based on a "true" story

Homey D. Clown is an original adventure of the popular character from Fox's *In Living Color* television program. The premise is that Artopos Productions needs a clown for their TV show. Homey and another clown named Klutzo are the only performers up for the job, and Homey must get to the TV station before Klutzo in order to get it. When this happens, the game ends and Homey sings a little song.

The interface is a very simple point-and-click setup. You click on the screen to move Homey to a new spot, click on people to talk to them, and click on objects to pick them up, after which you can click

on the inventory boxes to store them or on a character or other object to use them. That's as difficult as it gets. The six main areas are populated with tourists, thugs, and Klutzo and his henchmen, all strategically placed to block your progress.

Take the "A" train

A subway system connects the areas. If you fully explore the areas of the game to which the subway takes you, you will find the objects you need and the people in your way to whom you need to give an item to get past. There are only a couple dozen items in the game, so through trial and error that might take all of a minute, you should be able to figure out most of the game's "puzzles."

The various areas (city streets, slum, subway terminal, park, Municipal Park and office building) differ enough to be interesting, but you move through them too quickly and linearly. You'll find your way around after about a half hour or so of traveling on the subway.

Homey's graphics are colorful, but get choppy in places. The animation of the characters is very stiff and unnatural. Sound effects are minimal, the music repetitive. A few of *Homey's* classic sayings are used in the game, but Capstone was not able to obtain Damon Wayans's actual voice from the TV show, so the result doesn't work too well. You can hit certain characters with

Homey's sock, but nothing happens to them — and if you get too close to a thug, he knocks you out and sends you all the way back to the hospital at the beginning of the game.

Conclusions: Capstone had a nice idea for a game, a simple interface and a fun character, but blew it in the final execution. You'll hear Homey's song all too soon and wonder how \$34.95

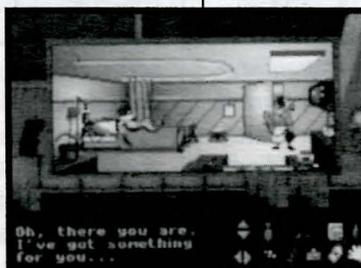
was chosen as an appropriate price. If Capstone had a budget line, *Homey D. Clown* would top the list. Until then, avoid this miniature game and try one of Capstone's two winners in the adventure category, *Wayne's World* or *The Dark Half*. ❧

Skill Level: Beginner

Company: Capstone

Price: \$34.95

QuestBusters price: QuestBusters don't sell dat



Lands of Lore... from 3

cient, effective, and convenient utilities of save, load, pause (by clicking on the disk icon) and others.

The game is very similar to *Dungeon Master* in the way the characters can and do have all three professions of thief, fighter and mage. These skill-based professions are increased in levels and proficiency by practice or in actual combat: melee or swinging sword, opening locks, using ranged weapons, and casting spells. Since I really enjoyed the *Dungeon Master* system, as did lead play-tester Mike Leitner and Westwood's game designers, the same logical satisfac-

Type Action adventure

System IBM Required:
640K, 2 megs hard disk space,
VGA Recommended: mouse
Supports: Sound Blaster, Ad
Lib, Roland, Sound Master

Planned ports None

by Russ Ceccola

tion was mirrored in the play of Lands.

Like other first-person perspective games, the interface does not change just for the real-time combat, but the music changes to a more sinister melody. Monsters walk toward you, arrows and spells fly through the air, and monster combat animations make you think you are really there. You must push hot keys to activate each character's weapons, since *Lands* lacks the all-attack button which was so convenient in *Eye of the Beholder III*. If not already equipped, melee, ranged and combat-related artifacts must be manually equipped. The automatic switching from melee to ranged weapon equipped on the paper doll inventory screen, as seen in *Betrayal at Krondor*, would have been a

welcome addition.

Dynamic magic

Spells are few in number and are scribed from scrolls found in the dungeon, or are given to members by friendly non-player characters. But though there are few of them, spells are more dynamic than in most magic systems — they have different effects in each of the four levels of power and proficiency. For the seven game spells, each of the four levels has a different and more powerful effect. At level one, for example, the Heal spell heals a little; at level two, it heals one character a lot; at level three it heals and cures poisoning; and at level four, it greatly heals all members in the party and cures poisoning. This is a

nice, easy-to-use magic system that played very well and was less cumbersome in battle than others used in real-time, first-person display combat systems.

Conclusions: *Lands of Lore* is a high-quality quest that plays well, has a good plot and story, has many new and well-done innovations and features. And it looks and sounds good with music, sound effects, and some speech (full-speech voice CD version will follow if sales are good). It is a highly recommended fantasy romp with overland and interior mazes. 

Difficulty: Intermediate

Company: Westwood/Virgin

Price: \$69

Questbusters price: \$59

SIMULATIONS! UPDATE

Because so many of you get *Simulations!* but it appears less frequently than *QB*, we decided to devote this space to a *Simulations!* update instead of filling it with recipes and updates on our Brazilian expedition. These are the hottest (and coldest) releases and news since issue #10 of *Simulations!*

Art of the Kill

What a great idea! What a useless product! I looked forward to learning the nuances of *Falcon 3.0* by watching an expert fly the Falcon on a video, expecting little inset windows showing exactly how he manipulated the joystick and keyboard while executing various maneuvers. What I saw was Pete Bonanni pretending to be a flight instructor for a bunch of nerds dressed up like Air Force cadets.

And in the booklet that accompanies the video, Bonanni just recycles

the same advice he's barely bothered to rewrite in book after book. Obviously the basics of air combat are not going to vary much from book to book, but Bonanni could at least do a *little* rewrite. It also gets tiresome to see every chapter he writes begin with an anecdote from a *real* training mission. I — and quite a few of you, I'm sure — have seen more *real combat* than Bonanni.

In the entire 72 minutes of video, less than five show the actual game. Lots of time is squandered on footage of WWI and WWII dog-fights. You can get that for *free* on the Discovery Channel's *Wing's* program. So unless you really get excited by the idea of pretending you're in air combat school and watching Bonanni play air combat with plastic model planes glued to sticks, you won't find much of any value in *Art of the Kill*.

A much more useful clue book did arrive from Prima. *F-15 III: The Official Strategy Guide*, includes a disk with upgrade files and new missions based on 1993 U.S. air strikes in Iraq. The patches actually allowed me to finally play the game,

which had always frozen up in the opening screen until now.

New sims

Spectrum-Holobyte is handling Domark's *Super-VGA Harrier*, instead of Accolade, who distributed the original program. It is an enhanced version of last year's excellent flight sim/war game. The full-screen SVGA graphics, however, are used mainly for the cockpit controls. It's not worth upgrading if you have the original, but otherwise a solid product.

Accolade shipped *Hardball III: Diamond Collection*, with the original game and two add-on disks. Access shipped an SVGA *Links* upgrade of Firestone Country Club. Pebble Beach is next. I'm scared to see what Capstone did to the Titanic in *Discoveries of the Deep*, a sim in which you dive to that wreck and other "mysteries of the sea." (They actually quote Longfellow in the press release — now that's desperate!) Readysoft is bidding up the card game market with *Positronic*

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Bram Stoker's Dracula

Bram Stoker must be spinning in his grave after what Psygnosis did to his novel. It's sort of like turning *Gone with the Wind* into *PacMan* with carpetbaggers gobbling up cotton instead of *PacMan* gobbling dots. While there are minimal role-playing aspects, and the inviting 3-D graphics are reminiscent of *Ultima Underworld*, it is essentially a shoot-'em-up along the lines of *Spear of Destiny* and *Wolfenstein 3D*.

As Jonathan Harker, your quest is simply to seek and slay the evil vampire in his dark castle. It is divided into three "stages."

The first is composed of a forest and two subterranean areas, the second in an abbey, and the third in the castle. Each "stage" contains multiple levels to explore. As you do so, you can pick up ammo for your pistol, keys, and grab food and Holy Wafers.

Wafers are used to destroy the coffins found all over the place. Only by doing so can you proceed to the next stage. The coffins also serve as portals for Dracula's monster pals to enter this world, and they will continue to do so until you have eliminated every coffin from the current "stage."

Progress hinges upon the acquisition of keys to open certain doors. Conveniently, no guesswork is necessary. When you right-click on a keyhole, the program informs you which kind of key will open it.

The rest of the interface is equally simple. You view the world from behind the pistol that points dead ahead throughout the action (unless you run out of ammo, in which case it turns into a knife). Hold down the

left button to move, the right one to fire or pick up items. Items are illustrated with icons in a small horizontal bar, and your ammo and life force are constantly displayed at the top. There are no magic spells, unless you consider the Wafers' effects magical.

An ornate frame surrounds the 3D view of the immediate area. Scrolling and animation are smooth and fluid. When you get close to a wall, tree or other element, it loses the fine detail and turns into a huge close-up view of the bit map used to represent it (again, just as in *Ultima*



Underworld).

There are "puzzles" of a sort, primarily obstacles that prevent you from reaching areas or exits. Though it takes place in a free form environment, not a "step through square by square" arrangement, familiar role-playing trappings such as spinners and pressure plates await the unwary vampire killer. Some puzzles involve pushing buttons and pulling levers, giving this "quest" at least an illusion of depth beyond that imparted by the 3D graphics and animation.

After wasting countless skeletons and other undead monsters in the first two stages of the vampire hunt, you'll battle Dracula, who assumes a different and deadlier form each time. You can't kill him in these battles, which culminate in his banishment to the next stage, where you pick up the trail. At the conclusion, you will face him down one last time and must slay him or die.

You can save up to five games along the way, and each may be named.

The eerie music from Francis Ford Coppola's film, is coupled with simple but effective sounds. They keep you on your toes as you clomp through the trees and wind your way through wooden walled passages in search of ammo and things to use it on.

I will not pretend to have completed this shoot-em-up, so I can't say whether or not it incorporates digitized footage from the film. But it's highly unlikely, since the entire program is packaged on a single disk — unlike *Return to Zork*, with a dozen 3.5-inchers.

Conclusions: A British game, this one boasts higher production values than typical European software. The interface, music and graphics are slick enough to make you forget it's an import, the action intriguing enough to keep you hooked even after you discover the lack of emphasis on role-playing or adventuring. Bram Stoker may have been disappointed to see his novel turned

into an action adventure instead of a graphic adventure or hard-core role-playing

Type Action adventure

System IBM Required:

286\20+, 1 meg RAM, EMS, hard disk, VGA. Supports: Ad Lib, Sound Blaster, Roland

Planned ports Amiga

game like *Veil of Darkness*, but if you enjoyed *3D Wolfenstein*, *Bram Stoker's Dracula* is an engaging lightweight piece of entertainment that is easy to get into and hard to get out of. 

Difficulty: Intermediate

Company: Psygnosis

Price: \$59.99

by Shay Addams

SPECIAL SNEAK PREVIEW!

STAR TREK: JUDGEMENT RITES

Expected to ship by Christmas, *Judgement Rites* is Interplay's second *Star Trek* game. Like the first, it consists of several scenarios, eight in this case, with individual missions. Space combat is part of the action in some missions, as you play the role of James Kirk and command the crew from the bridge of the Enterprise. But most of the action occurs on-planet in a variety of alien environments, and centers on the "logic" and philosophy of the *Star Trek* universe.

Jury duty in space?

Judgement Rites is the story of humankind's encounter with an alien race and the rites of judgement that Kirk's crew, as representatives of Federation civilization, must pass in order to do whatever it is different races do at these get-togethers once the meeting is over and everyone gets smashed on Romulan ale. The plot unfolds and is elaborated upon in four of the scenarios, while the other four are incidental to the plot. You go through them in a set order, but the last one doesn't necessarily wind up as a big action-style confrontation as in Interplay's first *Star Trek*.

In fact, that's one of the obvious highlights and differences: if you set the difficulty to Cadet, the game involves *no* action sequences at all. The other two settings make space combat easy or hard.

While you direct the actions of Kirk, the other crew members play important roles in completing your missions. You can have Spock or Bones use a Tricorder on objects or people, for instance, to acquire more information, and most characters will offer advice when they know what's going on.

You'll see a full-screen picture of the surroundings, where unusually

large figures represent your crew and the alien beings they encounter. Dialogue appears in transparent windows superimposed over the picture, as in Delphine's adventure games.

The interface is simple. Click on Kirk, then choose one of four actions: get, use, look, talk, walk, or inventory. You may also hit a hot key, such as a "L" for look, and avoid bringing up the click-on menu.

Writers all over the place

The scenarios vary not only in difficulty but in style and substance. Four different writers — Mark O'Green, Scott Bennie, Michael Stackpole and Elizabeth Dansforth — worked individually to create a total of eight scenarios. Their productions were also "directed" by one of several different people, so what you get in *Judgement Rites* is really a collaboratively written interactive novelette set in the original *Star Trek* universe.

Writing styles vary significantly, both in the concept and prose of each scenario, hitting the left and right sides of your brain in a series of jabs and upper cuts to your funnybone as well as your logical cortex. Some of the stories are funnier than those in the TV shows, and occasionally even poke fun at *Star Trek* in ways that only hard-core Trekkies will appreciate or even notice.

Many puzzles and situations hinge on employing the proper crewmember in a particular situation. Spock and Bones, for example, have different skills. This invisibly brings in an element of role-playing. Multiple solutions exist for some scenarios, and the number of points you receive for success may vary.

Points pay off in a more practical

way, too. Crewmembers' efficiency in performing their specific tasks is improved as your score rises. (This is more relevant if playing at the harder difficulty settings.) Other role-playing aspects of the game system are equally invisible, which combines with the full-screen view to lure you into the story.

On the bridge

When you're on the bridge of the Enterprise, convenient hot keys are used to access the controls. You don't have to select Scotty first in order to commence damage control and repair a damaged part of the ship, for instance: you merely punch "d". The actions of Uhura, Sulu and other crewmembers are directed in a similar manner.

Music was done by The Fat Man, Dave Gavett and Rich Jackson. Special effects include 3-D modeling techniques and occasional use of animated cinematic sequences (but not full motion video). The eventual CD version will probably incorporate digitized voices of the real actors, but for now you will still enjoy the real phasers and other digitized sounds from the series.

Conclusions: Since this is a preview, conclusions would be a rush to judgement (or even a "Rush Limbaugh to judgement"). I quit watching *Star Trek* in the Sixties, but still look forward to playing *Judgement Rites* when the voices are in place. From what I've seen so far, it looks as if the game system rarely gets in the way of the story. While animated special effects will be implemented in the final product, the producers of *Judgement Rites* made a crafty decision in placing as much emphasis on good writing as on good special effects. ■

by Shay Addams

CD CENTRAL

I don't know about you, but I'm looking forward to this fall season of CD-only software that's supposed to be hitting the stores. If the release dates hold true, few of us will be able to afford getting all the new CD games — so what do you look for to eliminate the precious gems from the fake glass?

Rule #1: make sure the CD title you want isn't just a straight port from a previously released floppy. If it's the same program, the only benefit of buying a CD game over a floppy is the amount of disks you have to store.

Rule #2: check out the upgrades. Upgrades you should look for are CD stereo sound, full digitized voice and enhanced graphics. CD-only software *usually* has all of this, but it's not safe to assume so.

Rule #3: read the fine print. You may not have the necessary specs to run a CD program if you have an old CD. And MPC standards are changing again (do you know what MPC Level 2 specs are?). With all of this to take into account, the following are some of the best CD titles so far

Day of the Tentacle

LucasArts' *Maniac Mansion* sequel, *Day of the Tentacle* is the best CD graphic adventure to date. Running from DOS, the floppy version will give you a hint of how good the CD is, but it's just a hint. The graphics are the same as the floppy, but the abundance of hilarious sound effects and incredibly humorous digitized voices on the CD set it far above anything else. The burglar sounds like Jack Nicholson, Thomas Jefferson sounds like Dudley Do-Right, George Washington sounds like Mr. Howell from *Gilligan's Island* — excellent! Sure you don't get to

hack anything apart, but I haven't had that good a laugh in a long time. Highly recommended.

Legend of Kyrandia CD

The *Legend of Kyrandia* CD version is an upgrade to the floppy version that runs from DOS. Graphics and sound are the same high quality as before, but full-voice has been added. What makes this so great is the excellent choice of voice actors and the fine job of lip-synching (when the character's mouth stops moving, so does it's voice — in *Seventh Guest* you felt like you were watching a Japanese film with poor dubbing). A side note for Westwood fans, *Lands of Lore* and *Hand of Fate* will soon be available on CD version — my suggestion is that you exercise some patience and wait for the CD, the experience is so much better! Top notch!

Sherlock Holmes III

Sherlock Holmes, Consulting Detective III: Holmes was one of the first few CDs available that you could show your CD off with. CDs are gaining in popularity, so here we are with *Volume III* and more likely on the way. This is a CD-only product, and it sports an hour-and-a-half of digitized live footage with full voice and stereo sound.

The acting is good, the mysteries (three in each volume) are well-thought out, and this series has improved with each new release. The drawback is that there is little or no replay value once you have solved the murders, though my friends still "ooh" and "ahhh" when I pull out this CD to show them the capabilities of CD-ROM. The game experience is of very high quality, but you'll probably solve each

by Paul Shaffer

mystery in short order, since your options of investigation are limited. If you know what you're getting when you buy it, you should really enjoy this one.

Battlechess CD-ROM

Battlechess CD-ROM is not a graphic adventure, but I still have to mention it. Keeping with the fantasy theme of the original floppy *Battlechess*, the CD enhanced version features SVGA graphics (640 by 480), CD stereo sound (you'll think you're listening to Masterpiece Theatre), a full-voice tutorial where the pieces walk out and give you a history of how they came to be and how they're moved around in the game, and new animations for the fight sequences. It plays on both DOS and Windows (MPC.)

The rest of the best?

So these are four of the best: three excellent upgrades and one CD-only. So why didn't I mention *7th Guest*, *King's Quest V* or *VI*, *Dune* or others? Granted there are others out there worth mentioning, but I picked these four because of their overall perfection. For me, that means they pay attention to small details such as lip synching, consistency in animation, quality of voice actors and the smoothness of transitions in storyline.

In the future, I'm hoping to be able to stagger this column between catching you up on the CD titles already in existence that haven't been covered in *QuestBusters* and doing more in-depth work articles on the earth-shakers due out in the next couple of weeks. Please send in your suggestions for what you'd like to see in this column. And good questing! 

Cinematic Multimedia Edition LORD OF THE RINGS

When I got this game I was really excited — it just *had* to be the *Lord of the Rings* trilogy with all three books: *The Fellowship of the Ring*, *The Two Towers* and *Return of the King*. The game is a multimedia conversion of Interplay's *Lord of the Rings: Volume I*, which was based on *The Fellowship of the Ring*, not the entire trilogy. But Interplay is still calling it *The Lord of the Rings*, which I find misleading because the subtitle "Cinematic Multimedia Edition" in no way indicates it is only Volume I.

When I called the company about this, and the misunderstandings which may result from the misleading title, I was told that any future plans to do a *Two Towers* CD or a *Return of the King* continuation of the trilogy were on indefinite hold. Interplay is too busy with current projects to complete the Tolkien project they started so long ago. I must admit that Interplay's line up of *Stonekeep* and *Star Trek: Judgement Rites* are exciting enough to keep my complaints to a minimum.

Full motion video

Interplay added a number of essential features to the CD version. It now features extensive full motion video sequences from Ralph Bakshi's animated feature film of the same name. These film clips are complete with sound and are just like watching the animated movie.

The introduction to the movie is used to explain the background of the classic work before the game begins. Most of the intro is tinted with a dark red dye, making the human actors grotesque silhouettes on a red background. But other sequences, such as the meeting between Gandalf and Frodo, were carefully hand drawn over celluloid

blow ups of the film with the actors. These rotoscoped sections of film are of high quality, and give us an idea of how nice the film would have been if Bakshi's funds had held out.

Video clips can be found interspersed at strategic locations, such as an encounter with a ring wraith in the green hill country south of the Shire, just prior to meeting Gildor and the Elves at the circle of stones. A lengthy Bakshi animated sequence satisfactorily ends the game.

There are 195 megs of film sequences in the CD-ROM version, which can be optionally installed to your hard drive for faster viewing — and consumption of the largest amount of hard drive space needed for any computer game product. Without putting the entire game on the hard disk, music was jerky and the full motion video slow — and I was using a Toshiba double-spin.

The top-down perspective of the original game is preserved, as are the individual statistical attributes carefully and accurately provided for every character in the game.

Authentic Middle Earth spells, power words, artifacts, Tolkien's characters and other details have been painstakingly reproduced in interactive form, to the delight of fan and non-fan alike. And the new characters created by

Interplay for the game are ever faithful to the original locations and plot of the books.

Game mechanics were enhanced with an automapping system and diagonal movement, to complement the pop-up screen and simultaneously active macro hot keys and mouse-directed icon based interface. Combat and communication are from within the same top-down interface. Graphics are attractive, and identical to the original. Direct audio, CD output, digitized speech, sound effects and music replace the clips used in the original game for a striking enhancement to sound that makes you sit up and take notice. A complete voice tutorial with professional actors is also new to the product. But you are still restricted to only two saved games, which is not enough. I was unable to install a workable mouse driver (Interplay says Microsoft 9.0 is not compatible, and 8.2 didn't work either), but was able to play just as well with the keyboard. The game was both easier to play and more fun the second time through.

Conclusions:

The new features don't make this a savvy purchase if you already have the disk version. But if you don't, I highly recommend it as a much better value, a "must quest" addition to any adventure game library. 

Type Fantasy Role Playing

System IBM Requires:

386SX or better, 2 megs RAM, 4 megs hard disk space (194 megs hard disk space to put full motion video on it), 150 Kb/sec transfer rate CD-ROM for DOS, taking up 40% or less CPU bandwidth (whatever that means!) Supports: Ad Lib Gold, Pro Audio, & Sound Blaster
Recommended: 100% Microsoft-compatible mouse

Planned ports none

Difficulty: Intermediate

Company: Interplay

Price: \$79

QuestBusters price: \$69

by Al C. Giovetti

WALKTHROUGH

Legacy: Realm of Terror

by C. F. Shaffer &
Fred J. Philipp

General

Always cast a body protection and magic protection spell before engaging in fights. If you can't beat a foe or sustain too much damage, avoid it.

First Floor

Get the bony arm from the far northwest room where the tentacle creature roams — it is especially made to kill the Zombies on the first floor. Do not kill tentacle creatures anywhere; simply avoid them.

Use the Green Gem from the second floor in the hollow of the painting in the entry. You can restore lights on all floors by using the tool box/electrical kit on the power boxes. Don't worry about a light source (flashlights, lanterns, etc.). You can still see fairly well without light until the caves, and then you'll have a light spell.

Second floor

Kill the Flying Demons with guns. Kill the Ghosts with Holy Water. One of the Ghosts will tell you to destroy Melchior's picture. Find the portrait and use the can of oil on it, then light it to remove all ghosts from this level. In the numbered rooms, open and enter each in order (1-6), getting the statue from the last. Then open Door 7 in the main hall, freeing the Reporter.

Third floor (Asylum)

Kill the flying things with guns, swords or blunt instruments. To get past the invisible barrier, wear

the Crazy Lady's straightjacket. Use a toolkit on the safe, opening a secret passage to the central asylum.

Open the remaining doors with the Remote Control or the Electrical Kit (you can't open the nailed shut doors). You can kill the Fireballs with the Fire Extinguisher. Get the Heart before leaving this floor.

Fourth floor (Museum)

With the Demon Statues from level 1 (obtained from the entry in the glass case by shooting the case), level 2 (the numbered rooms) and level 3, put each statue on its pedestal in the Room of Power, removing all the crab creatures by casting Flames of Desolation on each statue.

Light the Hand of Glory (from level 3) and hold it in your hand, and you can bypass the formless Blobs on this level. Put the Urn (from basement 2) and the Short Sword (from the dungeon) on the Samurai Memorial Pedestal (blessing the swords, which make great weapons).

Use Metal Crescent (from basement 2) on the half-crescent in the room with the Samurai Armor to get it. In the "right," "left" and "back" rooms, you must enter the alcoves by moving into them from those directions (example: in the room with the "back" plate, you must move into backwards in order to get the object). To get the Samurai mask (temple), Shuriken (third floor), and Jade Talisman (dungeon), you must find the plates and place

them on the pedestals. Open other rooms by casting Open Door spells.

Fifth floor (Temple)

Enter this floor through swinging chain room behind portrait in entry. You must enter portal when chains are moving apart, or you'll sustain damage. Kill Mummies with Katana or ranged weapons. To avoid damage from "E" symbols on walls, wear the Ritual Robes — however, if you don't face them, it's better to wear the Samurai Armor and sustain less damage in fights with Mummies. Open locked doors with Open Door spells (you must have enough magic skill to do it, if doesn't work first time, try again casting highest power level).

Put four of the five Chinese coins from the Asylum in the four slots around the central chamber walls, which removes the walls. Pick up the four coins now on the floor and put all five coins in the five bowls (this calls the Karcist: make sure you have the Heart from the third floor).

Make no deals with the Karcist; destroy his heart instead. If you don't have the Heart, you can kill him the hard way using the Ghetto Blaster and your weapons (the Ghetto Blaster must be turned on and repaired with the Tool Kit). To remove the Floating God from dungeon entrances, take Astrolabe (from dungeon) to Telescope Room, open the skylight and look through telescope.

Basement One

Wear the Bullet-proof Vest (from level 2) and carry the Rifle or other

ranged weapon when entering stairs on the far northeast corner of level 1. Hide behind alcoves as you approach the Man with the Shotgun: step out, take your shot, and step back in until he's history.

With the music sheet from level 1, go to the Organ Room and use sheet on organ, which opens a portal. To enter the east room, you must free all Skeletons from their rooms and kill them with the Shotgun (or anything else you can find). You can permanently remove them using the bags of Grave Dust on them when they're dormant.

Basement Two

Enter via the stairs off of the entry, or in the middle of level 1, and use ranged weapons or Katana on Devil Dogs. With the Mirror (dungeon) and Meteorite (caves), use Mirror on light beam in room with Glowing Skull. Adjust Mirror (raising column of stone) and put Meteorite in column (creating Key of Agla).

You can kill the Poison Elves with weapons, but it's probably easier to avoid them. If poisoned, cast a healing spell or drink some Holy Water. In the room where you can't move from fright, you can go sideways around the room. To get out of one-way rooms, go to the wall with a rune (with rune from level 1) and cast Dimensional Rift spell. Enter portal (save game first), then enter different portal cubes until you reach a level you recognize.

Dungeons

Enter the dungeons by standing on the trapdoor in basement 2, or by using stairs from basement 2 after you've properly used telescope in temple. Use Shotgun with rock salt on slugs. In north

section of dungeon, use sword or 44 Magnum on Flying Demons.

Caves

Use Katana on Octopus Priests. Ring the gong to open a passage-way south. Wearing the Golden Torc (from basement 1), walk through secret wall and pass Melchior, who won't touch you if you're wearing the Torc. Most Sea Demons will let you pass. You can kill them with a sword, but it's not necessary. In room with Jeweled Dome, use Crystal Flute (from temple) to break dome and take Meteorite (it will take damage if you grab it when columns are electrified).

Ethereal Plane

You can get here by entering any dimensional portal.

Astral Plane (Endgame)

You can guess your way here by trying different cubes on the Ethereal Plane, or by going to the southern exit in the caves and stepping off the cliff (with Jade Talisman from Museum). Avoid Floating Cubes, and kill Fireballs with Fire Extinguisher or Katana.

To pass the invisible barrier, you must have the Eye of Agla (basement 2) in your hand. Before entering fake wall in the southeast part of maze, make sure health and magic points are at maximum. Save and prepare a couple spells (Flames of Desolation works best), using maximum power levels. Enter fake wall and rapid-fire those spells (you must have the Golden Torc and Eye of Agla) to defeat Belgeroth. This will take several attempts. 

Free Solutions!

The Book of Clues includes a coupon you can exchange for one or more free solutions from games such as *Lands of Lore*, *Return to Zork*, *Alone in the Dark 1*, *Gabriel Knight*, *Hand of Fate*, *Star Trek: Judgement Rites*, *Leisure Suit Larry IV* and *Quest for Glory IV*. It is only \$18.95 (see back for shipping.)

Contents

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Amazon
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Cobra Mission
Might & Magic: Darkside of Xeen & World of Xeen
Daughter of Serpents
Day of the Tentacle
Dusk of the Gods
Eric the Unready
Eye of the Beholder 3
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Hollywood Hijinx
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Lure of the Temptress
Magic Candle 3
Protostar
Realms of Arkania
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Ringworld
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Veil of Darkness
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Zork Zero (from Lost Treasures 2)

Keys to the Kingdoms

Return to Zork

To reach East Shanbar, you must drink with Boos. Take the booze, pour in the potted plant, click click on Boos with it. Hit the "toasting" icon, then "drink" it. After the third round, talk to Boos and he'll give you a set of keys. Toast him one more time, then he'll collapse and you can enter the underground.

Shay Addams

Darkside of Xeen

The best way to fight multiple groups of monsters, especially Mages or Dragons in one room is to walk sideways or backwards. They won't advance or fight unless you see them first! Fight Sky Robbers in Darkside for gems and experience. Have Sorcerer enchant plate armor, then sell to get money.

Dennis Ewell

Betrayal at Krondor

Leader of Nighthawks: to learn his identity, talk to priests of Kahooli while everyone in the group is starving.

Chapter 4: upon exiting Sar-Sargoth's dungeon, search above the tavern entrance to find an emerald and note. Read note and go due south of the Citadel into the hills to find Narab's rib, which is the size of a gravestone. Put in the emerald, and all enemies in the area are killed.

Traps: a simple way to get past traps is to cast Dragon Skin on one party member and just walk straight through. The trap will miss 99% of the time.

More chest keywords: alphabet, echo, ice, priest, ring, rope, smoke, surf, water

Jon Robben

Ultima VI part 2:

Serpent's Isle

Use these numbers in cheat menu to teleport to:

Phoenix: 297	Lord British: 280
Gwenno: 149	Cantra: 64
Kylista: 54	Pothos: 29
Nelphynia: 48	Rabindrinath: 181
Lady Yelinda: 55	Siranush: 182
Edrin: 16	Morghrim: 159
Xenka: 215	Rotaluncia: 31
Jorvin: 53	Draygen: 156

Use these to create items:

Spells: 715
Blacksword: 806
Hourglass of Fate: 839
Gold: 645, 644, 646
Lockpicks: 627
Ophidian sword: 710

Chris Page

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Chris Page

Lands of Lore

Scotia's Castle, Level 1: Go west, past a corridor to the north, and

then north — opening doors and inspecting walls until you find a room with two buttons. Pushing one button opens a niche in the wall containing the cobra figurine. The other button opens the door to the room.

Go back through the corridor to the north and, on the east side, look for a room with outer and inner doors. Close the outer door to open the inner door. In the center of the room, click on the crystal ball. When the graphic comes up, take the diamond from the inventory in your cursor hand and click it on the globe to free Dawn, who will reward you with a beautiful animated sequence of her escape.

In one easy-to-find room is a button that activates a teleporter. The teleporter will take you to an area in the southwest, where the magic map will be taken away from you for a short time. Walk directly west through the door and leave the switches alone. The invisible teleporter will teleport you to the dead center of the room. See the map to get through the room.

Al C. Giovetti

You need Emerald Swords in White Tower. The mystic reagent "Mother Earth" is obtained from Sadie in Yvel City. Be sure to collect a vial of Swamp Goo.

Jon Robben

Challenge of the Five Realms

Commington Forest: talk to trees that bar path. Go to Thornkeep for ring (in church) and return to free trees and gain access to Elven Kingdom. Trees will join party if there's enough room. Enter

QuestBusters

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+	②	♁	T	♁	①		■	■	■
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		♁	④	♁	④		■	■	■
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■		■	OUT	■	☀	■	■	■	■

- Impassable
- ⊕ Pit
- ⊠ Secret door
- ♁ Spinner
- ⊙ Special
- T Teleport to white T
- T
- ① Opens pit at white 1
- Opened by plate at black 1

Fraywood. Talk to three stationary Elves.

To get Unicorn Horn in Fraywood: find out about belt and key. You can talk and cast Truth on Elf Maiden's sister, but can also walk east of entrance in castle and use shovel at corner to obtain key. Return with

key. She must join party and leave hut to get Horn. This should be done before final meeting with King.

The King: Return from Fraywood to Alonia. Talk to various persons killing forest, and return to get potion. Use potion in presence of King's cousin, return it to inventory, and talk to cousin. Return to King, who will join if all cutting in forest has been stopped.

Charles Don Hall

Eye of the Beholder 3

Forest trail to Myth Drannor: there are goodies in most of the bramble mazes along the trail, including Gauntlets of Giant Strength, wands and Cloak of Protection. Choose Book of Arcane Deeds from Ghostly Figure.

Myth Drannor: Rex (south of entrance) will join, but drop him in favor of Father Jon (Cleric/Mage) in SE corner. Crystal key opens Ice Chambers.

Mausoleum: in maze through NW door, go down hole, pull lever to stop fireballs, get key and walk through teleporter to get back up. In maze through SW door, sequence for weighting pressure plates is: 2nd, 3rd, 5th.

Mike Prero

Dark Sun

Slave pens: you must win several matches before you can escape. While in the pens, search everything. After killing Scar and his group in the arena, join the other group of gladiators and make a break for the door. To defeat guards, use Cleric's Charm spell on the

most powerful enemies. Once out, search all rooms before escaping. Break all pots to find valuable item. Head Templar is in SW corner. Exit is through grill in NE corner.

Escaping the sewers: search every drain pipe and wardrobe more than once. Avoid Slimes. After rescuing Chief's daughter, get helm from Chief and talk to Elders. Get Staff of Parting and use on north flushing tunnel.

Mike Prero

This month contributors Chris Page and Charles Don Hall were randomly selected to receive the game of their choice -- so send in your clues & tips today. (All submissions become property of Eldritch, LTD until May 12, 2317 A. D.)

Return to Zork ... from 1

underground resort, I T & L (a Zorkian version of I T & T), uncovered the ruins of the Great Underground Empire, which was shut off long ago at the end of the Second Age of Magic. If your memory stretches back that far, you'll recall the Evil that threatened the land then and which could only be vanquished by the Great Diffusion, in which all magic ceased to work. (My memory is obviously fading: I remember the story, but not the name of the game.)

Now you must face off against the impending return of Evil, in the form of Morpheus, on a quest of mighty proportions. There are familiar places to visit, such as Flood Control Dam # 3, and new ones like the Wall of Illusion. The Grues are back, and other challenges include mazes and a masterful mix of all kinds of puzzles. Though there are relatively few red herrings, some puzzles are of the multiple-stage variety and others are even more imposing.

Beyond intuitive

The interface is a perfect fit for the story. With a camera, you can take pictures of significant places and things. Statements from some people may be recorded with a tape recorder. When you want to ask a character about something, you show them the picture or play back the tape. You can also inquire about objects in your inventory, or click on faces with various expressions to elicit different replies.

When it's time to deal with objects, the interface truly shines. Your inventory is displayed in a dynamic box that grows or shrinks as you acquire or drop items. When you click on a person or thing with an item, another box appears and displays animated icons that "act out" all the things you can do with the item. Even an eight-year-old can

figure out this interface, which will make adventure games instantly accessible to those millions of people on the verge of discovering them for the first time via the imminent convergence of multimedia entertainment and cable TV.

Ya'll quest, ya hear?

Now let's talk about the special effects. Graphics are great, though not in SVGA resolution. The still pictures look like realistic paintings, and the animated video clips bring them to life.

Audio is even more outstanding than the graphics. While the voices don't always match my ideas of a Zorkian accent — hillbillies and Southern drawls? — they excel in giving the characters and their lives unprecedented resonance and depth. (And even with all these memory-consuming features, the program didn't force me to jump through a half-dozen hoops or edit any system files — I installed it, I played it.)

You can save and name up to eight games, which may not be enough. (Rename the saved game files, which begin with "game," and you can reuse the original ten slots.) Copy protection consists of answering questions by looking up things in the *Encyclopedia Frobozzica*, an ornate 75-page booklet.

Conclusions: Doug Barnett and Michelle Em, designer and writer, did an admirable job of picking up the *Zork* myth — a cornerstone of interactive fiction — where the *ZorkMasters* left off, and spinning it off in new and imaginative directions. Backed by dozens of others who worked on various aspects of the game, they managed to retain the mythical qualities and spirit of *Zork* while making their own imaginative contributions to Zorkian civilization, culture and myth. And *Return to Zork* makes the phrase "intuitive interface" obsolete — it's more than intuitive, it's obvious. Now that Infocom has returned to *Zork*, I can only hope they stay there for a long

time. *Return to Zork* is the best adventure of the year, so good it's difficult to picture anything released by New Year's Eve surpassing it. ⚡

Difficulty: Intermediate-Advanced
Company: Activision

Price: \$79

QuestBusters price: \$69

Sim update ... from 5

for the next level of SVGA, 1024 by 768. *Aces Over Europe* has apparently been delayed until U.N. security forces capture Somali warlord Aidid. But *Rebel Assault*, LucAsarts' December CD release, could be the Big One this year.

Have no fear

We have no plans to flesh out QB with simulations news, but will do so regularly if enough people request it. And if you want to start getting *Simulations!* six times a year, it costs \$10 to USA addresses, \$14 to Canada and \$18 overseas. ⚡

Ad Express ... from 5

supposed to span two CDs.

Twin Shadows

Shadow of Yserbius showed up, and the package contains a second quest called *Fates of Twinion*. *Yserbius* is the stand-alone version of *The Imagination Network's* multi-player game of the same name (designed by Joe Ybarra, of *Bard's Tale* fame). You also get multi-player software and 30 free hours to play it online.

New solutions

The *Return to Zork* and *Dark Sun* solutions are now available for \$4 each. Or send in the coupon from the back page of *The Book of Clues* (they're being sent out now to the people who already ordered it in this fashion.) See page 11 for details. ⚡

Swap Shop

Free ads for members only. 10 adventures per ad, original software with boxes only. * = clue book included.

ASSORTED SYSTEMS

Amiga 500, 1084-S monitor, 1 meg RAM, extra drive, mouse, joystick and 40+ boxed games, mainly quests, many with hint books. John Inzer, 2473 Canton Rd, Marietta GA 30066

Amiga, sell/trade, \$20 each: Darkseed, Legends of Valour. Hard Nova, \$10. All 3 for \$40. Shipping extra. Send list. Frank Skunicki, 8820 S 49th Ct, Oak Lawn IL 60453-1336

Mac CD: Iron Helix and Hell Cab. \$35 each, both for \$60. Bill Pryor, POB 221959, Carmel CA 93922

ST, \$15 each: Xenomorph, Full Metal Planet, Torvak. Bob Reitz, 218 N Fourth St, Sunbury PA 17801

MSDOS & Quest-alikes

Have 3": Quest for Glory 3, Dagger of Amon Ra, Terminator 2029. 5" *Police Quest 3. Both sizes: Battlechess Windows. CD & 5": Willy Beamish. Want Quest for Glory 4, Police Quest 4, Front Page Sports Pro Football & Baseball. Write to trade or for prices. Greg Wright, HR 1 Box 648, 63 Furnace Trail S., Greenwood Lake NY 10925. INN mailbox #68890.

\$20 each, 3" Lucas Classic Adventures, 2nd Ultima Trilogy, *Gateway. 5" Larry 5. \$15 each, 3": Monkey Island 2, Martian Memo, Space Quest 4, King's Quest 5, Spellcasting 201. \$10: B.A.T. I pay shipping. R. Wdowiarski, 64 - 52 E 186 Lane, Fresh Meadows NY 11365

Trade/sell: Heroes of Lance, *Silver Blades, Escape from Hell, Magnetic Scrolls collections (no box). *Vengeance of Excalibur, Ultimate Casino, TimeQuest (no box), Martian Memo. Joe Semanick, 303 Hill St,

Bridgeville PA 15017

Trade/sell: Realms of Arkania 3" HD, \$20. Dragon Wars (both), \$6. Dragon Strike 5", \$6. Questron 2 (both), \$5. Mark Koropatkin, 52 Spring St, Windsor Locks CT 06096

5", \$10 each: Space Rogue, Captain Blood, *Starflight 2, Future Magic, Knights of Legend, Echelon, *King's Quest 4. 3": *Gateway 2, \$22. *Quest for Glory 2, \$15. Starflight, Conquest of Camelot, \$12. Want When 2 Worlds War, SimEarth, any new sci-fi's or simulations. Sean Stratman, 866 Mercury Cir, Littleton CO 80124

Sell only, \$20 each: Larry 1 VGA and 5, Space Quest 1 VGA, Police Quest 1 & 2, Manhunter 1 & 2, Quest for Glory 2, Codename: Iceman, Gold Rush. Kevin Tyrell, 38 Coleman Rd, Arlington MA 02174

Trade: Clouds of Xeen, Darkside Xeen. Quest for Glory 1 VGA and 3, Space Hulk. Want Eye of Beholder 1 & 2, Civilization, King's Quest 6, Ultima Underworld 2. Daniel Bulmer, 1163 Union Rd, Victoria BC V8P 2J2.

Sell only, \$10 each: Ultima VI, Wing Commander. Strike Commander w/ speech, \$35. Ultrabots, \$15. Terry Kwong, 1100 Howe Ave #245, Sacramento CA 95825

Trade/sell: Quest for Glory 3, Stronghold, Pirate's Gold, Conquest of Longbow, Ultima 7, *Magic Candle 2, Realms of Arkania. Want Darklands Master Edition, Veil of Darkness. Mark Lain, 4518 Pine St, Hammond IN 46327

Trade only: Krondor, *Monkey 2, *Eric Unready, KQ 6, Underworld 1, Hardball 3, more. Want Dark Savant, World of Xeen, Alone in Dark, Monkey 1 CD, Indy & Atlantis CD, Legacy: Realm of Terror, Day of Tentacle CD. Clint Schauff, 725 Griffith #1, Manhattan KS 66502

Trade/sell, \$20 each: Darklands, Might & Magic 3, Monkey Island 2, Elvira 2. \$15 each: King's Quest 5, Eye of Beholder, Prophecy of Shadow. \$12 each: Willy Beamish, Gateway to Savage Frontier, Death Knights. Want Conquered Kingdoms,

Perfect General, Indy & Atlantis, Spellcasting 201, Gateway, Martian Memo, more. Send your list. Peter Dotto, 45561 Piute St, Temecula CA 92592

Want Neuromancer, buy/trade. Write for my list. Mike Spears, 1505 Bear Mtn Blvd #B, Arvin CA 93203

\$28 each: Lands of Lore 3", Krondor, Maniac Mansion. \$75 for all three, and I pay shipping. Many more; send SASE for list. Austin Hendricks, 155 Newell St, Pittsfield MA 01201

Trade/sell: Xeen, Spring Break, KQ 6, Leather Goddesses, Freddy Pharkas. Dee Ball, 731 Park Ridge Cir, Port Orange FL 32127

Sell only, \$8 each: Silver Blades, Death Knights, Tunnels & Trolls, Buck Rogers 1 & 2, Sorcerian. \$25 each: Clouds of Xeen, Black Gate & Forge, Dark Savant. Add \$3 shipping. Kevin Kwan, 111 Chrystie St #21, NYC NY 10002

\$10 each or trade: Colonel's Bequest, Conquests of Camelot, Codename Iceman, Ultima Trilogy, Magic Candle 1, Phantasie Trilogy, Tunnels & Trolls, Maniac Mansion, Loom, Bard 2, more. John Weis, 1704 Woodmont Dr, South Bend IN 46614

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