

# QuestBusters™

The Adventurer's Journal  
February, 1993

Vol. X, #2

Not sold in stores

## THE WINTER CES of OUR DISCONTENT

Luckily I made it through another CES in Vegas and, unlike our hapless editor last year, didn't get banished from the city for the next six months. The only gambling I did was a few slots, but I was amazed how long a roll of quarters can last sometimes, and how quickly that same roll can disappear a few minutes later.

I've arranged the list of companies alphabetically and followed them with the awards. There were not too many true adventures to see in Las Vegas — lots of hybrids, action games and a few videogame conversions. CD-ROM is alive and well, and adventures are quickly crossing that line because hard disks can't support such big games anymore.

### Access

Access had no new games to show, and only a little bit of news. *Amazon* will be out on CD soon, and the next Tex Murphy game will come out on CD — before the disk-based version is released. Like *Amazon*, it will employ the cliff-hanger, chapter-based approach.

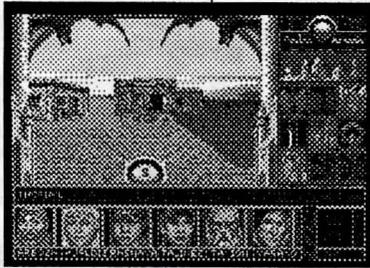
### Accolade

Nothing new in the way of adventure here either. But Accolade is now distributing Tsunami's products, *Ringworld* and *Blue Force*, which are described on page seven.

### Activision

In a bold move, Activision plans to revive the *Zork* series with *Return to Zork*. It is a graphic adventure that takes place in the Great Underground Empire and encompasses all the locations from past *Zorks*. All the characters in *Return to Zork* are digitized, and it includes a lot of video (they took over 20 hours of footage, much of which will make it into the CD version).

Activision employed professional actors and actresses and made a major production out of



*Sir-Tech's Realms of Arkania* *Return to Zork*. The interface pops up over the full-screen graphics; each command is intelligently animated so you don't have to remember icons and their functions. To top it off, the game will come in a hexagon-shaped box.

### ASCII

*Spellcraft* will be one of the first games to take advantage of the mouse for the Super NES system. It retains all of the PC version's fun and features. *Dominus* is ASCII's next adventure/strategy title. It has many adventure elements, such as spells, traps, combat and monsters, but is at heart a strategy game in which you must protect your realm from invading monsters with your own legions of monsters. Real-time, animated combats, monster flexibility and a large game world make this title a hard one for any gamers to pass up.

### Broderbund

Fans of *Prince of Persia* will be happy to know that *Prince of Persia II* is on the way. This sequel far surpasses the original game in scope and detail. It features indoor and outdoor levels, a more liberal timer, new moves like crouch and crawl, fully animated cinematic screens and a more challenging and deeper plot.

### Capstone

The same design team that brought us *The Dark Half* is now working on a *Wayne's World* adventure in which the object is to save the cable access show from bankruptcy by holding a telethon. *Wayne's World* has a simple interface, lots of rooms and the incomparable juvenile humor that *Wayne's World* fans expect.

### ICOM

ICOM is the company that brought us *Shadowgate*, *The Uninvited* and *Deja Vu I and II*. They recently released an updated *Shadowgate* for Windows and are about to release *Beyond*

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by Russ Ceccola

# ADVENTURE ROAD



## Eric is ready

The latest quest from Legend Entertainment, *Eric the Unready*, is on the shelves. Bob Bates' satire of adventure gaming is sure to give even Steve Meretzky's wacked out sense of humor a run for its money.

## Ultima Underworld II

This sequel features eight worlds, each with its own dungeon, rather than one dungeon as in the original game. The picture is also 30% bigger.

## Magic Candle III patch

Bugs in version 1.0 made it impossible to complete the quest, but a patch was sent to all registered questers. It's also available on CompuServe and GEnie as well as Mindcraft's BBS (310-320-5196).

Designer Ali Atabek says *Magic Candle 4*, due this summer, may be the last in the series. An all-new engine is in development for the next series, *Realms of Fate: Gryphon Masters of Havlar*, for the end of the year.

## In ye offing

Sir-Tech's importing *Realms of Arkantia* from Germany in April. And the clue book for *Dark Savant* is nearly ready. (You know it's a tough quest when the developer has nightmares over doing the clue book.) Sierra's next major release will be *Space Quest V*, probably by March. (But for those who can't wait, the solution is already available in Peter and Jeremy Spear's *The Space Quest Companion*. It also contains solutions for the first four games in the series.

Also look for *Betrayal at Kronidor* from Dynamix soon, and Tsunami's *Ringworld: Revenge of the Patriarch* (see page seven for

details) was set to ship by now. The beta they sent looked even more impressive than *Spellcraft*. (It will require at least a 386SX and VGA.) Farther out to sea, Tsunami's *ProtoStar: War on the Frontier* is an outer space adventure planned for this summer.

## Still the Book of Swords

By now we should have received and shipped all advance orders, so write if yours hasn't arrived. For some obscure reason, Origin changed the name of *The Book of Swords* to the ludicrous title *The Manual of Swords*—without consulting the QuestBusters Guild.

Apparently someone at Origin thought the book was about how to use swords, not a collection of adventure game solutions. So to avoid confusion, we will continue to call it *The Book of Swords*. If you'd like to express your malcontent with the unauthorized name change, write to David Ladyman c/o Origin, 110 S. Wild Basin #230, Austin TX 78746.

## More new quests

Capstone's *LA Law: The Computer Game* uses digitized graphics from the TV series and poses eight cases for you to tackle as a new lawyer on the team.

## Far out West

Sierra's taking a *Blazing Saddles* approach to their 1880's Old West adventure *Freddy Pharkus: Frontier Pharmacist*. Which figures, when you consider it's being written by Al Lowe. Look for *Freddy* in April or May.

## Address change

Some people are still writing to our old PO Box — the new address is PO Box 85143, Tucson AZ 85754.

## Quest for Mail

Dear QuestBusters:  
Exactly what is the QuestBusters Guild and how do I join?  
Saddam Hussein

This is one of the most common questions we get from new members. Until now the answer has been: "When your solution for a quest has been officially accepted by the GuildMaster." No more. By recent decree of ye Official DecreeMaster, all members are now official members of the QuestBusters Guild. If your dues are paid up, you're in the Guild.

What was once hailed as the greatest group of questers on this planet will henceforth be known as the Society of People who Save the Game Before Opening the Chest. (Until we come up with something better.)

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## QuestBusters

**Editor:** Shay Addams

**Managing Editor:** Dora McCormick

**Editorial Consultant:** Edgar Schrock

**News Editor:** Lloyd the Weatherman

**Contributing Editors:** Russ Ceccola, Al Giovetti, Bernie Yee, Fred Philipp, Clancy Shaffer, Rich Heimlich, Stephen King, Ken St. Andre, Brian Smith, Bruce Wiley, Duffy, This Reviewer

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# Amazon: Guardians of Eden

Some of my clearest memories of growing up in the Forties are of anxiously awaiting the next installment of the Saturday afternoon matinee serials at the local movie house (which cost a dime — God those were the days!) Usually consisting of twelve to fifteen chapters that each ended with a cliffhanger that kept you coming back the next week to see how the hero escaped, they were ludicrous in retrospect. But to a kid in Scranton, Pennsylvania, they provided many exciting moments.

In *Amazon: Guardians of Eden*, Access attempts to capture this nostalgic mood. They employ a fourteen-chapter sequence of events, throwing in plot twists, mysterious characters and heart-stopping cliffhangers galore.

## Into the jungle

The story transpires in 1957, when Allen Roberts vanishes on a

scientific expedition to the dark, drum-throbbing heart of the

Amazon basin. As his only brother Jason, you respond to Allen's final crazed message by journeying to the Amazon's lush tropical rain forests to rescue him.

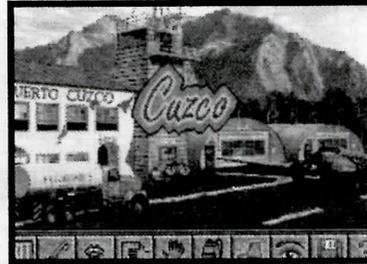
Travelling by plane, boat and other means, you'll experience a perilous search through a land where legends come to life, danger lurks behind every corner, and incredible treasures wait to be discovered. You'll find each episode intriguing, danger-filled and fast-paced, making *Amazon* more of an action adventure than

a pure animated quest.

## Ye interface

A horizontal bar on the bottom of the screen holds icons that control actions such as look, take, talk and exit a location. Character movement is directed with the arrow keys. This movement is often jerky, and you'll frequently find yourself playing trial and error with the arrow keys in an effort to keep Jason moving in the direction you

want him to go. And he won't automatically move around objects, but bumps into them the way characters used to do in Sierra games. The number of saved games is unlimited.



## SVGA support is weak

You can play in VGA or SVGA mode. With the latter, the graphics window is reduced so much that the text is too small to read. The 256-color graphics are for the most part hand-drawn, though digitized illustrations are used for character close-ups.

Music and sound effects are good, and rarely annoying. The digitized speech is infrequent, but is handled well on those occasions.

One nice feature is the built-in hint menu, which is quester-adjustable to none, some or all. By placing a question mark icon on an object or character in the scene, you can also get immediate help of a more explicit nature.

Each time you use this, your I. Q. drops. When it hits zero, you

can't get any more hints. Your I. Q. must be above 100 in order to see the "Hero Ending." (Save before you get a hint, then restore the game and proceed.)

Many of the sequences are very arcade-oriented and take place in real-time. These move very swiftly, so most people will have to repeat them quite a few times to get them right in the short time allotted. Tedious at first, they are eventually rewarding.

## Hint

Look very carefully at each item in every location. Some things you'll need are very tiny, only a few pixels wide, and are easily missed. A good example is the pack of cigarettes lying on the ground when you arrive in Cuzco (Lucky Strike — I love it!).

*Amazon's* only annoying aspect is the "Shock Warning" that occurs when you're killed. You get killed so often, you'll soon be seeing it in your sleep.

**Conclusion:** Overall this is a decent game. I usually shun arcade games of any type, but in this instance they added a little tension and adrenaline rush to an otherwise good but run-of-the-mill graphic adventure. Some arcade sequences, though, such as avoiding rocks while canoeing down the river, are too arcadish. I'd still recommend it, and look forward to Access' next adventure — which I hope will have more adventure and less action.

**Difficulty:** Quester-adjustable; arcade scenes are difficult

**Company:** Access

**Price:** \$69.95

**QuestBusters price:** \$55

**Type:** Action Adventure  
**System:** MSDOS (640, VGA or SVGA, hard disk with 8 Megs free, & 1 MB Ram required; mouse recommended; Realsound and all major sound boards

by Fred J. Philipp

# Spelljammer: Pirates of Realmspace

The minute I received SSI/TSR's latest game, I shuddered: "Oh, no! Not another Gold Box game!" Bracing myself for another long, drawn-out game with nothing but ceaseless combat, tacky graphic and mindless music, I installed it on my ever-dwindling hard disk.

Well, I am the first to admit when I'm wrong; the game isn't that long, there is a lot of combat — this is Advanced

Dungeons & Dragons after all, the graphics have gotten a lot better, and I have been caught whistling the music.... But does this make *Spelljammer* a better game than its predecessors?

Sadly, it doesn't. *Pirates of Realmspace* is yet another edition of the same hackneyed plot line SSI has been feeding us years.

The basic plot is this that your party of ten characters and additional men-at-arms for crew set sail through Realmspace to other planets, hauling cargo and performing odd jobs to gain wealth and notoriety until asked to perform a special quest: find the Neogi mother ship and destroy it before they enslave all of known Realmspace. Though this seems more straightforward than other AD&D offerings, previous games had more substance than *Spelljammer*. There are just four steps to the quest, only two of which require combat. And there are no other sub-quests or puzzles to break the monotony. In fact, true to the other SSI games, the final combat can be so difficult as to make you wonder why you shelled out money for the frustration.

However, *Spelljammer* does

have its good points. First, the graphics have been vastly improved. Gone is the ability to alter the individual parts of the character icons, but the detail is clear and attractive.

The only possible improvement would be to automatically adjust each individual icon to reflect the kind of armor and weapon the character is packing. Also, and fortunately, you can place the throngs of men-

at-arms (up to 60) at your direct command, or leave them for the computer to control. In many cases it is better to control the NPCs yourself, as the program's control is best described as "artificial stupidity." Hirelings will either charge blithely into the fray, impinging on the actions of your player-characters, or cower in a corner and do nothing.

One other disturbing factor is that this game is *slow*! When I first started the review, the boot-up process took three minutes and 50 seconds to load all the files after passing the copy protection. At first, my system was a '386sx/25mhz, with a Seagate 157 42mb hard drive accessing at 28ms. Slow, but not that slow.... My poor Artisoft foam-rubber hammer got a lot of work calming my frustration.

After installing my new Maxtor 200mb drive, lo and behold the game would start after 40 seconds! This was a relief, except for another problem, this time with

the software itself. If you lose a battle, you are "treated" to an express trip to the very beginning of the game's bootup screen and are forced to go through the copy protection all over again. A better handling of this situations would have been to move you to the "load game" screen instead.

This was disastrous when I was having all those problems mentioned above, producing even more wear and tear on my poor hammer. Then at the last part of the game, the program automatically saves and (again) drops you back to the title screen. At that point I assume that you can continue developing the characters, but why bother? If it continues to be as monotonous as all the previous "character building" combats, then it just degenerates into another *Twilight 2000*.

The one real saving grace to the entire package was the interface. Both the mouse icons and the keyboard equivalents were well thought out and placed. A few glitches were

evident though. The manual mentions a Center key option, but I'll be horn-swoggled if I could get it to work. One time I tried to use it while casting a

Fireball. The result was Crispy Characters. The animated 3-D graphics in Realmspace, however, were very smooth and attractive.

**Conclusions:** Even though a lot of my opinions were colored by the problems I had encountered due to the Disk Manager I was originally using, there could have been more substance to a game



Type: Fantasy Role-playing  
Systems: Amiga, Atari ST,  
MSDOS (640K required,  
10+ MHz recommended,  
mouse highly recom-  
mended; VGA, EGA;  
Roland, Ad Lib, Sound  
Blaster)

by Bruce E. Wiley

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# Shadowlands: another dim bulb

A dream comes to Nancock, one of the members of the fellowship of adventurers duly chartered by the Lord of Aquanor, capital of the Harbor Lands. The dream tells of the ruthless slaughter of the people and the ruler Vashnar in the lands of Koranos by the evil Overlord's unspeakably evil horde army.

The adventurers are compelled by the dream, which was delivered by the unresting spirits of Vashnar's dead, anguished over the brutal death of their friends, and families. In return for the promise of untold wealth, the four adventurers — a Priest, a Fighter, a Mage and a Thief — venture into the Shadowlands to avenge Vashnar and restore him to life on the altar of regeneration deep within the Overlord's Temple.

*Shadowlands* begins in the same manner as most role-playing games, with the evil villain and hordes of monsters to slay and worlds to save. Character creation randomly assigns each character numerical values, illustrated with bar graphs, for the four basic statistics of combat, "magik," strength and health. Characters may be re-rolled by selecting "chance cards" until the attributes are satisfactory. Other statistics are armor level, food, water and force. Characters can be personalized with names, and their appearance changed by using graphic icons for hair, eyes, nose and mouth. A pre-rolled group is available for quick start.

## Hands and feet

*Shadowlands* is fully mouse-controlled and icon-activated, using a separate additional

character portrait icon (not the character graphic) of head, hands and legs to control the actions. The head is for eating and reading. The action, or left, hand is for using an object. The transit, or right, hand is for collecting, dropping, throwing or operating. The walk, or left, leg is for moving one character only. The lead, or right, leg is for moving the group around in preset formations, but it only works when all characters are on the screen at one time.

The keyboard equivalents for most commands are hard to use, and many objects are hard to select even with the mouse, since the game was designed for very precise pointing at very small area pixel elements. Game play is tedious and non-intuitive, but the manual gives 23 pages of detailed instructions for each game action. Players are well advised to read and understand the manual — especially the areas on lighting and extinguishing torches needed to conserve light — before playing *Shadowlands*.

Simple game actions may require many steps that become tedious after playing for a long period of time. Dropping or throwing requires five operations: select character portrait, place item in action hand, select the item, select transit hand, target or select location to throw or drop.

Characters require both food

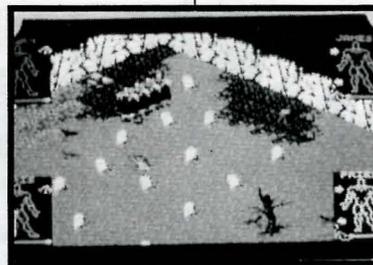
and water to survive. Eating and drinking are not automatic functions. Characters can starve to death while carrying around large stores of food or beside a water fountain. After you use the action hand to perform other non-combat functions, weapons must be manually reequipped into the action hand. Targeting small items can be very difficult. Your character may even be killed by a mouse before you can target him.

The icon system allows all the characters to

act individually, and combat is conducted with weapons and spells in real-time. Most of the problems of real-time combat with multiple characters are seen. There is no Paragon-like "PAL system," where all the characters, other than the player's alter ego, act independently in combat. Many people find real-time combat with individually controlled multiple characters far too difficult to coordinate. In a critical battle, your characters may be killed before you can issue all the needed orders.

Individually controlled characters give you the freedom to pursue multiple quests by splitting the party into sub-parties to complete separate goals. Some puzzles require the members to act alone to solve them. Others require them to act in two teams of two characters each.

Physical puzzles require the use of items or characters as counterweights or objects thrown



**Type:** Fantasy Role-playing  
**Systems:** Amiga, Atari ST, MSDOS (640K required, 10+ MHz recommended, mouse highly recommended; VGA, EGA; Roland, Ad Lib, Sound Blaster)

by Al C. Giovetti

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*Shadowgate*, a fully animated version for CD. *Beyond Shadowgate* is impressive and features a nice soundtrack and detailed graphics.

### Interplay

Interplay unveiled my show favorite at a special party. *Stonekeep* is a first-person dungeon game that blows away even *Ultima Underworld* visually (something I never expected to happen so soon). In *Stonekeep* you travel through corridors whose walls look video-captured rather than drawn, and interact with monsters and objects that are rotoscoped and smoothly animated for full effect. Sound effects of walking and running feet and blows to the monsters' bodies round out the experience, which Interplay president Brian Fargo has been waiting 10 years to be able to produce.

Interplay has a brand new game interface and system for *The Lord of the Rings* for the Super NES machine; like *Spellcraft*, it also uses the Nintendo mouse. This videogame system might very well become a viable platform for computer game companies to enter the videogame market (*Might & Magic III*, from American Sammy, will also use the Super NES mouse).

*Alone in the Dark* is Interplay's other adventure of note, a bit-mapped graphic adventure inside a haunted house. It uses polygon characters and monsters for a rather strange combination. The action is gruesome and the adventure touches on topics in the style of H. P. Lovecraft's works. The

game has gorgeous visuals, smooth animation and an exciting soundtrack.

### Konami/Hero

Hero Software assured me that *Champions* will be released in the next month or so and showed me a quite-playable copy of the game. There are a whole bunch of stories now, and lots of bells and whistles in this RPG that lets you create your own superhero

and send him or her through multiple adventures. *Champions* is sure to be a big hit because of the amount of care and attention to detail lavished upon it — which is instantly noticeable.



*Legends of Valor*, from SSI

### LucasArts

LucasArts has an impressive lineup of products, but only two of them qualify as adventures. *Day of the Tentacle* (*Maniac Mansion's* sequel) will be out soon and features three characters that you control in three different time zones as you strive to set things right after a purple tentacle rebels against its neighbors. The graphics are quite cartoonish and detailed, and an iMuse soundtrack accompanies the action. Those unfamiliar with the original game need not worry: click on the Commodore 64 in one of the character's bedrooms, and you can access and play the entire original game within the confines of the *Day of the Tentacle* plot. Talk about bundled software!

The other adventure from LucasArts is the "talkie" version of *Indiana Jones and the Fate of Atlantis*, currently my favorite graphic adventure. Voices of professional actors greatly enhance the experience, as was the case with *Loom*. *X-Wing* looked

quite impressive and offers another brand of *Star Wars* game, as does *Rebel Assault*, LucasArts' first CD-only title that features fully rendered graphics, video-captured models and full soundtrack with speech. *Rebel Assault* is a pure action game and bound to be a huge hit with *Wing Commander* fans, perhaps even more so than *X-Wing*, which is more simulator-based.

### Maxis

Their first adventure, *Rome* challenges you to become an emperor by accomplishing all kinds of mini-goals scattered over a sprawling landscape. *Rome* has detailed graphics in a view like *Populous*, and a nifty interface. Maxis' other products were *SimFarm* (strategy, like *SimLife*) and *El Fish*, a wonderfully flexible fish tank and breeding program that is their first true software toy in my mind, as opposed to a strategy game.

### MicroProse

MicroProse did an about-face and had more impressive non-simulators than their normal batch of new flight sims (only two of these). *Return of the Phantom* uses the same interface as *Rex Nebular*, but in far spookier places that feature period graphics and the classic *Phantom* touches.

*DragonSphere* takes the *Rex* interface and builds RPG elements on top of it in MPS's next attempt at the genre. *The Legacy: Realm of Terror* is a gorgeous *Ultima Underworld* viewpoint game that takes place in a haunted house and environs. The animation is quite smooth and the house was very realistic. All three games were only available for view as demos, with no firm release dates announced.

### Millenium

*Daughter of the Serpent* is finally on the way through Electronic Arts and is well worth the wait.

The game employs full-screen graphics and a pop-up interface, an inventory window that you slide the main game window away to access, and "hypergraphics," in which you click on parts of the screen and get intelligent responses and other pop-up interfaces and objects.

## New World Computing

*Dark Side of Xeen* is far along and will link directly to *Clouds of Xeen*. It has larger characters than *Clouds* and more speech and music. (They also have several strategy games on the way, including *Empire Deluxe*.)

## ORIGIN

These guys had no new adventures to show, only the recently-released *Ultima Underworld II*, their *FX Screen Saver* and an extended demo of *Serpent Isle*, which is part two of *Ultima VII*.

But they finally brought *Strike Commander* out of hiding for their competitors to see. Chris Roberts was hard at work back in Austin perfecting the beta they were showing, so his brother Erin demoed the game. Richard Garriott also touted the game during its brief appearances on the show floor.

## Psygnosis

Every now and then these guys put out an adventure worth a mention, and *Hired Guns* is actually pretty good. At first available for the Amiga, *Hired Guns* is a four-character RPG with the look and feel of *Obitus*, its first-person views and overhead map. It has a decent interface and can be played by one to four.

## Sir-Tech

There was no new *Wizardry* showing, but Sir-Tech has two

winners nonetheless. Ian Currie demoed his mission-based adventure game in which you control teams of characters selected from a large pool of pre-existing people to send on missions in South America. The controls are simple, the cinematics are quite nice and the game has a lot of depth. In April, look for *Realms of Arkania*, a German RPG (it's #1 there) in which you develop characters and explore a rather large and dynamic game world that uses first-person dungeons and 3/4 view animated combat. Its overhead map and flexible system remind me a lot of *Betrayal at Krondor*.



Tsunami's Ringworld

## Spectrum-Holobyte

These guys had *Iron Helix*, a game like the old *Hacker* titles, in which you remotely control the game's character. In this case you have to rectify things on a biological research spaceship run amok with mutants. It's a CD-only title with gorgeous graphics and a slick interface. Spectrum will also soon release *National Lampoon's Chessmeister 5 Billion and One*—a *Battle Chess*-type game with goofier animations, more risqué graphics and an easier chess computer brain.

## Strategic Simulations

SSI only had self-running demos available for *Dark Sun* and *Eye of the Beholder III*, but both looked pretty impressive. *Unlimited Adventures* is a construction kit with which you can create your own Gold Box games, although the demand for this product may

not be that great given how far SSI themselves have advanced past the Gold Box system.

*Flashback* is Delphine's newest adventure, featuring rotoscoped animations, brilliant colors, thrilling soundtrack and the standard Delphine pop-up menu interface. *Veil of Darkness* is the next game from Event Horizon, developers of *The Summoning* and *DarkSpyre*. *Veil* takes a darker turn than EH's past games but succeeds with its wonderful graphics and sounds and intuitive interface.

## Tsunami

This new company is headed by Joe Ybarra, who was producer on EA hits such as *Bard's Tale*. They had an impressive lineup of products, at least one of which (*Wacky Funsters*) is already in the stores. *Ringworld* takes the *Krondor* approach by expanding upon an award-winning author's work (Larry Niven's *Ringworld* in this case). It packages the new characters and plot in an attractive interface and deep, puzzle-strewn storyline.

*Blue Force* is *Police Quest* designer Jim Walls' and his partner Cheryl Lloyd's new police thriller. This game has a believable plot, lots of routine cases, digitized actors and fully animated action—just what dedicated fans of Fox's *Cops* like myself need.

**Best Games of CES:** *Stonekeep* was hands-down the most impressive of the new titles visible in Vegas. It will certainly take games one step closer to

Continued on next page

# Ye Official CES Party Report

Boy, CES is disappointing since companies stopped throwing the kinds of big bashes for which they were famous in the old days. Still, there's always something going on. I didn't manage to crash the AT&T party, but I had lots of fun at night in Vegas anyway, even without a trip to the Palomino Club.

## Wednesday night

The night before the first day of the CES show has, for some odd reason, become a big party night. I missed the Fuji and Pioneer parties because I made the mistake of choosing a late flight, but dropped by Acclaim's suite at the Desert Inn for a few hours of noshing, drinking and playing. Acclaim always throws the best hospitality suites and has all their new games set up throughout the room for casual play. The food was great, drinks flowed, and anyone who's anyone in the print media was close at hand that night.

## Thursday night

At first I thought Thursday would be a bust, but me and my buddies Matt Taylor and Robb Alvey found out where the 3DO reception was held and were able to watch Trip Hawkins' recorded presentation — which we had missed the previous day while

## CES Report .... from 7

“virtual reality.” My other faves were (in no particular order) : *Dominus*, *Prince of Persia II*, *Alone in the Dark*, *Champions*, *Day of the Tentacle*, *Daughter of Serpents*, *The Legacy: Realm of Terror*, *Flashback* and *Blue Force*.

schmoozing with industry folk and sampling the Alexis Park's food and drink.

We heard about *GamePro* magazine's awards ceremony/party and headed to the Sands Hotel at midnight. The party was in full swing, and many of the industry's finest were on the dance floor and crowded at the bar. IDG always manages to attract a good crowd, and their latest bash kept close to tradition.

## Friday night

Interplay spared no expense, renting one of the bigger meeting rooms at the Convention Center for their presentation of *Stonekeep*. The room was decorated with all kinds of weaponry, and guests could even get their picture taken in a genuine rack. People in monster costumes and medieval attire roamed throughout the chambers, and Interplay projected *Stonekeep* on a large screen.

Brian Fargo cut his speech short so that the demo could get underway without malfunction, which he acknowledged always seemed to happen anyway. Sure enough, the computer needed a reboot to behave. Traditions, traditions....must be those pesky *QuestBusters* reporters in attendance.

Binary Zoo, Broderbund's newest affiliate, rented out the Shark Club from 6 until 9 and demoed their fun new edutainment titles alongside the food and drinks. Their games will be award-winners for sure. Finally, Compton's New Media and their affiliates threw a little get-together at Caesar's Palace to show off their CD titles and make a few announcements. Lots of new faces, but then again we are in a CD market these days.

Saturday was a bust for

company parties, so I decided to strongarm my pal Matt Taylor into seeing Siegfried & Roy with me. (Both Taylor and Alvey are quickly becoming contributors to these CES reports by supplying party information and helping me crash them.) You've got to get the tickets first thing in the morning, but the show is absolutely incredible and lasted a good two hours, a full six hours before I boarded my plane at the Las Vegas airport bound for Pennsylvania and dreams of more CES parties. Schwing!!!!

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## The Book of Swords

If you haven't already ordered yours, here are the games covered in our sixth volume of the *Quest for Clues* series. See back page for pricing.

- *The Dagger of Amon-Ra*
- *The Dark Half*
- *Dark Seed*
- *Dune*
- *Goblins*
- *Indiana Jones and the Fate of Atlantis*
- *King's Quest VI*
- *The Legend of Kyrandia*
- *Lost Files of Sherlock Holmes*
- *Plan Nine from Outer Space*
- *Quest for Glory III: The Wages of War*
- *Leather Goddesses of Phobos II*
- *Lord of the Rings II: The Two Towers*
- *Might & Magic: Clouds of Xeen*
- *Planet's Edge: The Point of No Return*
- *Prophecy of the Shadow*
- *Spellcasting 301*
- *The Summoning*
- *Treasures of the Savage Frontier*
- *Ultima VII: The Black Gate*
- *Ultima: Forge of Virtue*

# Paladin II: have sword, will travel again

Contrary to the belief of reviewers who have called this a pure role-playing game, *Paladin II* is actually a strategy game in a fantasy setting — with role-playing statistics that can be transported from game to game. Like the earlier *Paladin* (produced in 1987) and *Breach* and *Breach 2* (1989), *Paladin II* includes a quest builder that allows you to add to the 20 quests that come with the game. This is more than the ten quests of *Paladin* and fourteen missions of *Breach 2*. Most players agree that the quest-builder modules of *Breach* and *Paladin* were among their best features.

## Two goals in one

You assume the role of a Paladin, or holy knight, who seeks out and destroys evil and defends the weak from oppression. *Paladin II*'s immediate objective is to fulfill the victory conditions of each quest, and its long-term goal is surviving multiple quests and developing skills into those of a legendary hero.

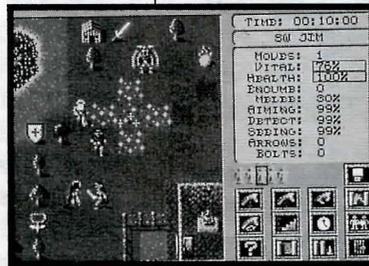
It employs a simultaneously active mouse- and keyboard-controlled icon interface. The initial screen allows you to create characters and to start a quest by combining available characters with the available quests, then activate the union into the game or "quest in progress."

Once the quest begins, the quest enrollment screen will be replaced by the main quest screen. On the left side of the display is the "combat window," a top-down oblique view of your party with the active character in the center of the display. To the right of the combat window are

by Al C. Giovetti

the elapsed time indicator, active character statistical display, character icon row, and the fourteen icon-based controls.

Game play proceeds in a rounded fashion, with the player characters moving one at a time, from the Paladin first to your Mages last. After the friendly movement and combat phase, the enemy movement and combat phase follows, where enemy characters defend or attack player characters one at a time.



occurs first, then combat.

Every player and enemy character has certain equipment, powers and spells, each of which has a cost in movement and vitality. Once the allotted movement points are used, the character's turn phase is over and the next character's movement and combat phase begins.

## Quests and campaigns

Each quest is a small strategy game based on individual character level tactics. Quests may be linked together to form greater campaigns with larger objectives than the individual quests. The Paladin, his party and any equipment can be transferred from one linked quest to another, or a new party and equipment can be supplied in the new quest. New objectives will replace the old in successive linked quests,

making the campaign-like quest linking more varied.

There is no autocombat, and each of up to ten characters must be moved individually. This means it will take more than several hours to complete each quest. A quest ends when all the goals are completed, a quest goal is destroyed, or the time allotted on the quest timer expires. Quest objectives can include: rescue all prisoners; obtain all white scrolls; all surviving members exit the area at a predetermined point; kill a specific percentage of enemy; destroy all black scrolls; or capture and hold all sentry posts. There are more possible quest objectives than found in the earlier games.

It is extremely frustrating and illogical that quest goals such as scrolls and rescued prisoners can be destroyed by the enemy simply by killing the character who picked up the quest item. Destruction of a quest goal can abruptly end a very long and tedious quest (in *Paladin* you either complete the quest or you don't), so protect quest goals judiciously.

The ten-character party can be composed of the Paladin leader,

Swordsmen, Rangers, Thieves and Mages. Twelve classes or profession types of opponents (double the six available in the original *Paladin*) can be placed around the

combat arena. These include Fighters, Sorcerers, Icelords, Gargoyles, Displacer Beasts and Doppelgangers.

*Paladin* has 30 objects that exist in real time (more than the

**Type:** Quest-oriented tactical combat  
**System:** MSDOS (640K RAM, VGA, hard drive required; 286+, Microsoft-compatible mouse recommended; Ad Lib, Sound Blaster)

Continued on page 11

# WALKTHROUGH: Rex Nebular

## General notes

Look at everything for clues and humor. Take everything you can. You can't be killed, so try out anything that appears dangerous. The computer will resurrect you back to where you were prior to dying.

## Modes

There are three levels of difficulty: novice, advanced and expert. This solution follows the Novice mode with variations in the Expert mode noted in *italics*. It can be assumed that the intermediate (Advanced) mode will fall somewhere in between.

## Transporters

These numbers differ depending on which mode you are in, and may be random, so write them down for future reference.

## Underwater

You start out with your Log. Open access panel. Get Shield Modulator. Look at the view screen. Go through door to Life Support Section. Get Binoculars. Open refrigerator and get Burger. Continue through next door and get Timer Module and Rebreather. Return to ladder and exit ship. Swim East, South, East. Pick up a Dead Fish along the way. At Tunnel entrance, give dead fish to monster. *EXPERT: Put burger in dead fish and give stuffed fish to monster.* Go through tunnel and exit.

## Village

Go North and West from Lowlands to Witch Doctors Hut. Enter. Get Blowgun and Poisoned Darts. Exit and continue West. Monkey will appear and steal your binoculars. Continue West and talk to Native Woman. The one key

by Fred J. Philipp &  
Clancy F. Shaffer

answer is 'throw forks from kitchen'. She will take you into hut. When she leaves, grab a Twinkiefruit. Exit. Try going North.

Return East to Lowlands. Try going North. Go East to Palm Tree. Hose Down monkey with blowgun. Get binoculars. West. Put twinkiefruit on leaves over pit. *EXPERT: At palm tree, get plant stalk. Put poison darts in. At pit, take pile of leaves and put on pit.*

Proceed North to Hut with Stone Tower. Get Bones. Climb tower. Look at Strange Device with binoculars. Note number to activate Teleporter. Go North. If Zatox is there, return when he leaves. Enter Teleporter. Note number. Punch in first number.

## Underground Fortress

While in Cell talk to West Wall. Open vent. While in Medical Facility talk to Intern. When Intern leaves, get Scalpel. Talk to Dr. Slache. Tell her how healthy you are. When back in Cell #4 pry the vent with the scalpel. Go to Cell #3 and talk to Sauropod. Proceed West to Security Station and open grate. Enter room.

Sit at desk. Push green and red buttons until cells unlock. Go East to Cell #2 and get Security Card. Continue East to Medical Facility and try to take the Tape Recorder. You will end up with a Audio Tape. Return West past Security Station to Corridor. Go North to Security Room. Get Tape Player. Put audio tape in and Activate. Write down formula for Bomb. Take Guards Arm off of floor and put on hand scanner. Door opens. Get your stuff. North to Teleporter. Check dead guard.

Take the Credit Card. Return South to Corridor.

Go West and walk up ramp to Gender Bender. You will be transformed into a Woman. Go to Teleporter and teleport back to The Village. At hut where you got twinkiefruit, go North. Talk to woman. Ask her about the vase. Ask her for the Roast Chicken. Take it. Return to Underground. Go South to Corridor.

## At the bar

Go South and enter Bar. Take Repair List from pocket of person sitting at end of bar. Read for two more transporter numbers (described as 'Need Minor Adjustments'). Sit at bar. Talk to bartender. Buy Alien Liquor. Exit and continue South to Armory. Use security card on slot. Get the Target Module.

Continue East to Storage Room and put card in slot. Get the Charge Cases. Exit and go to Lab. Get Petrox, Lecithin and Formaldehyde. Mix ingredients in Kettle following the formula you read. Take the Explosive. Return to Gender Bender and change yourself back to a man. Go to Teleporter and use second number on list of teleporters that 'Need Minor Adjustments'.

## Abandoned City (Machopolis)

Go West. Enter car. Bring up controls. Select Sandbar Restaurant. Enter restaurant. Get Fishing Rod and Padlock Key. Disassemble rod for Fishing Line. *EXPERT: Open cash register.* Return to car and go to Abdul's Service Station. Go in side entrance and get Polycement and Rearview Mirror. *EXPERT: Throw bone over fence. Go in side entrance.. Throw bone in danger*

zone under car. Push lift button down. Exit and go to Kane Lab.

## In the Lab

Enter Lab and pull lever on Laser Cannon. Put mirror in laser beam. Exit. *EXPERT: Go to Machprose Software and get penlight on counter. Open for Durafail cells.* Exit and go to Residential. Enter Bruces place. Go East. Get Compact and Note. Read note for combination to safe. Open safe and get Door Key. *EXPERT: Get compact and put in laser beam.* Exit and go to Williams Bypass. Unlock Control Box with padlock key. This will lower the boat. Go to Buckluster Video.

Unlock door with door key. Get Phone Handset. Disassemble to get Phone Cells. *Expert: Put Durafail cells in handset. Put handset on cradle. Exit. Return. Get handset. Open. Get charged cells.* Exit and walk to Alley. Give cells to Hermit. Get Fake ID.

## Sledge Mall

Cruise on to Sledge Mall and put fake id in East Maintenance Elevator slot. You will now be standing on the Maintenance Platform. Tie fishing line to Hook on Pylon. East. Get ID Card. Drive to City Security. Put ID card in slot. Take Detonators. Return to Restaurant and take fishing line. Attach line to boat.

Go to North Sea Window. Put detonators in charges. This will give you two Bombs. Put timer module on bomb to produce a Time Bomb. Put time bomb on ledge. Return to Maintenance Platform. The City will flood, and a boat will appear. Pull the fishing line and climb in the boat. The Sea Monster will appear. Put bomb in chicken. Throw Chicken Bomb at Monster. Go North to Governors Penthouse. Enter. Try

to take the Vase. Exit. Go South. Get the Bottle. Fill bottle with water (1/2 full). Return to Penthouse and put the bottle on the pedestal. You will now have the Vase. Enter Teleporter and punch in first number on Repair List under 'Need Minor Adjustments'.

## Spaceport

Walk East. Look at damaged ship. Get Remote. *Expert: At control panel, push buttons 1: timer, 2: remote, 3: timer, 4: start timer.* Exit panel. Walk east. Walk east. Wait. Walk west. Get remote. Go to Control Panel. Press Remote button. Go East to good ship. Enter. Use polycement on crack in windshield. Go in Service Panel. Install Shield Modulator and Target Modulator. Exit Panel. Activate Remote. Pull Throttle. Collect your reward.

## Paladin 2 .... from 9

thirteen objects of the original *Paladin* and the 21 of *Breach 2*) and can be placed on the combat zone or into the inventories of characters. When dropped, the objects remain where they are dropped, except for explosive crystals that blow up when the turn elapses after they were dropped. Arrows and spells fly through the air and can be aimed precisely with crosshairs where appropriate.

Characters can move step-by-step or by using the mouse to trace a path to the edge of the visible screen. Once a path is traced, the character moves along the specified path to the specified destination, recentering the combat display over the character. Additional moves can be made in this way until all movement points are expended.

*Paladin II* supports 256-color VGA (*Paladin* and *Breach 2* used 16-color graphics). Each of the five classes or professions of player characters has a distinctive and identifiable animated icon. There are five special full-screen graphics that illustrate mission success or failure, the *Paladin's* death, victory conditions, and the mission briefing. *Paladin II* has more animation and sound than *Paladin* and *Breach 2*, and supports digitized sound effects and music, which were absent in the original game.

Documentation is twice as extensive as that for *Breach 2* and four times that seen in *Paladin*. It contains an items list, opponents list, spells list, hot-key command list, quest descriptions, strategy and hints, and many other explanations and descriptions that make it easier to play.

The quest builder interface is both mouse-controlled pull-down menu and hot-key activated. Any number of quests can be made with the quest builder to further enhance the game play. Existing games can be edited to improve them by adding items or monsters not in the original designs. The games are built easier and faster than those of the previous strategy games in this series. If you tire of building your own quests, a 20-quest add-on disk is available for \$19.95.

The only bug that I found was that the Displacer Beasts did not disappear after they were killed, making movement around them in small corridors very difficult. A form of automapping is implemented with built-in detection and seeing abilities that allow an overview of the combat area. An additional automapping system should have been used to allow

Continued on page 14

# Keys to the Kingdoms

## Spelljammer

The Captain increases levels fastest, so make him a Mage. Assign a Cleric as Helmsman so you don't lose a Mage's spells. Cargo trading isn't well developed, so don't waste much time on it; pick up cargo for your destination as a matter of convenience. Best all-around ship is the Deathspider. Best way to earn money is to hail an approaching ship, demand surrender and demand all gold and cargo.

**Combat:** save game at start of an encounter; don't battle Umber Hulks. Battle are lengthy, so if you need healing, disengage, have Cleric "heal all officers," then grapple the ships, reboard and go at it again (slain enemies won't be regenerated). Fight Wights from a distance, or they'll drain levels. In most battles you can put officers in side rooms of deck and let your soldiers-crew wear the enemy down with volleys of arrows, then have officers come out and finish them off for the experience points. Only Captains get points for destroying enemy ships; other officers get them only for hand-to-hand combat.

Mike Prero

## Spellcasting 301

There are two ways to get money. Cast Uppssy on the casino (from outside), and the dealers will stop cheating. Ruelotto is recommended for winning quickly. Every day the maximum wager is raised by 10 gold pieces, so you may want to wait awhile. You may also sell things to the pawn shop. Many items, such as your cloak and Otto's tie, are more valuable if you cast Uppssy on them. You can always buy an item back if you discover it's

needed later.

Carl Muckenhoupt

## The Legend of Kyrandia

Don't leave the caverns until you get the Will O' Wisp spell. There's a key hidden in a later area that you can't reach using Fireberries; as a Wisp, you can. You must use the Freeze scroll twice. First in the caverns to cross the lava bridge and get the key; make sure you have a tulip, blue gem, yellow gem, red gem and an apple. The globe Malcolm takes is hidden in the west part of the forest. Use Freeze scroll to get globe. Take it back to the fountain and fill a flask with magic water. Drink it and fill flask again. Take flask to hut and pour in cauldron. Put tulip and yellow gem in cauldron....

Jim Davis

## The Summoning

When fighting monsters that can shoot at you (Hags, Specters, Jesters, etc.), or if you're low on spell points, run to an adjacent room and stand next to the wall closest to the room you just left. The monsters will continue firing, but will hit the wall. While you regain spell points, they'll be running into each others' shots and killing themselves! Then go back and finish off the last one, who will be wounded. This trick is especially useful in the Citadel basement.

Mike Blackburn

## Darklands

**Miscellaneous tips:** Buy horses before travelling to speed up the trip. Be careful not to lose them by climbing city walls or jumping off a boat outside a city. Always rescue merchant caravans. Always try to trade for Alchemy,

which is free.

Don't bother with mission for less than 20 florin, unless the location is very close. Always complete missions for alchemical materials. Make potions while travelling to avoid blowing up inns. Train Alchemist in SpkLatin and R&W as often as possible.

**Battle tips:** Use long-range weapons until enemies are 1-2 inches away. Concentrate missile fire on one foe. If battle is 4 against 4, have weak character parry and strong ones go berzerk, so strong ones can defeat their opponents and help weaker ones. For really tough foes, have character with best armor parry while the rest of the party goes berzerk. Always kill enemies who throw potions right away to save armor and strength.

Nicholas Blawat

## Might & Magic: Xeen

**Portal passkeys:** Deep Mine Kappa - Kappa Mine in Dwarf Mines. Showtime - shows the end game. Count Du Money - gets lots of gold in Dragon's Cave. Shangri-la - the sixth and hidden town inside the Volcano Cave.

**Attributes:** Accuracy at B3: 0, 4. Armor at A3: 3, 3. Hit Points at A1: 4, 12. Might at D2: 3, 8. Magic Points at A4: 3,3

Tommy Russell

**Nightshadow:** set 3 dials to 9 to awaken vampire.

Charles D. Jones

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This month contributors Jim Davis and Mike Blackburn were randomly selected to receive the game of their choice -- so send in your clues and tips today. (All submissions become property of Eldritch, LTD until October 12, 2317 A. D.)

## Spellcraft: Earth College

| Name                            | Level | # of Aspects | Jewels | Powder | Candles | Stones | Aspect Name       |
|---------------------------------|-------|--------------|--------|--------|---------|--------|-------------------|
| <b>Attack Spells</b>            |       |              |        |        |         |        |                   |
| Magic Sword                     | 1     | 1            |        | 6      | 3       |        | Protection        |
| Bow of Power                    | 2     | 2            | 5      | 11     | 8       |        | Pinpricks         |
| Catapult                        | 3     | 3            | 9      | 25     | 16      |        | Hard Hearts       |
| <b>Personal Modifier Spells</b> |       |              |        |        |         |        |                   |
| Revelation                      | 2     | 2            | 9      |        | 5       | 14     | Third Eye         |
| Invulnerable**                  | 3     | 3            | 8      | 18     |         | 30     | Freedom from Fear |
| <b>Terrain Change Spells</b>    |       |              |        |        |         |        |                   |
| Make Chasm                      | 3     | 3            | 8      | 32     |         | 24     | Cutting Knife     |
| Close Chasm                     | 3     | 3            | 8      |        | 24      | 32     | Needles           |
| Earthquake                      | 3     | 3            | 8      | 32     | 24      |        | Jelly             |
| Remove Rocks                    | 4     | 4            | 30     |        | 40      | 60     | Absence           |
| Create Rocks                    | 4     | 4            | 30     |        | 60      | 40     | High and Low      |
| <b>Other Spells</b>             |       |              |        |        |         |        |                   |
| Transform                       | 3     | 3            | 11     | 19     |         | 27     | That which is not |
| Orc                             | 1     | 1            | 3      | 2      | 4       |        | Slaves            |

The hardest part of *Spellcraft* is figuring out the spells, which these tables address for two categories. (If Earth is not your College, add 2 to number in # of Aspects column.) They were provided by Clancy F. Shaffer. If you want a complete set of tables for *Spellcraft* spells, send \$2 to QuestBusters, PO Box 85143, Tucson AZ 85754.

## Magic Candle 3

### Teleportals

|               |          |
|---------------|----------|
| Place         | Portal   |
| Solihub 133,  | 102      |
| Kabelo        | 115, 075 |
| Nekros        | 062, 024 |
| Minalt        | 186, 176 |
| Oshcrun Isles | 149, 022 |

### Teleportal codes

|               |                                   |
|---------------|-----------------------------------|
| Oshcrun       | 3 skulls                          |
| Segrann Isles | spine, legbone, wishbone          |
| Minalt        | skull, wingbone, wishbone         |
| Outsiders     | wishbone, wishbone, anything else |
| Tasur         | wingbone, legbone, wishbone       |
| Voliplan      | wishbone, wingbone, spine         |
| Archos        | wishbone, skull, wingbone         |
| Kabelo        | skull, wingbone, wingbone         |
| Green Isles   | legbone, wishbone, skull          |
| Brian Whaite  |                                   |

### God

|          |            |
|----------|------------|
| Vorhamme | Komdrum    |
| Kaznur   | Helnibor   |
| Olkanis  | Shibanabal |
| Prillila | Delmata    |
| Tas      | Pintalda   |
| Bohar    | Wentegal   |
| Selene   | Brundishar |
| Entas    | Wuckawoo   |

### Location

|  |
|--|
| Rests in Mines of Sorra  |
| Cellars of Qaldiur on far side of pool   |
| 4th level of Tarrak  |
| Center of Upper Green Island 039-018   |
| Wesgar Tower   |
| on SW Outsider Island  |
| North and east of Esheim   |
| In Crowndeeep Cavern, located a short distance inside Crowndeeep, if you do not have the proper party and items, she will send you back. |

C. F. Shaffer

## Shadowlands .... from 5

at teleporters to activate counterweights elsewhere in the maze. Tactical combat is possible with individually controlled characters, but it is not possible where only the leader is controlled by the player. And though tactical combat is a feature of the game, most players prefer combat that takes place in rounds, not in real-time.

Many actions that are automatically controlled in other games are manually controlled in *Shadowland*. You cannot just select the key from your inventory and click on the locked keyhole. No, you must first move the key to your action hand, then select the lock.

There is no autocombat or automapping function, and the overhead, oblique, "isometric 3-D" display lacks a coordinate system. This is so disorienting that even manual mapping is somewhat difficult. The display superficially resembles *Darklands*, but the controls are more difficult to use than *Darklands*, which employs rounded combat. Individual or team character movement can be very awkward, since the characters have no "routing system" for avoiding obstacles, on which they can get stuck for a frustrating period of mouse-pushing redirection.

### Taking inventory

Your character inventory window is activated by right-button clicking on the character portrait. Each inventory item is graphically displayed in the sixteen available slots of the upper right-hand display's backpack section. Items in the action hand are displayed in the upper central display, where chests, which increase character carrying capacity, can be opened and the contents of up to six additional items displayed.

Numerical and bar graph statistics are displayed below the

items in hand. Sleep, eat, save and load icons are located below the statistics display. Items have an existence of their own and remain where they are dropped. But the authors elected not to have paper doll-like equipping or automatic equipping functions.

The magic system is unique. Points of magical power must be drained from objects, which cannot recharge and will lose effectiveness, in expending the magic power needed to cast spells. Magic scrolls and spell books can be used to cast the spells by clicking on them while held by the action hand. Time is not suspended when selecting spells, so up to six of the most effective offensive spells must be prepared in advance by placing them in the desired order of casting in the spell books. When the book is selected and a target is selected, the spells will be cast one at a time.

**Conclusions:** *Shadowlands* introduces some very new, innovative ideas, such as the "photoscape" real-time system for illuminating areas with realistic shading that obscures darkened objects, and certain monsters that are attracted or repelled by light and darkness. And the bestiary is an interesting group of evil creatures, such as Skeletons, Minotaurs, rats, scorpions, snakes and Hellhounds.

The physical puzzles challenge dexterity and intelligence. But the game may prove too demanding and not in time with many game players' tastes, with its highly lethal nature (save often), awkward task-intensive interface, lack of automatic functions and the combination of real-time combat with tactical character controls.

**Difficulty:** Frustrating

**Company:** Domark

**Price:** \$49.95

**QuestBusters price:** \$45

## Spelljammer .... from 4

that takes up 7+ megabytes of precious disk space. The anticlimactic ending was surprising, except for the automatic save, and I'd hate to see what would have happened if I hadn't had enough space left on the drive. All in all, *Spelljammer* was only somewhat enjoyable and could have been better with a little more effort. If you really liked all of the various AD&D games, then you will probably like this one too.

**Difficulty:** Intermediate

**Company:** Omnitrend/Impressions

**Price:** \$59.95

**QuestBusters price:** \$50

## Paladin 2 .... from 11

for the incorporation of already known items into this map system. Some form of map memory would be more helpful and realistic.

**Conclusions:** Tom Carbone and Omnitrend have been around for over ten years, producing games of high quality, high value and high enjoyment.

*Paladin II* continues in this tradition as a good solid project that should bring enjoyment to those who like fantasy-based tactical combat games. I'm looking forward to *Paladin III*, which will have real-time combat, characters with personalities that act on their own, and other enhancements.

**Difficulty:** Intermediate

**Company:** Omnitrend/Impressions

**Price:** \$59.95

**QuestBusters price:** \$50



# Swap Shop

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

## Apple

Sell/trade: most SSI (including Phantasie series), Wizardries, Sierras, Ultimas, Infocom text games, Bard's Tales, New Word, Epyx, Datasoft. Glenn Berryman, PO Box 348, McVeytown PA 17051

## C-64

Trade/sell: 75 games, \$5-\$20 each. Plundered Hearts, Wizard of Oz, Legend of Blacksilver, Ultima 6, Below the Root.... Send SASE for list, with your list. Daniel Cohen, 2225 Rutland Ave, Redondo Beach CA 90278

## MSDOS & Quest-alikes

Sell only, all 3": Rex Nebular, \$17; Amazon, \$20. \$10 each: Goblins, Police Quest 1 VGA. Joseph Courter, 410 N 10th St, Prospect Park NJ 07508-2211

\$20 each, 3": Quest for Glory I (VGA), M & M 3, Megatraveller 2, The Summoning, Krynn Trilogy, Wing Commander; 5": Countdown to Doomsday, Megatrav 1, \*Ultima 6, \*Martian Dreams. Bill Fleckenstein, 3002 N 32nd St #14, Phoenix AZ 85018. Prodigy: XMSJ66A.

Sell/trade: Savage Empire, M & M 3, Crystals of Trazere, more. Want Spellcraft, Ultima 5, new RPGs. Will trade my 2 for your 1; send list. Eddie Deale, Rte 3 Box 89-B, Mineral VA 23117

Sell/trade: Space Quest 4, Rise of Dragon, Martian Memo, Eye 1, Willy Beamish, Ecoquest, Conan, Countdown. Lars Batista, 540 Brickell Key #1711, Miami FL 33131

Sell only, \$25 each: \*Eye 2, Wizardry 7, \*Savage Empire, \*Martian Dreams. Ultima 7, \$25. Ultima 6, \$15. Ultima 5, \$12. Ultima 1 (EGA), \$5. Tommy Russell, 519 Broadway, Bethpage NY 11714-2206

Trade, 5": Elvira, Rise of Dragon, Martian Memo, Megatrav 1, M & M 3. Want 5" or 3": Lost in LA, Dark Savant, Lord Rings, Corporation. P Kmosen, 5827 Emstan Hills Rd, Racine WI 53406

\$25 each: Spelljammer, Legend of Kyrandia, Spellcraft, Buck Rogers 2, Siege, Secret of Silver Blades, Spellcasting 101, more. Mike Prero, 12659 Eckard Way, Auburn CA 95603

Sell/trade: 5" HD VGA: \*M & M 3, \$20. Martian Memo, \$15. \*Colonel's Bequest, \$10. Future Magic, \$10. More. Ernie DeKeyser, 832 11 1/2 St SW, Rochester MN 55902

Sell only: Loom CD, King's Quest 5 CD, \$25 each plus \$3 shipping. Free shipping if you buy both. Want Star Control 2. Joe Marietta, 10429 Corporal Way, San Diego CA 92124

Sell/trade: Ultima 7, Conquests of Longbow, \$20 each. Forge of Virtue, \$14. Want Spellcasting 101. Greg Watanabe, 1313 Wake Forest Dr #217, Davis CA 95616

Sell only: Space Quest 4 CD, Willy Beamish CD, \$35 each or both for \$60. 3" HD VGA: Police Quest 3, \$15. King's Quest 6, \$25. Chris Kelly, 3709 Sandal Lane, Cincinnati OH 45248-2815

Sell/trade: Countdown to Doomsday, Crystals of Trazere, \*M & M 2, M & M 3, Ultima 5, Magic Candle 2, Eye 2, Bane of Cosmic, Bard's Tale Construction, Martian Memo, Prophecy of Shadow. Joe DeFeo, 1460 Buck Hill Dr, Southampton PA 18966

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