

QuestBusters™

The Adventurer's Journal

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Not sold in stores

THE RIFTWAR LEGACY

Betrayal at Krondor

Betrayal at Krondor finally surfaced, and RPG fans are sure to eat this game up! Krondor is one of the largest adventures ever put together — and also one of the most open game systems, in which you are truly free to do what you want. I have never felt so much freedom within the confines of an RPG. If I want to travel to a town in the middle of the night, I can. If I want to simply do the minimum to solve the game, I can do that too. The flexible plot, coupled with a huge 3-D world, simple interface and excellent prose, make Krondor as close as a game can get to a book.

The production began well over a year ago, with designer John Cutter's desire to make the most complete and realistic game world he could imagine come to life on the computer screen.

Rather than use a system similar to existing RPGs, Cutter decided to develop a new interface and link the game to a popular fantasy series of books. Raymond E. Feist's Riftwar books fit the project perfectly. A noticeable gap between books

offered plenty of room for Cutter and writer Neal Hallford to develop an in-depth story that introduced its own

characters while relying on the locations and characters from Feist's body of work. Krondor's forte is its story and the dependence of the prose on the events. The story is divided into nine chapters, but the subplots in each leave a player's approach to the game entirely open.

It's a mouse-intensive quest. Command icons control the action. In most cases, left mouse clicks perform an action or take the player to another screen. Right mouse clicks are the equivalent of examinations of an object, person or place. In any chapter, a maximum of three characters may be in the player's party. This trio changes from chapter to chapter as the plot unfolds.

The main screen consists of a picture window, character pictures and command icons. Click on the graphic window to examine or use objects within the window. Click on the characters to bring up their inventory screens or stat screens. Click on the command icons to activate the simple game

choices.

Most of the action takes place on travel screens, combat screens or inventory screens. A reference card briefly explains all of these options and

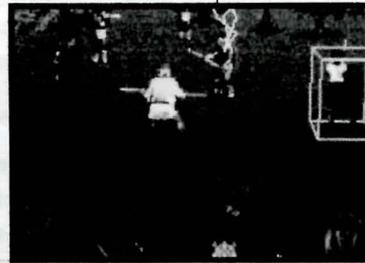
groups them by screen type, so a brief perusal of the manual and the nearby reference card are all that is necessary to get up and questing with Krondor.

Krondor's game world is vast, but most of it can be observed from the 3-D view in the picture window. This view is quite realistic and features individual trees, bushes and other terrain features, underground sections, roads and paths,

treasure, monsters and any other items or characters that become part of the story. Movement through the 3-D view is executed by simply clicking the compass below the graphic window.

A road travel icon allows your party to automatically stay on the road while they move forward, rather than wander off into the foliage. This option is especially useful when trying

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Type: Fantasy role-playing

System: IBM (Required: 640K, 386SX+, DOS 5.0+, 2 megs RAM, one meg EMS, VGA, 15 megs hard drive, 3.5" floppy; **Strongly recommended:** mouse. **Supports:** Ad Lib, Sound Blaster, Roland, MIDI)

Planned ports: None

by Russ Ceccola

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ADVENTURE ROAD



New quests

Return of the Phantom (Micro Prose) is an animated mystery set in Paris. *Realms of Arkania* (Sir-Tech) is a European *Might and Magic* clone, *Crime City* (Impressions) is a mystery, and *Flashback* (Delphine/SSI) is an action adventure with rotoscoped animation.

Any minute now

Gateway II: Homeworld should be out now. Mindcraft's *The Bloodstone*, relying on an enhanced version of the last *Magic Candle* engine, will be out in August.

CD update

LucasArts simultaneously released *Day of the Tentacle* on floppy and CD. It's selling about 50-50, according to one distributor, a good sign for the CD market. *Eric the Unready* is on CD, but the CD version of *Freddy Pharkas* is still up in the air. A CD *Inca* should be out by now, and the *King's Quest VI* CD is on the shelves.

Virtual adventure?

Capstone recently imported the French Infogramme's *Eternam*, calling it a "virtual adventure vacation." *Eternam* is a theme park where you experience different historical periods, but which you soon learn is also infested with dragons and your arch-rival, Mikal Nuke. Cartoons, digitized paintings and photos give it a polished look for a European game.

TSN game goes public

TSN's multi-player fantasy RPG, *Shadow of Yserbius*, has been

transformed into a one-player stand-alone game. The boxed edition of TSN's most popular offering includes improved graphics and animation and a "whole new chapter in the story of the kingdom of Twinion." It's due out this month for IBM.

Krondor & Xeen added to QB: Book of Clues

Since closing the current issue of QB, we have obtained a fistful of new walkthroughs. *Might & Magic: Darkside of Xeen*, *World of Xeen*, *Betrayal at Krondor* and *Blue Force* are among the many others also being added to the book to make it as up-to-date as possible. Other new solutions in the book are listed on page eleven.

Tsunamis tsequels

Apparently *Blue Force* and *Protostar* performed well for Tsunami, which is now working on sequels for both. They are scheduled for spring.

Quests of the month

For animated adventure gamers, *Day of the Tentacle* and *Blue Force* are the best bets this month. Role-players will find *Betrayal at Krondor* the top new RPG (Dynamix says it is their best-selling game ever, even beating *Aces of the Pacific*.) Other recommended titles are *Darkside of Xeen* and *Eye of the Beholder III*. For an adventure/simulation/strategy game, look for Micro Prose's new *Pirates Gold*, which sports SVGA graphics and other enhancements as well as new game elements. *Railroad Tycoon Deluxe* is also out, with better graphics, two new worlds (Africa and South America) and eleven new trains. 

Quest for Mail

Dear QuestBusters:

We are tired of all the phony letters in the "Mail" section. It is perfectly obvious that the editor makes up these letters as a means of addressing whatever topic he desires. And all too often these fake "letters" are used to remind us of all the clever ways you've schemed up to get us to send you more money. What do you do with all this money, anyway?

Sick and Tired

We're currently funding archeological expeditions whose locations cannot be divulged for security reasons. But the first person to guess the location will win a free, non-stop ticket there (since it is non-stop, you will have to parachute from the plane). For an entry form, send \$49.95 to us, c/o Dept X Marks the Spot.

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Darkside of Xeen

Darkside marks the final installment in the five-game series that began with the *Secret of the Inner Sanctum*. In this installment, the space travelers resolve the long-standing conflicts between Terra and Darkside, leaving the creators of the series free to invent a new engine and a fresh plot for the next *Might and Magic*. The victorious six adventurers' roles in any future games are yet to be decided by the New World Computing designers.

Darkside and *Clouds of Xeen* installed on your hard disk, they also form the *World of Xeen*, which New World calls the first truly inter-connected game system. *World* is twice as large as either game on its own, and has its own unique quests and advantages over the *Darkside*. *World of Xeen* has the advantage of allowing your characters the opportunity to return to *Clouds* and finish some

of the unfinished quests, and to obtain the keys from the *Darkside* to open four *Cloud*-side dungeons for more quests.

Character creation is the same as in all previous games. First, you select from five races, two sexes and several two-dimensional color icons. The computer randomly assigns numerical values for the seven basic attributes. A character can be assigned one of the ten professions, depending on the random generation of minimum

attribute values required for the class.

Level 250 characters

Where *Clouds* was limited to level 20 characters, *Darkside* allows you to progress through 250 levels and to increase proficiency in 26 skills. Various places and quests provide both temporary and permanent changes in statistics, such as age, level, strength or others.



The plot in *Darkside* has not changed much from *Clouds*. The rulers of the world have been imprisoned by Xeen's evil master, and you must free them and to assist one in the killing of the evil one before he escapes to imprison another world.

As in previous *M & Ms*, there are many side-quest quests linked to the main plot of killing the great evil one. The plot is more linear than the earlier *Might and Magics*, and may be less satisfying for some.

Puzzles of the game are of the treasure hunt variety, with the most important artifacts becoming keys to towns, towers, castles and dungeons. Without the correct artifact, you cannot explore the dungeon to find the next artifact, and so on. As in *Clouds*, clues to puzzles are obscure and rare, but there are numerous entertaining side plots that will keep you entertained when the main plot seems a little weak.

Darkside utilizes the previous game's automapping routine, which requires the cartographer

skill. An automatic note-taking mode keeps track of quests, quest locations, quest items and special events in the game, making the record-keeping parts of the game sheer joy. These automated features are so well designed that the game player need not keep

any notes or maps. *Darkside's* use of automated features is a standard to which other games only aspire.

Game play, as in *Clouds*, can be in either the

battle-intensive warrior mode, or in the less violent and easier to play adventure mode, meant for those who enjoy a good story. This intelligent mode selection feature will allow all types of players to enjoy the game, from the more blood thirsty fanatic to those whose sensibilities are offended by senseless violence.

High production values

Darkside continues the *Clouds* tradition of high production values, with all the quests in place and working perfectly. The game has no known bugs and, other than memory problems with some systems, the game is a joy to play when compared to some of its bug-ridden competitors.

The first-person display of the three-dimensional world is ringed with controls and promptings to the seasoned adventurer. Combat and exploration use the same interface, with relatively slow disk-accessing delays seen only when going from one map area to another. Use of a simple spell provides simultaneous top-down

Continued on page 5

Type: Fantasy role-playing

System: IBM (Required: 286+, 2 MB RAM, 256-color VGA, hard disk.)

Supports: Roland GS, Ad Lib, Sound Blaster & Pro, Sound Master II, Pro Audio, Sound Source)

Planned ports: none

by Al C. Giovetti

Sherlock Holmes III

In addition to having the longest computer game name that I have typed in a long time, *Sherlock Holmes, Consulting Detective III* is an impressive high quality product. *Sherlock* is very popular, with 365,000 copies of all three games sold as of this summer. This installment commences with a full-motion video explanation of the plot by Holmes himself, seen in the mirror of a wooden dresser.

Similar to the popular board game by Sleuth Publications, on which the game is based, *Sherlock* plays like a computerized board game. The computer takes over the functions of explaining the clues that would be revealed by a deck of cards, and is reduced to a one-player game rather than multiple-player.

Three mysteries

The CD-ROM disk holds three separate mysteries for the amateur sleuth to solve: *The Solicitous Solicitor*, *The Banker's Final Debt*, and *The Thames Murders*. *The Solicitous Solicitor* deals with a womanizing attorney who appears to have been murdered by someone who tried to make it look like a heart attack. Holmes has to sort through the jealous lovers and ladies to find the real killer. "The Banker's Final Debt" involves a bank accountant who was working on some British Treasury investigation that required that he be silenced. "The Thames Murders" involves the rapid appearance of five bodies on the broad river. Holmes must determine if there is

a connection between the seemingly unrelated murders. Is there a serial killer involved or is this the remnant of a criminal conspiracy?

The cadre of people and places that can provide you information on the crime include the London



library, an ex-con Pub owner still connected to information in the crime world, a group of street urchins that often aid in investigations called the Baker Street Irregulars, the

Head Clerk of the Office of Records, a forensic pathologist, a well connected barrister, a forensic chemist, a London journalist, a gossip columnist, a crime reporter, and people from Holmes' London Directory. Other sources of information include Holmes' files and several copies of *The Times*, which Holmes reads everyday for signs of the criminal community.

Once you believe that you have the criminal and the motive for the crime, you can select the gavel and present your information to the full-motion video judge. The judge will not allow you to win unless you have enough evidence to back up your claim. As you look at more evidence, the numerical game score increases. Your final score is compared to Holmes' score; lower scores represent the solving of the crime on less

evidence and time.

Replayability is supposed to be based upon trying to get a better score, but once you solve the crime the replayability is very low. Unlike most adventure games that provide hundreds of pages of script and require 20-80 hours of play to solve, *Sherlock* is based on a little over 50 pages of text, making it substantially shorter than the average adventure game. What makes the script so short is that, like a real movie, the game has no alternative plot twists, so the only reason to replay the game, once you solve the mystery, would be to get a higher score. The game would benefit from increased length over the 90 minutes traditional to a movie to the more accepted length of time for an adventure.

This game, using the same amount of audio and video, has brighter and crisper colors and clearer audio than its predecessors. As technology improves, better

versions of the earlier games can be produced from the high-quality, archived video tape footage, so expect re-releases of the old games someday.

Sherlock uses 90 minutes of

15-frame-per-second, full-motion color video and CD audio for both music and voice to present the facts of the case, similar to the way a movie is presented. Over fifty

Type: mystery adventure

System: IBM (Requires: 286/12+, 640K, CD drive with 150KB data transfer rate, 380ms access time, and continuous read, SVGA, mouse. Recommended: 486, faster CD-drive. Supports: Ad Lib Gold, Sound Blaster, Tandy Sensation, Pro Audio, Covox Sound Master II, MS Sound System)

Planned ports: none

by Al C. Giovetti

actors were filmed on high-quality Sony videotape, with over 100 costumes, a set designer, prop master, and stylist.

The video is presented in a 160-by-100-pixel area in the center of the screen, matted with either a book or a dresser with a mirror for the video. All video sequences are controlled by VCR or CD player-like controls that allow you to review parts of the video to take notes. There is no auto-note-taking utility, so voluminous manual notes is a necessity. The audio is not backed by a text version, so note-taking can be very tedious for those with normal hearing, and difficult to impossible for the hearing-impaired. A map or automap is not included and not needed, since clicking on a person and then the horse and carriage will take you — in an additional short clip of full motion video — to any location or person.

The game would have benefited by some type of evaluation of your progress, or through the use of hints or directions that would assist the amateur sleuth through the game. Computer games have a tendency to disorient some people, even experienced computer users. Guidance and direction are often necessary to orient the user.

Games can be saved and reloaded at any time. A nice game feature allows for disk drive selection when saving and loading.

The CD-ROM does not require any use of your hard drive and can run solely from the CD-ROM drive, a very useful feature. The game interface is entirely mouse-controlled, with no hot keys to relieve the carpal tunnel trauma in the hands of those who constantly use the computer. Though the 17-

page read-me file that detailed all the technical problems and fixes, I could not get it to run on one of the CD systems I tried.

Conclusions: *Sherlock Holmes III* is an impressive product that is sure to garner an even larger audience than ever. The company has increased the quality of the video and audio in the current release. The VCR controls provide increased ability to review clues, but should be accessible from any point in the game, once viewed. Highly recommended, *Sherlock* adds another side to the development of interactive movies. ❧

Difficulty: Intermediate

Company: ICOM Simulations

Price: \$69.95

QuestBusters price: \$59 (includes solution)

Darkside ... from 3

map view and first-person perspective while adventuring, making getting around a quick process.

Graphics are of the same resolution as in *Clouds*, with more attention to detail and higher detail given in the animations and still shots. As in *Clouds*, monsters appear in three dimensions not as two-dimensional cut-outs, as seen in earlier efforts. *Darkside* is truly a three-dimensional world where spells, arrows and monsters move through space and change appropriately, with proportionate changes in scale and distance.

The sound and voice in *Darkside* use the same parameters as *Clouds* for the sake of compatibility, but there are many more sounds and voices in *Darkside* to enhance the game play. Instead of using the same sounds from *Clouds*, new and unique sounds and voices were created for the

events in *Darkside*, and it is fun simply to listen at times.

New, tougher monsters make the fights harder in *Darkside*. Rounded combat, where turns are controlled by the relative numerical values for dexterity, continues to be the combat type. The spells are the same as in prior *M & Ms*. Weapons, armor, accessories, and other artifacts progress from the least to the highest power using standard *M & M* coding, with obsidian items having the most power. Combat is quick, with an equally quick resolution, getting the game player into and out of combat without delay.

The normal game utilities are easily accessed, with small save games and an installation size of 15 megabytes for *Darkside* and 30 megabytes for the *World*. Keyword copy protection was added to the game, making occasional door openings a stressful pastime. The intelligent, intuitive, and logical interface has simultaneously active hot-key keyboard and icon-based mouse control, allowing the player to navigate with ease.

Conclusions: *Darkside* is one of the best games that I have ever seen. The first-person, three-dimensional world is vividly portrayed, and the automated features make it easy to play. The most important thing one can say about this or any game is that it is fun, and *Darkside* is fun to play and well worth your time. In fact, I am going to go back right now and finish some of those quests that I missed the first time through the game. ❧

Difficulty: Intermediate

Company: New World Computing

Price: \$69.95

QuestBusters price: \$59 (includes solution)

SUMMER CES Quest Report

Oh, the times, they are a-changin'. Just like in the old days when Coca-Cola had to take cocaine out of their recipe, and nowadays, when syringes are rumored to be found in Pepsi-Cola cans, there was a major change in direction at the Summer CES show in Chicago. Most major publishers have embraced CD format and are at the least including video and audio clips in their standard floppy versions that will be expanded upon in future CD releases. 3DO may emerge as a major format by Christmas; with MPC and MAC CD-ROM, it could firmly establish the CD format in the consumer market.

Adventures will thrive on CD as one of the major forms of entertainment. But for now, there were still lots of new floppy-based quests at CES. Fortunately, the gunshots I heard outside my hotel window one night at CES came nowhere near me, so that I am here today to bring you Ye Official CES Report. (Companies not mentioned either had no new adventures, or they are covered elsewhere in this issue.)

Activision

Activision is distributing Adventure Soft's new game, *Simon the Sorcerer*. From the folks who designed the *Elvira* games and *Waxworks*, *Simon* is a cross between *Monkey Island* and a *Spellcasting* game because it contains equal parts humor and magic, and the interface is very similar to LucasArts' system. Later

this fall you will be able to jump in and enjoy the beautiful graphics and many cinematic breaks.

Looking more and more like a multimedia event, *Return to Zork* is due in late summer. All characters are digitized, most of the familiar locations from the *Zork* games are in it, and the animated interface will delight anyone confused by icons. It is poised for CD, and you might want to wait that extra month to appreciate it in its entirety, with over an hour of spoken dialogue and SVGA graphics.



Stonekeep

Bethesda Softworks

Bethesda had an impressive lineup of products, including a first-person perspective RPG called *The Elder Scrolls Chapter 1: The Arena*. Looking like a cross between *Underworld* and *Wolfenstein*, it moves a lot faster than the former and has all the detail and action of the latter. It's a true RPG, with lots of character stats and puzzles, but the combat is as exciting as an arcade game.

Broderbund

Broderbund's line-up stars one of the most impressive CD games I've ever seen. *Myst* is the name of both the game and the land in which it takes place, a magical isle where there's lots to explore (more than any other CD available) and a complete adventure and story if you care to participate after you are sated by wandering. Robyn and Rand Miller, creators of *Spelunx*, *Cosmic Osmo* and *Manhole*, designed this no-interface game in which you simply point

and click on the screen and see what happens. The graphics were fully rendered and look photo-realistic. You will be amazed at the effects as you try to find pages to a magical book that transports you to other lands.

Capstone

The Dark Half was a pretty good adventure, despite Capstone's inexperience with the genre, and their next set of adventures might again surprise me. *Wayne's World* should be out on store shelves now. It and the two new games at CES, *The Beverly Hillbillies* and *Honey D. Clown*, use similar interfaces and cute graphics to provide quests centered around the licensed characters.

Electronic Arts

Thankfully, EA's very first CD-only game will be an adventure game of massive proportions. *Labyrinth* is an effect-packed adventure in which you have to correct temporal disturbances by travelling back and forth through time and space via the titular maze until you destroy the biggest anomaly of all, the maze itself. *Labyrinth* will take 50-100 hours, but makes it easier on players with automapping and intuitive interface and detailed, first-person SVGA graphics that look quite realistic. EA won over many quest fans with *Sherlock* -- now they'll win CD-ROM adventurers with *Labyrinth*.

IMOTION

Shadow of the Comet is a mixture of game styles that will ultimately appeal to adventurers, much as *Inca* did. It features neat special effects, outstanding graphics and similar sounds and music in a story in which a cult has sprung

by Russ Ceccola

up around a comet.

Alone in the Dark II will sate the appetites of those taken with the original game, and it's also scheduled for a CD release. In *Alone II*, you must return to the mansion Derceto and confront the new monsters that have taken over. You get to go outside this time, and some monsters are armed; otherwise this is the same interface in entirely new settings.

Interplay

Star Trek: Judgment Rites will offer eight new episodes to fans of the sleeper hit, *Star Trek: 25th Anniversary*. Interplay promised that combat would be easier, puzzles would be less dependent on obscure details, and different cast members will join McCoy, Spock and Kirk planetside this time, depending on the mission.

The rendered graphics are quite good and similar to the first game, as are the expected sound effects and music. The CD version of *25th Anniversary* will feature actual voices of the three main amigos for every line of dialogue. *Stonekeep* is still in production at Interplay, but there was really not more to see at this CES.

Legend Entertainment

Legend has *Gateway II: Homeworld* on the way (July), with a mix of interfaces and cinematics in a different kind of graphic adventure. It also features a solid story line, more detailed graphics and nice sound effects and music to keep it exciting. In a more bold and daring move, Legend will try out a new interface with their major fall product, *Companions of Xanth*. Based on a Piers Anthony story, *Xanth* is an interesting world where each creature has one unique magical property, and it's full of puns (but not quite as bad as some of Legend president Bob Bates').

The new interface will have

text pop up as you move the mouse over clickable objects in the picture window, and features specialized commands for each item once you select them. If the interface flies, Legend may keep it; I found it quite intuitive. The prose will still be important and well-written. In a major marketing coup, Legend (Hi, Peggy!) managed to obtain the rights to distribute Anthony's new book in the game boxes first before it is sold in bookstores. Talk about a bought-in fan base!!

LucasArts

Lucas will follow *Day of the Tentacle* quickly with two very different games.

Sam and Max Hit the Road brings that hare and hound team to computer screens for a colorful cartoon adventure through America's neatest tourist traps as they try to find a missing gal. The game uses LucasArts' pop-up interface and full-screen graphics to display this animal team's wacky travels.

The Dig revives Brian Moriarty from his adventure game hiatus and teams him up with none other than Steven Spielberg to produce a story Spielberg wanted to produce theatrically, but which he thought would be too expensive and might actually work better as a computer game (he's a big fan of the genre). In *The Dig*, four scientists investigating a strange asteroid discover that it's a booby trap that takes them to a faraway planet. They must find their way back to earth and solve the asteroid's mysteries. *The Dig* features full-screen graphics, tons of attractive cinematics and a pop-up interface.

Micro Prose

Bloodnet uses the *Rex Nebular* game

system to put you in a cyberpunk adventure in which you have to avoid becoming a vampire in Manhattan in 2094. You can use the subways to get around and even play part of the game in cyberspace. A mixture of video, digitization and other graphics techniques establishes *Bloodnet* as a dark, eerie game of the future.

Secret of the Seventh Labyrinth is MPS's answer to *Wolfenstein 3D*. It has seven levels of game play,

smooth- scrolling colorful graphics and most impressive music.

Mindcraft

Walls of Rome is a Siege-type game set in Rome. I just thought I'd

mention it for all those Siege fans who

stumbled upon the excellent strategy game. *The Bloodstone* uses the *Magic Candle III* engine but eliminates food and replaces spells with totems for a variation on this familiar system. A role-playing game in the classic tradition, *Bloodstone* has very nice art and music to accompany this older game style, so it should satisfy most players.

New World Computing

This company had no new games to show, but did have some interesting news. The CD version of *World of Xeen* will not allow separate play of *Clouds* and *Dark Side*, which might be a shame because *Dark Side* supposedly has a better ending than the *World* combination. The CD will feature full speech, though. New World's next game will be *Inherit the Earth*, which will bring back the isometric view graphic adventure/RPG hybrid, and will be designed by one of the *Faery Tale Adventure* team.



Gateway II: Homeworld

Continued on page 9

QUEST FOR WESTWOOD

Amid the sand dunes only minutes from the Vegas strip, the shuttle bus was lost. Well, not exactly lost — the driver just couldn't find his way through the detours caused by road work. Eventually, we made it to the sprawling complex for what Virgin Games called the "first annual tour of Westwood Studios." Editors from every major game magazine were aboard, though at least two have since vanished from the face of the earth (and arrangements are underway for several more).

On the ground floor, Virgin's marketing madman Stuart Kaye bribed us with chocolate doughnuts and coffee (reviewers and editors are so easy). Then the dozen or so of us, which included QB's Russ Ceccola, Rich Heimlich, Dora McCormick and myself) were divided into smaller groups for the tour. Vice president Louis Castle led our gang through the labyrinth Westwood calls home.

Young Merlin & Kyrandia II

In addition to meeting many of the designers, illustrators, musicians, programmers and others who create Westwood's games, we got to see several of Westwood's upcoming releases. *Young Merlin* was first. A Super Nintendo quest, it has accessible puzzles and is intended for younger audiences. Lots of magic items to recover, and two goals (rescue the princess and slay the evil villain). Dreamed up by Castle, *Young Merlin* will be Westwood's first SNES game. It look like a good way to keep the kids off your computer so you can play your own quest.

Such as *Legend of Kyrandia II*, perhaps. Mike Legg, who co-designed the sequel along with Coco, showed us the work in progress. Currently it's a seven-chapter story starring Zanthia, a "Murphy Brown type" female from the first game. Each chapter consists of 16-20 scenes, all lushly illustrated and introducing some novel graphic effects such as light sources that grow brighter or dimmer as Zanthia approaches or walks away from them.



Lands of Lore

One wall was covered with black and white illustrations of scenes from different chapters, the work of several

artists. Part of Legg's job is ensuring continuity in the style of the various artists, so they appear to have been painted by the same person, a hallmark of Westwood games.

The CD *Kyrandia I* was also running. It would make a great way to learn a foreign language: the audio is in English, but text may be displayed in Italian, French, German or Spanish

Lands of Lore

We spent a lot more time looking at *Lands of Lore: The Throne of Chaos* than anything else (other groups kept banging on the door to get in, but I had wedged a chair under the knob to keep them out). It features "out takes" that introduce a story-telling quality to this eight-chapter role-playing game. There is far more text in *Lore* than in typical RPGs, and most of it appears in these out

takes. The presentation shifts from the conventional first-person, 3-D view to one that resembles a letterbox scene in a film. These scenes move the story along and give you a brief break from combat and exploration.

WOMS, the design team's name for "Westwood Out-take Manifolds," are out takes from which other out takes spin off, giving the feel of a graphic adventure. You can skip most out-takes if you desire; in that case, the game will immediately display any information that you must acquire in the out take.

Lore is being designed to run fast and smoothly on a typical 386, welcome news to many adventure gamers. It also boasts three difficulty levels for some puzzles and for all combat.

"Magic is a big thing with us," Castle elaborated as we witnessed a combat scene. Each time the Fireball spell is cast, the Fireball travels a different path across the screen. Another welcome graphic effect is seen in the full-screen, close-up faces, where lips, eyes and expressions are animated.

Lore introduces "dynamic characters" to the realm of role-playing. That means they change, or at least your impression of them changes, as the story develops. This leads to some surprises later in the quest

Kyrandia II and *Lands of Lore* share the same high level of consistency and continuity in their art and animation. Looking at these games, you would never know so many different artists are responsible for them.

The big question is when these games will arrive. *Kyrandia II* is planned for October, *Lands of Lore* in August and *Young Merlin* by Christmas.

by Shay Addams

Origin

Origin jointly produced *Shadow Caster* with Electronic Arts. It is a first-person game, sort of a fantasy version of *Wolfenstein 3D*. The focus is combat. Action is very quick, and the gimmick is that your character can shapeshift to the form of anything he kills, which helps in certain areas. An automap helps you navigate as you literally speed along through the game, a fun product despite its action-heavy nature. Graphics, sound effects and music are all of high Origin quality — fans will be surprised. Alas, no news of future *Ultimas* at this point, but by next CES some parts of *Ultima VIII* should be ready.

Pop Rocket

The MPC version of *Total Distortion*, a music-based Mac adventure should be out in the fall. You have to put together videos to succeed in the game and solve the adventure. The mixture of graphic styles and music clips and pieces provide a unique game.

Psygnosis

In addition to *Hired Guns* for the Amiga and PC, these guys have two new adventures on the way. *Innocent Until Caught* is a futuristic Sierrasque adventure in which you must avoid the tax man and solve the mystery behind the mistake he has made. Graphics are in the first-person, which is also true of *Arborea*. *Arborea* stresses character control and influence as you put together a team of adventurers to slay the evil wizard. Thought before action is of the utmost importance.

ReadySoft

ReadySoft is finally going to do *Dragon's Lair* right! The 3DO and

MPC fall release of the original game, complete even to the flashes of light that guided the player, will finally stop people from cursing ReadySoft for not producing this version earlier.

Sierra

Sierra had a lot of products to show, most of them stunning. *King's Quest VI* takes on a whole new life of its own on CD, with a Roberta Williams video introduction, completely spoken dialogue, enhanced graphics and the full introduction produced by Kronos. *Gabriel Knight* is Jane Jensen's newest character and, hopefully, a series. Knight is a New Orleans author and bookseller whose nightmares are starting to come to life. They involve voodoo and an old family curse that he must confront before it destroys him. *Gabriel Knight* has a nice comic-book feel to it and has a character with appeal mainly to adult fans of mysteries.

Only a self-running demo of *Quest for Glory IV: Shadows of Darkness* was available, but the game looks great in its horrific locations for your hero. *Police Quest IV* is farther along and features digitized artwork in addition to the expert design input and advice of Daryl Gates. The plot will thrust players into the world of a policeman, where scanned artwork from actual LA locations will make it more realistic. *Leisure Suit Larry VI* is on the way and will feature more beautiful artwork and more girls than ever before, but the story details weren't certain from the demo. Finally, Coktel Vision's *Inca 2* will take up where the first game stopped. This is sure to be a superb product if it's as addicting as the first game.

Sir-Tech Software

Finally, Ian Currie's strategy adventure has a name — *Jagged*

Alliance. As I've mentioned before, this is a game that lets you put together teams to complete missions on an important strategic island whose crop everybody wants. Graphics, game play and music are all complete and enhance the addictive, flexible plot. Some character graphics are photo-realistic, and speech peppers the action.

Spectrum-Holobyte

Never much for adventure games, Spectrum Holobyte has a few different *Star Trek: The Next Generation* titles coming out that will easily catch the eye of the dedicated *ST:TNG* fan. The most impressive version of them all is the 3DO game, which features fully rendered backgrounds and characters that are quite life-like and great in their resemblance to the familiar TV faces. Sega and PC versions are also impressive. In all cases, you have to control the crew members on various missions of increasing difficulty.

Strategic Simulations

SSI has a few adventures for different types of audiences. *Fantasy Empires* is largely a strategy and combat game with a map view providing the strategy aspect and a tactical view for combat. It uses D&D rules, not AD&D, and features the first computer *Dungeon Master* to guide your team through the game and resolve game questions.

Stronghold is a kingdom simulator in the D&D, not AD&D, world and has side and overhead views show your people conquering the target area. *Dungeon Hack*, from Event Horizon, will bring back memories of late nights to mainframe players of *Hack and Rogue*. *Dungeon Hack* aims to recapture those same feelings, and has all the

Continued on page 14

WALKTHROUGH: Protostar

GENERAL

After you get the Sector map, trace a map on transparent paper, and by clicking on the stars you can obtain all locations. Later you must register a planet for the Ghebraant, so be careful what you register: you need a planet either at 117,111 or 126,057. After you talk with them and get friendly, the proper questions will appear in your vocabulary. You may have to talk to several different Ghebraant for complete answers.

EXPLORATION & MINING

When visiting a planet, you can restore a game saved there and get all the info you need about it. On most planets you will find life forms. Pick them up, check them at the Bio section, name and sell them (you may do so even if already named).

See list below for places to mine. At the outset, the nearest planet is Obee at 45,084. This is the Deresta's home; you will see them all over the planet. Be kind and mine Platinum and Silver. Another good place is 66,075 orbit 3, Galothia, which has an abundance of Stabilium for fuel. You will find most minerals in high country, life forms and cities in lower level land. After making friends with the Deresta you can trade with them with a higher payout than at base.

SHIP IMPROVEMENT

When mining Deresta, a ship load of Silver and Platinum is enough to get number three engines. If you continue, you can get number three weapons and other equipment. (Also get number three engines for the Explorer.) With number three engines, fuel consumption drops drastically.

by **Clancy F. Shaffer**

GENERAL

Experiment with the various controls until you are familiar with them. Always carry at least 500 units, because it takes 10 ms to shoot one pursuit pod, which seems to be your most effective weapon. When you get down to about 150 units of Stabilium, use your laser and accel cannon. Seven Pursuit Pods will almost destroy a ship, but remember to take out one vessel at a time, if attacked by three ships, concentrate on one, then the next. For a real bonus, kill the crew, dock and get their engines and cargo (if you completely destroy them you get only Aluminum and Titanium).

GETTING A CREW

When someone at the Base bar tells of a ship that was attacked, go there and you will find Cassi, an excellent Navigator. You've already got an Engineer, Abe440. Keep checking out the Base's Communication Center until Linquist, a very good Bio-Tech, asks to join. Accept him. While you are talking to the Frontier Craft department of one of the three Outposts Stations, an alien named Yikkak will join, leaving only two crew positions to fill. You will be required to send money back to your contact, so at least every third trip you make should be to get minerals to sell and send back at least 25,000 each time. But also save, and try to keep about 100,000 or more for your own needs.

GARRIOD & DODEL

When you reach outpost Garriod you will meet Dodel, a veteran who can answer most of your

questions, including how to fight ships, and all about the aliens and conditions you will encounter.

THE DERESTA SCIENTISTS

After contacting the Deresta several times, you'll learn some of their scientists have been kidnapped. Later, in 45,084 (this may be random), you will be attacked by Pirates and receive a message from the Deresta Scientists that they are on one of these ships (or ship). Save the game, in case you blow up their ship. Reduce the ship's crew to zero, then board and rescue the Deresta scientists. Give them to the first Deresta you encounter. After this, the next Deresta ship you meet will request that you talk to one of the Scientists, Pharysha, who will join you as Science officer.

THE GHEBRAANT

Go to their planet at 30,045, 9w X 9N and sell items to them cheaply. Repeat this, and on your third trip they will give you very good prices. Then you will find out they are looking for a second planet. Find and claim it for the Ghebraant, and they will join your cause. This planet is located at 126,057, orbit number two. You can also find one at 117,111. Load up on cargo here before you leave. Then claim the other planet for yourself.

THE KAYNIK

Visit their planet at 75,090, Myxolidia, orbit 4, the blue planet. Let your ship be captured several times, losing your goods and fuel. Eventually the Kaynik will become curious and you can enlist them as the third alien Alliance members. (After surrendering to the Kaynik, you can

mine their planet and get far more than they took from you.)

THE VANTU

Before undertaking this step, get a full load of Stabilium, then go to the Frontier shop and buy number three shields and weapons for the Explorer.

The Vantu, at 84,048, planet Tavantal, have also lost people to the Skeetch. Go to 84,111 and let the Skeetch capture you. They'll take you to the Prison Planet. Then Linquist will suggest it is your chance to dispose of the three Skeetch craft. After destroying the three ships with pods (using about 250 ms of Stabilium in the process), get a surface view of the planet, then launch. Pick up nine Vantus you will find wandering around. Try to ignore the Skeetch Explorer who is attacking you; by maneuvering cleverly, you can keep him at some distance and still pick up the Vantu and deliver them to the nearest Vantu outpost, probably at 84,048. They will suggest using one of their people for Communication, a character named Tyanuva, who completes your crew. You may want to save just before assigning him to Communications, for he can be a nuisance and you may prefer to play without him.

THE SKEETCH DREADNAUGHT

Visit Dodel for information on how to defeat the Dreadnaught. He will tell you of his experience with the Dreadnaughts and to find the remnants of his ship, the Wirlick, at 156,066. He will give you a code to use (this is random). Dock with the ship and take the Projection Weapon, which uses 100 ms of Stabilium for each shot, and the the Engines, which are number five and

35 Walkthrus - 46¢ each!

In our quest to save you time and money, we added over a dozen solutions to *The Book of Clues*. The ship date has been pushed back to September, but if you check the new titles (boldfaced), you'll see they are worth the wait. If you haven't already advance-ordered the book, this is your last chance to save money - the retail price will now be \$18.99, but you can advance order by August 31 for \$15.95. Because we are publishing it this time, we can guarantee that all

will enable you to outrun any ship. You cannot get the fuel or other devices from the Wirlick.

You will probably find the Dreadnought at the outpost at 99,015. You need over 900 units of Stabilium. Save the game before attacking. If the Dreadnought gets off-screen, he returns fully equipped, so restore your saved game. You must keep him on the screen, and let his pods drop off. It may take 4-9 Projection attacks to kill him.

MINERALS & ARTIFACTS

These planets have extensive minerals and other items.

45,084: orbit 1 platinum, silver, other minerals

66,075: orbit 3, Galothia, Stabilium

105,054: orbit 1 & 2 good, orbit 4, unnamed planet

108,021: orbit 1, 102,042 two unnamed planets

54,084: orbit 1, 90,102, unknown planet

advance orders will be shipped *before* it reaches the stores. It includes solutions to these quests, and we will send you any one immediately:

Alone in the dark
Amazon
Batman Returns
Betrayal at Krondor
Bloodstone
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Bureaucracy
Challenge of the Five Realms
Cobra Mission
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Daughter of Serpents
Day of the Tentacle
Dusk of the Gods
Eric the Unready
Eye of the Beholder 3
Freddy Pharkas
Goblins 2
Hollywood Hijinx
Inca
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Lure of the Temptress
Magic Candle 3
Protostar
Return of the Phantom
Rex Nebular
Ringworld
Space Quest 5
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Keys to the Kingdoms

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, 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.

Mage's Guild: to build up experience, keep teleporting back and forth in Seasons teleport area on first level, and you'll fight a battle each time. Have Delmair in front rank to fight Undead.

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 second, third, fifth.

Mike Prero

Darkside of Xeen

Dragon egg at Dragon Tower level 3 at 4,10; Key to Dungeon of Death in Necropolis at 10,8; type computer on level 4 of Dungeon of Death; +10 million experience on Dragon Tower level 4 at 10,6; On Dungeon of Death level 3 ring gongs at: 2,28; 29,4; 27,30; 2,3.

Tommy Russell

World of Xeen

Great Pyramid, level 2: code number is 1701

Darkstone Tower, level 5: 120

Monk at A4: 1, 4: answer is Palindrome

Location of treasure: talk to tree at E2: 8, 15

Great Northern Tower, level 4: have characters sit on all four emotion thrones, then sit on euphoria throne to boost levels and stats

Dragon Clouds above Dragon Tower: first drink from the best Darkside fountains (+100 element resistance, +2,500 hit points, +100 might, +1,000 spell points), then cast elemental protection spells, heroism, etc. Save after every few encounters. Lots of crystals are strewn about here, each granting five permanent level increases.

To complete the quest: you need Lord Xeen's Scepter of Temporal Distortion and Sheltem's Cube of Power. Free Prince Roland beneath Castle Alamar, awaken the Sleepers on each corner of the skyroads (say earth, air, water or fire to enter elemental planes) and activate reflectors at four corners of upper Xeen, not Darkside. Then use Prince Roland's amulet to enter the Southern Sphinx. Talk to Picard and exchange the widget for the Chime of Opening. The Chime opens the way to the clouds above Darkstone forever.

Eddie Deale

Various hints: +1000 SP at E1 2,10; Key to Isle of Lost Souls at Castle Kalindra level 2 11,15; Ector's ring at E1 11,12; escape pods at B1 2,9 at B2 3,8; +50 intellect at East Tower level 4 at 11,8; +100 might at D1 6,13; +100 luck at B4 2,2; Sandro's heart at Necropolis Sewer at 1,14; Golden Dragonette Statue at Lakeside Sewer at 12,11; Statue of Golden Griffin at Necropolis at

10,10; Pass to Necropolis in Lakeside at 1,14; Caleb's magnifying glass at F1 10,10; Songbird of Serenity in Lost Soul Dungeon level 5 at 1,8; god of Gemstone mines at C3 6,9; Paladin in the name of the enchanted boulder that lives at C2 11,10; gold is at E4 0,13; unnatural aging is reversed at F4 6,7.

Tommy Russell

Blue Force

Lyle: At house with Lyle, Laura and Skip leave. Show piece of crate to Lyle. Lyle leaves. Grandma talks. Go to den. Note Father's badge number on wall display (172). Open shoebox on bookcase. Enter combo (172) to open toy safe. Get Indian head nickel. Exit shoebox.

Fred J. Philipp

Challenge of the Five Realms

To enter Alvevla: put ale and good meat in area with footprints in Desert City. While there, cast Rain spell. Talk to gnome. Go south to enter area, with entrance to Alvevla. In cave to north is Valakor. Reunite with ghost of mother to get spirit chains. In Alvevla, meet with King. Use spirit lantern. Talk to King.

To enter Aerieus: defeat dragon in cave on mountain. (You must have various art works from Alonia.) Talk with King several times for more clues. Find assassin by casting Truth on three senators (there are two groups of three). See Renjar Taskmaster (get ink and parchment first). Cast Truth on him to get newspaper.

Book of Wisdom: 1) return

Aerien captured in Nyxx to Fenaysin. 2) Talk with King in Nyxx and get olive branch. 3) Return to King's advisor and again speak with King in Nyxx. Talk again with Aerieus' King.

Charles D. Jones

Realms of Arktania

Good party: rogue, warrior, hunter, magician, green elf, silvan elf. You can substitute druid or dwarf for green elf. When creating characters in advanced mode, first satisfy the minimum attribute requirements for that archetype. To get herbs, travel to another town, such as Vaermhag. You will probably have to camp on the way. In camp, replenish stocks and send the character with highest Alchemy skill to gather herbs. Herbs include mandrake, shurin bulb, slimy toadstools, tamele, 4-leaf loneberry, whirlweed, belmart and sometimes a dong sprig.

Alvin Wong

Ringworld

The Great Sea: use pressure suit to speak with King. Launch flycycle from left console of ship. Stun explorer. Get key in wall fixture. Get jar, then use barrel, use jar on repellent. Look at chair. Turn chair until it opens. Use key on safe. Get translator. At ship, dismantle probe and get waldo. Give jar and waldo to sea dweller, who then gives you stasis box.

Kyle Lanclose

Alone in the Dark

Art gallery & Library: in gallery, shoot Indian painting with bow. Go to room, pick up fake book, push grandfather clock, get key. **In library:** use lamp. Run to left side

and search bookshelf that says there's a mechanism to trigger. Use fake book. Enter passageway. Get talisman. Pick up knives. Some books may be deadly; read them inside pentacle. Use sacrificial knife to kill creature in library; search for more books.

Joaquin Nepomuceno

Betrayal at Krondor

Keywords for chests: fit the answer to the saying by using the number of slots. "Lake," for instance, has four slots, with four letters in each.

advice	drum	music
alcohol	eggs	name
arrow	eggs	noise
ashes	equals	noose
bard	eye to eye	nothing
bark	eyes	ocean
barrow	farrier	onion
bell	fire	orange
blade	fleas	outside
blood	fog	paddle
book	future	path
bottle	gallows	peace
breath	gauntlet	plow
bridge	glamredhel	power
broom	gloves	print
bubble	grave	promise
bull	hair	rain
button	haste	river
candle	hole	rust
candle	holes	saddle
cane	honey	sawdust
cards	horseman	saws
chest	icicle	secret
coals	jacket	shadow
coffin	key	shoe
colts	knocker	shoes
darkness	lake	sieve
death	life	silence
Delekhan	mattress	snail
dice	milk	snares
die	mirror	snowflake
dispute	mouser	spider

sponge	thought	wind
spurs	towel	wrong
square	trade	yester-
stake	mares	day
stars	treasure	0194
stove	trolls	0680
stranger	victory	2132
sunshine	wagon	4743
sword	wall	5052
table	walnut	6478
temper	waterfall	7702
thistle	weary	9216
thorn		9995

C. F. Shaffer

Ultima VII: Serpent Isle

Goblin country, King's

Treasure Chamber: get key from Pomdirgun by entering village in valley's center after 12 and slaying him in largest hut. Also get Shamino's arrows and treasure, then free one Pikeman in prison. Get scrolls and Helmet of Courage in Chamber, give scrolls to Brendann or Caladin, who will jail Marsten and Spektor.

C. F. Shaffer and F. J. Philipp

Sleeping Bull: to open sliding door in cellar, check walls north by wine barrels. One wall is spelled with a capital W, the other a lowercase w. The secret passage will take you to a switch; turn in on and pick up the key. To free Hawke, you need gold bars. Talk to pikemen in Bull Tower, talk to Selina in the Inn, and she'll lead you to some gold bars. 

This month contributors Jeffrey Barker and Alvin Wong 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.)

game information on one screen, plus fast action and lots of monsters.

Time Warner Interactive

A relative newcomer to the game business, Time Warner has a real winner on their hands. *Hell Cab* may not be the easiest title to sell, but once people play it they'll want another try. Designed by Pepe Moreno (who created the computer-generated art for *Batman: Digital Justice*), it features wild screens, lots of video effects, digitized characters and excellent music and sound effects. Like EA's *Labyrinth*, *Hell Cab* makes great use of the medium and may become a sleeper hit on CD.

Trilobyte/Virgin

The 7th Guest Part II: The 11th Hour looks even more exciting than the original. Even better, the development time was a lot faster! It takes place 70 years after the original game. The house is in a state of disrepair, and you must solve another mystery. There are outside locations this time, over an hour of video, three endings, smoother scrolling and neat new effects like a flashlight that only illuminates part of the screen.

Twin Dolphins

Another new company, Twin Dolphins has a nice-looking first-person perspective game, *Forgotten Castle: The Awakening* (September). Similar to *Underworld* in gameplay, it has upgrades that make it unique. For example, you don't see giant pixels when you get close to a wall. Instead, they performed "anti-aliasing" to eliminate the close-up anomalies. Animation is very fast, and monsters have 120 frames of animation.

to get to a location quickly. Useful map views make it easy to find places in Midkemia and instantly travel to them. A full-color map on the reference card should clear up any confusion.

Real-time combat

Combat in *Kronador* happens all the time, so it was important that the combat system be very simple. Rather than try to coordinate combat within the 3-D view, *Kronador* steps back and shows a side perspective of the combatants that players control on a grid system, almost like a board game like chess or go. Combat is turn-based, but looks like it's in real time because of the character animation and quick response to commands. The combat commands are few, but cover all desired options, and the singular magic system is easy to use. Magic consists of the Greater Path spells and Lesser Path spells. [You could call it a pathological magic system.]

The story and the well-written prose deserve a special mention. Hallford, along with assistance from Feist, has written the most detailed and comprehensive prose that I've ever seen in an adventure game — even the classic Infocom games. If it could be done easily, all the prose should be extracted to form its own book. Every action and event has a complete descrip-

Best games of the show

Myst, the finest example of a CD game I have seen so far, was my show favorite. The rest (in no particular order) are also excellent: *Labyrinth*, *Dragon's Lair*, *Return to Zork*, *Alone in the Dark II*, *Shadow Caster*, *Companions of Xanth*, *Gabriel Knight*, *The 7th Guest Part II: The 11th Hour* and *Hell Cab*.

tion, and even a look at an inventory item brings up a detailed paragraph. Instead of intruding, all this text serves to develop the story, hints at solutions to problems and reveals events elsewhere in Midkemia that might lead to subplots.

Graphics, sound effects and music are excellent. The 3-D view looks very nice, even with the maximum detail and slowest speed, as do all of the graphic screens and interface elements. All the characters are digitized and rotoscoped from live models. This touch adds another level of realism. It's always nice to look at and talk to real people in an adventure. Countless sound effects are scattered throughout *Kronador*, from chirping birds to small bits of speech, all enhancing the Midkemia experience. Music is well-orchestrated and fits the game's events well without becoming boring.

Conclusions: *Kronador* has so many simple touches and interface features that there's simply no room to go into them here. Players will find that Midkemia is the largest and most complete game world available and that its 15-meg hard disk footprint is small considering what the game offers. It was very easy to get started, but very hard to decide what to do next because there were so many clues that led to other locations. The box claims that *Kronador* is a 100-hour game; my guess is that's conservative. Many players who bought the game when it first came out are probably still only on the game's fourth or fifth chapter. The gameplay, realistic world, excellent writing, cinematic scenes, intuitive combat and believable characters make *Kronador* the most in-depth and satisfying RPG of its type. 🐉

Skill Level: Intermediate

Protection: None

Price: \$69.95

Company: Dynamix /Sierra

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Amiga

\$10 each: Bard 2, Alien Drug Lords, Space Conquest, Buck Rogers. \$12 each: Chamber of Sci-Mutant Priestess, Return to Atlantis. Gold of the Americas, \$15. Includes shipping. Jon Huston, 5460 Brandt Park, Dayton OH 45424

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Sell only: 64/128 software, over 100 titles. Send SASE for list. Also complete 128 system; write for details. John Peterson, 207 E Perry St, Durand MI 48429-1635

MSDOS & Quest-allies

Will trade any two for Spellcasting 301 or Gateway: Rise of Dragon, Martiam Memorandum, *Magic Candle 2, *Eye of Beholder 2, Megatraveller 1, Twilight 2000, Fountain of Dreams, Floor 13, Heart of China. Paul Kmosena, 5837 Emstan Hills, Racine WI 53406

Trade: Amazon, Lure of Temptress, Indy and Fate, Sea Rogue, Dagger of Amon Ra, King's Quest 5 & 6. Want (3" or 5", must have box): Dark Half, Return of Phantom, Eric the Unready, Conspiracy, Deadlock Files, Curse of Enchantia, Veil of Darkness. Have others I'll trade 3 for 1. Edward Carr, 216 Shaner St, Boyertown PA 19512

Sell, \$20 or less each: Dagger of Amon Ra, Terminator, Manhunter 1 & 2, Colonel's Bequest, more. G. Onuschak, 301 Stanton St, Dupont PA 18641-1342

Sell/trade: M & M 4, Ambush at Sorinor, Crusaders of Dark Savant, *Magic Candle 2, more. Want M & M 5, Veil of Darkness, Darklands Master Edition, Quest for Glory 2 or 3, The Summoning, Legends of Valor. Mark Lain, 4518 Pine St, Hammond IN 46327

Trade/sell: Elvira 2, *Darkland (Version 7), *Four Crystals of Trazere, *Treasures of Savage Frontier. \$18 each, includes \$3 postage). T. Dauer, 1816 Lynvale Lane, Walnut Creek, CA 94596

Trade/sell: any CD or new RPGs.

Sell, 3", \$22 each: Star Control 2, Crusaders of Dark Savant, Veil of Darkness. King's Quest 5 CD, \$19. Eye of Beholder 3, \$25. Pete Gedzyk, 502 S. Brookwood Tr, McHenry IL 60050

Trade/sell, \$25 each: *Dark Savant, *Ultima 7 with Forge, *Underworld 1 & *2. Fabio Fernandez Jr, 3438 Bertha Dr, Baldwin NY 11510

Sell only, 5", \$25 each: King' Quest 6 VGA, Indy and Fate VGA. \$20 each: Conquests of Longbow VGA, Quest for Glory 2 EGA, Larry 1 VGA, Indy & Last Crusade VGA. More. David Young, 698-975 Gold Run Rd, Susanville CA 96130

Trade/sell, 3", \$20 each: Monkey Island 2, Island of Dr. Brain. \$15 each: Castle of Dr. Brain, Secret Island of Dr. Quandary, Loom. Want Willy Beamish, Fool's Errand hint book. Jeff Skonier, 2417 Oakland Dr, Norristown PA 19403

Trade/sell, 3", \$30 each or \$80 for all: *Quest for Glory 1, *Space Quest 4, *King's Quest 5. *Police Quest 1 3" and Wizardy 5 5", \$35 for both. Fellowship of Ring, Arctic Antics, Witness: 5", \$10 for all. \$2 each: Police Quest 2 hint book, Robin Hood hint book. Greg Wright, 63 Furnace Trail S, HR 1 Box 648, Greenwood NY 10925

Trade/sell, \$10 each: Out of this World (both sizes), Future Wars 5". \$15 each: Colonel's Bequest, Clue (both 3"), Martian Memorandum 5" HD \$20 each: Willy Beamish, M & M 3, Indy Atlantis (all 3" HD). Prices negotiable. Want (CD if possible): Dagger of Amon Ra, King's Quest 6 (CD only), Loom (CD only), M & M: Darkside of Xeen, Quest for Glory 3 and 4, Space Quest 4 (CD only), Space Quest 5, any CD adventures or mysteries. Michael Robitaille, 9749 Page Rd, Streetsboro OH 44241

Trade/sell, all 3.5: Star Control 2 or Xeen, \$25. \$15 each: Magic Candle 2, Conan, Bard's Tale 2, more. Will pay \$15 for M & M 1 or 2, or Bard 1. Also looking for CD-ROM quests. Brendan Cleary, 1042 Timberlake Dr, Lynchburg VA 24502

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