

# QuestBusters™

The Adventurer's Journal

Vol. X, #8

September, 1993

Not sold in stores

## BLUE FORCE

Several years ago, the highly successful *Police Quest* series was launched by Sierra. Three *Police Quests* followed, all created by Jim Walls. A fifteen-year veteran of the California Highway Patrol, he relied on personal experiences to give the series the realism that made it such a winner.

Wall is now with Tsunami, a group formed by ex-Sierra employees. (Their most recent releases were *Ringworld* and *Protostar*.) *Blue Force* is the first installment in a new series, and the second game is already underway.

A much more playable game than either *Police Quest 1* or *3*, *Blue Force* does not place as much emphasis on driving a vehicle and is less stringent on following correct police procedures to keep things moving along — both of which I found trying and intrusive in those games.

You still have to handcuff and search suspects, but that's pretty much it. Getting around is simply a matter of turning on an ignition and pointing to where you want to go. That's the way it should be.

The story focuses on Jake Ryan, a rookie motorcycle cop whose parents were gunned down in their home ten years ago. This double killing has remained unsolved, but threads of

by Fred J. Philipp

evidence still exist.

Your father was a policeman too, and as his son Jake, you will team up with his partner and begin to weave together the forgotten strands. You will patrol Jackson Beach in search of clues. Several computer-controlled flashback sequences show what happened the evening your parents were killed by an intruder in their home, and as the game develops you will have to choose between justice or vengeance.

The action takes place over a period of five days, and certain events occur only on certain days. Moving from day to day also requires accomplishing certain objectives on each day.

*Blue Force* offers multi-layered game play and intrigue. You will investigate crime scenes, question suspects, arrest and book suspects and engage in gunfights, following authentic police procedures in the first phase as you play the policeman.

You will have occasion to arrest extortionists, drunk drivers, suspected gun runners, big time hoodlums, crooked politicians and killers. You and your partner will even gun down a criminal or two.

As you get deeper into the story,

what appears first as a gun-running case develops into a political conspiracy involving one of Jackson Beach's more prominent politicians. Naturally, you are led closer and closer to the killer as the game progresses.

### The private eye

Midway through the investigation, a motorcycle accident lands you on disability leave. For the remainder of the game you proceed

without a partner, playing the role of your dead father's police partner. As a private eye, you are not bound by police procedures and have more latitude in conducting the investigation. During the course of the adventure, you will travel, sometimes repeatedly, to the marina, Carter's, a bar, a bowling alley, the beach, grandma's house, the police station and eventually to an island off the

Continued on page 14



### Contents

Adventure Road .....	2
Day of the Tentacle .....	3
Etemam .....	4
Return of the Phantom ..	6
CES Party Report .....	7
Legacy: Realm of Terror	8
Gamestoppers: Legacy	10
Keys to the Kingdoms ..	12

# ADVENTURE ROAD



## New worlds to explore

*Lands of Lore* landed, and it looks exceptional. The *Gateway II: Homeworld* package includes a clue book. Mindcraft's *The Bloodstone*, relying on an enhanced version of the *Magic Candle III* engine, arrived. So did *Crime City* from Impressions.

## Ultima VII: Silver Seed

Origin shipped an add-in module for *Serpent Isle*. You may embark on the new quest at any point during *Serpent Isle*, travelling back to the age of the ancient Ophidians. *Silver Seed* adds new features you can use in both *Seed* and *Isle*, such as a single button command for picking door locks and a magic key ring that allows you to open doors without searching for the right key. Four more items are weapons, though the Ring of Shal provides endless reagents. *Silver Seed* costs \$29.

## Realms of Arkania update

If your disk three doesn't work (there was an error at the duplicator), call tech support for a replacement: (315) 393-6633. While it looks a lot like a *Might and Magic*, *Arkania* is its own game once you get into it. The character system is extremely detailed, like a *Wizardry*, with numerous races, attributes, skills and NPCs. Sir-Tech just shipped an *Arkania* clue book for \$20.

## Clouds of Xeen posters

Michael Winterbauer, who painted the box art for *Clouds of Xeen* and *DarkSide of Xeen*, has *Clouds of Xeen* posters for \$10 each — or \$9 each if you mention *QuestBusters*. Either way, include \$2 ship to US addresses. Also available are signed, limited edition posters (only 500 on

the entire planet) for only \$38 each plus \$2 shipping. Send payment to Winterbauer Illustrations, 1220 Lyndon St #22, S. Pasadena CA 91030 (And for those who need to know everything possible about *Darkside of Xeen* or *World of Xeen*, check the stores for New World's recently released clue book.)

## Sierra's ultimate upgrade

If you've ever owned any *King's Quest* game, Sierra says you're eligible to buy the CD *King's Quest VI* for only \$39.95. Just drop and drag your original disk or manual to the store for proof.

## DungeonMaster II

Interplay will be doing the next sequel in *Faster Than Light's DungeonMaster* series. No word on when it's due. Interplay says that *Star Trek: Judgement Rites* will be out in time for Christmas, though.


## CD update

Tsunami shipped CD versions of *Protostar* and *Blue Force*. *Blue Force* includes a stereo soundtrack and an interview with designer Jim Walls. After floppy sales were weak, the CD *Freddy Pharkas* bit the dust.

## From TSN to TIN

TSN, The Sierra Network, is now TIN, The ImagiNation Network. The main difference is that it's no longer a Sierra subsidiary, but a wholly-owned company of which Sierra is the main stockholder.

## Book of Clues

The book is at the printer and destined to ship on schedule. *Legacy: Realms of Terror* was replaced with a solution for *Realms of Arkania*. 

## Quest for Mail

Dear QuestBusters:

In response to a recent letter, I cannot justify spending \$40-60 on a short game! If I complete a \$50 game in one or two nights, I haven't gotten my money's worth. I believe most computer gamers would express a similar opinion, and I personally don't have a problem extending playing time over several months, depending on my free time and the difficulty of the game. Some, perhaps many, are intolerably frustrating — but then out comes the hint book or a walkthrough from *QuestBusters!*

Carl Johnson

*So the controversy rages on. At least we were able to use this month's letter to sneak in yet another plug for QuestBusters: The Book of Clues! If you haven't already ordered it, see page eleven now.*

## QuestBusters

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*QuestBusters*, ye official journal of the *QuestBusters* Guild, is published monthly by The Bring Back Twin Peaks Foundation. Annual dues: \$19 (\$6 extra for Adventure Express). Canada/Mexico: \$26. Overseas: \$36. Contents Copyright 1993 Eldritch, LTD. All Rights Reserved. Copying without express permission is prohibited and punishable by a lengthy visit from the log lady.

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# Maniac Mansion II Day of the Tentacle

**A**ventures each have their own unique atmosphere. *Betrayal at Krondor* calls to mind majestic fantasy worlds. *Alone in the Dark* evokes the imagery and dark, eerie mansions of H. P. Lovecraft stories, and *Return of the Phantom* brings both the Paris Opera House and the Phantom legend to life. Now *Maniac Mansion 2: Day of the Tentacle* puts a wacky, animated world similar to most Saturday morning cartoon shows on your computer screen. *Tentacle* is truly an interactive cartoon, not just a graphic adventure with cartoon characters. Like Willy Beamish but zanier, it uses cartoon sound effects, background art and graphics to tell the story of three friends, a mad scientist and a couple of tentacles. *Tentacle* starts off with a lengthy animated "talkie" introduction (talkie is the LucasArts-coined term for spoken dialogue rather than text mes-

**Type** Animated adventure

**System** IBM & IBM CD  
**Required:** 386+, VGA, 14 megs hard disk space (not required for CD version);  
**Supports:** Ad Lib, Roland, Sound Blaster and Pro, Pro Audio, general MIDI

sages). The intro runs the game credits right over the animation like a movie. They also used this neat, cinematic technique in *Indiana Jones and the Fate of Atlantis*, still LucasArts's best game and currently the best overall game of its type.

The intro sets up the story and introduces you to the three main characters you can control: Bernard (the geeky computer nerd from the original game), Laverne (a ditzzy, spaced-out med student)

and Hoagie (a roadie for a heavy metal band). You watch Purple Tentacle and Bernard's friend, Green Tentacle, go behind Dr. Fred Edison's mansion, where Purple Tentacle drinks from the contaminated stream and mutates into an evil tentacle bent on the domination of all human beings. Dr. Edison realizes the implications of Purple's metamorphosis and sends the trio of misfits back in time a day to stop Purple before he drinks the contaminated goo.

A malfunction of the scientist's Chron-o-Johns transports each of the three friends to a different time period. Hoagie winds up 200 years in the past at the signing of the Constitution. Laverne's trip ends in a future in which tentacles have taken over the world as in *Planet of the Apes*. Bernard strangely reappears in the present. You must help Hoagie and Laverne find a power source for their Chron-o-Johns and stop Purple Tentacle before he slurps that sludge.

Most people will find the standard LucasArts SCUMM interface quite intuitive, with nine basic commands, an inventory window and a text line like other SCUMM-based games. You assemble commands by clicking on the command words and the objects of those commands, whether in the inventory or the picture window. Although most players will be able to play the game quickly, I wish LucasArts would put the system options/commands (save, load, message speed, etc.) in a LucasArts icon or system icon so you don't have to

look at the reference card at all. That's a minor complaint, but one that would make game play a little easier if corrected.

*Tentacle* is quite a funny romp of a game. The characters are lovable, if not endearing, in their awkwardness. Hoagie is the

typical "metal dude," and Laverne is such a ditz that she probably forgets her own name from time to time. Bernard is smart, but like Einstein could stand to learn

some common sense. He's a nerd, but not the type that you'd want to beat up for making your life tougher in school, just the type you'd want to usher away before the girls arrive.

I'm not sure which is a funnier situation — Hoagie confronting our founding fathers, or Laverne confused at the hands of the tentacles. In both cases, the time jumps in the game keep *Tentacle* fun and interesting to play. Characters can send objects to each other through time by flushing them down the Chrono-o-Johns. This ability might frustrate many players who can't figure out what to transfer and when, so overall *Tentacle* should be considered an intermediate game. The key to solving the puzzles in the game is to think as if you are directing the action of a cartoon — cartoon physics, stereotypes and tricks apply. *Tentacle* is challenging, but ultimately satisfying throughout because funny sound effects and animations accompany most things you do in the game.

Continued on page 5

by Russ Ceccola

# ETERNAM: A Virtual Adventure Vacation

Infogrammes, the French development team who created *Alone in the Dark*, has entered new territory with their latest graphic adventure, *Eternam*. This bizarre adventure is somewhat reminiscent of Michael Crichton's 1974 movie *Westworld*, an artificial world inhabited by human appearing androids.

As Space Marshall Don Jonz, you enter the world of Eternam, a planetary Funpark with sections depicting various historical periods on Earth as well as some not of this Earth. Your nemesis, Mikhal Nuke, has infected this virtual reality world with a killer virus, and your assignment is to find and destroy it. It is a time-travelling quest that takes you through a Medieval period, the French Revolution, ancient Egypt, a future city and even to the moon with Edwin "Buzz" Aldrin, the latter depicted with digitized photos of the first moon landing.

## Virtual reality motion

Graphics are hand-drawn, with occasional digitized photos. Exterior scenes are 3D, first person view scenes with complete 360-degree rotation. Characters you meet are animated. There is virtual reality movement that is smooth and topographical, so that going up and down hills gives the sensation of actual movement, similar to a roller coaster effect.

The terrain is dotted with trees, rocks, bushes, stationary animals, ponds and lakes. You can adjust the size of the main window to three sizes to fit your own prefer-

ence. Interior scenes depict your character in Sierra style as you move from one scene to the next. There is no scrolling. You can move in four directions: left, right, forward, backward.

The interface is animated, colorful and takes full advantage of the 256-color VGA palette to show paintings on walls, sculptures, machinery, robots, animated and non-animated characters.

Most of these are very precise and well rendered and many scenes appear like photographs.

## Lots of fighting

Combat usually occurs outdoors and is fairly extensive. An "ALERT" icon on the bottom of the screen flashes when combat is imminent. You have an unlimited number of fireballs to throw, so you can fight to your heart's content if you so desire. Or you can avoid combat almost entirely by continuing to move around so that you do not provide a stationary target. For the most part, that's what I did: run to live another day.

The only stat you have is Health Points, which max out at 99. Standing in place anywhere gradually restores these points, but it is most safely accomplished indoors.

Conducted by choosing from a list of questions, interaction with

NPCs is frequent but not overdone. Most will answer only one of your choices. But repeatedly exiting and returning to the room will allow you to go through all the dialogue choices. Some of these choices will lead to another set of choices. I'd advise you to go through every selection available, or you won't get very far. Also, certain actions on your part, and certain items that you are carrying will elicit a new set of conversational choices. Follow up on every one. There is no time limit, but day and night do occur, both indoors and out.

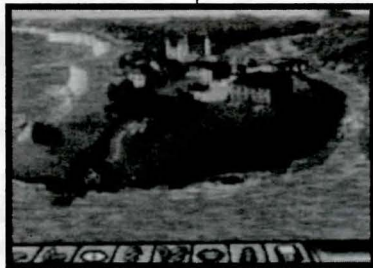
The interface is almost full screen, with a horizontal Options Bar along the bottom of the screen. Control, as in *Alone in the Dark*, is operated via the keyboard only. Icons can be selected to carry out the various functions, or hot letter keys can be selected to achieve the same results. Choices are: Look (L), Take (T), Speak (S), Use (U) an item from your Inventory, (I) Select item, High-

light item, Exit. This can be somewhat confusing at first.

Your last choice is Drive (D). This allows you

to save or load up to 10 saves, adjust music and sound, or quit. Your Inventory also shows any gold that you are carrying, your heart rate, the time of day, and what percentage of the game you have completed.

Your link with reality is a black and white digitized photo of an attractive brunette who pops up occasionally to give you encouragement or chastise you for some



**Type** Animated adventure

**System** IBM (Requires: 286+, 640K, hard disk, 256-color VGA. Supports: Sound Blaster, Ad Lib, PC (no mouse support, keyboard only)

**Planned ports** none

by Fred J. Philipp

mistake you've made. Usually it is the latter.

Music is simple but appropriate. It comes and goes, and never becomes intrusive. Sound effects occur during combat and now and then at other locations. There are no speaking parts in this adventure. Apparently the Actors Guild wanted more money to include speech.

Movement is controlled using the arrow keys. You must map the islands, the roads and the location of NPCs, buildings and cities, as you will frequently have to return to various locations and NPCs as you progress through the game.

## A few clues

You will often have to get something from someone, give it to someone else, get something from them, in order to gain access to someone else, who has something or knows something that will trigger the game to continue. Make careful note of all you see and hear, because in order to enter the third Island, which is Future World, you will have to answer 20 questions.

Keep a dictionary and encyclopedia handy also. If you're good at Trivial Pursuit you'll have an advantage. Puzzles are frequent, ongoing, convoluted, and sometimes very difficult. These consist of talking to the right person in the right sequence and object manipulation.

**Conclusions:** What at first appeared to me to be another mindless game actually turned out to be a stimulating, very challenging, often fun and frequently frustrating adventure. I found it to be a unique experience and highly recommend it. Once you get into it, you'll enjoy it. ❧

## Day of Tentacle ... from 3

Graphics are exaggerated and wacky. Each character has his own set of distinguishing facial expressions and body language. Another thing that will strike most players instantly is the brightness of the colors. *Tentacle* jumps off the screen like a well-made cartoon and is visually very impressive. The animations look like they're straight out of a Warner Brothers cartoon.



## Talkie works on floppy version too

As nice as the graphics are, the digital sound effects and speech are *Tentacle's* forte. *Indiana Jones and the Fate of Atlantis* had so much more impact in its "talkie" format than the original. The same is true here, but the floppy disk version is still a worthwhile expenditure for gamers. *Tentacle* showcases literally hundreds of sound effects, from beeps and bangs to screeches and explosions. The wonderful iMUSE soundtrack matches the music to the onscreen action. The music and sound effects together elevate *Tentacle* to a different plateau amongst adventures.

Throw in the speech from AFTRA actors and actresses, and you have a game sounding per-

fectly. Richard Sanders — Les Nessman of *WKRP in Cincinnati* — plays the part of Bernard. Veterans of other LucasArts "talkie" products play the other characters. Sanders is quite good as Bernard, but I like Denny

Delk's Hoagie better because of his dead-on portrayal of the character and my propensity toward heavy metal music. The "talkie" introduction is probably enough of a taste

of how the game perfectly fits the "talkie" format that people will go out and pick up the CD version. If they buy the triangular CD package, they'll also get the hint book, a valuable asset.

**Conclusions:** *Tentacle* is not a very large game, but events in three time periods and about the same number of locations per time period will keep most players busy. For those who want even more game for their dollar, LucasArts generously included the entire original *Maniac Mansion* inside *Tentacle*. You can play it on Weird Ed Edison's computer in his room, and return to *Tentacle* at any time. *Tentacle* is a welcome change of pace from the all-too-serious and realism-heavy adventures out there, as was *Eric the Unready* from designer Bob Bates — the Mel Brooks of computer gaming. Give Bernard, Laverne and Hoagie a try and you're sure to lose your tentacle as you laugh at the onscreen antics and cartoon madness! ❧

**Difficulty:** Advanced  
**Company:** Infogrammes/Capstone  
**Price:** \$59  
**QuestBusters price:** \$55

**Skill Level:** Intermediate  
**Company:** LucasArts  
**Price:** \$59 (IBM), \$69 (IBM CD)  
**QuestBusters price:** \$55

# Return of the Phantom

**P**hantom is Micro Prose's second animated adventure and the first game from Raymond Benson, who directed Broadway theater presentations before moving to the Maryland-based game company known mostly for simulations. While less satisfying than the high-quality *Rex Nebular*, it introduces upgraded animations and background techniques to the AGA game system.

A dozen amateur actors were used to create the animated characters (Sid Meier was unbilled as the Phantom), and twelve professional voice actors provided the images and the speech that overlay the predominantly dark acrylic background paintings and Bach-inspired original score.

The rotoscoped actors were retouched in a meticulous process, allowing the animated characters to meld smoothly into the background. Micro Prose uses their own unique adaptation of the classical animation overlaying process, producing a very life-like final animation video. Numerous digitized sound effects round out the experience.

## The book and the play

*Phantom* is adapted from Gaston Leroux' classic 1911 novel and Andrew Lloyd Webber's 1986 stage play, which is still enjoying standing-room-only audiences around the world. The Phantom in this story is more like the mad fiend from the original book and Lon Chaney's 1925 silent film adaptation, and details of the story

are very faithful to the book.

You take the part of French detective Raoul Montand, who happens to be attending a 1993 Paris Opera production when a chandelier falls into the orchestra pit seats and kills some theater patrons. Raoul agrees to investigate the mystery and soon sees the Phantom walking across the stage.

## Back to the future again

Following the murder of Christine Florent, the prima donna of the operatic production, Raoul is thrown from the

catwalk and finds himself teleported to the past to the year 1881, where the Phantom is terrorizing the Paris Opera. Raoul Montand is now Raoul, Vicomte de Chagny, patron of the opera and friend of the opera manager, Monsieur Brie. Raoul has a chance to put history back on track by apprehending the time-traveling fiend and saving Christine Florent and Christine Daae.

The dialogue system is improved over *Rex*, with more lines of text to read and hear. Those with hearing problems will be happy to know that in the CD version you can read the text as you listen to the speech of the voice actors. Ten action verbs are shown in the bottom left-hand

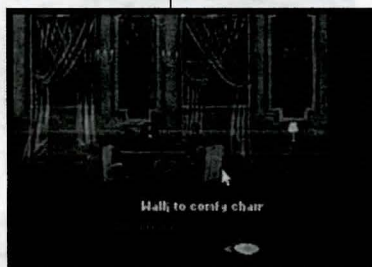
corner of the screen. Their actions are augmented by the functions of the few items needed to solve the game, which are shown in a window to the right of the three-dimensional picture of the object.

The screen has many sections that allow the pointer to act and change the highlighted verbs on the screen, showing some of the available actions. The novice-game mouse pointer highlights all possible action words for a particular item or a location on the screen. Such highlighting would have been welcome in the challenging mode of the game as well. The interface is easy to use and very friendly. *Phantom* is most effectively mouse-controlled, but can be played entirely from the keyboard with hot key equivalents to mouse commands.

Getting around the very large opera house is very time consuming, because the setting is made up of very large, smooth-scrolling backdrops across which the "camera" pans when you move

into the next area. Moving from place to place could have been augmented by an interactive auto-mapping system, which

would allow you to select where you want to go from an overall map, and then watch your charac-



### Type Animated adventure

#### System IBM Required:

286+, 2 megabytes RAM, hard disk with 8 megs, VGA/MCGA; CD version requires 1.5 MB hard disk space, MSDEX 2.1 or higher; supports Roland.

**Supports:** EMS, Ad Lib, Pro Audio, Sound Blaster or Sound Master 2 (one of last two required for digitized effects and voices). **Recommended:** mouse, 486, CD drive with 200 ms access time

**Planned ports** none

by Al C. Giovetti

# CES Party Report

*There were more parties and receptions than ever before at this CES, so I couldn't wait to get my 100 pounds of press kits home and write up the CES Report — especially Ye Official Party Report.*

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ter walk there. The opera house was drawn from actual Paris Opera House pictures, but in no way represents the extent and number of rooms in the six-acre, seventeen-story building.

The novice gamer, a *Phantom of the Opera* fan, or those who have never played an adventure game will enjoy the story and can still finish it at the novice difficulty game setting. In the difficult mode, most experienced gamers can still enjoy the game, especially in the *Phantom's* maze — which requires meticulous mapping and has no auto-map system.

*Phantom* is a sombre story, as is the London stage play, but still has several elements of American humor, such as the humorous biographies in the theater program portion of the game manual. The manual, a scant 30 pages, is supplemented with an equally brief eleven-page summary of the *Phantom's* biography that figures prominently in the plot.

**Conclusions:** *Phantom* is primarily a computer story with few puzzles and artifacts. There are about ten important artifacts and two major puzzles to solve, a word puzzle and a picture of a mask. Other than the lack of an interactive automapper, *Phantom* is a high-quality game with few bugs. ❧

**Difficulty:** Novice or Advanced

**Company:** Micro Prose

**Price:** \$59

**QuestBusters price:** \$54

## Wednesday night

I started things off with a bang this year at Tradewest's reception, where they had TVs set up with consoles and their newest games to play. It was a relaxed, friendly atmosphere with lots of food, drink and people. In fact, it was much easier to look at games at receptions than on the show floor itself! Kaneko had a party right across the hall. I could only stop in for a second to find out that their *Socks the Cat* game is not a joke, but rather a humorous game, and I have the T-shirt to prove it.

Acclaim had the biggest bash of the first party night of CES, with all kinds of industry schmoozers stopping by their suite to play their new games, try out the excellent food and catch up with all their industry pals. Acclaim's suite is usually packed until late at night and is always a fun time that people know they can return to each night of the show if there isn't anything else going on, because those dedicated Acclaim people man the suite each night.

Absolute also had their newest games running at a suite a short cab ride away from Acclaim's hotel. This reception was less crowded, but populated with the friendly Absolute folks. This is where I finished my night, and I was more than happy to go home after the party-hopping.

## Thursday night

Thursday had the potential to be the longest party night, but Chicago traffic prevented me from getting to the early parties. Paramount Interactive hosted a private screening of *Sliver* and a reception at a movie theater. Knowledge

Adventure showed off their newest science adventure at the Shedd Aquarium. Microsoft premiered the newest *Flight Simulator* at the Planetarium. I unfortunately missed all three, but the night soon got better.

SSI and TSR hosted a small reception for their friends — high up in the Sears Tower with a great view. The TSR people are such fun to party with because they always have games going at the parties. My character got killed quickly, but I still left with a duffel bag full of TSR goodies.

Accolade had the hands-down rockiest party. The band, LA's Lil' Elmo & the Cosmos, were lots of fun, people were dancing and carrying on like crazy, and the place was packed. They set up a Velcro wall where industry folk like me, Mike Davila, Johnny Wilson, Matt Taylor and Steve Honeywell all made our impressions on the wall and ground. Aspiring surfers could also get their picture on a plexiglas wave. The theme was *Bubsey's Beach Bash*, and it was the best, most enjoyable party of the show.

## Friday night

Disney's half-million-dollar reception topped everything else at the show. Disney, Sega and Virgin had the Hotel Nikko ballroom turned into the marketplace from *Aladdin*, and then put on a dazzling song-and-dance show with characters from the movie before the heads of the respective companies talked about the incredible *Aladdin* Genesis videogame. This elegant reception couldn't be beat!

Spectrum Holobyte also had a reception on the show floor for

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by Russ Ceccola

Continued on page 14

# THE LEGACY:



Micro Prose has released a steady stream of good, if not great, adventures since the weakest of the bunch — *Darklands* — came out over a year ago. *Rex Nebular* introduced their Animated Graphic Adventure (AGA) system, most recently used in *Return of the Phantom* (see review elsewhere in this issue). *Darklands* had a unique RPG system, as does *Legacy*, Micro Prose's newest and probably largest role-playing game. *Legacy* visits the horror genre so popular these days and takes players inside a huge mansion full of monsters and things that go bump in the night.

This is a tough game to figure out. Not because the interface is confusing or the puzzles are hard, but because you don't know exactly what to do. Ultimately, you could call *Legacy* a quest in which the enemies are spooky monsters and undead creatures and the setting is an impossibly large mansion. However, from the beginning of the game, you're bound to feel frustrated because the manual and other package inserts don't describe a definite plan of action in the quest. You discover that along the way. All you know is that you've inherited the game's mansion and must discover its secrets, which involves

eliminating the monsters, finding important objects and solving puzzles.

*Legacy's* interface has a lot of intricacies that I can't get into here, but it is certainly a game for which I recommend a mouse. You can think of the mouse buttons as having two main functions: performing an action (left button) and examining an object (right button). The right button will often bring up a menu of associated actions when you click on an object. If you press the mouse button in the open area of the screen, a system menu will appear with save, load and other options.

## Resizable windows

*Legacy* is unique because the interface is divided into windows that you can resize and move at will. You can save the layout of the windows too, for true system personalization. *Legacy* has five main windows: the character data/inventory window, the auto-map, the direction arrows, the message window and the picture window. You can resize the message window, map and picture window with a resizing tool in the corner, and can move the direction arrows, but you cannot do anything with the character window.

The functions of all but the character window are intuitive. Click on the arrows to move through the mansion. Look at the map to see where you've been. Look at the picture window to see

where you're going. Read the text in the message window to understand what's happening.

## What a character...

You pick your character from one of eight possible characters. Each has a variety of statistics and spells, so it's tough to decide which to use. You can reassign spell and skill points for any of them, so don't feel bound by the defaults.

Skill points may be divided among five categories: Strength, Knowledge, Dexterity, Stamina and Willpower. The first three have secondary skills linked to them. As you progress, you gain experience points and skill points that you can use to modify your character's abilities. It takes a few hours of play to really get a sense of the abilities' effects. Each character also has a number of spell points that they use whenever they cast a spell, and which must be regained through the use of special crystals. You learn spells

as you find them, and some characters have spells from the start. There are over fifteen spells divided into four types. Icons for available spells appear on the main screen, so you can click on

them to cast spells immediately.

Inventory items go into boxes near your character's hand in the character data/inventory window. Look for bags or other objects that will hold a lot of items. Otherwise, you can't carry enough objects to make progress.

Combat is a very frequent event. The Winthrop mansion is

### Type

Horroristic role-playing  
**System** IBM (Required: 386+, 640K, two megs RAM, VGA Recommended: mouse)  
**Supports:** all major sound cards

**Planned ports** none

by Russ Ceccola



# REALM OF TERROR

chock full of zombies and other creatures. "HIT" and "AIM" buttons are on either side of your character in the character window. Click on "HIT" to use the weapon in your hand, or "AIM" to use a weapon you need to guide and shoot. I found that the best method for handling combat is to avoid it until you have a weapon that is powerful enough for the situation. Otherwise, you'll just lose too many Health points. Accuracy and Magic Strength are also depicted with bars, so you must truly build up characters to higher levels before they're really useful, as in most RPGs. Although the game system may have too many elements for some players, it is really quite unobtrusive and intuitive to control.

## Best features

The best features of *The Legacy*: the 3D graphics and the sound effects. All the graphics use hi-resolution. Your view of the house's rooms is quite realistic, from the detail in the wood panels to the computer-rendered monsters. This ultra-realistic view could have been used to really scare the pants off players, but *Legacy's* monsters are very strange and exaggerated, in many ways like those of *7th Guest*. While the monsters may detract from the realism, the overall impression is very positive. The digitized sound effects and spooky music reinforce the game's visuals and will delight horror fans who want yet another haunted house game to play.

**Conclusions:** *Legacy* is a lot better than I thought it would be when I

first saw it. MicroProse made a good try at another RPG. The RPG elements are truly used, not simply tacked onto pretty graphics to put the game into another category than other 3D haunted house games on the market. Discovery is a major thrust of *Legacy*, which will thrill players who want to figure out everything for themselves. I liked the game a lot, but I see it's one that's going to take some time to complete and fully enjoy. It will certainly stay on my hard drive until I do and I discover all the secrets of the inherited Winthrop mansion.

**Skill Level:** Intermediate

**Company:** Micro Prose

**Price:** \$59

**QuestBusters price:** \$54

# L.A. LAW

Why would anyone want to play a game about being a lawyer? I can see being an intergalactic mercenary, a spellcasting wizard or a general on the battlefield — but playing a game about being a lawyer is a bit puzzling, since there are so many people out there today unhappily living as lawyers.

For whatever reason, Capstone has come out with an IBM graphic adventure based on the hit television series *L.A. Law*. You play one of three new associates: Victor Sifuentes, Jonathan Rollins or Abby Perkins. Since real-life law firms are notoriously bad about hiring minorities and women, this is the first cue that this game imitates art, not life. And like the hit series, the game

glamorizes the law practice — which makes for better gaming than authenticity.

Your job is to win cases. Win enough, and you become a partner. If only it were so easy in real life! You begin with a simple vehicular homicide: your client is accused of running another driver off the road. In preparing for the case, you can consult with other lawyers at the firm, make phone calls and interview witnesses, or spend time in the library researching legal theories. Spending time in the library yielded very little in the game, but a new associate would — in real life — spend all her time there!

by Bernie Yee

The phone may be your most important tool. You look up phone numbers in your phone list (included with your documentation as copy protection) and call various people to assist you in trial preparation. After you've gathered enough information, you can choose to proceed to trial, where you present an opening argument. You can select an opening argument from a list of possible "angles," and as your opponent begins to examine witnesses, you can move for a directed verdict, object and do all those neat lawyer-things you see on television. If you've gathered enough evidence and present it properly, you win the case. If not, your client and your law firm is very disappointed in you.

Graphics are very simple and limited. Your office consists of a

Continued on page 14

# GAMESTOPPERS™

## THE LEGACY REALM OF TERROR

by Paul Shaffer

### General

Always cast body and magic protection spells before combat. If you can't win, or take too much damage, avoid the foe.

### First Floor

Get bony arm from the far northwest room where tentacle creature roams — it is especially made to kill zombies on the first floor. Never kill tentacle creatures; avoid them. Use green gem from the second floor in the hollow of painting in entry. Restore lights on all floors by using tool box/electrical kit on power boxes. Don't worry about a light source. You can see fairly well without light until the caves, when you'll have a light spell.

### Second floor

Kill the flying demons with guns. Kill the ghosts with holy water. A ghost tells you to destroy Melchior's picture. Find portrait and use can of oil on it, then light it (removes all ghosts from level). In numbered rooms, open and enter each in order (1-6); get the statue from the last. Open Door 7 in main hall, freeing reporter.

### Third floor: Asylum

Kill flying things with guns, swords or blunt instruments. To get past invisible barrier, wear crazy lady's straightjacket. Use toolkit on safe, opening secret passage to central asylum. Open other doors with remote control or electrical kit (you can't open doors nailed shut). Kill fireballs with fire extinguisher.

### Fourth floor: Museum

With demon statues from level one (the entry in the glass case: shoot the case), level two (the numbered rooms), and level three, put each statue on its pedestal in the Room of Power, removing all crab creatures by casting Flames of Desolation on each statue. With Hand of Glory (from level three) lit and held in your hand, you can bypass the formless blobs on this level. Put urn (from basement two) and short sword (from dungeon) on samurai memorial pedestal (blessing swords, which make great weapons). Use metal crescent (basement 2) on half crescent in room with samurai armor, getting it. In "right," "left" and "back" rooms, you must enter alcoves by moving into them from those directions (example: room with "back" plate you must move into backwards in order to get object). Samurai mask (temple), shuriken (third floor), and jade talisman (dungeon): you must find the plates and place them on the pedestals in order to get the objects. Open other rooms by casting open door spells.

### Fifth floor: Temple

Enter floor through swinging chain room behind portrait in entry. Enter portal when chains are moving apart, or you'll take damage. Kill mummies with katana or ranged weapons. To avoid damage from "E" symbols on walls, wear ritual robes; but if you just don't face them, it's better to wear samurai armor to take less damage in fights with mummies. Open locked doors

with open door spells (must have enough magic skill to do it, if doesn't work first time, try again casting highest power level).

With five Chinese coins (from asylum), put four in the four slots around the central chamber walls (removes walls). Pick up the four coins now on the floor and put all five coins in five bowls (calls the Karcist: make sure you have heart from third floor). Make no deals with the Karcist; destroy his heart instead. If you don't have the heart, you can kill him the hard way using ghetto blaster and your weapons (ghetto blaster must be turned on and repaired with tool kit). In telescope room, open skylight and have astrolabe (from dungeon) when looking through telescope (removes floating god from dungeon entrances).

### Basement One

Wear bullet-proof vest (level 2) and carry rifle or other ranged weapon when entering stairs on far NE corner of level 1. Hide behind alcoves as you approach man with the shotgun, stepping out, taking your shot, and stepping back in until he's history. With music sheet (level 1), go to organ room and use sheet on organ (opens portal). To enter east room, you must free all skeletons from their rooms and kill them with the shotgun (or anything else you can find). You can permanently remove them using the bags of grave dust on them when they're dormant.

### Basement Two

Entering stairs off of entry or in middle of level 1, use ranged weapons or katana on devil dogs. With mirror (dungeon), and

meteorite (caves), use mirror on light beam in room with glowing skull. Adjust mirror (raising column of stone) and put meteorite in column (creating Key of Agla). You can kill the poison elves with weapons, but it's probably easier to avoid them. If you're poisoned you can cast a healing spell or drink some holy water. In room where you can't move from fright, you can go sideways around room. To get out of one-way rooms, go to wall with rune (with rune from level 1) and cast dimensional rift spell. Enter portal (save), then enter different portal cubes until you get to a level you recognize.

## Dungeons

To enter dungeons, stand on trapdoor in basement two, or use stairs from basement two after properly using telescope in temple. Use shotgun with rock salt on slugs. North section of dungeon: use sword or 44 magnum on flying demons.

## Caves

Use katana on octopus priests. Ring gong to open passageway south. Wearing the golden torc (from basement one) walk through secret wall and pass Melchior (won't touch you if you're wearing the torc). Most sea demons will let you pass. You can kill them with sword, but it's not necessary. In room with jeweled dome, use crystal flute (temple) to break dome and take meteorite (will take damage if grabbing it when columns are electrified).

## Ethereal Plane

You can get here by entering any dimensional portal.

## Astral Plane

The only way to get here is from the ethereal plane. You can guess your way here by trying different

# HAVEN'T GOT A CLUE?

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Blue Force  
Bureaucracy

cubes on the ethereal plane, or by going to the southern exit in the caves and stepping off the cliff (with jade talisman from museum). Avoid floating cubes (they teleport you out of astral plane), and kill fireballs with fire extinguisher or katana. To pass the invisible barrier you must have the Eye of Agla (basement two) in your hand. Before entering fake wall found in SE part of maze, make sure health and magic points are at maximum. Save and prepare a couple spells (Flames of Desolation works best) using maximum power levels. Enter fake wall and rapid fire those spells (must have golden torc and eye of Agla in possession) to defeat Belgeroth (this will take several tries). **RA**



Challenge of the Five Realms  
Cobra Mission  
Might & Magic: Darkside of  
    Keen & World of Keen  
Daughter of Serpents  
Day of the Tentacle  
Dusk of the Gods  
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Magic Candle 3  
Protostar  
Realms of Arkania  
Return of the Phantom  
Rex Nebular  
Ringworld  
Space Quest 5  
Star Control II  
The Prophecy  
Ultima VII Part 2: Serpent Isle  
Ultima Underworld 2  
Veil of Darkness  
Waxworks  
Zork Zero (from Lost Treasures 2)

# Keys to the Kingdoms

## Realms of Arkania

Going from Thoss to Liskor, you will see a monument to an Orc God. Use a raft, cross the river and destroy it, and the Gods will favor you.

In Thoss, Ysma Thinmarsdotter will tell you where to find a map fragment. She lives in the house across the street from the "Lusty Bull" Inn. She will also refer you to Hjore Ahrensson and Umbrick Sevenstones. Ysma will tell you about the Dark Mage.

C. F. Shaffer

## Betrayal at Krondor

**Vital side quests:** click on the Garrison at LaMut to learn of the Grey Warriors and the stolen ruby. Talk to the Garrison and Sumanim, who tells you to seek out Keifer Alescook in house four in Loriel. He will tell you about Issac, which activates the "Isaac Stolen Gem" word. You must return the ruby to learn that Makala makes secret payment to Delekhan.

In the side quest at the **Mac Mordain Cadall mines**, enter the pit in the second level. Kobolds will trade ten extra health points for each suit of Grey Armor. Cross the river west of Tyr-sog and search the Dwarvian battleground. Get the **armor** (on west side of the river, south of the bridge) and return to the Kobolds. (This may only work in Chapter 2 or 3.)

**Brother Jeremy**, in the house east of Yabon on a side road going south, wants you to investigate an extra box near the Six Sisters hills west of Hawk's Hollow and south of the road. The reward is a copy of Bird Migrations; study it to raise all skill levels permanently.

The shop in Tyr-sog has a practice

**lute that can be used to increase minstrel skill.** Once the skill is high enough, you can make lots of money by barding at any inn. Use the practice lute and barding to improve the skill.

In **Babson Hostel**, Grimm bets you can't make him laugh. If you have talked to Sumani, click on the "Sumani joke" keyword and a fourth button will pop up. Hit it to get 80 gold.

Talk to **Devon in the Strangers Tavern in Eggleby**, and use this keyword to talk to the acolyte at the Temple; then talk to "Snake Eyes" Spitzer at Tom's Tavern in Tanneurs. Spend the night at Tom's Tavern and run into the Collector; you will automatically send him to justice. The priestess will reward you. Also kill the Quegian Mercenaries camped outside the Temple of Silben.

To **stop the assassination attempts on Gorath**, see farmer Rowe and take shelter in his barn southeast of the Temple of Silban. This leads to Nago, who, if killed, allows the Priests in Sung to sleep and will remove most assassins. You can also be fully cured in the Temple.

In the side quest involving **Chanty**, a fisherman, you must visit his house to trigger the Black Slayer event. If you talk to Devon, mention the graveyard. A magician will be found dead near a crystal trap. He has a key; if you use it on the right house you will get a horn of Algon Kokoon.

**Crystal traps:** to survive traps, press "G" and walk between the grid lines. Use the "R" key to rest when a solving trap, so only one character has to solve it. In most trap puzzles, walking more than

one character around is very dangerous: the group often takes their own route rather than the one you chose, and the group route will get them killed more frequently.

C. F. Shaffer, F. J. Philipp, Al C. Giovetti

## Return of the Phantom

**The Catacombs:** (Directions are for challenging mode; you follow almost same route for Novice mode but get to switch panel much more quickly. Also, there are no more catacombs after the switch panel in Novice mode.) N. E. N. N. E. E. E. E. W (at Lake). W. N. N. W. N. W. N. E. E. S. E. E (far side of lake). E. E. N.

Paul Shaffer

## Ultima 7: Serpent Isle

Cheat menu: after booting by typing "serpent pass", push Alt 1 or Alt 6 for a sound test. Alt 3: choose a number, press enter and click somewhere for visual effects. Alt 4: casts Vibrate without using reagents, mana or spell book. F8 allows you to read any scroll, plaque, sign, tomb or book. The key left of 1 and above TAB lets you select status of any NPC.

**The Create Item menu:** 336 = light. 340 = healing potion. 383 = helm of courage. 440 = spotlight. 445 = empty soul prism. 456 = flux analyzer. 467 = king's savior. 551 = fire sword. 559 = a serpent tooth. 604 = glass sword. 547 = magic sword. 555 = serpent jawbone. 587 = magic boots.

Chris Payne

**Monitor:** Furnace is east, outside Monitor walls. Strip characters of all but weapons and bags with torches so they can survive the heat. Serpent Staff and Serpent

Crown are NW of this area. Pick up bodies of pikemen, exchange for monetari in crematorium.

## The Summoning

When discarding unwanted items, don't just drop them. Place them in the character's hand and hit the "throw" icon. This builds up hi throwing skills faster. When creating characters, use the direct allocation method from pool. Try for a pool of at least 100 and allocate a score of 20 in every attribute but accuracy, which you can ignore for the most part.

Joe Semanick

## DarkSide of Xeen

### Keys and passes to:

Castleview: tent outside Castleview

Sandcaster: Vespar, B-3; 7,1

Lakeside: Geoffrey in Sandcaster

Necropolis: chest in NW Lakeside

Ellinger's Tower: Nadia in Castleview

Temple of Bark: Nibbler, B-4; 3, 12

Great Western Tower: top entrance of Sky Road

Great Southern Tower: Thaddeus, F-4; 6, 7

Great Eastern Tower: chest in SE Sandcaster

Great Northern Tower: Bosco, D-1; 1, 8

Isle of Lost Souls: Demitri, 2nd floor Castle Kalindra

Dragon Tower: Castle Alamar

Castle Blackfang: meet Ambrose there after completing his quest

Dungeon of Death: Sandro in Necropolis

### Energy Disk Locations

Gremlin King (3): Castleview

Castle Kalindra (6): 2nd floor

Ogre Compound (2): D-3; 11, 5

Great Western Tower: (2)

Great Southern Tower: (2)

Great Eastern Tower: (2)

Great Northern Tower: (2)

Giant King (2): D1; 10, 5

### Skill Locations

Swimming: Castleview

Cartography: Castleview

Pathfinder: Castleview

Navigation: Sandcaster

Prestidigitation: Sandcaster

Linguistics: Sandcaster

Merchant: Sandcaster

Bodybuilding: Sandcaster sewer

Armsmaster: Castle Kalindra

Danger Sense: Castle Kalindra

Astrology: Castle Kalindra

Spot Secret Door: Cornelius, E-4; 5, 12

Mountaineering: Freda, B-2; 13, 14

Prayermaster: Lakeside sewer  
Mike Prero

**To enter southern sphinx**, level 2, answer Picard. Don't pay for clues from either candle on level 2.

**Great pyramid**: to light all six torches on level one (you must gain entrance to level two), pull all levers on level one. Lever 1 is behind Information Room through Visitor's Atrium. Lever 2 is behind Overseer's Office. Lever 3 is next to stairs, bottom left tunnel. The other three are through the right bottom passage. In top right passage, bash door and bottom, then pull this lever to open a treasure room.

Leave lever room, go east, then south to lots of gold.

**In great pyramid** there is a statue that says total dates and minus 32: the answer is 1701, which is the Starfleet Registry Number NCC that is asked for.

**Kalindra's Castle**: on level three south of royal bedroom chamber is the mirror portal. Activate it, and you can use the mirror portals on the darkside. East of mirror portal, walk through wall to barrels.

Queen's Brew: permanent +10

Personality; Knight's Brew: permanent +10 Might

Lisa Reagan

## The Bloodstone

**Building a ship**: to complete the quest, you must build a boat and travel to Rhorkhad Castle Entemar on Ilakasek, and use the word "Togarnak" to open the Door and get the Khamalkhad. (Rhorkhad the dwarf God lives in the upper chambers of the Ice Caves.) It will take most of the game to arrive at this point. You will have to use a teleportal to go to Norw ("Henta-Otali-Dunha"). You arrive at 035 x 044. Norw is at 17, 12. At the clothing store on the second level of the cliff, he will sell you canvas. Buy it and go to 100 x 029 on the edge of the mountain to find a teleport house.

Use "Henta-Aster-Otalia" and teleport to 155 x 144. Go to Denatrius' Camp at 130 x 102. Save the game. Make sure your party's leader has the Gold Needle, canvas, boards and hammer in his possession, then listen to Denatrius' story and offer him 3,000 gold. (If other party members are holding any of the items, he will simply take your gold.) The ship will be constructed.

C. F. Shaffer

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

coast of Jackson Beach.

### Graphics and interface

Graphics are hand-drawn 256-color VGA, with digitized photos of interactive characters popping up in a window when you question them. Your smoothly animated character walks around the limited number of locations. There are only a few areas of scrolling.

Sound effects are digitized and add a sense of realism, especially when shooting a gun. The original music is good, but not extensive. Then again, neither are the number of locations. The recently released CD version even features an interview with Walls.

### Blue interface

The interface is point and click and presents a novel approach to game management. When you right-click on your mouse, an Action Menu represented by a police badge is brought up. Clicking on the badge allows you to Walk, Look, Touch or Talk. A click on Tsunami lets you Save, Restore and handle other chores. This novel approach adds a degree of authenticity that lends substance to the feel of a *Police Quest*.

Inventory is handled as a horizontal window on the bottom of the screen. Clicking on the "?" in the lower right hand corner will permit you to look at any item you're carrying. When this window fills up, you can scroll to the left or right to access other items. **Conclusions:** If you're looking for a relaxing, but still sometimes perplexing, and not too long a game, one you can walk away from and return to at anytime, *Blue Force* is the game for you. It's an enjoyable diversion while waiting for bigger, more complex games coming later this year. 🐾

Marina Sirtis, Counselor Troii of the *Next Generation*, during show hours at their booth. They served blue Romulan ale in collector's glasses while Sirtis spoke to the crowd. A real nice affair! Dynamix hosted a party at the Chicago Museum of Science and Industry for *Aces Over Europe* and their submarine simulator, *Grau Wolfe*. I had the pleasure of chatting with Ray Feist (*Betrayal at Kronedor*) and hanging out with all those partying Sierra and Dynamix people.

Last stop was the Park West night club, where Interplay had an all-star rock band that included members of Iron Butterfly, Sugarloaf and Rare Earth as well as Spencer Davis himself. The party marked Interplay's 10th Anniversary. While *Accolade* might have had the best party, Interplay had the best band and most people. And the *Clayfighter* masks were cute. (Some Interplay people turned them into Brian Fargo masks.) The highlight of the evening was getting to see and hear In-A-Gadda-Da-Vida played live! The long version!

### Saturday night

Only one reception dotted this evening — but it was for Riddick Bowe, heavyweight champion. Extreme Entertainment has a pretty good Riddick Bowe boxing game on the way, and celebrated it with a party for Bowe. We were able to meet the champ, watch his bout with Holyfield, and chow down. This was the perfect way to end a few days of partying, but I could still have handled more. 🐾

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**Difficulty:** Intermediate  
**Company:** Tsunami  
**Price:** \$69  
**QuestBusters price:** \$59

telephone and case file; click on these with your mouse to use either. Click on the door to go into the hallway, and click on another office door to consult your colleagues. Each person is represented with a digitized television still, while your conversation follows the "choose the question from the menu" pattern made familiar by games like *Ultima VII*. You can leave the office to visit opposing counsel, go to the police station or head to trial.

All in all, the graphics are fairly non-descript. Nor is the sound better — the music sounds like a cheap imitation of the *L.A. Law* theme music. Apparently, Capstone's lawyers could not get the rights to the real theme music. Maybe they should have played *L.A. Law* a few times before getting on their phones.

Gameplay is fairly limited. All you need to do is talk to the right people as quickly as possible (you only have a limited time before your trial, as opposed to the year-long delays in the real court system), so the game is linear. *L.A. Law* proved to be rather diverting, since each case provided a new little puzzle to solve, and new dirt to dig up. And it was pretty fun to go to trial with a winning case. Still, what makes *L.A. Law* an enjoyable television show for some — the interaction between lawyers, the drama, the nasty little subplots revealed in the lawsuits, are all lacking in the game.

**Conclusions:** *L.A. Law* reminded me of the made-for-television version of the bar review software I used to prepare for the bar exam — a glitzy, glamorized presentation of mundane legal principles. But like the bar exam, *L.A. Law* (the game) has little to do with the show (besides names and faces) or the practice of law. 🐾

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\$20 each: Dark Seed, Ultima 6 or \*7, Magic Candle 2, Ultima 7B. Forge of Virtue, \$15. Chris Carlucci, 412 Clearview Dr, Los Gatos CA 95030

\$25 each: Clouds of Xeen, DarkSide of Xeen, Ultima 6, \*Dark Savant. Will trade for Challenge of 5 Realms. Georgina Jankay, 809 Hatcher St, Montgomery AL 36109

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Trade: \*Dark Savant, Magic Candle 2, Might & Magic 3 and 4, Savage Empire, more. Want: Ultima Underworld 2, Serpent Isle, Eye of Beholder 3, Magic Candle 3, more. Claude Brouillette, 725 - 1845 Baseline Rd, Ottawa, Ontario, Canada K2C 3K4

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Trade only: Loom, Altered Destiny, Prophecy, KQ 2, 3 and 4, Spellcasting 201, Heimdal, Monkey Island 1, Amazon, \*Quest for Glory 3, Goblins, Inca, Martian Memorandum, Inca, Conan the Cimmerian. Joe Semanick, 303 Hill St, Bridgeville PA 15015

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

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Sell/trade: 3\* Ultima Underworld 2, \$30. 5\* Civilization, \$25. Sound Blaster Pro w/midi interface, \$160 or offer. Want Koshan Conspiracy, X-Wing. Rich Thomsen, 114 E 7th St, Sumner IA 50674

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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

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