

# QuestBusters™

The Adventurer's Journal  
Winter Solstice Buyers Guide Issue

Number 107

Not sold in stores

## Leisure Suit Larry VI: Shape Up or Slip Out

**W**hat do women want? The eternal question, one of the great mysteries of life, is easily answered in Al Lowe's latest fantasy — where every hot babe you meet will blurt out exactly what she wants before you can make any headway with her.

Shablee will settle for a dress. Sensible enough. It gets kinkier fast, however, when Thunderbird demands a pair of handcuffs and Char desires six D batteries for her "late night friend." In each case you must solve a puzzle or two to fulfill the lady's dream, in hopes she will fulfill yours. An early one consists of a two-stage puzzle that involves repairing the fat-sucking, Rube Goldberg-style Cellulite Drainage Machine designed by a mad diet doctor.

All these silly sex gags unfold at the La Costa Lotta Resort, a seaside health resort renowned for its health spa, health restaurant and health bar (just try to get a shot of anything but sproutberry juice). Larry has just been picked as a contestant on the Stallions TV show, a take-off on Studs. The coproducer puts him up in a free room at the La Costa.

There are nine women to satisfy at the resort. Each time you score with one of them, she gives you an object you need for the ninth one, who lives in the penthouse. So it's a treasure hunt in the classic tradition — but wackier and more

debased than anything you'll ever see from Roberta Williams!

### Longest, hardest?

Billed as "the longest, hardest Larry yet," Larry VI poses a variety of object-oriented puzzles that make it more difficult than Larry V, which many adventurers finished far too quickly (If I only had a dollar for every time I've heard that one, as Larry would say if he were writing this review). Like the women you'll meet at the La Costa, this game is no pushover.

The score, shown in an odometer-type display, is always on-screen. Someone yells "Yes!" each time you solve a puzzle or score even a few points. It took me a day to get into the 200 range, so the game should last about a week if you don't play it non-stop.

### Great interface job

Lowe's wacky humor extends beyond the game and into the interface. One icon shows a hand about to pull down a zipper. A fun facet of this icon, as well as many others, is seeing what happens when you click them on things you're not supposed to, such as inanimate objects.

A more practical diversion from the

standard Sierra interface is an inventory window that stays onscreen throughout the quest. It runs horizontally along the bottom and scrolls left or right when necessary. Pull-down menus are in vogue again at Sierra, but

their usual function key shortcuts are still in place. (The unused function keys were implemented by Lowe to produce disgusting and/or irritating sound effects on sound cards with a DAC chip.)

Another improvement

gamers will appreciate (especially those who wear reading glasses) is the "hot dot" that accompanies each cursor. This pixel shows precisely where you're aiming the cursor, which in many games is so hard to determine that I wind up clicking on half of the picture before finally hitting the Exploding Thing



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**Type** Animated adventure

### System IBM Required:

286/16+ MHz, 640K, mouse, DOS 5.0+, hard disk, VGA; for Windows, 386SX+, Windows 3.1, 2 megs RAM. **Supports:** Sound Blaster, Ad Lib, General MIDI, Roland, Gravis US, Microsoft Sound, Pro Audio & PAS 16

**Planned ports** IBM CD

by Shay Addams

# ADVENTURE ROAD



## New book on the way

Our next clue book, *Keys to the Kingdoms* will include complete solutions to at least 20 games, along the lines of *The Book of Clues*. See page thirteen for details for a special price on advance orders.

## New quests

Gabriel Knight, intended to ship first on CD, initially arrived on floppy. Sierra says it took longer to duplicate the CDs than the floppies. *Simon the Sorcerer* is the humorous story of a young wizard, with lush graphics and good puzzles (Paul Shaffer likens it to Infocom's *Enchanter* series). *Companions of Xanth* is out from Legend, who dropped the menu list-style parser that served well in previous adventures.

*Hand of Fate*, Westwood's *Kyrandia* sequel, is rumored to include five lines spoken by Picard from *Star Trek*. EA's CD-only *The Labyrinth of Time* features miles of mazes and an uncommon plot based on King Minos and a time-travelling version of the labyrinth he built in ancient Crete.

## New role-playing

*Dungeon Hack*, previewed on the CD version of *Dark Sun*, showed up. It's a quest for an orb in a randomly generated dungeon, which provides additional replay value. *Quest for Glory IV* is shipping. Psygnosis has an action adventure, *Hired Guns*, that can be played by up to four people simultaneously. Also *Innocent Until Caught*, with "hypertext-style interaction" in an offbeat science fiction tale. *Ultima VIII* probably won't ship until spring, and *Stonekeep* is looking

summerish.

## No more book rate

We never saw so many orders disappear into the void as when we introduced a "no charge for book rate shipping" policy on *The Book of Clues*. As a result, we have ditched this in favor of the standard \$3 rate for Priority Mail, which rarely goes astray and arrives in 2-3 days.

## Jim Walls off the force?

Not really, though Walls is not doing the next *Blue Force* for Tsunami. Michael Levine, author of novels such as *Deep Cover* and *The Big White Lie*, is designing *Blue Force II*. Walls is reportedly branching out to different genres within the adventure game kingdom.

## Sierra buys Coktel Vision

After distributing *Inca*, *Goblins* and other games from Coktel Vision, Sierra acquired the French company for about \$5 million in October.

## Membership update

Instead of going by the month and year, your membership's expiration is now noted (at the top of your mailing label) by the number of your last issue. See page one for the number of the current issue: this is issue 107.

When renewing, remember that you can upgrade to Adventurer Express service for only fifty cents per issue. In addition to your issues being sent 1st Class in an envelope, arriving faster and with less chance of going astray in the mail, you will also get the Adventurer Express update, an insert containing news and clues that arrived while the issue was at the printer. Adventure Express costs \$24 to US members, and is automatically included at the standard overseas rates. ❧

Dear QuestBusters:

Have you ever considered making *QuestBusters* available on disk? The old issues take up a lot of space, and putting all of a year's issues on one disk would make it easy to look up old reviews when I see something in the discount rack and want to refresh my memory about it. Plus I could throw out all those back issues.

Adam Spatz

*We have enough trouble just getting this thing together on paper, without all the things that can go wrong with a disk-based format. Still, it is a practical idea that is being considered. Problem is that as soon as we do it, people will probably start asking for a CD version.... The other problem would be ensuring that the disk-based version includes all the original typos, which involves reverse proofreading and is very expensive this time of year.*

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## QuestBusters

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# The Shadow of Yserbius

On-line games were boring and non-interactive until The Sierra Network (TSN), now known as The ImagiNation Network (INN), came along. Now players can find partners for the most popular card and board games, *Red Baron*, miniature golf and an assortment of other games at virtually all hours of the day and night. INN is truly a "constant companion."

The most popular and complex of INN's games is their on-line, multi-player RPG, *The Shadow of Yserbius*. People spend hundreds of hours in the network's *Yserbius* host areas – even after they build up characters to monstrous proportions and solve all of the game's quests. Now players can experience all the excitement of the on-line RPG in a single-player, stand-alone version of *The Shadow of Yserbius*.

Some background is necessary for those of you unfamiliar with INN or *The Shadow of Yserbius*. INN thrives on the interaction of its users as a true on-

**Type** Fantasy Role-playing

**System** IBM Required

386/16+, 256-color VGA, 640K, mouse, hard disk

**Supports** Ad Lib, Roland MT32, Soundblaster, Pro

**Audio Recommended**

2400-baud modem (for on-line play)

line "community." Players can talk to others, play games, send E-mail, use bulletin boards

and even obtain hints for Sierra adventure games. INN makes avid fans out of most people who try the system, and provides all of this fun at the lowest rates of any commercial network.

Until now, *Yserbius* was available only on INN. It is one of the locations that players can select on INN's main screen/map. Then you create a

character from one of eight races and six guilds, and enter the dungeons. *Yserbius* is a first-person, auto-mapping RPG with plenty of monsters, miles of passages and occasional quests. RPG fans will love *Yserbius* once they try it!

The stand-alone package actually contains two complete games and the latest INN system software (Version 2.2). Players can try *The Shadow of Yserbius* or its sequel, *The Fates of*

*Twinion*. Both are in-depth RPGs full of monsters, treasure, mini-quests and an extensive number of locations. [They were designed by Joe Ybarra, renowned as producer of *Bard's Tale* and *Star Flight*]. As an added bonus, INN threw in a coupon worth 30 hours (one month's membership) on the network to give people a chance to see what INN is all about and try their role-playing skills in the on-line environment. *Yserbius* alone is worth the price tag. The INN software and *Twinion* make the package an incredible offer.

These off-line versions of *Yserbius* and *Twinion* will appeal to two groups of people: seasoned veterans, and gamers who never tried *Yserbius* or *Twinion* on-line. The latter group gets the greater benefit because they can try INN for free. Both groups of players can save time and on-line fees by developing characters and exploring new areas off-line. Another benefit of the stand-alone package is that it contains the latest versions of INN, *Yserbius* and *Twinion*. The newest versions of the RPGs feature greatly improved 3D graphics, more animation and new sound effects and music.

by Russ Ceccola

Players can install the software on top of their existing copy, but should make a backup first to recover such things as their personal address books, persona profiles and character data. There is one drawback to the off-line versions of *Yserbius* and *Twinion* that

the manual does not make entirely clear. Most people will expect that they can transfer characters back and forth between the on-line and off-line

games at will. This is true – but only until their character reaches level 20. At that point, players must choose to continue play on-line or off-line.

This makes sense, because players would only play the on-line version of the games when they wanted to interact with other players and form parties. Most of their time would be spent off-line. However, you can still transfer an on-line character to the off-line game and develop it, but you won't be able to reverse the process with that character.

**Conclusions:** *The Shadow of Yserbius* and *The Fates of Twinion* are fabulous, addictive RPGs. The stand-alone package is worth every penny whether you plan to sign on to INN or not. It reminds me a lot of the excitement that the *Wizardry*, *Eye of the Beholder* and *Dungeon Master* games brought to first-player perspective RPG. Give the collection a try and see why thousands of adventurers all over the country are up late on their computers!

**Skill Level:** Intermediate

**Protection:** None

**Price:** \$59.95

**Company:** Sierra On-Line



# Crime City



It was a cold Saturday morning, the kind that makes you wish you could rattle the keys of the computer like dice in a poker game. The lights of the monitor burned into our eyes like a match struck in the darkness as we jammed the disk into the drive and began our journey, a journey that would take us farther than we wanted to go....

Don't worry though, it's only the written introduction to Micro Mysteries' *Crime City* that reads like a bad detective novel. The rest is pretty straightforward stuff.

## So, whodunit, already?

As the son of private eye Henry White, you hope to prove your father innocent of the murder of his friend and partner, David Walker. You're left in dad's office with the basic tools needed to solve the crime.

You have his computer, which contains records of acquaintances, clients and suspects, several surveillance options, and telecommunications.

Data in the computer increases as the game progresses. A primitive "tennis" game is even included, if you want to waste a little time, or just give yourself a break from your sleuthing.

You also have a diary that holds your score and current status, information about the game, phone numbers and one or two clues. Probably the most useful item in the office, outside of the

**by Rachel & Dru Simon**

telephone, is the map on the wall, which allows you to travel around town in your quest for clues. As you learn more, additional locations show up on the map.

Traveling around town, you'll come across the important characters, such as your mom, your girlfriend Lisa and a fairly innocuous bartender in the local

pub. You can also visit dad at the police station, get a lecture from the local vicar, or have a chat with a nurse at the hospital. The fact that *Crime City* was written in England is very evident, since money is expressed in pounds, the bar is the pub, and mom constantly wants to fill you with tea and biscuits.

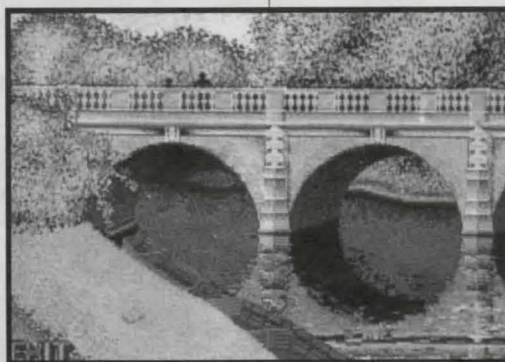
By clicking on various items in the scenes, you'll find clues and learn where to go for more. Making use of the telephone in dad's office can provide not only clues, but a few laughs as well. Humor is typically English: dry and understated, but still amusing.

Do keep watch on your health; make sure you sleep periodically, and don't over indulge at the bar. You can die in a variety of ways, drinking among

them. To finance your investigation, try investing in stocks on your computer, or borrowing money from one of the local "hit men", but make sure you pay him back!

If you can't figure out where to go next, (sometimes the only thing you can do is wait for time to pass), there exists in the manual a hint section

containing vague answers for those who wish just a nudge in the right direction. For those who prefer straight-out answers, there's also a section with specific helps.



## Look but don't touch

Graphics are relatively primitive, with no animation at all (though the VGA version is significantly

better than the available EGA). Rather than approaching a person or object, you can merely click on it with the only animated object in the game -- your mouse cursor.

Sound effects, such as the ringing phone and running river are few and far between. Conversation consists of a comment made by the person you're talking to, with the player given a number of replies from which to choose. Go back once in a while to characters you've seen before; quite often you'll learn something new.

Play is limited by the lack of graphics, and at times the hardest part of the game seems to be finding the patience to plod through it. A saving grace is the option to move forward in time, though the clock and the calendar sadly do not keep up with each other. We moved forward several 24-hour periods at a time without losing one calendar day. Why should this matter at all? Well, you're only given two months to solve the crime.

## Nobody's perfect...

While the program has some noticeable flaws (the clock discrepancy, for example), the game's designers were aware of their own limitations and

Continued on page 6

# Winter Solstice Buyers Guide

After reviewing recent issues of *QuestBusters* and *Simulations!* and consulting with assorted oracles, warriors and Supreme Air Commanders, I put together this shopping list for computer gamers on a plastic binge during the Assorted Pagan Holiday Season. It highlights games that are just arriving in the stores and not yet reviewed in either journal, then points out the best releases of the year to remind you of a choice title or two you may have missed. (The issue in which a product was reviewed or previewed is noted for these items.) And if you've already bought all your gifts for the year, great! Prices will have dropped on all kinds of software and hardware by now, and you can get something for yourself!

## Quest for Quests

1994 saw a rise in the number of humorous adventures and RPGs as well as in horror-oriented tales. Look for any of the following, and you can't go wrong.



### **Holiday Hits: Adventure**

**Companions of Xanth** (Legend Entertainment) introduces full-screen graphics and less obtrusive interface in a pun-filled story based on Piers Anthony's witty sci-fi novels. It includes a paperback version of his *Demons Don't Dream*.

**Star Trek: Judgement Rites** (Interplay) uses the *Star Trek 25th Anniversary* engine and graphics scheme but has

more and better-written stories (see preview in December issue).

**Hand of Fate** (Westwood) was planned as the sequel to *Legend of Kyrandia*, but ventured so far from the original story that it deserved a new name. Funny and fun. **Leisure Suit Larry VI**

(see page one review)

**Return to Zork** (Activision) puts more than a fresh coat of paint on the *Zork* myth. Digitized voices and animations are superb -- especially in the upcoming CD version that supports MPEG full-motion graphics for the Reel Magic board. (See December issue and this month's *CD Central*).

### **Best of the Year: Adventure**

**Freddy Pharkas: Frontier Pharmacist** (Sierra) is still Al Lowe's best game, though he may have been so stereotyped as the designer of *Leisure Suit Larry* that this "Blazing Saddles of adventure games" was overlooked earlier this year. (See review in June/July.)

**Day of the Tentacle** (LucasArts), the sequel to *Maniac Mansion*, involves time travel-linked puzzles and a wacky story and characters. Voice-overs are excellent, and the CD version

is highly recommended. (See review in September.)

**Eric the Unready** (Legend Entertainment) spoofs adventuring and life in general -- funniest game of the year. (March)

**Homey D. Clown** -- NOT!

### **Holiday Hits: Role-playing**

**Quest for Glory IV: Shadows of Darkness** (Sierra) is the latest in

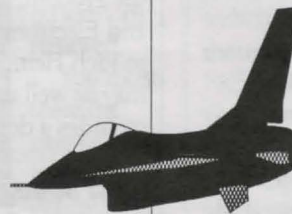
what's still the best series combining adventure and role-playing.

### **Best of Year: Role-playing**

**Betrayal at Krondor** (Dynamix) tells a fine story that unfolds in a 3-D, flight sim-type world. (August)

**Lands of Lore** (Westwood) is filled with the kinds of puzzles and traps that made *Eye of the Beholder* so popular. A tough one. (December)

**Star Control 2** (Accolade) is a humorous, activity-packed romp through space that pokes fun at the genre but still stands out as among the year's best role-playing games. (January)



**Might & Magic: Darkside of Xeen and Clouds of Xeen** (New World) should be installed at the same time, creating the

biggest RPG ever by allowing you to move between multiple worlds. (August)

## Search for Sims

Not a great year for jets, '94 saw more good mission disks than new jet sims. Space combat took the lead over air combat in the first half of the year, and sub games began to emerge by Christmas.

### **Holiday Hits: Air, Land & Sea**

**Aces Over Europe** is not only the best air combat sim of the year, but also the best WW2 simulation ever. (See review in issue 11.)

**Yeager Air Combat** for Macintosh (EA) introduces a two-player modem or network option and other amazing features.

**Lucas Air Combat Classics** is a great buy for anyone who just got started in WW2 air combat, including **Battle of Britain** (with one mission disk), **Battlehawks 1942** and **Secret Weapons of the Luftwaffe** (with all four Tour of Duty disks) for the price of a single game.

**Best of Year: Air, Land & Sea**  
**MiG-29** for Falcon (Spectrum)

## Buyers' Guide ... from 5

Holobyte) was the best mission disk, introducing a powerful new jet and related missions. (Issue 10)

**F-15: Strike Eagle III** (MPS), the year's best stand-alone jet sim, emphasizes air-to-ground action.

**X-Wing** and the add-on disks is still a fast-moving space combat sim.

**Rebel Assault** (CD-only) looks great but is all arcade action.

**IndyCar Racing** (Papyrus) is the fastest moving race game of the season.

**Harpoon 2.0** should surface in January.

### Holiday Hits: other sims

**SimCity 2000** (Maxis) adds new depth and detail to the latest incarnation of the world's best resource management game. Mac now, IBM soon.

**Star Reach** (Interplay), may take space strategy gaming to new heights, promising to be a lot more than "Civilization in space." Due in January.

### Best of Year: other sims

**V for Victory** (360) is the war game of the year -- sharp SVGA graphics and sophisticated game design.

**Front Page Sports Football** (Dynamix) gives the would-be coach more features, action and options than the rest of the competition put together.

**Hardball III** (Accolade) hit one out of the park, though **Tony LaRussa III** is still a solid choice.

**Dune 2** (Westwood) casts a spotlight on futuristic tank battles on the planet Arrakis. Compelling action and a variety of other weapons and vehicles make it extremely addictive.



### Off the Wall sims

**Sid and Al's Incredible Toons** and **Even More The Incredible Machine** (Dynamix) offer wacky entertainment and a weird change of pace for jaded gamers who've played one too many adventure or air combat sim.

## Hunt for Hardware

Adventures and role-players can still coast along with a 386 or faster machine. Sims require at least a 486/33 with 8 megs.

Adventurers with a 386 who need a CD-ROM can find a double-speed, the Procom, for \$187 at Babbages and Electronics Boutique, according to Rich Heimlich. But for sims, you may as well upgrade to a 486/66 that includes a double-spin CD.

### Best Sound Stuff

No matter what you get, make sure it supports general MIDI. If you really have to get a sound card today, Heimlich recommends a Sound Blaster Pro or Basic 16. In a month or so, you can get a \$199 Turtle Beach Maui add-on board that gives these or another board general MIDI capability.

If you can wait a month for a card, get anything with the new Ensonic chip, which supports Sound Blaster, MIDI and Roland MT-32, among others.

These \$200 cards also provide general MIDI, full wave table support, multiple CD interfaces -- everything you need in a card for today's advanced music, voice and sound effects. If the budget is tight, Disney's Sound Source is the cheapest unit that is widely supported (even by Windows applications now), and you don't have to buy speakers.

**Speakers:** why spend a fortune on "multi-media speakers," when your wife is just gonna tell you to turn them down the instant you twist the volume knob past 1? Get a set of headphones instead, and you'll truly appreciate the nuances and stereo effects. Heimlich suggests anything from Sony's MDR series, such as the V600.

### Flight peripherals

**Flightstick Pro** (CH) has the best joystick of the year, with four extra buttons supported by all major game developers. (Issue 10)

**G-Force Yoke** (Suncom) is the best yoke for combat, while **Virtual Pilot Pro** (CH) is preferred for *Flight Sim 5.0* fans who want the ultimate in authenticity. (Issue 10)

**Notebook Gameport** (Colorado Spectrum) lets you attach any IBM stick, yoke or pedals to a notebook's serial port, and may also be used with desktops. You can use a stick and pedals simultaneously, an excellent way to panic the passenger sitting beside you on your next commercial flight. ✻

## Crime City ... from 5

acknowledge them with typically English humor and pragmatism (try to read the time on the wall-clocks in the police station or the hospital). The English-to-American "dictionary" explains such vague terms as "cuppa" (slang for a cup of coffee), "naff" (boring), and "chubblybubblykins" (don't ask...).

Our vote for the worst flaw is that you can save only one game. Each save overwrites the previous one, and if you find you've left something out at the beginning, you start over again.

**Conclusions:** For someone new to adventure games, this should be a fairly good introduction, for while the "action" options are lacking, solving the crime is certainly attainable if the player is persistent. The game is fun, though limited. While it took more patience than logic or dexterity skills, the answer to "whodunit" wasn't by any means given away. It's lack of deeply complex puzzles or obstacles make *Crime City* suitable for younger players, or those unfamiliar with more sophisticated adventure games. It wasn't "naff," but after we solved the crime, we were definitely ready for a "cuppa." ✻

**Difficulty:** Introductory

**Company:** Micro Mysteries

**Price:** \$49.95

# LOST IN TIME

**D**éjà vu -- November, 1992. Pan flute music reverberates in the background. The sound of creaking timbers echo throughout the room. I am in the hold of a Spanish galleon, the bulkhead lined with casks and barrels. Outside the trees are barren of leaves, and a mixture of snow and freezing rain slaps against the window. It is 3:00 AM, and I am playing *Inca*.

November, 1993. 3:00 AM. Snow lies melting on the grass after an unusual, record-setting, late October snowstorm. The sound of creaking timbers fills the room. I am in the hold

of a ship, somewhere in the Caribbean. Casks and barrels line the bulkhead. And I am *Lost In Time*.

Coktel Vision, part of the Sierra On-Line family, once again brings us an imaginative, musically superb animated graphic adventure. It begins in the year 1840. You assume the role of Doralice Prunelier, an unsuspecting time traveler from 1992, selected for this mission by the Central Computer of the Space-Time Police because of your historical-temporal ties to Jarlath Equus.

Jarlath Equus, from the year 2092, has stolen a sample of the element Americium 1492 and has taken it with him into the past, endangering the equilibrium of the space-time continuum. The applications for this element would be revolutionary, especially for the military.

However, Americium 1492 is highly radioactive, and 3,000 years are necessary before this material becomes safe to use. Travelling back 3,000 years in time, Jarlath hid the sample inside an

Egyptian sarcophagus. As the years passed, he has kept track of this treasure.

The story transpires in the year 1840, when the sarcophagus is in the possession of a slave named Yoruba. Your involvement, and Jarlath's mistake, was to marry, in 1840, one Velvet Pruneliere. Yoruba had a child with Velvet, and you, as Doralice, are the direct descendant of that child several generations removed.

You must solve the case of the stolen Americium 1492, locate the element and neutralize Jarlath. All of this despite the fact that you don't know where you are or how you got there at the start of the game, much less what you're supposed to do. Luckily, a host of characters will assist in your quest, including Yoruba, Melkior (a Space-Time policeman) and Velvet, to name a few.

## A familiar interface

The graphic interface is identical to those used by Coktel Vision in *Prophecy* and the *Goblins* duo. The full-screen view conceals a set of icons that pop up at the top of the screen when you click there.

As with Coktel's other games, *Lost In Time* is an intense object-manipulation puzzles kind of game. Finding objects, using objects and combining objects to use represents the bulk of the adventure.

At various predetermined points, you will interact with the characters.

These encounters will provide information, advice and hints. Sometimes they will provide invaluable aid or items.

## Joker's wild

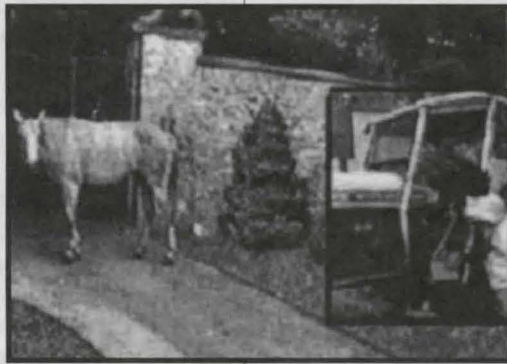
At various, but not all, puzzle situations, Jokers are available to walk you through a particular puzzle. You are allowed only three Jokers. And the program remembers that you used a Joker, even if you use the Save/Restore technique. There is a way around this though. If you use a Joker, DON'T PRESS ENTER, instead REBOOT. All your Jokers will still be there.

Graphics are hand-drawn and relatively simple, but effective. Music and sound effects are, as to be expected, very good and instill a sense of atmosphere as the story unfolds. You move from one scene to the next via a little door icon that appears on the screen that points in the direction you are able to travel; there is no scrolling. From creaking timbers in the ship, to sounds of birds chirping in the garden, all the sounds add a feeling of actually being there.

An automap keeps track of where you've been. You can also click on any spot that you have already been to, and quickly and immediately be transported to that location. This is a nice feature that cuts down on walking around.

The game responds quickly, and there are unlimited saves. The point-and-click interface

reacts smoothly to your commands. Many puzzles are intricate and convoluted. But in most instances, the Joker will get you going again.



**Type** Animated Adventure  
**System** IBM Required: 286/16+, 640K, 18 megs hard disk, 256-color VGA, mouse. **Supports:** Ad Lib, Sound Blaster, Pro Audio  
**Planned ports** none

by Fred J. Philipp  
**QuestBusters**

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# CD CENTRAL

Last month we talked about four of the “top” CD titles out now and what makes them good. This month we’ll look at three runners-up and what keeps them from being keepers in my collection.

## ◎ The Seventh Guest

*The Seventh Guest* had over a year’s build-up of hype to its final delayed release -- and was it worth it? One of the incredible difficulties in developing software is that by the time a major project comes out, the industry standard has already gone up a notch or two and the product is no longer such an eye-stopper. In fact, it may even be passed over for a flashier title that was put together in half the time.

While *Seventh Guest* is certainly not old hat, neither is it an industry standard. Without a doubt, *Guest*’s graphics are excellent and the puzzles (mostly sequential) are nicely animated and often fun. The story keeps your interest and the mood, at first, is haunting.

However, that about covers the good points. Movement around the house is incredibly slow, the ghosts are faint and poorly detailed (maybe that was the idea for a ghost), the lip-synching is way off and there’s nothing in the way of character interaction.

The story progresses as you solve each puzzle, some of which are very difficult. A cheat feature is available in the library. By reading a book, you can instantly solve all but the last puzzle. But you miss the plot animation that follows each successful victory. I’ve developed software pessimism over the years, so that when I hear of a project long in the works I don’t get my expectations up. That’s why I wasn’t too disappointed with *Guest*. However, I wasn’t very satisfied either.

## ◎ Dune

Also distributed by Virgin, *Dune* met with mixed reviews when it was first released on floppy. So what’s different about the new CD? Well, yes, it’s got full-voice support, and the voices are very well done (all except for Feyd, the character played by Sting in the film). The intro sequence, digitized from the movie, is new and very striking. There are also digitized sequences from the movie that can be accessed from your journal at different points in the game, but most are very poor quality and hard to make out. There are incredible fractal/textured landscapes to witness as you travel from place to place on Arrakis either by ornithopter or sandworm.

The basic game is a strange mixture of trading, strategy, and graphic adventure that maintained my interest until the surprising end. Surprising in a negative context. I still had large areas of the planet left to discover but as soon as I captured the last enemy arsenal, the endgame kicked in -- and talk about anticlimactic! In the book and the movie there was a major fight with Feyd, but here there’s no fight! They just give up and that’s that! Ugghh! This one was going to be on my list of highly recommended games clear to the very end, but now it’s been demoted. I don’t care how good the game is -- if it’s got a poor ending, forget it!

## ◎ Return to Zork

*Return to Zork* is (duh!) a sequel to the classic all-text Infocom adventures of yesteryear. If you have to ask “what’s Zork?”, you shouldn’t be reading this magazine (heathen). The

same trouble arises here as with Ralph Bakshi’s version of *Lord of the Rings*. Tolkien’s books were so incredible in imagery and imagination that it was virtually impossible to create a movie around it that would match the images of the readers. In the same way, to do a graphic representation of the Great Underground Empire is almost doomed from the start.

The CD version has almost 20 megs more graphics than the floppy -- most of which consists of an exceptional introduction and animated movement through the town, down cliffs, along a river, etc. The introduction creates the sense that “hey, maybe these guys could pull this off after all,” but that magical feeling that you get with only the best of games lasted for about 20 more minutes. Why? Well, the humans did it.

That, and the struggling plot. In the *Zork* universe, there are all these incredible creatures: Kobolds, Dwarves, Elves, Sorcerers, you name it. In *Return to Zork*, there are all these humans. Even the characters meant to pass for dwarves and goblins are all too obviously human in poor costumes.

*Zork*’s supposed to be a fantasy world, but the town has neon signs, modern weapons, modern bathrooms -- give me a break! You can’t mix old world with new -- it’s not *Zork*! You get bits and pieces of the plot here and there, but there are very few logical lead-ins that give you a sense of purpose and what you’re supposed to be attempting next. I do think that Activision made a much better effort in imitating *Zork* than they did with *Leather Goddesses II* -- but it’s still not *Zork*, and they’re not the old Infocom.

by Paul Shaffer



# DRACULA UNLEASHED

**D**racula *Unleashed* begins in December of 1899 – just ten years after Quincey Morris, Jonathan Harker, Abraham Van Helsing, John Seward and Mina Harker forced Dracula back to his castle and destroyed him. Quincey Morris died while killing Dracula. Now Alexander Morris, his younger brother – and your alter ego in the game – arrives in London to investigate Quincey's death. As Morris, you must identify and slay Dracula a second time, since some unwitting fools have released him again from his grave.

This is an ICOM product, from the company that produced the best selling *Sherlock Holmes Consulting Detective* series. The original story, set ten years after the Francis Ford Coppola film that was recently adapted as an action adventure in *Bram Stoker's Dracula*, was conceived by designer Tony Sherman and fleshed out by Andrew Greenberg and William Bridges of White Wolf Games. It is well written, logical, and stands up well when compared to the better movie scripts. All of Stoker's original characters from the 1897 novel are in the new story, which was filmed in live action on two dozen Victorian sets on two Minneapolis sound stages, with 43 professional actors.

The Carmina Burana theme music, composed by Carl Orff and used in *Dracula Unleashed*, was taken from the film *Excalibur*. Byte Sized Sound in Lombard, Illinois composed and recorded, directly to Digital Audio Tape, 40 minutes of original classic music for each scene. Each tool, item, and icon has its own varied audio selection. All these sounds add to the mood and sensory interactivity of the game.

Full-motion video sequences are presented in a one-quarter size screen display in side-view, third-person

perspective. Due to the small size of the screen, the actors' lines and gestures must be over-emphasized to make an impact on the viewer, which causes some scenes to appear over-acted or melodramatic. The very small size of the screen saves space on the CD-ROM, which can just hold enough data for one hour of full-motion video at full screen size. The CD-ROM uses compression technology to eliminate the normal problems with the jerky video and unsynchronized voice that are seen with other CD products, making *Dracula Unleashed* an impressive event.

Around the full-motion video display is an attractive, two-color, Victorian graphic frame. Below the video window are all the standard VCR controls that we've come to expect from an ICOM game. Other controls include a door to leave the video portion, a CD-ROM to access the game options, and the notebook for keeping track of game events, conversations and locations.

Street screens allow you access to a variety of game functions in addition to those in the video window: a carriage to take you to destinations in your notebook, a satchel inventory with 24 slots to hold items you find, a timepiece to show and advance time, a London map showing distances and travel times, and Professor Van Helsing, who serves as an online tutorial.

The satchel inventory may be the most important single item to master early in the game. If the correct items are not readied in the single "at hand" ready box before entering a destination, members of your party of friends may be killed, or essential information will be missed. If someone asks you to deliver something to someone, make sure it is "at hand" before entering the delivery location, or the item will not be recognized and you will have to start over at the last saved game.

A mallet and stake, keys, a piece of cloth, a rose, a cross, a blackjack and other items must be held "at hand" when entering crucial locations (by clicking on a door), or the game will be lost. Saving a game at the beginning of each day outside your home and before entering each location is a must. You may be required to replay a day over in order to make certain deadlines to see essential game events or collect essential artifacts.

When you need to telegraph someone, you must enter the

telegraph office with their card in your hand, or the telegraph will not be sent. The telegraph message sent must be inferred, since the video gives no clue as to the contents, except that it implies you are keeping the addresses up to date.

To receive a telegram, you must return to

Alexander's home and select telegram from the new option display available there. You can also review a video

**Type** Animated adventure

**System IBM Required:**

386SX/20MHz, CD drive with 150K per second transfer rate (350ms seek time recommended), 4 MB RAM (450K free RAM), DOS 5.0 +, Microsoft-compatible mouse, 16-bit SVGA with 512K RAM, or 8-bit VGA; hard disk needed only to save games - game runs directly from CD

**Supports:** Sound Blaster, Ad Lib Gold, Sound Master II, Microsoft Sound System, Pro Audio

by Al C. Giovetti

Continued on page 14

# WALKTHROUGH

# Return to ZORK

## General

Take pictures of every location and every character. Ask everyone you talk with about all your inventory and all photos.

## Getting Down the River

Behind lighthouse, cut vines with knife (inventory). Tie planks with vine. Use raft.

## West Shambar

At Mayor's, read all files in cabinet.

## Getting into the school

At hardware store, take crank and empty box. At school, strike bell with crank. Talk to Ms. Peepers (getting notebook)

## Gift Shop

Go behind mill and take yellow key on ground. Go to gift shop and use yellow key on door. Inside, pick up battery and use it on tele-orb (restoring it). Examine cash register, taking coins and tickets.

## Finding the Great Underground Empire entrance

Go behind mill and remove chock from water wheel. Enter mill (Booz gives you glass). Empty glass into plant, toast Booz, and drink empty glass. Do this ritual three times and ask for his keys. Do ritual one more time and pick up dropped flask. Go down trapdoor entrance. Use keys on locked door.

## East Shambar: Getting into general store

Go to Pugney's ranch. Talk to Pugney -apologetic (gets you bra box). Go to Snoot's farm and enter house through the window. Go to kitchen and take thermos. Turn

sink on and fill thermos with water. Go to incinerator in town and pull lever 1. Throw bra box in incinerator. Push lever 1 and then pull lever 2. Examine drawer. Pour thermos on wire and take it. Go to general store. Insert wire in door lock. In store, pick up rats. Drop rats into empty box from hardware store. Shake cereal box until you find prize whistle (take it).

## Other things to do at Snoot's farm

Go to bathroom (encountering Rebecca). Enter room with dog (records Alexis' bark). Go to bedroom and take mirror. Open refrigerator and take meat. Examine oven and turn knob on (explosion).

## The magic book

Go to fool's memorial and get magic joke book. Ask Rebecca, Ms. Peepers, the Mayor, then Rebecca again about joke book.

## Getting Disc Piece #1

Go under dock in West Shambar and give tickets to waif (getting gift). Go to kitchen in Snoot's farm and take soap. Drop soap in sink. Turn sink on (makes soapy water). Wash Waif's gift in soapy water (disc piece).

## Getting milk

Go to silo and turn crank in silo latch clockwise. Take carrots. Go to barn. Take hay. Drop hay. Light match. Light hay with match. Warm hands on hay fire.

Use thermos on cow - milking her. When you need to return for more milk, repeat the process but give her some carrots before you try to milk her again.

## Getting the Dwarven Sword

Go to Moodock's and examine game board (beating him at survivor gets you token and sword). Examine sword. Go to blacksmith and give him sword. Return later and pay 2 zorkmids for sword. Examine sword (it's a different one). Show counterfeit sword to blacksmith - threaten (he gives you dwarven sword). If you wait to confront him, he'll give you a note to take to Ben who will give you the real sword.

## The Ruins: Disc Piece #2

Take tile and frame. Use tiles on frame (makes puzzle). Examine puzzle and move squares so they say "Water unseen at falls mix with bat dropping yields potion for \_\_\_\_". Examining the ruins again, you will find the second disc piece and two illuminite rocks (take them).

## Meeting Morpheus

Go to inn and rent a room. Go to room. Drop illuminite rocks on nightstand. Examine monitor. Turn off light switch (you dream of Morpheus). Repeat this 2 more times throughout game (different dreams).

## Getting a boat & talking to witches

Go to boathouse. Show photo of any woman (Ms. Peepers, Rebecca) to Ben (gives you letter). Examine knot in Ben's hand (teaches you cow-hitch). Pay Ben for boat. Remove rats (from general store)

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by Paul Shaffer

from box and put them into the boat motor. Go downriver. Enter hut - be friendly. Ask witch about joke book. Give Ben's letter to witch (take stick after she leaves). Enter bog. Use stick on ground to determine if walking that direction is safe. Cross bog (changes each time).

### **The Whispering Woods: getting through**

Take picture of woods. Return to witch's hut and show her the photo (she'll let you take bats). Take bat cage and return to woods. Open the cage and free bats. Follow the bats through the woods, drinking milk from thermos whenever your vision begins to go. You will have to return to barn to get a refill of milk so be careful how far in you go. After three swigs of milk your vision will no longer be effected. Take bat guano before you leave woods.

### **Dock & Canuck's Shack: Disc Piece #3**

At dock, ring bell 3 times. Show token (from Moodock's) to ferryman (takes you across). At door of shack, pry knocker with sword (getting magnet). Enter shack, take scroll and bottle. Examine blueprints. Examine scroll. Read scroll, de-spelling Canuck. Ask Canuck about joke book and bottle. In bottle, climb mast (noting numbers). Go to cabin and take rag. Open safe w/ number combo from mast. Get metal piece and disc from safe. Close safe. Before leaving bottle, pick up mirror (inventory) or use rag on metal plate. Have either shiny metal plate or mirror in hand as you leave bottle (reflects Canuck's spell). To return by ferry, ring bell twice and give token to ferryman.

### **Getting illuminite back to lighthouse: Disc Piece #4**

Pick up magnet (inventory) and blow whistle (from general store). Vulture will now take you anywhere by clicking on map. Go to lighthouse. Give illuminite to keeper. Show disc pieces to keeper (gives you another disc).

### **Forest of Spirits: Piece #5**

For extra cash, hit leaves on money tree with sword or stick - taking coins that fall, will also give you ferry tokens from time to time. In clearing with blind bowman and faerie, give milk in thermos to bowman (leaves you bow and arrows). At dark place in forest, light a match. Be friendly to faerie (gives you faerie dust). At pile of leaves, throw unneeded item (like gift shop key) at pile. At hungry boar memorial, strike boar 3 times with sword and take disc piece.

### **The Vulture Pit**

Outside pits, use faerie dust on decayed meat (from Snoot's farm). Throw rotting meat (drugs vultures). Enter pit and get talon.

### **Bel Naire Temple: getting there**

Go to Cliffs of Depression and take rope. Return to lighthouse and climb stairs. Tie cow-hitch (rope) on rail. Tie talon to rope. Throw rope (makes bridge). Cross rope and follow trail to temple. In courtyard, take shield from statue. Enter temple and give sword to holy woman (she blesses it). Exit other path from courtyard to go to dwarves' camp (you're given helmet). Return to lighthouse and get back rope and talon.

### **Troll Caverns: the Necklace of Fear**

Outside caverns, examine skeleton (noting directions). Enter cave with sword in hand and wearing helmet (from dwarves' camp). Attack three trolls using skeleton's directions - first one swing left, second up, third down. Talk to troll leader - threaten him (getting Necklace of Fear).

### **Comedy Club, Part II: Disc Piece #6**

Go to mountain pass. Take rock. Throw rock at vulture. Examine sign. Dig up bonding plant with knife. Go to Cliffs. Tie rope to tree.

Climb down rope. Enter comedy club. Play 4 recorded jokes from joke book (Mayor, Canuck, Witch, and Rebecca) -- getting last disc piece.

### **Dwarven Mines & Ancient Ruins: putting the Pieces together**

In camp, listen to dwarf's conversation, noting the directions hidden in it (left, right, straight, etc.). Enter mine, riding boxcar, go Left, Right, Straight, R, L, R, S, R, L, L, R, S before each intersection to get to other side (directions may be random). At ancient ruins, drop disc pieces into trencher. Put items on statues in this order from left to right: stick, talon, thermos, (skip middle statue) both helmet and empty box go on fourth statue, then shield and tele-orb. Push red button (forges disc).

### **Making a potion**

Return to Forest of Spirits. Go to spider and show necklace of fear to it. Cut web with sword. Go behind waterfall at dam and fill flask with backside of waterfall. Drop bat guano into flask (making invisibility potion).

### **The Citadel: Endgame**

Examine photo album, noting now-developed negatives and location of photos. Go to Cliffs of Depression, and face west (blocked passage). Throw Frobozz Disc at wall (shatters it). At citadel entrance, use bow with arrows and shoot hand on wall. At orc leader, drink invisibility potion. Use tape recorder and replay Alexis' bark. At bridge, throw all inventory onto the bridge until it rises high enough to pass safely. On Survivor board, do the following - if the opposing piece lands on the square you intended to jump to, wait a turn, clicking on your own square and then move to desired spot after he vacates the position: B3, D2, C4, A3, B1, C3, A4, B2, D3, C1, A2, B4, C2, D4.

# Keys to the Kingdoms

## Lost in Time

**Start:** search for lantern, then go down one deck and discover water in pump. Locate palm oil. Oil pump. Pump water. From bottom of chain, get corkscrew. Ascend to deck above. Using lantern, search for sponge. Locate bucket with water. Wet sponge, use on poster to remove it. Use corkscrew on soft knothole under poster. Look through knothole and talk to man named Yoruba. Persuade him to give you knife.

Use knife to cut notch in large post. Climb to next deck. Look into barrel until you get a towel. Get ring and use towel and ring to open a panel there. Find soap. Use corkscrew on soap to make shavings. Use shavings on bottom of sliding door. Melkior from year 2,092 is behind door. Using pliers from original inventory, turn around and get a wooden pin.

**Pruneliere:** look at top of tractor and get apple to move horse.  
C. F. Shaffer

## Getting out of the Ship's Hold:

Click on everything you see and you should be able to acquire a lamp and nail. Using the lamp on some barrels will get you a sponge.

Go down to the lower Hold and get palm oil in cask. Put oil on pump handle and pump water out. Click on chain to get corkscrew. Back up to bucket with water. Wet sponge and use on poster. Put corkscrew in knot on wall and look through. Talk to Yoruba until he gives you a knife. Use knife on post and you're out of there.  
Fred J. Philipp

## Day of the Tentacle

**End of game three, with characters as one:** open Dwayne's door when

large, and get Purple Tentacle to zap you. Run through mouse hole in Dwayne's room when small, and pick up bowling ball when large. Use bowling ball on tentacles guarding switch in basement. Talk Purple Tentacle into shooting Dr. Fred, and you'll win the game.

Chris Kelly

## Dark Sun

**Caves:** you need Nagi's Talisman to pass into the main area. Kill guards to get it. To defeat the Entity, retrieve the Golden Pendant from the southwest corner of the Spider area. Throw it into brick well.

**Bandit Castle:** to pass through Wolverine Pens alive, kill guards before they can release the Wolverines, then open Wolverine pens one at a time and kill each Wolverine individually. Search bird nests.

**Outside:** you must win the alliance of each group by completing a quest for each. When done, enter the City in the Sand; return body to coffin and get genie in bottle. Use first wish to ask for help in final battle.

**Final Battle:** it is actually in two waves. After defeating the first wave, pause and make second wish to heal everyone in party. In second wave, use Haste spells and take out enemy commander.

Mike Prero

## Companions of Xanth

**Finding Fairy Nuff and getting past the pail:** Take rock. Unlock gate with key. Open gate. Go to pier. Take sailcloth. Talk to Nada. Ask her to get rope from ship (and anchor). Go to deck (noting # of censers). Go to crossing. Pry log with anchor. In

town, give log to woodman. Ask him to make a board. Go to meadow and try to take pail.

Return to town and get board. Go to path between cliffs and put board on boulder. Put rock on board. Ask Nada to hit board. Go to meadow. Take pail. Go to screen door. Open mailbox and take envelope. Open envelope and read letter. Open screen. Talk to screen and ask about Ice Queen, Fairy Nuff, then solution. Open screen. Go to fairway, take tee. Go to fair. Give letter to Nuff. Ask Nuff about solution and explain the problem (getting recipe). Filling the recipe: Go to green. Take egg. Go to screen. Take 2 eye screams, putting each in pail. Go to town. Take both lamp covers.

Go to crossing. Pick buttercup. Take butter from buttercup and add it to pail. Fill pail with brook 3 times. Catch firefly with empty buttercup and add it to pail. Go to forest. Ask Nada to catch cough drop twice and add each to pail. Add egg and sailcloth to pail. Return to Nuff. Give solution to Nuff. On ship's deck, douse censer with solution. Repeat with last censer.

Paul Shaffer

## Dracula Unleashed

**Day One:** At 7:00 AM, visit Annisette. You will pick up a strange white cloth. Travel to the Hades Club, then Newsstand. Read articles in paper. Go to Holmwoods for Harker's address.

Go to the Pub at 10:00 AM to get the Bookstore address. Go to Telegraph, hold Janos card and enter. Go to Bookstore for Asylum location and Occult book. Now visit Harker's Home (note roses) for card with Harker's Office.

Visit Asylum for blackjack. Check out Hades Club again. At 3:00 PM go to Holmwoods for gift. Go to Harker's office, hold gift, and enter. He will give you a cross amulet. Return to Hades Club.

Hold the amulet and check on Annisette. She will take the amulet, and Juliet will give you a rose. Now head for home. Hold blackjack, wait until 9:00 PM, and enter home.

Read telegram from Janos. You will receive a Bowie knife. Check out the Pub, then on to the Asylum. Back home to sleep.

C. F. Shaffer & F. J. Philipp

### Curse of Enchantia

**Dungeon:** Ask for "Help" then get key and unlock chain. Push on the wall to the right, front. Pick up the paper clip and use it to unlock the door. Exit. Take the fishbowl and look through the keyhole. Go left to find money and gems, search behind the square rock for the last gem. Go out the door to the left.

**Underwater:** put fishbowl on. Look for the coin behind the rock on your right. Free fish, wait until it returns and drops the shell. Take it. Left. Search mud hole and get the worm talk to the Mr. Fish and give him the worm. Give shell to the turtle. Take the rod and jump over the clam. Insert the rod in the plug.

F. J. Philipp & C. F. Shaffer

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This month contributor Chris Kelly was randomly selected to receive the game of their choice -- so send in your clues & tips today, so we can fill two pages in the next issue. (All submissions become property of Eldritch, LTD until May 12, 2317 A. D.)

# Free Solutions!

*The Book of Clues* includes a coupon you can exchange for one or more free solutions from games such as *Lands of Lore*, *Return to Zork*, *Alone in the Dark 1*, *Gabriel Knight*, *Hand of Fate*, *Star Trek: Judgement Rites*, *Leisure Suit Larry 6* and *Quest for Glory IV*. It is only \$19 (see back for shipping.)

## The Book of Clues

*Alone in the dark*  
*Amazon*  
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*Betrayal at Krondor*  
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*Challenge of the Five Realms*  
*Cobra Mission*  
*Might & Magic: Darkside of Xeen & World of Xeen*  
*Daughter of Serpents*  
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*Dusk of the Gods*  
*Eric the Unready*  
*Eye of the Beholder 3*  
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*Protostar*  
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*Rex Nebular*  
*Ringworld*  
*Space Quest 5*  
*Star Control II*  
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*Ultima VII Part 2: Serpent Isle*  
*Ultima Underworld 2*  
*Veil of Darkness*  
*Waxworks*  
*Zork Zero (from Lost Treasures 2)*

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We're now taking advance orders for our next clue book -- *Keys to the Kingdoms* -- for delivery in March. It will include complete solutions for these games, maybe a few more:

### Keys to the Kingdoms

- \**Companions of Xanth*
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- Lost in Time*
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This book will cost at least \$16.95, but advance orders postmarked by January 31 can get it for \$12.95 plus \$3 for Priority shipping. We'll send you any one solution that becomes available before March (those marked \* are ready now). Keys will include a coupon for another free solution for a game such as *Ultima 8*, *Stonekeep* or others released too late for inclusion. There will be no further advance order discounts offered on this book, which is already in production.

## Larry IV ... from 1

and dying.

Which reminds me – you can die for making mistakes in *Larry VI*. But it's fun, especially if you enjoy a good polyester joke now and then, and Lowe provided two friendly options in case of death. From the screen that shows a small animated cartoon of your death, you can restore a saved game, or hit an "undo" button that returns you to the time and place just before you did something really stupid. This is more than just convenient: it liberates you from the fear of death, so you can experiment and see more of the game – and if you're like me, do something really stupid.

A mouse is required. Lowe argues that a joystick is useless in a real adventure, and I agree. And why support keyboard commands (other than function keys) anymore, when you have a point-and-faux pas interface – and only two people in the Western Hemisphere still do not own a mouse?

### Graphics

Garish. What more can I say about a hotel painted mainly in yellow and pink, and with carpets to match – or mismatch, actually. Interesting cartoon-style animations are scattered throughout the hotel. Keep trying to take Daryl's handcuffs and see what happens.

As far as the sex and related graphics go, *Larry VI* sizzles. So much so, that it's the first computer game awarded (or should that be stigmatized by?) Sega's MA-17 rating. This means "mature audiences, not for minors."

Sound effects and music complement the atmosphere. There are countless digitized sounds in the form of .wav files, which you can even use in applications that support them. The program will run in Windows or DOS.

Conclusions: *Larry VI* delivers precisely what it promises – more babes, more jokes, and "did we mention more babes?", as the back of the box promises. If you enjoy strolling through expensive resorts toting an inexplicable assortment of suggestive

objects, *Larry* will send you on the vacation of a lifetime. It's the kind of adventure whose puzzles stay with you even when you're not playing the game, and are brought to mind by day to day events. While Christmas shopping, for instance, I passed by the battery section at Target, and my first thought was: "Hey! I can get six D batteries here for Thunderbird!"

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

## Lost in Time ... from 7

**Conclusions:** Though the story line is fairly loose and a bit far fetched, the game makes for a pleasant, puzzle oriented romp to while away those dark, cold, winter nights (at least if you live in the Northeast). If you enjoyed previous Coktel adventures, you'll enjoy this one. If you've never experienced a Coktel quest, try this one out, then go back and buy the other ones at a now reduced price. (Try the *Inca* CD, and look for my name on the box.)

**Difficulty:** Intermediate to Difficult  
**Company:** Coktel Vision/Sierra  
**Price:** \$69  
**QuestBusters price:** \$59

## Dracula ... from 9

scene by using the VCR controls, rest, or read telegrams there. Unless you return home several times a day to perform these special functions, you will not win the game.

Technical considerations make it difficult to play on older CD-ROM drives, which might produce read errors. The 21-page disk file addendum of bug fixes and 12-page manual-based bug fixes indicate the problems you may have running the program that have been meticulously investigated by Viacom. I had to install a video driver and a sound driver to make the program work properly. The game also requires 4MB of RAM and other special hardware requirements to run effectively.

**Conclusions:** *Dracula Unleashed* is a stunning interactive movie that uses quarter-screen, full-motion video and the time-tested controls pioneered in the best-selling *Sherlock Holmes Consulting Detective* series. For those who have a CD-ROM multimedia computer with the needed accessories, the game is a must buy.

**Difficulty:** Intermediate  
**Company:** ICOM  
**Price:** \$69.95  
**QuestBusters price:** \$59

## Wouldn't you like a... Free QuestBusters!

Check your mailing label for your expiration date. If it's issue 112 or higher, you will get 13 issues for the price of 12 if you renew by January 31.

# Swap Shop

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

## ASSORTED SYSTEMS

Wanted! Alternate Reality: The City and The Dungeon, with cluebooks hopefully. Any computer format will do. Steve Wiren, 1330 Huffman Rd, Suite C, Anchorage AK 99516

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

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

ST, \$15 each: Xenomorph, Full Metal Planet, Torvak. Bob Reitz, 218 N 4th St, Sunbury PA 17801

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

## MSDOS & Quest-alikes

\$25 for Clouds of Xeen, Darkside of Xeen, dox cluebook. Shadowcaster, \$25. Ed Caylor, 158 Woodland Rd, Hampton NH 03842-1532.

Sell only, Companions of Xanth 3" HD, \$25. \*Bard's Tale 3, \$15, 3". Robert Kraus, 3038 N. Christiana, Chicago IL 60618

Creative Labs MPC CD drive & Sound Blaster Pro. MPC level 1 specs (390 ms access). Pro comes with midi interface. \$200 for both, \$125 for drive (Pro is required). Microsoft Bookshelf & Mother Goose CD, \$25 each. Paul Shaffer, 9420 Harris Glenn Dr, Charlotte NC 28269

Trade/sell: Countdown, Quest for Glory 1 VGA, Veil of Darkness, Quest for Glory 3, Freddy Pharkas. Lars Batista, 540 Brickell Key Dr #1711, Miami FL 33131

Trade/sell, \$10 each: Battletech (EGA), D.R.A.G.O.N. Force, Police Quest 1. \$15 each: Wasteland, King's Quest 4, King's Quest 5. \$20 each: King's Quest 6 VGA, Quest for Glory 3. \$25 each: Ultima 7, Police Quest 3. Wyatt Colclasure, 1220 Everette Rd, Gunpowder Rd MD 21010

\$22 each: Dark Sun, Betrayal at Kronedor, Shadowcaster. Tony Ellison, 407 N Division, Lowell MI 49331

Want: Betrayal at Kronedor, Wasteland, Bard's Tale 1, all Might & Magics, Challenge of the 5 Realms, any SSI games, The Summoning, all Ultimas, Planet's Edge, Ringworld, X-Wing. Troy Montour, 100 Panorama Ave NE, Fridley MN 55421

Sell, \$25 each: M & M 3, Bane of Cosmic Forge. \$15 each: Codename Iceman, Keys to Maramon, War in Middle Earth. I pay shipping. Aaron Aanerud, 460 Jeffersonville Blvd, Big Lake MN 55309

Sell/trade, \$25 each: \*Realms of Arkania, \*Bloodstone, Betrayal at Kronedor. Want EOB 3, Darkside of Xeen, Day of Tentacle. Norman Hughes, 5801 Flaxman St #75, Pensacola FL 32506

Sell only, 3", \$25 each: Betrayal at Kronedor, Lands of Lore. \$20 each: Challenge of 5 Realms, Realms of Arkania, Clouds of Xeen, Darkside of Xeen. \$15 each: \*Crusaders of Dark Savant, Magic Candle 4, M & M 3, Four Crystals of Trazere. Brandon Doan, 566 Raintree Cir, Coppell TX 75019

Sell/trade: Darkside of Xeen, \$45. Lands of Lore, \$25. Ultima 6, \$15. \$10 each: Tunnels & Trolls, Drakken. Includes shipping. G. Jankay, 809 Hatcher St, Montgomery AL 36109.

Sell/trade, \$20 each: Clouds of Xeen, Darkside of Xeen; \$35 for both. Star Control 2, \$15. Want Stronghold, Gateway 1 & 2. Fabio Fernandez Jr, 3938 Bertha Dr, Baldwin NY 11510

\$10 each, 3 for \$25: Tangled Tales, Bard 1, ULtima 1, Megatraveller 2, Space 1889, Legend of Faerghail, Sorcerian, Phantasie Trilogy, Ultima

Underworld 1, Knights of Legend. Add \$3 shipping on first game; I pay on additional games. Joe DeFeo, 1460 Buck Hill Dr, Southampton PA 18966

Sell only, \$25 each: Darkside of Xeen, 7th Guest. Shadowcaster, \$30. Terry Kwong, 1100 Howe Ave #245, Sacramento CA 95825

Will buy 3 or 5", but no games used on Tandy! Quarterstaff: Tomb of Setmoth, Sword of Aragor, Shard of Spring, Realms of Darkness, Demon's Winter, Questron, Eternal Dagger, Legend of Blacksilver, Rings of Zilfin, Alternate Reality: The City, AR: The Dungeon. Chris Bolin, 1014 S Plains Park Dr, Roswell NM 88201

Trade/sell: Heroes of Lance, \*Silver Blades, Escape from Hell, Magnetic Scrolls collections (no box). \*Vengeance of Excalibur, Ultimate Casino, TimeQuest (no box), Martian Memo. Joe Semanick, 303 Hill St, Bridgeville PA 15017

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

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

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

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

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