

QUESTBUSTERS™

#117

Autumnal Equinox Issue

Not sold in Bosnia

E³ REPORT



ictory is ours! For the first time that anyone can remember, there was no Summer Consumer Electronics Show in

Chicago, so I fortunately didn't have to brave the streets of Chi-town to make my way to McCormick Place every day to see the newest games. Instead, Infotainment World sponsored the first Electronic Entertainment Exposition (E³ for short) in the Los Angeles Convention Center in downtown Los Angeles. This change was welcomed by everyone since we didn't have to go far to get to the Convention Center and the only exhibitors in the place were developers of software or hardware related to games. The show went smoothly and the only complaints I heard were that people needed an extra day to see everything and that the parties were too far apart (see page 5 for the party report).

Unlike the Winter Consumer Electronics Show in Las Vegas, there were many great games to see in La-La land. Multimedia has fully taken hold of the electronic gaming industry, so it will be hard to find games that don't involve speech, orchestral soundtracks, complex graphic renderings or video clips. Many developers have stories to tell with this medium, so our beloved adventure games are alive and well. As always, I'll make some brief comments about the adventure games I saw in O. J.'s town, alphabetically by company, and list the best games of the show at the end. Make sure you look for the party report to see how the game companies threw better parties in Los Angeles and Hollywood than they ever did in Chicago or Las Vegas. Oh, one more thing. Heard on the streets of L.A.. "What was the last

thing O. J. said to Nicole? Your waiter will be with you shortly." Now for the games...

Absolute Entertainment

Although it's not an adventure game by any means, those of you who enjoy Penn & Teller's blend of magic and comedy will just HAVE to get a copy of *Penn & Teller's Smoke & Mirrors* (otherwise known as P&T's S&M).

It's a collection of gags, mini-games and one main game that is already available for the Sega CD. Use the gags to fool your friends and make more enemies!

Accolade

The *Star Control* games always hit home with *QuestBusters* readers because their blend of strategy, adventure and action is unmatched by other games that try to fit into their niche. *Star Control III* will be out in the fall. It's Accolade's retooling of the game with complete multimedia makeover, from speech and latex alien masks to full-motion video sequences and photorealistic backgrounds. It has the same blend of game styles as previous *Star Controls*, but appears to have much more variety and play options.

Bethesda

Bethesda will really heat up the charts

with their *Daggerfall* RPG, a sequel to *Arena*, yet a completely new game environment. Project leader Julian LeFay has really gone all-out to ensure that both computer-savvy players and pencil-and-paper fans will enjoy this RPG. It has

everything imaginable and will completely surprise RPG fans with its complexity just short of reality.

Capcom

Capcom has confined themselves to

the console market over the years, but multimedia formats really break those boundaries. *Fox Hunt* will be Capcom's first attempt at a cinematic game, with scenes filmed simultaneously for all ver-



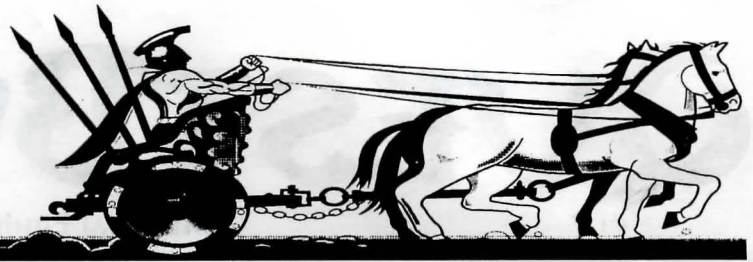
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by Russ Ceccola

Adventure Road



Stonekeep to ship in November

At a three-day "customer and press appreciation" event in Huntington Beach, California, in mid-August, Interplay President Brian Fargo announced a "definite" ship date for *Stonekeep*, which has been promised for the past two Christmases. *Stonekeep* will ship November 8.

Fargo himself is devoting many hours to beta-testing the final product, which now sports a \$250,000 full-motion introduction. In our next issue, we'll preview *Stonekeep* (which we've avoided doing so until now, unlike certain other publications) and present an exclusive interview with Fargo on the development of the world's most long-awaited fantasy role-playing game.

Other Interplay Quests

Dragon Dice, based on a hit TSR game, is set to ship in October. Over 130 detailed dice morph into game characters in the game, which also includes ten exclusive dice not available elsewhere. Up to four players may participate.

For the first time, *Descent's* 3D engine is being used in a fantasy role-playing game — *Forgotten Realms: Descent to Undermountain*. Based on the TSR-licensed world of *Forgotten Realms*, it is scheduled for early 1996. These will be the first products from a new Interplay division, AD&D Games.

Interplay quests to look for now, or very soon, include *Frankenstein* (September for Mac, October for IBM), *Dungeonmaster II* (IBM out now, Mac just shipped). By Christmas, Interplay also plans to ship *Star Trek: Judgement Rights — Limited Edition*. Further out, they have two games based on *Waterworld* (one action, one role-playing), *Starfleet Academy*, and *Descent 2*, among others.

Thunderscape Escapes

Surprisingly, new adventures continue to arrive in August. SSI's *World of Aden: Thunderscape* is the first in the company's line of RPGs set in a fantasy world (Aden) created by the SSI Special Projects Group. *Aden* boasts an inventive magic system, "mechamagic," which combines sorcery with steam-age technology.

In addition to the 20-level quest depicted with 3D graphics, the *Thunderscape* line will include a card game, a board game, three novels and a resource manual. The next computer game in the series will be *Entomorph: Plague of the Downfall*.

Phantasmagoria — Finally

For the first time in several years, we're actually seeing new adventures in the middle of summer. Roberta Williams' *Phantasmagoria*, delayed since last year, is probably the most widely anticipated midsummer surprise. It shipped simultaneously with a Sierra clue book, but we are recommending Russ Ceccola's upcoming book from Infotainment World. The Mac version of *Phantasmagoria* is expected by Christmas.

Other Sierra titles to look for soon include *Caesar 2* (in June, Sierra acquired Impressions, the British company that created *Caesar* and many other strategy games) and *3D Ultra Pinball* (a Dynamix product). In October, Sierra plans to ship *Gabriel Knight: The Beast Within* and *Torin's Passage* (Al Lowe's adventure for children).

Lords of Midnight

Yes, yet another long-delayed quest that is helping to fill the usual summer void, *Lords of Midnight* shipped in mid-August. In October, Domark plans to ship a Macintosh RPG called *Curse of Drakor*. Then no new quests until 1996 (though

Dear QuestBusters:

Glad to see you are getting back on schedule, and looking forward to seeing *QB* monthly again.

Lost Adventurer

With the unexpected summer releases in the adventure game field (we saw more than usual in late July and August this year), we've already got issue 118 underway and should be publishing monthly again through January at least. (The next issue should reach you by this time in October.) The next issue will preview Stonekeep and Torin's Passage (Al Lowe's next release -- wait a second, is that the Sierra helicopter landing on the QB helipad in the back yard?).

We are also commencing work on the QuestBusters Guild's next collection of solutions, The Book of Clues III, but have made arrangements for most of the Journal's design and production to be done out of house, which should eliminate the likelihood of a slowdown along the lines of the first half of this year.

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FULL THROTTLE



After Ron Gilbert, the creative force behind *Monkey Island*, *Zak McKracken*, and *Maniac Mansion*, left LucasArts, some gamers were skeptical about the future of animated graphic adventures at Lucas. After all, Ron Gilbert created the SCUMM system, which is still the basis of all LucasArts graphic adventures. Luckily, there are a lot of creative people at LucasArts, including *Full Throttle's* creator, Tim Schafer, and a host of others, many involved in the creation of *Sam & Max* and *Day of the Tentacle*.

Don't expect *Full Throttle* to be as substantial as *Sam* or *Tentacle* — the story is about half as long. The main character, Ben, is leader of a biker gang called the Polecats. One day Ben meets

his gang at the Kickstand bar, where they are approached by the lovable codger Malcolm, president of Corley Motorcycles. Later, Ben and the Polecats are framed for Malcolm's murder, which was actually committed by Corley Vice President Adrian Ripberger.

Ripberger

didn't have the patience to wait one month for Malcolm to die of terminal

cancer, so he can turn the plant from the production of high performance motorcycles to mini-vans. You just gotta hate this guy.

You'll spend the rest of your time in *Full Throttle* proving the Polecats are innocent and bringing "Rip" to justice. Treasure hunt puzzles include using the correct item appropriately in the correct situation. Even in the arcade sequences, Ben can use an appropriate item correctly and be spared repetitive attempts at difficult hand and eye coordination tasks.

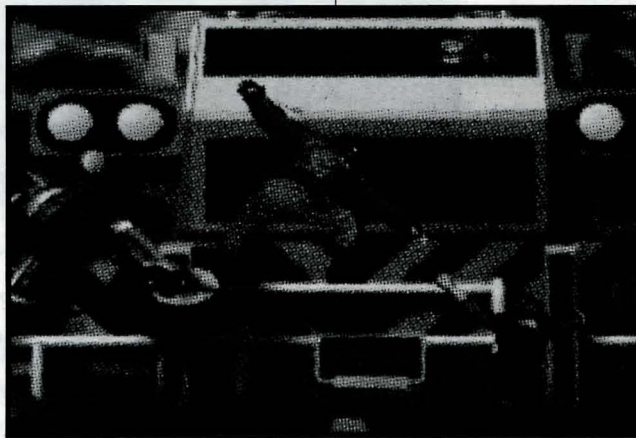
Easy Riding

In the mine road arcade sequence, which uses a modified Rebel Assault game engine to flow the terrain under Ben's 3-D Corley motorcycle, combat may be resolved by using the correct weapon at a critical time, such as a 2 x 4 for the Cavefish biker, rather than an arcade battle with fists, mace, chain, fertilizer or kicks, which may or may not work the same way when fighting the eight different types of cruising mine road bikers.

A unique, two-dimensional skull graphic holds Ben's inventory until he needs it, and sections of the game are divided so that Ben progresses from one area to another. Confusion about which of the 30 inventory items are needed at what time is limited by the loss or destruction of unnecessary items while moving on to the next puzzle or game part. All items are used in one puzzle or another, so there are no red herrings.

Of Bent Frames and Twisted Humor

The humor displays the same twisted perspective as other LucasArts games, such as *Sam & Max*. Physical jokes abound, especially where the puzzles work unconventionally. For example, Ben does not get into Big Tod's junkyard by opening the door, but by locking the door and climbing the chain over the



wall, which makes you laugh at yourself for being so stupid. Other puzzles are appropriately obscure, such as trapping Little Tod, the junkyard dog, in a car case with a

steak and crane magnet.

The story was completely brainstormed and storyboarded, so that it flows smoothly. Characters were developed conceptually on paper to fit into the plot. Horace, the aging but colorful Smash-A-Torium vendor, sucks some type of hallucinogenic liquid from the containers in his hat while spitting teeth and words, making you laugh just talking to him.

Throttle was professionally produced, and is free from the bugs or glitches so common in games for other major companies (even Sierra) recently, since LucasArts is one of the few companies that still employs alpha and beta testers with good attention to detail. The graphics and presentation are well done and well conceived. Puzzles and plot are the result of hours of hard, innovative work by a team of over 50 designers, artists, voice actors, testers, programmers, and public relations people [huh?].

Type :

Animated Graphic Adventure

Systems:

100% IBM compatible, 486DX 33MHz, DOS 5.0, 100% Microsoft compatible mouse, 8 MB RAM, 1 MB free hard disk space, VGA, MPC Level 2 or better CD-ROM drive with 300 K/sec sustained transfer rate and no more than 60% of CPU time utilized, 100% Sound Blaster compatible sound card, including Ensoniq Soundscape, Gravis Ultra Sound, AWE 32, and Pro Audio Spectrum

Skill Level:

Intermediate

Company:

LucasArts

by Al Giovetti

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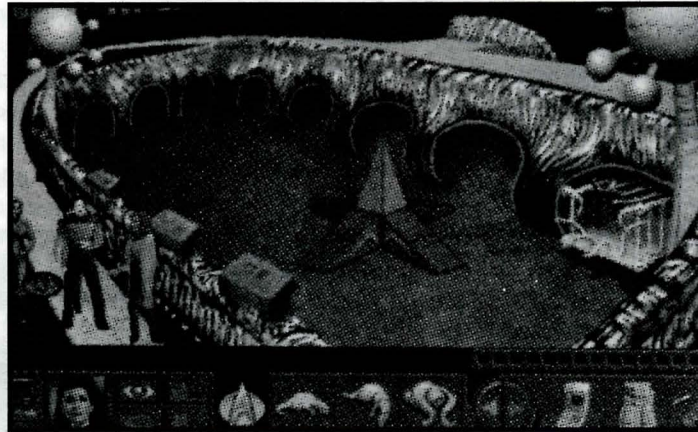
REVIEW

Star Trek: The Next Generation

A FINAL UNITY

It all began with *Star Trek*, the very popular TV show. This was followed by a series of *Star Trek* movies. The characters in

both were identical, and became household names: Captain Kirk, Spock, Sulu, Bones, Scotty, Uhuru and Chekov. Years passed by. *Star Trek*, the T.V. show, was in syndication. *Star Trek, the Movie*, was showing repeats on T.V..



The followers of *Star Trek* had banded together and became known as Trekkies.

Then, in the 90's, along came a new TV series, *Star Trek: The Next Generation*. All the old cast was gone. William Shatner, Leonard Nimoy and the rest of the crew of the USS Enterprise had been

Space — the final frontier. These are the voyages of the Star Ship Enterprise; its continuing mission: to explore strange new worlds, to seek out new life and new civilizations — to boldly go where no one

run as long as the original, but for a while there it too was extremely popular. Of course, the Romulans, Vulcans and Klingons were still around.

The Game Frontier

In the late 1980's and early 1990's we saw a spate of *Star Trek* games for the computer. Some of these were text adventures, while a few were graphical, most notably Interplay's *25th Anniversary* and *Judgement Rites*.

Now, in 1995, Spectrum Holobyte has carried this one step further by bringing to the computer the first CD-ROM only title: *Star Trek — The*

Next Generation: A Final Unity.

All of the recent TV crew is on board, and, of course, they still have the Romulans, Vulcans and Klingons to contend with. I should note that *Star Trek* is still alive and well, on TV, in the shape of *Star Trek: Deep Space Nine* and *Star Trek: Voyager*, with, yes you guessed it, new crewmembers. Will it ever end?

The Trek Begins Again

Responding to a distress signal you arrive at the border of the Romulan Neutral Zone. A Garidian scout ship is being pursued by a Garidian Warbird. The occupants of the scout ship are seeking political asylum. The Captain of the Warbird notifies you not to interfere. Do you, or don't you? The decision is yours.

Thus begins *Star Trek — The Next Generation: A Final Unity*, a very linear animated Graphic Adventure. You proceed through the game by completing a number of preset missions. After successfully completing a mission, Starfleet will contact you and assign your next mission. And so it goes.

Engineering on the Enterprise

There are three difficulty levels that effect Space Combat, choices party members can make after they have beamed down to a planet), and equipment selection choices. The levels are Ensign, Lieutenant and Captain, which correspond to Novice, Intermediate and Difficult. In Ensign mode, all tactical/strategic decisions are made for you. The puzzles remain the same.

The graphic window is almost full screen with a horizontal Control/Inventory bar across the bottom of the screen. On board the USS

Type :

Animated Science Fiction
Graphic Adventure

System:

100% IBM compatible,
486DX 33MHz, DOS 5.0,
100% Microsoft compatible
mouse, 8 MB RAM, 1 MB
free hard disk space, VGA,
MPC Level 2 or better CD-
ROM drive with 300 K/sec
sustained transfer rate and
no more than 60% of CPU
time utilized, 100% Sound
Blaster compatible sound
card, including Ensoniq
Soundscape, Gravis Ultra
Sound, AWE 32, and Pro
Audio Spectrum

Skill Level:

Novice, Intermediate,
Advanced

Company:

Spectrum Holobyte

put out to pasture.

This modern version featured a whole new crew, with new sounding names like Picard, Riker, Data, LaForge, Worf, Troi and Crusher. The show didn't

by Fred J. Philipp

Enterprise bridge the crew is static, for the most part, and they do not walk around. The Away Party, however, can move around freely. There is no scrolling.


Graphics are very colorful, frequently animated and more than adequate. But, the cut-away cinematic scenes are spectacular. Your first mission is to a Research Station and the exterior of the rotating in space Station is awesome.

Your inventory appears limitless, as you don't carry around items from one Mission to the next. There are nine game save slots, which, considering the linearity of the game appears to be more than enough.

Music and sound effects are very good. Voices are very well done, utilizing the actual voices of the actors portraying the crew of the Enterprise from the TV series. NPC's voices are also very clear and you can opt for text to accompany speech.

Conversations are menu-driven, and you are given multiple questions you can ask and replies you can make. The menu choices often change, depending on who is doing the talking. So if you're not getting anywhere, have someone else ask the questions.

Puzzles range from easy to difficult, but you can ask for advice from your crew, which in some cases can provide the hint you need. Also, depending upon whom is questioning the many NPCs in the game, you'll get different responses. Of course you'll have your Tricorder and Phaser with you, and I suggest you use the Tricorder on everything you can.

Conclusions: This is a great game. If you're a *Star Trek* fan, you'll love it. If you're not, but still enjoy a great graphic adventure, you'll love it. There's a lot to do, and many locations to visit and a number of missions to solve. The game is linear, but I like linear. The Difficulty settings should provide enough individual choices to satisfy almost everyone. Unless, of course, you're a *Doom*, *Descent*, *Dark Forces* fanatic. The graphics, music, sound effects and cut-away scenes are terrific. This one is definitely a winner. 

Difficulty: Novice, Intermediate, or Difficult
Company: Spectrum-Holobyte

E3 Party Report

I knew the parties at the first Electronic Entertainment Exposition (E³) show in Los Angeles would be special, but I never imagined that there would be more parties than physically possible to attend. In all, I counted a whopping 22 parties or press conference/party combos over three evenings. If you forget the backed-up Los Angeles traffic for a minute, I still would have never been able to make it to every event without a helicopter. Too many conflicts and too spread out over downtown L. A. and Hollywood - but we all should have such problems, right? I'll just list the companies that sponsored parties each evening and highlight the ones I made. I can't wait until next year!

Wednesday, May 10th

COMPANIES: 3DO, Acclaim, FOX/Magnet, Nintendo, Phillips and Sony Computer Entertainment

Nintendo threw a bash and Seal concert in an elegant ballroom downtown, but I never got an invitation, so I blew this one off and also missed the Phillips party due to a conflict. I instead started off the warm evening at MOCA (Museum of Contemporary Art), where Sony unveiled their Play Station console system amid modern art and light hors d'oeuvres and drinks. This was a simple, yet professional, press conference more than a party, but who's complaining?

The next stop was 3DO's big press conference, accompanied by bars and great dinner food. Trip Hawkins talked about the ascension of the 3DO format and the M2 upgrade. Acclaim hosted their normal pre-show party in the circular penthouse suite of the Hyatt Regency, amongst the normal setup of games to play and scrumptious food and drinks to consume. Acclaim always have the best giveaway bags too! The final stop was the FOX/Magnet party in a six-story historical building in a bad part of town where even the cabbies won't drive. They had delicious desserts and I made a beeline from the drug dealers and hookers back to the hotel to work them off while

other wimps like Marshal Rosenthal and my best friend took a safer route.

Thursday, May 11th

COMPANIES: 7th Level, Broderbund, Domark, IBM, I-Motion, Inscape, Jasmine Video, Sanctuary Woods, Sirius Publishing, Spectrum Holobyte and Ubi Soft

Due to times and locations, there was no way to make the Broderbund, IBM, I-Motion (impressive location at Steven Spielberg's Dive! restaurant though), Jasmine Video or Ubi Soft parties. Domark has taken the reputation for the latest parties and lived up to it with their 10 PM to 3 AM private party at the Derby, but I was too tired from the show and other parties to make it there or to Inscape's 10 PM to 2 AM concert/party featuring ex- members of DEVO and Wall of Voodoo at the Viper Room (where River Phoenix got bit by Death).

Sanctuary Woods' party was at their booth (another tradition) in the Convention Center from 5 PM to 6 PM and was a nice way to end the show on Thursday with a glass of wine and some munchies. After a quick stop at the hotel to drop off the mounds of press kits, I boarded a bus to Paramount Studios for Spectrum Holobyte's party. This was the best of the evening because I got to tour the studio with that Rosenthal guy again (among others), see the Galileo shuttle craft from *Star Trek: The Next Generation*, breeze by Robin Williams in our tour cart, pass the Laverne & Shirley steps, eat and drink in a spacious Paramount reception room and get my pictures with a Klingon, Ferengi and other similar press types. Vulcan ears off to Spectrum Holobyte for a great event!

After bumming a ride back downtown from Glenn Rubenstein, we entered the Mayan Theater to see a variety of jazz bands and mingle with Quincy Jones and David Salzman. After that dash of culture, Glenn dropped me off in front of Prince's Glam Slam Club (complete with his new name/symbol in neon out front) for the party/concert thrown by Sirius Publishing and other companies. Among the bands on the list was one of my favorites - The Ramones -so I could not miss this party. Fortunately, the Ramones

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by Russ Ceccola

sions (PC CD, MAC CD, Saturn and Play Station). It's an interactive spy thriller that mixes action and adventure with crisp video sequences and extra scenes/game play for those who do well.

Capstone

Capstone has really pumped up their production plans over the year's back half. They showed three major adventure games at E³ and have at least one more on the way. *TekWar* teams up Capstone and William Shatner (creator of the Tek books and TV show) for an interactive science fiction game set in the future in which you must eliminate seven TekLords to win the game. It uses a licensed Apogee engine for the first-person perspective graphics and a host of futuristic fully-rendered cinematics.

Witchaven is a sword-and-sorcery first-person game that also uses the Apogee engine in which you both fight and use spells against a variety of monsters built and filmed in Capstone's studio. *Witchaven* boasts a very intricate game environment and plenty of spooky corners.

ChronoMaster is the dual creation of DreamForge and the recently deceased science fiction author Roger Zelazny. *ChronoMaster* was his last project and, ironically, his first computer game. It's a time-travel RPG which hides the interface and concentrates on Zelazny's and writing partner Jane Lindskold's intricate story and clever plot twists.

The final adventure game you should look for from Capstone in 1995 is the graphic adventure *Crystal Skull* from Rob MacGregor, an author of Indiana Jones novels who also contributed to the third Indy movie's plot.

Electronic Arts

Those fans of *Magic Carpet* will be happy to learn that a sequel is ready and on the way soon. Bullfrog took comments from fans of the original RPG/flight sim/adventure/strategy game and new ideas to create *Magic Carpet II*. If you haven't tried this game, it's a must-buy - much like other Bullfrog products.

Psychic Detective (for both PC CD and 3DO) is a strange product, but it will certainly grow on you over time.

You play a detective who must solve a mystery with your ability to jump into and out of the cast members' minds. The events in the game are the same every time you play, but you can only see some things from certain characters' perspectives to solve this real-time game that's a mix of the idea behind the film *Groundhog Day* and a classic mystery.

Inscape

This new company has a lineup of three unusual titles (two of which are based on the ideas of bands The Residents and DEVO), one of which is a collection of classic stories with a twist. *The Dark Eye* revolves around three Edgar Allan Poe short stories, which you can play like an adventure game (examine objects, explore the locations, etc.) or watch like a multimedia storybook in which you can jump from character to character. The music was composed by Thomas Dolby and the graphics are beautiful photorealistic representations of the stories' locations.

Interplay

Although Interplay has a variety of *Casper* games, none of them are the type of adventure QuestBusters readers are used to seeing, but instead lean toward the arcade game genre, although still enjoyable - both from game play and entertainment perspectives. A game that's more palatable is *Realm of the Haunting*, a photorealistic game that uses the horrific and satanic to present a mystery in a haunted house. *Realm* was designed by Gremlin and is distributed by Interplay. It should satisfy those adventure game fans whose tastes lean toward the macabre. Interplay also promised that *Stonekeep* will definitely be out soon and players will think it was well worth the wait.

Legend

I've talked about *Mission Critical* before in a QuestBusters convention report, but the gang at Legend keep on adding new features. Now cast member Michael Dorn and other actors will contribute their talents to the game! *Shanara* will be the next Legend game based on a fantasy novel, this time courtesy of Terry Brooks and his *Shanara* books. It is an original story set in Brooks' universe with a *Death Gate*-style engine. Legend

has done a fine job with their transport of famous authors' works to computer games. *Shanara* should continue that successful approach. A personnel note: former Sierra game designer Josh Mandel (*Freddy Pharkas*, *Space Quest VI*) recently joined Legend and has now made the company top-heavy in witty, talented designers (Mandel, Steve Meretzky and Bob Bates).

Lucasarts

Full Throttle and *Dark Forces* are already available to please adventure game fans, but *The Dig*, *Mortimer* and *Indiana Jones' Desktop Adventures* are on the way! I've mentioned *The Dig* before and you've probably read a lot about it. Lucasarts has dramatically enhanced the game since its early stages to include special effects by Industrial Light & Magic, full speech, more puzzles and a strong plot. This game should be another hit for them, especially since some guy named Spielberg conceived the original idea.

Mortimer is a strange combination of game styles - adventure, action, sing-alongs and activities - for children, but it has enough story content and funny characters that some adults should like it too when they're in age denial one day.

Desktop Adventures will probably replace *Solitaire* as the most popular Windows-based game. I can't wait for its release!

Merit

YES! *Harvester* will finally come out in September or October, almost a year late, but well worth the wait. Although it's clearly the sickest, most graphically bloody and violent game ever released, it actually has a lot of game play, role-playing and action elements for gamers to enjoy after they spew their guts when they see the game's cinematic scenes.

Mindscape

Aliens is a PC CD adventure/action hybrid which reminds me a lot of *Creature Shock*. There are first-person adventure sequences as well as some combat scenes (both from a 3/4 perspective and first person). The monsters are popular and perfect for a game of this type, so hunt down *Aliens*, especially if you like game hybrids.

New World Computing

Anvil of Dawn is a DreamForge project in which they've once again designed a nice RPG interface and placed it over a completely rendered environment and huge map. The game's look and feel remind me of Mindscape's *Dragon Lore*, but with DreamForge's RPG backbone it's sure to be a stronger title.

Wetlands is shaping up as a hybrid action/adventure a la *Cyberia* that will garner new fans for New World with its unusual cartoon cel animation graphics and a completely dynamic environment.

Origin

Origin's two newest titles are a bit different than what we've seen from them in the past. *Crusader* is a 3/4 perspective game with a look like *Syndicate*, but with much more detail. You move your character around this forced 3D Super VGA environment and explore the science fiction game's incredible detail.

Cybermage will call to mind images from *BioForge*, yet it's a more creative first-person perspective game closer to *Dark Forces* because of its look and feel, although very different since you can control tanks and air cars as well as explore the Super VGA fully-rendered graphics. There was no sign of *Ultima IX* at this show, but I'm told that the game is in production.

Sanctuary Woods

I've talked before about *Buried in Time* (almost out) and *The Riddle of Master Lu* (out in the fall), but Sanctuary Woods introduced a new game at E³ that should please many people - *Lion!* No, it's not a *Lion King* game, but instead a real simulation/adventure with a variety of scenarios a la *Wolf* in which you control a lion and pride over the course of time. Game interface improvements based on players' comments on *Wolf* and full multimedia video clips and digital sound effects will enable *Lion* to tackle that *Wolf*.

Sir-Tech

Sir-Tech impressed me with three titles at E³. *Druid* is a "light" RPG with many simplified interface elements for those

fans who don't play RPG's that often. It's designed for the novice, although Sir-Tech RPG expert and game designer Brenda Garno assured me that there was enough to satisfy the appetites of veterans.

Odyssey is still early in development, but boasts full-screen real-time combat, a non-linear story line, 3D puzzles and a



Prisoner of Ice (I-Motion)

world in which not all the characters and monsters are enemies.

Finally, *Shadows Over Riva* is Sir-Tech's third *Star Trails* game. It doesn't feature much of an interface change, but adds many more cinematic scenes.

SSI

Entomorph is an action/adventure game in the style of *Al-Qadim* that uses an even simpler interface to present this Super VGA fantasy adventure in which you must find out what's going on before you turn into an insect.

Death Keep is SSI's 3DO sequel to *Slayer* that eliminates its predecessor's random generation, but makes up for it with larger levels and a true 3D engine in which you can fly.

Take-Two Interactive

This rapidly-growing NY/PA/China company has a major cinematic adventure/thriller/mystery on the way called *Ripper*. It will feature such stars as Karen Allen, Christopher Walken, Burgess Meredith and John Rhys-Davies. You must investigate a new *Ripper* in the year 2040 in this first-person scrolling game that features combat scenes as well as puzzles.

U. S. GOLD

Although this company had no adventure games due out this year, they will

produce a screen saver called *Riddle of the Runes* which lets you put together scenes and characters from the major TSR worlds.

Viacom Newmedia

Congo did well in the box office, but it will be much more exciting in your own home as you avoid the gray killer apes in

Viacom's first-person adventure based on the movie's main quest. It is intentionally dark to keep you on your toes and will have both action and puzzle elements.

Virgin Interactive Entertainment

Virgin has a lot of games on the way, but only three will greatly appeal to QuestBusters readers.

Westwood's *Lands of Lore II* will make you gasp with its beautiful rendered graphics, but it will also probably be an excellent game because of the fine designers at the Las Vegas-based company.

Toonstruck is an ambitious action/adventure game in which Christopher Lloyd plays an animator who gets stuck in his creations. The game takes place entirely inside Lloyd's cartoons and features effects and scenes a la *Roger Rabbit*.

Finally, Virgin has blazed new trails with the first interactive CD-ROM adventure based on an album - namely, Queensryche's *Promised Land* CD. You can explore each of the five band member's worlds via a *Myst*-like interface or decide to solve the overall adventure as well as enjoy the mini-games and CD production data and film clips.

Best of Show

Well, that's a hefty number of games to play throughout the rest of the year, but I doubt many of them will disappoint you. Companies are getting smarter and realize that they're dead in the market if they don't put out a "B" product or better. The "A" games from this first E³ show are (in alphabetical order): *Anvil of Dawn*, *Congo*, *The Dark Eye*, *Druid*, *Lion*, *Promised Land*, *Psychic Detective*, *The Riddle of Master Lu*, *Ripper*, *Magic Carpet II*, *Star Control III*, *TekWar* and *Toonstruck*.

The Orion Conspiracy

Following a great introductory space sequence that shows the deep space freighter Kushiro enroute to Cerberus, then the Bulldog Class shuttle transporting you to the Station, you, as Devlin McCormack, arrive on the Research Station, Cerberus.

Cerberus is being run by the Kobayashi Corporation, but sits atop an asteroid platform owned by Mogami-Hudson, a business rival. The Cerberus is studying emissions from the Black Hole, or Devil's Gate and has a crew of 20. The year is 2160.

After a few introductions to the Executive Officer and the Head of Security, you are taken to the site of your son Danny's memorial funeral. After giving the eulogy, you find yourself alone in your quarters. You have been informed that Danny was accidentally killed while on a research mission near the Black Hole, when the Scout Probe he was flying was sucked into the Devil's Gate.

At this point, a note is mysteriously slipped under your door, informing you that Danny's death was not an accident, but that Danny was murdered. You open the door and look out, but no one is there. You check the corridors to left and right. No one.

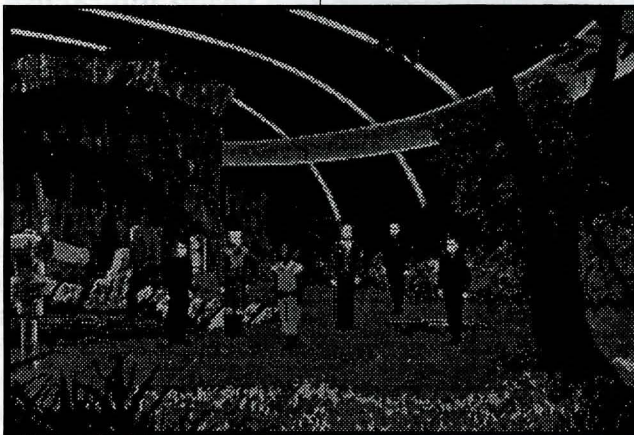
Return to your room, you remember what you had been told upon your arrival at Cerberus: that your stay here was to be short, and that you would be leaving on the Kushiro freighter in a few days. But you have other plans.

You recall that Kobayashi and Mogami-Hudson were recently at war

and that the arrangement on Cerberus is currently held together by a tenuous truce. You note that you have a Level B Pass in your inventory.

The Warning Labels

The game manual tells you to believe half of what you hear and none of what you see. Trust no one. And, as the front of the game box notes, this game contains **STRONG LANGUAGE**. If this were a movie it would carry an R rating.



The game is published by Domark Software Inc., and was developed by Divide by Zero. Unless I'm mistaken, this is Domark's first foray into the graphic adventure arena. And for a first venture, I was impressed.

The graphic interface is full-screen and uncluttered. The 100 or so background scenes (many repetitive) are all hand rendered in 256-color SVGA. Your character, and several others you meet, walk back and forth on the screen as you move from scene to scene. There is no scrolling, and when you move between scenes, the screen darkens and a spinning CD disc tells you to wait. Moving the mouse to the bottom of the screen, or hitting the space bar, reveals a horizontal bar showing your inventory and allowing you access to the Game Options referred to as "STATUS." Clicking on STATUS allows you to adjust volume, select text (in addition to speech) and save and load your game. There are 35 save slots, more than enough.

The game box says that you will

encounter 30 characters throughout the game that you can talk to, but so far I've only found fourteen humans and one alien.

Voices of the live actors are generally good and the mouth synchronization acceptable. And, believe me, you'll be doing a lot of talking, a lot. You'll also be doing a lot of walking around. I suggest making a map so you can keep track of who and what is where, as you will be revisiting many locations.

Inventory manipulation is intuitive. When you click on an item you can pick up it automatically goes into your inventory. When you click on something that can be looked

at, opened, moved, pushed, and so on. Icons pop up at the bottom to allow you to choose. The same applies to talk, taste and smell.

When you click on something that requires an item from your inventory that you can interact with, your inventory pops up. Icons then permit you to cut, place, insert, use, and perform other actions. If you're carrying something that can be searched, that item will appear separately and a Search icon will

Type :

Animated Science Fiction
Graphic Adventure

System:

Required: 100% IBM compatible, 486 33MHz, DOS 5.0, 100% Microsoft compatible mouse, 8 MB RAM, 1 MB free hard disk space, VESA-compliant, SVGA card required, MPC Level 2 or better CD-ROM drive with 300 K/sec sustained transfer rate and no more than 60% of CPU time utilized
Supports: 100% Sound Blaster compatible sound card, including Ensoniq Soundscape, Gravis Ultra Sound, AWE 32, and Pro Audio Spectrum

Company:

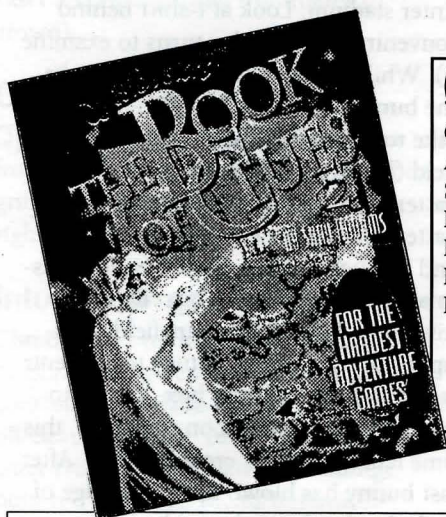
Domark/Spectrum-Holobyte

Continued on page 14

By Fred J. Philipp

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WALKTHROUGH FULL THROTTLE

Starting Out

Click on lid of garbage dump (punches it open). Go to front door of bar. Kick door open. Enter bar. Use your hand on bartender (gives you keys). Go to bike. Use keys on bike. On road, punch out biker (you crash).

Getting the welding torch

(When you wake up) ask Maureen everything. Take hose, gas can and picture from wall. Go to trailer. Knock on door. When Todd comes to door, kick it down (knocking Todd out). Open cabinet. Take lockpick. Open refrigerator. Take meat. Walk on top of floor panel (takes you to cellar). Take torch on table.

Getting the forks

Go to gas tower. Use lockpick on lock. Take lock. Go to junkyard. Use lock on latch at base of door. Climb chain against wall. Examine parts pile in center of junkyard. Try to take fork from pile (dog attacks). Go to right area of junkyard. Use meat on lower left blue car (dog jumps into car). Go immediately to crane controls (go up from main junkyard area). Push green button. Pull far left lever down (twice), picking up car with dog in it. Return to parts pile and take fork.

Getting the gas

Return to gas tower. Enter. Touch ladder. Hide behind rear left pipe (patrol lands). Open gas cap on patrol car. Use hose on gas cap. Use gas tank on hose. Use mouth on hose.

Getting past the ambush

Return to gas tower. Touch ladder again (patrol leaves - murder sequence occurs). Back at Maureen's, search debris (you'll get the picture if you hadn't taken it earlier). Return to bar. Show photo to bartender and Emmett. Go outside to trash bin. Look in trash bin (getting fake ID). Return to bar and give fake ID to Emmett (gives you ride past ambush to

by Paul Shaffer

mink farm).

Getting a fuel line

Enter shack at mink farm. Move pillow. Take tire iron. Use tire iron on chest (getting hose - goes to crashed semi).

Getting a hoverlift

Use tire iron on semitrailer. Push semi. Take handful of fertilizer. Return to mink farm (bad guys chase you). Lead bad guys past semi (they crash). At bridge, read sign (examine each picture & plaque on it for hints on how to jump gorge). Return to where bad guys crashed. Use tire iron on car fender (getting hoverlift). Use hoverlift on your bike.

Getting a recoil booster

Go to mine road #4. As you drive, you'll meet Father Torque (on bike). Ask him everything (getting hints on cavefish bikers). Continue on road and biker fights begin. To skip a particular fight, hit Esc and it will take you back to the road again. Use tire iron on biker with chain (getting chain). Use fists on redhead with bandana. Use tire iron on man with mace (getting skull mace). Use fertilizer on redhead with Mohawk (getting chainsaw). Use chain on man with recoil booster (getting booster).

Getting a ramp

Use chain or chainsaw on man with board (getting board). Use board on cavefish as he sits up in his seat (getting night-vision glasses). Use glasses while on bike by right-clicking. When exit flashes in lower left of screen after you pass under arch (and no visible exits are around) left-click - you enter secret passage. Continue along secret passage until you come to ramp. Take ramp (twice - connecting it to bike). Go east to bend in road. Use ramp, removing night markers in road.

Jumping the bridge

You've got all you need. Just jump it!

Getting through the minefield

Enter stadium. Look at t-shirt behind souvenir stand (vendor turns to examine it). While vendors back is turned, take the bunny. Return to bike. Go north on bike to minefield. Use bunny on minefield (blows up, leaving battery). Take battery. Return to souvenir stand. Use battery on remote car. Steer car north and through the exit gates (vendor chases after it). Take bunny box. Return to minefield. Use box on minefield. Pick up dropped bunnies. Return to souvenir stand and take another box. Return to minefield and use box on minefield, this time letting bunnies cross the field. After last bunny has blown up, Go to edge of path that has been cleared by bunnies and drop the bunnies in your inventory one by one until you can get the rest of the way across the minefield.

Tied up & Quartered

Say the following: Let me go, or else ..., Ill call you names, Diapered Dynamo

The Derby

Jump left ramp (onto brown car which will stall). Push brown car to lower right ramp. Push brown car up the ramp and off the edge. Jump the right ramp (onto the bad guys). While on fire, walk to wall by exit (wall will catch fire). When blue car attacks, jump on top of the blue car. Wait for it to pass by the flames at the bottom right of screen. Jump off and enter the flames (car follows).

Getting into the factory

Back with Maureen, ask everything (getting clues to hidden entrance). Examine parts (noting serial numbers on the parts). The safe code is the only 6 digit serial number. Go to factory (Maureen gives you photos as you leave). Go to west side of factory. Examine wall. Wait for meters to all show black in middle &

kick lower wall (just above left hatch). Enter right hatch.

Inside the factory

Examine floor safe. Enter serial number (154492) and push button (getting tape and access card). East. Put card in card reader (entering film room). Push left motor lever once and the right motor lever twice (burning up the film). Enter second door from left. Put photos on easel (exposing Corley's murderer to crowd).

On the truck

Open front panel on truck. Grab cane from Rip as he tries to close panel. Open grill. Use cane on fan. Use tire iron on right fuel line.

Into the gorge (Endgame)

Climb ladder (twice - between gunfire bursts). Push green button on airplane controls. Press Take-off/Post Take-off/Gear/Raise gear. After plane stops, enter trucks cockpit. Push left orange button. Push Main Menu/Defense Menu/Machine Guns/Control/System Off (disposing of Rip). Re-enter plane. Walk left to bike. Use bike to escape explosion.

Woodruff & Schnibble

by F. J. Philipp
& C. F. Shaffer

Across the River

After exiting Azimuth's house pick up the RED BUTTON lying on the ground, then talk to the onlooker. Head East to the Street of the Sad Boozook and talk to the young woman and the sad Boozook.

Continue East to the Bridge of Slums and try to cross the river to the beggar on the other side. Oops, no can do! Click on the crate, then click on the nut. Woodruff will put the crate down. Pick up the nut.

Throw the nut at the beggar. He will throw a boot at you. Get the boot. Return to Azimuths house. On the roof is a boot. Throw your boot at this boot to knock it down. Woodruff will now wear the boots, allowing him to cross the acid river.

When you got the second boot inside it was a photo of Azimuth. Return to Street of Sad Boozook and show the photo to the woman. She will give you a newspaper article.

Wino Alley & the Bar

Continue East to Wino Alley. Talk to the drunk Wino, pick up some feather from the bag of feathers, then enter the bar. Talk to owner who will give you a stone A. Show her the newspaper and she will teach you how to read. She will also identify JF Sebastian standing at the bar. Talk to Sebastian and get the coffee. Woodruff will be teleported to the Title Screen. Click on the A in Azimuth for an animated sequence. Pick up the brush and exit to the East to return to the bar. Before you leave the bar make sure that you pick the pocket of the bartender bouncing around on the bungee cord to get the bottle opener. Exit bar and give coffee to Wino to sober him up. He will give you the Meteoron Watch. Use the brush on the tar.

The Tobozon

Return to Street of the Sad Boozook and put the stone A on the rock with the A imprint lying on the ground to get the Tobozon.

The Tobozon is a TV-Videophone-Fax machine. Click on it in your inventory to access it. The codes listed are phone numbers and door codes. To call someone enter their code on the keypad to the right. As you progress through the game you will gain new codes.

Note that you can also access the Weather Channel and a slot at the bottom is for faxing. To fax, dial the code, click on the inventory item to be faxed, and put it in the slot.

Continue West, past Azimuths house to Stairs Street. Check out the Toy Shop window to see a kite inside that you will need later on. Have Woodruff kick the can lying on the ground to get a peanut.

Keep kinking the can until you get it also.

The 5 & Dime

Return to Azimuths house and take the elevator up to the Administrative Center. Note the Blotoflatron, and read the Employment Poster. Enter the 5 and Dime.

The Lovebird won't talk to you because he's distracted. Use the brush with tar to paint clothes on the picture of the girl he's distracted by. Now talk to the parrot. Give the feathers to the bird (he will assist you later).

Give the nut to the rat turning the threadmill that in turn is turning the fan outside. Exit. Now that the Store Owners hair is in his eyes you can take the finger.

Reenter 5 and Dime. Move all the way to the right. Here you will find a flapper, a glapper and a switch. Click on the switch, then the flapper, then put the finger in the large nose that appears. Go through now available door.

Red Light District

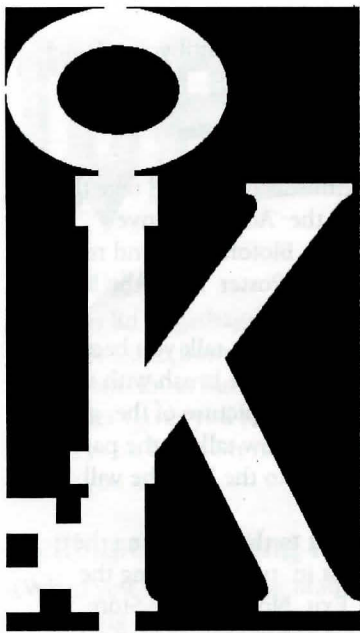
All you can do in the Clandestine Gaming Room is gamble. Continue to the East to the Red Light District. Play the pinball machine until you break it to get 1 strul. Use this strul on the slot machine until you have about 15 stuls.

Click on the woman, Spinning Top, several times until she repeats herself. She will give you the code for the Boozook Throne room door.

Virtual Trip Tower

Exit east to the Virtual Trip Tower. Click on the large meteorite on the ground to open shortcut to Brotoflatron Plaza. Note guy stuck in elevator and Virtual Trip chair below you. Take shortcut to Plaza and elevator up to the Bigwig's Area.

For the conclusion of this solution, send \$1 to QuestBusters, PO Box 85143, Tucson AZ 85754



KEYS TO THE

Journeyman 2: Buried in Time

There is a startup walkthrough in the Manual. Follow that first. Then...Write down the three phone numbers you will see on TV. Go to the shelf area with the figurines, and talk to Agent 5, yourself. Go to the Kitchen area and locate the Shopnet device. Place an order by dialing the phone numbers, approve the order, request a delivery. Then look down at delivery point. Click on lower device to receive item. Now you're ready to time travel.

F. J. Philipp

Space Quest 6

Capturing the Endroid

Enter bar. Show ID to bartender. Select Special. While bartender mixes drink, go behind bar, open refrigerator and take ice cube tray. Turn 3rd valve nozzle to the right (beside refrigerator) - nothing should come out of it. Pull pipe below 3rd valve (bends it). Walk into door at end of room (kicks it). Kick door 3 times. Enter door to cellar. Take pipe on floor (noting Endroid). Return to ground floor. Go up lift to second floor. Show ID to smokers at rear of room. Take hoses from table. Take nitro tank, attaching it to the duct in the corner. Return to 1st floor. Use hoses (connecting them). Attach hose to duct on far left of wall. Talk to bartender again

(Special). Attach other end of hose to bent pipe beneath 3rd valve. Upstairs. Turn nitro tank on. Go immediately to cellar and hit frozen Endroid with pipe from cellar floor. Use broom (inventory) on cubes. Use cubes on ice tray. Exit bar. Give ice tray to trenchcoat man (getting 50 buckazoids).

Paul Shaffer

Star Trek: A Final Unity

Getting Started: Talk to the Warbird, interrupt the tractor beam and either destroy the Warbird, or let it go. Talk to the fugitives in the lounge. Agree to go to Horst III. You will arrive there then receive an emergency transmission from Cymkoe IV. You will automatically go there.

For your away team choose: Riker, Crusher, LaForge and Worf. Equip with Phaser, Tricorder, Med Kit and Med Tricorder. Beam down. Exit Transporter room. Go to woman trapped under cable.

Use phaser on cable, then tricorder on cable. Return to Transport room. Use station transporter. Energize. Cable will appear. Return to woman. Have Crusher use Med Kit on woman. Talk to woman for information.

F. J. Philipp

The Orion Conspiracy

Go and tell Dr. Chu that Rowland is ill. When she leaves, access the Medical Records Computer. Exit and find La Paz wandering around B2 Level. Talk to her again. Ask her about Danny's possessions. She will give you a key. Remember that locked locker in your son's room? Get ready for a startling rev-

elation.

The blueberry pie: A new ramp now exists between Rooms D and E. Take this to the Canteen. Enter Kitchen and talk to Chandra about Korma (food). Note the pie in the larder. Exit area and walk around awhile (I went up to the Gym), then return to the Canteen.

A plate of Korma should be on the table. Put the rat in the Korma, then go talk to Chandra again. He will leave the Kitchen. Now, you can go in there and get that Blueberry pie.

F. J. Philipp

Dungeon Master II

Getting Started: You can get three coppers for a dead bat. Jicama (you need plenty of food) sells for three coppers. If you offer a bat for the Jicama, you will get another copper as well as the Jicama. Expired torches may be sold for one copper, and a fresh one costs one copper. Poison darts and arrows are best for killing bats.

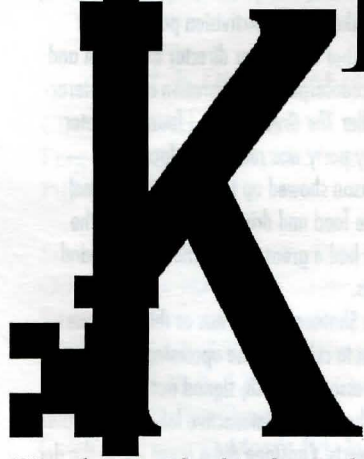
Frank Evangelista

Star Trail

The Swamp: At the swamp by the east entrance, your first task is to visit the Lizard Men in the swamp's northwest corner and ask for help. You'll be requested to slay the Engulfer. Go to the northeast and enter the area that looks like great eyes in a wall of foliage. Inside you will meet and slay this beast.

Go back to the Lizard People, who will now tell you of an old woman in the south of the swamp (actually she is in the southwest corner, where you can pick up a lot of herbs). The Witch will help you will get a crystal ball from a

KEYS TO KINGDOMS™



Wizard on an island in the northeast. Go there, and when you see clear water, swim to the island.

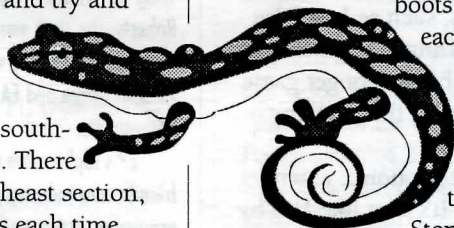
When the Wizard summons up a Fire Elemental, answer him with three words, one at a time. The words may be help, refuge, mercy, grace, compassion, or justice. The Elemental will do his worst on the Wizard, and you take the Crystal Ball and the Noctrox Document (read it). Go to the Witch and try and give her the Crystal. Slay her when she decides to get rid of you.

For rations, cover the southwest corner of the swamp. There is also a house in the southeast section, but you must kill Zombies each time you enter and cannot stay there, so don't bother. On a spit of land outside the house is a broken chest containing a Swamp Rantzy Net and a Document (read it).

This chest seems impossible to open the bug may be corrected by the time you get the game, but if have a problem opening it. Use F3 or Control S and look at the stepping symbol if it is on click it off and then try, just keep backing off and walking into maybe as often as ten or twenty times but it will then open. **From the village to the cave:** go to the village in the Northwest and along the north shore you will see a sandy patch across a small stream. Swim over to it (if you have read the paper out of the chest you will find heather plants, take the 18th one). Go east and take the first path to the south. Just inside this entrance you will have a battle, after-

wards, go east still south of the path you turn off of, then south to the water, swim east to the next piece of land just a few feet. You will find the Rantzy here. Use the net on it and return to the area you just left (don't go any further east). Return to the village. Go south and take the exit in the middle of the swamp in the south, do not take the exit from the Witch's clearing.

Commence going south, west, south, southeast, east, east, north, east and northeast, near the entrance to the ruins use the heather on the Swamp Rantzy and turn him in to Agdan. You now enter the ruins and are told by Master Eolan to keep the key and you can use it any time, go to the village, get prepared for a long journey. Be sure you have boots and shoes for each character.



As you leave the castle go south, a group of mages demand the Salamander Stone, give it to them otherwise you will die. March northwest, southwest, west, northwest, west, west, northwest, north, west, west, north, west, southeast and northwest. Climb the path and enter the Caves. Note: you are headed for an area just west and a little north of Arsingon shown on the large map.

C. F. Shaffer

Get rich quick!

This issue's contributor's received \$10 each for their clues, so send in yours today. (All submissions become property of Eldritch, LTD. until May 12, 2317 AD.)

Adventure Road... from 2

Absolute Zero, a science fiction simulator, is set for October).

Keys 2 Offer Extended

Here's the deal with our special price on *Keys to the Kingdoms 2*, which retails for \$18.95. QB members can order it for \$15.95, up until September 30, 1995. After that, the price goes up \$1 each month, until it hits the retail price. So you can still save several dollars on this book, especially if you order another one at the same time, in which case shipping is free to USA addresses. (See back cover for details.)

Quest Collections

LucasArts and Sierra shipped CD-based collections of adventures this summer. *The LucasArts Archives Vol. 1* includes *Indiana Jones and the Fate of Atlantis*, *Day of the Tentacle*, and *Sam & Max Hit the Road*, as well as a couple of *Star Wars* titles. Sierra released Darryl F. Gates' *Police Quest Collection: The Four Most Wanted* (though Gates was associated with the production of only one of the four games).

Other New Quests

Papparazzi: Tales of Tinseltown is a two-CD adventure set in Hollywood. From Activision, it casts you as a photographer whose goal is to snap photos of 24 celebrities. *Journeyman 2: Buried in Time* arrived in August. *Space Quest 6* also showed up. *Mechwarrior II* (Activision) stomped in, but is more action/robot combat than adventure. Look for Legend Entertainment's *Mission Critical* around October, with *Sha Na Na Nara* by Christmas.

Interface Facts

Graphics are a combination of ultra detailed, wire frame, 3-D models overlaid on a blue screen of two-dimensional backgrounds. Multiple models are used to animate the characters on the backgrounds, which interact with vehicles and other 3-D objects. The 3-D objects and backgrounds are textured and light sourced to add realism.

Excellent sound effects, especially the 15 signature sounds developed for the bikes and vehicles, required the mixing of up to four tracks of different sounds. Ben's Corley originally is a Harley mixed with the whistle of a jet engine, and later is a Harley mixed with a lion or tiger roar. The Cavefish bike sound gets its gritty feel from a mixture of bees in a jar, the passing of a Formula 1 engine, a dentist's drill for that uncomfortable feeling, and the sound of stressed steel from a concrete saw.

Twelve professional actors' voices are used, including actor Roy Conrad (who played Ben in the Martin Scorsese film *Casino*) and Star Wars' and accomplished animation and game voice-over artist Mark Hamill as Rip, trucker Emmett, and junk dealer Todd. You'll hear the voices of two dozen characters, and the entire script can be read, listened to, or both. Original music and songs composed and performed by the Gone Jackals, who perform for the first time in a computer game, provide a hard rocking, heavy metal sound. The Chitlins, Whiskey and Skirt vocal group's song "Increased Chances" that plays over Tod's boom box is a very disrespectful but humorous ballad about post-holocaust love. A Gone Jackals sound track is available on CD. [Editor: Do not waste your money: it is predictable and boring].

The manuals describe the intuitive use of mouse and keyboard controls, which also are easily learned just by trial and error.

Conclusions: The game is well worth your time and hard earned cash. Excellent and recommended.

Difficulty:
Company:

appear.

We all know how frustrating it is to get stuck in a game, especially in the beginning. Well, Domark has eased that pain by enclosing a very direct, but thorough walkthrough that covers the early part of the game. You may not need it, but it's nice to know that it is there.

Clicking on all accessible locations and talking to everyone will pretty much move you along in the game. Most of the conversational menus are identical, but now and then a new topic shows up. Your will then need to pursue this new topic.

Conversation is not redundant, and if you've already asked someone about something, it won't show up on the menu choices again. However, if you speak to someone that you have already spoken to, and if the full menu appears again, then you know that they have something else to tell you that they didn't tell you before.

Conclusions: I'm still playing this game. Compared to some of the good, but very short recent releases, such as *Lost Eden* by Virgin, and *Full Throttle* by Lucasarts, this appears to be a bigger, longer game (or maybe it just was all that walking around).

Conversation interaction is extensive, and I like that. It's a lot like *Hell* by Take 2 and *Death Gate* by Legend, both games released earlier this year. So, if you like a good science fiction graphic adventure, with lots of talking, and lots of running around, then this game is for you. On my new Pentium-90 with 16 megs of RAM and a Quad CD ROM it ran smooth as glass.

Difficulty: Novice
Company: Domark

came on first and I could leave since nothing could top them, not even Prince himself (who didn't play until 4 AM!). Slamming in the mosh pit made me tired, so the hotel bed was my last stop of the evening.

Friday, May 12th

COMPANIES: Activision, Capstone, Origin, Phillips and Sony Pictures

Once again, I had to miss some parties - this time, the Activision, Phillips and Sony bashes. I really wanted to make it to the Activision party since it brought together the former director of the CIA and his Russian counterpart in celebration of the interactive spy thriller *The Great Game*. I found out later that the Sony party was really the place to be — Michael Jackson showed up to kick butt at Primal Rage and the food and drink flowed late into the night. Still, I had a great time at the Capstone and Origin events.

William Shatner himself was at the Capstone event thrown to celebrate the upcoming *TekWar* game. He pressed the flesh, signed autographs and announced the Shatner Interactive label for his future software projects. Capstone did a great job in the decorations and room setup. Each food item had "Tek" in its title and they had a very cool *TekWar* bag of goodies. The final stop of the evening and the show was Ren-Mar Studios in Hollywood where Origin set up a gala Hollywood-type event on the sets of their upcoming *Wing Commander IV*. Stars from the game like Malcolm MacDowell, Jason Bernard, Mark Hamill and Tom Wilson mingled in the crowd and were very anxious to talk about the game and meet people, as was *Wing Commander* saga creator/designer Chris Roberts. The stars were truly out in Hollywood that Friday night, as they were at most parties, and the folks at Origin and EA are always fun, hospitable and enthusiastic.

E³'s nights were the best times to meet old friends, new industry people and the designers, programmers, artists and stars involved with the latest and greatest games. All the companies deserve a big "thank you" for their efforts. Maybe next year they'll all chip in for teleporters or wormholes so we can visit all the events..

The Addam's Report: Quest for Wild Turkey: Cruising with *Daily Variety* editor Rex Weiner in his classic blue Sixties Caddie, I got to four parties on Friday night and was only kicked out of one. Two were held on the grounds of Hollywood studios: Spectrum-Holobyte at Paramount and Sony Playstation at Sony (formerly MGM). Front lot tours were conducted for the sedate yet well-fed crowd at Paramount, but no Wild Turkey at the bar. Sony's party -- which I had to crash, by the way -- proved far livelier, but also no Wild Turkey.

At the Mayan Theatre later, 7th Level had Quincy Jones and other galvanizing musicians and singers (this party did boast Wild Turkey, but at the cash bar only!). I wound up at the Domark party at the Derby sometime after midnight (Wild Turkey at

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IBM & QUEST-ALIKES

CD *Menzoberranzan, \$30, Jimel Ferguson, 9803 Fruitland Ave E, Puyallup WA 98373

Silpheed, \$10. \$15 each: Orion Odyssey, Darklands, *Dagger of Amon Ra CD, *Monkey Island, *Ultima Underworld 1. \$20 each: King's Quest 6, Ultima 7 Pt 2. \$25 each: Quest for Glory 4, *Police Quest 4 CD. Wyatt Colclasure, 1730 Morse Rd, Jarrettsville MD 21084

Trade/sell, all 3.5" — \$10 each: Quest for Glory 1, Dagger of Amon Ra, Lost in Time, Rise of the Dragon, Inca, Protostar, Terminator, Humans. \$20 each: System Shock, King's Quest 6. Senchor Ng, 884 Richmond Ave, Buffalo NY 14222

Sell/trade, \$10 each + \$2 shipping: Earth Invasion, Prophecy of the Shadow (both 3.5"), Hard Nova (5.25"). Mike Cramer, 22316 Valpico Pl, Diamond Bar CA 91765

IBM hardware: Reelmagic MPEG Lite video card, \$200 (full-screen, full-motion video), with 2 demo CDs, 2 digital video movies (Hunt for Red October and Star Trek 6), Comptom's Interactive Encyclopedia, and Return to Zork. Packard Bell SVGA 14" monitor, .28 dpi, NIL, \$150. Paul Shaffer, 9420 Harris Glen Dr, Charlotte NC 28269

Trade only: XCOM/UFO* (CD-ROM), Dungeonmaster* (3.5" and 5.25" disk). Want Arena: Elder Scrolls in CD-ROM format. T. Dauer, 1816 Lynvale Lane, Walnut Creek CA 94596

Wanted: C64 games. Send list to Marilyn Coberly 20323 235th Ave SE, Maple Valley, WA 98038

For Sale or Trade: Eye of the Beholder II (Darkmoon) 3.5"- \$25. Ultima Underworld I&II* CD - \$25.

Companions of Xanth w/ Bonus book Demons Don't Dream, CD - \$25. Wanted: Myst. K. C. Lang, 203 E. Mitchell Ave., State College PA 16803 (814)237-7080

Space Quest 1-3, Police Quest 1-2, Camelot, Might & Magic 1-3, Leisure Suit Larry 1-3, Gold Rush, Quest for Glory 2, Ultima 6, Code Name Iceman, Gauntlet 2, Utopia - \$10 each plus \$5 per order shipping. Dean Teitelbaum, 101 Ferris Wheel Court, Cary, NC 27513 or JFPR29A@Prodigy.com

Arena 3.5", \$30. Megatraveller 1 5", \$15. Sherlock Holmes Consulting Detective CD, \$20. Add \$2 per game for shipping. J Huston, 5009 Nebraska Dr, Dayton OH 45424.

Sell only, \$30 each: Return to Zork CD, Gabriel Knight CD. Lost in Time CD, \$20. \$15 each: Colonel's Bequest, Dagger of Amon Ra, Conquests of Camelot, King's Quest 5. \$10 each: Codename: Iceman, Police Quest 1, Manhunter 2. Add \$3 shipping for first game. Kevin Tyrell, 38 Coleman Rd, Arlington MA 02714. Internet: kestrel@world.std.com.

Sell: Dark Sun 1 3.5", \$25. Dark Sun 2 CD, \$35. Might & Magic 3 & 4, \$20 each. Quest for Glory 4 3.5", \$20. Police Quest 4 3.5", \$30. Horde CD, \$30. *Darklands Master Edition 3.5", \$20. Al-Qadim 3.5", \$25. Ravenloft CD, \$35. Many more, prices vary. Peter Rudden, 19 Country Greens Dr, Bellport NY 11713

Sell, 3.5", \$10 each: Magnetic Scrolls, Conquests of Longbow EGA, James Bond Stealth. 5.25", \$10 each: Kristal, Leisure Suit Larry 5 EGA, Les Manley: Search for the King. Both formats, \$10 each: Manhunter San Francisco, Police Quest 2. Powerhits: Science Fiction, \$15. Both formats, \$20: Lost Treasures of Infocom I. Carl Pudvah, PO Box 886, Amsterdam NY 12010

\$10 each or 3 for \$25: Darkspyre, Magic Candle 3, Phantasie Trilogy (Phantasie 1 & 3 and Questron 2), Spelljammer: Pirates of Realmspace, The Summoning. \$20 each or two for \$35: Darklands, Shadow Caster, Crusaders of the Dark

Savant, Betrayal at Krondor, Ultima 7 with Forge of Virtue. Many more in both formats. Joe DeFeo, 121 Match Point Dr #202, Virginia Beach VA 23462

Sell, \$30 each (includes shipping): Arena: The Elder Scrolls with version 6 upgrade and character editor. Richard Thamsen, 915 W Wisconsin Ave #513, Milwaukee WI 53233

Want: 2400 AD, Ancient Land of Ys, Demon's Winter, Eternal Dagger, Neuromancer, Populous, Questron 2, Roadwar 2000, Roadwar Europa. Danny Griffith, 2108 Sandy Lane, Bakersfield CA 93306

Hint books for sale, \$5 each. Send SASE for list. \$1 postage per book. CD ROM games for sale: Demonsgate or Lawnmower Man, \$20; Quantum Gate, \$25. Add \$3 shipping/game. WH Willett, PO Box 301, Lewisport KY 42351

Over 30 games to sell or trade. Classic Sierra games. Looking for Doom-type games, Word Perfect, Microsoft Word, Leisure Suit Larry 1 & 2. Charlies Napolitano, 441 Main St #1002, E Hartford CT 06118

Sell, all 3.5" HD: Arena: Elder Scrolls or *Ultima Underworld 2, \$30. Betrayal at Krondor, \$25. \$20 each: *Dark Sun 1, *Ravenloft, *Legends of Valour, *Prophecy of the Shadow, Veil of Darkness, *The Summoning. Eye of the Beholder 3 CD, \$35. Prices negotiable. Timothy Cooper, 14226 Jib St #31, Laurel MD 20707

Sell/trade: 5.25" Covert Action & 3.5" Railroad Tycoon, Both for \$20. 5.25" *Pools of Darkness, \$23. Also *Realms of Arkania and Bard's Tale 3. Want: Doom & Wolfenstein hint books, Betrayal at Krondor, Daemonsgate. J Wilkes, 3189 Haneys Br, Huntington WV 25704.

Trade, all 3.5": Inca, Inca 2, Gateway, *Homeworld, Lost in Time, King's Quest 6, Dagger of Amon Ra, Gabriel Knight, Return to Zork, Simon the Sorcerer, Innocent Until Caught. Want 3.5" Goblins Quest 3, Alone in the Dark 2. Edward Carr, 216 Shaner St, Boyertown PA 19512.

Help! I'm stuck in a game and I can't get out!

Send the books I have checked below (details on page 9):

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- Aces Guide to Star Reach & Master of Orion 9.95
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- Aces of the Deep: Official Players Guide 18.95
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