

QuestBusters™

The Adventurer's Newsletter
August, 1985

Vol. II, # 7

Lord British Previews ULTIMA IV!

by Ronald Wartow

Everything you have heard and read about the scope and innovation of Ultima IV: Quest of the Avatar is true. I know, because I have seen it. Not only have I seen it, but Richard Garriott (aka Lord British) personally demonstrated it to me and a pack of stunned gamers for over an hour at Origins, the 11th Annual National Adventure Gaming Show in Baltimore on June 27. While Origins is primarily for board-gamers and "D&D" enthusiasts, a few software companies, including Avalon Hill, Ba'rac, Microprose, SSI, and Garriott's own company, Origin Systems, had booths there.

FORWARD TO THE FUTURE

All were showing off new games, none so eagerly anticipated as the next chapter in the software saga of Ultima. In addition to seeing Ultima IV, I got an early look at Moebius I, which Dave Albert demonstrated for me. (If his name sounds familiar, that's because he co-authored Xyphus for Penguin before moving on to Origin Systems.) Though Origin also had Autoduel and Ogre running on Apples at the show, I'm going to concentrate on the game that everyone's been talking about but which no one has

actually seen -- until now. I'll also throw in a few observations on Moebius.

SAYANORA, SOSARIA

Set in the land of Britannia rather than Sosaria, Ultima IV stresses positive virtues and does not involve the destruction of yet another evil descendant of Mondain. The program is huge and fills both sides of two disks, and Garriott kept using the "view" command while he wandered around Britannia to show the immense size, reportedly 16 times larger than any prior game in the series. The end game site, called the Great Stygian Abyss, is alone larger than Ultima III.

The left half of the screen unfurls the familiar sharp Ultima interior and surface graphics; the right side displays much bigger status and transaction screens than seen previously. In addition to the familiar towns, castles, shrines, and dungeons, there are ruins and other new kinds of places to visit. And Lord British's castle is two stories tall this time. As in the past, the keyboard is used for all commands.

You begin with one created character instead of an entire group, but part of you:

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Adventure * Hotline

Get ready for the boldest move yet from Infocom -- 128K-only adventures. The line will be called "Interactive Fiction Plus." Steve Meretzky wrote the first one, A Mind Forever Voyaging, which is in beta-testing right now. They're supposed to be more story- than puzzle-oriented. Brian Moriarty, whose Wishbringer was reviewed last month, says it originally had score ratings (Novice Adventurer, etc.), but he "had to remove them due to size limitations. I miss them as much as you did."

SSI is converting Gemstone Warrior for the Macintosh. The Atari version should be on the shelves any minute now, if not already.

Spinner's Windham Software is working on a Robin Hood adventure. Still no sight of Starman Jones, the next Telarium release.

If you're thinking about getting Crowther and Woods' Adventure, don't do it -- get Golden Oldies Volume One instead. It includes the original version, licensed from Software Toolworks (who pays royalties to the authors even though it's in the public domain and they don't have to pay a cent). And you also get Life, Eliza, and the original Pong on the same disk. No, they are not adventures, but they are a lot of fun; at \$29.95, it's a great deal for Apple, IBM, Atari, C-64 and C-128 gamers. Software Country, 270 North Canon Dr., #1297, Beverly Hills, CA 90210. (213) 278-8450. (Some of you may recognize the name of the company president -- Les Crane, former talk show host.)

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ULTIMA IV

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goal is to successfully enlist the aid of other characters found on several planes of existence. Traveling is made easier with a new other-than-dungeon teleport spell, and you will even be able to teleport directly to the moongates. Gone are the sometimes interminable combat sequences, for characters under attack can now flee the scene. The combat sequences also pit you against multiple types of monsters simultaneously; you'll frequently face entirely new monsters, not just the same old orcs and wizards.

EASIER COMMANDS

Also gone are the convoluted letter routines for spell-casting and weapons manipulation. In their place are easily recognizable names for spells and weapons, as in the "old days." I saw new spells, too, including a sleep spell: when cast on your character, it turns him/her/it into a collapsed mass of inactivity. Particular interesting is the extensive transacting that goes on with the non-player characters in the game. To ferret out the clues to success, you can now converse with characters about a variety of topics.

FOOD FOR THOUGHT

Secret doors are much more plentiful in towns and castles, and even the dungeons have rooms similar to those in the other interior locations. Much more so than with Ultima III, animation highlights the people and creatures that you meet, and now some monsters come flying down the dungeon halls after you. The waters of Britannia have three depths, and combat by ship is

very different: you can only fire at another ship in the "broadside" position, and your ship takes damage that must be repaired. Your ability to travel across land or sea depends on the nature of the terrain. And this will really make your day -- the monsters have been programmed to chase you into previously inaccessible places. They won't hesitate to cross treasure chests on the surface, for example, so you can't just hide behind them as before.

Each town features shops that are run by individually-named shopkeepers, who do not all charge uniform prices. Speaking of shops, our favorite Ultima pastime -- the need to eat -- is still on the menu of things you must do to survive. I won't spoil the fun, but there is a difference when you're about to starve to death.

As you may know from my past articles in QuestBusters, I am not reluctant to be critical of programs. But from what I've seen, Ultima IV looks like a quality program from top to bottom. It's not expected out before the end of September. Garriott also told me he's already conceptualized the next installment in the series.

MOEBIUS I

Moebius I, which won't be ready until maybe mid-August, also looks like a top-notch program. This is a fantasy role-playing game with a difference, a very unusual combat sequence distinguished by almost arcade karate or sword-fighting. The graphics are similar to those in hi-res adventure games with a 3-D effect, and the animation is very impressive. Your goal is to recover a mystical orb, which promises to be an extremely time-intensive proposition, given the pair of double-sided disks that hold the game.

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Reach for the Stars



by Ronald Wartow

"What the flying grudnik is an interstellar strategy adventure?" This question was posed by the editor of Questbusters when he mentioned in last month's Adventure Hotline that Electronic Arts had just picked up Reach for the Stars (RFTS). So I thought I'd let him and everyone else in on what has been a hidden wonder of a program, a game that hopefully will soon achieve the status it deserves now that Electronic Arts is involved in U.S. distribution.

By way of background, RFTS is the product of Roger Keating (programmer of the war games Southern Command and the "1985" series for SSI) and Ian Trout, who formed a company called Strategic Studies Group based in Australia. The first time I heard of it was in a laudatory review in the sorely-missed Softalk (November, 1983). The review noted that the program wasn't easy to find in this country and suggested that people nag their favorite software stores to order it. I did exactly that.

A FOUR-STAR STRATEGY GAME

Upon receiving the program, I played it straight for almost six weeks -- and occasionally still return to it. If you're getting the feeling I highly recommend the program, you are right. It was impressive then, and the new Second Edition now being distributed by EA is even better. The program's subtitle tells it all: the conquest of the galaxy. Parting from normal practice for a reviewer, I'll quote Softalk's review: "This is an interstellar strategy game . . . but that's like calling the Apple a 'nice computer': It leaves a good deal out. Think of it this way: If Wizardry is a

fantasy game and Zaxxon is an arcade game, then [RFTS] is a strategy game."

Its complex gaming system -- whose in keyboard execution is made almost grade-school simple by the thorough documentation and gamer aids provided in the packaging -- involves exploring the galaxy; founding planetary colonies; developing your new colonies (economically and socially); defending your planets; conducting starship R&D to build more sophisticated warships; supervising space battles; invading and occupying other planets; and lots more.

Of course, there are three human or computer-controlled opponents doing exactly the same thing. (The computer foes are rated beginner, experienced, veteran, or enhanced.) The nice juicy home planet and colonies they're going to try to conquer, naturally, belong to you. Have you ever made a wrong turn scurrying back to the castle in Wizardry with a decimated party, only to be destroyed in an encounter with some nasty Greater Demons or Vampire Lords? You get the same feeling in RFTS when, after a few tranquil turns of successful colonizing, some opponent storms in and hangs you out to dry.

THE WIDE WORLD OF SPACE

The action unfolds on a galactic map -- a hires, wrap-around playfield representing the universe. Detail is staggering, for every new game has 54 star systems (divided into spectral classes), each with up to three planets where you can implement your desired strategies and tactics. You are initially given a home planet and money (resource points) to develop it.

Planetary production turns involve innumerable strategic balances between raising the industrial and social environment to make your planets economically viable, adequately defended, and capable of producing new and better starships, all the while making sure that over-population is prevented and consumer goods are sufficiently provided. The movement turns are

for deploying your explorers, colonizing transports, and dispatching starships to search the galaxy. Inevitably, you will run up against one, both, or all three of your opponents and combat will result. If you win, you get a chance to invade or destroy the opponent's planet.

Performance (victory points) of the players is continuously monitored by the computer for planetary development, battles won, planets defeated, and colonies destroyed. The game will be stopped if any player (*guaranteed* not to be you in your first few games) achieves an overwhelming victory point advantage.

CREATE YOUR OWN SCENARIO

The galactic map is color-coded by planets; the planetary, battle and other screens are primarily text screens. The program contains an infinite number of options for setting up your own scenario involving novas, solar debris, a randomly generated star map, hidden and variable victory conditions, random game, and variable costs. Variable victory conditions enable you to decide in the beginning to earn the most victory points for colony development. (Just pray that your computer or human opponents don't decide to concentrate on colony destruction.)

The manual and utilities, including a step-by-step tutorial, are excellent. It turns what on first blush appears to be a very complicated gaming system into a breeze. The recommended 40-turn game (you can go on forever) against three computer opponents takes about 1 1/2 hours because of the lightning-quick machine language employed in the programming. No reading a long novel while waiting for the computer to make its moves. The utilities are very helpful, permitting you to examine at almost any time your deployed task forces, planetary systems, or the victory conditions. The packaging contains labels identifying your RFTS save game disks, an item previously included only with the Mac version of Ultima II.

While I know almost nothing about artificial intelligence, I think RFTS is teaching me, because when you attack and especially invade or destroy a computer opponent's planet, it won't be long before it comes after you with a vengeance.

Computer: Apple, C-64, C-128

Planned Conversions: None Now

Skill Level: Intermediate

Saves: 10

Price: \$45

Distributor: Electronic Arts

PHANTASIE, C-64

One factor in judging a conversion's quality is the extent to which the programmer takes advantage of the new computer's capabilities. Another, of course, is whether or not any of the original program's drawbacks or inadequacies were addressed. In both categories, SSI has done an exemplary job with Phantasie.

For new subscribers who missed Ron Wartow's in-depth review (June, 1985), the plot concerns rounding up the Nine Rings of Power and wielding them to wipe out the Dark Lord. He rules the land of Gelnor, whose surface scenes are reminiscent of Ultima. Half the game takes place in 10 dungeons that require no mapping. Besides developing a powerful band of a half-dozen warriors and wizards (who can call on up to 54 spells), the game entails tangling with a fair amount of logical puzzles. Wartow says it will take at least 50 hours to complete, so you definitely get your money's worth here. Commodore role-players will be relieved to know there's no need to create a scenario disk, which takes so long with the 1541 drive. All character creation and game play is done on the program disk. (And you can even recruit orcs,

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Wilderness

It made sense to turn certain books into adventure games: Fahrenheit 451 made sense, Swiss Family Robinson made sense, Hitchhiker's Guide made sense. But the official training manual of the United States Air Force Survival School? That's the basis of Wilderness, touted as an "interactive simulation" and a "survival adventure." Right away, you know this will be no ordinary quest. I'm still not sure it makes a lot of sense (*my* idea of roughing it, however, is surviving the weekend with a broken microwave oven).

TWO GAMES IN ONE

Wilderness offers two scenarios, both staged in the Sierra Nevada mountains of California. In the first, you must find your way to a distant ranger station after your plane crashes in a remote location. The second scenario is more conventional, beginning at the outpost and challenging you to find a Lost City of Gold. Logic is important in each scenario, but not in the usual sense. Knowledge of survival techniques -- how to build a fire, outfox wild animals, construct temporary shelter from the rain, perform first aid -- plays the most vital part of the Wilderness experience. In typical adventures, you simply type in "n" to move north. Here you must first figure out which *way* north is from your current position. And you've got to determine your current position in the mountains. Both are accomplished with authentic techniques explained in the manual. You'll learn to get your bearings by comparing topographical maps with a wrap-around view of the surrounding terrain, how to correct a compass reading for magnetic declination, everything you wanted to know about azimuths but were too lost to ask, and other arcane aspects of navigation.

Most of the time you'll be looking at a color view of the land. To see the terrain to your left, you say "look left," and so on for other perspectives. Instead of quickly replacing the current picture with a new one, the program does a horizontal "wipe" (as seen in Sorcerer of Claymorge Castle, but painfully slower) that gradually covers the old graphic with a fresh picture. The Pangraphic display enables you to say "pan left" and watch the scenery move slowly in that direction as though you were turning your head. This is more than just frivolous special effects, for you have to fine-tune your intended direction of travel by panning until you are facing the way you want to go, then hitting the space bar to stop panning. To proceed, you then say "walk" or "run" and answer a prompt that asks how many hours you want to stay on the road. The verb-noun parser with its 300-word vocabulary is adequate for this and the other tasks (catch fish, make hut, use knife) required to survive and succeed in Wilderness.

A WALK ON THE WILD SIDE

After lengthy disk access, the program shows off a fresh graphic representing your new location. This usually consists of a closer view of the mountain or plateau in the distance. The illustrations are relatively simple depictions of the background, sometimes highlighted with detailed pictures of snakes, bears and other wildlife. Often your trek will be interrupted by an encounter with one of these critters, or perhaps a sudden rainstorm or other change in the weather. These adversities must be dealt with according to the rules of the road, but a greenfoot can type "help" and read tips on what to do or which direction to head.

Four other screens are available: inventory (your food, supplies, and other gear from the plane), status (of your health, progress, and immediate area), clue (hints that are available only in the Lost City scenario), and a topographical map of the terrain. You can type

in commands regardless of which screen is active. No sound effects are heard except for occasional beeps that announce the brief text messages such as "You're thirsty enough to drink Lake Michigan." (The review copy frequently crashed right after disk access, usually when I was switching from one type of screen to another; hopefully, this was a fluke. There is a 90-day warranty on the disk and a back-up copy costs \$12.00.)

In addition to the "first journey" trip in which your inventory and skill level is pre-set, you can opt for a "new journey" on the same map. In this case, you select all kinds of factors: weather, frequency of wildlife encounters, your age and sex, and other factors affecting your chance of survival. Or you may generate a new topographical map that can be saved to another disk and explored, which bolsters the game's replay value. There is also a "research mode" in which you can't get killed; this enables you to focus on developing those navigational, map-reading and other necessary skills without having your head chewed off by a bear.

BACK TO THE BOOKS

A hard-bound, 114-page book contains instructions and a vast amount of vital facts on survival skills, much of which is straight out of the Air Force Survival School's training manual. It's packed with illustrations and offers a comprehensive bibliography and suggestions for using the program in the classroom (to supplement teaching geography, ecology, etc.). And you get a 4-page reference card with all the information needed to bypass the book and jump right into the thick of things.

Produced and programmed by a team of experts on wildlife, weather, medicine and related topics, Wilderness is apparently a sound way to master survival skills without leaving the comfort of your home computer. But is it fun? Personally, I didn't enjoy it -- too much waiting for disk access and slow graphics,

not enough interaction -- and I'm not sure anyone without a devout interest in the subject will like it at all. The exception may be those who are seeking more than just a new adventure, who are looking for a game with a radically fresh perspective on the genre, something with a different kind of goal and process for attaining it.

For the outdoorsmen (and women) in the audience, Wilderness definitely offers a unique experience that can be fun and educational at the same time. They may want to get some of the optional scenario disks. For \$19.95 each, you can pit your survival sense against jaguars in the Bolivian mountains, cannibals in New Guinea, and the local dangers of Chile, British Columbia and Burma.

SA

Computer: Apple (48K minimum)

Planned Conversions: None Now

Skill Level: User-selectable

Saves: 5

Price: \$50.00

Distributor: Electronic Arts

Ultima IV Preview

[CONTINUED FROM PAGE 3]

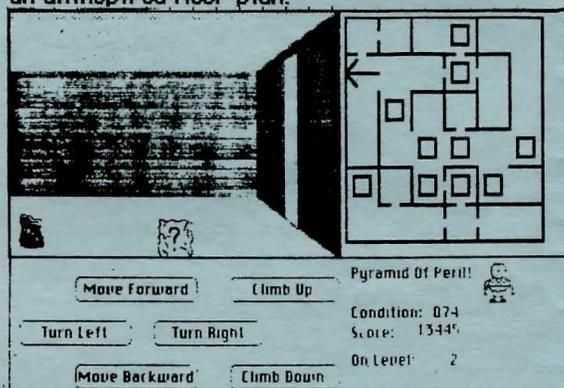
Interaction with characters is an integral part of the game, which looks to be much more substantial than some of the typical "hack and slash" games of this genre.

There are numerous adventure and FRP commands to be employed with selection by keyboard, and joystick control is optional. For example, when the listen command is used, the "sounds" of at least fifteen locations around the spot that you're occupying are described. Other highlights of the game include extensive use of magic and resources, the need to acquire items before magical spells can be cast, and a cerebral trip through four elemental planes to achieve your goal.

RW

PYRAMID OF PERIL

Mazes, monsters, mapping -- these are the building blocks of all traditional role-playing games. The difference between a good game and a poor one often lies in the way the programmer stacks them one atop the other. Equally vital is the designer's vision, which is as important to game construction as the architect's vision is to the quality of his ultimate product, be it a skyscraper, resort hotel or a tin-roofed shack. In Pyramid of Peril, designer/programmer William Volk has carved out some innovative building blocks but arranged them according to an uninspired floor plan.



The goal is to recover an idol from the depths of a dungeon, randomly generated for each new game. As you can see from the illustration, it's a split-screen display. The map on the right side is initially blank. As you move around (by mousing over and clicking on the appropriate buttons, the walls and stairs (shown as blocks) are displayed. The arrow always points in the direction you're currently headed.

As you wander around, you'll run into assorted monsters, treasures, and messages. Creatures are animated, bounding around the screen, inflicting damage that is reflected in the "condition" meter. The cursor looks like a stick, which you try to position over the monster while

mashing the mouse button in order to attack. The cursor assumes the shape of a knife or a sword after you've found those weapons.

When you pick up a treasure, the cursor becomes a hand. Slide it over to the sack and it's part of your inventory. You can check the contents of the sack: a window opens, revealing pictures of each kind of gem or other valuable and a number indicating how many of each type you've collected. Other windows impart messages, some of them quite clever. Sound effects are pretty good, with footsteps echoing down the halls with each move. The 3-D graphics, help screens, and save game features are all well-designed and executed. There's an Explorer's Club "vanity board" for recording names and scores of the top ten players. You never have to wait for disk access, for everything loads into RAM, and it's 100% mouse-playable. And each time I turned a corner, wondering what fiend lurks in the shadows, I felt the same sense of dread and apprehension I first experienced in Temple of Apschai. That was a real flashback.

Wait a second... this sounds pretty good so far -- so what's the problem? Though fun to play, it lacks the depth of a Wizardry or Ultima. There's just not much to do here except kill, kill, kill until you find the idol. And *no* magic. It's a lightweight RPG that ends far too soon. This at least makes it a good game for Mac owners who never played such a game and have money to burn (the price is *WAY* out of line). The auto-mapping, sharp graphics, and insightful use of windows are inventive building blocks -- but special effects aren't enough. Volk has cobbled up an appealing game system here, but didn't do much with it on this outing. **SA**

Computer: Macintosh

Skill Level: Introductory

Saves: 1 (on game disk)

Price: \$49.95

Manufacturer: Aegis Development

PHANTASIE: C-64

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kobolds and other monsters as members of your party!)

INTERFACING THE FACTS

The main difference in this version is an improved interface. In the original game, an all-text main menu appeared when you enter a town. Then you pressed the appropriate key to select an activity. Icons representing the guild, bank, armory, exit, and mystic have replaced the main menus. To visit the bank, for example, you use a joystick or cursor keys to highlight its icon, then hit the return key or fire button to execute the choice. This leads to a scrolling list of your party's members, where you make further decisions in a similar manner. If desired, you may type in spell numbers during combat, or amounts of gold to withdraw or deposit in the bank.

The Commodore 64's superior graphics and sound capabilities have been effectively exploited in combat sequences and while a party is traveling on the surface of Gelnor. Your warriors are more animated -- swinging swords in battle, blasting fireballs across the screen to obliterate monsters, then hopping up & down when awarded gold and experience points after a victory.

The creatures also demonstrate more engaging movements, and even the ocean waves are constantly in motion. While you're exploring a dungeon, new graphics show locked doors and traps when someone discovers them. (The original game merely announced these events with text.) Sound effects are also vastly enhanced, with a greater variety of noises: eerie whistles, tinkling bells, clashing swords.

DIVVYING UP THE BOOTY

One of the main complaints about Phantasie in its first incarnation was that it required you

to distribute all weapons, treasure recently found items, and everything else the party was carrying *every* time they entered one of Gelnor's ten or eleven towns. Thankfully, this is no longer true -- though still a laborious process, distribution is now a menu option that is available in every town's Inn. (However, you you still can't trade weapons or potions without going through this process, which can't be done at the Inns on the surface.) And you must still first divvy up experience points and gold in shares of 1 to 3 for each character.

An unrealistic and bothersome problem with spellcasting has also been remedied: if you had three magicians cast attack spells, and the first spell wiped out the monsters, the other two spells were cast anyway -- and were therefore magic points wasted. That doesn't happen with this version.

MORE NEW FEATURES

Numerous other convenient features make this version imminently more playable. Far less record-keeping is required, for you can now obtain hard copy of your characters' level, class, race, health, spells and potions! And you can even print the contents of the clue-filled scrolls. During combat episodes, color-coding shows each orc-slayer's status: blue means asleep; yellow, ok; white, dead. Hit and magic points also shown, of course. And individual option remain unchanged between round, so you don't have to set them prior to each assault.

When traveling on the surface or beneath it, a new menu saves time when you choose the "inspect" option on the road. Instead of being forced to cycle through everyone's stats until reaching the one you want, you just pick one from a menu. Many of the menus are color-coded, and working with them is speedier and more fun than the original game's all-text menus (which sometimes made me feel like I was working with a data base program instead of playing a game).

ON THE OTHER HAND . . .

A few things from the Apple version are missing here. No multiple concurrent game saves are allowed, and the time lag setting has been done away with. And you can only store 21 characters, not 37, in the guild's record.

The only problem I noticed arose whenever I chose "slash" as a combat option: invariably, the character ended up making a "thrust." This also occurred when I chose "attack." I'm not sure if it's a bug or if the requirements for choosing those options differ from the original game. Regardless, Phantasie remains high on my recommended list of role-playing games, especially for Commodore gamers who won't get a crack at Wizardry for a long, long time. SA

Computer: C-64, C-128, Apple II family

Skill Level: Intermediate/Advanced

Saves: 1 (on game disk)

Price: \$39.95

Manufacturer: Strategic Simulations

BACK ISSUES!

November '84: Hitchhiker's Guide, Amazon, Cutthroats, Xyphus, Robots of Dawn. (This is the premier issue.)

Jan. '85: Timeship, Elysian Fields, Ripper, Mindshadow, Tracer Sanction, Cyborg (Mac), Serpent's Star (C-64).

Feb. '85: Adventure Construction, Shadowkeep, Sundog, Hulk, Rendezvous with Rama.

April, '85: Sword of Kadash, Below the Root, Super Eamon, Legacy, AdventureDisk, AdventureWriter vs. Adventure Master.

Back issues of QuestBusters™ cost \$2.00 each.



SWAP SHOP

Got a houseful of old adventures? Trade 'em off with a free ad in the next issue. (And let us know when to delete it.)

Almost interested in buying any of your better C-64 adventures. State game and price. Shaun MacIntyre, 45 Chapple Dr., Glace Bay, Nova Scotia, Canada B1A 4C3.

Want to buy original copy of Scott Adams TEXT adventure package containing numbers 4, 5 or 6 or the graphic versions of 5 and 6. (Apple) Write to: Bob Snow, POB 211, APO NY 09053.

C-64 adventures for sale: Questron, Telengard, Sword of Fargoal, Aztec, Death in the Caribbean. \$10 each. Dan Antolec, 5204 Midmoor Rd., Monona, WI 53176.

Apple games for sale: Mystery House, Empire of the Overmind, Invasion Orion, Ultima, Time Zone, Cyborg, Mask of the Sun, Interactive Fiction, Blade of Blackpoole, Creature Venture, Legacy of Llygamyn, and a set of paddles. All are originals with documentation. Write first to Gayle Anne Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

For C-64, I have Death in the Caribbean and Enchanter to trade or sell. Am also interested in purchasing your C-64 adventures. Chris Raudonis, 45 Pelham Rd., Hudson, NH 03051.

PC games: Will trade Ultima II and III (complete with documentation). Also Zork I and King's Quest. Am interested in any good adventure

games. Write or call (not collect) before sending game: Thane K. Sherrington, RR #2 Port Hood, Nova Scotia, Canada, B0E 2W0. (902) 787-3387

C-64 games to trade: Deadline, Zork I, Transylvania, Dragonworld, Mask of the Sun, Amazon, The Hulk, and Indiana Jones. Joel Wright, 2341 Charboneau, Waco, TX 76710.

Will trade or sell Planetfall, Serpent's Star, Cutthroats, Deadline or Seastalker. Have hint books for all but last. Looking for any Infocom ori Telarium, Mask of Sun, Time Zone or Adventure. (Apple only) Write first: John Lema, 431 Alphabet St., Holbrook, NY 11741.

Will trade complete copies of Sorcerer or Gruds in Space for complete copy of Fahrenheit 451, Shadowkeep, Dragonworld, Adventure Construction Set, Timeship or Robots of Dawn. (Apple only.) Mark Fujimoto, 1646 Komo Mai Dr., Pearl City, HI 96782.

Will trade most of the Infocom games (12 of the 14), all three Wizardrys, Ultima 3 and others. Send list of what you want and I'll try to fill the order. All are for Apple. Thomas Blake, 3002 Pendell Lane, Ft. Smith, Arkansas 72901.

Interested in trading off *original* Apple copies of Zork I, Enchanter and Starcross, complete with documentation but no boxes. Can also trade Infocom maps and clue hint books for these games. Looking for *original* Apple copies with documentation of: Sorcerer, Hitchhiker's Guide, Infidel, Cutthroats, Sundog or Coveted Mirror. Write before sending game: Philip R. Christensen, Academy for Educational Development, 1255 23rd St. NW, Suite 400, Washington, DC 20037.

Adventure Hotline

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Stephen King's novella and film, The Mist, will soon become a text adventure, part of Mindscape's new "Alert" series. So will the recent James Bond film, A View to Kill. And a pair of all-text games, Voodoo Castle and Forbidden Castle. All are set for Apple in August, IBM in September, Macintosh in October. In August, look for Deja Vu (Mac-only), a murder mystery set in the Forties -- with hires graphics and multiple windows.

Computer Entertainment, the last slick magazine devoted to computer games, just folded.

Rumor of the Month: Sir-Tech's Mac version of Return of Werdna will be done by Microsoft, who will rename it Microsoft Werdna.



CONTEST WINNER

Ron Searle of Ft. Wright, Kentucky, won the July contest. His favorite character was Marvin, Hitchhiker's paranoid robot. To enter next month's contest, don't do *anything* -- we'll just pick a name at random. Good luck . . .

I'm looking for Infocom games for CP/M 8" disk. Will buy or trade. David Aultfather, 13209 Dossau Rd., Austin, TX 78753.

I have the following Apple games for trade or sale: The Mask of the Sun and Serpent's Star (\$30 each), Coveted Mirror (\$20), Oo-topos (\$24), Transylvania (\$22), The Wizard & the Princess (\$20), Xyphus (\$22), Escape from Runoistan (\$25), Time Zone (\$65), Eamon Master with utilities & a new adventure (\$5), 5 fully packed adventure/game disks (\$25), Suspended (\$20). Scottie Freeman, Knott Route, Big Springs, TX 79720.



Waiting for Duffy

Duffy's doing ten to twenty in San Quentin for software piracy. But if you're hoplessly stuck in an adventure, send in a brief description of the situation and it will appear in the next issue. And let us know when to delete it, too.

Robots of Dawn: How do you open the safe? Is the desk important? Where is time strip? Can help with Amazon and Dallas Quest. Samuel Newman, 1917 North Edison St., Arlington, VA 22207.

Questron: I have got to the castle. But if I do anything I get killed shortly by guards. What do I do next? Any help will be appreciated. Chris Raudonis, 45 Pelham Rd., Hudson, NH 03051.

In Zork II, I've created the demon and given him all but 1 treasure -- the one I gave to man in bank to let me out without being stopped by alarm. Is there a way to exit bank without giving it to him? Gordon A. Winters, 2 Charles St., Swanton, VT 05488.

In Amazon, I need all the help I can get. Will pay for answers. Can help with Planetfall, Deadline, Seastalker, Cutthroats and Serpent's Star. John Lema, 431 Alphabet St., Holbrook, NY 11741.

How do you solve the final 1-person maze in Expedition Amazon? Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

Can help with Enchanter, Zork & Original Adventure for \$5 + map. Need clue on Ice Maze in new Adventure. Am looking for CP/M Infocom games for 8.5" disk. D. Aultfather, 13209 Dossau Rd., Austin, TX 78753.

Stuck in King's Quest II. Anyone know how to get across deal lake or into antique store? Jan McKenzie, 202 Jananna Dr., Berea, OH 44017.

Need help with PC jr version of Ultima III. Bud Ferrikeen, 2331 Bammelwood Dr., #105, Houston, TX 77014.

I can help anyone with Mask of the Sun, Wizard & Princess, Ulysses, some Secret Agent 1 & some Serpent's Star. Stanford Lin, 1702 Aftonshire Dr., Greensboro, NC 27410.

Having problems with Adventure Master: when I try to work on something, it always ask for password. What's this mean? Can help with Amazon, Dragonworld, and Mask of the Sun. Tim Fox, 734 Strobel N.W., Grand Rapids, MI 49504.

Next Issue:

Sierra's King's Quest II showed up too late for this issue, so we'll cover it come September. Essex, Synapse's first science fiction Electronic Novel, if released in late August as planned, will also be covered, along with MacUltima III and Lost Ark of the Covenant.

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