

QUESTBUSTERS™

The Adventurer's Newsletter
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Space Quest: The Sarien Encounter

by Stephen King

In this new 3-D animated adventure from Sierra, you are "Roger Wilco" (or any name you choose), a lowly apprentice sanitation engineer. It is your job to save the galaxy by blowing up the evil Sariens in the pirate ship "Deltaur," recovering the plans to the Star Generator and saving the lives of the inhabitants of Earnon.

Space Quest begins onboard the starship Arcada, where you have been sleeping in the closet. Suddenly you are awakened by the crashing sounds of battle. "Should I check this out?" you ask yourself. "No, I'd better wait till all the noise stops. Then I'll rush out and join the fighting!" In this opening sequence, your main objective is to get yourself and the plans for the Star Generator safely off the Arcada before the Sariens destroy it.

If all goes well, you will land on the Planet Kerona. Here you must acquire

transportation to the town of Ulents Flats, where you will encounter some interesting inhabitants: a droid salesman, a crooked used spaceship salesman, a mugger, a bartender with his various customers and employees, and several musical groups, including the Blues Brothers, Jake and Elwood. From here you have to discover the location of the Pirates and secure a spaceship to track them down so you can foil their plans to destroy the planet Earnon and terrorize the galaxy.

Designed by Mark Crowe and Scott Murphy, *Space Quest* is easily one of the best computer games I have played all year. It is filled with colorful 3-D graphics and animation reminiscent of *King's Quest* and *Black Cauldron*, in which your character can walk behind and in front of rocks, buildings and other background features. It has outstanding sound effects, doors opening and closing, spider droids in hot pursuit. Text often appears in big pop-up windows that allow room for richer descriptions than the usual 3-4 lines in most games.

It even has a musical interlude or two. You hear the first one when a catchy little ditty plays in 3-part harmony during the program credits. You'll hear more toe-tappers from the various bands playing at the bar in Ulents Flats, where you should keep your eyes open for performers you may have seen elsewhere--and not in a computer game.

Space Quest is liberally sprinkled with that special Sierra On-Line brand of humor that adds body to an adventure already loaded with details. Try touching the button labeled "Don't Touch" in the escape pod, or let the Orat catch you once you find his hidden cave. Watch what happens as you take off in your sleek new spaceship purchased at "Honest" Tiny's used spaceship lot. Hmm...where'd that guy go after I bought that ship anyway? I couldn't seem to shake him off my trail before that!

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Your on-screen character is guided via joystick or the cursor keys. One nice feature that I don't remember from Sierra's previous 3-D animated adventures is speed control. By typing FAST, NORMAL or SLOW you can speed through screens that contain little of interest and slow down on screens where the activity is furious. I did notice that on screens with a lot of spot animation, your character always slows down. Mapping is unnecessary, because the game is divided into several different sections where a limited number of rooms are available at any given time.

THE FLIP SIDE

Although I enjoyed most of *Space Quest*, there were a couple of things I didn't like. The first is the rather long sequence in which you have to guide a skimmer, a vehicle similar to the one flown by Luke Skywalker in the movie *Star Wars*, over a desert area while trying to avoid rocks. This is a nice diversion, but goes on a bit too long and becomes tedious. It doesn't help that this sequence must be played in the SLOW mode.

My other complaint parallels the first. To leave the planet Kerona and find the pirate ship, you have to buy a ship and a droid for \$250 Buckazoids. You get 30 for the sale of your skimmer, five from

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Goldfinger

As James Bond, your mission in Mindscape's all-text rendition of Ian Fleming's classic spy thriller is to stop Auric Goldfinger from ripping off Fort Knox. The first puzzle is a tense chase scene in which three Mercedes driven by his Korean thugs chase your Aston Martin along the narrow roads in the Swiss mountains.

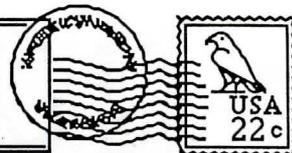
The interesting thing about this part of the game is that the problem--shaking the pursuers--isn't solved by finding and using objects in the usual manner. Instead, you have to figure out *when* to use the equipment you already possess. That means the weapons with which Q has outfitted your car, which spray the road behind you with sharp spikes or oil or smoke. Sometimes they just slow down the Koreans, but if you push the right button at the right time you can send

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Adventure Hotline

Letters
to the
Editor



New Games

Gunslinger, Datasoft's graphic adventure set in the Old West, is out for the Apple, with Atari 8-bit to follow. *Dark Lord*, an Electronic Arts graphic adventure, is supposed to be on the shelves by now.

Aegis Development has a graphic game called *Arazok's Tomb*, which will also be converted for the Amiga. *Ring Quest* has been rereleased by Origin Systems, whose next new game will be *Space Quest*. And ShareData just rereleased Sierra's *Wizard and the Princess* for \$7.00, Apple and Commodore.

Ready for a *Star Trek* sequel? *The Promethean Prophecy: The Lost Adventures of the Starship Enterprise*, is next. Let's hope they get the bugs out before they ship it this time. Penguin will soon release three educational adventures starring the Spy character of *Spy's Demise*. The subject is geography, and the first title is *Spy's Adventure in North America*.

Watch out for *Howard the Duck's Adventure on Volcano Island*, which is not an adventure game--and looks like more of a bomb as the movie. But Activision does have some new adventures. *Portal: A Computer Novel* is set in the year 2016 and spans three disks. The Commodore version has already shipped, and it will be converted for most systems. Activision recently imported another British game. *Titanic: The Recovery Mission* is an unusual icon-driven adventure. Exploring the Titanic is like wandering through an underwater maze.

It's not an adventure, but SSI's *Wargame Construction Set* could be used to create fantasy combat scenarios. Ken St. André says it may be added to the construction sets supported by the ACS Club.

Destiny Knight

The long-awaited sequel to *Bard's Tale* will be 50% bigger, with 25 dungeon levels found in six cities--and some of the game occurs outdoors in a wilderness area that forms a sort of maze. You'll be able to teleport from city to city, and each will have a Guild for saving games. *Bard's Tale* or *Ultima* characters can be used, and a starter maze will enable players who must roll up fresh ones to train them quickly.

A new magic class, the ArchMage, makes a debut, and there are dozens of new spells as well as different animated monsters to use them on. Another new feature allows you to summon up to six monsters to become permanent party members. Ranged combat, in which the distance of the enemy has a bearing on the

effectiveness of certain weapons, will be introduced, as well as arcade action when you play blackjack in the casino. Look for the Commodore version this month, Apple in February. The clue book (\$12.95) will also ship this month.

Conversion Update

Last month we reported that the Commodore *AutoDuel* had shipped, but it was delayed due to a last-minute bug. Origin says *AutoDuel* is definitely out now. But the Mac version won't be ready till early '87. *Ultima 1* is set to ship for the Apple this month, probably January for the Commodore. *Star Fleet 1* is ready for the ST and Amiga, with a Mac version set for early next year. And it looks like *Ultima IV* won't be ready for the IBM until at least January. *Original Adventure's* Colossal Cave is now open to ST owners in *Golden Oldies*. The Apple *Labyrinth* is on the shelves.

DataSoft's New Deal

Datasoft has a buy one, get one free deal: Specially marked games contain a card that allows you to receive one of these free: *Never Ending Story*, *Gunslinger*, *Alternate Reality -- the City*, *Alternate Reality -- the Dungeon*, *Mercenary -- Escape from Targ*, and *221B Baker Street*. The offer extends through January 1, 1987.

Walkthrus Wanted

Some readers have asked to see solutions to specific games, so let us know if you have solved any of the titles listed below. If we can use your walkthru, you'll get the game of your choice -- and a year's worth of QuestBusters. Write first and let us know what you have before sending in the solution. (Also write if you want to request that we run answers to a specific game.)

Right now we're seeking solutions to *The Pawn*, *Breakers*, *Brimstone*, *Tass Times in Tonetown*, *Star Trek*, *Murder on the Mississippi*, *Phantasia 1 and 2*, *Rings of Zilfin*, *Wizard's Crown* and *Moebius*. Of course, if you've solved another recent game, tell us about it too, since we're always looking for new walkthrus. (But we've already got all of this year's Infocom games.)

Moebius & the 1571

There have been scattered reports that the Commodore version wouldn't load on the 1571. Origin says it was thoroughly tested on the drive and the likely culprit is misalignment. So if you're having trouble, get your drive checked.

Dear QuestBusters:

I enjoyed your review of *Roadwar 2000*, which I just finished. Though you said it was necessary to use tactical combat a few times [to be able to acquire more cars], I played the whole game without any at all. And you don't always have to gain control of a city to look for scientists. However, you may have to search for people several times to find them.

William E. Carte

Okay, so run me off the road and total my Buick. Just kidding. We always appreciate this kind of feedback from readers, since part of our mission on this planet is to make QuestBusters as interactive as the adventures we cover. But if you've finished the game, where's the walkthrough?

Dear QuestBusters:

Yours is the best newsletter on the market, but I have a suggestion regarding online, multi-player games in general and *Island of Kesmai* in particular. I wish you would pay more attention to online games, as these are perhaps the most compelling of all adventure/fantasy games.

While most of your reviews are super in-depth, I was disappointed in the *Kesmai* review, as I believe it is the absolute best. It has so many options, such as playing together or alone, with or against groups. And the developers are constantly adding new things to the game--changing the dungeon maps. In short, it needs an in-depth review, and I hope to see it soon.

Anson W. Schloat

The reason we didn't do more on *Kesmai* is that our terminal software had terrible cursor control, which made it difficult to do much in the game. We'll be devoting more space to online adventuring in the future. (See the review of Delphi's *Quest* in this issue.)

QuestBusters™

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Gemstone Healer



Novelsoft

In *Gemstone Warrior* you fought long and hard, bloodied the floor of that maze with many a monster's body, and finally retrieved the Gemstone. Now put it back! That's right, the sequel's goal is to return the Gemstone to the maze and "heal" it with a set of tools that must be rounded up as you seek the six altars where the healing is performed. Only after you do this can the Gemstone's magical powers be tapped for the good of the world.

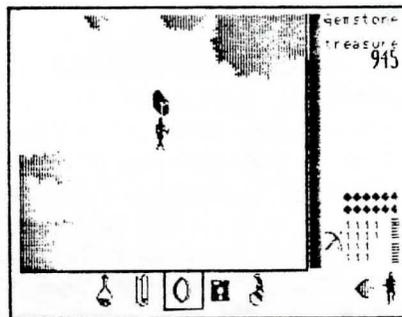
After finding a magic hammer and chisel, you have to put the Gemstone on a certain altar and split it into five pieces. Then each piece must be placed on a different altar and healed individually. Besides finding the altars, you've got to figure out how to heal the Gemstone, which means decoding the graphics and script from the Scroll of Paradoxus, printed in the manual. For this reason *Healer* requires more puzzle-solving skills than the original game did--but fast-firing shoot-em-up action is equally important: it's like *Robotron* in a dungeon. Finally, after healing the stone, you must escape the maze with it.

The interface and presentation are essentially the same as in the original. It's a one-character game inside a maze that is randomly generated and saved to disk. You can use that maze for beginner, normal, or kamikaze level games, and may create a new maze once you've completed the current one.

Your animated character stands about an inch high on the screen. With keyboard, joystick or a combination of the two, you direct him to the nearest grate or door. After some quick disk access, another cave or tunnel fills the screen. You get an aerial view of the maze, while your warrior and the monsters are depicted with profiles. Footsteps tap as your warrior walks or runs through the caves, and distinct sound effects for each type of creature signal their approach before they enter the room.

There are two kinds of players in this game--the quick and the dead. Reflexes and coordination are as vital as magic, for this is one of the most demanding action adventures I've seen. Scores of skeletons, shamblers, and demons attack from all directions, and your character must blast them out of existence before they finish him off. When the fiends attack, you can fire arrows from the crossbow or hurl fireballs at them.

Though the emphasis is on action, various magic spells--freeze, invisibility, and so on--and potions prove useful and often vital in these encounters. These are represented by a row of icons that shows your inventory. To select an item, you press a key and move the "inventory box" (which frames the icon) in either direction along the row, then punch another key to cast that spell or use the object. It may take awhile before you recognize each icon, and the pause feature gives you time to relax and consult the manual. The quest can also be saved on the disk at any time during the game, but is erased when you resume play or initiate a new game.



Combat is fast and furious as the animated creatures move in for the kill. Some infect you with contagious diseases that don't take effect immediately, while others will kill you on the spot. When firing, you can aim in any of eight directions. If you wipe out the enemy, you may search the body and add any spells or treasure to your inventory.

Treasure chests and coffins hold similar booty. You also have the option of moving things from your inventory into chests or other containers in the maze.

Mapping is a must. The caves and tunnels are distinctly shaped and colored, which simplifies the process. The pause feature ensures that bands of roving demons don't attack while you're fumbling with pen and paper. Logical problem-solving is not important as fast reflexes, but determining the effects of the different spells and using each in the right situation is critical.

Throughout a session, the right side of the screen shows: the number of fireballs and arrows you have left, a vertical Life bar representing hit points, value of bonus, and time remaining for achieving bonus goal. Your overall score is determined by the value of the treasure you collect. (If you collect enough

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An all-text adventure, *Assignment: Black Hole* is a Star Trek spoof peopled with characters like "Needles Mactavish" in place of Bones and Commander Stark instead of Spock. It is set on a similar starship, where your mission is to map the Trianguli sector and observe the black hole there. Upon arrival, you spot an asteroid that proves to be hollow, apparently a spaceship whose course indicates it originated from the black hole.

Investigating this mystery is the main activity of the game, and you have the ship's teleport system, a shuttle, and other facilities at your disposal. Unfortunately, you don't have much of a vocabulary. I couldn't look at or examine a thing, and spent most of my time on a frustrating quest for synonyms. Without the encrypted clues -- which the company sells for \$4.95 -- I would never have gotten as far as I did. I certainly would never have suspected to say "consult Stark" for a clue. Why not "talk Stark" or "ask Stark"?

The best thing about the game is that you don't have to do any mapping. (This is true of the other Novelsoft games, too.) By typing in the name of your destination while in the adjoining room or the turbolift, you are automatically transported there. Another positive feature is the humor, for there are some amusing tongue in cheek digs at Zulu and the rest of the crew.

Black Hole's scoring system is invisible, which means you don't get points or even an announcement to let you know you've done something right. But if you go too long without making solving certain puzzles in a linear sequence, a report says your efficiency rating has fallen too low--and the game ends as you get shipped back to Starfleet for more training. So you don't know you've gone astray until it's too late, and since there's no way to save a game in progress you have to write down the things you've done and plow straight through in one sitting. This shouldn't take long once you've figured out all the right moves. But doing so could take awhile due to the flaws already noted.

Novelsoft has another game for the Commodore, a mystery called *Overkill*. They offer similar games for the Atari: *Sherlock Holmes Strikes Again!* and *Return of the Star Voyager*, another Star

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On-line Onc-slaying: The Quest for the Holy Grail

Quest is an online role-playing game that many people can play simultaneously by logging onto the Delphi system. Players may communicate among themselves with brief messages, enabling them to share information and to team up in their efforts to find the fabled Sangreal, or Holy Grail, which has been stolen by an evil Demi-god, and return it to the Wizard. While striving to do so, you will rack up experience points for slaying monsters, perhaps enough to earn a place on the records list of top-scoring players. You can save your position until the next time you sign on.

First you roll up and name a character, choosing from typical classes and races such as dwarves and humans, fighters and clerics. Six traits determine your character's capabilities. The game begins in the town of Bitburg. Here you'll find a casino, a general store for supplies, and other places to visit.

The game is all-text and parser-driven. In the store you type "list" for a menu of items that may be bought: all sorts of armor, swords, magical paraphernalia, and food. (Without food, you'll starve to death.) Before leaving town, you may want to put your money in the bank; it will still be there if you get killed and reincarnated. Run out of money at the casino and you'll be booted out of town, where the real adventure begins as you explore the surrounding wilderness.

In the wilderness, a hexagonal diagram shows seven locations at a time to represent the immediate area. An "H" key pinpoints your location in reference to these areas like this:

	Y		Trees	
	T	U	Water	Trees
		H	Hills	
	B	M	Trees	Trees
		N	Plains	
Keyboard			Screen	

To move from the hills to the water in the above example, you would hit "t". Encounters with various creatures are resolved with combat commands such as fight, burn, use wand, and retreat. When you run into other people, the "shout" command proves handy.

Type "shout" and answer the prompt with "hello pinhead" while you're in the wilderness, and everyone else there will

read your message on their screens. It's like a CB channel, and individual channels also exist for the casino and the town. The Wizard occasionally announces events to everyone currently playing.

Since this is a multi-player game, it has a few more specialized commands. "Players" tells you who else is currently playing, and "records" shows the high scores of each character class. You can also check your current score, which is based on monsters killed and money found. (Assassins are get a bonus for successful assassinations.) Typing "?" will show a list of possible commands, most of which may be abbreviated to two letters.

It's enjoyable because it offers a range of activities, from exploring to orc-slaying to teaming up with or even attacking other people (which can be even more fun than whomping on a computer-controlled monster). You can be competitive by running up a high score, or even seek the title of Valhalla resident, attainable only by retrieving the Grail.

For an idea of how a session goes, here's an edited transcript of what happened to my character one night:

The Wizard's sonorous voice speaks from the sky,
"XULUUI has just been thrown out of town!"

```
WILDERNESS> players
Ra Cl Character Name      St In Wi Cn
Dx Ch Lv  Score Location
Hu F DIRTY DEREK         19 14 16
15 14 13 1   36 Country
Dw F XULUUI              16 13 14 16
14 13 1   18 Country
```

A player shouts from far away...
DIRTY DEREK> YO,XULUUI WHAT'S THE SCOOP?/

```
WILDERNESS> shout
Enter shout (100 characters max.):
> Just found 330 gold on Bloodrinker's
body. Don't know who killed him.
```

```
WILDERNESS> n
Here is a goblin.
Humanoid - not nasty
You are not surprised.
It is surprised.
```

```
COMBAT> fight
You hit it!
Damage = 8
Yowl!
You killed it!
```

```
WILDERNESS> n
---
-----
--- ---
--- ---
--- R.I.P. ---
--- ---
--- HERE ---
--- LIES ---
--- ---
SUGAR RAY
-----
```

The scream of a falcon is heard in the distance....

```
WILDERNESS> y
Hills
Lake Hills
Hills
Lake Hills
Forest
```

```
WILDERNESS> XULUUI
Dwarf - Fighter
STR INT WIS CON DEX CHA
16 13 14 15 14 13
Score 155 Level 1
Gold 0 Life pts 12
Bank 0 Armor cl 10
Food 0 Torches 0
Resurrections 1
Belt
Boots
Cloak
```

```
WILDERNESS> save
Experience: 155
Monsters defeated: 4
```

```
Game totals:
Monsters killed: 114,285
Players killed: 1,846
Valhalla residents: 9
```

XULUUI goes to sleep.... (Zzzzzz....)

Delphi can be accessed at 300 and 1200-baud for \$6 an hour, and there is no surcharge for *Quest*. It also offers adventure-related bulletins boards and other services. For information on signing up, call 800-544-4005.

The Rocky Horror Show

by Tim Snider

"It's just a jump to the left. . . then you step to the right. . . ." And so begins a journey into the frightening, humorous and downright bizarre world of *The Rocky Horror Show*. To the uninitiated, *Rocky Horror* is based on the film that has risen to cult status over the past few years. Best known for its wildly insane audience participation, the movie spoofs every horror film cliché ever filmed. The game, based on this strangely successful flick, not only holds true to the original plot but also adds a few twists of its own.

Just like virtually every scarey film made, it begins when a flat tire and an ominous storm cause you and your fiancé to seek shelter. Unfortunately, the only place nearby that looks vaguely inhabited is that mysterious old mansion at the top of that steep craggy cliff. With lightning flashing all about you, you decide to look for help there. Thus begins your adventure with a cast of the oddest villains you'll ever meet in such a game.

The evil Doctor Frank N. Furter wants the two of you to stay and enjoy his hospitality. Judging by the bathrobe he wears throughout the game, you feel it would be best to leave. But the Doctor is not one to take rejection lightly! Using his Medusa machine, he turns your beloved into a granite statue. You can't leave without her, so you start to search the house for the De-Medusa machine.

But Doctor Furter has already disassembled the device and scattered the pieces throughout his castle--which, by the way, will turn into a rocket ship in about 25 minutes and transport all within it back to Transylvania. Not being too hot on the idea of sightseeing, you begin your search for the missing pieces of the only tool capable of restoring life to your sweetheart. With the joystick, you guide your animated character through the castle's many rooms, up and down the stairs, constantly dodging and sidestepping its peculiar inhabitants.

For the Doctor is not alone in his endeavors to keep you trapped inside. He's joined by animated characters like Riff-Raff, a manic-depressive butler who enjoys taking potshots at you with his Anti-matter gun. Riff-Raff's sister, Magenta, is also there to help slow you down. Columbia, a high-strung groupie,

has an annoying habit of sticking to you like epoxy.

And no horror movie would be complete without the creature of honor! Eddie was one of Frank's failed experiments, a motorcycle maniac with a thing for driving through the house at Warp Speed 8. He's in a deep freeze somewhere in the mansion, but the temperature's slowly rising. . . . Lastly there is Rocky Horror, the "monster" this movie/game is based on. This guy is an eight-foot tall baby, just as harmless, and you're even invited to watch his birth!

At the beginning of the game you're prompted to choose a character to play, Brad or Janet. You wander about the castle looking for machine parts and keys that will open the doors to other regions. An important room to locate is the theatre. There you must build your device next to the immobile form of your love.

A timer at the bottom of the screen continuously ticks down the minutes until "departure," while on the right a thermometer shows the temperature in the freezer. When it hits one degree above zero, Eddie will emerge. Keep an eye on it, so you can be ready for his sudden, roaring appearance. (Remember, you can't save a game in progress.)

You're probably wondering what these fiends can do to you to slow you down. No, they don't kill you or do anything else so simplistic. Upon contact, they do one of two things. They might utter a piece of dialogue from the movie, which causes no harm and just adds some flavor to the program. Or they might grab your character and strip him down to his underwear! And without clothing, your onscreen persona is too embarrassed to perform any other actions. You must trod from room to room and find your clothes before you can do anything else. The villains also pepper you with crude and insensitive remarks while you're undressed. (Like *Leather Goddesses*, this game merits a PG rating. Nothing offensive, just suggestive.)

Conclusions: While easily learned, this game can drive even the most fanatical arcade adventurer insane. I don't mind being shot at, vaporized, stunned, or even squished. But it takes awhile to get used to being stripped! Those who have seen the movie will be pleasantly surprised. The adaptation from silver

screen to computer screen is excellent, and is highlighted by the film's theme song and intermittent sound effects. Just one word of advice: don't throw rice, toast, and water at your monitor. It took me a week to clean mine off.

System: C 64/128 & Apple
Skill Level: Intermediate
Price: \$29.95, C; \$34.95, A
Company: Activision

Altered Ego

Billed as a role-playing game, *Ego* has no monsters, mazes, or space ships. Instead, your character is an ordinary person who goes through life making decisions similar to those ordinary people make in real life. (Male and female versions are available.) The process is centered on a "tree," a line with branches leading to different icons. Click on an icon (via joystick or mouse control) that represents a "life decision" and you get to read its message, which may offer more decisions. Experiences may be emotional, physical, or one of four other types. Other icons depict "life choices," things like college, major purchases and relationships.

You can start as an infant, a teenager, or one of five other age levels, and advance through the years. Your initial character has a profile of stats for various characteristics like confidence, intellectual ability, and thoughtfulness, so *Ego* does compose a tenuous form of role-playing--but I still haven't figured out why anyone would want to fantasize being an ordinary person. I prefer rpgs and adventures over other computer games for the chance to briefly escape reality by entering a fantastic world and engaging in extraordinary activities. The last thing I want to do in a game is confront reality --I have to do that all day long.

Conclusions: Not recommended, unless you're a real dragon or wizard who wants a role-playing game that lets you fantasize being an ordinary person.

System: Apple, C, Mac, IBM, Tandy 1000
Skill Level: Irrelevant
Price: \$39.95
Company: Activision

Walkthrus: Leather Goddesses of Phobos

by William Carte

In Bar

Northwest (Northeast if female). Take stool. Use bathroom. Smell. Wait (until you're kidnapped).

In Cell

Take all. Open door. South. Open narrow door. South. Take paper. Read paper. Wait (until Trent/Tiffany gives you a matchbook). Read matchbook. North. Up. Turn flashlight on. Enter closet. Smell. Drop stool. Climb on stool. Take basket. Climb down. Stand on circle.

In Jungle

Turn flashlight off. East. East. Take stain. Northeast. East. Enter booth. Push knob. Open box. Take coin. Exit booth. Stand on circle.

At Docks

South. South. South. West. Northwest. Show painting to mouse. Take mouse. South. East. East. Southeast. Pour stain on circle. Drop can. Stand on circle.

In Cleveland

South. Put coin, matchbook and paper in basket. Take sack and rake. North. Northeast. Up. Look through window. Take sheet. Rip sheet. Tie strips together. Tie rope to bed. Put rope in window. Wait. Wait. Take headlight. Put headlight in basket. Climb down stairs. East. Take trellis. Move sod. Stand on circle.

End of Hallway

Up. Turn flashlight on. North. Stand on circle.

Jungle

East. East. West. Put trellis on hole. Open sack. Put leaves on trellis. West. East. East. (This takes care of flytrap.) Northwest. Offer flashlight to salesman. Put headlight, paper, matchbook, coin and mouse in sack. Take machine. Knock on door.

Looks Can Be Deceiving

Down. Look in cage. Put chocolate in cage. Wait (until scientist finally leaves room). Take chocolate. Take rubber hose. Eat chocolate. Break bars. Exit cage. Drop rubber hose. Untie strap. Pull switch. Climb off slab. Take rubber hose. Put rubber hose in sack. Stand on circle.

In Booth

Exit. West. South. West. West. West. Take jar. Examine jar. Read jar. Open machine. Put jar in machine. Close machine. Turn it on. Open it. Take jar. Drop machine. Stand on circle.

In Hold

Take sword. South. Climb on stallion. Ride west. Down. Take suit. Wear suit. Open hatch. North. Smell. Attack Thorbast (or Thorbala if female) with sword (until he loses his sword). Take his/her sword. Give his/her sword to Thorbast. Attack monster. Untie woman. Enter passenger spaceship. Examine photo. Put photo in sack. (You may open door and go east, but it isn't necessary to complete the game.) Exit spaceship. South. Remove suit. Climb on stallion. Ride east. Down. West. West. West. Save. Stand on circle. (Note: Occasionally this circle will take you to a location other than the Oasis, where you need to go for this walkthrough. That's why you should save first and restore the game and try again if you don't wind up at the Oasis.)

Oasis

Drop sword and tray. West. Northwest. West. North. North. Apply cream to angle. Take angle. North. Put angle in sack. Enter barge. (A good place to save.)

Royal Barge

Examine controls. Read orange. Read purple. Push purple (it should read "full speed ahead"). Push orange. Wait (until a dock is visible on northern shore). Push orange.

Baby Dock

Exit barge. North. Take balm and message. (To decode it, see comic book and read decoded message backwards.) South. Enter barge. Push orange. Push orange.

At Donald Dock

Exit barge. South. East. South. Read sign. (Try to buy exit with coin.) North. West. North. Enter barge. Push orange. Wait (until docks are visible on both banks. Push orange.

My Kinda Dock

Exit barge. Push orange. (Yes, let the barge go on without you.) East. South. Take pin. Put pin in sack. Drop basket, blanket and painting. North. East. (A good place to save.) North. Yes. Answer "riddle". West. (Say number from the message backwards.) Enter harem. Smell. Wait (for woman/man). Woman (or man), kiss my kneecaps (this is the clue from decoded message). Take torch and map. Put map in sack. (Good place to save game.) Down

Catacombs

It takes 57 moves to complete the catacombs. Number them carefully, for you must clap every five moves, hop every nine moves, and say "Kweepa"

every eleven moves: 1. NW 2. N 3. NE 4. E 5. clap 6. NE 7. NE 8. SE 9. hop. 10. clap 11. Say "kweepa." 12. D 13. NW 14. NE 15. clap 16. N 17. S 18. Hop 19. NE 20. Clap 21. U 22. Say "kweepa." 23. NW 24. Take directory. 25. Clap 26. NW 27. Hop 28. S 29. SE 30. Clap 31. SE 32. D 33. Say "kweepa." 34. E 35. Clap 36. Hop 37. N 38. W 39. E 40. Clap. 41. W 42. S 43. Clap 44. Say "kweepa." 45. Hop 46. SW 47. Take raft. 48. Clap 49. N 50. S 51. E 52. NW 53. Clap 54. Hop 55. Say "kweepa." 56. N 57. U

Laundry Room

Take basket and blanket. Drop torch. North. East. Look in well. Climb down.

Icy Dock

Exit barge. South. Southeast. Give coin to penguin. Examine coin. Southeast. North. Drop sack. Take baby. Wrap baby in blanket. Put baby in basket. Take sack. South. South. Put basket on stoop. Wait. Wait. Open door. Enter igloo. Take cotton balls. Exit igloo. North. Northwest. West. Stand on circle.

At Wattz Up Dock

West. West. Northwest. Apply balm to lips. Put pin on nose. Put balls in ears. Close eyes. Kiss frog. Take blender. Read blender. West. Remove balls. Remove pin. Remove balm. Put balls and blender in sack. North. North. North. Put raft in water. Enter raft. Wait (until dock is close on southern shore second time, which is Donald Dock). Grab dock. South. East. South. Buy exit with coin. Rake dust. North. Drop rake. Drop jar. Open tube. Empty tube. Stand on circle.

Boudoir

Wait (until you're dumped to On Plaza).

On Plaza

Give each item--blender, rubber hose, cotton balls, angle to Trent, headlight, mouse, photo, directory--to Trent/Tiffany as he/she asks for it. Now just sit back and watch the action, you Interplanetary Emperor, you.

For his solution to Leather Goddesses, William Carte will receive an IBM version of Ultima IV. Brian Smith got High Stakes for sending in his walkthrough to Oo-topos. If you have solved a recent adventure or role-playing game, let us hear about it--you may receive the game of your choice!

Oo-topos

by Brian Smith

Prison Cell

Get bottle. Break lock (3 times). Open door. West. North.

Guard Post

Push red. Push green. Get laser. Get goggles. East.

Hall Intersection

Shoot alien. North (3 times). East. North. North. (On Podium) Get rod. South. South. West. South. South. South. West. South. South.

Medical Lab

Push switch. Get flask. Get box. Push switch. North. North. West. West.

Chemistry Lab

Push switch. Put flask in sink. Pull handle. Get flask. Push switch. East. East. South. West.

Small Room

Throw acid on sentinel. Shoot sentinel. Get translator. East. North. East. North. North. North. East.

Main Gravitube Room

Push button. Enter tube. Push blue. Exit. (Solarium) Get snarl. South. West. Down. Down.

Near Stage

Open box. Get converter. Get snarl. Wait (until Grix blows you out of room). Drop box. East. Enter tube. Push red (twice). Exit.

Garbage Disposal

Wear goggles. Push button. Search garbage. Get helmet. Wear helmet. Get suit. Wear suit. Get gloves. Wear gloves. Remove goggles. Exit. Push blue (twice). Exit. East.

Radiation Room

Put converter in beam. Get navchip. Get converter. East.

Bright Room

Wear goggles. Get sphere. Drop goggles. West (3 times). South (3 times). West. West. North.

Top of Tunnel

Drop navchip. Drop converter. Drop sphere. South. East. East. North. North. North. East. East. North. (Mirror Room) Look 4-D mirror. North.

Viewscreen

Push switch. Get card. Push blue. Push red (opens chest in frozen room). Push blue (three times). Push red (turns tractor beam off). Push switch. South. Look 4-D mirror. West. South. West.

West. West.

Library

Push switch. Get crystal. Put crystal in projector. Push button. Get crystal. Open door. North.

Musty Room

Get book. Read book. Drop book. Push switch. South. East. East. South (3 times). West. West. North.

Top of Tunnel

Drop crystal. Drop card. South. East. East. North. North. North. East. Enter Tube. Push blue. Exit. (Solarium) Open airlock. East.

Roof

Get ring. North. Yes. East. Up. (Top of Pyramid) Get jewel. Down. East. North.

Jungle Clearing

Get reed. North. (Dense Jungle) Touch flower. Get emerald. South. (Huja) Wave reed. Get gyro. East.

Beach (with Robot)

Throw reed in sea. Get shield. East.

Beach (with Crab)

(If crab bites you, drink liquid to heal.) Shoot crab. Drop laser. Get shell. Drop bottle. North. North. North.

Cargo Bay

Drop shell. Drop emerald. Drop gyro. Drop jewel. Drop ring. Drop translator. South. Open airlock. South. South. East. North. South.

Pyramid

Enter pyramid. Push switch. Get cube. Push switch. South. North. West. S.

Tunnel Bottom

Get in car. Push up button (twice). Get navchip. Get converter. Get crystal. Get card. Drop shield. Drop rod. Get sphere. Push down button (twice). North. East. East. West. North. North. North.

Cargo Bay

Drop navchip. Drop converter. Drop crystal. Drop card. Drop cube. Drop sphere. Get translator. South. South. South. East. North. West. South. Get in car. Push up (twice). Get Rod. Get shield. South. East. East. South.

Narrow Room

Push switch. Read writing. Taka ele-leva. Push switch. East. East.

Storage Room

Push switch. Get cylinder. Get purifier. Push switch. West. Down. Open door. South.

Cold Room

Push switch. Get vial. Push switch.

North. Up. West. Taka ele-leva. Drop rod. Drop shield. Drop translator. North. West. West.

Lounge Area

Pull lever. Get block. North. Get in car. Push down (twice). North. East. East. West. North. North. North.

Cargo Bay

Drop cylinder. Drop purifier. Drop silver. Drop vial. South. South. South. East. North. West. South. Get in car. Push up (twice). South. East. East. South.

Narrow Room

Get rod. Get translator. Get shield. Taka ele-leva. East. Down. North.

Food Processing Room

Push switch. Get recirculator. Push Switch. South. Up. West. Taka ele-leva. North. West. West. North. Get in car. Push down (twice). North. East. East. West. North. North.

Inside Air Lock

Close airlock. North. (Cargo Bay) Drop translator. Drop suit. Drop helmet. Drop gloves. Get cylinder. South. West.

Computer Room

(when computer asks for mission code) TSE957X. North. (Life Support) Install rod. Install recirculator. East.

Starboard Engine

Install shield. South. (Port Engine) Install cylinder. West. North.

Cargo Bay

Get purifier. Get converter. Get gyro. Get navchip. South. East.

Port Engine

Install purifier. Install converter. West. West. West. (Bridge) Install gyro. Install navchip. East. (Computer) Get message about needing 27,014 lemperes of fuel.) East. North.

Cargo Bay

Get card. Get crystal. Get ring. Get shell. Get emerald. Get sphere. Get silver. Get jewel. Get cube. Get vial. South. West.

Install Card

(Get message that you need 497.9 frods to buy fuel and to value each item.) crystal - 0, ring - 31, shell - 133 emerald - 56, sphere - 89, silver - 69 jewel - 119, cube - 30. West.

Bridge

(Watch finale. You win if you have airlock shut, tractor beam off, vial in possession, and no pirates have been recalled.)



Space Quest

Continued from page 1

the bartender when you "Use the Coupon" from your game package, and five you find on the ground. The balance is acquired by gambling at a slot machine. This is a very creative sequence that adds significantly to the game. The problem is that the odds for winning mimic those of a Las Vegas slot. Even with constant game saving when you win money, this becomes boring before you have enough to get on with the game.

The Fine Points

While it's no Infocom, the *Space Quest* parser is more than adequate. In fact, it is considerably better than most I've seen. It doesn't deal with pronouns or multiple commands, but it can handle synonyms and complete sentences. The vocabulary seems large enough in most cases. In addition to the usual remarks generated when you enter a command it doesn't understand, *Space Quest* also refers to specific words it doesn't know. Text is displayed on-screen in pop-up windows, and when you walk off-screen the new illustration is rapidly displayed.

Space Quest comes with two disks, the usual "getting started" booklet and a manual that furnishes background on your character and situation. The package also includes some little blue coupons that puzzled me at first. One is for a real product, and the other two are fictitious, like the postcards in *Planetfall*. Their purpose became clear later when I was able to redeem them at the shops in Ulents Flats.

The game requires 256K and one double sided floppy disk drive, but is more convenient with two drives. Play speeds up considerably when the program is installed on a hard drive, but the "Key" disk will be required in drive A> when the game is first run. Either the CGA or EGA graphic standards are acceptable, and there is a software toggle switch for composite or RGB. Up to 12 games can be saved in a single save file (more save files can be created on other disks if necessary) and they can be called by descriptive multi-word names instead of 8 character filenames.

Conclusions: *Space Quest* gets my highest recommendation. While I think a novice might have trouble completing the entire game, the graphics and sound are enough to entertain anyone to the extent

of the purchase price. For those who have trouble with the tougher puzzles, Sierra sells a hint book for \$7.95.

System: IBM & Compatibles, Tandy 1000, Atari ST

Planned Conversions: Amiga, Apple IIGS

Skill Level: Intermediate

Price: \$39.95

Company: Sierra On-line

Goldfinger

Continued from page 1

those Mercedes crashing into an electrified fence or over the side of the mountain.

If you fail, the Koreans run you off the road and grab you and Tilly Masterson, who seeks revenge on Goldfinger for killing her sister in a scene that was omitted from the game. Oddjob, Goldfinger's tuxedoed assassin, lops Tilly's head off with his infamous hat trick, and you wind up looking down the wrong end of an industrial laser.

End(s) of the Road

But alternative endings abound, and they aren't just different ways of getting killed. Once I sailed over a cliff, with Tilly beside me in the car, and awoke in the hospital to learn that she was suing me and Her Majesty's Secret Service for malfeasance. Now that's realistic interactive fiction!

After finally finishing off all three carloads of Koreans (if Fleming were writing the novel today, would he have put them in Hyundais?), I found my way back to Goldfinger's factory and chateau for a look around before heading for the airport. From there I caught a jet to Goldfinger's old Kentucky home and soon stumbled across a gang of criminals plotting to use a nuclear bomb in a daring raid on nearby Fort Knox. The game adheres closely to the book's plot and unfolds in a linear pattern as you solve the puzzles in one scene and move onto a new location. No points are awarded for puzzle-solving.

As with Mindscape's previous text games, the prose is vivid and tightly edited--a real electronic page-turner that Fleming would have appreciated. A glance at Tilly "makes you think of storied mansions, dark limousines, and the Lord's cruel penchant for creating elegant blondes with steel-trap souls." The parser is still average, with a fair

vocabulary. There were a few trying moments, such as the time I said "examine manhole" and the parser suggested I try "'LOOKing" at it--and when I did, it repeated the suggestion. Such inconsistencies occurred here and there, but were never devastating enough to wreak havoc with the game.

I played a Macintosh version for the first time and found that it doesn't support cut and paste or any keyboard shortcuts and won't permit you to change fonts. With all versions, though, you can get hard copy of the text to study for clues, and two drives are not supported.

Conclusions: I had more fun with *Goldfinger* than *View to a Kill* (and haven't even met up with Pussy Galore yet), but that may be because Fleming's characters and story were superior to those in *View*, written by some uninspired hack whose name I don't recall offhand. If you've played a *Mindscape* game and didn't like the way they kill you off every other step, you might enjoy this one -- it isn't as deadly, but still keeps you on your toes. And the prose is more graphic than many illustrated adventures.

System: Apple (64), IBM, Macintosh

Skill Level: Intermediate

Price: \$39.95

Company: Mindscape

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Gemstone Healer

Continued from page 2

treasure to match the bonus value before the time limit expires, the bonus points are added to your score.) This enables several players to compete for high scores, and contributes to the arcade atmosphere of the game. There's even a "vanity board" that displays the top five high scores, which are automatically saved to disk. You can erase the last two if desired. The board also shows the score of the last player (in the current session) and the highest score of the day.

New Icons & Weapons

The major differences in the interface are new icons that represent 25 healing tools: some have an arrow and a direction, one shows an ocean, another mountains. And of course icons are on-hand for the splitting tools. There is also a powerful new weapon, the Demonslayer Sword, which is effective in close quarters. And the Scroll of Paradoxus, with its arcane clues, is a welcome addition. In the maze you'll also find other scrolls. If used, the map is momentarily replaced with a picture of the scroll and its message. These clues also contribute to the stronger

sense of classic adventuring that distinguishes this game from *Gemstone Warrior*.

The layout of the maze remains the same in each game (unless you create a new one), but the locations of the altars, boxes, and the contents of the boxes are randomly scattered for a new game. That allows you to spend time mapping in a few games, then concentrate on solving the mysteries of the maze once you know your way around. Disk access is fast even on the Commodore version.

Conclusions: I enjoyed this sequel more than the original, due to the added emphasis on clues and puzzles. Still, tense action and a fun magic system are this game's best features. Of course, if you're not good at shoot-'em-ups you won't stand a chance against all those demons. But for those who like to shoot as well as to cast spells, *Healer* offers extra replay value. It's also good for competitive adventurers because high scores are saved to disk.

System: Apple (64K), C64/128
Skill Level: Intermediate
Price: \$29.95
Company: SSI

NovelSoft

Continued from page 2

Trek takeoff. They're all similar in presentation and design. If the vocabularies weren't so inadequate I would recommend them for fans of text games because the prose itself is well written and humorous. But even the low price--\$10--isn't enough to make any of these games a good value unless you really like playing "guess that word."

System: C64/128, Atari 8-bit
Skill Level: Intermediate
Company: Novelsoft



The winner of this month's random drawing was John Langlais, who gets the Commodore version of SSI's *Gemstone Healer*. Starting next month, the rules for our random drawing will be modified so that only subscribers who have sent in a clue or tip to Keys to the Kingdoms in the past 30 days will qualify for the current month's drawing. Your clue doesn't have to be published for your name to be entered in the contest.

KEYS TO THE KINGDOM

Space Quest:

Upon entering the library on the Arcada, leave and enter again. A wounded scientist will stumble in and give you a hint about which of the library cassettes you need to take with you. 2. Search the body of the Arcadian crew member found west (left) of the library lying next to the wall on his left. He has the keycard necessary to gain access to the landing bay. 3. There are two important things to take from the pod crash site. One is the survival kit from inside the pod and the other is the shard of glass to the right front (front being the side facing you on the screen) of the pod. If you can't see them, simply try to GET them. 4. The Orat cave is tough to find the first time. When you find the beginning of the path up to the top of the mesa, go up one screen, it is in the cliff wall on the right side of the screen. 5. There are two ways to kill the Spider Droid and Orat. One is to lead the droid into the Orat's cave and hide behind the rocks. It will destroy the Orat instead of you and die with it. The other way to kill the spider is to wait until it crosses below you on the bridge and push the rock onto it. The other way to kill the Orat is by throwing the can of dehydrated water at it. The latter ways to kill each gains more points in the game, but costs you your water, which may be fatal if you have spent too much time in the desert. 6. Open the stone door by placing the small rock you find next to the elevator on top of the little geyser. 7. Pass the tentacled beast below the grate by scrunching all the way against the back wall. It will reach but not get you. 8. Short out the laser in the underground cave area by typing "USE MIRROR" while standing close to the beams. 9. Put the "Astral Body" cartridge into the slot on the computer you find in the Keronian cave beyond the holographic face to get the self destruct code for the Star Generator. Don't forget to retrieve the cassette before you take off in the skimmer. 10. Don't sell the skimmer to the man in Ulents Flats the first time he offers to buy it. Wait till he comes back so you can get the jetpack necessary to board the Sarien ship.

Goldfinger

Having trouble with the Koreans? Push the buttons in the following order: white, red, black (or black, red, white). Push them when a car is close behind yours.

Bard's Tale

Here's an easy way to accumulate millions in gold. At the Inn, pool gold to one character and remove him from party, which saves him to disk with all the gold. Load him back, pool his gold to another character and remove him. Repeat these steps for each character. Turn off the computer--do not save the game--and reboot the program. Each character will have the original amount of pooled gold. You can increase it more by following these instructions and again the gold from the six characters will be distributed to each character. [Let's just hope this also works with Bard's Tale 2!]

Trinity

There is a must faster way to get the sundial's shadow on any certain symbol than the method offered in last month's walkthrough, which was to wait, wait, and wait some more. First push the lever, then turn the brass ring to the symbol of your choice.

This month's clues were contributed by Stephen King, Craig Konecnik, Paul Gaytan, George C. Rucker III. Send in the answers and strategies you've discovered in new games -- and help rescue a lost adventurer somewhere from wandering around in a maze looking for a radiation suit and a piece of rope for the next three years.

Waiting for Duffy

Duffy's still lost in space, so if you're stuck in an adventure send in a brief ad.

Deja Vu: Got to Auburn Rd., found timetable. Now what? Roger Buttermore, 65 Princes St., Sandy Bay, Tasmania, Australia, 7005.

Asylum: NEED HELP! Have mapped most of it, but can't deal with guard. Linda Perry, HCR Box 71, Cold Brook, NY 13324.

Can give help on **Ultima 2 & 4.** Plus others. Mike Bagnall, RD #1, Box 1025, New Freedom, PA 17349. Or call (not collect) 717-235-6654.

King's Quest 2: How do I find mermaid & how can I return bird to antique shop? Can give free help with **Alice in Wonderland, Below the Root, Swiss Family, Treasure Island, Zork 1, Wishbringer, Seastalker, Hitchhiker, King's Quest 1.** Leigh Henderson, 5145 Huggins Rd., Michigan Center, MI 49254.

Tass Times: How do I get past the gate with the eye and nose without getting killed? Aaron Chou, 7032 Stratford Rd., Woodbury, MN 55125.

Nine Princes in Amber: Need any help you can give. Jeff McLellan, Rte. # 1, Box 2490, Waterville, ME 04901.

King's Quest 2: How can I cross the poisonous lake? What's the cloth for? Where's the 2nd key? Also need help badly in **Hitchhiker** and **Deadline.** Ahmad Jassem Al-Nusif, POB 38305, Dahia, 72254 Kuwait.

Can help with **Phantasie, Ultima 3, Bard's Tale, Questron** & many others. Need help with **Perry Mason, Dragonworld, Mindshadow.** Need someone to play **Lords of Midnight, Dragonriders of Pern** with. If you live on Staten Island & want to play get in touch. S. Bugaj, POB 1997, E. Hampton, NY 11937. No collect calls!.

Need help! **Wizardry, Knight of Diamonds.** Need solution to last riddle on level 6. Mike Bertrand, 5213 Windsor Ave S., Edinu, MN 55436.

Send SASE for free help in **Zork 3, Hitchhiker's Guide, Black Cauldron, Witness, King's Quest 1 & 2, Witness, Enchanter.** Jennifer Shulman, 12 Ardmore Rd., Scarsdale, NY 10583.

Moebius: Can't get off Earth Plane. Am 10th level, all lives. Phil Raino, POB 750, Randolph AFB, TX 78148.

Bard's Tale: Need help! Can give help with **Amazon, Cutthroats, Zork 3.** H. Stecker, 406-S. Dellwood, Cambridge, MN 55008.

Ultima 3: need help. Can help with **Zork 1, Planetfall, Cutthroats, King's Quest 1 & 2, Black Cauldron, Amazon.** Todd Draper, POB 4366, South Bend, IN 46634.

Have maps & hints for **Zork 1-3, Enchanter, Sorcerer, Infidel, Witness, Deadline, Planetfall, Starcross, Original Adventure, Sherwood Forest.** David Aulfather, 13209 Dessau Dr., Austin, TX 78753.

Crimson Crown: After Eric gets & wears crown in last room, how do I survive vampire? Brian Smith, 3035 Montego, Plano, TX 75023.

Fantasic Four: How does Thing escape tar pit? **King's Quest 2:** How do I cross poison lake? Have 69 points, no keys. Can give graduated hints for **Essex, Spellbreaker, Franktured Faebles, Below the Root, Alice & Crimson Crown.** T. Walsh, 116 Homestead Cr., London, Ont., Canaa N6G 2E8.

Ultima 4: What is pure axiom? Is this the answer to last question, "What does thou possess if everyone may relay on your every word?" **Spellbreaker:** What do you do in octogonal room? Can help with most Infocom games, **Amazon** and **Ultima 2,3,4.** A. Lucyshyn, 239 Stevenage Dr., Longwood, FL 32779.

Expedition Amazon: How do I solve final 1-person maze? G. Stanford, 3281 Foxgate Dr., Memphis, TN 38115.





SWAP SHOP

Got a houseful of old adventures? Trade 'em off with a free ad. [Adventures only, no more than ten games per ad.]

APPLE

Will trade Deadline, Mystery House, Wizard & Princess for Zork 1, King's Quest 1, or Ultima 1. Faith Hersey, Rd. 5, Clark Ave., St. Clairsville, OH 43950.

Many games to trade. Send your list for mine. Richard Lindner, PO Drawer 1109, Cape Coral, FL 33910.

Trade or sell: Spellbreaker, \$30. Ballyhoo, \$25. Will trade for originals of Mindshadow or Raodwar 2000. Aaron Chou, 7032 Stratford Rd., Woodbury, MN 55125.

Will swap Wizardry, Knight of Diamonds, Zork 1, Hitchhike, Ultima 4 for war and strategy games. Jeff McLellan, Rte. 1, Box 2490, Waterville, ME 04901.

Will trade complete package of Ultima 3 for same of Questron. Ahmad Jassem Al-Nusif, POB 38305, Dahia, 72254 Kuwait. Sale: \$20 each, Zork 1, 2, Deadline, Amazon, Mask of Sun. \$18 each: Strange Odyssey, Voodoo Castle, Murder by Dozen, Mindshadow. All original with docs. Andy Lucyshyn, 239 Stevenage Dr., Longwood, FL 32779. (305) 869-6571 (not collect).

Wanted: Crystal Caverns. Write first. T. Walsh, 116 Homestead Cr., London, Ontario, Canada N6G 2E8

To trade: all four Ultimas, the Zorks, Moebius, Transylvania, Fahrenheit 451 & more. Looking for ACS, Questron, Sorcerer & others. Write 1st: Paul Berland, 4430 N. Francisco, Chicago, IL 60625.

Trade! Have 250+ games, adventures and utilities. Want

anything good. Send list of your programs. Jon Champlin, Moffat Rd., Nelsonville, NY 10516.

Want Amazon, Dragonworld, & Indiana Jones. Send for list of 300+ games. K. Kraus, 33 Fox Hill Rd., Shrewsbury, 01545.

Interested in trading all types of adventures and FRPs. Send list of what you have to trade and games you want. Ba Ha, 4111 Sunset Dr. # 24, Los Angeles, CA 90027.

Trade or sell (all originals): Nine Princes in Amber, Amnesia, Altered Ego, Brimstone, Hitchhiker's Guide, Planetfall, Sorcerer & more. Interested in Tass Times, Battle of Antietam, Lords of Conquest. Scott Huang, 14 Equestrian Ct., Huntington, NY 11743.

MACINTOSH

To trade, Zork 1 & 2, Seastalker. W/docs, maps, hint books. Maps & hint books for Zork 3, Enchanter, Sorcerer. Want Ultima 3, Enchanted Sceptres. Roger Buttermore, 65 Princes St., Sandy Bay,

Tasmania, Australia 7005.

\$15 each, Ultima 3, Enchanted Sceptres, Legacy, Hitchhiker's Guide, Hacker. All originals w/docs. Call or write Mark L. Bowman, 190 North Ave., Frankfort, IL 60423. (815) 469-3936.

COMMODORE 64/128 \$20 each: Trinity, Moonmist, Wishbringer. \$10 each: Ultima 2, Deadline, Zork 1. Write first. Craig Konecnik, 873 Yorkshire Lane, Crystal Lake, IL 60014.

\$11 each: 10 adventure and role-playing games, mint condition. Dan Antolec, 5204 Midmorr Rd., Monona WI 53716.

Will trade or sell original of Phantasie, Questron. Roland Lopes, 3466 Laddie Cres., Mississauga, Ont., Canada L4T 1N1.

40+ games to sell/trade. Many current adventures, looking for really good copy program, Ultima 1 or anything good. Bob Bowen, 3 Peekskill Rd., Nelsonville, NY 10516.

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Sale/trade: Suspended, Starcross, Deadline, all Zorks, Quest for Holy Grail, See-kah of Assiah, Gates of Dawn, Hero of Golden Talisman, Give My Regards to Broad St. \$15 each. Questron, Phantasie 1 & 2, \$26.50 each. Many others, will trade on most. Want Brimstone & Mindwheel. Write 1st: S. Bugaj, POB 1997, E. Hampton, NY 11937. 516-324-3329. [No collect calls.]

Will trade my adventures, hints, solutions for yours. C. Raudonis, 45 Pelham Rd., Hudson, NH 03051.

Will buy original adventures with docs. Send list and prices to J. Muxlow, 8957 Burnside Rd., Brown City, MI 48416.

Games for sale or trade: write for free list of new & old

adventures. Kevin Kraus, 33 Fox Hill Rd., Shrewsbury, MA 01545.

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