

QUESTBUSTERS™

The Adventurer's Newsletter
September, 1986

Vol. III, # 9

BREAKERS: Borg Under a Bad Sign

Things are looking grim out there in the Slug Nebula, somewhere on the far side of the universe. The planet Borg is threatened with catastrophe by a twin planet called Margo. As a Lau, one of the psychically endowed beings who dwell there, you and six others are setting out to perform a ceremonial ritual that will prevent the disaster when you're attacked by a gang of breakers. The breakers--a mixed bag of space outlaws, "shuttlebums" and all-around adventurers--have their headquarters in the volcanic rifts on Borg and are using Nimbus Colony, an industrial satellite orbiting the planet, as a base for intergalactic smuggling.

The attacking breakers kill everyone but you. You get knocked out. Then some Gaks--the local stormtroopers--show up and toss you and the breakers in the Gakmobile. In the opening scene, you awake in the corridor of Nimbus Colony,

where a rare pair of helpful breakers pull you inside a bar and hide you from a passing Gak patrol.

Your long-range goal is to return to Borg and conduct the ritual that will save the planet, but there's a lot to do first. You've got to explore Nimbus, which isn't easy because the Gaks keep tossing you back into the bar. Breakers, and they think you are one, aren't allowed outside the bar, so the initial problem becomes avoiding the Gaks long enough to obtain a worksuit that will fool them into thinking you're a local.

This requires intensive character interaction with the intergalactic weirdos hanging out at the bar, apparently inspired by the bar scene in *Star Wars*. It's packed with beak-nosed Cirdonians, tiny red Pygmoids, and a bartender named Betty who has three crimson eyes and is a mollusk of some sort. You'll also meet Bobo, a young blond adventuress, her sidekick Panface,

and a peripatetic monk named Beek. Only by engaging them in conversation will you get the information and items necessary to make progress. Beek also poses a couple of riddles. The docs provide clues, but you really have to search for them and then correlate these findings with what you learn in the game. Bobo and Beek and Betty will help [which makes me wonder if author Rod Smith had a fixation on the letter "b"]. There's also a lively and humorous scene going down in the bar, a hangout for "punks in space."

Breakers is a tough one, and it took me longer to get into the game than any of Broderbund's previous Electronic Novels. I was on the verge of calling the author and pleading for clues when I finally wheedled some practical information and a loan of ten gold coins from one of the denizens of the bar. You must not only ask certain people about specific subjects, but must also approach them properly. Subtlety is the keyword. By asking each person about other characters mentioned in the manual as well as those in the bar, I gathered more background on the people of this bizarre place and how they fit into the big picture. There's a feud going on between a guy named Mulcahy and Casey Jones. Jones is supposed to be the key to getting off Nimbus. A smuggling ring is operating here, dealing in the drug called Magic [used by the Lau in their ceremonies], and someone is kidnapping Lau and selling them into slavery as pets. Delbert Riggs, a reporter who was investigating all the mysterious events, has been missing for weeks, and I know if I find his apartment in D module I'll get more clues that might help me break up the slavery ring and do something about the smugglers.

But it's an elaborate process, for the program covers both sides of two disks and there is a good mix of object and character-oriented problems. And this isn't like most adventures, in which the geography immediately expands after you get out of the opening phase, as in *Planetfall* after you reach the island. [That's good in one sense: little or no mapping is required.] Only a few more locations became accessible after finally I got out of the bar long enough to look around. Solve the right puzzle(s), and you get into another compartmentalized area.

After managing to get my hands on a device that detected the Gak's presence in

Age of Adventure

A few months after I started playing and reviewing computer games in 1983, I began hearing of *Ali Baba*, always referred to as a classic. Not until this summer did someone loan me a copy of the much heralded "classic," and when I finally played it I couldn't figure out what all the excitement was about. Had people called it a classic simply because it was out of print and therefore a collector's item? If that's the case, then it's a classic no more, for the 1981 *Ali Baba* and *Return of Heracles* [1983] have been upgraded and rereleased in this two-for-one package. Both were written by *Adventure Construction Set* author Stuart Smith.

Set in ancient Persia, *Ali Baba* is a simple role-playing game. The Sultan's daughter has been kidnapped, and you must survive the dangers of Thieves Mountain to find and return her to the Royal Castle. No points or score are involved. You stare at an aerial view that usually shows one room at a time, where the tigers and thieves who attack your stick-man Ali Baba are depicted with icon-like figures whose only animation consists of moving across the room.

A line of text always names the current location, but they all look like the same brick-walled room rearranged differently. Text messages like "the door swings open!" momentarily replace the menu to tell you

what's happening. You can step on squares that are supposed to be runes and get clues and information; these are similar to the message spaces in Smith's *Adventure Construction Set*. The messages are presented with ornate script that fills the screen. Musical background is provided by a flute, and you'll hear a few sound effects in battle.

At the bottom of the screen a menu lets you choose options such as move, attack, defend, rest, and observe your character's stats. You can also "add someone" and a new character, also under your control, enters the room to help Ali. When you attack, another menu appears at the bottom and offers directional choices: attack left, attack right, etc. The problem is that even though the program has been upgraded, the combat scenes are still painfully slow. I spent way too much time watching the same section of maze while Ali and a thief fought an interminable battle.

The most interesting thing about the program is that the extra characters you add to the game can move to different locations. When it's the next one's turn, the room he's in is displayed. This lets you explore the surroundings much faster. If it looks like the bad guys are about to wipe out Ali, you can call for some reinforcements--Og in

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Adventure Hotline

Starflight Takes Off

Chris Garske, Project Manager at Electronic Arts, says *Starflight* is "the best game we've ever done." It's an elaborate science fiction role-playing game for the IBM, Tandy and other compatibles, and marks the first time anyone other than Lucasfilms has used fractal graphics in a game. The fractal generator creates 3-D graphics of the 800 different planets found in the game's 270 star systems. Three years in the making, *Starflight* gives you a six-person crew to carry out a long-term exploration mission. We've assigned Stephen King the mission of spending a month in space to explore the game and report on it in November.

More New Quests...

Activision just released *Tass Times in Tone Town*, which was written by Mike and Muffy Berlyn and produced by Interplay. It's a graphic game in which you visit another dimension, one of the wackiest yet, to find your grandfather. [Apple, C64/128, PC, jr, Tandy, Mac, Amiga, ST] *Hacker II* is also new from Activision.

For a trip to the Old West catch the stagecoach to Datasoft's *Gunslinger*, which casts you as a retired Texas Ranger who must save an old pal from a lynching and deal with the Dalton Gang at the OK Corral. [Apple, C64/128, Atari 8-bit] Datasoft also has something called *Mercenary*, a combination "flight simulator/adventure." Avalon Hill's text adventure based on Shakespeare's *MacBeth* has just been released for the Commodore 64. Penguin has a series of educational adventures that teach geography using the Spy character from *Spy's Demise*. And *Roadwar 2000* [Apple] should be on the road by now from SSI. Lord British is diversifying: Origin System's latest is a war game, *Ogre*, based on the Steve Jackson board game, and they're working on a basketball game. But the role-playing *Space Rogue* will be out in October for spacefaring Apple owners.

And a Few Conversions

Origin System just shipped the Commodore versions of *AutoDuel* and *Moebius*. Amiga owners can find Penguin's *Transylvania* and *Crimson Crown* for the reasonable price of \$27.95.

Electronic Arts' *Archon II* is also out for the Amiga, and so are *Rogue* and the *Apshei Trilogy* [Epyx]. In addition to Stuart Smith's "Rivers of Light," the Amiga version of *Adventure Construction Set* also includes "Galactic Agent," created by QB contributing editor Ken St. André. *Phantasie* has been converted for the Mac. So has Firebird's *The Pawn*, which is also available now for the C-64 and in a version that runs in native 128 mode.

QuestBusters Update

Starting next month we will expand to 12 pages and start running ads to pay for the extra production costs. Ads will mainly be sold to software companies and other businesses with adventure-related products. Expect to see more ads in the next few issues [due to Christmas] than in the rest of the year. And don't panic: "Swap Shop" and "Duffy" ads will still be free to subscribers. Please limit Swap Shop ads to 10 titles, adventures and RPGs only.

If you've written QB and didn't get a reply, please enclose a self-addressed, stamped envelope next time. We plan to start a "letters to the editor" column soon. The extra space will also allow us to start publishing feature articles, interviews with noted adventure designers, and more of the material we've been doing all along.

Clues & Walkthrus

Summer has been a slow season for clues, so we don't have as many as usual in "Keys to the Kingdoms" this issue. If you've got any to share, send 'em in. If you've got a complete solution to a recent game, we'll give you your choice of any adventure if we publish it. Let us know what you've got before sending in the solution. Special thanks to QuestBuster of the Month Mark Revesman, who sent in the solution to *Spellbreaker*.

Contests & Back Issues

A lot of new subscribers have asked about two things: the monthly contest and back issues. Your name is automatically entered in the contest, and a winner is randomly selected every month. [This month's winner was Tom Burns, who won a copy of *Breakers*.] Back issues are available for \$2.00 each. Send SASE for a list of games reviewed and walkthrus published in each.

Breakers

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adjacent locations so I could avoid them, I roamed through the deteriorating corridors of Nimbus and eventually found my way to the surface. There I emerged in a hydroponics garden filled with giant carrots, where in the distance the dome housing the shuttle bay gleamed in the sky. But it was one of those "can't get there from here" predicaments, for the huge carrots grew so thickly I couldn't get through them. It's also a disorienting place. I've been told the worksuit's in a locker on level three, and the doctor may be found on level one—but no one will tell me which level I'm on at the beginning, and it's confusing to figure which way is up [which I guess makes sense in outer space].

So as I save my position and move on to describe the game's parser, packaging, and other details, I find myself once again tiptoeing through the corridors of Nimbus with a lot on my mind—it's a real-time game, you see, and if I don't do something soon it's all over for Borg. [This also means that things keep happening around you if you just sit and stare at the screen.]

THE PITFALLS OF PARSING

While parsers from other companies continue to improve with each new game, the Broderbund parser keeps slipping behind. In many cases it expects a word to be used only in one location or in a specific way. I said "throw ball at storeroom door" and was told "the storeroom door isn't open." Logically speaking, does a door have to be open in order for me to throw something at it? In another example, I tried to get a red insect that landed on my shoulder and was told "you're not quick enough." When I asked Beek to "tell me about insect," the program, not Beek, said "you're not quick enough." What this means is that it isn't always parsing your command for nouns, verbs and other parts of speech, but often looking for keywords that it expects in certain situations.

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QuestBusters™

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THE MIST

The adventurized version of a novella by horrormaster Stephen King, this all-text game starts out innocently enough as you stand in a checkout line at the Federal Foods store in Bridgeport, Maine. Then a strange "milky-white mist" rolls in, and people start dying left and right, some jerked off their feet and dragged screaming into the mist. In the original story, the protagonist's son Billy was with him in the store, and he set out to find his wife and escape. In the adaptation, Billy is with a babysitter over by the lake, so your goal in the adventure is to rescue him from the monsters of the mist.

Step outside, though, and a big, ugly bug, "slug-like, pink, two-feet long and with sucker-like pads" waits to finish you off before you can get out of the parking lot. After finally figuring out how to kill the first bug, you'll cross the parking lot and find the rest of the town littered with dead bodies, smashed cars and more monsters. *The Mist*, like Mindscape's other adventures, is a fatal fantasy where death lurks around every corner.

It's like those science fiction movies full of gigantic mutant insects: an albino bird-thing with leathery wings, a forest of tentacles slithering out of the mist, a spider the size of a dog. These critters are the results of a top secret government experiment called Project Arrowhead. A big thunderstorm hit the lab the night before, somehow spawning the mist whose arrival in town ushered in the horde of hideous creatures.

You won't find many people to talk to, just the butcher and other store help, the manager, and a couple of local residents. But conversing with the right person is instrumental to obtaining some vital gear. Other than those situations, the puzzles all involve object manipulation. Points are not awarded for solving problems; the reward is getting to read more eerie descriptions of the mist-covered, bug-infested town. Most of the puzzles aren't really hard [easy for me to say, since I had a walkthrough sent in by Brian Smith, which we'll be publishing soon], but a couple won't be unravelled

without a lot of overtime. It helps if you've read the story, published in King's *Skeleton Crew*.

Inventory management is one of the main problems you'll face, for you are limited to carrying just four items at a time. If you have too many and must drop one to pick up another, don't count on a monster to wait for you--get it right the first time, or be prepared to die. There are also a number of locations that lead to instant death as soon as you enter them.

The prose, though not composed by King, is vivid and professionally crafted--"strange web-like strands festoon the store like streamers" moments before the big spider attacks, a pistol is described as "a well-polished Colt Model M1911AT, with a blue Parkerized finish." The creatures' deaths [and yours] are detailed with descriptions that are equally graphic--and gorey.

Though the parser takes full sentences and understands the pronoun it, it won't let you say "get Gatorade" -- you must say "take." That's because the parser can only understand "get" when used in the command "Get in car" or "get out." A smart parser would allow the player to use the word in either context. The program doesn't run any faster than other Mindscape text games [which means slow, in case you've missed previous reviews of *View to a Kill* and *Rambo*]. You can print a transcript of the action and study it for clues, always a practical feature.

This is a particularly good adaptation, for it evokes the novella's same sense of dread as you "turn the page" by solving a puzzle that lets you enter an even deadlier part of town. The conclusion is especially faithful to King's story.

Conclusions: For anyone who likes Stephen King, bug-eyed monster movies, or well-written interactive fiction with a focus on objects, not people. Definitely not for the squeamish.

System: 64K Apple, IBM, Macintosh

Skill Level: Intermediate

Price: \$39.95

Company: Mindscape

Yukio-San: A Ninja's Revenge

by Stephen King

This is the kind of text adventure Bruce Lee might have designed. It begins in a castle, where the Emperor wants you to rescue his daughter from a Mongolian warlord. The Emperor's a serious guy: return to the castle without her, and the guards will decapitate you.

Playing *Yukio-San* was a strange experience. I wanted to like it because the author incorporated some very creative ideas, but for me the bad outweighed the good. I thought the opening puzzle, getting out of the castle, was a bit too hard and the hints that point you in the right direction were a little too vague. Apparently ninjas are not able to walk through doors as normal people do. I see no logic in this at all. If the door to the outside was meant to be a red herring [which it was] then there should have been some physical or mystical reason for its uselessness.

The limited vocabulary was also disappointing. *Yukio-San* has a nearly 300-word vocabulary and a parser that generally functions on one- or two-word commands. Words that are standard to most adventures, such as "examine" and "enter," are not included, and standard abbreviations like "i" or "inv" for inventory had no effect. Other commands that I expected after reading the game text were missing. For instance, I found a fortune cookie, but the word "read" is not part of the vocabulary. And of course, anyone in his right mind, upon finding a fortune cookie in an adventure game, will try to read it. This opportunity might have been used to plant a clue or at least a humorous message.

One word that is available but turned out to be pretty useless is "look." One of the most important features in any adventure is a detailed description of the objects you discover. For me, examining these descriptions for hints is a major part of the game, and I've never cared much for adventures that, like this one, just repeat the description of your location whenever you try to "look" at an object for details. Another fault that doesn't really affect game play but is a pet peeve of mine is spelling. I noted several misspelled words in the

text, starting with one on the title page. That should never happen in a commercial program.

My final complaint is that when you save a game, if in the programmer's opinion you have been killed "too often," you are forced to reboot the computer. I call this vindictive programming. Presumably, the author is trying to make it tougher to save games and win by trial and error. I am dead set against this. First of all, a large part of this game involves combat, and there is no way to avoid getting killed many times before you solve it. But the main reason I'm opposed to this is that I feel anything that makes a game physically harder to play is a tedious and unnecessary device that adds nothing of value--while significantly detracting from playability. Usually games that employ this device wind up on my shelf unfinished.

ON THE OTHER HAND

By now you're probably wondering just what I *did* like about this game. Well, a couple of things piqued my interest. The first thing is that the arrow keys have been preset as macros and can be used for travel directions. I have not seen this done before in a game of this type and found it handy to be able to go north by hitting a single key. The idea just wasn't carried far enough, since you can use it only for the four cardinal compass points. Many areas in *Yukio-san* require movement in diagonal directions. I suggest that since all IBM-compatible computers have a keypad that does double duty as arrow keys, the four extra numbers could have been used to represent se, sw, ne and nw. [I played the PC-DOS and MS-DOS versions on a Tandy 1000 and had no problems with either, so it should run on most compatibles.]

Another thing I found refreshing about the game is that it has two distinct modes, movement and combat. You can tell which one you're in by the cursor, which changes back and forth from "MOVE==>" to "FIGHT==>". If you are playing in the color mode

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Shard of Spring



Animated combat, while initially exciting, often turns into the most tedious part of a role-playing game because the monsters' movements become so predictable. *Shard of Spring* solves that problem with a trait called speed, which determines the number of moves and attacks your characters--and individual foes--are permitted in each round of battle.

You face a different combination of monsters, magicians and fighters in every encounter. Those with higher speed ratings move faster and more frequently than monsters in previous battles [not to mention their cohorts in the same round], so their actions are less predictable. This makes the combat more challenging and less likely to put you to sleep. The most predictable aspect of *Shard's* combat is that, as in most rpgs, the monsters like to go after your weakest characters first-- but don't always count on it.

The story unfolds on the island of Ymros, blessed by an eternal spring thanks to powers of the Shard, a chunk of the precious Lifestone. Until the evil enchantress Siriadne ripped off the Shard and demanded the people pay a tribute to her or she would destroy it. They have been paying, but the land grows colder and is threatened with extinction, so you set out to defeat her demon hordes and recover the Shard. Graphics aren't spectacular, the sound effects are downright cheap, but *Shard* succeeds by combining a variety of mini-quests with an distinctive combat and magic system and a nice system for character development.

ONE QUEST AT A TIME

On my first day I marched south from Green Hamlet after hearing of a priest being held captive in a dungeon called Blackfort. [In other towns you get similar tips that steer you toward the various mini-quests.] I found Blackfort right away but decided to build up my crew before tackling the orcs and kobolds that guarded Devir the Destroyer. By the end of the first real-time day I had advanced all three fighters and both wizards to level five and completed the first dungeon.

Then it started getting tougher. The first dungeon is a stand-alone, but some I found later couldn't be finished without an item from another area. Rooms in some are barred by color-coded locks that require keys of the same color. I found the rebels' mountain hideout, but was told to "Bring me the head of the Swamp Thing!" before they would help rid the land of Siriadne. Another one involves answering the question posed by Eldron Greyhair in Islanda. Eventually I found Siriadne's fortress, but it was encircled by magical walls of flame and I haven't discovered any secret entrances yet.

Green Hamlet, Arcania, Spider Bay--these and 10 other towns lie scattered across the landscape of Ymros. Five medium-to-large

dungeons and four or five smaller ones await the intrepid adventurer. [I found three that consisted of just a single room guarded by a spirit.] Guilds for warriors and for wizards are located in different towns, so you have to do a bit more trekking around than usual. At least there are more than one of each, situated in different parts of the land. Mapping is mandatory and is more like mapping an *Ultima* than a *Bard's Tale*.

SPENDING SKILL POINTS

You've got to have at least two characters, a wizard and a warrior who are chosen from five races [the usual elves, dwarves, etc.]. Rolling up new ones is convenient, and the only flaw is that after characters are created you can't view their stats prior to forming a party. But after a party is formed and camped out in Ymros, you can print individual stats of each, then disband and do the same with the next five until you've got hard copies of all. Then you could compare them to choose a well-balanced group of up to five who would become your ultimate party. Up to five ongoing parties can be stored on the player disk.

Aside from the speed trait mentioned above, traits are the standard strength, intelligence and so on. But like *Wizard's Crown*, this game gives you skill points to assign to each character's different skills. Warriors may choose from weapon skills [such as sword, axe, and karate], berserking, hunting [the ability to forage for food] and tactics. In battle, the latter lets you find out which party member is being targeted by each monster. Each time a character advances a level he has a chance of getting more skill points to spend on new skills or to save for the next level.

Wizards spend skill points to acquire any of the five kinds of Rune Magic: Fire, Metal, Ice, Wind, and Spirit Runes. These have six to seven spells each, including protection, resurrection and various combat spells. Bind is an important one, for if successful it freezes the victim in his tracks.

Your spellcasters may choose from other skills, such as monster lore [learn a creature's hit points in battle] and item lore [for identifying things]; numerous other magical items--rings of power, enchanted staffs--turn up as you explore the land, and can be bought and sometimes obtained in other ways. Potions may be used by anyone and are useful in combat or for healing. At first you know only a potion's color, as in *Rogue* and *Alternate Reality*, and must experiment or magically identify to learn their effects.

The interface is simple: cursor keys let you turn a character, the slash spins him around, return moves him forward. In combat, you position a cursor over the target of long-range spells with the I, J, M, K keys. The Commodore version will also offer joystick control. Spells must be

typed in, but most commands are one-key affairs. The display is divided into two main windows. On the left you see the current map, on the right are text messages and combat reports. Hit and spell points are always displayed over the right window.

While tramping across the island you witness aerial views in which a single icon, simply animated, represents your character. The towns are all-menu affairs with no graphics at all and contain the typical inns, magic shops, and armories where you can squander that hard-earned gold. [But merchants in Ymros don't like used goods, for they won't buy anything from you.] Dungeons are handled much like those in *Phantasie*, but you see your party as the same icon instead of a dot; the walls and doors are illustrated with more detail and color. Puzzles and clues are also reminiscent of *Phantasie*: when you step on a square you see a message or find an item, which means you must tread every square foot of every dungeon. Often they deal with getting into a new region or part of a maze, but aren't as elaborate and devious as those in *Phantasie*.

THE BATTLE BEGINS

In combat the left window presents a side view of your individual warriors and wizards in an arena. SSI calls this a "zoom" feature, for it shows the details of the area you were in when the encounter occurred. Since each arena's layout varies, this also relieves the tedium that often sets in after a game's first 100 battles. All the arenas are larger than the window.

At the start of each round of battle a white cursor appears over the character with the highest speed rating. After he uses up all his movement points [a running tally is always displayed], the cursor moves across the field to the next-fastest character or monster. The arena scrolls when the cursor moves to a location not currently onscreen. This moving cursor routine is a lot like the system used in *Mech War* and other war games in that series. Basically, *Shard* adds tactics to the combat phases but doesn't turn the adventure into a war game.

As in *Wizard's Crown*, you individually maneuver your characters around the combat arena much the way you would army units in a tactical war game. In *Shard*, however, you need only remember a couple of combat commands, not the 19 different ones in the overcomplicated *WC*. Most of the time you just type "A" to attack anything a character is facing. Wizards cast spells by typing "C" and entering the spell's entire name, then using I, J, M, K keys to position a white cursor over the target. You can escape the arena without a penalty, but everyone must exit through the same door the first one used.

Most encounters are random, though some monsters, like a powerful orc, some shambling mounds, and other fiends, are stationed in specific rooms. The enemy isn't always a brilliant tactician: once a level 1 wizard cast a tempest spell, one that covers a large area and everyone in it--and because he was too close to my crew, killed himself! [All level 6 by this time, they

survived.] And the fighters sometimes stepped right into a zone of fire in which they could be hit with all three of mine [maybe they're just gung ho Marine-type monsters].

THE MISPELLED SPELL

When I tried to use the resurrect spell on a recently deceased warrior, the program told me "That spell does not exist." A call to SSI confirmed my suspicion, that the word was misspelled internally: only by spelling it "Ressurrect" can you cast this incantation. The company says this is being corrected in the next release, but I don't see how it got past a beta-test in the first place.

It's supposed to take 30-50 hours to complete, but experienced players may be able to force their way through faster. Deaths are not recorded to disk, so you can just yank out the disk and reboot if things take a turn for the worst. This makes it a good game for beginners and novices as well as for experienced dragonslayers. If you beat *Bard's Tale* or *Ultima IV*, though, you might be underwhelmed by the challenges posed here.

My favorite part of the game is that the skill points let me tailor my characters' development throughout the game instead of just while rolling them up. The speed trait/movement-attack feature is a good idea that was well-implemented, and you don't have to be a war game nut to enjoy the combat scenes.

Conclusions: Enthusiastic orc-slayers and kobold-killers will have fun with *Shard*, which offers some interesting variations on a classic theme. [Of course, anyone completely burned out on the "seek and slay" scenario should look elsewhere.] *Phantasia* fans who found *Wizard's Crown* too complex will appreciate this one, which combines the best elements of each--easily making it SSI's best game since the original *Phantasia*.

System: 64K Apple, C64/128
Skill Level: Intermediate
Price: \$39.95
Company: Strategic Simulations

Next Month

Tass Times in Tone Town:
a graphic adventure written by Mike & Muffy Berlyn

Amnesia:
an all-text adventure based on the science fiction novel by Thomas Disch

Roadwar 2000:
a role-playing game set in America after a nuclear war

Part 2 of the solution to Spellbreaker

Tips and a Walkthru for *Bard's Tale*, complete with maps

Plus more news, clues & reviews!

Age of Adventure

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particular swings a mean axe--and retire them from the game when their work is done. Or several people could control different characters in a game. The technique of adding characters was used by Smith in *Adventure Construction Set*. In fact, the system employed in both games was the prototype of ACS.

Return of Heracles plays and looks much better in every way. By 1983 Smith had refined the same basic mechanics and polished up the presentation, producing a game that plays more like one created with ACS. The setting is ancient Greece, where Zeus gives you twelve missions to accomplish. These are based on Greek myths like the search for the golden fleece. Complete them all and you score 5200 points, plus bonuses depending on how many party members survive each quest.

When you add a character from the roster of 19 mythological figures such as Jason, Odysseus, Pegasus and Achilles, a screen or two of text relates the legend of that individual and describes his special powers and abilities. To some degree this has educational value, for the biographies are "based on the mythological writings of Robert Graves" according to the press release that accompanied the program.

The main map shows terrain features and is dotted with doors that lead into 61 regions, places like Troy and Mount Olympus, where you'll tackle Hydra, the Minotaur and over 230 different monsters. Combat is resolved much faster, and you don't have to state which direction you're attacking in if there's only one enemy in the area. Though *Heracles* easily outstrips *Ali*, it is still far from competitive with contemporary software.

There are object-oriented puzzles in each game, things like finding keys to open doors, but monster-bashing makes up most of the action. Speed of the messages and the monsters' movements can be adjusted in *Heracles* but not *Ali*. Both programs load into RAM so there's no disk access, enable you to save up to nine games in progress on a separate disk, and offer joystick or keyboard control. All the maps, creature and treasure locations, and other elements are randomized for a new game.

Conclusions: If you've fooled around with ACS you'll probably enjoy seeing how Smith's system evolved over the years and might even gain insights into creating your own ACS scenarios. If you want to see what computer games were like "back in the old days," you'll definitely get a close-up look here. But even at such a low price for two games, *Age of Adventure* will probably disappoint anyone else.

System: Apple
Planned Conversions: Atari 400/800, C64/128
Skill Level: Novice
Price \$14.95
Company Electronic Arts

Breakers

Continued from page 2

If it doesn't understand your command, the parser utters a wisecrack about your having "learned grammar in some back-space academy" or says "your sentence is a mess." This wouldn't be so bad, but it occasionally responded thusly to perfectly legitimate commands whose syntax was correct, making me wonder if the parser hadn't been programmed in some back-space academy. Yet another flaw: when I tried to examine or take things, the program often said "you're not near enough." This implies that you can get near enough, which proved impossible in such cases and made these situations unnecessarily frustrating. A less misleading response explaining why I couldn't get these things would have been more appropriate.

For conversing with characters, however, the parser is more than adequate. You can ask people about things, where something is, or even ask "how do I get to level three?" or other locations. You still have to repeat the name of the person you are addressing every time you speak, something I thought the programmers would have gotten around to improving by now.

Copy protection consists of a random password that must be looked up in the book and typed in before you can play. I didn't mind this, but the process must be repeated every time you restore a saved game. Once is ok, but I get annoyed by having to keep flipping through the book every time I restore a game. And you know how many times a saved game must be reloaded in order to solve any adventure.

You can obtain hard copy of a session, there are no sound effects, and access time is reasonable though it could be faster. The book that accompanies the software is now a paperback rather than the hardcover style that came with earlier Electronic Novels. There is no score in this game. Type PR for "progress," and you'll get a list of your accomplishments: "you've successfully negotiated for a VBX unit."

Breakers has a stronger story line than most adventures, and the characters and atmospheric settings bolster the action. Rod Smith's prose is also exceptional. He has a distinct style and a wry sense of humor [try drinking some lava juice and walking across the room], attributes that put him right up there with the best authors of genuine interactive fiction.

Conclusions: *Breakers* is an unusual kind of science fiction story, not just more robots and space ships and computers. It will be most enjoyed by people who like getting involved with the characters and conversing with them for clues as much as looking for objects and figuring out how to use them.

System: Ap, IBM, ST, C-64/128
Planned Conversions: Macintosh
Skill Level: Advanced
Price \$39.95, C; \$44.95, others
Company Broderbund

A Walkthru SPELLBREAKER



by Mark Revesman

It's a good idea to learn all spells more than once since they don't always work. Whenever a spell is mentioned here, you must cast it until it works. [This is not a problem with the BLORPLE spell or when you have the "magic" cube.] It is vital to keep track of which cube is which, accomplished by writing on them with the burin. The zipper is used for storage. Unless in imminent danger, sleep almost anywhere [except the bazaar] when tired. Brackets indicate accumulated score.

Read book. Learn LESOCH. Wait until people are changed to lizards. South. Take fish and bread. South. LESOCH. Take cube [25]. Read book [40]. Learn BLORPLE. BLORPLE cube. FROTZ knife. East. Write "earth" on cube. South.

Take Zipper. Open zipper [50]. Enter zipper. Take flimsy scroll (GIRGOL) spell [60]. Exit zipper. Learn BLORPLE. BLORPLE "earth" cube. Down. Down. Wait until roc carries you to nest.

Take stained scroll (CASKLY spell) [70]. GNUSTO CASKLY. Learn BLORPLE. BLORPLE "earth cube." South. Take dirty scroll (THROCK) [80]. GNUSTO THROCK. Up. Up or take rock until avalanche starts. GIRGOL. Up. Up. Up. Up. Take coin. West. Learn CASKLY. CASKLY hut. Take cube [105]. Learn BLORPLE. BLORPLE cube.

South. Write "soft" on cube. Take weed. Take weed. Learn BLORPLE. BLORPLE "earth" cube. West. Learn THROCK. North. Plant weed. THROCK weed. Down. Take dusty scroll (ESPNI) [115] and box [125]. Up. South. GnuSTO ESPNI. Open box. Take cube [150]. Learn BLORPLE. BLORPLE cube. Learn BLORPLE. Drop all except fish. South. Drop fish. Take cube. Take bottle. BLORPLE cube. Open bottle. Take damp scroll (LISKON) [160]. Take all. GNUSTO LISKON.

North. Write "water" on cube. Learn BLORPLE. BLORPLE "earth" cube. East. North. Learn LISKON. LISKON serpent. North. North. Learn MALYON. Learn ESPNI. MALYON idol. Wait. ESPNI idol. Wait. If idol turns to basalt with his mouth closed, repeat the MALYON-ESPNI sequence until he falls asleep with mouth open. Climb idol. Take cube. [185]. Learn BLORPLE. BLORPLE cube.

North. Take white scroll (TINSOT) [195]. Learn BLORPLE. BLORPLE cube. GNUSTO TINSOT. West. Write "air" on cube. East. Buy blue carpet. Offer 300. Offer 400. Offer 500. Drop red carpet.

Take blue carpet [205]. West. Learn BLORPLE. BLORPLE "water" cube. North. Learn TINSOT (at least three times). Put all except knife in zipper. Close zipper. TINSOT water. TINSOT water. Wait. Wait. TINSOT water. Climb on ice floe. Open trap door. Up. Take cube [230]. (You never need to BLORPLE this cube; if you want to do so, do it later. To identify it, write "bones" on cube.) East. North.

REZROV cabinet. Take moldy book [240]. Open zipper. Take spell book. Learn CASKLY. CASKLY moldy book [255]. (SNAVIG spell). GNUSTO SNAVIG. South. West. Up. Take carpet. Drop carpet. Sit on carpet. Fly. Learn BLORPLE. West. West. West. West. Down. Stand up. Take cube. [280]. BLORPLE cube. South.

Write "string" on cube. Show string cube to Belboz. Answer question he asks with "baseball cards" included in game. (You will get the key.) [305]. Show "string" cube to Belboz. Learn BLORPLE. BLORPLE "water" cube. Learn SNAVIG. Learn BLORPLE. Take bread. Drop all except bread. South. Drop bread. SNAVIG grouper. Down. Wait until you become human again. Take all ("water" cube and cube) [330]. Up. BLORPLE "water" cube.

Take all. North. Learn BLORPLE. BLORPLE cube. West. Write "light" on cube. Learn TINSOT. TINSOT lava fragment. Take lava fragment. Learn BLORPLE. BLORPLE "water" cube. North.

Learn LISKON. Put all except knife in zipper. Close zipper. LISKON self. Enter outflow. West. Take cube [355]. West. Up. Open zipper. Take book. Learn BLORPLE. BLORPLE cube. North. Write "change" on cube. Take compass rose [365]. Learn BLORPLE. BLORPLE "change" cube. West.

Put compass in carving. Take compass rose. (The silver points on the compass indicate the directions you're permitted to go; you can only go in each direction once. Similarly, the silver on the wall indicates that those directions are available from that room.) North. Touch compass to west wall. West. Touch compass to northeast wall. Northeast. Touch compass to northwest wall. Northwest. REZROZ alabaster. West.

Take cube [390]. Learn BLORPLE. BLORPLE cube. South. Write "noplac" on cube. Give lava fragment to rock. Climb on rock. (You are in a 3 x 3 matrix, with one corner cut at a diagonal; you must go around this diagonal corner.) Rock, west. Rock, northeast. Chase the other rock; you will now be able to catch it. Once you're with the brown-eyed rock, jump to brown-eyed rock. Take cube [415]. Learn BLORPLE. BLORPLE cube.

Down. Write "dark" on cube. Learn SNAVIG. Learn BLORPLE. Drop all except "dark" cube. (This is a good place to save.) Down. SNAVIG grue. Down. Climb pillar. Take cube [440]. Wait until you're human again. BLORPLE "dark" cube. Down.

Take all. Learn BLORPLE. BLORPLE cube. North. Write "fire" on cube. Take box. Put "fire" cube in box. Take "fire" cube. Throw box at outcropping. Learn BLORPLE. BLORPLE "fire" cube. East. Take box. Take cube [465]. (This is the magic cube; just holding it increases the power of your spells--but it must be in your direct possession, not in the zipper.) Write "magic" on cube. Learn BLORPLE. BLORPLE "noplac" cube. East. Learn BLORPLE. Learn JINDAK three times. (Here's another good place to save.) REZROV door. North.

>>> To be concluded next month. <<<

Yukio-San

Continued from page 2

[Device=Ansi.Sys must be in your Configure.Sys file], the regular text will be green and any attacking creatures and related text is displayed in red.

The combat phase is the most creative thing about *Yukio-San*. You will run across many diverse kinds of traditional ninja weapons. You'll also find various foes to attack, and each weapon seems to work well against certain antagonists. A random factor is thrown in for good measure to make sure you are not *always* able to defeat a foe. In general, each of these encounters is similar to meeting up with the Thief in *Zork I*, but to a lesser degree. If you don't succeed in killing the opponent with the first move or two, you'd better think about making a down payment on a casket. I have no problem with this, except that it seems a bit ludicrous that a drunk armed with a Saki bottle could kill a trained Ninja assassin with so little fuss.

The only real complaint I have about the combat mode is that the random factor is a little too random. At least one creature keeps reappearing after you kill it. No problem here, for logically there might be many of this particular type of creature slithering around. The trouble is that you can only kill it once. Perhaps there is another way to kill or avoid it. If so, I haven't yet discovered it.

Conclusions: I can't really recommend this one for the average adventurer, but it might be fun for people--particularly Bruce Lee fans--who have grown tired of the "same old thing" in text adventures and want to try something really different. Or those whose favorite part of *Zork I* was fighting the Thief.

System: IBM & compatibles

Skill Level: Intermediate

Price: \$39.95

Company: The Associated Corporation

KEYS TO THE KINGDOMS

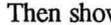
Shard of Spring

Don't waste an identify spell on a weapon, for you can have someone use it in combat and the report names it: "Shortie attacks orc with 2-handed sword." Don't buy armor early in the game, since it often will be found after encounters. The monsters often go after your weakest characters, usually wizards, so you can manipulate their actions and lure some attackers away from warriors to keep them from being outnumbered--just move your wizards near the edge of screen and leave them until the enemy gets too close. Note how many moves each enemy makes, so you don't get caught. Extra hit points, skill and others are awarded randomly when you advance a level. Save before going into town to visit guild for advancement, then if you don't get many points just reboot and do it over until you get enough.

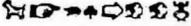
Bard's Tale

OK, we goofed last time. The Silver Square is not on the third level of the Castle, but on the second level in the upper left hand corner. Don't slay the Mad God till until you've got it. You need two more silver objects, a triangle and a circle, before you can defeat Mangar. The triangle is in Kylearean's Tower, the circle is on Manger's second level.

Uninvited

Getting the Blothney gem is one of the hardest parts of this game. Here's how: Unlock the three cages behind the sliding tombstone and free the snake, cat and bird. Operate the cage on the . Then show the  to the bouncing creature and watch the fun.

Trinity

The boy with the soap bubbles is a red herring in the first part of the game. But his soap solution helps solve a problem in the second part--surviving in outer space. To reach the second part of the game, you'll combine two objects--the  and the .

The Mist

To kill the first bug, throw a food item you find in the store at it. [] The rest of the insects require a gun or something that is designed especially to kill bugs. Ask  for the key you need to get the truck started. This person also has one other vital piece of equipment.

Ultima IV

Looking for the black stone of humility? Try searching in the fate of the new moons [near Moonglow] when it is active. Still stuck on "the word"? How about VERAMOCOR?

This month's help is from Tracie Forman-Hines, Stephen King, Mike Bagnall, Brian Smith, Ahmad Jassem Al-Nusif, and even Shay Addams. If you want to help other adventurers in distress, send in tips, strategies, clues and solutions to tough problems.

THE CODE

♣A ♠B ♠C ♠D ♠E ♠F ♠G ♠H=I ♠J
♠K ♠L ♠M ♠N ♠O ♠P ♠Q ♠R ♠S
♠T ♠U ♠V ♠W ♠X ♠Y ♠Z

Waiting for Duffy

Duffy's sitting on the dock of Spider Bay. So if you're stuck in an adventure, send in a brief ad.

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 Aultfather, 13209 Dessau Rd., Austin, TX 78753.

Need help with Bard. It's my first game ever. Jeff Kidder, 2050 Scenic River Rd., Baxter, MN 56401.

Oo-topos: How do I get navchip in radiation room? Get shield past robot in jungle? Get past force field at pyramid?
Crimson Crown: After Eric gets & wears crown in last room, how do I survive vampire? Brian Smith, 3035 Montego, Can help with Asylum. Send SASE Plano, TX 75023.

Fantastic 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 rely on your every word?"
Spellbreaker: What do you do in octagonal room? Can help with most Infocom games, Amazon and Ultima 2,3,4. A. Lucyshyn, 239 Stevenage Dr., Longwood, FL 32779.

Need maps of top 3 levels of Manger's Tower in Bard? Aaron Chou, 7032 Stratford Rd., Woodbury, MN 55125.

Bard: Can't find onyx key in Harkyn's Castle or entrance to Kylearean's Tower in sewers. Eric Muery, 1408 Forest Lane, Sulphur, LA 70663.

Zork 1: Can't find ancient parchment. Have all treasures.

C. Jacobs, 12 Spring Ave., Wakefield, MA 01880.

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

Can give serious help with Bard's Tale. Need help with Hitchhiker, Zork trilogy, Rama. Willing to trade information. Mike Bagnall, RD #1 Box 1025, New Freedom, PA 17349.

Can give serious help with Bard's Tale. Need help with Hitchhiker, Zork trilogy, Rendezvous with Rama. Willing to trade information. Mike Bagnall, RD #1 Box 1025, New Freedom, PA 17349.

Expedition Amazon: How do I solve the final one-person maze? Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

Need help with Sundog and Suspect. Can help with Infocom and others. Chris Muller, 514 SW 34th St., Apt 6., Gainesville, FL 32607.

Can help with Ultima 2, 3, 4 & Masquerade. Michael Gathers, 1419 Heathwood Dr., Houston, TX 77077.

Need help with Perry Mason, Dragonworld, Mindshadow. Need someone to play Lords of Midnight & Dragonriders of Pern with. If you live on Long Island, write about playing. Can help with Phantase, Ultima 3, Bard & Questron.

Need help on Bard & Ultima 4. Can help with Ultima 3, Hacker, Zork 1 & Phantase. J. Trice, 6417 Oakbrook, Corpus Christi, TX 78413.

Zork 2 & The Quest - can you help me? I can help with Enchanter, Ultima 3 & 4, Questron, Hitchhiker, Infidel, Sorcerer. J. Reihl, 1005 Normandy Dr., Moose Jaw, Sask., Canada S6H 3G8.

Need maps for Bard's Tale dungeons. Can help with Zork 1 & 2, Phantase, Enchanter, Sorcerer, Hitchhiker, and many others. Ba Ha, 4111 Sunset Dr. #4, Los Angeles, CA 90027.

If you can give free help with specific games, let us know and we'll announce it here.



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

APPLE

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).

Macintosh: \$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.

Wanted: 550-point version of Adventure. Write first. T. Walsh, 116 Homestead Cr., London, Ontario, Canada N6G 2E8

Have 2 unopened packages: Ultima 3 & Hitchhiker's. Will trade for AutoDuel & Bard's Tale (complete packages.) Write first to Ahmad Jassem Al-Nusif, POB 38305, Dahia, 72254, Kuwait, Arabian Gulf.

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.

Discs for sale. Write for free list. Frank Lee Linne, POB 45, La Vernia, TX 78121.

Trade! Have 250+ games, adventures and utilities. Want anything good. Send list of your programs. Jon Champlin, Moffat Rd., Nelsonville, NY 10516.

\$15 each: Interactive Fiction, Sands of Egypt, Invasion Orion, Gemstone Warrior, Rings of Zilfin, & TG paddles. \$20 each: Mystery House, Cyborg, Empire of Overmind, Wizardry 3, Shadowkeep, 7 Cities of Gold, Suspended, Adventure Construction. \$25: Ultima 3. \$40: Time Zone. All are originals with docs. Will buy or trade for Questron, Timeship,

Sundog, Zork 3 & Prisoner 2. Write 1st to Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

Ultima II original with docs and maps for \$20. Michael Gathers, 1419 Heathwood Dr., Houston, TX 77077.

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: Ballyhoo, Perry Mason, \$25 each. Will trade for Mindshadow, Essex, or Alter Ego. Must be originals with docs. A. Chou, 7032 Stratford Rd., Woodbury, MN 55125.

To trade (all originals): Enchanter, Nine Princes in Amber, Perry Mason, Fahrenheit 451, Rendezvous with Rama, Below the Root, Swiss Family Alice in Wonderland. Write for list of these & some strategy games like Rails West. Scott Huang, 14 Equestrian Ct., Huntington, NY 11743.

Will trade for Ultima III, Fahrenheit 451, Ring Quest, Mindshadow, Witness, Transylvania, Wishbringer, Sherwood Forest. Write first. William Hall, 1110 44th St., Sacramento, CA 95819.

Planetfall, Deadline, Serpent's Star, Cutthroats and Seastalker. Will sell or trade, have hint books for all but last. Want any Infocom or Telarium, Mask of the Sun, Time Zone or Adventure. Write first. John Lema, 431 Alphabet St., Holbrook, NY 11741.

Will trade complete copies of Sorcerer or Gruds in Space for same of Fahrenheit 451, Shadowkeep, Dragonworld, ACS, Robots of Dawn or Timeship. Mark Fujimoto, 1646 Komo Mai Dr., Pearl City, HI 96782.

COMMODORE 64/128 Sell/trade: Ultima 3, Questron, Shadowfire, Wizard's Crown. New condition. Write or call D. Clark. 1219 Ratzer Rd., Wayne, NJ 07470. (201) 633-0213.

Sale/trade: Suspended, Starcross, Deadline, all Zorks, Quest for Holy Grail, See-Ka of Assiah, Gates of Dawn, Hero of Golden Talisman, Give My Regards to Broad St. - \$15 each. Questron, Phantasia 1 & 2 - \$26.50 each. Many, many others, will trade

on most. Want Brimstone & Mindwheel. Write first: S. Bugaj, POB 1997, E. Hampton, NY 11937. Or call [not collect] at (516) 324-3329.

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

Want AdventureMaster, Borrowed Time, Alter Ego, Little Computer People, Countdown to Shutdown. Helen Whitley, 1644 Pine Colony, Elvin, TX 77551

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, new adventures, old adventures, anything! Kevin Kraus, 33 Fox Hill Rd., Shrewsbury, MA 01545.

Sell or trade: 64 boot (for C128), utilities disk. Want any Ultima (with docs), any Infocom but Hitch or Zorks. Mike Bagnall, RD #1, Box 95, New Freedom, PA 17349.

For sale or trade: Deadline, Zork I, Hulk, Mask of the Sun, Amazon, Indiana Jones, Transylvania, Dragonworld, J. Wright, 2341 Charbonneau, Waco, TX 76710.

Want Serpent's Star, Infidel, Sorcerer, Blade of Blackpoole, Gruds in Space, Planetfall and Cutthroats. To sell or trade: Amazon, Dragonworld, Tracer Sanction, Starcross, Suspended, Deadline, Mask of Sun & all Zorks. T. Fox, 734 Strobel N.W., Grand Rapids, MI 49504.

Want to buy Suspect, Suspended, Planetfall, Hitchhiker, Infidel, AMF Voyaging, Cutthroats, Fooblitzky, & hint books. H. Whitley, 4701 Anderson Rd. L, Houston, TX 77053.

IBM & Quest-Alikes

Trade or sell (\$25 each): Apshai Trilogy, Sherlock Holmes, King's Quest 1 & 2, Black Cauldron, Hitchhiker, Planetfall, Suspect, Enchanter all Zorks, Nine Princes in Amber, Rendezvous with Rama, The Mist. Will trade for The Quest, Ballyhoo, Transylvania, Amazon, Witness, Infidel & many more. Write to Byron Byrd, 5160 Verdun Ave., Los Angeles, CA 90043.

Will trade Ultima 2 & 3, with

docs. Also Zork 1 & King's Quest. Want any good adventures. Write or call (not collect) before sending game. Thane K. Sherrington, RR #2, Port Hood, N.S., Canada B0E 2W0. (902) 787-3387

To trade: 7 Cities of Gold, King's Quest 1 & 2, Transylvania, Ultima 2 & 3, Wizardry, By Fire & Sword, Gato, Zork 1, Archon, Mindshadow, Zinderneuf. R. Reid, 404 Shelley Pl., Goldsboro, NC 27530.

ATARI

ST games wanted. Send list of what you want to sell to David Aultfather, 13209 Dessau Rd., Austin, TX 78753.

To sell (for AT 800) Cosmic Balance 1 & 2 (these also run on Apple), Universe 1, all Infocom titles, many others. Chris Muller, 514 SW 34th St Apt. 6, Gainesville, FL 32607.

Want adventures for either 800 or 130XE. Write if you have games for sale. B. Smith, 3035 Montego, Plano, TX 75023.

Will trade or sell Ultima 1 or 3, Zork 3, Adventure Creator, or Questron. All originals with docs. Please write first. Brent Dollins, Rte. 2, Box 157, Powderly, TX 75473.

PASSPORT TO ADVENTURE

For a 10-20% discount on new games, order from QuestBusters:

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Oo-topos: AP64, C.....\$17.95
Phantasia 1/2: AP, C, AT.35.95
Ballyhoo: all systems.....29.95
Rings of Zilfin: AP,C.....34.95
The Mist: AP64, PC, Mac.....\$37
Ultima 4: AT, AP64, C.....49.95
Moebius: AP48, C.....49.95
AutoDuel: AP64, C.....49.95
Bard's Tale: AP64, C.....39.95
Crimson Crown: AP64,C.17.95
Book of Adventure I or II.19.00

AP = 48K Apple. AP64 = 64K Apple.
C = Commodore 64/128. AT = 48K Atari.
AT+ = 64K Atari. PC = IBM PC, jr, quest-alikes. M = 128K Mac.
M+ = 512K Mac. Enclose \$1.95 for shipping, handling and make check payable QuestBusters, Sorry, no Canadian or overseas orders. PA residents add 6% sales tax.