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 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 work suit 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 Cordionians, 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.

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 the Bad Sign.

Continued on page 2
Starflight Takes Off

Chris Garske, Project Manager at Electronic Arts, say 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 spacefarin 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 Apshai 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. Andre. Phantasia 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. If you have any to share, send 'em in.

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.

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 walkthroughs published in each.

Adams

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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 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 with sucker-like pads" waits to finish you off. The monster is described as "a well-polished Colt Model M1911 AT, with a blue Parkerized finish." The creatures' deaths and yours are detailed with descriptions that are equal graphically.

Though the parser takes full sentences and understands the pronoun it, it won't let you say "get Gatorade." It's because the parser can only understand "get" in the command "Get in car" or "get out." A sharp smart parser would allow the player to use the word in either context. The program doesn't use the parser any smarter 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.

Continued on page 6

Yukio-San: A Ninja's Revenge

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 have no effect. Other commands that I expected after reading the game text that matter. 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 game is the 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 gameplay 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...
Shard of Spring

Animated combat, while initially exciting, often turns into the most tedious part of a role-playing game because the monsters and events 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 time, as in most RPGs, the monsters like to go to bed. The enemy begins the battle by always attacking the character with the highest speed rating. After he uses up his attack options, he retreats. The other characters then attack the other friendly characters in turn, in order of descending speed rating. This makes the combat more challenging and less predictable than in most RPGs.

**Encounter**

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**Statistics**

- **Speed**: Determines the number of moves and attacks your characters—and individual foes—are permitted in each round of battle.
- **Monsters**: Include 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 *Shard*, 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.
- **Wizards** spend skill points to acquire any weapon skills [such as sword, axe, and karate], berserking, hunting, 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 forces 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 Swarm Thing!" before they would help rid the land of Sridiare. Another one involves answering the question posed by Eldron Greymoor. Eventually I found Sridiare'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 an inner door for your character 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 *Shard*, 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* 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 area and try to attack the highest speed rating. 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.

**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 has gone on too long. All the arenas are larger than the window.

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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 MISSPELLED 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 "Ressurect" can you cast this incantation.

"That spell does not exist," a call to SSI confirmed my suspicion, that the word was misspelled internally: only by spelling it "Ressurect" 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*, then, 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 ore-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.]

*Phantasie* 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 *Phantasie*.

---

**Age of Adventure**

Continued from page 1

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 characters 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 (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.

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**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 loaded 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. We 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.

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**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 Walkthrugh for Bard's Tale, complete with maps

Plus more news, clues & reviews!

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

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

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**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.


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 grouter. Down. Wait until you become human again. Take all ("water" cube and cube) [330]. Up. BLORPLE "water" cube.


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 "noplace" 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 gray. 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 "noplace" 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 knows when you kill it. Perhaps there is another way to kill or avoid it. For some, this is the best part of Zork I was fighting the Thief.

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 who favor the more difficult part of Zork I.

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 so you can manipulate their actions and lure some attackers away. Monsters often go after your weakest characters, usually wizards, 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 play the Mad God, the puzzle is on Manager's second level.

**Uninvited**
Getting the Blotheny 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-Nustif, 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**

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**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, POF 4366, South Bend, IN 46634.


**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.


**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. Lucshyn, 239 Steavenger 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 Kylerane'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.


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

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


**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, Phantasie, Enchanter, Sorcerer, Hitchhiker, and many others. Ba Ha, 4111 Sunset St. #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 sale: $20]

Voodoo Castle, Murder by Dozen, Mindshadow.

Macintosh: $15 each, Ultima 3, Mark Longwood, FL 32779.

Wanted: Adventure. Write first. T. Walsh, Ave., Frankfort, IL 60423.

Looking for Discs for sale. Write for free list of your adventures and FRPs. Want anything good. Paul Berland, Moffat Rd., Nelsonville, OH 43140.

Send list of your adventures with prices and what you have to trade and want for others. Write first: Ahmad Jassem Al-Nusif, POB 60423, Kuwait.

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.

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Rings of Zilfin: AP, C, .. $34.95
The Mist: AP64, PC, Mac $37
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