

QUESTBUSTERS™

The Adventurer's Newsletter
January, 1987

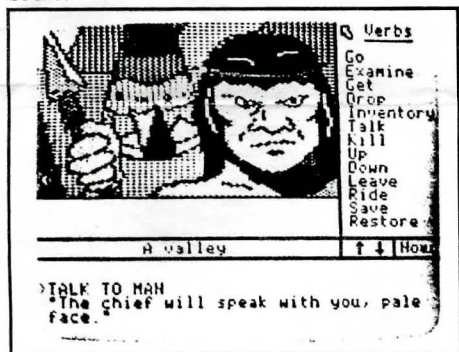
Vol. IV, # 1

Gunslinger

by Bob Guerra

Gunslinger is a graphic adventure that puts you in the role of an ex-Texas Ranger named Kip Starr. It seems your best friend, James Badland, has gotten himself into a jam and needs you to rescue him from a Mexican jail. He'll be hanged in two days if you don't intervene.

Your trip south could be a rough one, however, because the six-shooting Dalton Brothers have escaped from jail and are gunning for you and your incarcerated friend. Only by reaching Badland in time and freeing him will you be able to take on the Dalton Gang and finally settle the score.



As the adventure begins, you find yourself stranded in the desert with a dead horse. Before you can even enter a command (beat horse, for example), a friendly stranger comes by and gives you a lift to Dawson. From here you're on your own.

Gunslinger uses a simple parser that can't handle any sentence more than four words long. Commands may be either entered via the keyboard, or, if you don't particularly like to type, selected with a joystick from a scrolling, on-screen word list. To make it easier to find words, the word list is divided into verbs, nouns and prepositions.

To move in any of the four compass directions, you can enter the appropriate

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Moonmist

A Gothic ghost story, *Moonmist* is one of Infocom's most ingenious and unusual mysteries. It was written by Stu Galley and Jim Lawrence, who also collaborated on *Seastalker* (*The Witness* was Galley's first mystery). The setting is Treslyian Castle in Cornwall, England. An American private eye, you have just arrived to attend a memorial birthday dinner for Lionel Treslyian, the deceased father of Lord Jack, to whom your friend Tamara Lynd is engaged. The purpose of your visit is to solve the mystery of a spirit that is haunting the house and trying to kill Tamara. Is it the real thing, or someone dressed as a ghost? In the process of identifying the ghost you may uncover evidence of a murder and discover a hidden treasure. It is this trio of goals that distinguishes *Moonmist* from previous Infocom mysteries, for these are independent goals: you can find the treasure without having identified the ghost, or arrest the killer without finding the treasure. So if time runs out, you'll still feel a sense of accomplishment—and will be encouraged to try again.

Character interaction is important, and Dr. Nicholas Wendish, the flirtatious Iris, Montague Hyde, Vivien Pentreath and three other dinner guests are glad to tell you their ghost stories as Tamara shows you around the castle. Some say it reminds them of Deirdre, the woman who was engaged to Jack years ago, and fear her ghost seeks revenge on Tamara. They're not as helpful in furnishing information about each other. When asked about another person, the usual reply is "I don't indulge much in idle gossip." Throughout the game they amble about the castle, so you're rarely lonely in this adventure. As you would expect from a Gothic tale, creaky doors, cobwebs, and eerie sounds heighten the atmosphere.

The array of objects in the castle spans



the medieval and the contemporary, from an iron maiden to an aerosol device—and the first brass lantern I've seen in a mystery. (Zorkers will feel right at home.) A multi-level affair, the castle has numerous rooms and even a secret passageway to investigate, though you won't get much done until after dinner.

Things get off to a strange start when the butler announces that, according to Lionel's will, all the servants are to leave the castle before his memorial dinner and stay away until morning. Then, before you've hardly had a bite to eat, everyone is startled to hear Lionel's voice, which you realize is coming from a tape recording he made before he died.

Lionel tells of a "valuable artifact" that is hidden somewhere on the grounds, and sets the group off on a treasure hunt by

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New Releases

Infocom's *Hollywood Hijinx*, a comedy following up on the success of *Leather Goddesses*, takes place at an estate you have just inherited from your Uncle Buddy Burbank, a Hollywood mogul famous for his "B" movies. But to claim your inheritance you must find ten hidden treasures.

King's Quest III is out for the IBM (256K, double-sided drive required). Another King, CinemaWare's *King of Chicago*, looks impressive on the Mac, though we had to upgrade to the new double-sided drives to play it. Good reports are also coming in on their *Defender of the Crown*, out for Amiga and ST. SSI is working on a *Wizard's Crown* sequel. *Ultima I*, *Destiny Knight* and *Bard's Tale 2* are finally out.

Recent conversions: IBM and Amiga versions of *Alternate Reality*, *The City*, are set for February. *King's Quest* is the first adventure we've seen on the Apple IIG, but more will follow from other companies.

Origin to Market All-Text Adventures

Michael and Muffy Berlyn are doing a pair of games that Origin should have out by mid-year. *RAGER* is a science fiction story, and *Greenleaf* is a fantasy. They could turn into a series from the Berlyns' design house, Brainwave, Inc.

Infocom Scraps Categories

Infocom plans to do at least six titles in 1987, but they will no longer be categorized as Science Fiction, Fantasy, Etc. Instead, the author's name will go on the cover. And Infocom games will no longer state the difficulty level, unless one happens to be as hard as *Spellbreaker*. The three games in the *Enchanter* series have been packaged as a \$69.95 set. Same deal for the *Zork* trilogy.

Top Sword

Intellicreations just announced the winners of their "Awesome *Alternative Reality* Character Contest." Cletis, a Level 15 character trained by Canadian Richard Carnduff, won first place.

Q-Link in Peril!

No, QuantumLink is not in trouble. *Q-Link in Peril* is the name of their latest text adventure, which can be downloaded from the public domain files. Written by Frank McMahon, who manages Q-Link's game message boards and the software libraries, it challenges you to enter Q-Link headquarters and find an ancient spell book. The first goal is to get inside Q-Link, where you will interact with the staff and system operators. Then you must rescue MiLady and find the spell book before XVector does, or Q-Link is doomed.

Ronan the Barbarian?

In *Ronan*, Broderbund's next Electronic Novel, you play a master samurai hired to rescue the kidnapped daughter of a feudal lord. Richard Sanford promises this one will have a "different look" from their previous all-text games.

Universal News

Looking for a newsletter a bit more specific than QB? Vidcomm is the "Resource Guide" for Omnitrend's *Universe 1* and *2*. Lots of tips on all aspects of these games are featured. Copies of the first issue are being sent to registered owners by Modern Day Publishing, 10822 Copperfield Dr., Pineville, NC 28124.

Email Your Keys

If you've got a tip for Keys to the Kingdom, you can now send it to us via EMail: Compuserve # 72267,601 or QuantumLink: JB Chalmer.

Walkthrus on the Way

We'll soon be publishing solutions to the following games: *Tass Times*, *Phantasie 1* and *2*, *Essex*, *Nine Princes in Amber* and *Shard of Spring*. If you have a walkthru for another recent adventure, let us know and you may get the game of your choice for it. This month William Carte gets *Ultima I* for his solution to *Moonmist*. The people who sent the Abyss walkthru, since it didn't cover an entire game but focused on the end game, get three extra issues of the newsletter. Also, be sure to write if you want us to track down a specific walkthru.

Dear QuestBusters:

Why don't you run lesser known games like *Se-Kaa of Assiah*, *Monty Python*, *Gates of Dawn*, *Hydrax*, *Lords of Midnight*, *Ripper* and *Standing Stones*?

We have reviewed several of the titles you mentioned. (Send SASE for a list of games reviewed in back issues.) Or did you mean walkthrus? We focus on recently released games and usually stick with those that are available on several computers so they apply to as many reader as possible.

Dear QuestBusters:

You should inform readers of the memory requirements of certain adventures. I was very disappointed to learn *King's Quest II* requires 256K on the IBM, not to mention MS-DOS.

Byron Byrd

We usually state memory requirements, but apparently forgot it in this case.

You'll be glad to know our editor just got a memory upgrade (he's now got an 8K brain!), so this isn't as likely to happen in the future.

Dear QuestBusters:

Please enter my name in your monthly contest.

Mangar the Dark

Our random drawing for a new game is now limited to people who have sent in a clue to the Keys to the Kingdom section in the past 30 days. Your clue doesn't have to be published that month, but it must be one that has not already appeared in the newsletter.

QuestBusters™

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TITANIC: The Recovery Mission

"How many mazes must one man map, before they call him a man?"
Bob Dylan, from his latest album,
Mapping in the Wind

I've mapped many a maze, but this was the first one that was underwater. The staterooms, engine room, kitchen and other locations on the *Titanic* pose an innovative maze filled with artifacts and treasures I had to bring to the surface after picking them up with a robot arm. And that twist on the familiar "explore the maze" concept is only half the game in Activision's latest British import. The other half takes place on the surface.

As president of the Titanic Salvage Company, you will wear a variety of hats while striving to raise the *Titanic* from the bottom of the Atlantic. On the Calendar screen, which shows the current date, five large icons enable you to choose from the key areas of activity: the Finance Room, the Press Conference and Diving. (Another facilitates saving and restoring games, a feature often missing in British adventures, and the Night icon advances the calendar forward a day.) You can use keyboard or joystick control for selecting icons, but while underwater will rely mainly on the keyboard.

By clicking on a drawer in the Finance Room's desk, you may read brief reports on time and money needed to make repairs on the *T.S.I.*, your deep-sea diving craft, and how much money your sponsors have pledged to contribute this week. The Wall Safe is another icon, and clicking on it displays your company's bank balance. To get more money, you have to "dial for dollars." Potential backers are pictured in icons hanging on the wall. Just click on the phone, punch a picture, and the person's face appears on the TV set while a short message tells how much, if any, he'll pitch in. The actual amount depends on factors such as how much he has already given, the company's financial status and the value of recently discovered artifacts.

One way to impress potential sponsors is by getting favorable media coverage. This calls for deft responses to reporters' questions at a press conference, where their faces are displayed in TV-shaped icons. When a reporter is selected, he or she asks a question; you reply by cycling through a series of fifteen answers: yes,

no, maybe, that question is unworthy of you and so on.

After choosing the Diver icon, you see a picture of the *Titanic* and pick one of the five entry points. The ship's diagram is replaced by a center-screen window that shows a trail of bubbles as you descend. Next you see the entry room. (The more than 240 rooms in the game actually existed on the *Titanic* and are situated in relatively the same positions.) The 3-D display of each room is not as colorful or detailed as in *Bard's Tale*, but works on the same principles.

The *T.S.I.* can be swiveled around and moved forward or back with the stick or keyboard, while a plethora of keyboard commands are employed for the diverse activities required for a successful dive. You may drop sonar buoys, view the sonar screen (showing locations of up to six rooms where buoys have been dropped), take photos, or flash an SOS to the mother ship if you're in trouble. Gauges display time, oxygen and other vital factors. But the most important thing you'll do is operate the robot arm.

It lowers into view and can be manipulated to pick up an object. Simple white graphics illustrate each item, and up to four may be stored on the *T.S.I.* (There are over 170 of them scattered throughout the ship.) You can send items up to the mother ship to be analyzed by the lab. They may be sold to raise more money for the company, or used to solve puzzles. The puzzles involve opening locked doors on the ship. You may be able to do so by simply touching an item with the robot arm. More complex problems require you to take an item from one location to another room, then drop it next to another item. If you've got the correct objects (two halves of a key, for example) in the right place, they will combine to form a new object that will open the door. Ultimately, you must reach key locations in order to place flotation bags that will raise the *Titanic*.

Other things can happen while you're underwater. If the lab has made a discovery, you may be called topside to attend a press conference. Or the robot arm might break, forcing you to surface. There is no time limit or deadline for raising the ship, as long as you don't run out of money. Effective sound effects and

occasional music round out this unique adventuring experience.

Conclusions: Offering something new for maze-mappers and treasure hunters, *Titanic* delivers a satisfying range of activities. In addition to exploring the ship and solving puzzles, you get to interact with other characters while on the surface. And it's based on reality, not fantasy. For those seeking something new, this is a good choice. It's also the best British adventure Activision has imported to these shores.

System: C-64/128

Skill Level: Intermediate

Price: \$29.95

Company: Activision

Destiny

In *Destiny*, your fate depends as much on sound judgment in battle as it does on your puzzle-solving skills. The story begins immediately after the death of the King, who left no Queen or heir to the throne. He declared that the individual brave and strong enough to slay the Red Dragon should become the next king of Adventura, and that is your goal.

The dragon, however, has already moved into the castle and defends it with an army of Orcan soldiers. You've got to unravel logical puzzles and slay monsters in this combination graphic adventure/role-playing game, whose well-designed interface closely resembles that of the Interplay programs *Mindshadow* and *Tass Times*. Each graphic fills the left two-thirds of the screen, and a list of 22 verbs runs down the right side.

The major difference is that *Destiny* does not have a type-in parser: all actions are determined by choosing a verb from the list, then moving the hand-shaped cursor into the picture and clicking on an object to complete the command. The selected verb remains active; if "get" is chosen, you may try to get a rock, then move over to get the log without returning to the verb list. If your action elicits a response, text appears at bottom screen where the type-in parser is usually located.

Puzzles are all object-oriented. In the

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FAIRLIGHT

by Tim Snider

You thought you were being very modern and brave when you entered Golgi's woods all alone. Little did you suspect that you would get caught up in a whirl of events far more bizarre than any of the stories you heard as a child. First you were captured and nearly eaten by the witch Golgi. Then you were rescued by a strange old wizard. And now here you are trapped in Castle Avars—which no one has entered in more than 3,000 years!

Suddenly you are catapulted from Unimportant Nobody to a hero out of a legend . . . at least you hope you'll be a hero. For if you cannot retrieve the Book of Light and present it to the imprisoned sorcerer, the Land of Fairlight will be doomed to darkness for evermore. And so begins your quest into a new and frightening realm in adventure gaming.

This new game from Mindscape is another one they've imported from England to show us "colonists" what our friends overseas are programming. Well, it seems that England is holding its own with quality works like this one.

An Amazingly Realistic Maze

This game is comparable to *Spell of Destruction*, which was produced by the same company. But if these were algebra problems, *Fairlight* would be equal to *Spell of Destruction* cubed! In both, you move your character through a maze depicted in a three-quarter perspective like the one seen in *Zaxxon*, which gives it a 3-D feel. But, where *Destruction* stops at a cartoon level of play, *Fairlight* brings in a new dimension of realism. Even the objects you must manipulate have their own value of mass, weight, and—when you hit or kick them—momentum. Objects may be moved, lifted and stacked on top of each other.

The castle's maze will have even the most efficient dungeon-delver climbing the walls in no time. It's not that the maze is especially difficult to map. It's just that the place is so huge. I kept running out of room on my paper. And when I finally thought I had most of it drawn, I walked through a door into a new section. (I hate surprises!)

Speaking of surprises, the monsters in this scenario aren't the average pushovers you find in other adventures. The game's

designer, Bo Jangeborg, gave these critters something I had never seen before: intelligence! They don't just wander up to you so you can make hamburger out of them.

Instead, they will gang up on you, surround you, or stay out of range if it starts looking bad for them. I've even walked into an empty room, only to be ambushed by a pair of orc guards. (I miss the games of old, when the creatures had the smarts of a small soapdish!)

The graphics are extraordinarily detailed. In the halls you see suits of armor on either sides of the doors, cracks in the walls, and the creatures themselves—it all adds up to a visually exciting experience. Unfortunately, with graphics this detailed, the designer had to sacrifice some of the colors. The pictures aren't as richly painted as the Sunday comics. They're more like Thursday's. But this is a small price to pay for a game of such high calibre.

Fairlight employs a rather complex interface for moving and manipulating your on-screen character. The joystick is used to move him about (though the keyboard may also be utilized for this purpose), and the keyboard is used for the various actions he can perform: jump, fight, pick up, etc. I didn't like the way the joystick worked. It seems that to move him diagonally via the joystick, you must hold it diagonally. Anyone who has ever played a game in this disorienting fashion knows how difficult it can be to do it correctly. Keyboard movement is also tricky. But Jangeborg wisely devoted entire sections of the keyboard to different commands. This is nice, because you can pick the combination that works best for you.

Music plays throughout the adventure, taking full advantage of the Commodore's SID chip. There's only one thing that annoyed me about it. Though it gives an extra layer of "you are there" realism (kind of like a film's background music) when you first start playing, I found myself going tone-deaf after hearing the same tune 50-60 times. Luckily, you can toggle it off.

The one thing that made me rip my hair out by the roots was the animation. The more objects that are moving on-screen, the slower they move. This is really annoying when you're fighting two monsters at the same time. At least when one dies, everything speeds up again. [And this problem is fairly common in computer games.]

Conclusions: This is not a game for the novice. The mortality rate is high until you have mastered the demanding interface. Also, the only way you can get any answers is through repeated experimentation. Unless you have the patience to try virtually anything to further the game—or happen to be the kind of adventurer who enjoys precisely that kind of a quest—you won't get far with *Fairlight*. The instructions won't spoonfeed you any information, either. It is up to you and you alone to discover the secret of *Fairlight*, if you dare.

System: C 64/128

Skill Level: Intermediate to Advanced

Price: \$29.95

Company: Mindscape

High Stakes

The horsey set seems a strange setting for a text adventure, but here it is, an adaptation of a 1975 Dick Francis novel. Francis is a former jockey from England who writes mysteries that take place at the track, the stables and the betting parlour, as it is called over there. The main characters are a millionaire toy designer, Stephen Scott, and Jody Leeds, who trains race horses for Scott. In the game, you play the role of Scott.

On a grey November day, *High Stakes* opens at the New Park Racecourse north of London, just after your horse Energise has won a big race—and you have fired Jody. (With the game you get a page or so from Francis' novel, which provides a bit of background on the characters and setting.) Jody is suspected of fixing races by making sure some of your other horses lost—races on which you lost a fortune by betting heavily on your own ponies. You can't prove Jody did anything wrong, but want to make sure it doesn't happen again with Energise, the beautiful black gelding that's become your favorite horse. When you fire Jody, he practically admits his guilt by saying, "It was a pleasure to take you for every penny I could."

Then the game ends—or at least it did for me the first ten times I played it. What happens is this: instead of leaving peacefully, Jody loads Energise into his van and runs you down. You awake in the hospital, wondering what went wrong, and the game is over. Once you've figured out how to avoid this fate,

you find yourself facing an angry bull that will definitely kill you. If not immediately, later when you attempt to retrieve the tire iron you dropped in the pasture. So this Angelsoft adventure proves as deadly and dangerous as its predecessors.

Hopping into your Lamborghini, you are free to drive out Racing Road and all about the English countryside on your quest to retrieve Energise. Jody's elegant new house isn't far away, but you won't learn much by demanding an explanation from him. And when you get back to your home on Park Court, another surprise awaits: someone has thoroughly trashed your house and left a note calling you "SCUM."

Jody seems the obvious culprit—but is he? For a few other characters flesh out this story: Alexandra, your girlfriend, and Bert, your best friend. Alex, however, seems to prefer Bert's company to yours. Bert is into horses too, and while he hasn't done anything overtly suspicious, I'm keeping an eye on him. (Maybe I'm just paranoid, but why take chances in a game as deadly as this?)

High Stakes blends the "mystic orb hunt" (your main goal is to get to Energise, stashed away in a stable at Jody's house) with the mystery theme (who trashed your house and why?). While you can engage people in conversation to gather clues, this aspect of the mystery isn't as strongly emphasized as in *Deadline*. If you don't rescue the horse in time, the game ends when you learn that Jody's "new" horse has just won a race—and that Palledin is a black horse whose strides remind all who saw him run of your horse, Energise.

Time Waits for No Adventurer

The story begins on Monday and ends on Thursday. At the top of the screen you'll see the current day and time posted; the time changes with each move, based on what you do or how far you travel on that turn. Though there are characters to converse with, most of the puzzles are object-oriented. Points are not awarded for solving them, so you don't get ratings as you progress (like in the Infocom games). Inventory management is important, for you can only carry three things, plus whatever you can jam into your pockets. It's easy to map, and I suspect the layout is not extensive, which has been the case with other text games produced by Angelsoft.

The prose isn't as engaging as in previous Angelsoft games such as the James Bond titles or even *Rambo*. It's not as well-honed, not as evocative, and I suspect it wasn't written by the same person.

Perhaps the idea was to write the game text in the Dick Francis style, and that's the way he writes: very plainly. At least the puzzles are cleverly and logically conceived, which is still the most important element of an adventure, even if it is fashionable to refer to all text adventures as interactive fiction these days.

Same Old Parser

The game's parser is adequate but vexing. It accepts full sentences with direct objects and understands the pronoun "it" to mean the most recently used noun. However, you can't type in multiple commands, and the vocabulary seems skimpy. No way can you say "take," for only "get" will get you anywhere. (At least the documentation offers a list of relevant verbs that typically are not associated with adventuring: pet, calm, and other equestrian terms and jargon.) You can't "enter car" but must "get in car." But it's possible to "enter trailer." This struck me as inconsistent.

Once Alex said I looked depressed, so I replied: "Alex, cheer me up." Inscrutably, she told me "You can't go this way." And if the program doesn't recognize a word in your command, or if your syntax is incomprehensible, all you get is a reply like "the situation calls for calm, deliberate thought" or "take a deep breath and try again." Clever, but not as helpful as parsers that tell you which word is unrecognized, or if they're strung together improperly.

These flaws don't seriously interfere with playing the game and have appeared in all the Mindscape adventures. And that's exactly my point: other designers continually improve their parsers, doing their best to make it even easier to communicate with the program.

Often the enhancements are nearly invisible to the reader/player, especially with Infocom's parser, but that would hardly be the case if Angelsoft were to at least implement multiple commands, a relatively simple programming task of which all civilized parsers are capable.

Conclusions: It's not the most literate interactive fiction I've seen on my screen, but the author tells an interesting and unusual story that kept me fiddling with

locks and Lamborghinis and a lump of sugar far into the night. I have finally learned to cope with the Angelsoft parser, and if you can you'll enjoy the puzzles and the story.

System: Apple (64), IBM (256), Mac (512)

Skill Level: Intermediate

Price: \$39.95

Company: Mindscape

Destiny

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opening phase, you have access to only a few locations. (Movement is conducted by clicking on the appropriate direction.) After buying a rope and spikes from the Adventure Store, which is a joystick-operated menu, I moved to the canyon and chose "put" from the list. The verbs were replaced with a list of my inventory, and I picked "spikes." ("Use" works the same way.) Then I put the rope on the spikes, chose "climb" from the verb list, and clicked on the rope to reach the bottom of the canyon. There I found only two locations before running into another puzzle. Points are not awarded for solving puzzles.

Combat may occur when you first enter a location and is resolved with an even simpler interface. You have but three options, displayed in place of the verb list: attack, offer gold or run away. (Fleeing is not always successful). Instead of points, you begin with a damage factor of 0% and die if it reaches 100%. When confronted with a deathslayer or other fiend, you'll see his estimated damage factor. If it is 70%, you know it won't be as hard to kill him as if it were 10%, but you also have to keep an eye on your own damage while making up your mind. It's not real-time action, so you can deliberate without panic.

Unless an attack misses, it may result in minor, moderate or severe damage. The creature's damage factor is updated, then he attacks or tries to flee. This continues till someone manages to escape or one combatant dies. There are a few sound effects during the battle, but nothing exciting. There's no magic system, and the combat system's appeal is its "lean back and attack" ease of play.

If wounded, you can check into the

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Walkthroughs: Moonmist & Ultima IV's Stygian Abyss

by William Carte

All four versions are based on the same map, but the solution and placement of objects varies in each version. The main walkthru covers the Red version, which is the most difficult. By studying it you will see how to use the information provided on the other versions. Information needed to solve the others is also included. The method of trapping the ghost varies in each version: sometimes you must spray it with the aerosol device, while in another you find the empty ghost costume (with a hair in it) in the secret passageway.

Key to decoding answers: Count back two letters-- c = a, a = y, etc (=cra)

Driveway

Get out of car. Vqwej ornament. (Announce your name.) Yes. Red. Yes. Get in car. S. Yes. Yes. Ask Tamara about ghost. Follow Tamara. Examine Jack. Ask Jack about ghost. Follow Tamara. Ask Vivien about ghost. Ask Hyde about ghost. Follow Tamara. Yes. Yes. Ask Wendish about ghost. Follow Tamara.

Your Bedroom

Wait. Open luggage. Get dinner outfit. Yes. Yes. Yes. Wait. Yes. North.

Wash. South. Remove tweed outfit. Wear dinner outfit. Hang tweed in wardrobe. Cflwuv side mirror. Cflwuv wall mirror. Ugctej wall mirror. Pull uykvej. Wait 20 minutes. Go to dining room (repeat until you arrive).

Dining Room

Sit on chair. Look. Look. Get note from Jack. Read note. Eat dinner. Eat dinner. Oqxg bust. Listen to tape. Again. Again. Look under rwpejcgyn. Read first clue. Take clue from Vivien. Read second clue. South. South.

Sitting Room

Search fgum. Take maid's note. Read maid's note. Drop butler's note and maid's note. North. West. Down. East. Take lantern. Turn lantern on. West. Up. Up. Up. South. (In Chapel) Search ykpfqy (because of first clue). Take third clue. Read third clue. North. D. NE.

Library

Search dqmqecug. Take jkuvqta dqqm. (Notice the secret passage.) Go to foyer. Drop first clue and dqqm. North. East. East. Fki in itqwpf. Yes. Take fourth clue. West. West. South.

In Foyer

Search wodtgnc uvcpf. Take ecpg.

Examine ecpg. Engcp ecpg. (You find treasure.) Go to My Bedroom. Enter secret passage. South. West. Down. West. Pull lever. Enter bedroom.

Jack's Room

Search vcnddqa. Take pgemnceg. Examine pgemnceg. Go to Ftcykpi Room. Search hnqqt (because of butler's previous remark). Yes. Take jewel. Compare jewel to pgemnceg. Go to My Bedroom.

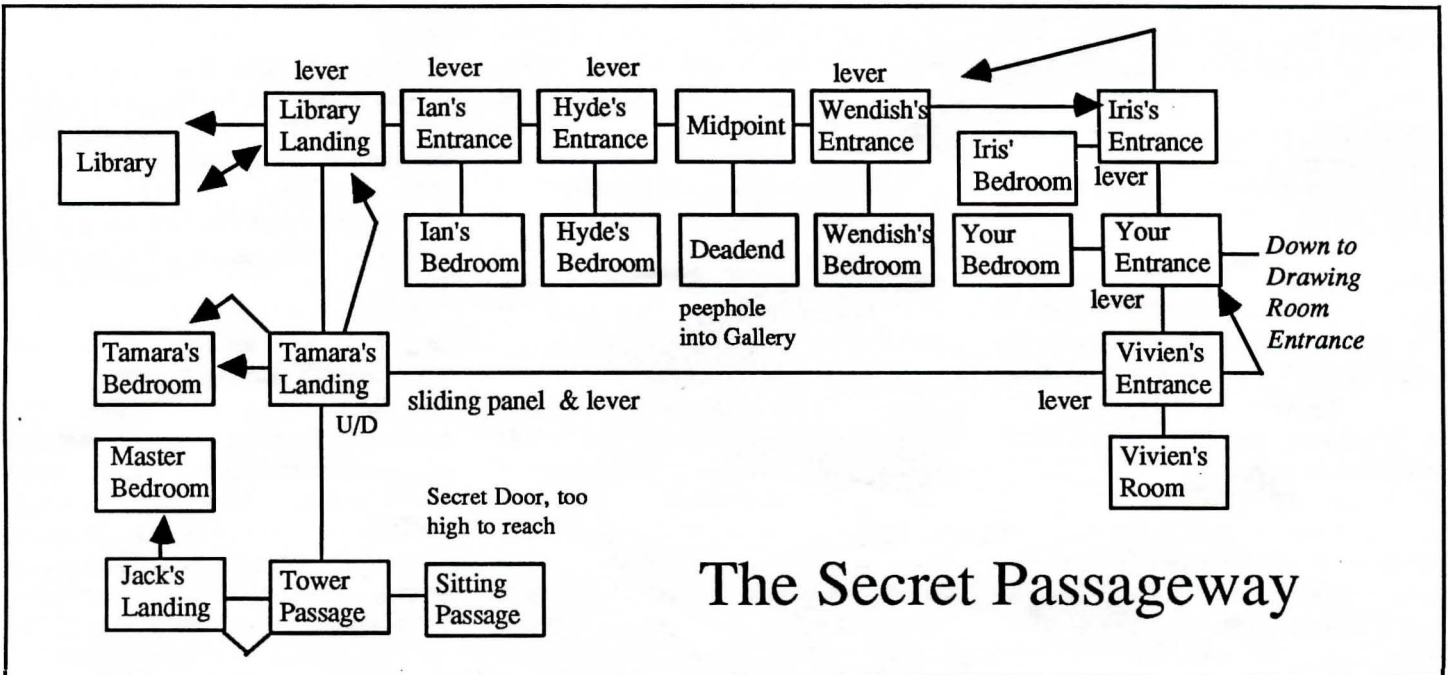
My Bedroom

Enter passage. South. West. (At this stage you are so far ahead of anyone playing without a walkthru that you must wait until about 12:30.) Wait 60 minutes. Wait 60 minutes. Wait 30 minutes. Wait (repeat until ghost appears). Show cgtquqn fgwkeg to ghost. (Identified the ghost.) West. West. Examine etguv. Move etguv. Play tape (found evidence of crime). Knock on west door. West. Show pgemnceg to Jack. Show jewel to Jack. Arrest Jack.

Solutions to other versions:

BLUE

Clues: under punchbowl, from Jack, in uwkv qh ctqqt
Special Items: ngpu (hnqqt kp pgy itgcv jcnn), mncuvke inside yqqfgp dqz in



Wkwkg's room
Ghost: Wkwkg
Treasure: Fossil skull in dgnn
Evidence: diary in Vivien's room

GREEN

Clues: under punchbowl, from Jack, in tjkpq jgcf, in fgcf gpf (in secret passage)
Special Items: ngpu (hnqqt kp pgy itgcv jcn), lqwtpcn in qhhkeg
Ghost: Ygpfkuj
Evidence: Oqqpokuv in kpnygn in fgum
Treasure: ncd dqqm in dqmceug in library (against Wkwkg)

YELLOW

Clues: under punchbowl, from Jack, in dgnn, in eqhhk (climb in ktqp ockfgp)
Special Items: lgygn on hnqqt of Ftcykpi Tqgo
Ghost: Vcoct
Evidence: gcttkpi in lgynta ecug in Vcoct's room, tgegivr under her dgf, lqwtpcn under her dgf
Treasure: dncem rgctn pgemnceg on umgmvgvp in hole in dcugogpv wall (move nqqug dtkemu)

Stygian Abyss

by Jon Champlin & Bob Bowen

Outside Abyss

(Latitude O' J', Longitude O' J")
Use: Bell. Use: Book. Use: Candle.
Enter.

Level One

Ignite torch. Turn east. Advance. Advance. Advance. Advance (into room). Exit east (into room). Exit east (into room). Exit south (into room). Exit south. Turn east. Advance. Advance. Turn south. Advance. Advance (into room). Exit south (into room). Exit east (into room). Exit east. Advance. Advance. Turn north. Advance. Advance. Use: Stone. You Answer: Honesty. You Answer: Blue. Descend ladder.

Level Two

Turn east. Advance (into room). Exit east (into room). Exit south (into room). Exit south (into room). Exit east. Advance. Turn north. Advance. Advance. Advance. Advance. Turn east. Advance. Advance. Advance. Advance. Advance. Advance. Use: Stone. You Answer: Compassion. You Answer: Yellow. Descend ladder.

Level Three

Turn west. Advance. Advance (into room). Exit south (into room). Exit south. Use: Stone. You Answer: Valor. You Answer: Red. Descend ladder.

Level Four

Turn east. Advance. Advance. Advance. Advance. Advance. Advance. Turn north. Advance. Advance. Turn east. Advance. Advance. Advance. Advance. Advance. Advance (into room). Exit north (into room). Exit north. Use: Stone. You answer: Justice. You Answer: Green. Descend ladder.



Level Five

Turn south. Advance. Advance. Advance. Advance. Turn east. Advance. Advance. Advance. Advance (into room). Exit south (into room). [Step where the Balrons were standing to open the south wall.] Exit east (into room). [There is a secret panel two spaces east and one space south of the treasure treasure; this opens the east wall.] Exit south. Turn east. Advance. Advance. Advance. Advance. Use: Stone. You Answer: Sacrifice. You Answer: Orange. Descend ladder.

Level Six

Turn south. Advance. Advance. Turn west. Advance. Turn south. Advance. Turn east. Advance (into room). Exit south (into room). Exit west (into room). Exit south (into room). Exit east (into room). Exit north (into room). Exit east (into room). Exit south (into room). [The south wall is opened by stepping in the top right Balron cage after you kill him.] Exit east (into room). [The secret bridge is activated by a) stepping all the way east behind the top magical field after killing monsters and b) stepping in the southeast corner of the room behind the bottom magical field, after killing the monsters.] Exit south (into room). Exit east. Turn south. Advance. Use: Stone. You Answer:

Honor. You Answer: Purple. Descend ladder.

Level Seven

Turn north. Advance. Turn west. Advance (into room). Exit north. Turn west. Advance (into room). Exit north. [Open enclosed room by touching the secret door in the south wall, then open the north wall by stepping in the bend of the backwards "L".] Turn west. Advance (into room). Exit north. [To open the northern wall, step on all three secret doors in the south wall, represented by white dots; when the third one is touched it will open the east and north walls.] Use: Stone. You Answer: Spirituality. You Answer: White. Descend ladder.

Level Eight

Turn south. Advance. Advance. Turn east. Advance. Advance. Advance (into room). Exit east (into room). Exit north. [To open north wall you must a) step two spaces south and all the way east of north wall, which opens a portion of the southwestern wall. Then, b) step where the southwestern wall used to be, which opens the north wall.] Advance. Turn east. Advance. Advance. Turn south. Advance. Advance. Advance. Advance (into room). Exit south (into room). Exit south (into room). [To open south wall you must a) step on the secret wall represented by a white dot in the southeastern wall. This creates another secret wall represented by a white dot in the southern wall of the Balron's enclosed room. After killing the Balron, step on the spot he formerly occupied. The wall jutting out of the Balron's enclosed room becomes a secret wall represented by a white dot. Step on this and the south wall opens.] Use: Stone. You Answer: Humility. You Answer: Black. Descend ladder.

Outside Codex Chamber

You Say: Veramocor

Inside Codex Chamber

You Answer: Honesty. You Answer: Compassion. You Answer: Valor. You Answer: Justice. You Answer: Sacrifice. You Answer: Honor. You Answer: Spirituality. You Answer: Humility. You Answer: Truth. You Answer: Love. You Answer: Courage. You Answer: Infinity.



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Moonmist

Continued from page 1

steering them toward the first clues. These are bits of verse that lead you to more clues and eventually to the treasure.

While searching the castle you'll have time to poke about for evidence concerning the ghost and the crime. Don't waste it, though, for the story, which begins at 7:00 PM, ends twelve hours later when the police arrive to take over the investigation. There is no Duffy or lab to which you may send evidence to be analyzed, so you're solely dependent on your own wits in puzzling out this mystery. At the end, you can read the "author's explanation" of the plot, which tells exactly what happened, who did it, and why. I like this idea, since it wraps up any loose ends the player might be wondering about.

Extra Replay Value

And after solving *Moonmist* you can replay it, for there are four color-coded versions of the game: red, green, yellow and blue. At the outset, you type in your name as Lord Jim Dudley, Miss Anna Stetic, or whatever, then the program asks for your favorite color. Your reply determines which version you will play. (Or you can pick purple, orange or some other color and the program will pick the version, so you won't know which one you're playing.) They vary in difficulty, and red is apparently the trickiest. In each version, the objects are found in different areas, and some that are valuable in one version are useless in the others.

Another departure from the Infocom formula crops up in the area of the scoring system—no points are awarded for puzzle-solving. Instead, the program borrows the method introduced in Broderbund's Interactive Novels. When you type "score" or quit, you'll read a brief list of your accomplishments: "So far you've found the treasure, but haven't identified the ghost or found the evidence." Another big difference is that a room's contents won't always be mentioned in the game text. An accompanying brochure provides a map of the castle, however, and describes such items. This serves as a form of copy protection, since you'll need the map in order to solve all the puzzles. In addition to the brochure, you get a collection of ghost stories about famous spirits of Cornwall, a "Moonmist" t-shirt iron-on, and the letter from Tamara.

A couple of practical features have been carried over from *Suspect* and *Deadline*: You can type "go to dining room" instead of a series of directions, and the wait command (which lets you quickly kill 1-60 minutes) is useful for speeding up the game in some instances.

Conclusions: The puzzles are logical, the story is engaging, and the prose surpasses *Suspect* but can't match *Deadline*. With the most extensive replay value of any Infocom adventure, *Moonmist* should be on every mystery fan's shopping list. (If it's not already in their inventory.)

System: All Home Computers

Skill Level: Novice to Intermediate

Price: Atari 8-bit, C64/128, \$34.95; others, \$39.95

Company: Infocom

Destiny

Continued from page 5

Adventure Inn and emerge wholly restored. You pay for this with gold, as you do for the swords, armor, shields and other items in the store. But some of the merchandise, especially magical paraphernalia, cannot be bought with gold. You must collect gems and other valuables to trade for these things. Your current stats (gold, damage, gems and age, which begins at fifteen) are shown in a small box below the verb list.

Sound judgment—knowing when to fight and when to flee—is the key to successful combat. And if you are killed, the game is over. Sure, you can save a game in progress. But it is erased when you reload it, as in the *Eamon* system, *Gemstone Healer* and *AutoDuel*. The difference is that you can't back-up the saved game because it is saved on the program disk. Though the graphics take up both sides of the disk, their quality is inconsistent. Some, especially the monsters, are crudely drawn, while others are about what you'd expect to see in a Penguin adventure (they were drawn with Penguin's Graphics Magician).

Conclusions: Those who demand quality art won't find it here. However, the game's interface makes it suitable for adventurers who relish combat but don't want to master a complex command system. Initially I thought the combat routine was too basic, but finally decided I liked not having to make a lot of decisions for a change. This wouldn't be

good enough for a dedicated role-playing game, but as an adjunct to a puzzle-solving adventure it works. This aspect also makes it a good game for younger family members who find the combat systems of games like *Ultima* and *Bard's Tale* too intimidating.

System: Apple (64), C 64/128, Macintosh

Conversions: Maybe Atari 8-bit

Skill Level: Intermediate

Price: \$24.95, C; \$34.95, Apple; \$44.95, Mac

Company: Software Investments Plus, POB 13, Appleton, MO 64724 816-476-2580

Gunslinger

Continued from page 1

letter from the keyboard or choose the desired letter from a second on-screen menu that appears only when you move the arrow over the right side of the graphics window.

Because of the game's limited vocabulary, it's usually not hard to figure out what to do in a given situation by simply glancing over the word lists. In the back room of the saloon in Dawson, for instance, you encounter some of the locals (including Jesse Dalton) in the middle of a hot poker game. After finding the word "gamble" in the list of verbs, it's not too hard to figure out how to get in on the action. Because the word list tips off the correct response in most situations, the adventure's puzzles are easy to solve, which makes *Gunslinger* a good introduction to the genre. But advanced gamers would probably be bored.

Another reason it rates as an introductory level adventure is that you'll find it difficult to do anything wrong. Try to shoot the barber, or rob the bank in Dawson, for example—instead of having to deal with the consequences, you simply read that "as an ex-Ranger your moral fibre is too strong to break the law without good reason." Fortunately, you do get to blast Jessie Dalton when you catch him cheating at cards. Otherwise your stay in Dawson might really be boring. The way I figure it, even ex-Rangers like to raise a little hell once in a while.

When you shoot Jessie, don't forget to collect your winnings, all 80 cents. You'll need this money to buy a stage

Continued on page 11

KEYS TO THE KINGDOM

The Pawn

If you can't get the Guru to stop laughing, use the ujtv to cover the ytkuvdcpf. Don't bother fiddling with the stump until you've give the Guru what he wants. You'll need to get past the boulder to do so, which involves using the ujtv with the jrg and the tcmg.

Moebius

When fighting guards in a room, seal the doors. This way if a guard steals something from you, you won't have to chase him all over to confront him and regain your possessions. Get the Blessed Sword from the Overlord as soon as possible. The easiest way to fight him is barehanded, using low kicks as he moves in on you. You gain more experience by defeating an evil monk in hand-to-hand combat than by using fireballs. The exit to the next level from the Earth Realm is on the island to the northeast from the Temple where the game begins. You need a jcoogt to clear the path and reach the island. The exit gate is in the island's northeast corner.

Richard Rassmussen

High Stakes

Inside trailer: ecnp Energise, rcv Energise, ecnp fqyp Energise, rgv Energise, get tire iron. To get tire iron without being gored by the bull: tie vqygn to hgpeg, w, n, get tire iron.

Fairlight

Some objects on shelves cannot be reached by jumping up to get them. You must do one of two things. You can push a table or stool over next to the shelf and jump on the table or stool, then over onto the shelf. Or you may be able to gather several objects, such as books, and stack them next to the shelf before using the same procedure.

Tim Snider

Phantasie

In Woodville temple, you find some numbers: 78 opens the top of the hqwpvckp; 45 opens secret door on side of the fountain; 48 open access to temple interior. To get to Qnaorkc, teleport to town 99. To reach the third magic pool, teleport to town eight, then swim north, then east.

Mark A. Wyman

To decode clues, count back two letters. Numbers and letters used in coordinates are not changed. Send in the answers and strategies you've discovered in games—and help rescue a lost adventurer somewhere from wandering around in a maze looking for a radiation suit and a piece of rope for the next three years. You'll also qualify for the current month's contest, even if your tip isn't published immediately. This month's winner was Richard Rassmussen, who gets the game of his choice—to be announced next month—for sending in his clue.

Waiting for Duffy

Duffy's at the SuperBowl so if you're stuck in an adventure send in a brief ad.

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

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

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

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

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

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

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

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

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

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

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

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

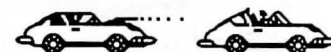
Ultima 3: need help. Can help with Zork 1, Planetfall, Cutthroats, King's Quest 1 & 2, Black Cauldron, Amazon. Todd Draper, POB 4366, South Bend, IN 46634.

Anyone who has a good map of Spellbreaker, please send a copy to David Aulfather, 13209 Dessau Dr., Austin, TX 78753

Nine Princes in Amber: Need any help you can give. Moebius: Found last 2 monks, can't get them to their temples. Bard's Tale 1: answer to riddle starting "Past landscapes fought..." at Castle 1,19E, 0N? Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

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

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





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To trade only: Mindwheel, Essex, Brimstone, Breakers, Star Trek, Ballyhoo, Moonmist, Goldfinger, King's Quest, Gunslinger, Tass Times & many more originals. Send your list for mine: Tom Burns, 2868 East Ave., Columbus, OH 43202.

\$10 each: Alkemstone, Birth of Phoenix, Genesis, Murder by Dozen, Mystery Island, Transylvania, WizMaskter, Zork 1 & many others. Send SASE for complete list. Todhunter, 3378 Waverley St, Palo Alto, CA 94306.

Gunslinger

Continued from page 9

coach ticket, if you ever want to get out of Dawson. In fact, that's about all there is to do in this town, unless you think it's fun getting a shave and a haircut at the Barber Shop, or relish buying pickles at the General Store. Though I can't say with any certainty (because I haven't quite finished the adventure), it seems that neither of these actions does you any good whatsoever.

Stagecoach to Carson

No matter what you try to take with you on the way out of town, you wind up empty-handed because bandits rob the stage and shoot you before it gets to Carson. Surprisingly, you wake up just a couple of hours later, in perfect health near a dried-up river bed. From here you head east to the old Spanish well and then north through a deserted mining town to the blocked mine entrance.

Puzzles focus on object-manipulation. You'll find a keg of dynamite that can be used to blow up a dam. Once you've destroyed the dam you can enter the mine through the well and eventually find a piece of crystal that can be traded for a

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

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

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

For sale: Interactive Fiction, Sands of Egypt, Gemstone Warrior, Standing Stones, Expedition Amazon & TG Paddles, \$20 each. Mystery House, Empire of the Overmind, Cyborg, 7 Cities of Gold, Suspended, \$20 each. Ultima 3, \$25. All originals w/docs. Will buy or trade for Timeship, original only w/docs. Write first. Gayle Ann Stanford, 3281 Foxgate Dr., Memphis TN 38115.

Sale: \$20 each, Zork 1, 2, Deadline, Amazon, Mask of

Sun. \$18 each: Strange Odyssey, Voodoo Castle, Murder by Dozen, Mindshadow. All original with docs. Andy Lucyshyn, 239 Stevenage Dr., Longwood, FL 32779. (305) 869-6571 (not collect).

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

Trade or sell: 750+ games & utilities. Looking for anything good. Send your list to Jon Champlin, Moffat Rd., Nelsonville, NY 10516.

Trade or sell (all originals): Nine Princes, Amnesia, Questron, Fahrenheit 451 & more. Send list of your games. Scott Huang, 14 Equestrian Ct., Huntington, NY 11743.

MACINTOSH

Sold in sets only, all with original boxes & docs. Transylvania & Crimson Crown, \$35. Deja Vu & Uninvited, \$50. Dragonworld & Fahrenheit 451, \$35. Borrowed Time & Mindshadow, \$20. Zork 2 w/clue book, \$20. FOR APPLE2: Ultima 2, \$15.

Douglas M. Campbell, 9772 Via Pavia, Burbank, CA 91504. 818-767-3045
To trade, Zork 1 & 2, Seastalker. W/docs, maps, hint books. Maps & hint books for Zork 3, Enchanter, Sorcerer. Want Ultima 3, Enchanted Sceptres. Roger Buttermore, 65 Princes St., Sandy Bay, Tasmania, Australia 7005.

COMMODORE 64/128

Sale/trade: Shard of Spring, Moebius, Roadwar, Labyrinth, \$25 each. Wizard's Crown, Rings of Zilfin, Ultima 4, \$20. All originals w/docs. Want AutoDuel, Leather Goddesses, Fairlight. Write or call (not collect) Randy Sluganski, 74 Estella Ave., Pittsburg, PA 15211. 412-481-1521

Have many current adventures, am looking for really good copy program, Ultima 1 or anything good. Bob Bowen, 3 Peekskill Rd., Nelsonville, NY 10516.

Continued on next page

sluice box. Then use the box to find gold in the stream that replaces the dried river bed when you blow the dam. Trade the gold for an old prospector's mule, and you're well on your way to completing the adventure.

A couple of things disappointed me. First, the program doesn't let you refer to objects by moving the cursor over them in the graphics window and pressing the joystick button. Several recent graphic adventures—*Destiny* [reviewed on page three] and Activision's *Tass Times in Tonetown*—let you select a word such as "look" and then point and click on an object to read its description.

Another thing that bothered me about the game was the scarcity of descriptive text. About the only things you could examine were those that had a direct bearing on the outcome of the adventure. And even when you look at many things that *are* important to the story, you will often "see nothing unusual." A little more descriptive text would have gone a long way in giving *Gunslinger* the true Western flavor you'd expect it to have.

Conclusions: While *Gunslinger* isn't particularly challenging, the graphics aren't bad, and it's interesting to play—if only to see how things work out when

you finally get to Mexico. But it is best-suited for beginners and novices.

System: Apple 48, Atari 8-bit, C64/128

Skill Level: Introductory

Price: \$29.95

Company: Datasoft

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Continued from previous page

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

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

Have Planetfall, Aztec, Treasure Island, originals w/docs. Will trade these & more for other originals. Also will buy some

adventures. Send list & price to Jeff Muxlow, 8957 Burnside Rd., Brown City, MI 48416.

Games for sale or trade: write for free list of new & old adventures. Kevin Kraus, 33 Fox Hill Rd., Shrewsbury, MA 01545.

Sell or trade: 64 Boot [for C128], utilities disk. Want any Infocom but Hitch or Zorks. Mike Bagnall, RD #1, Box 95, New Freedom, PA 17349.

IBM & Quest-alikes

Trade or sell: King's Quest 1 & 2, Black Cauldron, The Quest, Oo-topos, Infidel. Marc Manderino, 38 Maynard Ave., Waterbury, CT 06708.

Want to buy Wishbringer, complete with docs & box. Jennifer Shulman, 12 Ardmore Rd., Scarsdale, NY.

Trade or sell [\$25 each]: Borrowed Time, Sherlock Holmes, King's Quest 1 & 2, Spellbreaker, Hitchhiker, Planetfall, Suspect, Enchanter, all Zorks, Sorcerer, Rendezvous

with Rama. Will trade for The Quest, Ballyhoo, Starcross, Amazon, Witness, Infidel & many more. Byron Byrd, 5160 Verdun Ave., Los Angeles, CA 90043. 213-294-9216.

ATARI

For sale, \$15 each: Realm of Impossibility, Archon 1 & 2, Lode Runner. \$20 each: Zork 2 & 3, entire Enchanter series, Hitchhiker, 7 Cities of Gold, Cutthroats, Ultima 1. \$22: Zork 1 w/map. \$25: Deadline w/map & hintbook. \$35: Ultima 3. All with original docs and boxes. J. Weigley, 327 S. Smedley St., Philadelphia, PA 19103.

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 more. C. Muller, 514 SW 34th St., Apt. 6, Gainesville, FL 32607.

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

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