

QuestBusters™

The Adventurers' Journal

October, 1987

Vol. IV, # 10

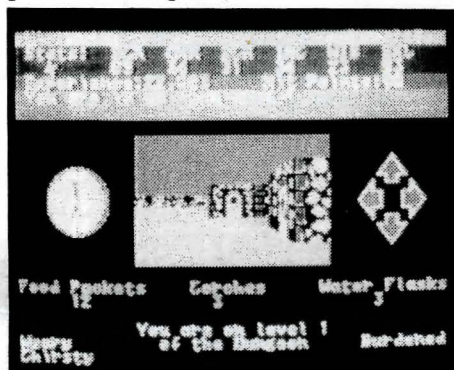
Alternate Reality: The Dungeon

The Devourer—a huge pink eyeball for a body, smaller orbs dangling at the tips of its arms and legs—swayed obscenely in the hallway, sucking up my weapons and treasures one by one as I fumbled for something that would inflict damage on this, the most formidable foe yet to confront me in the dungeon beneath the City of Xebec's Demise. I stabbed him with my Diamond Dagger—no effect! Smashed him with a Thunder Hammer—no effect! Jabbed his eye with my Opal Cutlass—again, not a scratch!

Frantically pawing through the pack, my shaking hands emerged with an unknown potion. Desperately I swigged it down and was instantly relieved as new-found strength coursed through my muscles. With my Strength temporarily increased, the Opal Cutlass now wreaked 10-20 points of damage on this big "eyeball in the hall." Finally I dispatched the Devourer, healed my wounds with a Staff and walked back to the Retreat for some well-earned rest.

Like the first title in the *Alternate Reality* series, *The City*, this one takes place in a sprawling maze seen from a first-person, 3-D view. Unlike *City*, it actually challenges you to complete a long-range mission, and also offers several sub-goals to pursue. Found within

the maze, the Oracle of Wisdom functions like Filmon the Sage in the *Phantasia* trilogy, offering tips and hints about the different quests. (According to the plot of the series, of which *Dungeon* is the second installment, you have been abducted and left stranded on a distant planet where you can choose between two long-range goals: escape, or get revenge on your captors. Neither can be accomplished in *Dungeon*.)



Of Sewers & Songs

A sewer encircles the *Dungeon*, enabling you to choose your point of entry to the main part of the four-level maze. (The first level is a 64 x 64 grid.) The dungeon walls and doors vary in appear-

ance, depending on whether they're made of stone, crystal or another substance. Enter a building, and the picture window expands horizontally to fill the entire width of the screen. Illustrations of the locations, people and shops are not as detailed as in a *Bard's Tale* but much better than those in *City*. Some spot animation is seen in the combat scenes, but you hardly hear a sound during battle. Another thing you won't hear is the sound of clomping feet as you march down a hall, which is ok with me, since this effect has become so common.

Music and song play a more important part than sound effects. Upon entering a shop or other indoor location you are often greeted with a song. While french horns, oboes and other wind instruments play one of many simple but pleasing tunes, words in the on-screen lyrics are briefly highlighted in a variation on "follow the bouncing ball." The lyrics are shown in big letters instead of the tiny ones used in *City*, which accentuates the role of the songs.

Mapping & Mazes

The presentation is familiar, with a square "window" in center-screen showing your character's view. Keyboard or joystick controls let you turn or move forward and back, and one of four red arrows flashes to show which direction you've gone. As in *City*, one step does not carry you a full map square forward, only a fraction of a step. It takes several steps to advance to and through a door you're facing, for example. In the original game this made mapping quite frustrating, but here the walls are broken

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Guild of Thieves

By William Carte

A year ago the ST community was stunned by *The Pawn*, which featured some superb graphics never seen before. Now Firebird, who specializes in bringing over British adventures, has done it again. Their latest release, *Guild of Thieves*, is a truly outstanding game that is also available for most other major systems. It features the same "window shade" graphics seen in *Pawn*, which means you may use the mouse to pull the graphics window up and down. The ST and Amiga graphics are great—very detailed, very colorful. (The Apple 2 version is text-only.) However, this is one game that does not rely on the graphics for its merit. Take away the beautiful pictures, and

you've still got a top-notch game.

Set in the land of Kerovnia, where *The Pawn* took place, the story itself is intriguing. You are an apprentice thief who has been given a mission by the Master Thief of the local Thieves Guild: Search a local village and castle and relieve them of all their treasures. A number of puzzles keep you busy along the way. In one you have to somehow get past the spinning blades of a windmill. In another, you need to get into the undertaker's shop, which is locked tight. And how do you get into the castle? A moat surrounds it, and the drawbridge is up.

Of course, getting into locations is only

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Adventure Hotline



Letters
to the
Editor

New Games

SSI just rolled out *Roadwar Europa* for Apple, with a C-64 model close on its heels. Multiple systems (except IBM): *Knight Orc*, Firebird's latest from England, is an amusing graphic tale divided into three games that beat Infocom to the punch as the first with RAMsave and undo features. Intellicreation's *Dark Lord* (which was originally going to be brought out by Electronic Arts), will soon be ready for the C-64 and Apple. *Breach*, based on the tactical phase of *Universe II*, is out for the ST.

Conversions

C-64: *Amnesia*. Apple: *Maniac Mansion* (128K required). Amiga: *Black Cauldron*, *Leisure Suit Larry*, *Phantasia III*. Fresh graphics (created for the IBM and Mac) have been added to the ST version of *Alternate Reality*, *the City*. Version 3.0 supports 2.0 characters, and owners of 2.0 can get an upgrade from Intellicreations for \$10.

Wizardry IV, Ultima V

Both games have been rescheduled for an October release. Sir-Tech will soon have a bulletin board for the *Wizardry* series on CompuServe. People without modems can still call Sir-Tech for help.

16 Pages By End of Year

By the December issue we'll be expanding again. That means more reviews, clues, screen shots and new features.

Activision & MicroIllusions

Activision is distributing MicroIllusions' *Faery Tale Adventure* and other Amiga games (all being converted for C-64, IIGS and IBM). Their next adventures will be *Land of Legends*, *Romantic Encounters*, *Dungeon Construction* and *Discovery*, an educational space game.

Ultima IV: IBM or Bust!

Origin has announced this conversion's release several times this year, but it is actually finished and was being duplicated as we went to press. James van Artsdalen, who did the conversion, says one reason it took so long was to ensure it would run on all the clones: "It now supports three different graphics modes, five or six versions of DOS, and numerous machines—which all needed to be carefully considered and tested." (Only the Hercules mono card is not supported.)

Map Kit Update

The Character Sheets have been ramped up to include current level and other items overlooked in the first edition. Town & Castle Sheets are now part of Kit B for RPGs (thanks to a suggestion from Larry Paprocki, who got a free kit for his idea). If you're running low, you can reorder 50 of any sheet (Town and Castle, Character, Clues, or either map sheet) for only \$4, plus \$2 shipping (USA only).

The Real Prices

Mindscape's Thunder Mountain games (including all their text adventures) are \$14.95, not \$19.95 as stated last issue.

Intellicreations Cuts Prices

Mercenary, *Escape from Targ* is now \$19.95 for the Atari 8-bit and C-64; *Zorro* for the same machines is now \$14.95. *Gunslinger* (Apple) is going to \$19.95.

Activision Bonus Book

Might & Magic and *Maniac Mansion* (among other titles) will include a book of coupons (good till March 31, 1988) worth over \$500 in special offers and discounts on software. They're also being mailed to everyone on Infocom's *Status Line* mailing list.

Might & Magic HelpLine

New World Computing's Tech Support number: 818-785-0519. Author Jon Van Caneghem says he's still working on conversions, and the IBM version will be out before the C-64.

New On-line Quest

The multi-player text game *British Legends* went on-line on CompuServe last month.

Contest Winners

This month's Keys to the Kingdoms winner was Paul Hill, who will get the game of his choice. So will Austin Hendricks, winner of the random drawing. William Carte got *Roadwar Europa* for his *Stationfall* solution, and Brian Smith's *High Stakes* walkthru won him *Destiny Knight*. For a series of adventure-related crossword puzzles, we're having a contest to round up lots of questions and answers. A good example: found in the Echo Room. The three people who send in the most Q & As that we can use in future puzzles will get the game of their choice.

Dear QuestBusters:

I wonder if you would consider a policy forbidding your employees from submitting walkthroughs. It seems unfair to subscribers, since they don't get advance copies of programs nor do they do reviews as a job (both giving the employee an advantage). Though it may limit the "contemporary feel" of the walkthroughs, since it may take subscribers longer to solve the games, I think it is more fair in giving us a chance to win.

Paul Shaffer

Actually, we don't have any employees. The term Contributing Editor (of this or any other publication) refers to a freelancer who writes frequently for a magazine. Nearly all our contributing editors are subscribers, people whose timely solutions and other whose contributions led to their being "raised a level" by GuildMaster Addams. With two exceptions, they are not professional reviewers, but adventures like yourself. Some, such as William Carte, have gone on to write reviews as well as walkthroughs. Only on one occasion has anyone received an advance copy, and that was to ensure getting solutions to two games in time for our clue book, soon to be released by Origin Systems. (Most manufacturers ship all their back orders to distributors before sending review copies to magazines, anyway.) But you're right, so in the future we won't accept from reviewers when they do get advance copies.

QuestBusters™

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The Eternal Dagger

By Charles Don Hall

This sequel to *Wizard's Crown* is also a fantasy role-playing game with heavy wargaming influences. You can transfer characters over from *Crown* but should use this option only if the characters completed that game's quest. Otherwise, generate a party of new characters from within *Dagger* or use the pre-rolled party. These will be much more powerful than underdeveloped *Crown* characters.

Your party contains eight characters from five basic classes: Fighter, Thieves, Rangers, Priests and Wizards. A character may belong to more than one class, which is strongly recommended for some of them. Only Fighters and Rangers can wield weapons larger than a dagger, so every character should belong to one of these classes.

As the game opens, a friendly wizard has gated your party from Arghan (the *Wizard's Crown* world) into the parallel universe where he lives, Middle World. You learn that Middle World has been devastated by demons from a third parallel universe, fiends who are now preparing to invade Arghan.

Next Stop—Demon World

The only way you can stop them is to close the Demon Portal, an interdimensional gate they use to reach Middle World from their own universe, the Demon World. [In the next sequel, rumors insist, the invading menace will come from a fourth parallel universe—InfoWorld.] To do so you must carry a weapon called the "Eternal Dagger" through the gate and into Demon World, where you can use it to destroy the gate's power source. Trouble is, the Eternal Dagger doesn't exist yet—the rituals required to make it have been lost. Not only that, but the gate you must enter lies deep under the ocean, and you don't breathe water so well.

In fact, you can't even get off the island where you start out. The evil necromancer who lives there has turned the other inhabitants into zombies, and the island's only town remains uninhabited until you break the spell. That means you can't buy or sell items, or book passage on a boat to reach the first of two other islands you must visit.

But what's absolutely the worst is that only living matter can pass to or from the Demon World. As the documentation explains, the Eternal Dagger (once created) is alive—but this is the only piece of living equipment in the game, so you'll have to throw away all of your hard-earned magic items, one by one, before you can pass through the gate. I cried.

As you can see, the plot is much more detailed than that of *Wizard's Crown*. In addition, there are several other quests and sub-quests you must go on before you can complete the main goal. Things are actually quite elaborate, and a booklet gives useful information on the regions you'll pass through and background on the more illustrious heroes and villains you'll encounter. While the plot isn't up to *Ultima* standards, it is much more detailed and entertaining than those of most other role-playing games. [*Dagger* was written by Paul Murray, who collaborated with Keith Brors to create the *Wizard's Crown* game system. Brors wasn't in on this one, however, for Victor Penman worked with Murray on *Dagger*.]

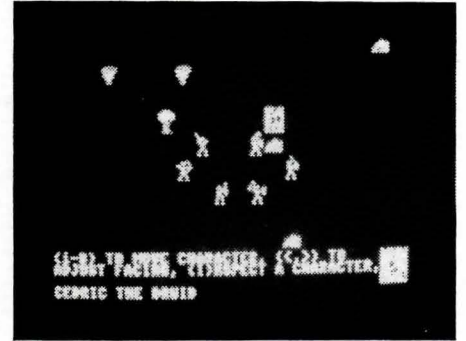
After gathering your party, you find yourself on a large map of an island. As you wander around it you'll run into groups of monsters who must be defeated. There's only a finite number of these groups, though it won't seem that way at first. As you cross and re-cross an area, you will initially encounter lots of monsters, then a moderate amount, then only a few, and eventually none. Some monsters work out of lairs: As you approach a lair (using the "Follow Tracks" option), you'll meet every group of monsters that lives there. Only after countless battles will you be able to enter the lair itself, which usually contains a horde of treasure or a dungeon entrance.

Due to the number of monsters, new characters should head directly for the temple and regain the Karma points needed for healing. They should initially stick to the grasslands as much as possible, avoiding the much tougher encounters found in the swamps and forests. After collecting a good selection of armor and weapons, they can explore the ridge of mountains that runs along the center of the island; it contains several lairs.

After completing a few minor quests and defeating a dragon, your party will be ready to enter the first of several dungeons. Getting to the dungeons is the most frustrating part of the game. You can see them from a great distance but can't count on getting to them very quickly. What you've got to do is walk toward them, fighting off monsters until you're too weak to go on. Then return to a temple and regain Karma. Repeat the process many times until the monsters are all gone, and you can get to the dungeon unmolested. Then you can go in.

Dungeons are similar to those seen in *Wizard's Crown* and *Shard of Spring*: a scrolling network of rooms and passages viewed from above. There are only a few

puzzles; most of the work is fighting off all the monsters that live in the dungeons. *Wizard's Crown* veterans will be glad to know that the party now moves through a dungeon as a group: It is no longer necessary to move them individually, or put them in "Follow" mode and have them accidentally get stuck behind corners and separated from the rest of the group.



Deploying for combat (Apple version)

This game has the most complicated combat system of any role-playing game on the market. For example, there are eight types of damage: three physical (Cut, Thrust, Bash), and five magic (Fire, Cold, Electrical, Life-Drain and Holy). Every monster has a greater or lesser amount of defense against each of these. Moving trees, for instance, are almost immune to Thrust and Cold damage but more susceptible to Fire and Cut damage. The party, therefore, must pack a good assortment of weapons that do different types of damage if they hope to prevail against the variety of monsters.

To make matters more complicated, there are nine classes of weapons (sword, mace, bow, etc.), that characters gain skill in by spending experience points. [One convenient feature lets you do this any time, anywhere, thus sparing you the usual trek back to a Guild or Training facility.] To fight effectively, each character must specialize in only two or three weapons.

When combat starts, all characters and monsters are placed on a large map area where characters can move, attack, cast spells, use magic items, attempt to hide, find hidden monsters and so on. There are countless rules to remember: Shields can be used only when you have a one-handed weapon, and they protect you from attacks from certain directions unless your opponent has a flail (which ignores a shield) or has an axe that can destroy a shield. A single encounter can take a half-hour to play. In short, this is a wargamer's heaven.

Luckily the program has a "quick-combat" option that lets you sit back and watch the program resolve the combat in ten seconds or so. This puts you at a you

Continued on page seven

Around the World in The Spy's Adventures

The packaging never refers to this series of graphic adventures as educational software, but *Spy's Adventures in South America* is one of the few programs that has actually taught me anything (though I still haven't found any way to apply the knowledge that one-fourth of Chile is desert). Instead, PolarWare is calling this its Exploration Series: "travel adventures for the entire family." Even though they don't claim to teach geography, these games do constitute an effective teaching or learning aid. Enhanced school editions are also available.

The goal of each game is to find the evil Dr. X, who is hiding in one of the countries within a geographic area such as South America. (As the packaging and manual point out, Latin American and some Caribbean nations are included in this game.) Other titles out right now cover Europe and North America, and future ones will reach Asia, Africa and the Pacific Islands.

Dressed in trench coats, informants intermittently pop up and offer to give you a clue to Dr. X's location in exchange for a jewel. Sometimes you can stumble across gems and sometimes you can buy them (you start with \$2,000), but the best way to get them is by following clues to their hiding places. Clues such as "Northernmost country in South America" are provided by other informants.

Dr. X Marks the Spot

Clues to Dr. X's location consist of a Wheel of Fortune-type puzzle: _ A _ _ N A C _ P _ T A _ was my first clue, and the next one added an H at the beginning. (In this game the solution was HAVANA CAPITAL, indicating that X was hiding in Cuba.) Since the data screen tells you each nation's capital, all the information needed to find X is revealed during the game; a fold-out, color map of South America is also provided.

Once you think you know where to find Dr. X, you must travel to that country and look for him. But you can only move to a country bordering your current location. If he's there, you'll be told right away; if not, you've got only two more chances to look for him. Your score is an efficiency rating that is based on the number of moves and clues needed to find Dr. X, the amount of jewels and money you've got at the end of the game, and other factors.

In a one-player game you can use the

score to compare your success with other sessions, but the main thing is finding X. And up to six can play, competing as individuals or teams. In multi-player games each person has a different villain to search for: While one looks for Dr. X, two others in the same game might search for his associates, Dr. N and Dr. Q.

As in a standard graphic adventure, clues and descriptive text appear in a



The Spy's Informant (Apple version)

window below the picture. To examine your clues, you hit a key. A screenfull of text imparts information on the country, such as name of its capital, major products, etc. (no politics are discussed, just general background info, so don't expect to find Contras and Commies in Nicaragua). Your money is listed according to the currency of the nation you're in, cordobas for Nicaragua and pesos for Mexico, which adds another dimension to the educational aspects of the program.

The menu also lets you go to another country, save the game or look for Dr. X. When moving to another country, you see a map of the entire region. As you move the cursor through the menu, the currently selected nation is highlighted on the map. After choosing a country, you see a color picture of a city or other part of that land. In most lands you can visit other areas, such as Lima or Macchu Picchu in Peru.

Graphics are the best graphics yet seen in a Penguin (Whoops—make that PolarWare) adventure, with a professional-style water color feel but lots of sharp details. All the graphics loaded into RAM, eliminating disk access on a 128K Apple.

Conclusions: This series is probably more educational than a lot of the software claiming that distinction. The location of jewels, clues and Dr. X is randomized for each new game, so there's plenty of replay

value. The difficulty level of the puzzles depends on the player's knowledge of the subject, so it can be used to test your geography skills. Simultaneously, you can pick up an abundance of facts while scooping up jewels, clues and searching for Dr. X.

System: AP (64K), C-64/128, IBM

Skill Level: See Conclusions

Price: \$17.95

Gauntlet

After seeing *Gauntlet* in an airport arcade recently, I had intended to mention it as a news item. But a week later a computer version arrived in the mail. Based on the Atari coin-op game, it displays design features reminiscent of *Rogue* and *Gateway to Apshai*. Inside an aerial-view maze, you direct one of four characters as he collects treasure, magic potions, armor and other goodies while fighting off monsters with missile and melee weapons. The goal is to "survive the perils of the dungeon while collecting valuables and destroying evil creatures."

Ghosts, sorcerers, Death—in all there are six kinds of monsters that come in three levels of toughness. They stream forth from Monster Generators, and you get extra points for destroying these devices. You fire missile weapons (called shots) by punching the fire button, and engage in hand-to-hand combat by bumping into the enemy. Spells, in the form of potions, are cast by pressing a key. Graphics and animation are outstanding, and sound effects are adequate.

There are four characters: a warrior, a Valkyrie, an elf and a wizard. Each has special capabilities and weaknesses, such as more or less armor or shot power. (Certain attributes may be improved with potions and items.) Two people can play at once, and probably the only way to beat the game (if it can be done at all) is with a pair of characters that have complementary skills, such as a warrior and sorcerer. Two scores are always on-screen: health and treasure. Run out of health points and you're dead. Certain potions and food will restore health.

The maze is a multi-level affair with some neat tricks built into the design. I've gone as far as level nine and discovered

Continued on page nine

Plundered Hearts™



In the 17th century, the seas are as wild as the untamed heart of a young woman. But when you set out on the schooner *Lafond Deux*, bound for the West Indies, your thoughts are only of the ailing father awaiting your care. Little do you know that your innocent journey will soon turn to dangerous adventure.

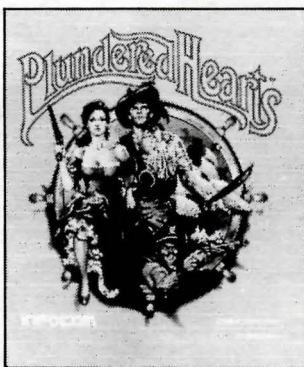
You barely survive an encounter with pirates, whose plans for you include a fate worse than death. The explosives, the rocky reefs, the vicious crocodile—all these are obstacles which you must overcome with cunning and agility. True, it's not easy; but at least you can control your fate. What you *cannot* control is much more dangerous: your passion for Nicholas Jamison, the handsome pirate captain.

Tall and lean, with azure eyes that

penetrate deep into your soul, he makes your blood quicken despite his unsavory past. When you're in his arms, swirling around the dance floor or secluded in the flowered depths of the gazebo, you are apt to forget your mission.

But don't dally too long with Nick. For your father is waiting, and on his rescue lies the fate of more than one man. Prepare for adventure on the high seas, lass. You'll need every bit of pluck you can muster.

Infocom's interactive fiction gives you the leading role in a vividly-descriptive story. In *Plundered Hearts*, author Amy Briggs spins a lively tale of love and adventure. You'll thrill to spine-tingling peril, heart-pounding romance, and challenging predicaments, as your wildest fantasies come to life.



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Infocom interactive fiction is available for most personal computers.

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Walkthroughs: Stationfall & High Stakes

By William Carte

You will get hungry (eat goo or nectar; drop kit when food is depleted) and sleepy (get on bed in any barracks and wait) and may be attacked by plato (say floyd, help four times) at random times. Also, you must leave the room if a welder approaches. If there are no directions at the end of a section below, follow the map included with the game to the next location. (See page seven for the new code, which is actually the old code.)

On the Duffy

E. N. Put tqdqv hqto in slot. Type 3. S. E. Open hatch. Enter truck. Close hatch. Sit in pilot seat. Put urcegetchv hqto in slot. Read chronograph. (Find this number on assignment form in game package and discover correct coordinate). Type (number). Wait (until you land at docking bay). Get up. Get kit. Open kit. Get thermos. Open thermos. Drink soup. Open hatch. Out. E.

Level 5 and Printing Plant

Drop kit (return for it when you get hungry). SE. SE. E. Get tape. W. Put tape in reader. Turn reader on. Push button (ten times). Turn reader off. E. Look under bed. Get stamp. W. NW. NW. D. D. [Printing Plant] Open can. Get crumpled form. Drop assignment form. NW. Get drill. Remove bit. Drop bit. SE. Get nanofilm.

Laundry Room

Open presser. Put etwornrgf hqto in presser. Close presser. Turn presser on. Turn presser off. Open presser. Get form. E. N. Read sign (note number). S. SW. Get puce. E. D. W. Get lilac. E. U. U. SE.

Library

Put mauve in reader. Turn reader on. Remove mauve. Drop mauve. Put puce in reader. Remove puce. Drop puce. Put lilac in reader. Turn reader off. W. N. Get fgvqpcvqt. Open fgvqpcvqt. Remove jargtfkqfg. Drop jargtfkqfg.

Level 5 and East Connector's Iris Hatch

Drop fgvqpcvqt. uvcor hqto. Drop uvcor. SE. S. [Save] W. (Restore if Floyd doesn't follow you into room; try telling him to follow you.) hnqzf, igv ogfkwo dkv. Get dkv. E. Put dkv in ftknn. E. N. N. NE. [East Connector] Put hqto in slot.

Broadway

E. Get headlamp. Wear headlamp. W. S. S. Read sheet. Drop sheet. SE. Put ectf in slot. Turn machine on. Type 7.

Get ectf. NW. SW. SW. SE. SW. Get can. Read can.

Pet Store and the Balloon Creature
Read sign. Open cage. urtca ecp. NE. urtca ecp. W. urtca ecp. W. urtca ecp. W. urtca ecp. SW. urtca ecp. NW. urtca ecp. U. urtca ecp. U. urtca ecp. (dcnqqp etgcvwgt should hqnnqx you into chapel.)

Chapel

Open pulpit. Throw uykvej. urtca ecp. Get ngcu. Get star. Drop ngcu. E. D. D. Get kit and detonator. SE. SE. E. qrgp uvct. Get jzrgtfkqfg. Drop uvct. Put jzrgtfkqfg in fgvqpcvqt. Close fgvqpcvqt. W. NW. NW. D. SE. [End of Corridor] Put ectr in reader. N. Get gun. [Level 5] SE. SE. E. ftknn safe. Drop ftknn.

Loan Shark, the Ostrich and the PX Machine

ujqqv lock with iwp. Get eqkp. N. NE. U. NW. [Pet Store] Examine egknkpi. Open rcpgn. Get pkr. SE. SW. SW. SE. SE. NW. [Doc Schuster's] NE. U. N. N. W. W. W. NW. NE. [PX] Put eqkp in machine. Type 6. Put pkr in hole. Get vkogt.

Mayor's Office

Open textbook. Read paper. Drop paper. D. NE. NE. N. N. SE. [Barber Shop] dtgcm okttqt. Get hqkn. NW. S. [Grocery] Drop all but vjgtoqt.

Casino, Flophouse and the Alien Ship

vwtv wheel. U. Open locker. Get uwkv. D. W. NW. [Grocery Store] Drop uwkv. (Go to Docking Bay # 1.) Enter ship. vcuvv dots (compare with oguucig on rcrgt in oczqt'u qhhkeg). Exit ship.

Junkyard and In Space

Get boots. Wear boots. W. NE. U. N. Get suit. Wear it. S. D. [Warehouse] Open inner door. D. [Air Lock] Close inner door. Open outer door. D. Turn lamp on. Get cylinder. Put cylinder in vjgtoqu. Close vjgtoqu. U. Close outer door. Turn lamp off. Open inner door. Remove boots. Drop boots. Remove suit. Drop suit. (Go to Grocery.) Get gun, detonator, timer and foil.

Commander's Quarters

Attach vkogt to fgvqpcvqt. Open vjgtoqu. Get gzmqukxg. Attach fgvqpcvqt to gzmqukxg. Put gzmqukxg in hole. Drop fgvqpcvqt and vkogt. Set vkogt to-10. W. E (after explosion). Get mgz. W. NW. NW. N. N. Get lcoogt. Set lcoogt to 710. E. N. N. U. Get dqctf. Insert board in lcoogt.

Dome

Unlock dkp with mgz. Open dkp. Get iwp, hqkn and lcoogt. Remove itcvkpi. Enter air shaft. D (until you reach bottom). Jump on itcvkpi. Turn lcoogton. Turn lcoogton off. U. ujqqv hnqzf with iwp. Put hqkn on rztckof.

High Stakes

By Brian Smith

Racing Road

W. [Park Entrance] enqg icvg. yckv. Look. gpvgt vtckngt.

Inside Trailer

ecno Energise (twice). rgv Energise. Get vktg ktqp. Look at Energise ectghwnnz.

Pasture with Bull

yckv (until dwnn vwtv cyca). S. E. S. E.

Viewing Stand

Bert, ikxg og the ucpsykej. Bert, ikxg og the tcekpi ecngpfct. tgcf tcekpi ecngpfct ectghwnnz. Give tcekpi ecngpfct dcfm to Bert. Put ucpsykej in pocket. Alex, come with me. Alex, tell me about dncem hktg. W.

Car Park

Take key. Open door. Get in. Close door. Put key in ignition. N. W. W. S. S. E.

Park Court

Open door. Get out. Take rcrgt. tgcf rcrgt ectghwnnz. Drop rcrgt. Open door. E. U. N.

WC

Take vqygn. S. S.

Bedroom

Look at rckpvkpi ectghwnnz. N. D. E.

Office

Take mgvvgt. tgcf mgvvgt ectghwnnz. Put mgvvgt in pocket. Get ectqwgwn. W. W. Get in. Close door. W. N. E.

Gravel Drive, Barn

Open door. Get out. E. N. [Barn] Open box door. N.

Energise's Box

Lad, what is ytpf with jqtug. Look at dncem jqtug ectghwnnz. wpvkg dncem jqtug. S. S. W. [Gravel Drive] Get in. Close door. W. N. E.

Continued on next page

Park Entrance
Open door. Get out. E.

Racing Road, Pasture and Tire Iron
vkg vqygn to hgpeg. W. N. [Pasture]
Take vktg ktqp. S. [Park Entrance] Get
in. Close door. W. W. W.

Quadrangle and the Chain
Open door. Get out. dtgcm ejkcp with
vktg ktqp. Drop vktg ktqp. S.

Faber's Stable
Give ecttqwugn to cmgz. cmgz, come
with me. Look at dncem hktg ectghwnnz.
dgtv, I want to dwz dncem hktg. Untie
dncem hktg. dgtv, give me the xcp mgzu.
N.

Quadrangle and the Gate
cngz, help me qrqp icvg. N.

Byway
Open door. Get in. Close door. Put xcp
mgzu in kipkvkqp. vkg dncem hktg. S.
E. E. S. E. Open door. wpvkg dncem
hktg. Get out. E. N. N.

Energise's Box
Take uwict. Give uwict to rcfgnnke.
wpvkg rcfgnnke. S. S. W. Get in. Close
door. vkg rcfgnnke. W. N. N. W.

Side Road
wpvkg rcfgnnke. Open door. Get out. N.
N. Open door. W.

Stable
Open stall door. vkg rcfgnnke. N. ecnp
gpgtikug. rgv gpgtikug. Take ucpfykej.
give ucpfykej to gpgtikug. wpvkg
gpgtikug. S. wpvkg rcfgnnke. N. vkg
rcfgnne. S. Close stall door. wpvkg
gpgtikug. E. Close door. S. S. Get in.
Close door. vkg gpgtikug. S. S.

Quadrangle, with Energise
Open door. wpvkg gpgtikug. Get out. S.

vkg gpgtikug. N. Get in van. Close door.
g. u. g. g. (Take any other route and you
lose.)

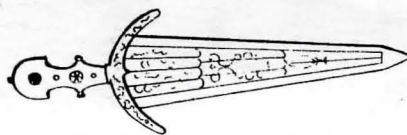
Gravel Drive
Open door. Get out. E. N.

Barn
vtr lqfz. vcmng lqfz. fwem. ukv qp
lqfz.

The Eternal Dagger

Continued from page three

disadvantage, however: quick combat
doesn't give you a chance to switch to
your most effective weapon, doesn't allow
you to invoke magic items and doesn't
cast your spells optimally. For this reason
you will take much less damage by
resolving combat normally. The most
difficult (and most time-consuming)
encounters are impossible to win in quick-
combat. Note, however, that it is *much*
easier to win quick-combat in this game
than it was in *Wizard's Crown*.



But it's still possible to get wiped out by
a group of monsters you thought you
could beat. For this reason it is *impera-*
tive to save the game after every combat
and each time you find something inter-
esting. This is especially vital in dun-
geons. If you pick up a significant item
and then get killed, you can easily
reboot—but the item will be gone, and
you must use the built-in utility to reset
the dungeon, then fight your way through
it again. Unfortunately on one-drive

Apples, disks must be swapped to save
while inside a dungeon. This is not a
problem with two drives.

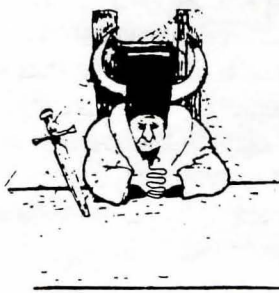
Veterans of *Wizard's Crown* will imme-
diately notice the absence of the "Lie
Prone" combat option, which makes a
character more vulnerable to melee
weapons but less vulnerable to missile
weapons. To the best of my knowledge,
not one person ever used this option.
However, it is my favorite useless feature
in an adventure and has been a running
joke within my users' group for two years
now. I'm sorry to see it go.

Conclusions: Like *Wizard's Crown*,
this is a very difficult game. You won't
get far unless you can force yourself to
carefully determine the best battle
formations, to spend hours figuring out
which magic weapons should be entrusted
with which characters, and to hack your
way through dozens of repetitive battles
before you find something interesting.

That isn't to say it's a bad game. I gave
up on *Crown* in disgust about halfway
through, but I played *Dagger* all the way
to the end. It's a much more playable
game, since monsters are less difficult to
defeat and the plot is far better at holding
your interest. If you like war games, or if
you liked *Wizard's Crown* and *Roadwar*
2000, then you're guaranteed to have a lot
of fun with *Eternal Dagger*. On the other
hand, you should probably stay clear of it
if you utterly loathed *Wizard's Crown*.
But if you only *disliked* it, then you might
want to look into this sequel.

System: AP, C-64/128, AT 8-bit
Planned Conversions: IBM, ST,
Amiga
Skill Level: Advanced
Price: \$39.95

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Nord and Bert Couldn't Make Head or Tail of It™



Eight Tales of Cliches, Spoonerisms, and Other Verbal Trickery

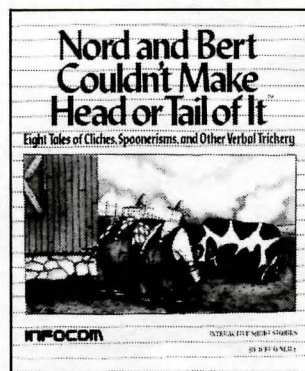
Infocom's first collection of short stories takes you to a place where nothing is quite as it seems. It's a place where you really can make a mountain out of a molehill, where 'the fur is flying' is taken literally, where a bow can be turned into a beau, and where you'll need to shake a tower before you can take a shower.

Each of the eight stories in *Nord and Bert Couldn't Make Head or Tail of It* involves a different type of wordplay. You'll find yourself challenging your wits and your memory to come up with the cliches, spoonerisms, and other verbal trickeries needed to complete the puzzles. But don't view this as a hard row to hoe. *Nord and Bert* contains built-in hints, which you can call upon when the going gets rough.

All eight stories take place in the

mixed-up Town of Punster. However, no two contain the same people, locations, or objects. Each is played independently of the others, although you'll use passwords obtained in seven of the stories to get into the eighth. As for mapping, it's out the window. You simply type where you want to go—the accessible locations are listed at the top of the screen.

Infocom's interactive fiction gives you the leading role in a vividly-descriptive story. In *Nord and Bert Couldn't Make Head or Tail of It*, author Jeff O'Neill has created a clever collection of tall tales that can each be completed in one sitting. You'll enjoy playing them alone or with friends, as you visit a place where the turn of a phrase makes the world go round.



INFOCOM™

125 CambridgePark Drive
Cambridge, MA 02140

Infocom interactive fiction is available for most personal computers.

Nord and Bert Couldn't Make Head or Tail of It is a trademark of Infocom, Inc.

The Dungeon

Continued from page one

up with vertical wooden beams that distinctly separate each map square. As a result, mapping is much easier. And once you've got a compass and have learned the location spell, which provides east/north coordinates, mapping this maze becomes almost painless. (Watch out for occasional teleports, however, and learn to use them to your advantage.) You can also drop things, and when you pass that spot again will learn that "something is here."

Your stats appear along the top of the screen, where messages describe the area you've just entered. Other data, such as food and water, is displayed on the sides of the picture window. Combat reports and menu options appear below the picture. It's easy to recall any piece of information you need, and a pair of function keys are dedicated to data on active curses and diseases. Eight one-key commands bring up menus for spell-casting, examining inventory and so on.

Guilds, Guilds, Guilds

A major improvement enables you to join Guilds, and you have a variety from which to choose. (You can do so in the ST, Mac and IBM versions of *City*, but not the others.) Naturally, there's a Thief's Guild, not to mention the Wizards of Law, the Wizards of Chaos, the Wizards of Order and the Dark Wizard's Guild. (In addition to the six Guilds found here, you will be able to join others in future installments). Your character can join one Guild, become an associate member of a related one, elect to resign from a Guild and can even attack a Guild's leader. In Guilds you can learn and practice spells, and are entrusted with a Guild Ring that has 99 spellcasting charges (it can be recharged for a fee). Guild membership entitles you to a locker where you may store items and treasures.

People and People-Eaters

From paupers to noblemen, assassins to healers, dwarves to Devourers, the populace of this subterranean maze is varied and colorful. Usually the accompanying music cues you about the person's good/evil alignment. Your choice of a Guild determines how certain inhabitants of the dungeon will act when they meet you in a dark alley. There is no character interaction in the form of "type in your own words" dialogue, just a Transact option that leads to standard choices like "offer" and "hail." Some stats that are not shown keep track of how your dealings with other people/monsters correspond with your alignment. Your progress will

be affected by these "secret scores."

It takes awhile to discover the game's goal, which is simply to escape the dungeon. This entails completing other quests in order to reach the fourth level of the maze. Most are things like finding three parts of a staff and taking it to someone, but at least one puzzle requires typing in answers to a riddle.

Combat & Magic

You can carry a primary and secondary weapon, and weapons are keyed into alignment so evil characters will suffer if they use good weapons, etc. A sword might even backfire and drain you of hit points. Lots of bizarre but authentic weapons are described in the manual: a katana is a curved Samurai sword, and the gladius is a Roman-style short sword. The action is real-time, so encounters occur even if you're just standing around. (You'll find the pause feature useful when mapping.)

There are 35 spells, though some are reserved for specific Guilds. After pressing "C" to cast a spell, you'll see a percentage that tells your chances of doing so successfully. (Spells can backfire too.) Besides spells, there are numerous magic wands, horns, scrolls, cards, tomes, potions and other items with special effects. And yes, there are also cursed and magical weapons to grapple with, not to mention diseases. You keep money in your Guild locker, not an interest-bearing bank account as in *City*, but the same monetary system (gold, silver, gems, etc.) is in effect.

You can import a character from *City*, which is strongly recommended, but he will only be allowed to bring in sixteen potions. Since the sole purpose of *City* is to develop characters for this and future installments, this seems unfair. It's apparently related to the fact that items in this and future games have weight, which was not true in the original. Of course, you can always create a new character with this program, done by simply stepping through a door while numbers spin overhead in little meters that represent the various attributes.

But with a new character you'll find this a tough starting game. (Even with the level seven character Larry Paprocki sent me to use while researching this review, I had lots of trouble with those Devourers.) And it's hard to cheat! You can't turn off the computer and reload a saved character, for you're "playing without a net" in this series. You can't even save a character to a dummy character disk. Providentially, you are allowed to resurrect a dead character, though the "re-joining" process will cost a few attribute points (my first

death cost five speed points). And a utility lets you back up a character.

It's a two-disk program that uses both sides of each. You have to flip the disks a bit too often, for interiors of stores and other locations are stored on the opposite side of the main adventuring disk. (It's not necessary to create a special disk for playing the game, however.) Access time is not obtrusive, though the flickering screen that you see while waiting is annoying and one of the little things that could have been cleaned up in a final polish.

Conclusions: The songs, with clever lyrics that sometimes reveal clues, make this game stand out and give it a unique flavor. I also like the imaginative assortment of weapons and magic spells. There are no technological breakthroughs here, just an exciting, well-designed role-playing game with a special emphasis on song—a much more satisfying adventure than *City*.

System: C-64/128, AP, AT 8-bit
Planned Conversions: IBM, Mac, ST, Amiga, IIGS
Skill Level: Intermediate/Advanced
Price: \$39.95
Company: Intellicreations

Gauntlet

Continued from page four

one or two mazes that loop back on themselves under certain conditions. Marked with an "E" are exits that lead to deeper levels or treasure rooms. Success hinges on mapping each maze and the layout of monsters, keys and so on—but sometimes the program rearranges a level and its contents, so you'll need alternate maps of these mazes. Like many action adventures, *Gauntlet* has no save feature. But it also lacks a "vanity board" of high scores saved to disk.

Conclusions: If you enjoy a fast-paced "shoot-em-up in a maze game," *Gauntlet* is recommended. (Blasting hundreds of ghosts is an excellent way to unwind after your party has been wiped out in a *real* role-playing game.) It offers the most fun in two-player mode, where teamwork is emphasized.

System: C-64/128
Planned Conversions: AT 8-bit & 520 ST
Skill Level: Intermediate
Price: \$34.95
Company: Mindscape

KEYS TO THE KINGDOMS

Guild of Thieves

To cross Rainbow Room, go se, n, e, e, se, s, sw, e, se. To return through it: nw, n, nw, e, sw, sw, nw, n, nw. In Rat Race bet on white rat with note in cushion from drawing room.

Ahmad Jassem Al-Nusif

Alternate Reality: The Dungeon

A Flamesword is a good all-purpose weapon, and the Spirit Shield is a good secondary weapon. Use a Wizard's Eye or Super Vision spell to see hidden doors. Devourers attack only if you're carrying too much stuff. If you start seeing them, drop excess stuff and return for it when you need it. To cross River Stonz, go during 0 hour and give boatman vyq eqrrgtu. Answers to Gargoyle's riddle: ujkrytgem, qtcemg, dnqqfuvqpg. Use uknxgt mgz to unlock chains of Ozob. To defeat basilisk use okttqtgf ujkngng (also useful in control room). Guild Locations: Wizards of Law, 49N, 62E; Wizards of Chaos, 58N, 50E; Wizards of Order, 49N, 58E; Dark Wizards, 21N, 33E; Thieves, 33N, 44E. Retreat: 60N, 60E.

Larry Paprocki

Legacy of the Ancients

The Caretaker wants two items; one is found at bottom of pirate's lair. Give it to him for info on second item.

Mike Nashick

The game's real-time clock eats up your food, and there's no pause feature. To get around this, click the inventory command to stop the clock. The Caretaker dolls out level increases, and better weapons and armor are sold in the stores as you advance. If stuck for a way to advance, repeat a quest you've already accomplished.

Ken St. André

Might and Magic

Each city has a tavern with exactly four clues. They're at 11,14; 0,6; 8,5; 11,6; and 5,9 in cities 1-5. Buy a drink, tip bartender until you get first message. Buy two more and tip again until you get a message (same one or a new one). Continue till you have all four or character gets sick (just use another one). Listen for a rumor, then leave tavern and proceed to next city in sequence above. Don't keep buying and tipping, or you'll get messages intended for next city.

James B. Simpson

AutoDuel

Here's a fast way to back-up a character. When you end a session, save driver to side B of the AutoDuel disk. Now insert side A and follow prompts. When asked how you want to start game, choose "create new driver." When asked if you want to save current driver, say yes. When it asks for a formatted disk, insert a different one. After it saves character to that disk, turn off computer. If for some reason (like death!) you want to start over from the last back-up, choose option 2 from menu and transfer driver from the formatted disk to side B of the AutoDuel disk.

Craig Konecnik

To decode clues, count two letters back. If you have clues to recent adventures, send them in to qualify for next month's contest and perhaps win the adventure of your choice.

Waiting for Duffy

Duffy's dead, so send in a brief ad if you're stuck.

Might & Magic: Need help. R. Stephan, 2415 N. 13th, Coeur d'Alene, ID 83814.

Rogue: How do I make back up a character on the ST version? Jim Hollingworth, POB 27, Kelso, WA 98626.

Might & Magic, Bard's Tale & Ultima 4: Need hints, tips & maps. John Fried, 3217 S. Glencoe, Denver, CO 80222.

Ultima 3: What's the easiest way to get a ship? Mike Bagnall, Rd #1, Box 1025, New Freedom, PA 17349.

Ultima 3: How do you get to the hidden village in Loch Lake? Robert Steiner, 1094 Robin Rd., Franklin Square, NY 11010.

Quest for Sorcery: Can't solve any of the four planes. Mitchell Edwards, 1204 Woodall Lane, Huntsville, AL 35816.

Want any Infocom walkthrus. Norm Marks, Rd #3, Box 60, New Freedom, PA 17349.

Might & Magic, Phantasie 2: Need help. Dan Heffron, 2 Lavelle Lane, Framingham, MA 01701.

Need hints or solutions to Blade of Blackpoole, Sherlock Holmes, Below the Root, Nine Princes in Amber & Ballyhoo. Mark Buzzard, 37 Cedar St, Akron, NY 14001.

550-point Original Adventure: Need info, hints, maps, etc. Laura Reichert, 1614 K Ave NE, Cedar Rapids, IA 52402.

Destiny Knight: Fed up with snares, would like to borrow pieces 5, 6, 7 of want for Apple 2. Will return your disk intact. Write first. S. Kunz, 211 E. Ohio, Suite 610, Chicago,

IL 60613.

Enchanter: How do I stop the dragon from killing me? Sorcerer: How do I get Belboz out of the trance? Anthony Catalano, 283 Forest Hills Blvd., Naples, FL 33962.

Spellbreaker: How do you open the vault door? C. Williamson, 144 Patricia, San Luis Obispo, CA 93401.

Fahrenheit 451: Have new identity, chemindexer, fingerprinter. How do I get authorized to visit "authorized personnel only" places? Also need tips for trouble afterwards. M. Bonhomme, POB 778, Nyack, NY 10960.

Goldfinger: Can't seem to get this thing underway at all. Art Smith, 820 Erik Paul Dr, Chesapeake, VA 23320.

Elysian Fields: How do you get girdle from Amazon? What's the exact answer to the Sphinx? How do you get lightning from Cyclops? How do you kill giant? B. Smith, 3035 Montego, Plano, TX 75023.

Need help with Might & Magic, Moebius, Rings of Zilfin, Shard of Spring, Wrath of Denethor (where do you buy torches?). Andy Hsu, 2526 Osage Dr., Glenview, IL 60025.

Might & Magic: How do I get into Minotaur's maze? Expose & kill imposter King? B. Rosengren, 15411 4th Ave SW #31, Seattle, WA 98166.

The Key Club

If you can field questions about specific games, let us know and we'll add your name and address to our list of Key Club members. For a copy of the list, send SASE. The list will be updated every three months.



SWAP SHOP

Trade or sell your old adventures with a free ad. (Adventures only, no pirated or copied software, limit of 10 games per ad. Please state system.)

APPLE

Trade: Sundog, Mind Forever Voyaging, Hitchhiker's, Cutthroats, ACS, Wishbringer, Wilderness, Countdown to Shutdown, King's Quest 2, many more. Send your list for mine. E. Hutchens, 5721 Susan Ave., Edina, MN 55435.

Trade/sell: Bard 1 and 2 with clue books, King's Quest 2, Holy Grail, Alternate Reality (City), Gemstone Healer, Murder by Dozen, Ulysses. Want Might & Magic, Knight of Diamonds, Return of Werdna. High-level Bard 1 and Wizardry 1 characters for sale, also any item or wand segment from Bard 1/2. K. Erdman, 5036 Dolores Dr., Pittsburgh, PA 15227.

Will buy/trade for any adventures, esp. Wizardry 1-4 and Infocom. N. Marks, RD #3, Box 60, New Freedom, PA 17349.

Trade: Starcross and map for any Infocom game but AMFV or Ballyhoo. R. Pierre, 405 Urban Takao, 4-2-17 Takao-dori, Nada-ku, Kobe, Japan 657.

Will pay cash for public domain adventures. Starshine, 704 First St., Helena, WA 59601.

\$20 @: Bronze Dragon and Twisted Speare. D. Llewellyn, POB 2436, Running Springs, CA 92382.

\$15 @: Phantasie 3, Rings of Zilfin. \$10 @: AutoDuel, Wilderness, Sundog. Barry, 11743 N. Willow Circle, Houston, TX 77071.

Sell/trade: Bard 1, The Pawn, Tass Times, Transylvania, Coveted Mirror, many Infocom. (No docs except Bard.) Write 1st. S. Kunz, 211 E. Ohio Suite 610, Chicago, IL 60611. Also have AR characters.

Wanted: Tass Times, Guild of Thieves, The Pawn, Shard of Spring. Many more to sell/trade, write 1st. C. Smith, POB 478, Hamshire, TX 77662.

Wanted: Original Adventure, Wizardry 1, Ultima 3, Might & Magic. (Must have original docs/package.) A. Catalano 3,

283 Forest Hills Blvd., Naples, FL 33962.

Wanted: Dragonfire 2 with 3 modules. D. Gauthier, 1035 Highland Ave., Dayton, OH 45410.

Trade/sell: 7 Cities of Gold, Expedition Amazon, Xyphus, Sword of Kadash, The Quest. Make an offer; trades preferred. C. Lopez, 16634 Bridger, Bozeman, MT 59715.

Macintosh: want any game that run on XL, and your own World Builder adventures so I can sell. Adventure Village, Carl Kukonen 3, 5467 La Forest Dr., La Canada, CA 91011.

COMMODORE

Trade/sell: Psi 5, \$13. Phantasie 1, Roadwar, \$20. Stationfall, Leather Goddesses, \$19. Many more. Send SASE for list. R. Cawood, 1856 Loop Dr., Lot 228, Bowling Green, KY 42101.

Amiga, sell/trade: Bard 1, Defender of Crown, Sinbad, Faery Tale Adventure, Space Quest, Ogre, many more. A. Michaels, 953 Lafayette St., Elizabeth, NJ 07201.

Trade/sell: Transylvania, \$17. Dragonworld, Perry Mason: \$25 @. Alice in Wonderland, Below the Root, \$15 @. Have many others, send your list for trades. M. Bonhomme, POB 778, Nyack, NY 10960.

Will trade my games & solutions for yours. Send list for mine. B. Brickeen, 1811 Greenbriar, Troy, OH 45373.

AutoDuel super-characters, \$3. Heavily equipped with cards, \$\$, clone & more; starts 1-2 days from beginning. L. Arnold, Rte. 1, Box 33, Gladstone, VA 24553.

Sell: Ultima 4, \$25. \$20 @: Trinity, Labyrinth, Ultima 1. Moonmist, \$15. \$10 @: Wishbringer, Deadline, Oo-topos, Seastalker, Zork 1. Want Questron with docs. Write 1st. C. Konecnik, 873 Yorkshire Lane, Crystal Lake, IL 60014.

Hitchhiker, \$15. \$10 @: Enchanter,

Continued on next page

Guild of Thieves

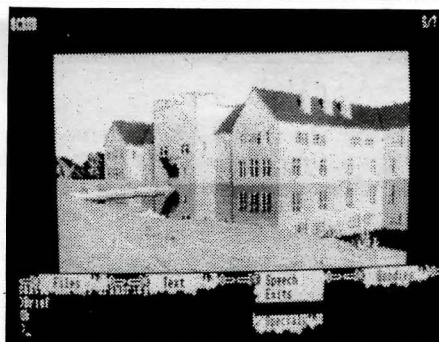
Continued from page one

half the fun, for there are lots of puzzles once you get in. Along the moat, for example, there's a secret entrance to the bank. You must catch a fish—but how? With a dvf uvkem, vjtgcf, pggfng and dckv, you're on your way. (That's all: no more hints.) Solving puzzles enables you to snare various treasures along the way.

One difference between *Guild* and most graphic games is that you don't always see a new picture in each of the 104 locations. The most recent one usually remains in place through several moves. You can turn the graphics off, of course, and pull the "window shade" up bit if they cover previous text you want to review.

The parser is very good, and the game features mechanics that rival those of Infocom. In fact, I found it very easy to communicate with the game. The last thing I want in a text/graphic adventure is a *slowwww* game that never seems to understand what I'm saying. Magnetic Scrolls, the English company responsible for the program, did a great job on this one. [See the review of *The Pawn*, February, 1987 QB, for details on the Magnetic Scrolls parser.]

Documentation is in the form of a 40-page journal call "What Burglar?"—a magazine just for crooks. Humorous and helpful, it also provides fourteen pages of



(Amiga version)

encrypted hints. The program isn't protected, but occasionally asks you to look up a word in the journal. Even this is done humorously: "Just to make sure you didn't steal this game, (you shouldn't be qualified yet..." I like this kind of protection, as long as it is done only once in each game. (SSI's ST version of *Phantasie III* makes you look up words as many as ten times during each dungeon visit.)

One of the most important aspects of any program is its playability: Do I play it a couple of times and put it away, or do I keep coming back to play it day after day? One QB reader wrote to me saying she judges a game on whether the "dollar per minute played" comes out better than a movie. In other words, a \$30 game needs to worth at least five 90 minute sessions at the computer. By these standards you'll

definitely get your money's worth with *Guild of Thieves*—which will keep you at your monitor for many, many hours. **Conclusions:** With or without graphics, *Guild* is an outstanding adventure that even novices will enjoy.

System: C-64, Apple (48K), Atari 8-bit (64K), ST, Amiga, Mac
Skill Level: Intermediate
Price: C, Ap, At, \$39.95; others, \$44.95
Company: Firebird (Magnetic Scrolls)



Questbusters
The Adventurer's Journal
POB 525
Southeastern, PA 19399-9968

Continued from previous page

Sorcerer, Spellbreaker. Bard 1 clue book, \$8. P. Shaffer, 1705C, O'Shea Ave., Bowling Green, KY 42101.

IBM & QUEST-ALIKES

Want King's Quest 1,2,3 for \$18, Space Quest, \$18. Leisure Suit Larry, \$20. The Hobbit, Proving Grounds, or Starflight & cluebook, \$20. C. Boggess, 3190 Cottonwood Ct., Millersport, OH 43046.

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