

QuestBusters™

The Adventurers' Journal

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\$2.00

Breach: The Best of Both Worlds

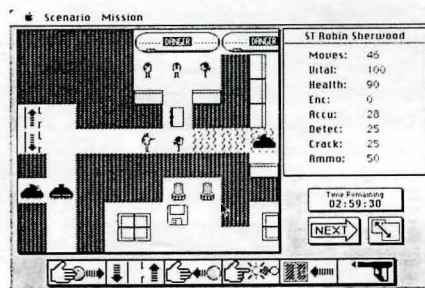
By William E. Carte

When I saw *Breach*, my first thought was: Another war game—*borrrring!* Was I in for a surprise. A unique hybrid that combines tactical combat with role-playing, *Breach* is far more than just another war game. Based on the space Marine ship-boarding/assault sequence in *Universe II*, *Breach's* long-range goal is to develop your character, a squad leader, up to STAR Level by completing all seven scenarios.

You may be called upon to rescue prisoners, recover DataPacks or destroy a certain percentage of the enemy. Veterans of *Universe II* will feel right at home, for the scenarios are set in the same game world. One assignment calls for you to board and capture a UDP warship, for example, and in the final mission you must rescue Admiral Bresheliah, your boss in *Universe II*.

The scenarios take place in ships, buildings and other areas that are up to five levels high and connected with liftshafts and dropshafts. Graphics are excellent, none of those dots and x's.

Your troops stand out as full-figured Marines in green battle fatigues, while the enemy wears red and prisoners blue. Surroundings—buildings, terrain and the like—also vary, and you can zoom out for a wide-angle view of the scene.



Macintosh version

Character Development

Marines begin with low ratings in vitality, shooting, detecting and cracking (using special gear to bust open enemy computers for useful data). Other factors are health and encumbrance (how many items a man can carry). Movement points depend on the Marine's suit type as well

as immediate terrain: more moves on the road, fewer in thick grass or jungle.

Five kinds of troops await your commands: Psionic Talent, Infiltrator, Scout, Marauder and Squad Leader. Each has specific talents and weaknesses. Only the Squad Leader moves from one scenario to the next, improving his skills with each successful mission. Enemy ranks are lined with Marines, Beasts, Aliens, Battle Robots, Overlords and Autoguns (stationary Battle Robots).

A Sleek Interface

The interface is smooth and, unlike conventional war games, doesn't require you to have a college degree in combatology. In fact, game play is rather simple. Each of your men has a number of movement points. Throwing a grenade costs five movement points, and firing a bazooka or detonator charges, or using medical kits will cost various amounts.

When it's your turn, you cycle through all your men and punch icons to tell them to move or use things, fire weapons and so on. After all moves are made, enemy units move and attack. A count-down timer tells how much time you've got left to complete all the victory conditions of

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Who are You???

Several months ago we sent a survey to many readers, over 100 of whom responded. We learned a lot about you and what you like most and least about *QuestBusters*. In a future issue we'll publish another survey so everyone who wants to can participate. Meanwhile, these are a few highlights from the survey.

The biggest surprise was age: 20% of you are under 18 years old, only 7% are 18-24, and 23% are from 25-34. That means half of you are 35 and over, with most of that number falling into the over 40 category. Most of you attended college: 20% racked up 3-4 years, and

30% hit those books for 5+ years. 90% of you are men.

Computer Ownership: Apple: 45%. Commodore 64/128: 30%. IBM/clones: 21%. Amiga, ST, Atari eight-bit: 5% each. IIGS: 3%. Macintosh: 3%. Multiple Systems: 15%. 21% also play non-computer role-playing games like *Dungeons and Dragons*, and 5% engage in play-by-mail games. You devote an average of 14 hours a week to computer adventures and own an average number of 27 adventures. It was evenly divided as to whether people read the Journal mainly for reviews or clues.

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Adventure Hotline



In the Offing

Look for *AutoDuel I* and *Moebius II* from Origin Systems early next year. *Rings of Zilfin* author Ali Atabek is doing *Magic Candles* for Electronic Arts this spring. Not in the *Zilfin* style but it will use some of the same mechanics, like eating mushrooms for gaining powers and strength. *Bard's Tale III: Thief of Fate* is set for January; it's supposed to be a six-character game with an "unusual twist." (What? A pretzel-shaped maze?) *Wastelands* is still on for "early spring," and EA's Amiga game *Return to Atlantis* may ship by Christmas.

Winners

The winner of this month's random drawing for game of her choice was Susan Biebel. (Austin Hendricks, who won in October, chose *Ultima V*.) Kevin Rice won the *Keys* contest and will also get any game he chooses. For his walkthrough of *Phantasie*, Eric Mitchell got *Roadwar 2000*.

Datasoft's Holiday Special

Specially marked Datasoft games include a coupon book good for discounts and rebates. Adventure-related offers: *Alternate Reality: The Dungeon* clue book for \$5 if you buy the game; \$5 rebate on *The City*; buy two of these—*Saracen*, *Black Magic*, *Force 7*, *Goonies*, *Zorro*, *Bruce Lee* or *Conan*—and get one free; buy *Gunslinger*, *Neverending Story* or *Dark Lord* and get one of the others for \$10; buy *Mercenary* or *221 B Baker Street* and get the supplementary disk free. (In a related story, Datasoft is not changing the name of *221 B Baker Street* to *221 Jim Baker Street*.) The coupons can be used through February 29, 1988, and include other game offers too.

Conversion Update

Recent conversions that we've actually seen recently: *Alternate Reality: The Dungeon* (Apple and Atari 8-bit), and *Roadwar Europa* (ST & C 64). You can find more in our new *Conversion Castle* section, which will cover conversions that differ significantly from previous versions for other systems.

Wizardry IV for Real!

Robert and Norm Sirotek were showing *Wizardry IV* at a recent trade show in the *QuestBusters* area and gave This Editor a hands-on tour of the maze. So yes, I have seen it, it is *real*, and has lots of features not mentioned in our September review of a beta version. One is *Return of*

Werdna's real-time aspect: If you don't keep moving, Trebnor will track you down and nail you. It should be available for the Apple by now, and releases of the IBM *Legacy of Llylgamr* and C 64 *Proving Grounds* are imminent.

The Wrigglies are Coming!

The *Thieves' World* series (the *only* fantasy fiction that gets read around here) is being turned into a role-playing game by Electronic Arts. It will feature all the major characters and gods of the stories: Tempus, Enas Yorl, Shadowspawn, IIs and so on, who will join your party but act autonomously. And alliances/vendettas from the stories will apply, so you can't be friends with everyone. Starting in Downwind and striving to reach the rich part of town, you'll have a choice of three races—but all can cast magic, fight and steal. It will be based on the first two books of the series and programmed by Dave Lubar, who co-wrote *Graphics Magician* and did conversions of *Ultima I* and *IV*. The C 64 version is planned for spring, with others to follow.

Sorry About That...

A recent review whined about having to sit through the opening sequence each time *Maniac Mansion* was booted because there was no provision for skipping it. Turns out there is, but the program reviewed was an advance copy with incomplete documentation that didn't point this out.

The Return of Blank

Though he's on the West Coast now, Marc Blank—one of Infocom's founding Implementors—has not given up the interactive pen. His latest creation is a spy story set behind the Iron Curtain in the nation of Frobna. *Border Zone* puts you in the trench coat of three different spies as the tale unfolds in separate chapters for each character. Unlike most Infocom adventures, a real-time clock ticks away to add to the suspense. It should be out by now for Apple, IBM, Mac and C 64.

IIGS Bard & Legacy Bugs

If you upgraded your GS with a certain new chip or just got a new GS, the first release of *Bard's Tale* won't work. EA has fixed it, though, so you should call their customer support line or take it back to your dealer for replacement. There have also been problems with saving a

Continued on next page

Dear QuestBusters:

Please stop coding the walkthroughs and clues! It is an insult to my intelligence, since anyone with any willpower can avoid reading something they don't want to.

A. Composite Reader

Dear QuestBusters:

Get rid of those crazy symbols in the code! Half of them look just alike, the other half are impossible to decipher in the first place.

A. Now-Blind Composite Reader

Dear QuestBusters:

Thanks for coding the solutions in *Keys* and the walkthroughs. Before you did that, I couldn't help reading them as soon as I got the Journal—even if I didn't have the games!

A. Satisfied Composite Reader

Nothing has generated as much controversy or mail as our walkthroughs and the code. We've finally reverted to the original code: count back two letters. But the mail has been mixed on other aspects of the situation. One change will be to focus on the hardest parts of a game in Keys to the Kingdoms solutions, choosing some of these from the walkthroughs and not publishing the entire thing until a few issues later. With sixteen pages now, there's room for more maps. Let us know what you think about seeing more of these, and how you like the Phantasie I solution in this issue. Part of our upcoming survey will address this matter in more detail.

QuestBusters™

The Adventurers' Journal

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Plundered Hearts

By William E. Carte

If that dungeon air is getting stale, climb aboard the *Helena Louise* and set sail for the high seas of the 17th Century in Amy Brigg's all-text tale, which casts you as a young lady whose father has been captured by an evil pirate in the Caribbean. A good (?) pirate offers to help, and together you sail off to the rescue.

The game actually revolves around two settings. The first is on the "good" pirate's ship. He leaves you locked in his quarters while he goes to a nearby island to search for your father. You've got to get out of the cabin and eventually off the *Helena*, avoiding being recognized by any of the other pirates in the process.

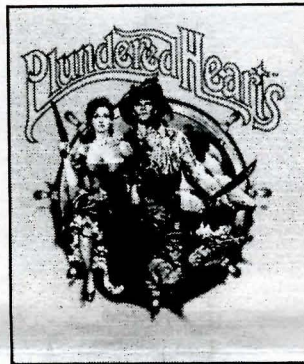
Once out of the cabin you'll be free to roam the ship, where a bounty of truly clever puzzles await. How do you prevent the vessel from being destroyed in the surf? What can you do with the empty casks that are tied together on the deck? How—and here's the goodie—do you extinguish the lit fuse on that keg of explosives you discover below decks? It's in a wire cage that can't be cut or climbed. The cage is locked and there's no key, so don't bother looking. But ignore this conundrum and you won't live long enough to find your father.

After solving the ship's puzzles and making off with the proper items, you'll move to the second setting, a pirate mansion in the Caribbean. Before plunging inside, explore the outdoors thoroughly. You may find more than one entrance to the house, where a trove of good puzzles are in store.

My favorite was getting by the hungry crocodile in the basement. (Hint: On the second trip past him, you'll need help from someone mentioned earlier in the story.) Then in the upstairs bedroom, which glass do you put the sleeping drops in? The evil pirate always seems to avoid drinking from it. Maybe there's a way to get rid of him and the butler at the same time? And then there's the chandelier hanging high over the ballroom floor. On the balcony you'll find the rope that holds the great light. Perhaps you can have a swinging good time here. As you can see, *Hearts* is rich in puzzles.

One thing worth noting is that many solutions must be worked out at the proper time or in the right setting. I tried two actions that promptly led to my death. But performed at the right time, the same actions resulted in puzzles being solved. Difficulty level is somewhere between introductory and intermediate—let's call it novice level.

Take note that this is the first Infocom game in which your character *must* be a woman. You can be either sex in most, and *Leather Goddesses* lets you choose. But written somewhat along the lines of a romantic novel, this one was designed



specifically for women, whom Infocom says make up 25% of their audience.

How will men like it? Being a traditionalist and quite conservative as well, I must admit it bothered me a bit at first—my character being hugged and kissed by a man. After the initial scenes, however, I quickly got lost in the plot, and soon my character's sex honestly didn't matter. One female *QB* reader wrote me that she enjoyed the game and gave it to a male friend who also liked it. He particularly liked changing clothes repeatedly (no more hints).

The documentation is also good, as usual, with a letter from your father and a bank note that deserves close attention. There comes a time when you'll need to examine it, though this isn't obvious. You also get a coupon that enables you to buy Michael Berlyn's *Cutthroats* for \$14.95, a deal otherwise unavailable.

Conclusions: A very good game filled with challenging puzzles that are certainly not impossible. Experienced gamers who want many entertaining hours/weeks of adventuring for their money may be a little disappointed, but I expect the

majority will thoroughly enjoy it. It is a good interactive read and highly recommended, especially for new adventurers or those with limited time to play games. Infocom's last experiment, *Nord and What's his Name*, was a bust, but this one is going to be well received—and I hope to see more of the same in the future.

System: Apple, Atari 8-bit (64), ST, C 64, Amiga, Mac, IBM
Skill Level: Novice
Price: C, Atari 8, \$34.95; others, \$39.95
Company: Infocom

Adventure Hotline

Continued from previous page

character while playing *Legacy of the Ancients* on a IIGS. (If this happens with other adventures, let us know so we can report it here.)

Separate Sheets, Please...

When sending ads for Duffy, Swap Shop, etc., please put them on separate sheets, with name and address (& computer type if relevant) on each. Otherwise there's a chance that one of your items will wind up in the dreaded Wrong Folder.

RPG Sig on Delphi

Delphi's planning an on-line gaming network covering a wide range of traditional RPGs like *D & D* with DMs running scheduled games, tournaments and an "ongoing mega-campaign." Other activities: planned guest speakers from game companies, an on-line shopping service, and message games conducted via E-mail and the gamer's Forum.

GIVE AND GET

This Christmas give the gift that's better than gold—a gift subscription to *QuestBusters*. And get yourself for something too—we'll add an extra issue to your current subscription for each gift sub ordered. What? Don't know any other hard core adventurers? Then give yourself a gift sub this year by renewing before January 31, 1988, and you'll get 13 issues instead of the usual 12. (Thanks and a tip of the *QB* helm to Sir Robert.)

Jewels of Darkness

Firebird has done very well by bringing us British adventures like *The Pawn* and *Knight Orc*, but eventually everyone makes a mistake. Their first one is this trio of old text adventures that have been dressed up with optional graphics. (A lot of U. S. companies have been doing the same thing lately, buying up cheap British programs and marketing them as new lines of "low-cost software.")

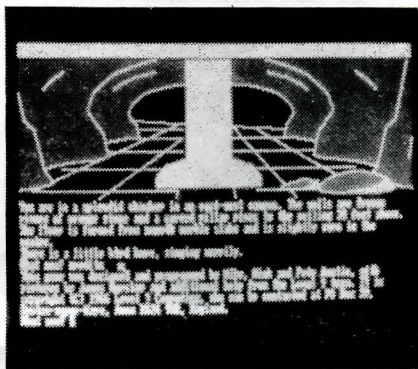
According to the pull-down game credits on the Amiga version, two of them, *Adventure Quest* and *Dungeon Adventure*, were originally done several years ago by Level 9 Computing, who also did the more recent *Knight Orc*. But they also say *Colossal Adventure* was "designed and programmed by Mike, Nick and Pete Austin." In fact, they merely redesigned it, for this is just a revamped version of William Crowther and Don Woods' *Adventure*—the game that gave this genre its name.

The text passages in *Colossal Adventure* read like those of the original game, but puzzles have obviously been reworked to bring the top score to 1,100 points. (Inexplicably, you already have 40 points at the outset.) *Adventure Quest* is a sequel of sorts, beginning as "you stand at the end of a road, outside a small brick building" but taking place hundreds of years later. A Demon Lord with the catchy name of Agaliarept must be defeated to save the land from doom. As an apprentice magician of the Wizards Guild, it's up to you to seek him out in his Black Tower and do the deed. In the process you'll have a crack at racking up 6,000 points—1,055 of which you already have when the game starts! *Dungeon Adventure* takes place the day after you polished off the Demon Lord in *Adventure Quest*. Back in town, you realize the Black Tower's former tenant left behind a storehouse of treasure and decide to retrieve it. Its top score is 600 points, and you don't have any of these at the start.

Each game is independent of the others, so they may be played in any order. (On an Amiga you can even play two or three at once.) They all employ the excellent parser introduced in the USA in *Knight Orc*, which even adds RAM save and restore features (see review in November,

1987, issue for more detail). Despite a brilliantly conversant parser, the game itself doesn't have much to say. Upon examining most objects, I was enlightened with the likes of: "Totally irrelevant" (sic) and "Unimportant."

Graphics are fast-loading on most machines, and load into RAM on the Amiga and others with RAM to spare. But the graphics are fantasy worlds away from those seen in previous Firebird game. They look more like *Gruds in Space*—kind of blocky and with little detail or style. (Don't get me wrong; I liked *Gruds*, whose graphics were fine for



Amiga version

that day and age.) Amiga owners will be disappointed to learn they'll view virtually the same illustrations seen in the C 64 and other eight-bit versions, for they appear to have simply been ported over instead of redrawn to take advantage of this and other computers' more powerful graphic capabilities. (Though even state-of-the-art digitized artwork could not improve Crowther and Woods' classic game.) These machines also offer voice-synthesized narration of each scene's description and your commands.

Conclusions: *Jewels of Darkness* actually contains only one jewel, *Colossal Adventure*. But if you want to play the game that started it all, wouldn't you rather play an authentic version, one that has the original puzzles and scoring still in place? One that gives credit to the authors instead of claiming it for themselves? Though Crowther and Woods' game has always been in the public domain, most versions list one or both of them in the credits. Some companies,

such as Software Country, even pay them royalties, which they don't have to do. (See below for details.)

Even if you are intrigued by the plots of the other games, we still recommend not buying this or any other title in Firebird's series of "Premier Collections" until they give credit to the true authors of *Adventure* in the program and manual, maybe even on the packaging. (A call to Firebird revealed that Level 9 was aware that Crowther and Woods' wrote the first game, but not why this wasn't mentioned.) Of course, if you're really steamed about it, you could also picket Firebird's booth at CES and other trade shows, boycott all their games, write your Congressperson and suggest a tariff on British software as a means of cutting down on the trade deficit...not that *QuestBusters* is suggesting or even approves of such actions, of course. (But now that you think about it, didn't we run the British out of this country 200 years ago?)

System: C 64, Atari 8-bit (64), Mac, IBM, ST

Skill Level: Gullible

Price: Too Much At Any Price

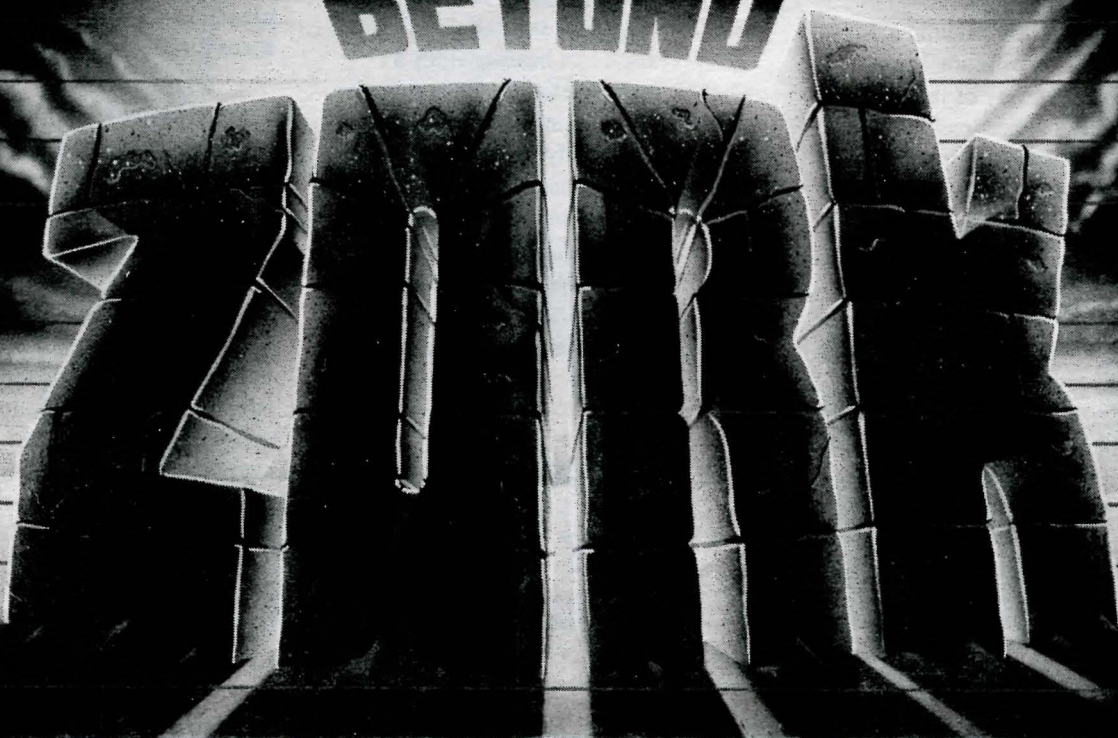
Company: Level 9/Firebird

Original Adventure

One of the best Apple versions (48K or more) of Crowther and Woods' *Adventure* is a two-disk package that has no access during play and is faithful to the original. (Its source is the highly-rated version once sold by Scott Adams.) You can save up to nine games, and it comes with complete 6502 assembly language source code. You also get over 20 pages of docs that include some interesting background on the game and its authors, plus the fastest known walkthrough (no maps). It's \$30 for the DOS Toolkit and Merlin format from John Rausch, 3119 N. Waynesville Rd, Oregonia, OH 45054. Or call (513) 932-3688 for more info.

The version available for the most systems is on Software Country's *Golden Oldies, Volume One*, distributed by Electronic Arts and priced at \$14.95 for Apple, Atari 8-bit, C 64, and IBM; \$35 for ST and Amiga. It has the original text and puzzles, and an optional "talking parser" for those who go in for frills.

BEYOND



The *Zork Trilogy* has become a legend in its time, selling nearly one million copies! Now the legend continues with an extraordinary new Zorkian universe that breaks ground in computer gaming. For the first time, the character-building and combat of role-playing games joins the masterly prose and puzzles of Infocom's interactive fiction.

Beyond Zork's sophisticated new interface makes interaction more natural than ever, plunging you into a world teeming with magic and peril. The vast and varied Southlands of Quendor come alive as you seek fantastic treasure and combat the vicious monsters who haunt the streets and wastelands.

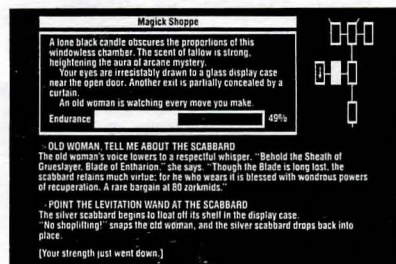
Challenge yourself to a quest that's far beyond anything you've ever experienced. *Beyond Zork*. The incredible new interactive story from the master storytellers at Infocom.

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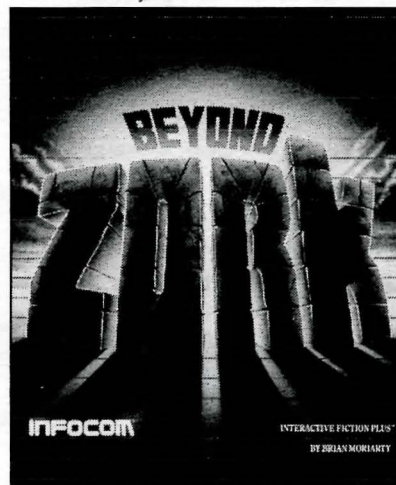
Beyond Zork is available at your local dealer for the Apple II series, Macintosh, Commodore 128, Amiga, IBM PC and 100% compatibles, and Atari ST. To order direct, call 1-800-262-6868. Coming soon: Apple IIGS.

Zork is a registered trademark of Infocom, Inc.



One glance at *Beyond Zork* will show you that it's unlike any interactive story you've seen before. On-screen mapping. Window displays. A character that grows in strength and power. You get all the excitement of role-playing games, skillfully blended with the fabulous puzzles and award-winning prose of Infocom's interactive fiction.

Screen shown is for the Commodore 128 version.



INFOCOM

INTERACTIVE FICTION PLUS™
BY BRIAN MORIARTY

Conversion Castle

Atari ST

AutoDuel

One of the finest role-playing games to ever roll down Adventure Road, *AutoDuel* offers a variety of missions, lots of arcade action, some casino gambling, and the ability to customize your own car. Character development encompasses Marksmanship, Mechanical and Driving skills. Increasing them (and accomplishing courier missions) boosts your Prestige rating, which enables you to get better assignments. The ultimate goal is revealed only after attaining a high enough Prestige rating.

The ST version is tougher than any previous rendition. Of all the games I've played, even the original version of *Might and Magic*, *AutoDuel* is definitely the hardest to get started in. There seem to be more outlaws on the highway, and more of them wield those potent laser guns. But with perseverance and a few tips from *Keys to the Kingdoms*, you'll be rewarded with an especially satisfying conclusion, one that makes you feel you've actually accomplished something. (For a feature review of *AutoDuel*, see the March, 1986, issue.)

\$50, Origin Systems
William E. Carte

Atari ST

Bard's Tale

ST owners rejoice! *Bard's Tale* is now available for all ST computers. This was somewhat of a surprise, for in recent interviews on the subject EA president Trip Hawkins made no mention of this conversion. And there's been no promotion of any kind. In fact, I still haven't seen an ad for it yet. So the ST world was caught completely offguard. Some ST owners I've talked to found it hard to believe, but here it is, all 16 3-D dungeons in the town of Skara Brae, where your six-member team must track down and destroy Mangar the Dark.

Basically it's the same game with very good graphics. Showing less detail, they're not quite as good as those seen in the Apple IIGS version. And the music,

while adequate, isn't nearly as good as the IIGS or Amiga version. But it easily outperforms any eight-bit version of this classic role-playing game and may be the best ST program of its kind.

The feedback I'm hearing from ST owners is one of delight. Only a single gamer was disappointed, and that was because he'd already seen my GS version and expected the same. The bottom line is that this is great news for ST gamers, and that *Bard's Tale* is a must buy. (For more on *Bard's Tale*, see the January, 1986, issue; the Amiga version was covered in July, 1987, and the IBM last month.)

\$50, Electronic Arts
William E. Carte

IBM & Quest-Alikes

Knight of Diamonds

In the second game of the *Wizardry* series, your band of six characters must enter a six-level dungeon to recover the staff of Gnilda, the city of Llygamyn's only hope of survival. Doing so requires finding and defeating the pieces of a magical suit of armor once belonging to a



warrior, the Knight of Diamonds. The maze itself is riddled with teleports, monsters and a number of type-in-the-answer riddles that distinguish *KOD* from *Proving Grounds*. Characters cannot be created with this program, which requires a band from *Proving Grounds*—level 13 or higher is recommended.

The same combat and 50-spell magic system is employed, but a new interface and presentation style was introduced (and retrofitted into Apple and IBM *Proving Grounds*). Instead of the maze occupying a small square in the upper left corner, it fills most of the

screen. You can toggle off the character stats to view a full-screen dungeon. Graphics are simple, with line drawings for walls and doors and hi-res illustrations for monsters and treasure. One of the most noticeable new aspects are the patterns and colors that represent stairs, objects on the floor, dark areas and other maze mainstays.

Less Typing, More Spellcasting

Messages, combat reports, character stats and other information now appear in overlapping windows. All actions are keyboard controlled. Conveniently, you can type in the first few letters of a spell and the rest are automatically filled in.

Other improvements abound. You can quit and save while inside the maze, toggle maze windows on and off, and pool gold or "divvy gold" (divide loot evenly among party members). Handy default choices in many menus let you choose a common one, such as "fight" or "parry" during combat, by punching the return key. To remind you of each menu's default, a symbol appears beside its name. No longer is it necessary to leave the program to access utilities, now located at the Edge of Town.

This and other *Wizardry* conversions (except the Mac *Proving Grounds*) don't utilize all the capabilities of the new breed of computers, such as the mouse. But fresh graphics are created for each computer. The IBM version has 320 x 200 in four-color mode and a special character set and graphics that look better on a black and white monitor.

Other features exclusive to the PC version include a trick that keeps your drive spinning a bit longer than usual so you can punch in a series of commands 1-2-3 while the disk is whirling; they go into a buffer and are soon briskly executed. Another lets you toggle off the pauses intended to allow you time to read the messages during lengthy combat (you can also adjust display speed), sound effects can also be shut off. RGB, composite or TV, and black and white monitors, and 1-2 drives are supported. Mouse, joystick and hard disk are not. CGA and 128K are required, as is 100% IBM compatibility (no problems on a Tandy). It's on a 5.25" disk, but you can send it in and get the program and your character disk put on a 3.5" disk.

\$59.95, Sir-Tech

Atari ST

Phantasie III

Phantasie III is by far SSI's best ST offering. While all three games in the series are good, don't play this one first, or the others will be somewhat of a letdown. Graphics are superior to anything but the Amiga version's. Those stick figures have been replaced with full-figured characters, and battles take place in a full-screen combat arena. Some of the monsters are a sight to behold. The enhanced interface supports mouse, keyboard and pull-down menus.

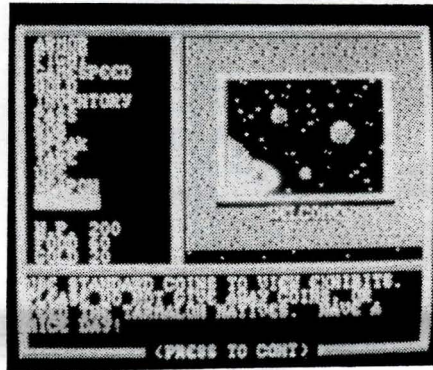
It's a tough end game, however. I played the entire game up till that point in only four days—then it took two more just to finish off Nikademus. That doesn't mean everyone will complete it in six days. You might enjoy it for weeks, but you can be sure you'll enjoy it. *Phantasie III* is copy-protected, but while you're in a dungeon it asks you to type in words from specific pages in the manual, often several times in the same dungeon. Two wrong answers and you're cut off! SSI informs me this will be standard in their ST, Amiga and IBM products, but since the program's protected it seems redundant. (For more on *Phantasie III*, see Charles Don Hall's feature review in the March, 1986, issue; for a look at the Amiga version, see last month's issue.)

\$40, Strategic Simulations
William E. Carte

Apple II & IIGS

Legacy of the Ancients

In this one-character role-playing game your goal is to counter the evil nature of the Wizards' Compendium, a collection of spells on a leather scroll that cannot be destroyed. It's set on the world of Tarmalon, where your base of operations is the Galactic Museum. Several arcade games, better than most such sequences seen in adventures, must be mastered in order to improve your character's attributes. Spellcasting and combat are streamlined, and mapping and puzzle-solving is simple enough to make *Legacy*



a good introduction to this genre.

The graphics are grainier than the C 64 original, but the Apple version looks surprisingly good. It's on a pair of

double-sided disks, mainly because of all the illustrations. Inside the dungeons everything looks crisp, though the aerial-view landscape is fuzzy in places (especially the mountains). Joystick or keyboard control is available, but mouse and two-drives are not supported. It runs in IIe mode and requires 64K. IIGs owners: Note news item on page two. Recommended, especially for fans of *Questron*. (For more on this *Legacy*, see the review in the July, 1987, issue.)

\$39.95, Electronic Arts

Tower of Myraglen

Continued from below

or armor, the program automatically drops the less effective gear in favor of the quality equipment.

Creatures run the gamut from giant snakes to zombies. My favorites were the mud creatures, which dwell in mud rooms (again, vivid graphics) and drown their victims in mud. Combat is very simple. To attack with your weapon, you simply walk into the enemy. Movement may be conducted with mouse or keyboard. Running is the default here, which is beneficial in those long corridors. You can also take a single step at a time by depressing a key.

While the game lack imaginative combat, it is rich in puzzles and riddles. Items such as keys, a music box and a water god statue must be found and properly manipulated. The tower has ten levels with over 1,000 rooms to explore, so mapping is essential. This might sound overwhelming, but *Tower* is really a joy to play. It's not only challenging to experts, but would also be a great first adventure for complete beginners. Why? No magic spells to memorize, and only one character to keep track of instead of five or six. Consisting of a 33-page booklet containing a quick-start guide, background story and complete instructions, the documentation is superb. And the game is packaged in a reusable plastic box.

I'm concerned about this new mentality of making adventure games nearly impossible to win. It seems that companies think the more difficult the game, the better the game. How many people lost interest in *Bard's Tale II* before it was

Tower of Myraglen

By William E. Carte

Billed as the first adventure game created exclusively for the Apple IIGS, *Myraglen* shoehorns you into the armor of a brave knight who must enter a tower, search each floor and vanquish evil beasts while seeking a hidden medallion that will restore peace to the world.

This is not your ordinary adventure. While there's plenty of fighting, combat is not an end in itself here. In fact, you must prove yourself good and pure in order to win the game. You're given several opportunities to make vital choices as the story unfolds. Do you steal the gems from the statue? Should you give gold to the needy? Your decisions affect your ability to emerge victorious.

On the left side of the screen you'll see a window showing an aerial view of the

action, as in an *Ultima*. The right side is reserved for pull-down menus that allow you to examine inventory, look, open or take items. The graphics are good compared with other top-down games. Hallways and rooms are illustrated with different types of doors, treasure chests and walls that vary from smooth to moss-lined. Stereo sound effects enrich the atmosphere: You can hear monsters growl and hiss, chests creak open, clocks chime, and occasional melodies in the background.

A wide range of weapons and armor is within arm's reach, with a halberd making the best weapon and plate mail the finest armor—until you can round up magical weapons and armor, at least. One nice touch is that when you find new weapons

Continued above

Continued on page 13

Walkthrough: Phantasie I

By Eric Mitchell

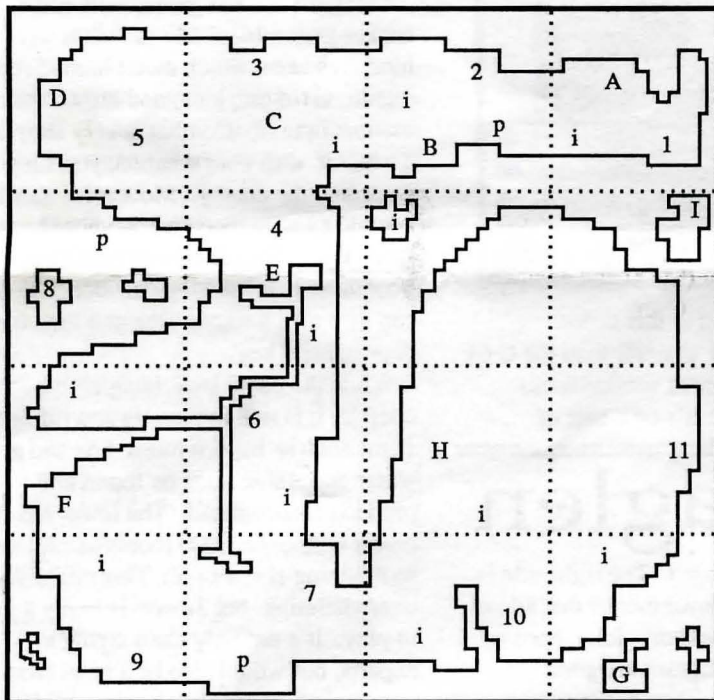
Character Development

If not planning to play the sequel, put two fighters in your party—a Thief and a Minotaur. Then add two Priests and two Sorcerers. Fighters are useless in the advanced stages of *Phantasie II*, so if you expect to use your *I* characters in it, the optimal party consists of three Priests, two Sorcerers and a Thief. Make Intelligence the top priority, followed by Constitution, with Charisma last. Use the dummy scam to amass enough gold to buy the best possible equipment before setting out. Dungeon D is a good place to find magic

when advanced. After most of your characters reach level ten, kill the Minor Deity in Dungeon D—you get about 30,000 experience points per adventurer and can repeat this by not saving the dungeon when you leave. Also, monsters in the vicinity of town #11 are worth more experience points than those in other areas.

Time-Saving Tricks

Potions are the key to saving time. Always take lots of them into the dungeons. To duplicate the potions you own, make two copies of your scenario disk. Label one the "good" disk, the other "dummy." After accumulating lots of potions, sell everything you want dupli-

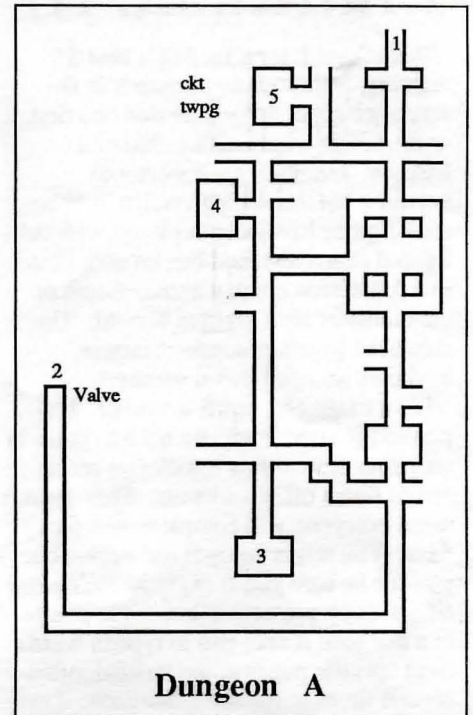


potions and weapons.

Character Development

Wizards need more points to advance, so give them three shares when dividing up loot. Give two to the priests and one to other classes. Teleport to town #11 for the cheapest training. These spells are almost useless: Binding, Monster Evaluation, Ninja, Quickness, Strength and Summon Elemental. If a character gets killed, it's usually better to restart a saved game than resurrect him. Otherwise his constitution will be permanently lowered and he'll get fewer hit points

cated to a town with few items (to save time buying them back later). Pineville (#2) is good. Teleport to Greenville (#3), remove the good disk and insert the dummy. Teleport to #4, insert the good disk, and teleport back to #2. Buy back the potions and insert the dummy. Teleport to #3, insert the good disk and continue playing. Whenever you're low on potions, return to town #2 and buy what you need—just be sure to insert the dummy disk before teleporting out of town. (This was tested and worked on the Apple and C 64 versions; it should work on others.)



Dungeon A

Key:

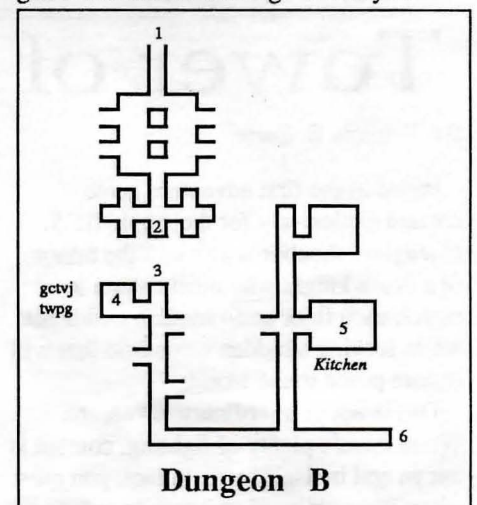
Numbers:
Correspond to those of the towns.

A-I: Dungeons
as labeled in the following maps

p: Magic Pools

i: Inns

You can use this trick to duplicate rare weapons and armor and outfit the entire party with them. Sell one to town #2 and leave the good disk in before teleporting. Return and buy the item, insert the dummy and follow the first method to return and buy it again. Then go back and sell both items to town #2, inserting the good disk before leaving. When you



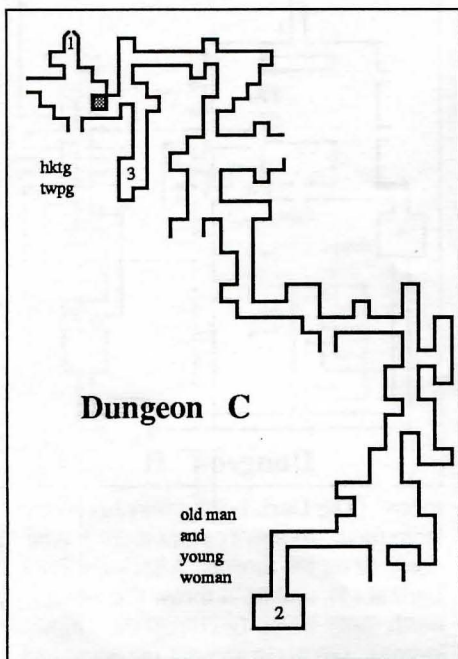
Dungeon B

return, there will be twice as many of them, and you can buy them and repeat the process to double the quantity.

On with the Quest

Follow the alphabetical sequence of the maps, which guides you through the tough

dungeons gradually. (Maps show only essential regions.) Stop at the pool near Pineville and other two when nearby.



the Earth Rune. If it won't burn, return later when your levels are higher. Don't say yes to the Crone at (5). Tell her what you wrote down in Dungeon A. At (6) you'll be teleported to the exit.

Dungeon C: Greenville Cave

At (2), rescue the man and write down his words and the number. If you rescue the maiden, she just gives you a scroll. Get the Fire Rune at (3).

Dungeon D: Outside Woodville

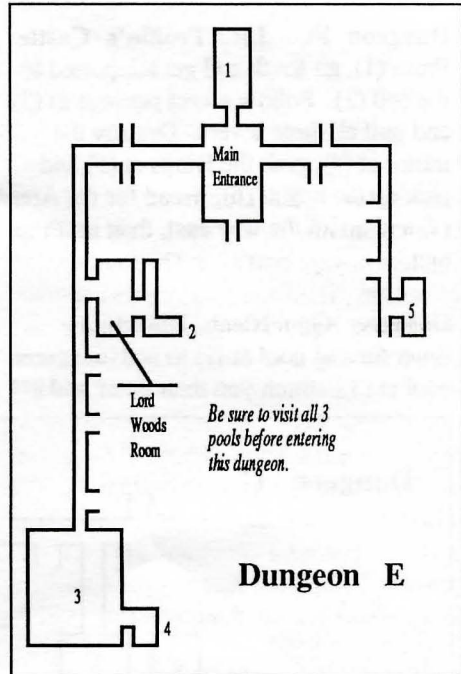
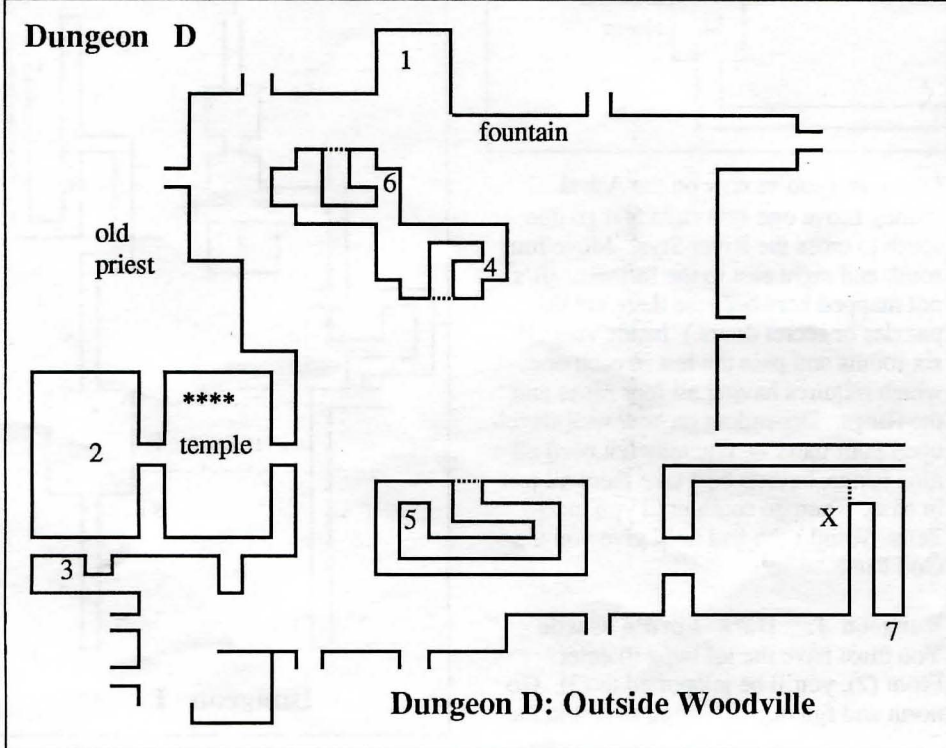
At (2), press the numbers you learned in Dungeon C. Tell Old Priest what Lord Wood's uncle said (uvtcvkeq). Tell Kilmor (3) you wrote down in Dungeon B, room 5 (pkueqpcv). He'll give you a number that when pressed at (2) opens access to (4). Do it and visit (4) now. Next, your Thief must be able to open all the doors at (5), where you'll learn the number that, when pressed at (2), opens north fountain (6). Go to (6) and get the God Knife, the most powerful weapon in either *Phantasia*. Exit at the passage marked 'X', not available until you teleport from (6). After most of your party reaches level 10, return to the special (****) and damage the idol to score tens of thousands of experience points. Don't save the dungeon and this can be repeated.

Dungeon A: Door in Hillside

Go to (2) and pull lever to open access to (3). At (3), walk around room and write down words on the wall and armor. Go to (4) and rwuj the dwvvpq to unlock door to (5), where you may talk to the Old Man and get the Air Rune.

Dungeon B: Small Cathedral

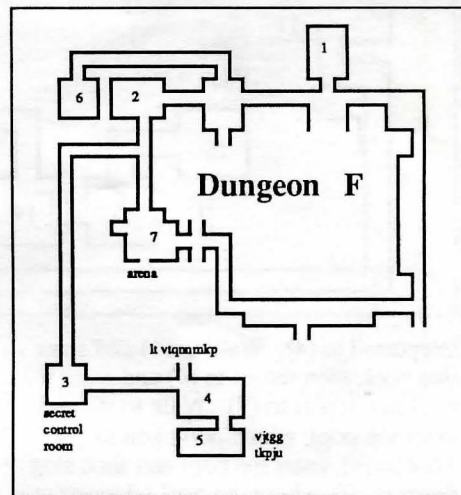
From (1), go to (2) and get teleported to (3). Walk to (4) and dwtp the dqz to get



#9 from the Armory. (If you don't know the Teleport spell, revisit the first four dungeons until one of your sorcerers is able to learn it.) From Phantasia, go north until you're level with the pool. Go east to enter it, then return to Phantasia, which has vanished. March west once, then due south to the next screen to escape the ocean area. Then on to the next pool near town #7 before traveling to Dungeon E.

Phantasia

Teleport to Phantasia (#8) and buy Ring



Keep the rings, since you'll need them to pass a test in a later dungeon. For inventory purposes, you can them to a town and buy them back when you're ready.

Dungeon E: Lord Wood's Castle

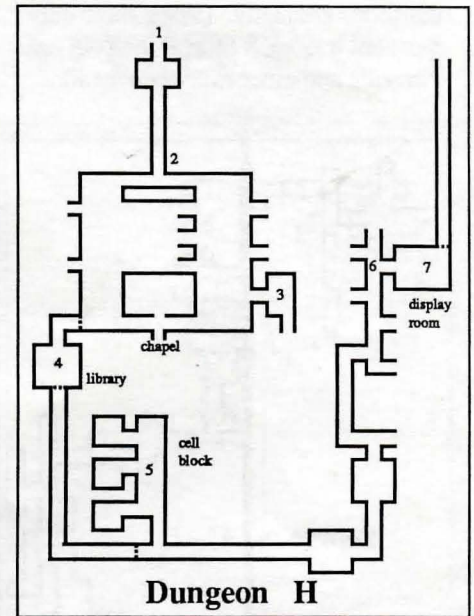
At (2), copy the message, which is a map to room (3). Follow the map to (4) and copy the number there. At (5), you will get the Water Rune—only if you have already visited all three pools.

Dungeon F: J.R. Trollin's Castle
From (1), go south and get teleported to the cell (2). Follow secret passage to (3) and pull all three levers. Destroy the traitor at (4), grab the Rings at (5) and pick up the key at (6). Head for the Arena (7) and go all the way east, then north to exit.

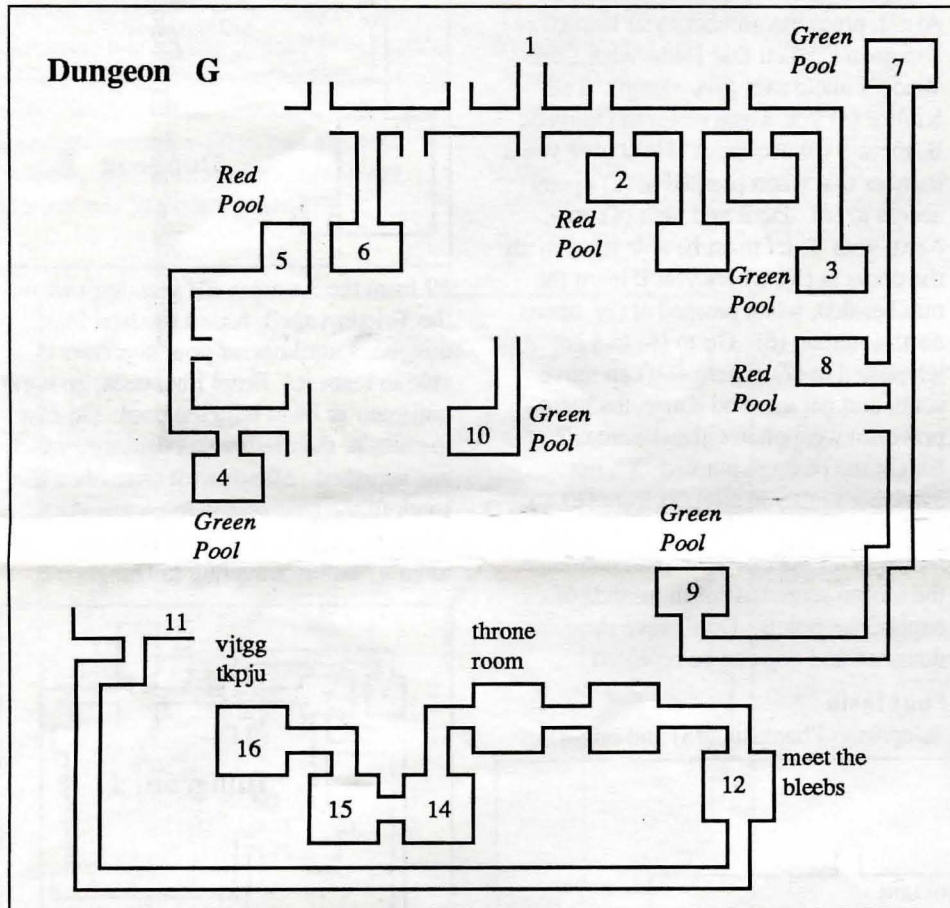
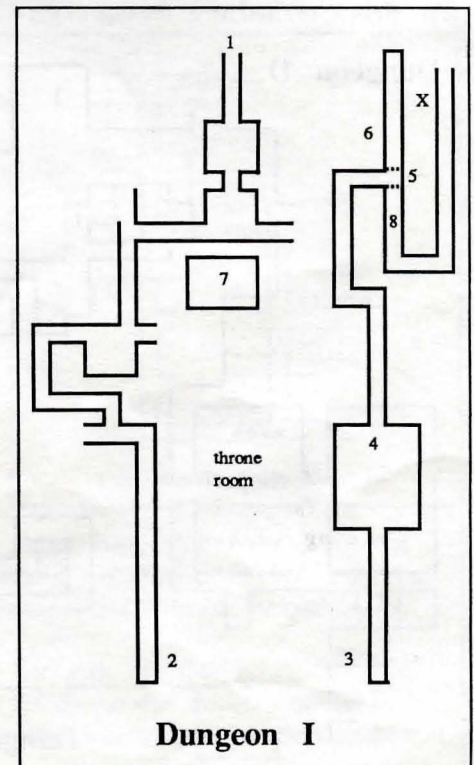
Dungeon G: Bleeb Island
Enter the red pool at (2) to activate green pool at (3), which you then enter and get

rescue everyone, starting at the bottom cell and working your way up. The key you got at (5) opens the doors to (6) and the exit.

Astral Plane
By now you should have entered the three pools and collected all nine Rings and the four Runes. Check with the Mystic to be sure you're ready to "visit the gods." Go to any town and teleport to the town whose number you wrote down in Dungeon E, Room #4. Exit the town,



room. (The Dark Lord draws his power from them, so don't uvgamthem.) And don't sit on the throne. Attack the Dark Lord at (5), and he'll throw the wand north (only if you fgvtqzgf the vjtgg kvgou). Go north and get the wand and treasure at (6), then south. ycxg the ycpf to reach (7). Go to the room's north side to get the scroll and talk with the Mage. Tell him you want to attack the Dark Lord. He'll teleport you to (8), and you can go to 'X' for the Final Confrontation. After completing Dungeon I (and the game), you'll get your first Divine spell (#58), which, if cast when you first enter a dungeon, gives you a tip on what to expect there.



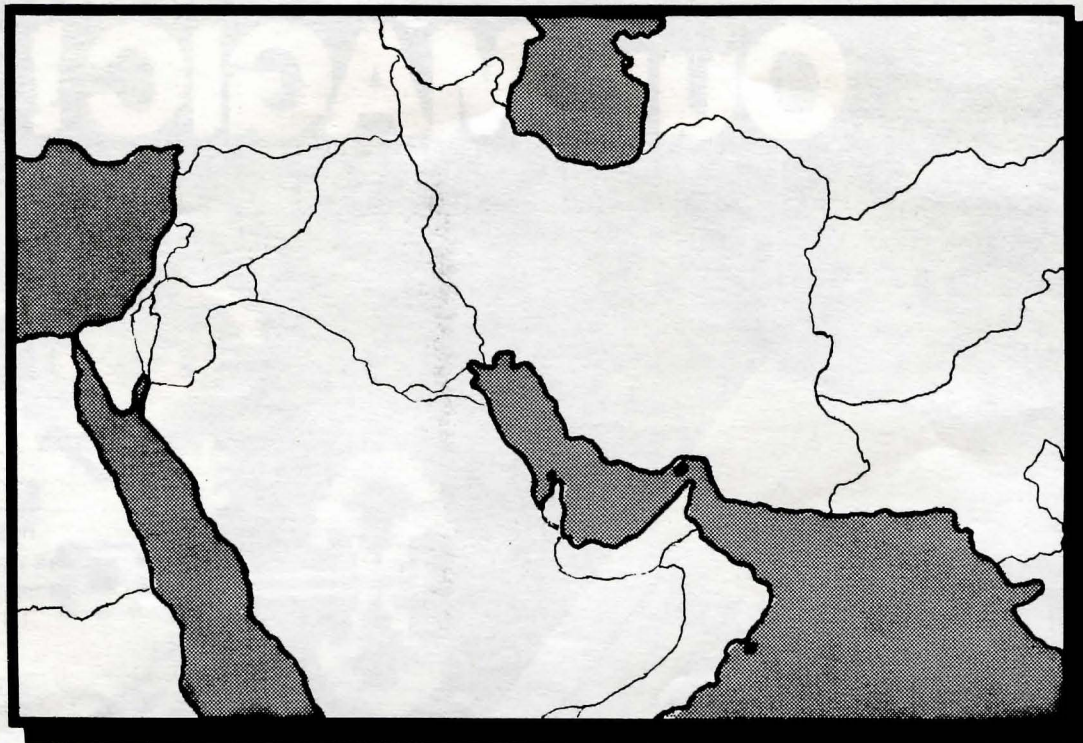
teleported to (4). Walk to (5) and enter that pool, then return to (4) and enter the pool to teleport to (3). Walk to (6) and enter the pool, which ports you to (7). Trek to (8), enter the pool and then slog down to (9), where the pool teleports you to (10). Enter the pool at (10) and wind up at (11). Walk to (12) and push green. Answer green at (14). Answer red/green at (15). Answer red at (16) and get the treasures, which are three more rings.

Dungeon H: Dosnebian Temple
One of your party must be a (okpqcwt) to enter this dungeon. At (2), speak the words from Scroll 19. If you don't know them, use secret passage one step north, then east. fghcg the kfc m at (3), which opens to the door to (4). Go to (5) and

Olympia, (you're now on the Astral Plane), move one step right and go due south to cross the River Styx. Move four south and eight east to the fortress. (It's not mapped here because there are no puzzles or secret doors.) Inside visit all six rooms and pass the test in each one, which requires having all four runes and the Rings. Depending on how well-developed your party is, you may not need all nine Rings, but it's best take them all just in case. Then go south until you meet Zeus. yqtujkr jko and he'll give you the God Rune

Dungeon I: Dark Lord's Castle
You must have the iqf twpg to enter. From (2), you'll be teleported to (3). Go north and fgvtqz cnn vjtgg kvgou in the

If you think that the Persian Gulf is intense now,



you should see it 2000 years ago!

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Written by Bruce Hoffman. Graphics by Raimund Redlich and Brian Poff. Available for the Apple IIe, IIc and IIgs with 128K: \$17.95; and for the IBM and 100% compatibles with 256K and Color Graphics Adapter or Hercules Monochrome Graphics Card: \$19.95. Please include \$2.50 for shipping and handling.



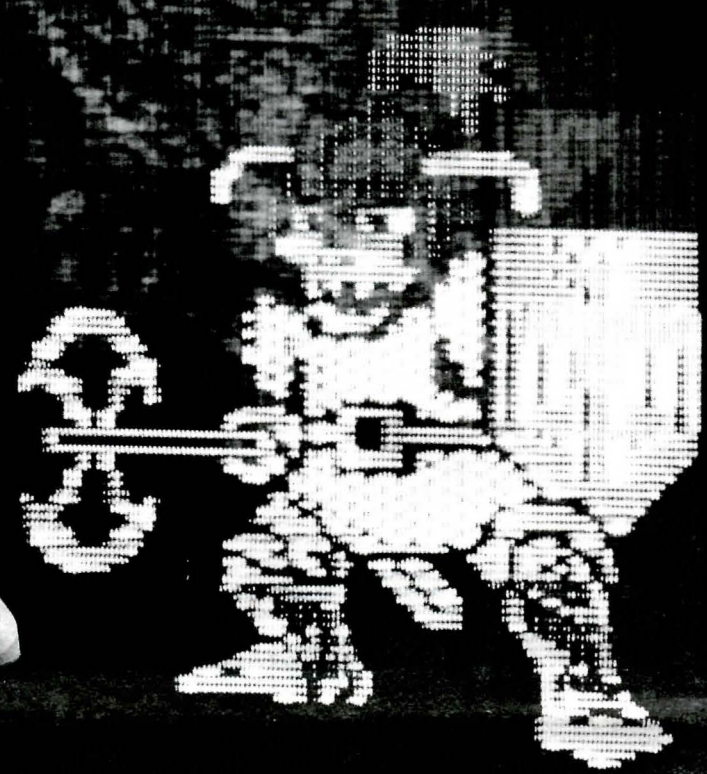
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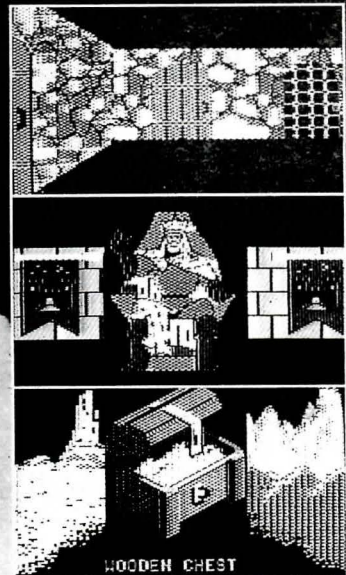
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Breach

Continued from page one

the scenario. The mouse makes giving orders a breeze. Without one, it takes longer to master the mix of function and standard keys and a cross-hair cursor for issuing orders.

Missions range from easy to extremely difficult, and you must plan carefully and save often in each one. Rush the enemy and run out of movement points, for example, and you'll be a sitting duck when it's their turn. You've got to move cautiously and hoard those points for firing and throwing grenades, among other things.

After completing all the missions, the best is yet to come: You can design your own scenarios. I know, construction sets are usually cumbersome and difficult. Not so with *Breach*. Pull-down menus move you step-by-step through the process, and it's really quite simple to modify existing scenarios or make a nice one on your own. In fact, many that were created by gamers are available for downloading from GENie and other on-line networks. Written by Bill Leslie and Thomas Carbone, *Breach* is being supplemented with a sixteen-scenario campaign called *The Serayachi Campaign*, whose scenarios are played in order and tell a complete story. More are planned.

The 34-page manual is excellent—easy to read and understand. And you'll need it in order to play the game. It's not protected but asks for a random word from the book when you begin. The ST version supports the blitterchip, which is why it's so fast.

Mac, IBM and Amiga Notes

These include two extra scenarios that are medium to hard in difficulty. Mouse or keyboard control is optional in all versions. The Mac game lets you move windows wherever you want. You can run the scenario builder and the game simultaneously in Switcher or Multifinder; this is also possible with DeskView on the IBM. On a Tandy you'll see four, not sixteen colors. Mac and Amiga versions have digitized sounds, stereo on the Amiga. No pull-down menus in the IBM version (which supports the Microsoft mouse), but pop-out dialogue boxes render the same effect.

Waiting for Duffy

*Duffy's busy looting the temple,
so send in a brief ad if you're stuck.*

Hitchhiker's Guide: Have hint book but can't get off Damogran with fluff and other items. Dragon's Lair: How do you get past 5th level? Kevin Rice, 133 Purdy

Conclusions: *Breach* has more playability than any other ST game I've seen. It will keep you glued to your monitor [and we all know how painful that can be] for hours. On a scale of 1 to 10, I give *Breach* my first 10 ever. It is not just recommended, but an absolute must.

System: ST, IBM (320K, CGA or equivalent), Mac, Amiga
Skill Level: Varies with scenario
Price: \$39.95
Company: Omnitrend

Tower of Myraglen

Continued from page six

finished? Come on, raise your hands! Well, the authors of this game happen to feel as I do, that an adventure should be fun to play, not impossible. *Tower of Myraglen* presents an entertaining challenge without causing sleepless nights over impossible dungeons. Sure, there are teleporters and invisible doors. But they're relatively easy to find, and the consequences of using them are not so horrible.

Some hints: Try taking the tqgv to boost hit points, and use the save game feature here. Don't take the scarab in the Invincibility Room on level 6, or you'll die. There is no way to drop it, so your game will be ruined. There's also no warning, and I lost many hours of time.
Conclusions: The end game is definitely the best I've ever seen in an adventure using digitized graphics and stereo music...well, you'll see! This is a must for GS owners and a good reason to buy a GS if you don't own one. As the first of its kind, it may even be a collector's item someday. On a scale of 1 to 10, I'll give it a 9.9. (Still a little upset about that scarab.)

System: IIGS
Skill Level: Intermediate
Price: \$54.95
Company: PBI Software (415-349-8765)

Ave, Moncton, N.B., Canada E1C 7W3.

Need help in Suspended and Bard's Tale 2. Mark Pfaff, 260 Hoffman Ave., State College, PA 16801.

Bureacracy: What do you do with intercom? M. Novak, 305 School Rd, IBH, FL 32937.

Might & Magic: Where's the ruby whistle? How do you read messages? Need hints, tips, maps. R. Pitera, 451 South Beach St., Fall River, MA 02724.

Seastalker: How do I get the snark to come to the aquadome? D. Munoz, 1312 Titania Lane, McLean, VA 22102.

Eternal Dagger & Realms of Darkness: Desperately seeking help. Respond immediately or the world will end. B. Kinman, 510 Laurel Rd., Easley, SC 29640.

Eternal Dagger: How do I find name of hallway on 2nd level of 1st dungeon? M. Lain, 4518 Pine St., Hammond, IN 46327.

Dragonworld: How do I get flute from monkey? Open sealed door after room of broken mirror? W.H. Chissom, Rd 1, Box 275, Cleveland, NY 13042.

Wizardry 2: Am stuck on 1st riddle. J. Bieber, 401 W Main St., Apt 27, Endicott, NY 13760.

How do I pass last level of Goonies? Where should guard be when I enter safe in Hacker 2? C. Becker, 744 Padilla Hgts Rd., Anacortes, WA 98221.

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.

Continued on page 15



KEYS TO THE KINGDOMS



Our new policy regarding *Keys* aims to offer answers to the hardest puzzles in text and graphic adventures, so please keep that in mind when sending solutions. For role-playing games, send similar solutions, but we also want tips on the effects of magic weapons and items, combat and magic, party formation and development, and clever ways to cheat without annihilating your scenario disk. We'll continue to randomly award the game of your choice to one person who sent in a clue each month. *To decode clues, count two letters back.*

Legacy of the Ancients

The gkijv level of the Four Jewels dungeon is divided into four separate parts, each containing a lgygn. It contains many "false doors" that lead to the next level but to an area from which you can't reach the one beyond that. Be especially wary of trapdoors that show up when you examine passageways—never go down or up a trapdoor unless it's visible from the start.

Steve Ungrey

Plundered Hearts

To defuse the keg of explosives: tkr your ftguu and vgct off a rcvej, go topside and uqcm it in ycvgt, then vjtqy through the jqng in the cage. Stuck in the library? Take the jcv off the jcv tcem and pull the nqqg dqqm (vtgcvkug qh rpygt). When the globe appears, find the clue on your bank note (vqwej uv ukpkvct).

William E. Carte

Maniac Mansion

Can't get past the tentacle? Fill the glass jar with ycvgt from the hcwegv. Go upstairs and give him all the food from the fridge and the shelves, then the ycvgt. You'll get a yellow key in the tentacle's room. To enter the basement, have one kid rwnn the ictiqzng pgygn and another one ready to enter the door when it opens.

Kevin Rice

Eternal Dagger

For Ultimate Armor Protection that's better than Wizard's Armor, have characters wear a ring or pendant from each category. Elven (thrust), Dwarven (cut), reinforcing (bash), flame, cold, storm and drain-proof. Have them magically increased at the Enchanter's Shop.

14 QuestBusters

Experience points max out at 255, so further combat is a waste of time (unless you just enjoy killing monsters for the fun of it!).

Phillip H. Little

AutoDuel

In Amateur Night, turn your car at an angle to an opponent when you first see his blip on radar, stop when he's one-two dots away, then inch ahead. He'll be moving diagonally when he appears, so you can hit him while he's turning to face you. Spikedroppers work well in Divisions 5, 10 and 15 because the enemy doesn't have solid tires. Use a car with heavy back armor and two spikedroppers in back. Most outlaws turn with your car when chasing you, so swerve near a fence and they'll crash into it. This works anywhere. On the highway, weave back and forth across the road when attacked head-on. The enemy can only aim and shoot when you're moving relatively straight ahead, so you can go right past him. (You need a Driving Skill of about 30, though, or you'll crash.)

To easily take out a foe, back directly onto him and wait till he stops. Then squirt and oiljet so he can't move or shoot and blast him. This is a good way to earn Marksmanship points—but watch out, because he'll start moving again if you try to salvage parts. After salvaging, you can shoot him again and keep repeating the process. To make lots of money, go to Boston or Manchester and do courier missions between the two. They're close and both have AADA offices.

Jayson Hogan

Might and Magic

To make lots of gold, gems and so on: First back up your character disk and use the copy (disk A). Load *M & M* and create a dummy character and name him Dummy. Make a copy of this dummy disk and call it disk B. Reload *M & M*, using disk B. Add the dummy character and five real ones to the party and leave the Inn. Have all characters give all gold, gems and best items to the dummy character, then reenter the Inn. Repeat the last step until Dummy has all the loot from

your characters. Leave the Inn with just Dummy in the party. Without turning off the computer, remove the character disk (B) and insert disk A. Send Dummy back to the Inn. He'll have all that loot, and all the characters will still have theirs.

Greg Watanbe

Hitchhiker's Guide

To get out of the sperm whale's stomach with your possessions intact, jkvejkm using the vjwod. What? It's broken? The repair robot will fix it if you show him the iwctcpvgg. To open the screening door you must have vgc and pq vgc in your inventory at the same time—and have already removed the common sense particle from your brain.

Thomas Q. Radigan

Beyond Zork

To read the runes on the amulet in the wine cellar, nqqm through ykpg.

Raoul X. Ramone

Fool's Errand

Justice Puzzle: Imagine that the squares are numbered 1 to 25, starting in the upper left hand corner and descending by rows. Click on 13, 8, 14, 18, 12; then on 16, 2, 10, 24; then on 23, 11 and 3. Use the pull-down menus to avoid the Death Ray and don't bother with the High Priestess until you've seen all the Keys of Thoth.

Steven Payne

Bard's Tale II

This trick lets you buy any item in the game, including the Wand segments. Use a copy of your character disk for insurance and enter Garth's. When the Shop's option menu appears, remove your disk and insert a *Bard's Tale I* character disk before pressing (B)uy. [Some people say any Electronic Arts game disk will do.] By scrolling forward, you'll get a chance to buy everything that exists in the game. Don't scroll back, though, or the screen gets garbled and purchased items won't work. And be sure to replace the first disk before leaving Garth's. This also works with *Bard's Tale I* if you use a II disk. (Works with C 64 and Apple, not tested on others)

A Dozen QuestBusters



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Continued on next page

Duffy

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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: Need help, 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.

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

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, finger-printer. How do I get authorized to visit "authorized personnel only" places? Also need tips for trouble afterwards. M. Bonhomme, POB 778, Mountcastle, 1820 Netherwood Rd, Richmond, VA 23225.

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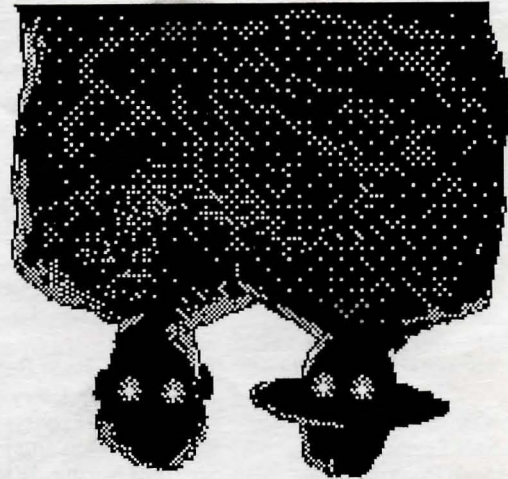


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