

QUESTBUSTERS™

The Adventurer's Newsletter

February, 1987

Vol IV, #2

MIGHT and MAGIC

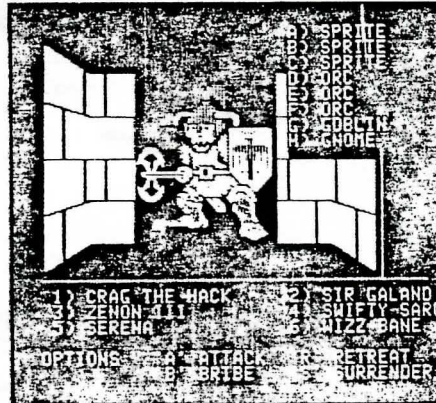
by Charles Don Hall

A "map and hack" game in the tradition of *Wizardry* and *Bard's Tale*, *Might and Magic* puts you in charge of six adventurers wandering through the land of Varn in search of the mysterious Inner Sanctum. Most of the fun is in getting there.

This is a very large game, taking up four disk sides. It's made up of lots of 16 x 16 areas (shown in 3-D perspective like *Bard* and *Wizardry* levels). The main map of Varn is composed of twenty such areas laid out in a 4 x 5 rectangle. [A map of the land included with the game shows general terrain features and the location of towns and castles, but you must still map the outside areas as you travel.] There are five towns and six castles, each representing another 15 x 15 grid. Some have basements, and entrances to several caves and dungeons are scattered across the main map. Counting everything, there are more than 50 areas to explore. Which adds up to (drumroll...) over 13,000 different locations—any of which could contain a clue you need to win the game.

As in *Bard's Tale*, the appearance of the "walls" varies in different locations. This is especially effective outdoors, where the walls depict swamps, deserts, beaches, forests, mountains and glaciers. The terrain is realistically obnoxious...for example, it's quite easy to get lost in deep woods. When you're there, you seem to be in a 1 x 1 location with trees on all four sides. In some directions you can pass freely; in others the forest is too dense...that is, in some directions the forest is like a solid wall in a maze, and in others it has secret doors. Anticipating your next question, there are no spells to make the secret doors visible. Have fun.

As to what's in the mazes...basically, everything. If you've seen it in any other game, it's in this one: teleporters, dark areas, anti-magic areas, riddles, traps, force fields. Along the way you'll



discover such places as Portsmith (the Town of Lewd Women), Trivia Island, about 20 million locked doors that won't open unless you have the correct keys, and—my personal favorite—a bridge that bears a striking resemblance to the Bridge of Eternal Peril in *Monty Python and the Holy Grail*.

The game also features 94 spells, more than 250 items and over 200 monsters. The magic spells are divided into

Portal

Portal was released in December, just in time to win the QuestBusters "Dullest Game of the Year" award. Actually, it's not even a game, though the blurb on the package calls it a "computer novel," which most people interpret as meaning text adventure. Well, there's plenty of text, and there's definitely a computer novel—but there's no adventure and there's no game.

What you get is eleven databases and an "artificial intelligence" named Homer. By accessing the various "dataspaces," as they're labelled, you get to read more of the story. This might be a good design for an adventure game, especially with the inventive icon interface. The problem is that there is no interaction: all you can do is you open up files, read them, then

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two classes (Clerical and Wizardly) and seven levels. The most powerful spells often require the use of magical gems that are destroyed in the process. Fortunately these are fairly easy to find.

During combat the graphics vanish and the presentation is all-text. You can press "control-a" to accelerate the action, but can't cast spells this way. Deaths aren't recorded to disk, which is convenient. If anyone dies (even the entire party) you can restore your saved game without reloading the program.

Quests within a Quest

In addition to the major quest, you'll find numerous minor ones to fulfill. Early in the game you get a clue that says, "If you want a job, visit such-and-such a person in such-and-such a place." After fighting your way past all the monsters guarding him, you get a job delivering papers, which takes you all over the map. When you've finally finished that, it isn't too much longer before you figure out how to get into the castles.

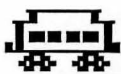
There the management sends you on quests of varying difficulty, such as "Bring me garlic" or "Bring me the head of a medusa." This adds substance and depth to the game, since it gives you medium-range goals to work toward...goals that are much easier to achieve than the long-range goal of finding the Inner Sanctum, and much more satisfying to achieve than the short-range goal of killing the next monster.

Another nice feature is that *Might and Magic* is suitable for players with any amount of gaming experience. For

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Adventure Hotline



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to the
Editor



Games of Tomorrow

Sir-Tech is planning a new graphic adventure for the IBM in the spring. *Seven Spirits of Ra* is based on the legends of the Egyptian god Osiris. Sierra's next 3-D adventure will be *Police Quest*, maybe in April for the IBM first. Then there's *Leisure Suit Larry*...and all their titles will be ready for the Apple IIGS by late spring. (Sierra's Amiga software is being distributed, oddly enough, by Electronic Arts. Sierra's John Williams says they love the Amiga but aren't as enthusiastic about Commodore's management. Incidentally, Sierra's *Wrath of Denethor* (Apple, C-64/128) was released without copy protection. The idea was author Christopher Crim's, who thinks it will sell better at \$25 than if it were protected and sold for \$50. Alternate City: The Dungeon, which we reported as being released already, won't be out for at least another month.

In the next of Penguin's educational (geography) adventures, starring the Spy of *Spy's Demise*, he heads for South America. IBM versions of the first two (both Apple), in which the Spy visits North America and Europe are next. SSI's *Realms of Darkness* may be out for the Apple by now. Jeff Johnson, who wrote *Roadwar 2000*, has left SSI to develop games on his own. Currently he's working up a sequel to *Roadwar*.

Rumor of the Month: A well-known developer is planning a hybrid "fantasy/sports" game: you lead a party of wizards & warriors onto the court to battle the Boston Celtics, one-on-one.

Conversion Update

Atari 8-bit: *Age of Adventure* (now), *Phantasie* (March). ST: *Phantasie II* (now). Amiga: *Space Quest* (March). IBM: *Roadwar 2000*, *Rings of Zilfin*, *Shard of Spring*, *Phantasie*, *Wizard's Crown*, *Wizardry II: Knight of Diamonds* (all first quarter) & *Amnesia*, now (also C-64/128). Apple: *Destiny Knight* by April. *Wizardry* for C-64, Amiga, Atari 8-bit, ST & Amiga by summer.

ACS Contest Winners

Ken St. André can rest a little easier now that he's finished judging the *Adventure Construction Set* contest. The winners: Fantasy, Robert C. Purrenhage for *Festival*; Science Fiction, Albert Jerng for *The Cosmos*; Spy/Mystery (a tie), Will Bryant for *Panama*, and Peter Shroeder for *Codename Viper*. Each got a \$1,000 prize, and their games are being included on future releases of ACS. All contest entries have been turned over to

the ACS Club, which distributes them for \$5 each. For more info: ACS Club, 3421 E. Yale, Phoenix, AZ 85008.

Origin's 1571 Fix

Origin discovered the reason their Commodore versions of *Moebius* and *AutoDuel* suffered loading problems with some 1571s was a new chip used in the drive when Commodore switched manufacturers. They've fixed both programs, so if yours won't work, send it back and they'll replace it. New address: 136 Harvey Rd., Bldg. D, Londonderry, NH 03053.

EA Focuses on RPGs

Electronic Arts' Entertainment division has been reorganized into three divisions, one of which will focus on fantasy role-playing games. Look for *Wastelands* by May or June. EA producer Chris Garske says they'd like to convert *Starflight* for the C-64 and Amiga, but called it "technologically challenging to downsize for the C-64." It will take a year to do, if it can be done. They've also got *Return to Atlantis* in the line-up. EA's new quarterly magazine, *Farther*, is going out to everyone who sent in a warranty card. A *Starflight* clue book is available for \$12.95. Same deal for cluebooks to *Bard I* and *II*.

Online Orc-Slaying

QuantumLink's *Habitat*, the online adventure from Lucasfilms, has been indefinitely postponed. Q says they saw "many more possibilities" during alpha testing, things that would have been harder to fit in after the game was already online. Delphi recently put up four new "mini-adventures" that can be finished in a few minutes—much more economical than playing epic adventures over a modem. (We'll look at two of them next month.) The Questers Online CGBBS, an adventure-oriented BBS, is open from 5-10:30 PM every night at 717-235-6654. We'll be doing a feature on bulletin board & live online adventuring soon, and will also publish a list of many such BBSs around the country.

Piracy Strikes Again

American Eagle (Sherwood Forest) says they'll do no more games due to piracy. They were getting calls for help on *Fractured Faebles* before it was even released! But they might change their minds if they see anything good for the IBM, and Dale Johnson is supposed to have something for that machine.

Dear QuestBusters:
Your new rules for random drawings each month are *very* unfair to inexperienced or plain lousy adventurers like me. I'm new to it and have not even made it through *Zork I* yet, much less new games. Guess people like me won't ever be able to win a free game.

Sheila Hazelwood

We introduced the new rules to round up clues specifically for people like you, figuring this would encourage others to send in more hints—and it's working. But we didn't consider your point, which makes sense. So we'll give away another game, with no requirements at all, every other month. This time Frank Lee Linne got Questron. We'll announce another such winner in April.

Dear QuestBusters:
How do I type in the seven magic words of the Mad God?

Faith Hersey

Several people wondered the same thing after reading Mike Bagnall's walkthru to Bard's Tale in the October, 1986 issue. It should have pointed out that you don't type the words as a sentence, but punch them in one at a time, stomping up and down on that return key after each word: Lie (return) with (return), etc. (return).

Dear QuestBusters:
I saw your EMail numbers in the January issue. Are you thinking about starting a BBS for Keys to the Kingdoms? If so, it would add another point to my long list of reasons entitled "Why I should get a modem."

Scot May

We'll add your letter to our long list of reasons called "Why we should start a BBS for Keys to the Kingdoms". By the way, you can also send clues to us via Delphi Email c/o Yucatan.

QuestBusters™

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KING'S QUEST III: To Heir is Human

by Stephen King

Finally, the long awaited sequel to the *King's Quest* series of three-dimensional animated adventures from Sierra. In this installment you are Prince Alexander, son and heir to King Graham and Queen Valanice, whom we have already met in *King's Quest I* and *II*. You don't find this out until later in the game, but with the sub-title "to heir is human," I guess I haven't given away any national secrets.

Manannan's Place

As *King's Quest III* begins, you find yourself in the mountaintop abode of Manannan, an evil wizard. Manannan, it seems, has a bad habit of kidnapping infant boys and training them to become serfs. Because of their naturally inquisitive and adventurous nature, he makes it his policy to kill them on their eighteenth birthday (or sooner if they turn out to be too precocious). In this segment of the game you are called Gwydion, a name given you by the evil wizard. You need to explore the neighborhood while keeping Manannan appeased so he doesn't punish or kill you.

From time to time the wizard will take a journey, or perhaps go to sleep. During these times you must find everything that you can in Manannan's house and the surrounding areas. A clock at the top of the screen enables you to keep track of the wizard's comings and goings. In this way, you'll be able to accomplish your goals and still get back in time to hide any dangerous items before Manannan shows up again.

Did I say danger? Yes, I did! Each of Sierra's 3-D adventures has been more sophisticated than the previous one, and *King's Quest III* is no exception. In this episode you are required to learn and practice magical spells. Not just the simple brand of magic like that of the Infocom *Enchanter* trilogy, but complex formulae with ingredients that have to be gathered from Manannan's laboratory or other nearby places. These spells, which require the entry of intricate verse, are one of several exceptional innovations introduced in *King's Quest III*.

But wherein lies the danger, you wonder? Well, since (for his own safety) he doesn't want you practicing magic, Manannan will kill you if he finds you have any of the ingredients for the seven

spells. These dangerous items are marked with an asterisk in your inventory list. Since you need at least one of the spells to eventually deal with Manannan, acquiring these items can be a real problem. Not only that, if miscast, a spell could very well backfire on you. Believe me, life ain't easy for a boy named Gwydion!

Seven Spells to Freedom

The seven spells are: 1. Understand the language of creatures 2. Transform into an eagle, or fly 3. Teleport at random 4. Cause a deep sleep 5. Transform another into a cat 6. Brew a storm and finally 7. Become invisible. It is possible to solve the game without preparing all of these spells, but most are necessary to complete the game—and all of them add points to your score. The spells must be prepared in Manannan's laboratory before you start out on your main quest. Since Manannan is such a deterrent to your progress, I suggest you prepare a spell to deal with him before collecting the ingredients for the others.

One word of caution: Save your game before attempting to prepare any spell. I found a bug that randomly changed letters being typed. I thought this was meant as an obstacle to spellcasting but decided it was a bug when I started seeing internal program information. [Sierra says this is the only report of this happening, so it could be a hardware problem, not a bug.]

Another innovation in *King's Quest III* is a built-in map that shows where you've been and allows you to teleport. I suspect this was added to keep the tedious trips across narrow, winding roads to a minimum. Still, nothing comes free. The map is well hidden and it's up to you to find it. It is, of course, one of the dangerous items that will incite Manannan to murder you if he catches you with it upon returning from one of his journeys.

Near Manannan's house you will find the coastal town of Llewddor, complete with mythical creatures you might have encountered elsewhere. Some may need to be dealt with harshly before continuing with your quest. It seems as though evil creatures like to cluster together, but you may also see some nicer people, such as a helpful store owner and a pretty barmaid. Surely the most comical are three bears in their woodland cottage.

Over the Bounding Main

Once you've dealt with Manannan and have all the information available to you in the vicinity of his house, you may set out on your quest for family and home. Not an easy task, since the kingdom of Daventry, from which you come, is located across the ocean. You will need to find a ship that will take you on as a passenger. Watch out for pirates! They mean good to no one and may make you walk the plank!

Little needs to be done at sea. Few items are useful, and much of the time is spent waiting to get to land. This segment would have been better if it were fleshed out. It looks a bit like an afterthought. After reaching shore, your quest is almost over...I said *almost*. You still have to sneak past an abominable character you'll find in the snowcapped mountains and save the princess from an angry fire-breathing dragon. But what's a little fire to a true-born prince such as yourself?

Behind the Screens

King's Quest III is a graphics extravaganza with plenty of color, animation and a quick screen interface. It is even superior to the first two games by virtue of its EGA graphics support, which displays excellent graphics in sixteen colors. Let's not forget sound while we're at it! *King's Quest III* has all the great sound effects of its predecessors, plus some eerie sounding music that plays whenever you are in the vicinity of magic.

The standard character interface was used, so Gwydion/Alexander can be guided either by joystick or cursor keys. If you prefer the cursor keys, press the one that represents your intended direction of travel and he'll walk until he runs into an obstacle or till you hit the same key again. Direction is changed by striking a different arrow.

Communication is achieved by entering traditional adventure-style commands. Typing FAST, SLOW or NORMAL will change Gwydion's pace, or you can toggle through the range of speeds by using a joystick button. The other button is used to display your inventory. If you prefer to operate in the fastest mode, as I do, don't be surprised if you slow down from

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The Pawn

The Parser Wars are heating up again: this British program is armed and dangerous, packing a parser that outguns everything in America except Infocom's—to which it runs a very close second. In fact, the game has the feel of an Infocom adventure with graphics.

A 55-page book, *A Tale of Kerovnia*, sheds light on the background of this fantasy land. It seems the dwarves have been banished by King Erik, who suspected them of assassinating the Queen. The people of Kerovnia no longer feel the dwarves are guilty and want them to return, because the dwarves were famous for brewing the land's finest malt whiskey. Erik is still deciding what to do, and a general election is about to take place, in which the people will choose whether to keep King Erik as their leader or elect a dwarf named Gringo Baconburger. It's called *The Pawn* because everyone in Kerovnia is using you to further their own goals in the political intrigue surrounding the upcoming election.

You enter the story shortly after returning from the supermarket one day. A peculiar old man in a white overcoat passed by, you felt something hit you on the back of the head and awoke the next morning in Kerovnia. On your forearm is a silver band that cannot be removed. Getting rid of it is just one of your goals. You'll discover more as you venture about the land and meet its eccentric inhabitants.

Meet the Guru

The first one I encountered was the Guru, who lives in a mud hut on a nearby hill. Wearing an orange robe, he laughed nonstop at the wristband. When I finally got him to stop, he posed a tougher puzzle: to fetch the "essential nourishment of mortals." Minutes later as I crossed a section of Grassy Plains, Kronos the Wizard flew in on a stone platform and gave me an easier assignment: deliver a note to King Erik in the nearby castle.

Kronos promised a great reward the next time I met him. Delivering the note was simple; the hard part is finding the Wizard again. I don't know what the note said, but the King threw me out of the castle when he read it. Next I met Honest John, Kerovnia's traveling salesman, who

carried an odd assortment of goods on his cart: Silver armour, iron rations, whiskey, ale. Some of these are necessary for tackling the puzzles that litter this magical kingdom, but I had not a single ferg to spend and he wouldn't give me any credit.

Some are the puzzles are simple, some are tricky, some are driving me out of my mind. But all I've seen so far have been perfectly logical. They're especially difficult because the game is extremely tight-fisted when it comes to dropping hints in the text. (Occasionally, however, it will spell out the solution word for word.) Many problems involve objects, while some require grappling with the bizarre Kerovnians.



The result is a good mix of puzzles that will keep you the most seasoned adventurer busy for a long time. You can get killed in the process, but will have to do something particularly dumb or careless—it's not a deadly fantasy. Mapping is mandatory, but the only maze is called "Irrelevant Maze" and described as unnecessary for completing the game. Top score is 350 points, and your score and number of moves is always displayed.

So are the detailed graphics, unless you turn them off. Their quality varies from system to system, with the Amiga and ST versions naturally showing more detail. (Only the Apple II and Mac versions have no graphics at all.) The ability to toggle off the graphics is nothing new, but Magnetic Scrolls, the British designers who produced the program, have implemented this feature in a remarkable new way. If you need to read text that is covered by the picture (only three text lines are visible below it), you can hit a key and scroll the

picture up or down line by line. And there's an abundance of text to read, another reason *Pawn* is like an illustrated Infocom game.

The C-64 version offers yet another option: Cameos. In this mode the picture zooms down into a small rectangle that sits in the upper right-hand corner, so you can see the picture and simultaneously read an entire screen of text. A function key zooms a cameo to full-size. There's no spot animation or sound effects in any of the versions.

Text passages may be brief or extend across screens. The prose is often witty, especially some of the replies from the characters. I asked a guard about the King, and he said: "The King is our ruler. Well, anyway, he's got a lot more money than us." Gringo's campaign pledges include a promise to "rid dungeons of improper use of verbs and mazes of any sort." The description of the Adventurer (a character in the story, not you) had me laughing out loud—and adventure game humor rarely elicits more than a grin or a grimace from This Adventurer.

A World Class Parser

As I noted earlier, the parser is top-notch, drawing on a 3,500-word vocabulary. Commands can be strung together in remarkably complex sentences. Here's an example from the documentation: "Get all except the cases but not the violin case then kill the man eating shrew with the contents of the violin case. Remove the shrew's tail and use it to tie the pole and the noose together." Notice that in the second sentence, the conjunction "and" is used in two different ways, both of which the parser understands. Most parsers can only handle one or the other.

It's a "32-level parser" that can process up to 32 multiple commands at once. With multiple commands, it often proceeds to the next one if any single command is not understood. As most of you know, multiple commands are very useful when you're starting a puzzle (or the entire game) over and have to repeat a lot of actions you know by heart.

The parser understands adjectives, pronouns and a score of abbreviations. You can ask someone about something, or to tell you about something. (But you might not get the same response with these commands, even though you're referring to the same thing.) Other practical forms of interrogation are also permitted.

And if that's not enough, how about cursor control for editing your command? Instead of backspacing to delete a typing error, you can cursor back and forth a space or a word at a time, dash back to the beginning of the command with a single keystroke, and even insert spaces for adding a word you may have omitted. I've seen *word processors* whose cursor features weren't as sophisticated as those in this parser. If only it had the Infocom "oops" feature, this parser would clearly be top gun.

Odds & Ends

You can move in eight directions plus up/down while trekking to the more than 50 locations, most of which are illustrated. It's a two-disk program, and the second one contains nothing but graphics. It won't print text as you play. You can named saved games instead of just give them a number. With all but the C-64 version, the entire program loads into RAM and never accesses the disk except for fresh graphics. Even the 64 version doesn't go to the disk often. The C-128 version is a native 128 program with improved graphics and offers a choice of 40- or 80-column display.

The accompanying book also serves as copy protection. As with the Broderbund games, it asks for a word from a specific page when you restore a game—and occasionally during play. This means you can make back-up copies of the program disks. And the final "odds and ends" item: Yes, there is a dragon and, yes, he will snuff you if you don't solve the puzzle.

If you get stuck, the program has a built-in hint feature. By typing in the encrypted clues in the book—things such as "8h ef 3r"—you can get clues about specific problems. But certain clues can't be obtained until you've scored enough points. I discovered the book contains typos that prevent you from typing all the codes for several clues. If absolutely frustrated, however, you can call Firebird for help: they give hints over the phone.

Conclusions: Not only is the best British adventure I've ever seen, *The Pawn* is also one of the best games of 1986. Magnetic Scrolls has created an imaginative fantasy world, not just another *Zork* clone. (And they're working on another one: *Guild of Thieves*.) With its dry wit, articulate parser and shrewdly conceived puzzles, it is highly recommended for seasoned puzzle-killers.

MacBeth

by Tim Snider

Take the world's most tragic play, a famous game company, and a new concept in adventure gaming. What do you have? I hope it's not this game, which is an English import. Throughout this review I will try to be as impartial as possible (I'm gonna fail, but here goes.)

MacBeth is very tightly based on the tales of William Shakespeare in his epic story of the rise and fall of MacBeth, Scotland's most noteworthy King. The adventure is so tightly wound around the play, in fact, that if you have never read the play, you'll never complete the game. The game designers wisely enclosed an entire copy of the play in the package. But I don't think that most people want to prepare for an adventure as if they're about to take an English exam.

Scene One, Take 32

Because the drama has so many characters, scenes and events, the adventure has been split into four different "scenes" that comprise individual adventures. These fill both the front and back of two disks. In each scene you play a different character and have a fresh goal, so I'll review each adventure individually.

The first asks you to be MacBeth and to "soil your hands with the blood of the enemy." You must either slay or outwit (but usually slay) Scotland's greatest adversaries and recover a letter that will prove useful in the fourth adventure. This is a text adventure with some graphics. Graphics are sub-standard, and the extremely limited parser understands fewer than 100 words. Movement is allowed in only two directions: forward and backward. I'm sorry, but I like moving in at least two dimensions, not one.

In order to complete the first section, you must engage in some of the bloodiest actions I've ever witnessed in an adventure. You get to perform such fun deeds as cutting off someone's head and hanging it on a wall, hacking a warrior to death with a battleaxe, and even cutting

System: Amiga, Apple (64), At 8-bit, ST, C 64, C 128, IBM, Mac

Skill Level: Advanced

Price: C-64, C-128, Atari 8-bit \$39.95; others, \$44.95

Company: Firebird

the finger off a dead body that washed ashore! Doesn't that sound like fun, boys and girls? This adventure is definitely PG-rated, because the text gets just a touch explicit in describing these actions. The real kick in the head is that *you must perform these actions in order to complete the game*. So part one takes the phrase "over-kill" to a new low.

In the second adventure, you play Lady MacBeth as she plots how to kill the King while he stays the night at the castle. (See previous paragraph for definition of over-kill.) But this one's a bit more involved than the previous game. It is set up as an all-text adventure, much like an Infocom game. But don't get me wrong! The resemblance ends there.

To make sure the King does indeed stay the night, you have to see that all is ready when he arrives. That means preparing a banquet, making up his room and attempting to convince your husband to commit the foul deed so that he might become King of Scotland. And, if all that isn't enough, you have exactly 60 minutes until the King arrives, and everything must be in order before he shows up.

And now, the complaints: The text scenes are poorly described. Most of the time you are told nothing except where you are and what is present. There is no "you are there" feeling to the story. It's more like "you are looking over there." Also, there is no character interaction. People you meet in this scene are treated like other objects: you see a ladder, a cup, a servant. It's hard to accept a game as real when it makes no attempt to do so itself.

Scene three places you in the shoes of an apprentice to the three witches, whom most people will remember as the source of the "bubble, bubble, toil and trouble" jingle. Your job is to leave the cauldron area and find the ten ingredients necessary to create the brew that will fulfill MacBeth's destiny.

At this point the whole adventure is entirely graphics-based. Instead of relying on text descriptions of the locations, you must visually identify the contents of each room. This means that the graphics should be adequate enough for the task, which they are not. Another hindrance is that your vocabulary has to be nearly perfect, because unless you know the fourteen synonyms for "rock," you'll be

Continued on page 11

Walkthrus: Essex & View to a Kill

by Brian Smith

Characters move freely about the ship, so they might not be in the room stated here when you arrive there. If this happens and you can't find the person, go to the Intercom Room on the Hangar Deck and say "Ed, where are you?", then go there. You may also have to chase them around once you've found them. If that happens, ignore the next set of directions and use your map to get to the following location. See page 10 for code.

Hangar Bay

Get newspaper. South. [Inside Shuttle] Agent, "How do I hkp ffg?" Agent, "Yjq is the Xrnnejqp?" North. North. North. North. North.

Storeroom Corridor, Amber

Get ukip. South. Give jgnrhwn ukip to Nancy. Nancy, "Give me the hncujnkijv." North. West.

Locker Room

Open locker. Get uniform. Wear uniform. Get comlock. East. South. South. West. [Hangar Turbolift] "Engineering deck" West. North.

Security Station

Give eqonqem to Packer. (If items are taken from you, you can Look Desk here and see them.) South. East. [Engineering Turbolift] "Greenspace deck"

Greenspace Deck

West. West. Look at hqwpvckp. Get eqoowpkecvqt. East. South. East. Look branch. West. North. East. [Greenspace Turbolift] "Hangar Deck." East. North. North. North. West. [Storeroom] Get dqz.

Hangar Deck, the Vollchon Spy

East. East. North. North. [Corridor Branches] Shortly you will hear that the crystal has failed. (When you see htgf:) Rwpj htgf. Look htgf. (Repeat until jg vwtpu into a Vollchon.) Rwpj Vollchon (until security team arrests him). Get weapon. South. East. [Residential Turbolift] "Engineering Deck"

Engineering Deck, Tiny Ed

West. South. West. West. West. South. South. [Platinum Corridor]

(When you see Ed) Ed, "You are not dqtkpi." Ed, "Tell me about cfxgpxvtg." Activate communicator. Benson, "Teleport me."

On Barren Planet

East [Narrow Ledge]. Get nqi. West. South [Quicksand]. Drop nqi. Climb on nqi. East [Bottom Ravine]. Look rocks. East. North. North [Stoney Pocket]. Get tqem. South. West [Narrow Ledge]. Throw tqem. Down [Bottom Ravine]. Get crystal. Activate communicator. Benson, "Teleport me" West. South. Up.



Top Ladder, Platform

Turn on flashlight. North. East. East [Platform]. Open panel. Put etauvcn in panel. Turn off flashlight. West. West. South. Down. East.

Chief's Office

McKinnley, "Where is ffg?" McKinnley, "Where is fcvc ujchv?" West. North. North. North [Security Station]. Push left button. (Follow Klangorn.) South. East. (Turbolift takes you to Computer Deck.) East.

Computer Deck, Guest Room

Turn on flashlight. North. East. Wait (until Kroz goes north). North. West. South. West [Computer Turbolift] "Greenspace Deck"

Greenspace Deck, Inside Hedge

Turn off flashlight. West. South. West. [Inside Hedge] Mtqb, "Give me etauvcn." Wait (until security passes and alarm stops ringing). East. North. East. "Computer Deck"

Computer Deck, Crystal

East. Turn on flashlight. North. [Green Corridor]. Put etauvcn in slot. Turn off flashlight. South. West. "Hangar Deck"

Hangar Deck, Gym

East. North. West. [Gym] Get vcorqkpg. East. South. West. "Computer Deck" [Computer Deck Turbolift] East. South.

Computer Deck, to Captain Dee
Say "Bkbqhtkvb." South. [Corridor End] Drop vcorqkpg. Activate communicator. Benson, "Teleport Kroz" (and Ed if he is with you. Failure to do so results in their deaths.) Lwor on vcorqkpg. Lwor cetaqt pit. East. South. Push switch. Vjty dqz south. South. [Dee's Control Room] Give papers to Dee. North. West. "Bridge" North.

Bridge

Dee, "Fly ship to Malphormalleh" Activate communicator. Benson, "Teleport me." (Ed should be here. If not, you must find him, then say Benson, "Teleport Ed and me".) Benson, "Teleport Ed and me to Malphormalleh."

On Malphormalleh

East. South. South. Up. [In Tree] Get branch. Down. North. West. [Debris] Rqmg rodent with uvkem. (Next time you see any one of the hamsters—named Eewoalk, Widget, Plover, Plugh or Soerctue—say: NAME OF HAMSTER, "Take me to Queen." (Keep waiting; he drags you to Queen Bctuma.)

The Hamster Queen, the Formula

(Ed should be here) Queen, "Tell me about eqtpweqrkc." Queen, "Tell me about oqpuvgt." Queen, "Tell me about eqtpweqrkc." Queen, "We will get eqtpweqrkc." West. North. North. West. [Hand-dug Tunnel] Open airlock. Up. [Inside Ship] Get paper. Down. East. South. South. West. North. Up. East. North. North. East.

Summit of Hill, Castle

Ed, "Look at castle." Ed, "Gpvg castle." Ed, "What is kpukfg castle?" Ed, "Get dqquv." Ed, "Come here." Ed, "Give me the dqquv." Wear dqquv. Activate communicator. Benson, "Teleport Ed." (Otherwise he will die later.) East. South. South.

Lake

(If lake is not frozen, wait until sun goes down and it freezes over.) South (four times). [In Cave] Wave dtcpej. West. Ujqqv crystals with iwp. West. [Hoard] Get machine. East. East. North. North. East. East. North. North. [Next to Crater] Down. Ujqqv wall with

iwp. West. South. South. East.

Queen's Chamber, Klein

"Yes." Give eqtpweqrkc to Queen.
North. North. [Cell] Look Klein.
South. South. West. North. North.
East. [Bottom Crater] Activate
communicator. Benson, "Teleport Klein
and me." West. North. East.
[Engineering Turbolift] "Medical Deck"

Medical Deck

South. South. East. [Doctor's Office]
(Doctor heals you and Klein.) West.
North. North. [Medical Turbolift]
"Service Deck" East. North. West.

Briefing Room

Open terminal. Put neutron snap formula
into input hopper. Wait (until game
ends).



A View to a Kill

by Brian Smith

Ledge

Examine ARR. North. [Snowdrift]
Examine 003 ectghwnnz. Get ycvej.
Wait (until you hear Russians from
South). East. Down.

Bay & Submarine

Kill Russian with umk rqng. South.
[Ice Floe] Insert umk rqng in ring.
Remove skis. Down. Drop skis. Drop
umk rqng. Drop ARR. Open ycvej. Get
oketqejkr. Drop ycvej. Up. West.

M's Office

Show oketqejkr to M. Do you have a
enkr? Put enkr in iwp. Drop oketqejkr.
Get wires. Get calculator. How does the
calculator work? East. South. (Save.)
Up. East.

Restaurant

Look. Get car key. East. [Lookout
Deck] Open bench. Get backpack. Wear
backpack. Jump. Up.

Parking Lot

Unlock door with car key. Open door.
Get in. Close door. Get envelope. Open
envelope. Get printout. Read printout.
Get dcfig. Wear dcfig. Drop envelope.
Drop printout. North. East. North.
North. [Front Drive] Open door. Get
out. East. Up. East. [Second Floor]
Open north door. North.

Bedroom

Rwpej May Day. Mkem May Day.
Hnkr May Day. Mkuu May Day.
South. West. Down. South. [Back
Hallway] Unlock door with yktgu. Open
door. South.

Study

Examine desk ectghwnnz. Unlock desk
with mga. Open drawer. Get checkbook.
Turn calculator on. Examine checkbook
with calculator. Turn calculator off.
Drop checkbook. Open trap door. Down.

Laboratory

Examine metal box ectghwnnz. North.
East. [Garden] No. UEast. North.
West. [Front Drive] Get in. Close door.
West. [Lot] Open door. Get out. Drop
car key. West. South. (Save)

City Hall, White Hall

Unlock door with yktgu. Open door.
East. East. East. [White Hall] My
what pretty gagu. Mkuu Stacey. Give
me the rcuuectf. Unlock door with
rcuuectf. Open door. East.

Howe Office

Drop rcuuectf. Unlock cabinet with
yktgu. Open cabinet. Get folder. Open
folder. Drop folder. Get note. Read
note. Turn calculator on. Examine note
with calculator. Turn calculator off.
Drop note. East. East (to Elevator, and
Stacey must be with you.) Open north
panel. North. Down.

Bottom Shaft, First Office

Open door. South. East. Get hardhat.
Wear hardhat. (Save) West. Down.
East. North.

Second Office, Safe

Examine model carefully. Turn dial right
25. Turn dial left 62. Turn dial right 17.
Open cover. Down.

Main Strike Room

Unlock dome with mga. Open dome.
Take tape. Turn calculator on. Examine
green chip with calculator. Get gun.
North.

Pit

Shoot Zorin. Examine tqem carefully.
Ujqqv tqem . Look. Up.

Outside

Mkuu Stacey

Might & Magic

Continued from page 1

beginners, the manual furnishes extensive
basic information on role-playing games
that most manuals omit: Detailed
instructions on mapping, for example,
including a "complete" map of the first
town. Clues are fairly abundant, and
important ones are always put in at least
two separate locations, in case you
accidentally miss one. And even RPG
veterans will still have to "fight and
figure out" their way to victory. I spent
more than 100 hours on the thing and had
to take countless pages of notes.

My only complaint is the game's
pacing at the very end. In most such
games, you can sense roughly how far
you are from the end, and feel tension
building up as you get closer and closer
to the grand finale—so there's a big
psychological high when it's all over and
the tension is released. In this game,
however, I just sort of tripped over
something, looked down and noticed that
it was the ending.

There were still at least four levels I
hadn't even begun to map and a few
puzzles to solve. So I just sat there,
mouthing the phrase, "You mean it's
OVER???" I hadn't built up any tension,
so I didn't get any psychological high. I
felt sort of cheated. Anyhow, I'll give
you the benefit of my experience: watch
for an item called a Key Card and a place
called the Soul Maze. When you've
encountered both of these, you're only a
few hours away from winning.

Conclusions: There's not much bad I
can say about this game. The graphics
are outstanding, and the puzzles and
"specials" are abundant and well thought-
out. It is suitable for both novice and
veteran gamers. If you liked *Wizardry*
and *Bard's Tale*, you should rush right out
and buy it. [for Apple owners waiting for
Bard's Tale II or *Wizardry IV*, this is
especially true]. If you don't like games
that require intensive mapping on graph
paper, you'll probably want to steer clear
of it. I give *Might and Magic* a 9.9 out
of 10, because I'm *still* ticked off about
the ending.

System: Apple (64K)

Conversions: C-64/128 (this summer)

Skill Level: See Review

Price: \$54.95

Company: New World Computing



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PROTECTED BEHIND THE FLAME LIZARDS, beyond the reach of normal weapons, a cackling wizard begins the eerie chants of a death spell. A spell that can finish the Bard and his party.

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Portal

Continued from page one

open up more files, read them...

The story takes place in the 21st Century, when you return to the planet from a one-man mission to a distant star. While you were in suspended animation for 100 years, the entire population vanished without a trace. Flying from city to city, you finally find a terminal that allows access to the dataspace of Worldnet, a global computer network.

The dataspace is represented by a dozen icons. Choose one with the joystick, and futuristic sound effects play while a message such as "Now entering Central Processing dataspace" pops up in a window. Then you see a text screen and a row of icons below, and punching an icon usually triggers a few flashy visual effects. On the initial screen three files are listed. After opening them, you read messages left long ago by Ezekiel Fortune, who tells of some kind of radiation destroying human life, of The Migration, and of a man named Peter Devore. After relating his realization that everyone in the base where he works has left, Fortune's final file ends in midsentence: "Now I..."

Homing in on Homer

Accessing the History files reveals snatches of intriguing information about the world, then suddenly you encounter Homer, an artificial intelligence grown from crystals. One of the icons shows a picture of the Greek philosopher Homer, and when it starts blinking you can click on it to get a message from this biological AI. What Homer wants to do is find out where all the people went, which coincides with your own goal, since the world is now a lonely place and you would like to join them. Homer, which stands for Heuristic Overview of Matrix Expansion and Reconstruction, suggests you team up to solve this mystery by searching the vast dataspace of Worldnet.

This means that Homer will select a few files for you to read. Sometimes he tells you where to look, sometimes you just have to open one dataspace after another until you find them. Only after you've read all the open files will Homer post new ones for you to examine. There are no puzzles to solve in order to gain access to these files; the only requirement is that you've read everything made available so far.

(Still awake out there? Just recalling this program is putting me to sleep at the computer. But anyway, let's look at the actual story before moving on to a review of a *real* adventure game.)

As a young boy, Peter Devore accidentally tapped into the PsiLink dataspace and wound up linking minds with a woman in suspended animation as she was enroute to the Vega system. This led to his discovery of the Portal, which made The Migration possible.

Obviously there's more to the story (the program covers both sides of two disks and one of a third) but that's the meat of the coconut. Numerous other characters are involved, as well as a multitude of events. And the history of the future, which tells of cities moving underground, the settlement of Antarctica, development of psychic traits and a myriad of other events, is fascinating and imaginative.

The story's presentation is more elaborate than merely choosing a "Chapter One" file, then moving on to "Chapter Two." Each dataspace holds different kinds of files that are presented according to their contents. History, in addition to outlines that list major events during each decade, contains summaries of pertinent happenings. The Psychological dataspace offers information on individuals by showing brightly colored bar graphs. Often a textual report is illustrated with a large graphic. Many parts of the story are recalled from the memories of the people and narrated by Homer, whose original purpose was entertainment and news dissemination.

This mixture of presentation styles is diverting at first, but you can only view so many bar graphs--whose main purpose appears strictly ornamental--before growing weary of it all. There's a good story here, one I might have enjoyed if it were in a book instead of a program. But dragging it out file by file is not my idea of a game or of interactive fiction. In fact, there is no tangible interaction involved, for you can't act--so how can you interact?

Conclusions: Dull, dull, dull. It takes more than a slick interface and a good science fiction story to make a game--you also need a game.

System: Apple (64), C64/128, IBM, Tandy 1000, Macintosh, ST, Amiga
Skill Level: Non-existent
Price: \$39.95
Company: Activision

King's Quest III

Continued from page 3

time to time on screens that have a lot of animated effects.

As usual, the Sierra parser is more than adequate. Not quite as good as the one Infocom uses, but then Infocom can afford the memory they don't use on graphics or sound to house the best possible parser. Still, the *King's Quest* parser is better than most that I've seen. It handles complete sentences and has a large vocabulary. There was a teensy bit of trouble with synonym handling. For instance, if you are in the office but not next to the feather duster when you use the command "Clean office", the game replies "You are not close enough". This causes confusion at times, but it's awfully hard to plug up every logic hole in a program as complex as this one. Replies are displayed in pop-up windows to allow more than the usual one-line response.

King's Quest III comes with three disks, a "getting started" booklet and a play manual. Don't lose this one, because it also contains the spell formulae you'll need to complete the game. Each spell has a Roman numeral to indicate a page number. You start casting a spell by typing "Turn to page X", where X is the Roman numeral of the spell you want to cast. Play is quicker and more convenient if you have two floppies or a hard drive. Twelve different versions of your game can be saved and named with descriptive multi-word titles.
Conclusions: I could find very little to dislike about *King's Quest III*. Whether novice or advanced player, you will enjoy the colorful graphics and clever sound effects.

System: IBM & compatibles, 256K, MS-DOS & double-sided drive required
Conversions: Amiga, Atari ST, Apple IIGS
Skill Level: Intermediate
Price: \$49.95
Company: Sierra

Next Issue

221 B Baker Street
Destiny Knight
Ultima I
Arazok's Tomb
Wrath of Denethenor
Interview: Robert Woodhead

KEYS TO THE KINGDOMS

Destiny Knight

Need more gold? The dummy party routine won't work, but this is even better: go straight to the bank (if you've already spent your gold, sell everything at Garth's first. Pool gold and deposit it. Withdraw it, but before typing in your account number, insert a different character disk. (The gold stays in the account on the first disk, plus you get the same amount.) Replace the first disk, withdraw all from the account and deposit it. You've doubled your gold, a process that may be repeated until you have up to 9999 trillion.

If you begin with strong characters, don't bother with the starter dungeon. You can teleport to the other cities instead: Epheseus (APAR +3), Colosse (APAR +2), Philippi (APAR +4), Corinth (APAR +5), Thessalonica (APAR +6). The tombs are in the middle of Epheseus in the Dark Temple. Take 100,000 gold with you to buy the master key that opens the doors to the rest of the dungeons.

Carl Kukonen

Spell and hit points are increased randomly when characters are promoted. To obtain the maximum, have 2-3 copies of your character disk handy. Save all characters (by removing them) onto your *good* disk. Go to the Review Board. If satisfied with his new stats, save him to the good disk. If not, save to the dummy disk, re-insert the good disk and repeat the process. "Maybes" can be saved to a third disk. Magic users can get a maximum of eight extra spell points each time, while fighters get up to 20 hit points and monks up to ten. Important note about money: the program knows! When you try the Review Board stuff to increase levels, make sure the character you're removing to the dummy disk does not have any gold, or else it will be gone!

These spells don't work according to the manual: MAGM (Sorcerer level 7), affects only one group, not ALL FOES as stated. NILA (ArchMage 4), has an effective range of 60', not 90'. HEAL (Archmage 5) doesn't cure characters who have been turned into stone. [These may be typos in the manual.]

Eric Mitchell

To get a party of all ArchMages (or as many as you want), you need a *Bard's Tale I* character disk with at least one ArchMage on it. Transfer the ArchMage to the *Destiny Knight* character disk with the "update" option and rename him. Then you can repeat the process, again and again.

Ajax Trin

Might & Magic

There are some secret locations not shown on the map of the first Inn. At X15, Y14 (facing west) there's a Statue that gives hints. In the Temple Moonshadow, a secret room is found at X5, Y2, facing north.

Duane Zumwalt

Indiana Jones

Stuck with nowhere to go? Examine uvqpg rcpgn ectghwnnz. Qrgp lcy. To press button, go to vqnd tqo and vcpf jcpf. Return to central chamber and rwuj dwvvpq with jcpf. When wall collapses, killer bats will attack. Ucz "etcfm yjkr" to scare them off.

Terri Pointer & William Carte

Transylvania (Comprehend version)

To get the cross in the new version, go to the ecdkp with the fgg't jgcf and summon the wizard by using the ecnkpki ectf that eqogu with the icog.

Sheila Hazelwood

To decode clues, count back two letters. Numbers & letters in coordinates are not changed. If you've got clues to recent adventures, send them in & qualify for next month's contest.

Waiting for Duffy

Duffy's busy trying to remove a silver wristband, so if you need help, send in a brief ad.

Trinity: How do you get across lawn to Long Water?
Sword of Kadash: How do you get into the dragon's lair?
Tass Times: Where is the Tower? Can help with Sorcerer, Alternate Reality—the City (complete map with all guilds, secret doors, etc.) Samantha Kunz, 651 W. Sheridan Rd., Chicago, IL 60613.



New at adventures, need help with Transylvania. Doug Douglas, 112 Danube Dr., Apt. D, Fairfield, OH 45014.

Destiny Knight: What are the three words of wisdom in Dargoth's Tower? Need help with snare in Maze of Dread. Mike Bagnall, R.D. 1, Box 1025, New Freedom, PA 17349.

King's Quest I: What's the name of the old gnome? Faith Hersey, Rd. 5, Clark Ave., St. Clairsville, OH 43950.

Need help? Have solutions to King's Quest I & II, Phantasie I & II, Ultima III, Bard's Tale I and Dragonworld. Brad Kinman, 510 Laurel Rd., Easley, SC 29640.

Bard's Tale: NEED ANY HELP! Peter Sniderman, 2214 Coronado, Youngstown, OH 44504.

View to a Kill: How do I get by May Day? Get down the elevator alive? Can give graduated hints for Essex, Spellbreaker, Fraktured Faebles, Below the Root, Alice, Crimson Crown, Leather Goddesses, Ballyhoo,

Robot Odyssey & Halley Project. T. Walsh, 116 Howestread Cr., London, Ontario, Canada N6G 2E8. King's Quest II: How do I find mermaid & return bird to antique shop? Can give free help with Alice in Wonderland, Below the Root, Swiss Family, Treasure Island, Zork I, Wishbringer, Seastalker, Hitchhiker, King's Quest I. Leigh Henderson, 5145 Huggins Rd., Michigan Center, MI 49254.

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

Wizardry—Knight of Diamonds: Need solution to last riddle on level six. Mike Bertrand, 5213 Windsor Ave. S., Edinu, MI 55436.

Knight of Diamonds: What is the answer to Sphinx riddle? Bard's Tale: How do I enter Mangar's Tower? (I have onyx key.) Greg Barns, 14 Harding St., Corio, Victoria, Australia 3214

Nine Princes in Amber: Need any help you can give. Moebius: Found last two monks, can't get them to temples. Bard I: Answer to riddle starting "past landscapes fought..." Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

Bard's Tale: Need answer to the poem "Past warscapes fought by men long & dead, and treasures lost on bloodied fields, the One God lifts his thorn-crowned head and lays a strenght on friendly ___?" Also, what is meaning of Magic Mouth's statement, "Pass the light at night", found on 3rd level of sewers? What is most powerful weapons & where is it? Is the throne useful for anything other than pain? Joe McGuire, POB 5231, Newport News, VA 23605.

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



SWAP SHOP

Got a houseful of old adventures? Trade 'em off with a free ad. (Adventures only, no pirated or copied software, limit of 10 games per ad.)

APPLE

Trade/sell: Infocom, \$10-\$15. SSI, \$15-\$20. Others. E.K. Uyetake, 3168 Blanchard St., Los Angeles, CA 90063

To trade: Zork 1 & 2, Starcross, Enchanter, with docs & InvisiClues but no boxes. Looking for originals of other good adventures. Write first: Phil Christensen, USAID/Lesotho, Dept. of State, Washington DC, 20520.

Wanted: Ultima 1. Brad Kinman, 510 Laurel Rd., Easley, SC 29640.

Does anyone have Computer Novel Construction Set (Hayden)? Tom Hayden, 2868 East Ave., Columbus, OH 43202.

Have 7 Bard's Tale characters, 18 & higher levels. Will trade for other characters & wapons. Joe McGuire, POB 5231, Newport News, VA 23605.

Enchanter 2, disk only. Best offer, trade/sell. Looking for DeathMaze, any info appreciated. Samantha Kunz, 651 W. Sheridan Rd., Chicago, IL 60613.

To trade: Phantasie 2, Star Trek, Bard's Tale, Adventure Construction. Want Moebius, Might & Magic. Phil Crowther, 1610 Barnstead Dr., Reston, VA 22094.

Trade only: Mindwheel, Essex, Brimstone, Breakers, Star Trek, Ballyhoo, Moonmist, Goldfinger, King's Quest, Gunslinger, Tass Times & many more. Send your list for mine. Tom

Burns, 2868 East Ave., Columbus, OH 43202.

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

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

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

Trade/sell: \$15—Deadline, Mystery House, Wizard & Princess. Want Zork 1, King's Quest 2 or Ultima 1. F. Hersey, Rd. 5, Clark Ave., St. Clairsville, OH 43950.

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

Cape Coral, FL 33910.

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

COMMODORE 64/128 Interested in buying used, original adventures with docs. Have over 100 to trade, including Planetfall, Transylvania, Mindshadow. Send list of adventures to trade/sell, with SASE. Sheila Hazelwood, 308 Newcastle Dr., Ft. Walton Beach, FL 32548. Cannot answer without SASE.

Trade! Have over 60 games & adventures. Want many older and recent ones. Bob Bowen, 3 Peekskill Rd., Nelsonville, NY 10516,

Want Moebius, Destiny Knight, AutoDuel, ACS, anything else good. Will trade or sell Rendezvous with Rama. Peter Sniderman,

Continued on back page



MacBeth

Continued from page 5

stuck until you find the one the parser understands. There are a few logical errors, too. In the first room, I tried to get the cauldron and was told that it was too hot to touch. Then I tried to get the fire and learned that "You are now holding the fire." You figure it out—I've still got a migraine from trying to make sense out of this logical inconsistency.

And now my main gripe about the third scene: As of now, I still have not left the first room! Movement from room to room is accomplished by performing an action with a preposition, such as "climb up mountain." Normal movement commands don't work here. Well, this form of movement has also stumped ten other people whom I've invited to try and leave that room. So far we're 0-10.

In the fourth and final scene, you play MacBeth once again. Now you're King and are preparing to withstand a final siege at your castle. Everyone has left you, and you are expected to repel the attack singlehandedly. By the way, in the play this is the scene in which MacBeth dies at the hands of the enemy forces, so

the odds aren't even close to being in your favor.

This scene is played like scene two. There are a few things to keep in mind. Occasionally one of the rooms will catch fire from the attack. If you pass through one of these areas, you have just a few seconds to get out before you die! Also, enemy guards are slowly starting to break in. If you meet any of them, you had better have found a weapon. Lastly, MacDuff, the man who kills you in the play, arrives about 50 minutes into the final scene. The game designers have challenged you to rewrite the play's ending. I was intrigued by the idea, but slowly lost interest while hiding in a closet, awaiting the inevitable.

The package includes a special little program that some people will find amusing. In this you can play either MacBeth or Lady MacBeth and undergo psychoanalysis! You'll be asked a series of questions by "the Bard" and are expected to answer in character. I found this more fun than all four of the adventures!

Conclusions: I feel this is a less-than-average educational program, not an adventure game. If any English teachers

are reading this, *MacBeth* is recommended only for you. Because so much knowledge of the play is required, it could be considered a new form of educational software that makes learning more fun by letting the student become the characters. Unfortunately, even this idea is crippled by the presentation style. I have played many Avalon Hill games, and no one could be more disappointed by this than I.

System: C-64/128

Conversions: Apple (late summer)

Skill Level: Intermediate

Price: \$25

Company: Avalon Hill

Contest Winners

Terri Pointer won an IBM *Amnesia* in this month's Keys to the Kingdoms contest. (To qualify for each month's drawing, you have to send in a clue within the past 30 days; it does not have to be published for you to win.) Last month's Keys winners, Richard Rasmussen, got Destiny Knight. For his walkthru of Essex, Brian Smith won an Apple version of King's Quest 2.

First Class



TO:

Goleta CA 93117
87/07



Wayne, PA 19087
202 Elgin Ct.
The Adventurer's Newsletter
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SWAP SHOP

Continued from page 11

2214 Coronado, Youngstown, OH 44504.

Sale/trade: Shard of Spring, Moebius, Roadwar, Labyrinth, \$25 each. Wizard's Crown, Rings of Zilfin, Ultima 4, \$20 each. All have docs. Want AutoDuel, Leather Goddesses, Fairlight. Write Randy Sluganski, 74 Estella Ave., Pittsburgh, PA 15211.

Want all Ultimas, Moebius, Zilfin, AutoDuel. Will trade or sell Cutthroats, Amazon, Countdown to Shutdown. H. Stecker, 406 S. Cambridge, MN 55008.

Sale/trade: Suspended, Starcross, Deadline, all Zorks, Quest for Holy Grail, See-kah of Assiah, Gates of Dawn, Give my Regards to Broad St. \$15 each. Quest, Phantasie 1 & 2, \$26.50 each. Want Brimstone, Mindwheel. Write first. S. Bugaj, POB 1997, Hampton, NY 11937.

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

Have Planetfall, Aztec, Treasure Island to trade for other originals with docs. Also will buy some adventures. Send list & price to Jeff Muxlow, 8957 Burnside Rd., Brown City, MI 48416.

Sell/trade: 64 Book [for C-128], utilities disk. Want any Infocom but Hitchhiker or Zorks. Mike Bagnall, RD #1, Box 95, New Freedom, PA 17349.

IBM & Quest-alikes

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

Want to buy Wishbringer, with docs and box. Jennifer Shulman, 12 Ardmore Rd., Scarsdale, NY 10583.

Trade/sell (\$25 each):

Borrowed Time, Sherlock Holmes, King's Quest 1 & 2, Spellbreaker, Hitchhiker, Planetfall, Suspect, Enchanter, all Zorks, Sorcerer, Rendezvous with Rama. Will trade for The Quest, Starcross, Ballyhoo, Amazon, Witness, Infidel & others. Byron Byrd, 5160 Verdun Ave., Los Angeles, CA 90043.

ATARI

For sale, \$15: Realm of Impossibility. \$20 each, Zork 2 & 3, entire Enchanter series, Hitchhiker, 7 Cities of Gold, Cutthroats, Ultima 1. \$22: Zork 1 with map & hint book. \$35: Ultima 3. All with docs, boxes. J. Weigley, 327 S. Smedley St., Philadelphia, PA 19103.

ST games wanted. Send list of your games. David Aultfather, 13209 Dessau Rd., Austin, TX 78753,

800: Universe 1, all Infocom, many more. C. Muller, 514 SW 34th St., Apt. 6, Gainesville, FL 32607.

Want adventures for 800 & 130XE. Brian Smith, 3035 Montego, Plano, TX 75023.

ST: Trade/sell Oo-topos, Apschai Trilogy, Time Bandits, Starfleet 1. Want Sundog. Wm. C. Johnson, 20 Tioga Way, Chico, CA 95920

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