QuestBusters™

The Adventurer's Journal

June, 1987 Vol IV, #6

Phantasie III: Wrath of Nikademus

by Charles Don Hall

This is the climactic game in Winston Douglas Wood's *Phantasie* trilogy. As the series opened, the evil wizard Nikademus launched a campaign to take over the world. Already he had conquered the islands of Gelnor and Ferronrah, and had made much progress on the continent of Scandor. In *Phantasie I* you controlled a party of six adventurers who freed Gelnor from Nikademus' evil lieutenant, the nameless Dark Lord. In *Phantasie II* these adventurers lifted the terrible curse on Ferronrah by destroying the magic crystal that maintained the spell.

In *Phantasie III* they must track down and destroy Nikademus himself, a quest that will take them through the continent of Scandor, the Planes of Light and Dark, and the Third Level of the Netherworld. Characters from either of the first two games may be transferred over, but they will lose most of their gold and experience. If you don't have any you can simply create a new party.

Filmon Fills You In

The game opens near the headquarters of Filmon the Sage, whose help proved so invaluable in the first two games. He'll send you on the first of a series of quests...after completing each one you return to him for further instructions. Your quests will take you to such diverse places as the Castle of Light, the dwarven burial grounds and a battlefield surrounding the tent of the legendary Lord Wood. Along the way you'll have a few run-ins with Nikademus, who threatens a terrible fate to anyone refusing to join him in the service of Evil.

The dungeons are done in the usual *Phantasie* style: When you enter one, you are looking at an aerial view of a large white space. As you walk through the dungeon, the doors and corridors are drawn on the white space as they become visible, until finally you have a blueprint of the whole area. If you've avoided fantasy role-playing games because you hate to map, then the *Phantasie* series is definitely worth looking into.

A New System

The first two games in the series used almost the same playing system, but several major changes have been made in the new version. The most important one is the new combat system. Damage is now done to specific areas of the body. Each character has six body parts (head, torso, arms and legs) and a total number of hit points. Any body part can be OK, injured, broken, or gone; a stick-figure character showing the status of each body part for all characters is always onscreen. When a character is hit, he loses hit points; there's also a chance that part of his body will be damaged. The probability seems to depend on how many hit points the character lost, compared to how many remain.

Injured body parts can be used normally, but broken and removed ones cause various problems. A dwarf with a removed head, for example, is more or less dead, and an elf with a broken right arm is unable to fight or cast spells. This will prove upsetting to people who have seen "Monty Python and the Holy Grail" and think they should be able to fight with all their arms and legs removed. ("Come back, coward! I'll bite your kneecaps off!")

Monsters are also susceptible to body part damage, though their anatomies sometimes differ. Snakes, for example, don't have arms or legs. The other major addition to combat are bows, which allow

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Shadowgate

ICOM Simulations' latest icon-based adventure for the Mac commences outside the crumbling ruins of a once grand fortress—Shadowgate, lair of the dreaded Warlock God. As the Druid wizard Lakmir explained prior to your arrival, you are the only one who can prevent the Warlock God from summoning the Behemoth, a monstrous Titan bound on destroying the land. That could severely damage your real estate holdings in this fantasy world, so naturally you mouse over, double-click on the door and enter.

Light My Fire

The interface introduced in *Deja Vu* and improved in *Uninvited* is again harnessed effectively and dramatically. An icon depicting a torch blazes in your inventory window. Unless you constantly replenish your supply of torches you'll soon be dancing in the dark with an anti-social dragon. But instead of typing "get torch" when you spy one on the wall, you drag its icon into the inventory window. (Now *that's* object manipulation.) Examine, open, operate and five other commands can be executed on a specific item by clicking on your choice in the command window and then on the object.

You can also operate an object on another, lighting one torch to with another, for example. Speech, though playing an understated role here, is conducted by clicking on a person or thing and typing your sentence into a special window that materializes after you click on the "speak" command.

Like *Deja Vu* and *Uninvited*, *Shadowgate*'s main window is a showcase for a dazzling display of computer art. These scenes are occasionally embellished with spot animation, such as a rat scurrying across the stone floor. Other windows show inventory, commands and known exits. Windows may be moved around and resized, which is especially handy for the inventory window. You can double-click on things to examine them, or on a door to open or enter it. The program spans a pair of 400K disks; disk two can be copied to a hard disk for speedier access.

Slimed Again!

This fortress of fear is lined with boobytraps, secret passages and trap doors. I quickly developed a bad habit of double-clicking on the trapdoors to

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Adventure Hotline

AD&D On Computer

SSI has signed a letter of intent to publish computer versions of TSR's *Advanced Dungeons & Dragons*. They're planning "at least ten different role-playing and several action games" for Commodore, Apple, IBM, ST and Amiga. The licensing agreement will span five years, and the first games are expected early next year.

New Titles

Electronic Arts' *Legacy of the Ancients* just arrived and looks like the C-64 game for the summer. It's by Chuck and John Dougherty, best known for *Questron*, and has several action games built into the role-playing system. The *Golden Path* from Firebird was announced but still hasn't shown up. Neither has their *Guild of Thieves*, by the creators of *The Pawn*. *Wastelands* may not materialize until November or even March of next year. Infocom's latest entries, *Stationfall* and *Lurking Horror*, arrived in new packaging that does not open up like a book. The pre-release version of Origin System's *RAGER*, an all-text adventure by Muffy and Michael Berlyn, looks pretty sharp. Unusual story and excellent interface.

Conversions

The Amiga *Roadwar 2000* should be out by late June, and *Phantasie* is supposed to have already shipped for the Amiga. SSI has announced ST conversions of *Wizard's Crown* and *Rings of Zilfin*, but we still haven't seen them. The IIGS version of *Bard's Tale I* was "ramped up," according to EA's Chris Garske, which means enhanced to take advantage of the new computer's special features. That means fresh graphics instead of just porting over those from the Amiga version. The ST and IBM *Bard* should be ready by August or September. *AutoDuel* is out for the Atari 8-bit.

Electronic Books Shelved

Broderbund is killing all their Electronic Novels except *Breakers*, and the still unreleased *Ronin* may never be published.

Collecting Objects

Activision picked up distribution for New World Computing's *Might and Magic*, which software distributor CSS says is their number one game (*Destiny Knight* was number two). Electronic Arts grabbed distribution of the Intellicreation line, including adventures such as *Alternate Reality* (*The Dungeon* was still unreleased in late May) and *Mercenary*.

Ultima Goes on Paper and On-line

Richard Garriott revealed that the gaming system developed for *Ultima V* will be marketed on paper so it can be played like *D & D* and other traditional RPGs. Origin is also working on a program that enables one computer to serve as host for live, on-line *Ultima* games. Graphics will be stored on each player's disk, so only raw information goes over the phone lines, to speed up the game. Garriott also said he's working on a *new* gaming system—but *Ultima* will continue, so don't panic.

Not Sold in Stores

A number of Infocom titles were recently "delisted," which means they're available only by ordering from Infocom's 800 number (262-6868) or the Status Line. *The Witness*, *Starcross*, *Suspended*, *Deadline*, *Infidel* and *Seastalker* were also reduced to $14.95. *A Mind Forever Voyaging*, *Zork II* and *III*, *Cutthroats*, *Sorcerer* and *Spellbreaker* were delisted with no price cuts. You can get *Planetfall* for $14.95 with a coupon included in *Stationfall*, and *Lurking Horror* has a similar coupon for *Suspect*. Infocom's Mike Dornbrook, whom longstanding Zork Users Group members will recall, says their goal is to keep 10-15 "active titles" for distribution to retail outlets. However, you'll still be able to find most of the older titles in stores until supplies run out. (Check "Passport to Adventure" for an even better bargain on *Deadline* and *Suspended*.)

Contest Winners

The winner of this month's random drawing was Don Schreiber, who gets the game of his choice. So will Perry Davis, who won the *Keys* contest. (To enter, just send in a clue to a recent game.) For the *Space Quest* walkthru, new Guild member Allen Reinwasser got *Spell of Destruction*, and William Carte gets *Suspect* for his solution to *HiJinx*. The latest Guild members are: Brian Anderson, whose work on *Might & Magic* is being combined with William Carte's, Raymond Fong for his walkthrough of *Rings of Zilfin* and Juha Kahilainen for a *King's Quest III* solution. We are seeking solutions for *Perry Mason* and *Murder on the Mississippi*, *Shadowgate* and others.

Letters to the Editor

Dear QuestBusters:
Just wondering—it's May 7 and I didn't get the May issue yet. But I got the April issue on March 31.
Michael Pearson

Your letter was postmarked May 7, the day the May issue started going out. Sometimes we get an issue out the last week of the preceeding month, sometimes it goes out the first week of the month, and occasionally takes an extra week. If your QB doesn't show up by the 20th, though, it was probably gobbled by a Postal sorting machine—in that case, write and we'll send another copy.

Dear QuestBusters:
Where can I find the *Book of Adventures* clue books you used to sell?
Larry McClain

We've had them back-ordered for months, and the phone at Continental Software (who bought them from HABA-Arrays) was disconnected, as was their 800 number. If we can find the books, you'll see them listed on the back page again. But do not even consider panicking, for Origin Systems will soon be publishing the first QuestBusters clue book, with coded solutions and maps for most of the games from 1986 and the first half of this year. (Which subscribers will be able to get at a special discount.)

Dear QuestBusters:
If I may make a suggestion: NUMBER EVERY PAGE! PUT 3-RING BINDER HOLES SO WE MAY SAVE THEM NEATLY! Thank you.
D.M. Campbell

OK, we've begun numbering more pages. But hole-punching is an aesthetic decision better left to the individual.

QuestBusters™

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Accolade's Interactive Comics

Though several computer games have already been based on comic strips—games like *B.C.* and *Spy vs. Spy*—this is the first such adventure game. Sierra's games emulate animated cartoons, but this one brings the "panels and balloons" comic strip from the Sunday funnies to the computer monitor.

Your onscreen persona is "Steve Keene, Private Spy." Keene gets assignments for various missions, then bolts into town or around the world in pursuit of the bad guys. There are supposed to be two themes, which I assume means long-range goals, in the game. (The first is finding a kidnapped professor.)

Illustrations are presented in an inventive manner. After reading and looking over the first panel, you punch the joystick button and brisk disk access leads to the appearance of the next panel in the strip. Up to four regular-size panels will fill the screen, and odd-shaped panels are often mixed in for variety. When the "page" is full, you jackhammer that button again and see a page-turning visual, then the first panel of the next page is seen in the top left quarter of the screen.

The artwork is dynamic, and sophisticated spot animation brightens each panel. Keene's face shifts back and forth through a series of expressions when he gets confused or excited about something. Lots of other things—a movie projector, a helicopter, a "self-reproducing fire hydrant"—are brought to life in this manner, which is one of the game's strong points. And there are so many graphics, they take up both sides of *three* disks. (But the program doesn't support two drives, and you can save only one game in progress on the game disk.) Simple sound effects are also heard.

Multiple Choice

When a character talks, his mouth flaps and words fill the balloon over his head. There is no traditional parser. The balloon and its text are inverted (white letters on black) if you've reached a decision point, where you can move the joystick to cycle through a series of alternative decisions in the balloon and choose the current one by stabbing the button. Typically you'll be responding to another character's question, or picking one of the plans of action Keene is contemplating. Sometimes, though, they are presented in the picture rather than a balloon. In one scene you move the joystick to point an arrow and choose whether to enter a building via the door or window.

This reduces the game to a "multiple choice" adventure in which you can't interact as freely with the characters and environment as in a conventional adventure. You don't have a real inventory, and picking the correct answers

while passing through a series of decision points is more important than object manipulation or character interaction involving dialogue composed by the player. Wrong decisions frequently lead to death.

The use of balloons as vehicles for menus has already been seen in *Brattacus*, where the technique worked but the rest of the interface didn't, and in *King of Chicago*, which failed due to ugly pictures and lack of a save feature. It is the inventive graphics scheme—which conveys the sense of reading a comic strip on the screen, one whose story you can affect—that is *Accolade's Comics*' contribution to the graphic adventure.

Back to the Arcade

Many of the obstacles to success are not logical puzzles, however, but arcade games. After the Telarium debacle, which culminated with all the arcade sequences being ripped out of their graphic adventures, I was surprised to see *eight* mini-games in this one. (Telarium has still not released a new adventure since—funny, it's been so long I can't remember the name; and *Starman Jones*, their next Heinlein title, has been postponed repeatedly since last summer.)

It's a misconception to state that arcade games should not be incorporated into an adventure because adventurers don't like them. In fact, many of us enjoy action games. The problem is that the arcade games usually seen in adventures are usually too slow, superficial and not as well-animated (except for the Sierra games) as dedicated action games. There are plenty of great arcade games to choose from when I feel like blasting away a few thousand space ships (an excellent method for relieving frustration after getting hopelessly lost in a maze, being unable to find the Gold Key, and having your party wiped out by a level one orc). Besides, solving an adventure is tough enough without having to master yet another variation on "move and shoot."

A typical mini-game is the one called "Robots." Your character stands at the bottom of several halls and throws bombs at power sockets while avoiding robots, who are flinging radioactive waste and various objects at him. You get five lives, and the game restarts (without rebooting) at the mini-game if you get killed. The animation is way too slow to have any fun at these games. (I played the Apple version, and the Commodore game is probably faster.)

You can infer a lot about the other games from their names: Swimmer, Climber, JetPack, Conveyor Belt, etc.—basically they look and play like scenarios for videogames that never made it (except for etc., which was my favorite). A "practice videogame" option is available from the title screen. Plan on using it before you even play the real game, since there is no way to turn off the mini-games and get on with the adventure as in *Ring Quest*.

Conclusions: Accolade has succeeded in bringing interactive comics to the small screen with an original presentation scheme. Hopefully they will put more puzzles and fewer—better still, *no*—videogames in the next one. Though it was fun reading onscreen comics, I spent too much time looking and reading than actually interacting. *Comics* is lightweight entertainment that you may want to check out just to see the innovative illustration scheme. But don't plan on completing it unless you love playing rather flimsy videogames.

System: Apple and C-64
Skill Level: Novice
Price: $39.95
Company: Accolade

Richard Garriott

Interview

QB: What can you reveal about the actual plot of *Ultima V*?

Garriott: Let me give you a little prehistory. After becoming an avatar in *Ultima IV*, you were whisked away back to the real world. The Codex of Ultimate Wisdom is at the bottom of a dungeon in the middle of a volcano, the Stygian Abyss. The Council of Wizards raises the Codex to the surface by turning the volcano almost inside out. The result is an Olympus-style mountain with a big shrine on top where anyone can come and see the Codex. But this brought a lot of matter to the surface, which created a great underground void throughout the land, a new terrain we're calling the Underworld. It's just as big as the surface map of *Ultima IV*, and the dungeons now connect the surface with the Underworld.

Lord British takes a group of stalwart heroes to explore and chart the Underworld. Unfortunately, the monsters in the dungeons have found their way into the Underworld, where they bred and mutated. So you have whole *new* breeds of monsters—pure figments of my imagination that have not been in any previous *Ultima*, that are not out of mythology—with whole new capabilities and ways of interacting with the player. While exploring the Underworld, Lord British and his crew are wiped out. His scribe makes it back to the surface, and his story causes turmoil.

Blackthorn, who was also in *Ultima IV*, declares martial law and instigates a form of government like the Spanish Inquisition, which forces the people to uphold the virtues. The heroes that were with you in *Ultima IV*, knowing this is wrong, become Robin Hood-style outlaws. They call you back to straighten things out and hopefully find Lord British. This story will be presented in an adventure-style introduction like the one in *Ultima IV*.

QB: So it will be twice as big as the previous one?

Garriott: Actually, it's even bigger than that. There are twice as many towns, each an average of two stories tall: Some are up to five levels tall, and others are just one.

QB: How many characters in a party?

Garriott: You can take up to six at once. However, there's a group of sixteen people who can come in and out of your party. And you can drop off members at inns and pick them up later.

QB: How has the combat system changed?

Garriott: In previous *Ultimas* the combat systems were not designed out on paper ahead of time. I kind of ranked weapons in order of strength...the higher up the list of weapons you got, the better the weapon. Now I've actually designed an entire gaming system, including magic and combat, that is just as good to play on paper as on the computer. It's extremely well-balanced, both the weapons, armor and magic, and we've been balancing the costs and uses of those things for six months—essentially by playing *Ultima* on paper. [See the Adventure Hotline for more details.]

This means each weapon is much more carefully designed for balance compared to the others. Formerly you could only have one readied weapon and one readied armor. Now every piece can be added and subtracted off your body at will: helms and shields, torso armor, rings, amulets, one-handed and two-handed weapons, and all the bows and things, each taking up the appropriate space on your body. Instead of "ready weapon" and "ready armor" commands, there's now just a "ready" command that shows an entire equipment list. As you flag things, a little helm shows up next to the helm you're using, or a sword appears beside your sword...

QB: What's new in the magic system?

Garriott: I really liked the way the component system turned out in *Ultima IV*, with the reagents, which I made appear as logical as possible. Now I've gone a step further: The spells themselves are made up of Latinish roots that must be put together in syllables to form a spell's name. For instance, *vas* means big, and *flam* means flame, so *vas flam* means big flame, which is the fireball spell. To cast it, you hit "C" for cast, "V" for *vas* and "F" for *flam*. Very few keystrokes.

There are sixteen root syllables, and once you learn their meaning you can guess what other spells would be. They're very easy to learn (everyone here goes around casting spells at each other, whether or not they really exist in the game yet), and it's kind of like learning the reagents. Once you know that ginseng is for healing, black pearls are for projectile spells, and the general use of the others, you can figure out the components needed for the spells whose formulae were not revealed in *Ultima IV*'s manual. Similarly, if you don't know how to say the fireball spell, it's easy to figure out what it would be. So again, the magic book will be incomplete, and you'll get to do your own research on certain spells. Anytime you need to know anything on spells, reagents, equipment and so on, the upper window that shows player stats always presents a little menu of all the things you have, so you never have to go to z-stats, then back to the command to do it.

QB: Visually the interface will be similar, then?

Garriott: The same visual orientation, but with a great deal of differences. For instance, there is almost windowing. But I'm not arbitrarily plopping windows down anywhere. All my windows go right over the player stats area, and there are a *lot* of them. Then on the main graphics screen there are 512 tiles—twice as many as in *Ultima IV*. You know how tile graphics look so blocky; for instance, where coastlines and grass meet it looks very rectangular? But I now have enough tiles that I can do smooth, curved coastlines, jaggedy coastlines, a little beach between the water and the grass—and the detail level is extremely high. There are new terrains, like desert, oases, cacti, different kinds of trees. I've got two styles of brush that can make the edges smooth and more visually interesting. There are 256 characters in the character set, including the runic language seen on the map. People can talk in that language, and you can read the signposts in the runic font. So you'll have to learn to read the runes (a key is included) to get by. In the buildings there is a much higher degree of detail: tables, chairs, beds, lampposts, little cisterns of water, fireplaces, log racks, bookshelves with books...

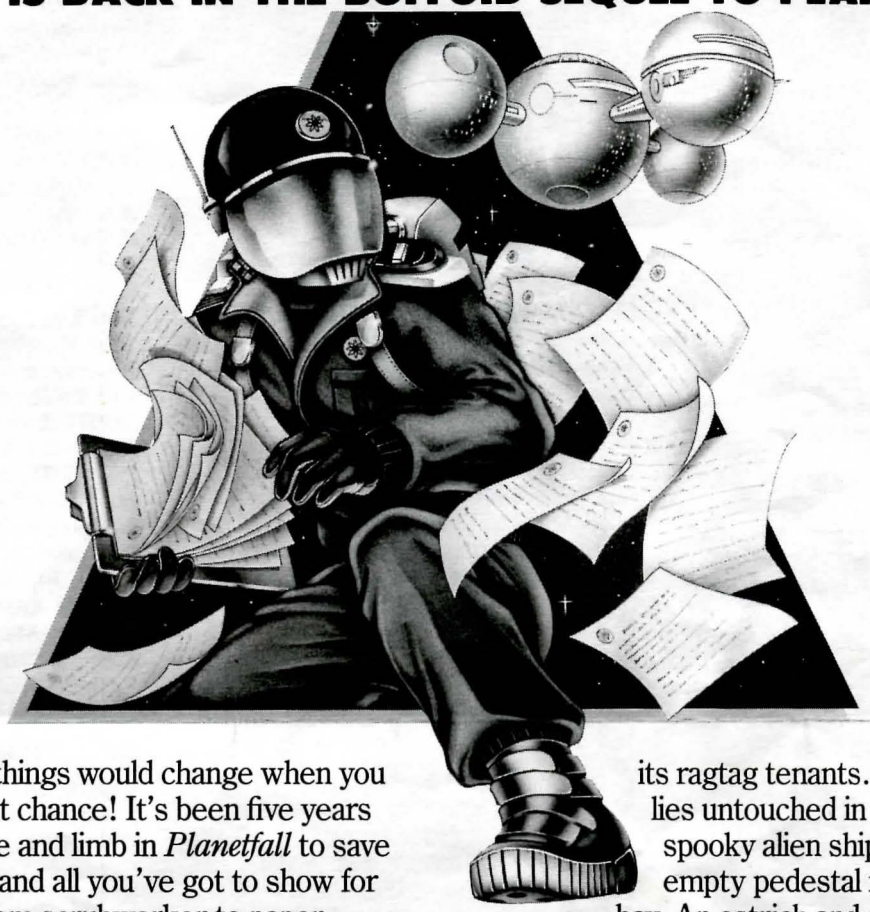
...in addition to the regular sound effects and Mockingboard music, we'll have new sounds for all the objects that normally make noise: waterfalls, fountains, the bard's music, clocks that go tick-tock. The hands on the clock display the correct time of day, and you can watch the hands go around on the cuckoo clock, which chimes the correct number of times on the hour, every hour.

The other new level of detail is in the non-player characters. In previous *Ultimas*, NPCs could stand still, attract the player, or just bumble around. In *V*, people go through regular duties on a daily cycle. They get out of bed in the

Continued on page nine

STATIONFALL™

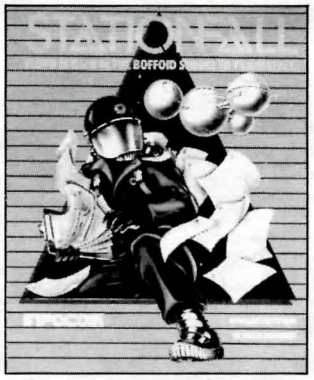
FLOYD IS BACK IN THE BOFFOID SEQUEL TO PLANETFALL®



So you thought things would change when you became a hero? Fat chance! It's been five years since you risked life and limb in *Planetfall* to save the planet Resida, and all you've got to show for it is a promotion from scrubworker to paper-pusher. Your tedious assignment for today: an emergency mission to Space Station Gamma Delta Gamma 777-G 59/59 Sector Alpha-Mu-79 to pick up a supply of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms.

At least you've drawn a good companion for the journey. It's your old pal Floyd—the very same mischievous little robot, crayons and paddleball at the ready, who was your helpful buddy in *Planetfall*.

Getting to the space station is easy. But once there, you find it strangely deserted. Even the seedy space village surrounding the station is missing its ragtag tenants. A bowl of soup lies untouched in the mess hall. A spooky alien ship carrying only an empty pedestal rests in a docking bay. An ostrich and an Arcturian balloon creature are found, abandoned but in perfect health. A captain's log describes the mysterious breakdown of machinery, demonstrated by a roving hull-welder who seems bent on your destruction. And finally even Floyd begins acting oddly...



Infocom's interactive fiction gives you the leading role in a vividly-descriptive story. In *Stationfall,* author Steve Meretzky continues your adventures in the Stellar Patrol, as you struggle to overcome the dangerous forces at work in the space station. Even if you've never played *Planetfall,* you will enjoy *Stationfall:* the puzzles will challenge your intellect, the humor will keep you laughing, and Floyd will win your heart.

INFOCOM

125 CambridgePark Drive
Cambridge, MA 02140

Infocom interactive fiction is available for most personal computers.

Stationfall is a trademark and *Planetfall* is a registered trademark of Infocom, Inc.

Walkthrus: Hollywood Hijinx & Space Quest

by William Carte

South Junction
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floor. W.

Living Room
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Game Room
Examine Tokyo. [Save game] Push
❊❒❋❋■ button (three times). Push
❂●✿❋❋ button (twice). Push
◗❋❊▼❋ button (twice). Push
❊❒❋❋■ button (until creature is in front of monument). Push
❂●✿❋❋ button. Push ❂●◆❋
button. Push ❊❒❋❋■ button (until
snout touches dome). Push ❒❋❋ button
(three times). Get ring. S. Drop ring.
Enter closet. Get bucket. N. N.
Unlock door. Open door. N. [Patio]
Get orange card. N. NW. Get shovel.
NE.

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closet door. Enter closet. Wait. Wait.
Open door. N.

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▲●❋❋❋ ❒❒❑❋❋❋▼❑❒ Turn
▲●❋❋❋ ❒❒❑❋❋❋▼❑❒ on.
❋❑❋◆▲ ▲●❋❋❋
❒❒❑❋❋❋▼❑❒. Get ❋❋●○. Put
❋❋●○ in ❋❋●○
❒❒❑❋❋❋▼❑❒. Remove ●❋■▲
❋✿❒. Turn ❋❊●○
❒❒❑❋❋❋▼❑❒ on. ❒❋✿❋
▲❋❒❋❋■. (Write down the tune
you're told to play.) Turn ❋❊●○
❒❒❑❋❋❋▼❑❒ off. ✳◆❒■
▲●❋❋❋ ❒❒❑❋❋❋▼❑❒ off.
Drop ●❋■▲ ❋✿❒. Drop photo and
letter. N. W. W. S. E. E.

Parlor
❑❒❋■ ❒❊✿■❑. Get violet card.
❒●✿❙ (▼◆■❋ you were told to in
booth). ❒◆▲❋ ❒❊✿■❑
■❑❒▼❊. Down. S. Remove dirty
pillar. Drop dirty pillar. N. Up.
❒◆▲❋ ❒❊✿■❑ ▲❑◆▼❋.
❒◆▲❋ ❒❊✿■❑ ▲❑◆▼❊.
Down. N. Get ○❋▼❋❒. S. Up.
W. W. Drop ○❋▼❋❒. N. W. W.
Get matchbox. Down. Open door. S.
Get blue card. N.

Cellar
▼◆❒■ ❋❑○❒◆▼❋❒ ❑■. Put
❒❋❋ card in slot. Put ❙❋●●❒◗ card
in slot. Put ❑❒✿■❋❋ card in slot.
Put ❊❒❋❋■ card in slot. Put
❂●◆❋ card in slot. Put ❋■❋❋❋❑
card in slot. Put ❖❋❑●❋▼ card in
slot. ❒❋✿❋ ❋❊▲❒●✿❙.
❒◆▲❋ ❂◆▼▼❑■. t◆❒■
❋❑○❒◆▼❋❒ ❑❋❋. Up. E. S.
Get phone. Dial (number from
❋❑○❒◆▼❋❒ ❋❊▲❒●✿❙). N.
W. Down. [Cellar] Get ▼❑◆❒❋❋.
Up. E. Get ▼❋❊■ ❒✿❒❋❒. E.
Put ▼❋❊■ ❒✿❒❋❒ on ❙❋●●❒◗
❒✿❒❋❒. N. N. NW. NE. N.

Entrance to Hedge Maze
[Save] (1) N, E, N, N. (2) W, W, W,
W. (3) W, N, W, S. (4) W, W, N, W.
(5) S, E, S, E. (6) N, E, S, W. (7) N,
W, S, W. (8) N, W, S, W. (9) N, E, N,
E. (10) N, E, E, N. (11) E, S, E, E.
(12) S, E, N, E. (13) N, E, S, W. (14)
S, W, S, E. (15) N, W, S. ❋❋❋ with
▲❊❑❖❋●. Get ▲▼✿○❒. [Save]

Center of Hedge Maze
(1) N, E, S, W. (2) N, E, N, E . (3) N,
W, S, W. (4) S, W, N, W. (5) W, N,
W, S. (6) W, W, S, W. (7) S, W, S, E.
(8) N, E, S, E. (9) N, E, S, E. (10) N,
W, S, W. (11) N, W, N, E. (12) S, E,
E, N. (13) E, S, E, E. (14) E, E, E, S.
(15) S, W, S. [Maze Entrance] E. N.

Cannon Emplacement
Get ball. Put ❂✿●● in cannon. open
○✿▼❋❋❂❑❙. Get ○✿▼❋❋.
Examine cannon. ▲▼❒❋❋❋
○✿▼❋❋. ●❋❋❋▼ ❋◆▲❋.
open ❋❑○❒✿❒▼○❋■▼. Get
○✿▲❋. E. S. W. S. S. Drop
stamp, mask, toupee and thin paper.
Drop yellow paper, shovel and matchbox.
Up. Open door. Enter closet. Get
▲❋❊▲. N. Down. W. Get ❒❋❋
▲▼✿▼◆❋▼▼❋. E. N. N. E. N.
East.

Top Landing
Drop flashlight. Wear ▲❋❊▲. Down.
Remove ▲❋❊▲. Drop ▲❋❊▲. Get
○✿▼❋❋. ❋❋■❋▼❋
❋✿■❋●❋. Put ◗❂❙ on ○✿▼❋❋.
Extinguish ❋✿■❋●❋. ▲◗❋○. S.
Down. Down. W. Up. Up. N.
●❋❋❋▼ ○✿▼❋❋. ❋❋■❋▼❋
❋✿■❋●❋. N. Up.

Bomb Shelter
❒◆●● ❋❊✿❊■. ❒✿❊▲❋
●❋❋▼ ❋■❋ of ❒●✿■❋.
❂◆❒■ ❒❑❒❋. ▲▼✿✿■❋ on
❒❋❋❋▼ ❋■❋ of ❒●✿■❋. Drop
❋✿■❋●❋. Get ladder. Down. Hang
ladder on hooks. Examine safe.
❒❋✿❋ ❒●✿❑◆❋. Turn dial
●❋❋▼ ▼❑ ❋❑◆❒. Turn dial
❒❋❋❋▼ ▼❑ ❋❋❖❋. Turn dial
●❋❋▼ ▼❑ ▲❋❖❋■. Open safe.
Get film. Get ■❑▼❋ and ❒❋❋.
Read note. Up. Up. E. E. Get
flashlight. W. S. W. S. S. Drop
film. Up. Enter closet. Put ❒❋❋ in
hole.

Prop Vault
Get sword. ❊❊▼ ❋❋❒○✿■ with
sword. Get mop. ❊❊▼ ❋❋❒○✿■
with mop. Get clippers. ❊❊▼
❋❋❒○✿■ with clippers. (If
❊❋❒○✿■ has already taken one of
these, get whatever is left—the
▼❋❊❒❊ item will ◗❑❒❋ regardless
of which one you take.) ◆■▼❋❋
❋❊●❋❋❋✿❒❋❋

Space Quest

by Allen Reinwasser

In this solution "D" and "U" mean to enter the elevator in the current room.

Arcada
W. W. W. ▲❋✿❒❋❊ ❂❑❋❙.
❊❋▼ ❋❋❙❋✿❒❊. E. E. (Wait for
man in library.) Look at man. Examine
▲❋❒❋❋■ (on ❋❒■▲❑●❋.)
✿▲▼❒✿● ❂❑❋❙. Get
❋✿❒▼❒❋❋❋❋. W. D. E. D. E.

Press ❑❑✻■ ❂❁❙ ✻❑❑❑ ❂◆▼▼❑■ (at console with two red buttons). E. ✻■▲✻❑▼ ✻✻❙✻❑✻ (in ▲●❑▼ by door). D. ❑❑✻▲▲ ❑✻✻✻▼ ❂◆▼▼❑■. ❑❑✻▲▲ ●✻✻▼ ❂◆▼▼❑■. Get ▲◆✻▼. Get ✳✪✻✻✻▼. ❑❑✻▲▲ ✪✻❑●❑✻✻ ❂◆▼▼❑■ (on other side of railing). W. Push ❑●✪▼✻❑❑❍ ❂◆▼▼❑■ (on ✻❑■▲❑●✻). Enter ❑❑✻. Close door. ❂◆✻✻●✻ ❂✻●▼. ❑❑✻▲▲ ❑❑❩✻❑ ❂◆▼▼❑■. ❑❑✻▲▲ ✪◆▼❑■✪❖ ❂◆▼▼❑■. ❑◆●● ▼✻❑❑▼▼●✻.

Desert on Kerona
◆■❂◆✻✻●✻ ❂✻●▼. Get. ✻✻▼. Exit pod. Get ✳●✪▲▲ (at ✻❑❑■▼ ❑✻ ❑❑✻). E. E. E. N. (Up path on left. Stop halfway up and wait for ▲❑✻✻✻❑ to drop before proceeding.) W. (If you get thirsty, open ✻✻▼ and drink water.)

On Bridge
(Move behind ❑❑✻✻ and wait until ▲❑✻✻✻❑ is under it.) ❑◆▲✻ ❑❑✻✻. W. N. E. E. Walk between ✪❑✻✻✻▲.

In Cave
Get ❑❑✻✻. W. (Move against north wall, then west past grating.) Put ❑❑✻✻ in ✻❑●✻ (on ✻✻❙▲✻❑). N. W. (Go left at back of cave). Use ✳●✪▲▲ (at ❂✻✪❍▲) E. (through top exit). (At acid drops, wait for first two to fall simultaneously, then move past them and stop. Go when third drop falls.) E. Turn on ✳✪✻✻✻▼. E. (Listen to ✪●✻✻■ in Hologram Room, who returns you to surface.)

Rocky Plateua to the Orrat's Cave
(Follow map to the cave and save before entering. Type "▼✻❑❑❩ ✻✪■" but don't hit return, then enter cave and move behind rocks. Now hit return and go to piece of Orrat.) Get piece. (Follow map back to arches and return to Hologram Room.)

Hologram Room, Alien's Hideout
Drop piece. N. ✻■▲✻❑▼ ✻✪❑▼❑✻✻✻✻ (in ✻❑■▲❑●✻). Get ✻✪❑▼❑✻✻✻✻. [Save] Enter skimmer. Turn key. (Dodge rocks until you reach town.)

Ulence Flats
Get key. Exit. (Wait for alien who wants to buy skimmer.) No. (When he returns, say "yes.") N. Look around (behind building). Get ❂◆✻✻❁❙❑✻✻▲. S. (Enter bar. After alien is blasted at slot machine, play until you have 250 buckazoids. Always bet the limit and save when your bankroll is increased. Then stand at bar.)

Phantasie III

Continued from page one

characters to hit monsters in any rank and inflict much more damage than the "Throw Rock" option in *Phantasie II*. There are only two new spells.

Disgruntled veterans will glad to know that a "Transfer Item" option has been added to the town menu. This lets you transfer or sell items without resorting to the hated "Distribute and Sell" option that slowed play so much in the first two games. The graphics are also improved, with taller, more detailed and better-animated characters and monsters. The window showing the countryside or maze is smaller than in previous games, and on the left side instead of the right, where the characters and monsters now reside.

There are several minor changes, but the only other major one is that after advancing a level, a character may train in any three of his ten skills. These are the same as in the previous games: attack, defend, swim, find traps, etc. So fighters can concentrate on getting their attack skills high, wizards on defending, and thieves on unlocking early in the game, and can learn less important ones later.

Give coupon. Drink beer. Buy beer. Drink beer. Buy beer. Drink beer. (Exit bar. N. E.

Droids R Us and Tiny's Used Spacecraft
(Enter Droids R Us and go upstairs.) Buy droid (at ▼❑❑ ❑✻ ▲▼✪✻❑▲, then follow map to Tiny's and go north to ▲✳●❖✻❑ ▲✻✻❑ before he approaches you.) ❂◆❙ ▲✻✻❑ (after Tiny arrives). Enter ship. ●❑✪✻ ✻❑❑✻✻. ✻✻ (to droid). ❩✻✪❑ ✻✻▼❑✪✻✻ (when you reach Deltaur). Exit ship. (Fly to airlock door in center.) Open door. N. (to enter airlock door).

Onboard the Deltaur
(Wait on left side of door for droid to enter.) N. ❑❑✻■ ▼❑◆■✻. ✻■▼✻❑ ▼❑◆■✻. ❑❑✻■ ▼❑◆■✻ (after being carried off). Open ✻❑❑❑ (on ❩✪▲✻✻■✻ ❍✪✻✻✻■✻). Enter ❍✪✻✻✻■✻. Open door (after ▲✪❑✻✻■ ●✻✪❖✻▲). (Follow map to Catwalk.) Look at ◆■✻✻❑❑❍. E. Give ✻✻ ✻✪❑✻. (When droid leaves, go to end of counter.) Get ✳❑✻■✪✻✻. (Return to counter and get pulseray from droid.) W. ✻❑❑❑ ✳❑✻■✪✻✻ (over ▲✪❑✻✻■). [Save] Go to Star Generator Room.

Star Generator Room
▲✻✪❑✻✳ ▲✪❑✻✻■. Get ✻✻❖✻✻✻. ❑◆▲✳ ❂◆▼▼❑■. ✻❙✪❍✻■✻ ❑✪■✻● (on ✻❑■▲❑●✻). (Select ✖✗✕✗, then hit enter.) Taking right elevator in Elevator Room and enter ship. ❑◆▲✳ ❂◆▼▼❑■.

The QuestBusters Code

✪ = A	❂ = B	✻ = C	✻ = D
✻ = E	✻ = F	✳ = G	✳ = H
✻ = I	✳ = J	✻ = K	● = L
○ = M	■ = N	❑ = O	❒ = P
❑ = Q	❒ = R	▲ = S	▼ = T
◆ = U	❖ = V	❩ = W	❙ = X
❙ = Y	❚ = Z	∞ = 1	⊷ = 2
✓ = 3	✔ = 4	✕ = 5	✖ = 6
✗ = 7	✘ = 8	✙ = 9	🖉 = 0

Quest for Gripes

My biggest complaint with this game has to be all the advertising and packaging that crows about how you get to explore a whole continent instead of a little island. Scandor is a continent, but one that's drawn on a very small scale. The map takes up 25 sectors, which is comparable to the sizes of the maps of Gelnor and Ferronrah. Also, this game has fewer puzzles and special features than the other two. This is probably because of the overhead required by the new combat system. I would have preferred easier combat and more puzzles.

Finally, the endgame just about drove me crazy. Getting from the last town to the last dungeon involves walking across vast stretches of monster-infested wasteland and lava fields. When you get to the last dungeon, you spend the whole time searching vast stretches of monster-infested corridors for the single interesting location. The nicest thing I can say this phase is that it's much easier than the *Phantasie II* endgame. Before you start this section, make sure you have a dozen "Restore Magic" potions, and be prepared to use the "Beg for Mercy" option every chance you get (bad for morale!).

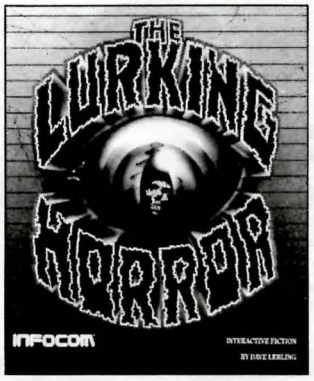
The Final Conflict

...makes it all worthwhile. Remember that Nikademus asked you to join him in the service of Evil? When you finally meet him, you have a choice of allying with him or fighting him. I, of course, immediately chose the former option...I had a sudden vision of helping him conquer the rest of the world, then being rewarded with a few sectors in Gelnor where I could set up a techno-fascist state where computer programmers would be worshipped as gods and allowed to do pretty much anything they want. I didn't get to do this because my party was obliterated in combat with the forces of Good. I must've spent a week fighting that battle over and over again, trying to win it. I don't think it's possible. Growl, mutter.

Continued on page eleven

Ever since you arrived at G.U.E. Tech, you've heard stories about the old campus basements and storage rooms, some so ancient that they contain only rotting piles of unidentifiable junk. You've heard about the decrepit underground tunnels, crumbling into hazardous piles of timber and concrete. And you've vowed never to set foot in any of them.

But tonight, with a blizzard raging outside and the classrooms empty of all but a few diehard hackers, something draws you into the dark nether regions of the institute. Perhaps it's the howling storm, making the outdoors as threatening as anything you could imagine within. Or perhaps it's the terrifying dream you had, hinting at horrific mysteries below and leaving you with a strange object that seems to lead you inexorably downward.



Suddenly, you're in a world that rivals your most hideous visions, a realm of horror lying in wait beneath the calm corridors and study halls. Shapes emerge from dark corners. Eerie sounds draw closer. Slimy passageways lead to sights so ghastly that they will feed your nightmares for weeks.

Infocom's interactive fiction gives you the leading role in a vividly-descriptive story. In *The Lurking Horror,* author Dave Lebling turns an everyday world into a frightening web of uncertainty. You'll face ingenious puzzles, unique characters, and chilling twists of plot as you explore the nightmarish depths of the institute and confront the horror lurking below.

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Infocom interactive fiction is available for most personal computers.

The Lurking Horror is a trademark of Infocom, Inc.

Richard Garriott

Continued from page four

morning, they go to work, they eat lunch at mealtime, go back to work, and at night they go to bed. You can stand outside Lord British's castle and watch the day go by. In the evening you'll see a new set of guards come out, and the current guards go to bed. Alternately one guard will go eat at the pub, and the other will do so when he returns. The same thing happens in other places, like the pub. At night the drawbridges go up in all the cities, the archways have portcullises that drop to prevent access at times. And you get to watch this kind of thing happen all day, in every town, with every person.

This means I can set up a city you're not supposed to enter, the bad guy's castle, for instance, where the guards are set to attack if you come close. That means you'll have to wait until you see the guards changing to get into the castle. So your timing becomes much more important, because people are moving around logically on their everyday activities, and you have to plan your actions based on the movements of the guards, the status of the drawbridges and portcullises, and other factors.

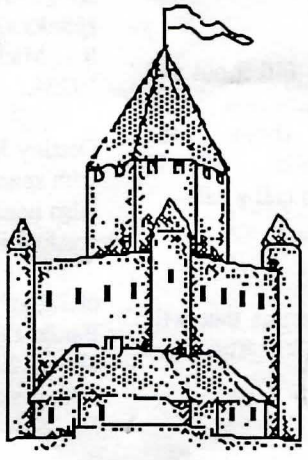
QB: How will you be able to interact with the NPCs?

Garriott: In *Ultima IV* you could communicate with people by using key phrases: name, job, health and two special key phrases for each person. And each person could ask you one yes/no question. Now we're using three times the data space for a person's conversation, and all characters are capable of communicating with you on any number of subjects, not a set number. They can ask you any question—not just yes or no. They can ask your favorite color, and have a response for all the major colors. And within their conversations there are all sorts of special codes for responding with your name or their name, or to go on to a different question or interact with you in other ways. So conversation is much more realistic.

QB: How about the dungeons?

Garriott: There are *three* different kinds of dungeons—brick, mine shaft and cavern—and two different styles of wall within any one passage. In a dungeon with brick walls, there can also be skeletons manacled to the wall at certain spots. The alternate wall in the mine shaft are collapsed passageways, and stalagtites and things in the caverns. Every segment of walls in the dungeons is an individually hand-drawn bit-mapped image, ok? And all the objects in the corridors are also hand-drawn and masked together perfectly, so the ladder doesn't disturb the background except for a black pixel around the ladder.

The fountains in the dungeons are now bit-mapped, water actually flows in them, and you get sound effects. In caverns you can stand in a long corridor of stalagtites and see each individual one drip water, see the drop hit the ground in a little puddle, and hear a little splash. So the sound effects are going on all around you in these different environments, to lend an air of authenticity. And the monsters are animated, bit-mapped and masked.



QB: Will there be gems to help in mapping?

Garriott: Yes, but we're still debating their cost—whether they should be easy to obtain, or if we should make them very difficult, forcing people to map more. I hate mapping, so I was planning to keep it at the same level as in *Ultima IV*. But some of the programmers are mappers and are bidding to make the gems more expensive. The keys, however, have definitely changed. Traps, secret doors, and things like that have difficulty levels. If you successfully unlock a door with a key, you keep the key. But if you're not successful the key is broken. The entire system of interaction with the world is now much more logical and definable. I can tell you in numbers the probabilities of your being able to do something, whereas in previous *Ultima*s I probably wouldn't be able to do so. I just kind of did it until it looked right.

QB: Will *Ultima V* be more difficult?

Garriott: There is more space to explore, but that doesn't necessarily make it any harder. The number of quests and their individual levels of difficulties will be approximately the same as in *Ultima IV*. We are trying to work in more logic puzzles in this one, as opposed to "follow the path" puzzles, which is facilitated a lot by the day and night variations, the way conversations can act, and that players can remember you. One might give you a new piece of information the second time you meet him, so it's no longer a case of "talk to everyone once, and you know everything there is to know in that town."

QB: Which makes it impossible to win through brute force?

Garriott: Exactly. Another thing is that if you kill someone in a town, they're dead forever. So you don't want to go around wiping out towns until you're sure you know everything you should. Because if you kill someone that's important before the time is nigh, the odds are good you've lost something important.

QB: Can you restore the dungeons to their original status?

Garriott: You can restore the entire game, actually, which is what you would have to do.

QB: Now for The Big Question: When?

Garriott: Our current timeline has us finishing it in June and releasing it [for the Apple] in July.

QB: How many other people are involved?

Garriott: Five people are working on it now. I worked on it alone for a year-and-a-half, but when it became obvious that this project was so much larger, even than *Ultima IV*—which took about two years—I hired on more people. Steve Meuse started writing all my editors and creating new ones, like dungeon editors. And he integrated them into one package that's like an "Ultima Creation Package" almost anyone could use. John Miles has become lead programmer for most of the aspects I'm not personally working on. I'm doing more of the creative things, like designing towns, plots, scenarios and conversations, whereas most of the coding is being done by other people. The other two are Mark Hamner and Tom Morita.

QB: When will the conversions be ready?

Garriott: We're very confident the C-64 version will be out within two months after the Apple, and we're trying to get the IBM one out before Christmas. We're now writing most of the code for the 16-bit machines—IBM, Amiga, IIGS and ST—in C, which allows us to port products between them much more rapidly. So all four are tied together, but it's hard to say which will follow the IBM.

Next Month: Space Rogue & Pirates

KEYS TO THE KINGDOMS

Phantasie III

Thieves start out with better bows than any other class. After your party is created, make five extra thieves and give their bows to the other members of your party. Don't waste too many points on increasing your characters' "Swim" skills. There aren't any large expanses of water to cross. To get into the room in the southwest of the giant's dungeon, carry the "Key of Light." To get to the plane of darkness, push the "✱2" button on the machine in Chronos' castle.

Charles Don Hall

Bureaucracy

To get cash from the bank, get a withdrawal slip. Fill it out and enter $75 for the amount. Go to the deposit window and give it and the ■❋✳✪▼❖❖❋ ✱✳❋❑◆❋ (from the ❋❑❒▼❖❖✳❋ ✳❑◆▲❋) to the teller. Voila! $75 in your account. Now got withdraw it and go home to call a cab.

T.G. Slinger

Might and Magic

At x4, y9 and x4, y7 in area C-2, there are fountains that will temporarily boost some attribute or your level to 30. This lasts until you rest or complete a battle.

Marie Walz

Moebius

In Realm of Fire, use Spirit spell to get to the prison island of the good priests. Stop spell and ask one to follow you, then go to the gate and save. Take shortest route back to main island: Go 2-S, 1-SW, 1-S, 8-SW, 1-W to statue. If priest made it, save the game. If not, restart and try again. When he does, go 5-SW, 9-W to the entrance of Fire Island. Repeat with the other priest to obtain an item needed to complete the quest.

Perry Davis

Hitchhiker's Guide

To get the Babel Fish, you need the satchel, gown, towel and ✳◆■✳ ○✪✳● from the ❒❑❒✱✳. Hang gown on hook, put towel on drain, put satchel in front of robot panel, and put ○✪✳● on satchel. Press button. Get all but ○✪✳●. ❋●✳❒ ▲◗✳▼✱✳ for clue on how to get the atomic vector plotter.

John Pontaoe

Roadwar 2000

At the outset, search for vehicles until you have six, then go to ○❑◆■▼✪✳■ ❖✳❋◗, for a full set of Cronies. To determine if your Doctor and Sergeant should be replaced, note the number of casualties or promotions you get with them. If you have a saved game and find a potential replacement for either, take him and then compare the different results. If the new one is better, keep him; otherwise revert to the saved game. (Saving frequently is vital, especially in the beginning. But first make sure no one is diseased or starving before a save.)

Eric Mitchell

To decode clues, see page 7. If you've got clues to recent adventures, send them in & qualify for next month's contest.

Waiting for Duffy

Duffy's lost at the CES Show, so if you need help, send in a brief ad.

Brimstone: How do you get out of the Fury? Can give free help on Alice in Wonderland, Below the Root, Swiss Family Robinson, Zork 1 & 2, Hitchhiker and King's Quest 1 & 2. Leigh Henderson, 5145 Huggins Rd., Michigan Center, MI 49254.

Destiny Knight: Need help with snare in Maze of Dread. Also need sequence of wisdom in Dargoth's Tower. Where is elven king in Rings of Zilfin? Can help with Bard's Tale, Shard of Spring, Ultima 2 & 3. Pat Jankowski, 16301 Dearborn Dr., Stilwell, KS 66085.

Destiny Knight: What do you do with speedboots, elf boots, sorcerstaff, Ali's carpet, breath ring? Is there something special about using Pipes of Pan? Rick Coté, Rt. 5, Box 382-B, Vashon, WA 98070.

Need help with Rendezvous with Rama and Aliens. C. Brown, 3314 E. Lee St., Tucson, AZ 85716.

Desperately need hints or complete solutions to Labyrinth, Mercenary, Spellbreaker, Brimstone. Tracy Gross, 2203 Park Ave., St. Joseph, MO 64503.

Need help with Zorro. R. Como, 94 Walker St., Staten Island, NY 10302.

Graduated hints for Bard 1 and 2, Amazon, most Infocom. Send SASE to Michael Bagnall, RD #1, Box 1025, New Freedom, PA 17349.

Can get not guilty plea in Perry Mason. How the heck do I get murderer to confess? Edgar Bork, 3202 Haggard St., Orlando, FL 32812.

Borrowed Time: Ffound claim stub in shack with Mavis. Want to go to Stiles Parking Lot. How do I avoid getting killed by thugs who shoot me every second turn after leaving the shack? Tony Fournier, R.D. # 3, Box 112, Bainbridge, NY 13733

Ring Quest: Need help! Ted Aicher, 2819 Gilham St., Philadelphia, PA 19149.

Ultima 2: How do I kill Minax? Have ring, but when I try to kill her she has gone to another corner. Can help with all Zorks, King's Quest 1 & 2, Wizardry 1 & 2, and Phantasie 2. Mike Bertrand, 5213 Windsor, Ave. S, Edina, MN 55436.

Can help with both Bard's Tales, any Ultima, Moebius, most Infocom. R. Carpana, 2838 Roebling Ave., Bronx, NY 10461.

Need help in Dragonworld, Fantastic Four, Bard's Tale. Send SASE for help with Tass Times, Tracer Sanction, Borrowed Time, Mindshadow. Chris Jacobs, 12 Spring Ave., Wakefield, MA 01880.

9 Princes: need help. Can help with Amazon, all King's Quest, Space Quest, others. T. Draper, POB 4366, South Bend, IN 46634

Volunteers Needed!

If you can field questions about specific games, let us know & we'll publish a list of addresses to speed up the process of getting clues. Those requesting help will be asked to send SASE, & we hope to get at least one person from each coast and Canada for each game. The list will be updated every three months & mailed to those who request it.

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

Want Tass Times, Bronze Dragon. Have 20+ level Bard characters & items to trade for unusual weapons, armor, etc. Also have Moebius, Hitchhiker, Bard 1 & 2. Write for list. J. Pontaoe, 820-D S. May, Chicago, IL 60607.

Will trade Moebius, Amnesia, Oo-topos, Crimson Crown, Xyphus, Bard 1 & 2. Want Might & Magic, Realms of Darkness, other RPGs. G. Politis, 7277 Leighton Rd., Columbus, GA 31904.

Want Time Zone, complete original package. M. Ingrassia, 5 N. Ohioville Rd., New Paltz, NY 12561.

Trade/sell: Phantasie 3, Ogre, Realms of Darkness, Autoduel. Want Labyrinth, Might & Magic. B. Johnson, 11743 N. Willow Cir., Houston, TX 77071.

For sale: Ultima 1, Moebius, Autoduel, Phantasie 2, Wizardry 1 & 2, Might & Magic, Bronze Dragon. Most $10 or less. J. Hollingsworth, POB 27, Kelso, WA 98626.

Complete doc/box: Suspect, Moonmist, Ballyhoo, HiJinx, Bureaucracy, $25 each. T. Slinger, 17300 17th St., Suite J-322, Tustin, CA 92680.

To Trade: Ultima 4, Moebius, Transylvania, Sword of Kadash, Nine Princes in Amber, Treasure Island. Want Spellbreaker, Bronze Dragon, Hacker 1 & 2. Write first. Eric Shew, Rte. 2, Box 147, Pullman, WA 99163.

Many new/old games to trade or sell. Want anything good. Send list. J. Champlin, Moffat Rd., Nelsonville, NY 10516.

For sale: Wizardry 3, Phantasie 2, Bard 1, Moebius, Autoduel, Ultima 4. Jim Hollingsworth, POB 27, Kelso, WA 98626.

$10 or less @: Enchanter, Zork 3, Bard's Tale, Amnesia, Perry Mason, Ultima 4, Prisoner 2 & more. Send SASE for list. Andy Humphrey, 12301 Mountain Rd., Albuquerque, NM 87112.

$15 @: Gemstone Warrior, Expedition Amazon. $20 @: Mystery House, Empire of Overmind, Cyborg, 7 Cities of Gold, Suspended. $25 @: Ultima 3, Bard's Song. Will buy or trade for Timeship with docs. Write first. Have other games too. Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

Sale: Tracer Sanction, Zork 1, Suspended, Temple of Apshai. $15 @ (no docs with Tracer). Have others to sell or trade. C. Jacobs, 12 Spring Ave, Wakefield, MA 01880.

COMMODORE 64/128

Want Standing Stones with complete docs. M. Bagnall, RD #1, Box 1025, New Freedom, PA 17349.

$20 @: Trinity, Moonmist, Labyrinth, Ultima 1. $10 @: Wishbringer, Deadline, Oo-topos, Seastalker, Zork 1. Write 1st. C. Konecnik, 873 Yorkshire Lane, Crystal Lake, IL 60014.

Will buy/trade, especially interested in older games like early Scott Adams. Send list. Sheila Hazelwood, 308 Newcastle Dr., Ft. Walton Beach, FL 32548.

Sell/trade: Autoduel, $35. Zork 1, Hitchhiker, Mindwheel, Rendezvous with Rama, $20. Want Ultima 2. Allen Zurcher, POB 652, Edinboro, PA 16412-0652. Send SASE for reply.

Will trade my games & solutions for yours. Send list

Continued on back page

Shadowgate

Continued from page one

examine them, only to enter them and break my neck. (Of course, I also fell out of the treehouse in *King's Quest III* four times the same night.) And the place is wall-to-wall with monsters. Wraiths, mummies and banshees—once I was even slimed, a thoroughly messy way to die.

Throughout the game I heard well-digitized screams, wails, clunks and thuds, but the sound effects didn't impress me as much as those in *Uninvited*—especially when the dog howled in the game and I looked out the window for it. The *real* window.

My initial explorations were limited to two rooms. After finding a key, I quickly found a half-dozen more rooms (and as many ways to die) before running into another dead-end. The only logical inconsistency I encountered was a shark in an underground lake; orcs I can believe in, but freshwater sharks? Besides moving objects and operating them on each other, you can "consume" things such as potions and food, though the only thing I've consumed so far has been a mouthful of slime and a few gulps of water from the underground lake.

The text frequently refers to elves, dwarves, hobgoblins and their ilk. But nowhere does the documentation illuminate their world, their way of life, their history. Those little trinkets and doodads included with Infocom and Origin games are more than mere trinkets and doodads: They provide background and actual physical evidence—in the form of travel brochures, coins, matchbooks and other paraphernalia—that *conclusively* establishes the reality of the fantasy world in which your adventure unfolds. (At least while your playing it.)

But the *Shadowgate* manual reveals less about the story's background than Oliver North told Congress about ContraGate. You don't even know what country you're in; in fact, all you really know are the names of the wizard who got you into this mess and the one you have to kill to get out of it. The puzzles, graphics and game system are top-notch. That one extra coat of polish, however, could have enriched the playing experience so much more.

Conclusions: The most dramatic departure from conventional graphic adventures since Sierra's *King's Quest* series, the fluid playing style of the ICOM games easily outclasses other efforts at a no-typing interface. This one has the feel of *Uninvited* in a different setting, and fans of that one can't go wrong here. Recommended.

System: Mac 512, Plus, Mac II & SE
Conversions: Amiga (by Christmas?)
Skill Level: Intermediate
Price: $49.95
Company: Mindscape

Phantasie III

Continued from page seven

The last battle is a little easier to win if you fight Nikademus. And once it's all over, you're treated to a spectacular sound-and-light show that describes in exquisite detail exactly what a great gamer you are. This is the best ending I've seen since *Questron*. It more than makes up for the long walk from the last town to Nikademus.

Conclusions: By way of comparison, *Phantasie I* was easily the best game in the series. *Phantasie II* was weaker, due to the toughness of the monsters and the time you had to spend wandering around in the wilderness until you found some key items. *Phantasie III* is comparable to *Phantasie II* in enjoyability, and its major flaw is that its plot is not as complex as that of the others. They're all good, solid, playable fantasy RPG's, but only the first one is really outstanding. Those unfamiliar with the series should play it first. If you've played the others and you're not *completely* Phantasied out, then you'll find this an enjoyable but unspectacular conclusion.

System: Apple II
Conversions: Commodore 64/128 (April), ST (May)
Skill Level: Intermediate
Price: $39.95
Company: SSI

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SWAP SHOP

Continued from page 11

for mine. Bob Brickeen, 1811 Greenbriar, Troy, OH 45373.

Ultima 1, Bard 2, $22.50 @. Shard, Wizard's Crown, Autoduel, $20 @. McMurphy's Mansion, $10. My own ACS: Necklet of Neldren, $7. Want Standing Stones & Novel Construction Set or any adventure designer. Will trade solutions. Carl Kukkonen III, 5467 La Forest Dr., La Canada, CA 91011.

IBM & Quest-alikes

Trade/sell: Rogue, Icon, Zork 1 & 2, Ultima 3, Enchanter, Wizardry, Dragonworld. Want Ultima 4, Apshai Trilogy, SSI adventures, Wizardry 2 or other PCjr adventures. J. Walker, 222 Sierra Vista Dr., Loveland, CO 80537.

Trade/sell: Amazon, Nine Princes in Amber, Planetfall, Cutthroats, Ultima 3. Todd Draper, POB 4366, South Bend, IN 46634.

Trade/sell: Black Cauldron, Oo-topos, Ballyhoo, King's Quest, Crimson Crown, Hitchhiker, Holy Grail, Inca, Farenheit 451. Want Tass Times, Below Root, Leather Goddesses, Earthly Delight. Have PCjr. Ricky Jackson, 6766 Winifred Dr., Ft. Worth, TX 76133.

Ultima 3, $25. Write first. Jason Overgard, 375 Nash Rd., Crystal Lake, IL 60014.

Want to buy King's Quest 3, Space Quest, Ultima 2. Will sell/trade Ultima 3, Apshai Trilogy ($20 @). M. Albert, Plaisted, ME 04767.

ATARI

ST: Trade/sell Brataccus, Roadwa & others. Michael Pearson, 5918 S. Elizabeth, Chicago, IL 60636.

Tons of 800 games. Write for lists. Jim Hollingsworth, POB 27, Kelso, WA 98626.

ST games to trade/sell: Rogue, Sundog, $20 @. King's Quest 3 & hint book, $25. Want Dungeonmaster, King's Quest 2, Time Bandit. D. Angelotti, 600 Primrose St., Haverhill, MA 01830.

Sell/trade: all SSI games & more. Ed Park, 1115 Meadow Lane, Streamwood, IL 60103.

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Destiny Knight..C, $38; AP, $47
Amnesia.C & AP, $38; PC, $47
Ultima 3..C & At 8-bit, $49; others, $54
Ultima 4..C, At 8, AP, PC, $54
Breakers..C, $38; AP, PC, ST, $43
The Pawn..C, AP, Am, ST, $46

Please do your homework. We cannot be responsible for hardware incompatibility. Shipping, ad: 1, $3; 2, $5; 3, $6. Sask. residents add 5% sales tax. Cynical Software, Box 387, Springside, Sask., Canada S0A 3V0.