

QuestBusters™

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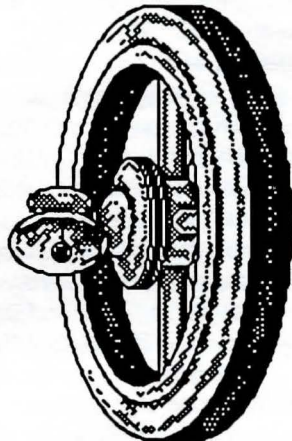
Stationfall: Welcome Back, Floyd!

By William E. Carte

It's been five long years since your *Planetfall* heroics on the planet Resida. After being promoted from Ensign 7th Class to Lieutenant 1st Class, you were certain that life in the Stellar Patrol would finally be exciting. How wrong you were, for your daily routine of scrubbing the decks has been replaced with dull paperwork. Today's assignment: Go to the space station Gamma Delta Gamma and pick up a supply of Request Form Forms. Just another boring day—or is it?

No-one greets your arrival at the space station, for the place turns out to be deserted. The station itself, all seven mappable levels (it actually consists of nine levels), proves as intriguing as the mystery of the missing crew. By visiting the Commander's Quarters right away and using the tape found there, you'll get some information about an alien ship that showed up near the space station just a few days ago. It seems that shortly after the crew removed a strange pyramid from the alien ship, things began to go haywire on the station. Machinery malfunctioned, robots started attacking the crew (even the automatic doors tried to bite people as they walked through), and no one could determine what was wrong.

As you listen to the tape you realize you've got to get a very important key



from the Captain's safe. This is not merely an initial puzzle that opens the way into another phase of the game, as one would think, but turns out to be the main quest that keeps you occupied throughout *Stationfall*. You need four

main items to open it, things that aren't hard to find. The trick is in getting them back to the safe.

You won't meet any people on the space station, but do get to interact with a balloon creature, an ostrich and a robot named Plato. And of course, Floyd, that precocious robot who saved your life in *Planetfall*, will help. In fact, you can't finish the game without his assistance. But as time goes by, Floyd's behavior grows erratic. Emitted by the pyramid, a strange force seems to be affecting him, and you've only got a limited amount of time to find the pyramid and put an end to it. Otherwise the station explodes, and there's no way to escape. Without food and water, as in the original game, you may also perish, and it helps to get some sleep now and then.

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Ultima V & Wizardry IV

July 17—Two monster games are nearing completion, so we asked Richard Garriott and Robert Woodhead for updates.

Garriott: We're into what we call alpha test on *Ultima V*, which means that with the exception of bugs that will exist right up till near the end (and hopefully not after), that the game is fully, physically functional. Meaning that you can go in and out of all the towns, transact with all the shops, do all the game mechanics. The thing that is not yet finalized, and which will before we go into beta test, is all the plot elements. That's what we're doing now, installing plots and debugging. I know that seems odd, but with me the plot is one of the very last things to go in.

The current projection for the Apple version's release is the middle of September. The Commodore should follow fairly quickly. We've already got the Commodore translation started, so for

the first time we're beginning all the conversions before the game is even finished. Because we've had a problem with that in the past, getting conversions out on time. So we're trying extra hard on that this time.

Woodhead: As of today we've just shipped off round four of beta-testing. We have a couple of beta-testers who are about to finish the game after a month-and-a-half of playing it actively. The graphics are pretty much finalized, although we're going to be doing some improvements as time permits. We have completely run through it ourselves and made sure it's working, and we're just having the beta-testers sort of find the cracks in it so we can plug those up. The IBM and Apple versions are in the same state, and the only difference is that we need to do a few more graphics for the IBM. But the IBM version won't

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Adventure Hotline



The Adventures of August

Only a couple of months behind schedule, *Guild of Thieves*, the sequel to *The Pawn*, is finally out. It also takes place in Kerovnia, which may be reached via most computers (even Atari 8-bit). Another graphic adventure imported by Firebird, *Golden Path* is available for the ST. Its central figure is a white-bearded old man who is also a martial arts guru, and the game includes an on-screen help feature. *Alternate Reality*, *The Dungeon* arrived in mid-July for C-64, and the Apple version should be out by now.

The Conversions of August

Phantasie III and *Realms of Darkness* have been translated for the C-64. The C-64 *Age of Adventure*, a pair of Stuart "ACS" Smith's early games, is also taking up shelf space across this great land of ours (it's only \$14.95, also available for Atari 8-bit and Apple). *Ultima IV* is supposed to finally ship for the IBM in August. It's not an adventure, but strategy fans might like to know *Mac Ogre* is also on the shelves.

Any Day (or month) Now

MicroIllusions, who did *Faery Tale Adventure* for the Amiga, is planning *Land of Legends* for the same machine. EA is bringing over a pair of British adaptations of the arcade game *Dragon's Lair*, which will contain all the sequences from *Dragon's Lair I* and *II*. Both on the same disk for the C-64 only, these are part of their Amazing Software line. All we have right now are the names, but some of the titles on Firebird's fall line-up—*Druid I*, *Jewels of Darkness*, *Pandora* and *Black Lamp* (early '88)—*must* be adventures. PolarWare's next graphic adventure in the Comprehend line will be *Talisman*, written by Bruce Hoffman.

And Neither Could I

The next Infocom game sounds off-the-wall: *Nord and Bert Couldn't Make Head or Tail of It*. It's actually eight stories set in the town of Punster, where you must restore order by deciphering messages filled with double meanings and tricky words. Though not text adventures, each of the stories will "present a series of wordplay puzzles," such as situations in which clichés

substitute for ordinary commands. (At least that's what this press release says!) It was written by Jeff O'Neill, who also penned *Ballyhoo*.

Not Sold in Stores

"No publisher has the guts to go into the text adventure market today," says Michael Berlyn, so he and Muffy Berlyn, whose Brainwave Creations, Inc., produced *RAGER* and the development system and parser it employs, will begin selling *RAGER* via mail order this fall. Origin Systems had planned to carry the game, but finally decided against it due "to weak sales figures for text adventures in general," according to Robert Garriott, Origin's president. Berlyn had hoped someone else would pick up the game, but found "everyone says Infocom owns the text adventure market, so there's no point in anyone else doing one." (Since going head-to-head with Infocom in 1984, Broderbund has dropped all but one of their Electronic Novels and Mindscape has put its Angelsoft text adventures into their Thunder Mountain line of \$14.95 software. Spinnaker has also cut their graphic adventures to \$14.95.) "But we think there are people out there who will buy text adventures," said Berlyn, "and will support a company that does high quality products." A year-and-a-half in the making, *RAGER* is being converted for all systems (even Atari 8-bit) and will be priced at \$29.95. For more info, call 617-896-5835. Or write: Brainwave Creations, Inc., 32 Mt. Pleasant Dr, RR #3, Brewster, MA 02631.

Phantasie IBM Bug?

If you're playing *Phantasie* on the IBM, back up your characters with the "save party" option before buying the ninth ring in Phantasia. One QBer says a bug occasionally caused this ring (and others) to disappear, and the one from Phantasia can't be replaced. Whether the problem is unique to that disk or can strike anywhere, anytime on the IBM version is unknown, but as we said last month: Back up your characters frequently in role-playing games! Now!

More MacAdventures

Deep Angst, a *World Builder* adventure

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Letters
to the
Editor



Dear QuestBusters:

Almost every review I've read in QB lately has complained about games where the object is to kill an evil wizard. What's the beef here? Personally, I enjoy wizard "sanctions" and try not to go to bed without icing one or two evil wizards just to keep in practice. Besides, the suckers need to be kept in line. So let's put an end to the bellyaching about doing our patriotic duty and snarfing a couple of bad guys, ok?

Bob Brickeen

Actually, this continuing theme is part of a conspiracy of Evil Wizards and their supporters to retake Sosaria, the Great Underground Empire and other fantasy lands. Our main strategem is to lure all the adventurers off into space games, thereby sparing the lives of the next generation of Evil Wizards. And it was working, until you wrote this darn letter!

Dear QuestBusters:

Why don't you review original Amiga games like *Faery Tale Adventure*, instead of just conversions?

Allen Reinwasser

Mainly because we only recently got hold of an Amiga and are still tracking down the companies producing Amiga-specific titles. (Most of the major companies are only doing conversions.) We did locate MicroIllusions and will be covering that game soon. Contributing Editor William Carte just got an ST, so we'll be doing more on ST-specific games soon, and are scouting about for an IBM clone for the office.

QuestBusterstm

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MANIAC

A meteor blazes across the night sky in the opening scene of Lucasfilms' latest outing—but it doesn't stop at the edge of the screen, as it would in a conventional graphic adventure. Instead, the meteor keeps screaming along while the screen scrolls to unfurl a panorama of the countryside, finally crashing behind an old mansion. This prologue, a line of text explains, occurs 20 years before you enter the story. ("Twenty years ago today," it says, which made me wonder if Sergeant Pepper might show up later.)

After an upbeat tune reminiscent of those heard in *M.U.L.E.* and *Tass Times*, you're asked to choose three of six teenaged characters for your team. Their goal is to rescue Sandy, who's been kidnapped by Dr. Fred, a mad scientist-type who lives in the mansion. Serving the interests of the "evil meteor," Fred spends his times in a secret lab in the basement, plotting to take over the world. I'm not sure how he intends to do so at this point, but it does entail strapping teenagers to a machine that sucks their brains out. One of your characters must be David, Sandy's boyfriend; the rest are up to you.

Three Independent Characters

Each is individually controlled, has his or her own inventory and can travel to different locations at the same time. Solutions to some puzzles require at least two characters acting in unison. To open a certain door, one "kid" must stand before a newel (whose definition we all learned in *Hollywood Hijinx*, didn't we?) and push it. A nearby door opens, but closes immediately if that person moves. So you've got to have one person open the secret door and another standing by to enter and explore the area beyond.

A quick tour of the house turns up some oddities: a chainsaw hanging on a kitchen rack next to more mundane utensils, week-old food in the dining room, and a nuclear reactor in the basement. The folks who live here, though cast as bloodthirsty fiends, prove to be funnier than fearsome. There's Dr. Fred, Nurse Edna, the Purple Tentacle—a gang that makes the Adams Family look normal. In fact, *Maniac Mansion* is really a parody of movies like *Texas Chainsaw Massacre*. You'll see blood stains on a kitchen wall, but the red liquid oozing from the refrigerator turns out to



be ketchup.

The designers even incorporated a cinematic technique, the cutaway (referred to here as "cut scenes"). Intermittently the current scene is replaced by an animated sequence that furthers the plot. These are brief, and you can kill one if you've already seen it. At first I was annoyed when my actions were interrupted, but soon found myself anticipating the next one. I'm thinking of scenes like the one in which the mad scientist paces the floor, muttering "How can I take over the world, when I have to use this cheap equipment?" The authors' rich humor has not been relegated to cute responses to commands or words the parser can't handle, and is occasionally presented graphically as well as in dialogue.

Each room is displayed with the scrolling technique seen in the opening scene, which gives the house a sense of spaciousness missing in conventional graphic games. In its 55 rooms you'll get to fool around with 450 objects: a microwave oven, a Victrola attached to a cassette recorder, a video arcade, and a potted plant named Chuck. Things happen in real-time, and you'll wind up locked in the dungeon if you don't move quickly when one of the weirdos enters the rooms and takes you by surprise.

Naturally, the graphics not as sharp as those in Sierra's animated games, which are designed for machines with finer resolution, but the animation is just as good. When a character speaks, his lips move and the words appear at the top of the screen. Besides a singular graphics style and fine animation, the program profits from excellent sound effects: crickets chirp, meteors whoosh, alarms blare.

Reinventing the Wheel

The Lucasfilms team devised a new parser substitute that works infinitely

MANSION

better than the "wheel" the introduced in *Labyrinth*. Fourteen verbs are listed in a menu below the picture, and you point and click with a joystick to activate one. This sounds just like the interface seen in Interplay games like *Tass Times*, but is significantly better. Rather than selecting "look" and clicking on an object in the picture window, you work with the "what is" verb. When you move the cursor over an item, its name appears behind the phrase "what is," so you can efficiently scan a room's contents by gliding around the screen.

Convenient Features

To move about, you choose "walk to," then joystick the cursor to a spot and click on it. Unlike their counterparts in Sierra's animated games, these characters won't bump into an object that blocks the path. Instead, they'll walk around it and on to the destination. If Syd's at the left side of a room, you can point at the top of the stairs and he goes east and then upstairs. (In a Sierra game this would require two separate "point and clicks.")

Even more convenient is the way "walk to" is set up as a default option. After executing most actions, such as "open door," you don't have to move to the menu to "walk to" the door, for that command is automatically selected. You don't even need to "walk to" an object to "pick up" or "open" or "turn it on." Choose such a verb, and the character is smart enough to know he must first walk over to the object. The parser also facilitates commands that require prepositions and direct objects. After you click on "give" and choose an item in a character's inventory, the item's name and the word "to" are displayed. Next you choose a character as the direct object, whose name appears and completes the command. You may then jab the button to execute the command, or change your selections. The "new kid" verb lets you switch to another character, or you can just press a key.

It's beginning to look as though Lucasfilms has tossed in the 3-D towel on fractal graphics, but they've managed to wring some clever visual effects out of this game. Shine a flashlight in a dark room, and it lights up a single square of the room instead of the entire location.

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Interview: Brian Moriarty goes Beyond Zork

QB: The rumors we've heard about *Beyond Zork* say it's not a text adventure, but some new kind of interactive game.

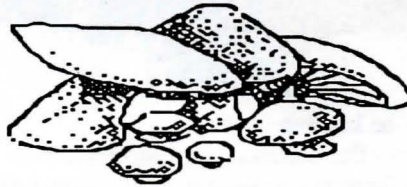
Moriarty: That's not true at all. Certainly it's a text adventure. It's fairly similar to what we've done before. When I finished *Trinity*, I sat back and looked at our interface and said, "What can I do within the constraints of our technology to make the adventuring experience a little easier?" I looked at the features of different home computers, the features people wanted, and at some other types of games. So *Beyond Zork* is a fairly large but fairly conventional text adventure with this new interface that makes it somewhat easier and more enjoyable to play. This is in our Plus system, so it doesn't run at all on C-64s or Atari eight-bit machines.

QB: Does it use a type-in parser?

Moriarty: Yes. We still don't have the means to get rid of that, though I really would like to someday. And what pieces of the interface you get depends on your computer. The Apple II version, for example, doesn't have as many sexy features as, say the Atari ST. But we tried to scrunch as many of the features, the best versions of them, into each machine. They all have programmable function keys. So you can press a key and have it type the word *examine* or *look* (and a carriage return) for you. You can set them up any way you want. I think there are ten on all versions but the C-128, which only has eight function keys.

In watching myself play, I found the command I typed most was *look*. So I said this is silly, why can't the room description always be visible? After all, that's what Scott Adams did in his original twelve adventures, with a split-screen showing the room description, exits and your inventory at the top, while you type in the bottom. So I said, let's take a giant step backwards. The screen is split in half in most versions. On the left side of the top half is a programmable window. It can contain either the room description or your inventory—or your stats, which I'll explain in a minute. So as you walk from room to room, instead of the description coming in-line with your commands as it does now in our games, this window is updated. If you say *inventory*, the window changes to

show your possessions. And you can program that window to show only one or the other, or the stats. By saying *inventory* and *priority*, that freezes the inventory in this window, and the room descriptions will then appear in the main window as they normally do.



Another thing I liked about the old Scott Adams games was the list of room exits at the top of the screen. That's a part of writing room descriptions that has always bugged me: We have to have at least one sentence telling where the exits are. That takes up a lot of space, and there are only so many interesting ways to do that. So I said let's have a list of exits at the top. Now that's not such a revolutionary idea. I thought of putting in a compass rose, and all this other stuff, but finally I came up with an on-screen map that draws a typical Infocom map—little boxes with lines and arrows connecting them. The right side of the upper screen has a little graphics map that draws itself and updates as you walk around. It shows rooms as boxes and lines as their connections: If you open a door, a line appears to the next room. Dark rooms have question marks in them. The one you're in is highlighted, while the others are outlined. This feature doesn't work quite the same on all machines. The Apple II can't draw those lines the way I wanted them; instead, it uses ASCII characters [letters and numbers]. Other than that, the mapping is the same.

This on-screen map won't replace the one you draw yourself, but does make it much easier to draw. It won't show rooms you haven't been to yet, but shows exits of your current room and all the exits of the adjoining rooms that you've visited. And in fact, having that on-screen map allowed me to create a few puzzles that really don't work very well without it.

The single greatest feature—and there are plenty of others—is called *Undo*. Say you drop something and it disappears, you can say *Undo* and it will take the entire game back one step in time, without having to save it. It remembers the state

of the game on every move and can restore it back once. So now it's safe to die. If you want to jump off the cliff where the sharks are just to see the description—but don't feel like saving and restoring—you can do so. You jump off, it says you're dead and gives you the option to *Undo*. But you can only *Undo* one move. That feature won't be available on some machines, like the Apple and the C-128, only on those with enough memory to support a RAM save on every move. These are all reasons to get one of these nice machines. People who see this on an ST are not going to want to play it on any other version. Because it's really nice on that machine.

QB: Which system will it play best on?

Moriarty: The Apple version contains all the features (except *Undo*), but just doesn't look as nice. Aside from that, the gameplay is identical. The ST and C-128 versions look almost identical. The color is different—and by the way, we have color now—but the screen appearance is much the same. Of course, the ST plays much faster.

QB: You referred to *stats* in the game?

Moriarty: I spent a lot of time playing fantasy games like *Ultima* and *Wizardry*, and one that I particularly liked a lot, *Xyphus* for the Macintosh. And I realized it was fun to be able to name your character and have all these attributes instead of having just one number—a score—that says how well you're doing. I thought it would be nice to adopt some of the conventions from this kind of game, so in *Beyond Zork* you don't have one score, you have six or seven: *endurance*, *strength*, *compassion*, *love*, *armor class* and so on. Your job in the game is, very much like in role-playing games, to raise these statistics. And your character grows as you progress through the puzzles, some of which cannot be solved unless you've achieved certain statistics. You can somewhat control the types of statistics you "grow" in order to control the type of character you have. I don't like to call this a role-playing game, because it's not as much that as other games of this type. It's still an interactive fiction adventure,

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BEYOND ZORK

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but with very strong role-playing elements.

QB: Is there much combat?

Moriarty: Yes, much more than in any other game we've ever had. That's another thing we found people like, and something I thought we could do better in a text-based game than in a graphics game. Because after all, in a graphics game what can you do with a monster except inflict some damage: His numbers go down, your numbers go down, and whoever's numbers go to zero first loses. But in this, well, remember the Thief in *Zork I*? It's that taken to a much higher level of complexity and with a whole lot more monsters, which are graded in ascending difficulty. In fact, in this game you actually get to fight grues.

QB: It's about time! What about magic?

Moriarty: Lots and lots of magic. Magic wands as well as the usual spells and potions, and lots of other weird magic, items. It's not the *Enchanter* series magic system, with the Spell Book, but more like what you see in *Rogue* or *Ultima*. It's more that style than memorizing spells as in *Enchanter*. Frankly I was never a big fan of memorizing spells and then having to memorize them again when magic was failing; that got a little tedious. So this is a little more straightforward: You point a wand at someone and something happens to him.

QB: Did you leave room for puzzles?

Moriarty: There are lots and lots of puzzles, because obviously that's our forté. A lot of the characters from the *Zorks* and the *Enchanter* games, and *Wishbringer*, all appear in *Beyond Zork*. And some of the monsters and potions and magic have their echoes here. It's very much set in the *Zork* universe.

QB: Exactly how does it relate to the other *Zorks*?

Moriarty: I don't like to call it a sequel or a prequel, or even set it in time against the other games. I prefer to leave that vague. People who play through to the end of the game may get a sense of where

it stands, but I'd rather say now.

QB: What's the plot?

Moriarty: You start as a level zero Peasant in a part of the Great Underground Empire that is mentioned in several of the other games but never actually visited—the Southlands. You travel to places like Mythicus and Thriss and get to visit the Enchanters Guild from *Sorcerer* again. What has happened is that all the wizards in the land seem to have disappeared. Riots are running amok, monsters are roaming the streets and you're just a peasant sort of walking around. People start to accost you and send you off on these little missions. You're also interested in loot, and there are stores where you can buy things, since if you don't you may die. You'll need good armor if you're headed into a jungle full of Bloodworms, for example.

QB: Shopping and killing?

Moriarty: Definitely. Shopping and bartering is a very big part of it. This game has the activities of role-playing and the puzzles of interactive fiction: killing and shopping and magic-casting, as well as puzzle-solving and, of course, reading. Another thing I should mention about this interface is that people who don't like it can throw it away with one command. Type "mode" and it turns it into a normal Infocom game. The whole philosophy of the interface is to make it customizable, so you can use only the features you want, or not use any if you choose.

QB: Which came first, the idea for the interface or the idea for *Beyond Zork*?

Moriarty: I designed an interface and said "what kind of game would go well with it?" The game sort of came out of that. And there's a surprise at the end of the game: It gives you the opportunity to do something that none of our other programs let you do. But I won't say anything more about that.

QB: When will adventurers be able to go *Beyond Zork*?

Moriarty: The current plan is to have it shipping to the stores in the middle of October. We hope, with fingers crossed. So it should be out in time for Christmas.

Defender of the Crown

Why are we reviewing this game nearly a year after its release? For one thing, it's not really an adventure—even though its called an "interactive movie," which implies logical puzzle-solving. Still, *Defender* has adventurous qualities and enough role-playing elements to make what is essentially a strategy game attractive to some adventurers, so we're covering it now mainly to discuss the C-64 conversion. (It's hard to imagine that Amiga owners haven't already read about this game in a half-dozen places; even so, the Amiga original will be discussed.)

It's set in England during the days of Robin Hood, when the Normans are invading Saxon territory. You can play one of four Saxon Lords in a campaign to unite the land by wiping out three Norman castles. Do so and you'll become King, but there are several ways to lose. Another Saxon may beat you to it, or your own castles and armies might be destroyed.

The characters from which you choose have three traits—jousting, leadership and swordplay—and the skill setting is determined by your choice. Some traits may be increased permanently or temporarily. The annoying quirks of the Amiga version have all been addressed in the conversion. Once you've bought a man, castle or other item in the original game, you can't change your mind. But you can in the C-64 game.

Gameplay revolves around an aerial view map of England, where you send armies to conquer the eighteen territories. Each one's value in gold and vassals (who help in some battles) varies, and you can "read map" for these statistics. This phase is closer to *Risk* than to the action in a typical war game. A drawback to the Amiga version is that you can't leave troops to guard a conquered territory, which means a valuable one is often recaptured on the next turn. (You can do so by staging a tournament, but can't just pass a turn.)

In the C-64 version you aren't forced to move on each turn, eliminating this illogical battlefield situation. You may pass a turn to guard such territory or to

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Walkthrus: Lurking Horror & Fantastic Four

By William E. Carte

Terminal Room

Turn computer on. Login (number found in documentation). Password (also found in docs). Click menu. Click editor. Read text. Click more (four times). D. Wait. Get ▲▼□■*. Wait. Wait. Examine hacker. Examine *■▲. Wait. *▲* *■* about *■▲. S. W.

Kitchen and Master Key

□□■ □□□□□□□□□□. Get *□□□□□. □□■ ○*□□□□□□. Put *□□□□□ in ○*□□□□□□. Close ○*□□□□□□. ▲*▼*○□□ to 4:00. Push start. Wait. Wait. Wait. □□■ ○*□□□□□□. □□■ *□□□□□. Examine *■*■*▲* □□□. Get *□□□□□. E. N. [Terminal Room] Show *□□□ to hacker. Give *□□□ to hacker. Ask hacker for ○□▲▼□□ *■. Drop assignment. S. D. Push up button. S. □□■ □□■. Get *■*▲*■*■*▼. Push open. N. D.

Basement

E. Get *□□□▲ and *□□□□□. U. Turn light on. Get *■*▲*. D. W. *■*▼ □□ *□□*■*▼. Turn *□□*■*■*▼ on. E. E. E. Move *■*■* with *□□*■*■*▼ (four times). Turn *□□*■*■*▼ off. D. E. Open manhole with *□□□□□. D. N. D. [Altar] Get *■*■*. U. S. U. W. W. W. Open doors. S.

Concrete Box and Infinite Corridor

Get chain. Remove ○□□□□ with *□□□□□. Remove ○□□□□□ □□□□□ with *□□□□□. Open doors. Put *□□□□□ in *□□□□. U. *■*■* *■*■* on *□□□. W. W. Drop flask. D. NW. [Tomb] Unlock padlock with key. Get padlock. SE. U. Get flask. E. E. Hold chain. D. □□□ *■*■* □□□□□ □□□. Put □□□□□ on chain. U. U. U. Push up button. D. D. Get crowbar. Wait. W. W. U. S. Get plastic. E (until waxer allows you to reach cabinet). Wear *■*□□■*▲. ○□□□□ *■*■*▲. Get *■*. W. *■*▼

*□□□ with *■*. Open □□□▲▼*■*. □□□□ *■*□□□□ on *■*□□□□. E. E. N.

Fruits and Nuts, Inside Dome

Drop plastic, knife and axe. D. SE. U. U. Unlock door with key. Open door. Out. Up. *■* in *■*□□▼*. Get hand. D. Attack creature with ▲▼□□■*. In. Down. Out. Get ▲▼□□■*. In. D. Get boots. NW. U. [Fruits and Nuts] Turn light off. Drop boots, stone, hand and flask. S. W. W. U.

On The Dome

Climb rope. Open door. Out. U. Remove □□□■*. Get paper. D. In. Drop all. Get *■*■*■*. *■*■* *■*■*■* on *■*■*■*■*. Get all but *■*■*■*. D. D. E. N. Drop all but paper and flashlight. Get knife. S. S. Knock on door. Read □□□□□. Wait (for professor). Show □□□□□ to professor. S.

Alchemy Lab: In the Pentagon

Wait. Wait. *■*■* *■*■* with *■*■*■*. Exit pentagram. Move bench. Open door. D. Turn light on. N. U. W. W. W. U. U. W. Drink coke. Eat bones. E. D. D. E. E. E. D. S. Open door. U.

Alchemy Lab Again

Get ring and vat. N. Open door. N. N. N. Drop vat and knife. Get *■*■*. Put *■*■* in vat. Wait. Wait. Wait. Get hand. Get key, crowbar, flask, stone, axe and boots. S. W. W. W. W. N. (Search for the urchin, usually in a lower level room such as the Basement directly below you.) Show *■*■* to urchin. Look. Get *■*■*■*□▲. (Go to the Stairway.)

Stairway

D. Drop flask, axe and cutters. NW. Open hatch. D. E. Wait (till rats arrive). ▼□□□ □□□□□ with *□□□□□ (twice). Close valve. Examine rat. W. U. SE. Get all. Wear boots. U. E. E. Open doors. Put *□□□□□ in doors. D. N. W (six times). D. Wait. Wait. *■*■* *■*■* with *■*■*■*□▲. D.

Wet Tunnel and Inner Lair

(This maze cannot be mapped, for

directions depend on the *■*■*.) Put □□□□ on *■*■*. N. D. S. S. D. Open *■*■*■*. □□□□ *■*■*■* on *■*■*■*■*.

Unlock door with key. Open door. Drop flask. [Save] S. [Inner Lair] Open box. *■*■*■*■* coaxial cable. *■*■*■*■* *■*■*■*□. Get line. *■*■* *■*■* with *■*■* (three times). Get line. □□□□ line in ▲□□□□▼. Wait. ▼*□□□ ▲▼□□□ at *■*■*■*■*□□. Get ▲▼□□■*.

Fantastic Four

By Brian Smith

Chief's Office

Talk to chief.

Top of Tar Pit

Switch point of view.

Valley

■■*□ ▲*■*■*. Get *■*■*■*. S. Flame on low. Fly over pit. Give *■*■*■* to thing. Fly over pit. Land. Flame off. Switch point of view.

Top of Tar Pit

Wait (5 times). *■*■* *■*■*■*▼*. Wait (until ▲◆*■*■* ◆*■*■*□). Wait (15 times). *■*■* *■*■*■*■*. *■*■*■* machinery. W. N. N. E. Switch point of view.

Valley

Flame on high. *■*■*■* ▼□□. Flame on low. Fly over hills. Enter cave. Land. Flame off. *■*■*■*■*. Look under rock. Rest (15 times). Flame on high. *■*■*■* □□□□. Flame off. Get □□□□□. Put □□□□□ under □□□□□□. Switch point of view.

Cavern

Light candle. W. S. S. E. S. Get pebble. Throw □□□□□ up *■*■*■* *■*■*■*. *■*■*■*■* *■*■*■*■*. Switch point of view.

Inside Cave

Rest (15 times). Enter shaft. Wait. Flame on nova. Fly down. Get candle from thing. Light candle. N. W. N.

Defender of the Crown

Continued from page five

hold your position while building up your treasury. In fact, you're not allowed to buy troops and send them into battle on the same turn as in the original game, which makes a big difference in formulating strategy. Flags make it easier to tell which lord controls each territory (the original game color-coded this information).

When you meet another army in battle, the Amiga version allows you to run, stand and fight, or attack ferociously. You only see a list of the number of each army's soldiers and knights, which changes during combat. But the C-64 version adds an outflank option, which doubles the effect of leadership and boosts your army's chance of winning a battle by 50%. You can also bombard the enemy with catapults, which were limited to attacking castles in the Amiga version. The C-64 version features graphics that represent the number of soldiers and knights on each side.

N. E. Drop candle. Enter flame. E. E. E. Listen. ▲○●*●●. *●*●. Enter hole.

Maintenance Area

Flame on low. Push ●*◆*□
●*◆*▼. Flame off. Enter hole. W.
W. W. Enter flame. W. S. S. E. S.
Get thing. Rest (15 times). Flame on
high. Fly up shaft. Land. Flame off.
N. Rest (15 times). Flame on low. Fly
over valley. Land. Flame off. E. S. S.
Drop thing. Switch point of view.

Fairgrounds

Close eyes. Enter tent. Get cannon.
Exit. Open eyes. Get torch. Enter
latveria. Enter shop. Get gunpowder.
Exit. Exit. N. N. Drop torch. Drop
cannon. Put *◆□□)●*□ in
*●□□□. Enter *●□□□.
Switch point of view.

Field

Rest (15 times). Flame on high.
●□* *●*□□□ at blob.
▼*□□) *●*●○* at blob. W.
Rest (5 times). Flame on low. Fly over
hills. Enter cave. Land. Flame off.
Rest (15 times). Enter shaft. Wait.
Flame on high. Fly down. Flame off.
N. W. N. N. E. Enter flame. E.
Flame on high. Throw *●*□* down
tunnel. Wait. Switch point of view.

Castle Entrance

S. Get Alicia

Adventurous Vacations Varn on 5 Gold Pieces a Day

Visitors to the land of Varn recently discovered something wholly unexpected—a vacation paradise for skiers in the remote town of Doom. Situated high in the Doom Mountains overlooking the Dark Forest and all its hidden surprises, this off-the-beaten-trail destination offers nearby hot springs, an Inn with an Olympic-size swimming pool, and the liveliest nightlife this side of Blackridge South. There's so much to do here, most people never even make it to the slopes.

And on the 64, a catapult's load is set by choosing Greek fire, disease, or boulder *before* firing, and the catapult is fired in a new manner. Instead of moving the mouse forward/backward to move the arm up and down, then punching the button to fire, you pull the joystick back and release it to fire. It's trickier, but you have more time to aim; the Amiga catapult's number of shots is restricted by a time limit. *Defender's* other phases—jousting (a 3-D animated action sequence) and raiding (an animated scene in which your soldiers hack and flail across a courtyard and into the castle), are much the same as in the original. Actions are chosen from simple menus via mouse or joystick. You can still get Robin Hood's support in any three battles, and there's still a damsel in distress to rescue.

Conclusions: A work of art on either machine, *Defender* offers a good variety of games centering on a strategic motif. The graphics, which are incredible on the Amiga, translated very well. So did the sound effects and music. But the chink in *Defender's* armor is its lack of a save game feature in either version, which makes it impossible to try various tactics and strategies after you've made a good

Reaching this exclusive retreat won't be easy. When I visited Doom in May, courtesy of Activision's *Might and Magic* package tour, I found there was no major airport in the area. So I had to fly to B-1 and actually *walk* the rest of the way. If you're planning to visit Doom, you should then go to 0 7 and enter A-1 by going west. Then follow the path to 10 0, go due west to 0 0, due north to 0 11, and three west to 3 11. Move two north, one east, two south and follow the trail in the mountains to Castle Doom's secret entrance at 7 14.

One of the first sights you'll see in Doom is the Endless Spiral. For many visitors it's only sight they see—unless you know your way around you'll be circling town like a 747 over Atlanta. Vacationers who can cast etherealize should go east through the wall at 10 4 to reach the enlightening exhibits of arcane knowledge on display at 1 1 and 15 15 and 15 0. If you want to offer a hand to a local resident, spend some time at 1 14.

T-Shirts, Ash Trays, Eyes of Goros

Don't leave Doom without a souvenir, perhaps one of those catchy T-shirts that says, "My Folks Went to Varn and all I Got was this Lousy T-Shirt." For a more practical memento of your trip—something that would also look great hanging in the living room or over the wet bar—get a genuine Eye of Goros. To get one, turn right at the main entrance and head east through the Endless Spiral until you hit a wall. Go north to a wall, west to a wall and south to a wall. Turn left, go three east to 7 5 and *◆○□. Go north to next wall and west one to 8 10, then *◆○□. Go south to 5 6, turn left and *◆○□. Follow the hall to the cell at 7 8.

Only members of the Gold Key Club are allowed admittance to the cell. (See the dog in the ○*□□▼◆*□ maze—after you've delivered the ◆*●●◆○ ▲*□□●● and met ■●○ & □□○.) There they'll meet a local celebrity and get your very own Eye of Goros. Use it in the right place and you'll qualify for a free side-trip.

Based on walkthroughs and maps by William E. Carte and Brian Anderson

Continued on page eleven

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



Killed Until Dead



By Tim Snider

The Murder Club is an exclusive club for writers of murder mystery fiction. Each year the five members of this league meet to sip brandy and discuss their latest works. Later, after the lights dim and everyone is in bed, they like to engage in one of their favorite pastimes: trying to kill one another at midnight. As Hercule Holmes, the house detective, you must find out all the details of the crime and prevent the murder. But if you accuse the wrong person or don't have your facts straight, you'll be the next victim.

Killed Until Dead is the latest game from Accolade, and one of their finest. The entire game takes place behind the desk in your office. Though this means you can't interact much with the motley crew assembled here, you can break into a suspect's room via remote control to check out the evidence. To do so, you must answer a mystery-related question. Give the wrong answer, however, and a guard might wander by and stop you from getting near the door for ten minutes. And you may only try to break in if the room is unoccupied.

You also have a file on each of the suspects. Most of the information is humorous fluff that has no bearing on the game. Occasionally, however, there may be a bit of past history directly relating to the case. It's also wise to check out the files just to familiarize yourself with the cast of characters. Lastly, you have at your disposal all the most modern methods of surveillance to help you foil the fiendish deed. With concealed video monitors you can eavesdrop on the suspects' conversations, and you can use a VCR to tape the scene. (I couldn't help wondering if it's VHS or Beta.)

Your most important piece of hardware is a special video-phone that allows you to communicate face-to-face with the sinister crew. In order to question people, you must prove that you've been spying on them by telling them a bit about themselves that no one else knows. This requires checking out the evidence in each person's room so you can say something that proves you've been there. Once shaken up by this, a suspect will answer all your questions for the rest of the game. Does that twitch in Agatha's cheek mean she knows something about the missing axe? Why is Mike Stammer

tugging at his collar when quizzed about the poison? Hmmmm...

As the evidence piles higher and you talk with the assembled guests, the computer automatically plays secretary and keeps all your notes for you. You may refer back to them at any time to see which alibis conflict. This was a helpful bit of programming, since we all hate taking notes, but I still feel it took something away from the game.

Brilliant Graphics

Like other Accolade games, such as *Psi 5 Trading Company* and *Law of the West*, this one features the best graphics I've seen on a computer short of an Amiga. Obvious attention is given to detail, so it not only looks like you're sitting at Holmes' desk, but also feels like you're sitting there. When you confront someone, the person's face twitches nervously if you ask about an item that might be associated with the deed-to-be. I loved the animation, and the way they squirmed as I interrogated them was a nice touch. And as night falls, the office comes alive with the cutest animation yet. A bug buzzes silently by and is promptly gobbled up by a Venus Fly Trap, a face appears at the window and quickly disappears, and other eerie animation bolsters the strange "feel" this game deserves.

A joystick interface is used throughout. You select an item from your desk by positioning a "hand" over it and punching the button. As you probably see, there's a major shortcoming to this method. When interrogating a suspect you are limited to choosing from a fixed list of questions and comments prepared by the designers. This greatly hampers the interactive feel by not allowing you to devise your own questions.

Furthermore, most of the comments are arranged in groups of four, so you have a 25% chance of stumbling upon the right one. (I wish high school exams were this easy!) I've solved most of the cases by just asking questions repeatedly until I hit the correct one. This method is used to determine the would-be killer's identity, weapon, intended victim and location of the hit. But the final question deals with the motive, and to answer this one you had better know what's going on with the

characters. The 25% rule still applies, however.

Since the notes are taken for you, the questions and comments are provided, and the cases are easy, the only thing you have to worry about in solving a case is progressing through the "windows" in the right order. Deductive reasoning doesn't come into play often enough, and anyone can solve these cases with little effort.

Conclusions: A nice-looking, fun piece of software for people who want to spend a day or two playing detective, this is for extreme novices. Hardboiled "disk drive detectives" will eat this one for breakfast, as will relentless fans of Infocom-style puzzles. There are 20 cases on the disk—but once they're solved, that's it, pal. I finished them all in a single day, and I'm no Nero Wolfe! You would think that master writers of murder mysteries could come up with the perfect crime, but these guys didn't even come close. Case closed.

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

Skill Level: Introductory

Price: \$24.95

Company: Accolade

Dark Horn

Though your armies are composed of dwarves, elves and men who fight with swords and axes, there is no quest nor a single puzzle in *Darkhorn*. The goal varies depending on the scenario you choose, but always centers on capturing towers. Play occurs on one or a series of sixteen one-screen maps covered by features such as forest, desert and towns.

One to four can play—and the most interesting thing about the game is that all moves are made simultaneously in real-time, each player punching a different set of keys or using a joystick or paddle. The computer will play three roles for a solitaire game. You move armies about the board, recruiting more and battling the enemy. Combat is resolved in a mini-arcade game in a small window at bottom screen, where a pair of fighters thrust and hack at each other. As a war game it is unique, but there's nothing in *Darkhorn* for the dedicated adventurer.

System: Apple (64) & C-64

Skill Level: Advanced

Price: \$30

Company: Avalon Hill

Stationfall

Continued from page one

Infocom recently broke new ground with Dave Lebling's *Lurking Horror*, their first "fright night" adventure. Now the man who, along with Douglas Adams, stunned the gaming world with *Hitchhiker's Guide to the Galaxy*, the first Infocomedy, has done something decidedly different. Admittedly, *Stationfall* is not another *Hitchhiker*. Nevertheless, Steve Meretzky has once again revolutionized the text adventure. What could possibly be new about a science fiction scenario? Nothing in terms of the category. But Meretzky has created a very difficult standard level game. Again, nothing new here.

Fishing for Herring

What's new is the way he did it. The puzzles in *Stationfall* are not as devilishly difficult as those in *Spellbreaker* or *Bureaucracy*. As individual puzzles, most are not even extremely hard. But Meretzky made this a very difficult game by mixing a multitude of red herrings with the items necessary for solving the puzzles. And among the more than 100 locations are scattered at least 30 totally useless rooms. To make matters even more confusing, you've got to solve puzzles to reach some of the useless locations, such as the brig. Many of the places and things are vividly described, duping you into believing they're important.

A hole in the wall in Doc Schuster's office, for example, is described in such detail that I was convinced it contained some valuable object or clue. After trying for an hour to get something—anything!—from the hole, I finally realized it was yet another red herring. Then there's the alien ship. Surely that skeleton and pedestal are significant in some way, I reasoned. Guess again. The truth is, the space station is littered with useless diodes, fromitz boards, buttons and machinery.

Many of the clues also proved to be red herrings. A message in one of the tapes refers to an important piece of equipment, a collar. Guess what? No collar. Another tells of a wrench needed to install fuel cells; but again, there's no wrench in sight. I realize that the use of red herrings is not revolutionary in itself. But *Stationfall* is rife with useless items, misleading clues and deceptive locations.

While they may be frustrating, they certainly make the game challenging, and turn an adventure composed of what are really standard level puzzles into a game of unusual complexity. If memory serves me correctly, no other Infocom game so pervasively applies that nemesis of novice and master adventure alike, the dreaded red herring.



The outstanding documentation includes requisition forms for obtaining a robot (choose one of the others once, just to see Floyd's expression), a spacetruck, and to operate the vehicle. You get a complete set of blueprints showing all nine levels of the space station, which minimizes the need for mapping. And the manual furnishes background material on the story, dating back to the original events of *Planetfall*. In addition, you get a sew-on Stellar Patrol patch and a coupon that enables you to order *Planetfall* for \$14.95.

The disk is not protected, so you can play on a back-up. Protection is built into a chart that's part of the packaging: In order to reach the space station from your own, you've got to read your chronograph for the time, then cross-reference this with coordinates on the chart in order to set the proper course. Infocom's parser remains the best in the adventure community, understanding full sentences and smoothing the process of communicating with the program. The program supports two drives and 40- or 80-columns; you can boot up or restore a saved game in seconds; and other aspects of the game mechanics are excellent.

Conclusions: Those who played *Planetfall* will certainly love *Stationfall*, an engaging story full of humorous

situations and witty responses. But the ending is a real tear-jerker, the saddest final act of any Infocom game. So before you save the space station, be sure you have a box of Kleenex handy.

System: All Home Computers
Skill Level: Standard (but complex)
Price: Atari 8-bit & C-64, \$34.95; others, \$39.95
Company: Infocom

Maniac Mansion

Continued from page three

Then you can move the light about to spotlight other areas in the square. Without a light, you can "feel" your way around in the dark by choosing "what is" and scanning the room with the cursor. That enables you to find light switches and so on.

The game has five alternative endings, but so far I've only discovered one—I triggered a meltdown of Fred's reactor and wiped out everything within a five-mile radius of the mansion! I didn't rescue Sandy, my entire team was wiped out, and I imagine Chuck the plant perished. Even this unsatisfactory conclusion was visually rewarding, however, as I got to see a mushroom-shaped cloud blossom from the house. My only complaint is really not with the game, but with the opening sequence that you are forced to sit through every time the game is loaded. There's no way to turn it off, and you cannot load a saved game until this is over.

Conclusions: Better-looking, smoother playing, and with a more interesting and amusing story than *Labyrinth*, *Maniac Mansion* is the best thing yet from Lucasfilms. It will be of special interest to C-64 and Apple owners (who don't have 128K), since Sierra's animated adventures aren't available for those machines. And the unique three-character design and related puzzles make this an inviting adventure even for those who do have access to the Sierra games. (Lucasfilms is mounting the only serious challenge in this arena.)

System: C-64/128 & Apple
Skill Level: Intermediate
Price: \$34.95
Company: Activision

Don't let your subscription expire! Check the date on this issue's mailing label.

KEYS TO THE KINGDOMS

Phantasie III

Visit ▲▼□◆ *◆▼ *◆▲▼ of *●◆*●◆□ early in game and Nikademus will raise two of your party's attributes. To avoid getting burned in his Corridor of Fire, step on dots in this order: east, south, north, south, east, south, east, east. In Nik's room, break his wand.

Randy Sluganski

Might and Magic

To search the desert, get a map at c 3, x 6, y 14. The oasis in d 2 is a Clerical Retreat where you can drink from Pool of Wisdom, restore alignment, remove curses and cure party. If you run out of food in the desert, go to d 1, x 10, y 13 and trade with the nomads. (But make sure your first character doesn't have anything valuable in first slot.) To enter King Alamar's Castle, go to a 2, x 0, y 15 and see Percella the Druid. Before going to island at a 4, x 4, y 6, have gypsy near Sorpibal read your fortune.

Tom Richardson

Legacy of the Ancients

Deadlier than monsters are the traps in the dungeons. To avoid them, keep you command set on Xamine and hit the fire button every four steps or when you turn a corner. This will save hundreds of hit points. To get more than one sapphire on the same trip: save your character at the bottom of the dungeon in the Pirate's Cave, then shut down and reboot. The treasure chests will be restored. You can't get another Crown, but there will be another sapphire. Take it and repeat. This also works with boxes that restore hit points. In combat, especially deeper dungeon levels, spells are more powerful than weapons. Weaken a foe with flame or firebolt, then finish him off with your psycho-strength enhanced fighting ability. Save Kill Flash and Befuddles for real trouble.

Ken St. André

On the second level of Baron Kelfor's Castle there's an imprisoned wizard who gives you a secret mark that allows you to talk to the Guardians of the Scroll. Town healers will direct you to a "distant" healer who is head of the Secret Society, who is found in Eagles Hollow, on largest of Three Sisters Islands.

Scott Touzet

Stationfall

To enter the Illegal Space Village, get ▲▼◆○□ from ◆■*□ *◆* in *◆□▼◆*■▲ □□□○. Get crumpled form from *◆■ on deck X. Use □□*▲▲ in ●◆◆*□□ to flatten form. Validate it with the ▲▼◆○□.

T. G. Slinger

Guild of Thieves

Give the paintings in the gallery a second glance, though one of the things you find is useless. There seems to be only one command that will stop the mill, and you must make yourself understandable despite the noise. Don't believe all the miller says. You can kill one of the insects with another one of them. At the place where one kind of flies around, you should find something that will help overcome a slippery obstacle and lead to a pick you need to get an obvious treasure.

Walter Luc Haas

To decode clues, see page 7. If you've got clues to recent adventures, send them in & qualify for next month's contest and perhaps win the adventure of your choice.

Waiting for Duffy

Duffy's waiting tables in Soho, so send in a brief ad if you need help.

Might & Magic: Why does door in astral plane reject my code key, when I've killed fake king? Wrath of Denethenor: How do I get to Denethenor in last castle?
Bard 2: What are 10 passwords in level 1 of Destiny Stone? Aaron Chou, 7032 Stratford Rd, Woodbury, MN 55125.

Need help with RingQuest. Brad Kinman, 510 Laurel Rd., Easley, SC 29640.

Need help with Deadline. Karen Brown, 95-52 115 St., Richmond Hill, NY 11419.

Seeking adventurers living in Europe, with access to mailbox, to exchange hints. Speak/read German, French, English. Walter Luc Haas, Brunngrasse 83, CH-4153 REINACH/BL, Switzerland.

Need help, tips, hints in Might & Magic. Robert Hopkins, 5248D Broadway, Eielson AFB, AK 99702.

Need map and/or hints for Original Adventure. Gail Nadeau, 34 Pine Ave, Coventry, RI 02816.

Pawn: Got up mountain, got light. Now what? How do I help Ludo in Labyrinth? S. Kunz, 651 W. Sheridan Rd., Chicago, IL 60613.

Eidolon: Need maps and tips on how to beat dragons on level 5 and below. Bob Brickeen, 1811 Greenbriar, Troy, OH 45373.

Destiny Knight: Need help in Dargoth's Tower and Maze of Dread. How do I get to 4th level of Dark Domain. A. Kassabian, 6230 Amigo Ave, Reseda, CA 91335.

Space Quest: How do I destroy Orat? How do I kiss frog in Leather Goddesses? R. Garcia, 1350 N. State Pkwy, Chicago, IL 60610.

Wizardry 3: How do I defeat L'kbreth? D. Dixon, 15815 Doggie Ct., Peyton, CO 80831.

Spellbreaker: What good is the compass in Octogonal Room? What do you do in Roc's nest? C. Williamson, 144 Patricia, San Luis Obispo, CA 93401.

Pawn: Any help would be great! C. Cecil, Rte 2, 13E, Marion, TX 78124.

Amazon: After recovering my pack from the apes, can't recross river. W. Lucas, 6 Elmwood Ave, Dartmouth, N.S., Canada B3A 3E1.

Brimstone: How do you get out of the Fury? Leigh Anderson, 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 eleven king in Rings of Zilfin? Pat Jankowski, 16301 Dearborn Dr., Stilwell, KS 66085.

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

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

Sell/trade: RingQuest, Ultima 4, Gemstone Warrior, Gemstone Healer, Rambo, Dragonworld, Apshai Trilogy. High level characters for Phantasie 1-3, Bard 1,2, Ultima 1-3 for sale. Brad Kinman, 510 Laurel Rd., Easley, SC 29640.

\$25 @: Stationfall, Spellbreaker, Amnesia. Ballyhoo, \$20. Aaron Chou, 7032 Stratford Rd, Woodbury, MN 55125.

Need disk for EA's Standing Stones. (Have docs, but disk

self-destructed.) Will buy or trade for Gemstone Warrior, Cyborg, Witness, Quest for Holy Grail, Mystery at Crowley Manor. James B. Simpson, 103 Middleton Cres., Saskatoon, Sask., Canada S7S 2W5.

\$10 @: Gemstone Warrior, Expedition Amazon. \$15 @: Mystery House, Empire of Overmind, Cyborg, Seven Cities of Gold, Suspended. \$20 @: Ultima 3, Bard's Tale, Moebius. Will buy or trade for Timeship, original only w/docs. Have others for sale too. Write 1st. Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

Trade/sell: Might & Magic, Death in Caribbean. Want Bard's Tale 2, Realms of Darkness. Robert Steiner, 1094 Robin Rd., Franklin Sq., NY 11010.

Want Ultima I (California Pacific version), and Beneath Apple Manor. Trade/sell: Roadwar 2000 and Murder on Zinderneuf. Roland Lee, 4036 W. 27th Ave., Vancouver,

BC, Canada V6S 1R7.

\$15 @: Bureaucracy, Ballyhoo, Moonmist, Hijinx, Suspect, Hitchhiker, Might & Magic. T. Slinger, 17300 17th St., Suite J-322, Tustin, CA 92680.

Have Might & Magic, Bard 1, Crimson Crown, Sword of Kadash, Ultima 4, others. Want RPGs or anything good. Write for list: Keith Parker, 117 Chestnut Circle, Richmond, VA 47374.

Tired of wimps? I've got supermen for Ultimas 2, 3, 4 and both Bards, only \$5 each. (Bard characters are level 500+). Madison Miles, 3 Ridge Rd., Winfield, PA 17889.

COMMODORE

Trade/sell: Bard's Tale 2 & clue book, \$25. Moebius, \$20. Hitchhiker's Guide & clue book, \$20. Will trade for Phantasie 1, 2, 3 or Ultima 3, 4. Bob Eubank, 271 W. Shore Rd., Oakdale, NY 11769.

Trade or sell: Zork 2 & 3, Apshai Trilogy. Want Ootopos, Bard's Tale, Breakers, Phantasie, other RPGs. Send list. Tom Helton, 6723 Harris, Raytown, MO 64133.

Rescue Rachel, my own C-128/1571 graphic & text adventure on 2 2-sided disks. Many features, beginner level but fun for all. Hints & solution included. \$6 or trade. Tony Fournier, RD #3, Box 112, Bainbridge, NY 13733,

\$20 @: Bard 2, Wizard's Crown. Send SASE: D. Owings, LTC #563, POB 7001, Longview, TX 75607.

Trade/sell: Bard 2 or Ultima 4, \$27. \$10 @: Gemstone Warrior, Spell of Destruction, Aztec. Bard 1, \$20. \$12 @: Kaiv, Mask of Sun. C. Cecil, Rte 2, Box 13E, Marion, TX 78124.

\$15 @: Wrath of Denethenor, Rings of Zilfin, Wizard's
Continued on back page

Adventure Hotline

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written by QB Contributing Editor Ron Wartow, is available for downloading from CompuServe and GENIE. Carl Kukonen is starting a World Builder Club, planning it along the lines of Ken St. Andrés' ACS Club. Write Carl for info: 5467 La Forest Dr., La Carada, CA 91011.

The Winners of August

Douglas Glemby won this month's random drawing and the game of his choice. (Perry Davis claimed *Might and Magic* for the May prize.) William Carte and Brian Smith will get to pick a game for the walkthroughs of *Lurking Horror* and *Fantastic Four* in this issue. Our Keys to the Kingdoms winner is Tom Richardson, who gets *Roadwar 2000*. For a series of adventure-related crossword puzzles, we're having a contest to round up lots of questions and answers. A good example: Lord _____. Another one: level two magic spell in *Proving Grounds*. The three people who send in the most Q & As that we can use in future puzzles will get the game of their choice. Deadline: November 31, 1987.

The Key Club

The Key Club consists of QuestBuster

subscribers who have volunteered to field questions on specific games, which will produce results a lot faster than Waiting for Duffy. About three dozen people have already offered such assistance, and you can get a directory of their names and games by sending a self-addressed, stamped envelope. It should be ready by the last days of August. If you want to join the club, let us know which games you've solved.

Ultima & Wizardry

Continued from page nine

be out until after Christmas because *Legacy of Llygamyn* [the third title in the series] isn't out yet and won't be until September. *Return of Werdna* for the Apple should be in the stores by the end of September, though we hope to have it there by the middle of September.

The C-64 *Proving Grounds* is totally done. They just finished the last graphic today. We're making improvements over the next month or so to handle special-case hardware like the extra memory in the C-128 and some of the RAM expansion cards. We have the disk drives running about 5.2 times normal speed and part of the memory is used as a RAM cache, so with a 1754 RAM expansion the entire game loads into RAM—and it really flies. The game's exactly the same as the Apple and IBM *Proving Grounds*.

The graphics are real nice. Still wire-frame, but we'll probably go to full-screen mazes in a version for the C-128, or maybe RAM expander-equipped machines. *Knight of Diamonds* and *Legacy* are done except for the graphics and will probably come out in January and May. We expect everybody will be caught up on all the games in the series by next Christmas. Then we'll be coming out with about two games a year."

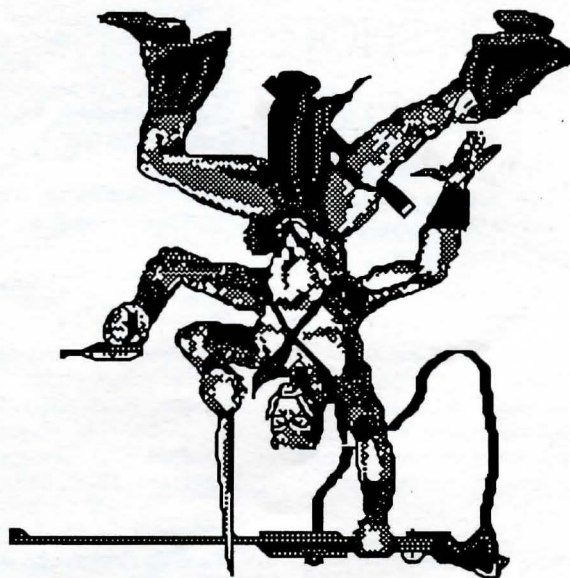
Defender of the Crown

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start. (This was true of another Cinemaware game, *King of Chicago*.) With all the new options, the C-64 version is harder—much harder—than the original. The computer opponents seem smarter too. Never before has a conversion enjoyed so many improvements—even those who own the Amiga version would have fun with the C-64 *Defender*.

System: C64/128, Amiga
Planned Conversions: ST, Mac, IIGS, IBM
Skill Level: C-64, Expert; Amiga, Intermediate
Price: Amiga, \$49.95; C-64, \$39.95
Company: Cinemaware (Mindscape)

First Class



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

SWAP SHOP

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Crown, Leather Goddesses. \$10 @: Ballyhoo, Cutthroats, Suspect, Witness, Infidel, Mindshadow. Many more, most in mint condition. B. Malmut, 412 E. 81st St, NYC, NY 10028.

IBM & QUEST-ALIKES

Trade or sell, \$20 @: King's Quest 2, Black Cauldron. \$15 @: Moonmist, Seastalker. Want Sorcerer, Lurking Horror, Wishbringer, Stationfall. M. Garcia, 114 Graycrest Ave., Collierville, TN 38017.

Want to buy Fahrenheit 451, all docs & box. Need IBM compatible (have Tandy 1000). Karen Brown, 95-52 115 St., Richmond Hill, NY 11419.

To sell: Zork 1, Infidel, Planetfall, Trinity (all with hint books & maps). King's Quest 3, Hitchhiker, Ancient Art of War. Trade for

Wizardry, Ultima 4. R. Garcia, 1350 N. State Pkwy, Chicago, IL 60610.

Selling Suspect, \$16.50. Tass Times, \$20. Felony and Icon, \$15. Crimson Crown, \$9.99. Send \$2 shipping & handling, & SASE. M. Garcia, 1350 N. State Pkwy, Chicago, IL 60610.

\$20 @: most Infocom, Rendezvous with Rama, Nine Princes in Amber, The Mist, Star Trek I. \$25 @: any King's Quest, Space Quest, Star Trek 2, Sherlock Holmes. \$30 @: Ultima 2, 3. Call (not collect) or send list of your games to Byron D. Byrd, 5160 Verdun Ave., Los Angeles, CA 90043. (213) 294-9216.

Trade/sell: King's Quest 2 & 3, Black Cauldron, Moonmist, Trinity, more Infocoms. Want: Ultima 2, Spellbreaker, Hijinx. M. Olsen, 2541 Flint Ave., San Jose, CA 95148.

ATARI

ST, trade/sell: Brattacus, Universe 2, Starfleet 1, Time Bandit. Want any King's Quest, Roadwar, Pirates. A. Michaels, 953 Lafayette St., Elizabeth, NJ 07201.

Trade/sell, \$20 @: Pawn, Phantasie I, Alternate Reality. \$10 @: Sword of Kadash, Arena, Wanderer, Gateway. J. Chinnock, 53 Edgewood Rd, Summit, NJ 07901.

ST: Trade, sell Brattacus, Roadwar, others. M. Pearson, 5918 S. Elizabeth, Chicago, IL 60636.

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

Canuck Bucks

For a current price list of games, write to Cynical Software, Box 387 Springside, Sask., Canada S0A 3V0. Please specify system.

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Stationfall...C64, At-8, \$30;others, \$35
Maniac Mansion.....\$30
Killed Until Dead.....\$25
Defender of Crown.C64, \$35;Amiga, \$40
Phantasie 3: AP, C.....\$35
Book of Adventure 1 or 2.\$19
Realms of Darkness: AP..\$30
Destiny Knight:.....\$37
Earthly Delights:.....AP, PC, Mac.....\$25
Might & Magic AP.....\$45
Oo-topos:AP, C, PC.....\$18
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A: Text/Graphic games.....\$5
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