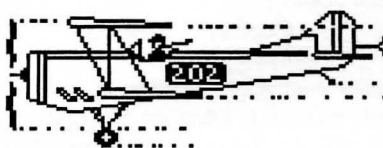


QuestBusters™

The Adventurers' Journal

September, 1987

Vol. IV, # 9



The Return of Werdna

By Ronald Wartow

Prostrate on a cold stone bier at the bottom of a ruin converted into a prison dungeon lies your new alter ego, Werdna, in a deep trance. The heroic destruction of Werdna and the loss of the magical amulet occurred in the first *Wizardry* scenario, *Proving Grounds of the Mad Overlord*. Werdna's body and spirit were indestructible, so Trebor and his followers, including Hawkwind, placed the entranced body at the bottom of a heavily guarded, horrific nightmare of a place.

Clambering down from the bier, you note that this tiny 2 x 2 room has no doors. You are alone, weak, naked, defenseless, and lack magical powers. A guard takes exception to your movements, unmercifully attacks and coldcocks you with one swift swordthrust. You awake again on the bier. Stepping into a corner of the room, you are now slightly strengthened and have recruited some allies. Suddenly, another guard attacks, but this time you successfully defeat your adversary. Your wizened face reveals the

triumphant gloat of this success—but your triumph is shortlived, as you realize *there are no doors!*

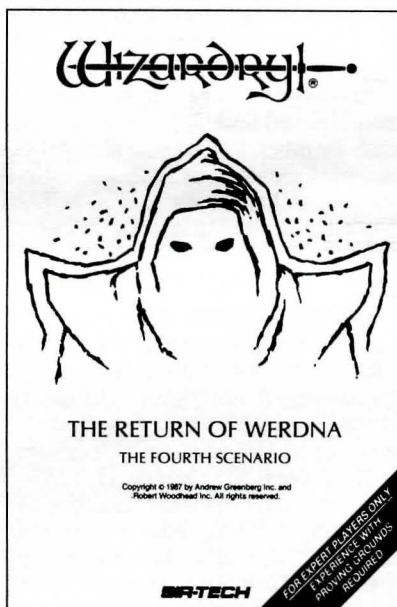
So begins *The Return of Werdna*, the first expert level *Wizardry* scenario, a game that is both stand-alone and stand-out. From the compelling start, you venture into a 100-150 hour, puzzle-filled, mind-bending, philosophical, multiple-ending joyride of a game. At its heart,

Ultimas III and *IV*. (For you history buffs, Hawkwind of Skara Brae, has been Adams' gaming persona for many years. I recall his early '80's *Softline* article describing the plot of *Proving Grounds* through the eyes of Hawkwind and his team.) Programming was the work of Robert Woodhead, *Wizardry*'s co-creator, who has given the world's computer gamers millions of hours of teeth-grashing pleasure through the *Wizardry* series and other games.

The Legend of Wizardry

The success and popularity of the *Wizardry* series paralleled the success and popularity of Apple Computer. But since early-middle 1983, when Apple introduced the 2e and the third *Wizardry* scenario was released, there had been no new *Wizardry* and only one release in the other popular fantasy computer gaming series, *Ultima IV*. (Macintosh *Wizardry* and the two scenarios released for the IBM PC were not new.) This dearth of fresh scenarios from the first widely-circulated and popular role-playing systems prompted others to "fill the void." In those years we saw a slew of fantasy games, like the three *Phantasies*, the two *Bard's Tales*, and most recently, *Might and Magic*. The reviews and even some packaging made patent references to and comparisons of those games to *Wizardry*, and *The Bard's Tales* even provided for transfer of *Wizardry* characters. Still, no new *Wizardry*. Until now!

Sporting the familiar 3-D maze, the



The Return of Werdna is a *Wizardry*, but this circumstance only scratches the surface. This *Wizardry* is fresh as a daisy, employing interface, visual and maze-layout techniques I have never seen in a game of this type.

An intriguing role-reversal from prior *Wizardries*, this mirror dungeon was designed by Roe R. Adams, III, who holds 40 first-solve gaming titles, was Reviews Editor for *Softalk*, and adventure game editor for *Computer Gaming World* and *Computer Entertainment*. He played an integral part in the design of *Ultima IV*, did additional design work for *Bard's Tale I* and authored manuals for the new main *Wizardry*, the third *Wizardry*, and

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Pirates

By Mike Bagnall

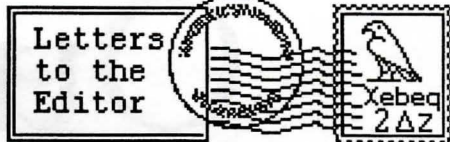
"Sail ho!" the master cries as you spy a ship sailing along the horizon—an enemy ship, preparing for battle. As the ships converge on each other at sea, boarding parties leap over the rails and battle ensues. Meanwhile the captain of the enemy ship seeks you out, and you fight to the death with swords. In *Pirates*, the newest game from Sid Meier and Micro-Prose, you play the part of a pirate trying to make a living on the Spanish Main back in the 16th and 17th Centuries.

The best comparison of the interface and game-play is to *Seven Cities of Gold*

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Adventure Hotline



New Games & Conversions

Things are slow this month, as most companies gear up for the Christmas market. Infocom's *Nord and Bert Couldn't Make Head or Tail of It* should be out by now. So should their more conventional text game, *Plundered Hearts*, a 17th Century romance story aimed at women by author Amy Briggs, but which is also supposed to appeal equally to men. (Huh?) Sierra's *Black Cauldron* and *Leisure Suit Larry* may be ready for the Macintosh, with *Space Quest* set for mid-October. (It's not an adventure, but Sierra also has a *3-D Helicopter Simulation* that lets two pilots play via modem and see other's chopper.) *Police Quest* will probably be out on the IBM in October.

Origins '87

Mike Bagnall covered the Origins convention in Baltimore last month. "Tournaments of war games and fantasy games were the biggest aspect," he says. But the vendor's exhibits gave him a chance to see some new computer games too. "I spoke with Mike Stackpole, who's doing *Bard's Tale III* and said it will be much bigger. Called *Thief of Fate*, it will consist of 53 maps, seven dimensions, five cities and five wilderness areas. I also saw a preliminary version of SSI's *Advanced Dungeons and Dragons*, which looked most impressive on the Amiga. The C-64 version will be released first, however, sometime early next year."

Activision Allies with FASA

Activision has agreed with FASA, who makes the role-playing games *BattleTech*, *Star Trek* and *Dr. Who*, to develop a new type of computer adventure. The idea is a "synthesis of...fantasy role-playing and military strategy." OK, how about calling it *The Orcs of Navarone? Wizards and Warbots?*

Infocom Books

Byron Preiss Visual Productions, who did many of Telarium's graphic adventures, is producing a line of novels based on Infocom's bestselling titles. Published by Avon Books, the first two will be based on *Wishbringer* and *Planetfall*. Preiss likens the relationship of the books and games to TSR's *Dragonlance Chronicles*.

Inventory Problems

When Electronic Arts added Accolade to its line of affiliated labels, they encountered a problem familiar to text adventures. Seems they lost their grip on a

similar arrangement with Origin Systems, who switched to Broderbund last month. Origin's *Ultima V* is expected to ship late this month, or early October. (Don't complain about the wait: *Ultima IV* was just released in Japan in August.)

Space Gamer Returns

Space Gamer/Fantasy Gamer, mainly covering non-computer role-playing games, is back on the stands. For info, write POB 8399, Long Beach, CA 90808, or call 213-420-3675.

ACS Newsletter Enhanced

Looks like *The ACS Adventurer* is being done on a laser printer. Now edited by Will Bryan, whose *Panama* made him a winner in EA's ACS contest, the ACS Club's newsletter is full of game design tips, review and other ACS info and appears four times a year. (Ken St. André also continues to handle newsletter material and letters.) The \$5 fee includes club membership, so you also get two biannual catalogs of ACS games in the various archives. Write Will at 9920 Milltrail Drive, Dallas, TX 75238.

Play-By-Mail Directories

Paper Mayhem, the PBM magazine, has published *The Journal of the PBM Player*, which lists several dozen games and quotes prices, complexity and diplomacy ratings, and addresses of the companies. It goes for \$1 and updates are planned. (1518 Adams St., Ottawa, IL 61350-4764) The company that runs *Assassin*, is preparing a *Who's Who Among PBM Players* that will contain bios and addresses of people who return forms asking for favorite games and other information. (K+C Enterprises, POB 1072, Bloomington, IN 47402-1072)

Winners

This month's Keys to the Kingdoms winner was Robert Garcia, who will get the game of his choice. For his walkthru to *The Mist*, Brian Smith won *Hollywood Hijinx*, and Douglas Campbell will get *Defender of the Crown* for his *Shadowgate* solution. For a series of adventure-related crossword puzzles, we're having a contest to round up lots of questions and answers. A good example: look under the _____. Another: found in the Echo Room. The three people who send in the most Q & As that we can use in future puzzles will get the game of their choice. Deadline: November 31, 1987. (Don't forget to send the answers to your questions!)

Dear QuestBusters:

Is the business done in the Swap Shop based on trust? What's a good way to ensure honesty?

A. Cautious Consumer

To ensure honesty, don't reply to ads from people named A. Thief or A. Rogue. Seriously, we have no way of verifying any of the information in the Swap Shop ads, but have heard of only one complaint in all these years. A couple of suggestions: Make sure you get a phone number so you can call and personally harass anyone who rips you off. Pay with a check or money order if buying games. By the way, Swap Shop ads are for original games with documentation, not illegally duplicated software. (Most people state this in their ads, but we edit it out to make room for more ads.) If you hear of anyone selling or trading pirated copies, let us know.

Dear QuestBusters:

In your July review of *Lurking Horror*, it said the game contains a package of rattlesnake eggs. Mine contained some kind of funny looking insect. What gives? Did Infocom vary the sort of horrors they put in the packet? Hope you can clear this up for me — I'm puzzled!

Marian Apgar

Apparently someone at Infocom picked up a grab bag of stuff at the local novelty shop, for we've received several other reports of games that included different kinds of creatures.

QuestBustersTM

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Leisure Suit Larry in

The Land of the Lounge Lizards

By Stephen King

What was that title again? *Leisure Suit Larry in The Land of the Lounge Lizards* (or LSLITLOTL for short). Well, it's a mouthful if nothing else! For the purposes of this review though, I'll just refer to it as *Lounge Lizards*. This is the latest in an impressive series of 3-D graphic adventures from those creative folks at Sierra On-Line. In it you play the part of the hapless Larry Laffer, a 40-year old prolonged adolescent whose "ol' lady" (his mother, that is) finally tired of having him around and threw him out of the house to fend for himself. We join Larry in the legendary city of Lost Wages, where he hopes to thrust himself headlong into the singles scene in a glorious night of fast living. His goals are to "get lucky," to meet the woman of his dreams, and to get married—not necessarily in that order. Quite a night, huh, Larry?

How Old Are You—Really?

One of the first things that got my attention about *Lounge Lizards* is the way it begins. Because it is an adult oriented game, *Lounge Lizards* starts by asking the player's age. Nothing new here, you say: Infocom did the same thing in *Leather Goddesses of Phobos*. Well, that's where the similarity ends.

After entering an acceptable age, you'll be tested by a series of questions. There are a lot of them, and they're randomly chosen, which prevents you from using the "brute force" method of answering them. While I thought that a few of the questions were just a bit too contemporary to be proof of an age greater than eighteen, I did think it unlikely that, in a series of questions, anyone would get more than three that are dead giveaways, and one mistake is all you're allowed.

I also noticed that to at least some extent, the questions seemed to be age-sensitive. I tried them out several times at both ends of the spectrum and found that I could readily answer all the questions asked of an 18-year old, but stumbled from time to time if claiming to be 85. If you haven't already guessed, I was highly intrigued and entertained by this question and answer section. I went through it many times before my interest in getting on with the main part of the game spurred me to proceed beyond this point.

Lefty's Joint (so to speak)

We start our adventure just outside a seedy bar on the outskirts of Lost Wages. One thing I will stress here is that you should look everywhere. There are several items that are not readily apparent

unless you do, things that are vital to solving the game. In Lefty's bar, you'll find some interesting people and objects, but will soon wonder where the rest of the game went. That's because the bar is made up of only a handful of rooms, and the only way for you to leave the area and explore the rest of the town is to stand out front at the taxi stand and call a cab. This sounds easy, but you may find a slight communications problem when dealing with the cab driver.

On the Town in Lost Wages

Finally, you've gotten out of Lefty's—now where do you go? Well, the cab will just keep circling until you give a destination, and Lost Wages, unlike its real-life counterpart, is a very small place. You can just ask the driver and he'll tell you the areas of interest. My one complaint is that this has to be the only cab driver in the world that doesn't know what an airport or bus depot is. While I realize there must be limits to the size of the game, I think he could at least acknowledge the existence of such places.

Naturally, there's a casino/hotel. There are also several other places to visit, including a convenience store with a very interesting clerk, a disco, and a wedding chapel complete with its own flasher. One thing I will tell you about Lost Wages: The inhabitants don't take very kindly to thieves. Make sure you always pay for anything you get, or you're likely to be sorry.

The Art of Gambling

You may remember in my earlier review of the game *Space Quest* I had a minor complaint about the gambling. Though I found it creative, interesting and even fun, it seemed to drag on too long. This has been taken care of admirably in *Lounge Lizards*. When playing slots or blackjack, you can control the amount of the bet, which allows you to win money much faster. The blackjack game lets you to split or double. Both games are randomized, so you can't cheat by keeping track of the results that come up, then go back to a saved game and win big. I personally preferred blackjack, because it is more a game of skill, but I played in both sections of the casino several times until I broke the bank, and was never bored once.

By now you are saying "OK, we all know that Sierra makes good adventures, but how does this one compare to other games in the adult market?" Well, it's not nearly as puzzle-intensive as *Leather Goddesses*. In fact, I was able to complete the game in only two days. This is not to

say that there aren't a couple of stumbers. To be fair, even though I did complete it, I did not experience the full range of the game. I got to the final screen, but judging by my score (184 out of a possible 222) there was much that I missed seeing.

Those of you familiar with Sierra games will recognize that 38 points are not insignificant. I intend to go back as soon as I finish this review and pound my keyboard till I find some of those things. I do want to stress that even though I'd classify this as a beginners game, there is more than enough going on to keep everyone entertained.

How "adult" oriented is *Lounge Lizards*? Well, unlike *Leather Goddesses*, it is always set at its most lewd mode. This could be more properly classified as risqué or suggestive. Then again, if you wanted *Debbie Does Dallas*, you should probably have gone to the local Pussycat Theatre. I doubt we'll ever see a really lewd computer game.

A First Cousin

I will also make a brief comparison to an adventurers' "blast from the past." *Lounge Lizards* is clearly related to an earlier all-text adventure called *Softporn*. Far from identical, they are merely first cousins. I have played both, and what I found most interesting was how 3-D graphics change the way things are done, what's added and what's discarded. All in all, I found *Lounge Lizards* to be much more enjoyable. It's just what we've come to expect from Sierra On-Line: a fun, fast paced 3-D adventure game with lots of beautiful color screens and appropriate sound effects.

The familiar *King's Quest* player interface was used, so controlling Larry is a simple matter. He can be guided with a joystick, or by using the standard arrow keys to start him walking in a given direction. Strike the same arrow key again to stop him. A card with the documentation indicated that a mouse would work also, but this was apparently included for Amiga and Macintosh owners, because the IBM mouse was not supported.

For operations that require more intricate handling than possible with a joystick, standard adventure commands may be entered at the prompt. There is also a new "pull-down" menu that can be accessed by hitting your top joystick button. This allows easy access to several options like saving and restoring games, controlling Larry's speed, or looking at objects in your inventory without having

Continued on page four

Dan Dare: Pilot of the Future

By Tim Snider

It was to be the most important night in the career of Dan Dare, Colonel in the Interplanet Space Fleet, when Dare is finally being recognized for all his contributions to furthering man's knowledge of space. As the televised tribute wears on, static suddenly blankets every screen on the planet. The alien face of Mekon appears, scowling with the evil borne of space-villains. With a sneer he tells of an asteroid he has programmed to crash into Earth unless his demands for total domination are met. The Earth falls silent. The crowd turns to you. And a hero's gotta do what a hero's gotta do....

So you gather up your friends, Albert Digby and Professor Jocelyn Peabody (and your faithful alien pet, Stripey) and blast off in the Anastasia to thwart this evil scheme. After landing, you discover the asteroid is a giant complex that is home base for Mekon's horrible plans. You separate your group in order to find a path to the center of the asteroid, and soon hear a commotion.

Rushing back you see Digby and Professor Peabody being captured by a band of Treens, Mekon's flunkies. Armed with only your wits, and with Stripey close by, you must find your way in, stop the asteroid, rescue Digby and the Professor, and put an end to Mekon's tyranny. The asteroid will hit at 1 PM, and it's now 12:40 PM. Good luck, Colonel.

Even though Dare, the British comic-strip character whose exploits the game is based on, isn't well-known over here, Electronic Arts made this their most recent import from England. (After experiencing the legend of Dan Dare, I'd like to know more about this hero.) It's an action adventure that is strictly joystick-controlled. Primarily this is for movement, though the stick is used in many other ways as the game unfolds. As you guide Dan around the asteroid, messages appear onscreen when he approaches an object he can use or manipulate. If you want him to do something with that item, you press and hold down the button to view the action Dan can take or item he may use.

Sometimes he can perform more than one action at a location, and the joystick is used to cycle through the options. This seemed like a very good idea. In most action adventures, you are limited in the actions you can perform. This method made me feel as if I actually had control over many of the objects instead of the computer doing it for me. Even so, the interface is stifling, but much better than others I have seen.

Just like any other intergalactic space

game, however, this one has a mandatory degree of gratuitous destruction. Your prime objective is to defeat Mekon and destroy the runaway meteor. Dan can lob grenades at the Treen guards and can punch their lights out if need be. I haven't had to use the grenade capability, but it's nice to know that it's there. Actually, I found it much simpler to thrash the opposing forces bare handed. Hand-to-hand combat is extraordinarily difficult to master. It's easy to land a punch—but if Dan is hit, he gets stunned for ten minutes. This is a great drawback, for the only way I've found to shake him out of it is to disengage the enemy and then attack again. I don't know about anyone else, but I don't fight like that in real life and found it annoying to do so in this game. The key word is *annoying*, not hindering.

Most of the action involves finding your way around the underground complex, which is large but easily mapped. Puzzles are chiefly object-oriented. The trick is not to find items, but to obtain them. At one location a flashlight is seen inside a cave. You're too large to fit in the opening, but Stripey isn't. How do you coax him into the cave? That's the kind of problem you're up against.

The designers didn't go for realism, choosing to create an interactive cartoon. Graphics are comparable to the pictures seen in every comic book on the stands today. Colors are appropriate for the underground caves, though grays, blues and greens have a tendency to blend together on a monochrome monitor.

Animation is comparable to watching TV cartoons early Saturday morning. The walking, fighting and climbing is done very smoothly, with none of the skips and jumps associated with earlier adventures of this sort. The Treens march about mindlessly, Stripey hops, bounces and rolls close by your side, and Dan walks purposefully as he attempts to disable this flying rock pile of an asteroid. For a game based on a comic character, the graphics and animation made me feel as if I had stepped directly into a "comic dimension." (I might not know about Dan Dare, but if this game is any example of British comics, I think I'll write overseas for a subscription.)

Conclusions: Simple to learn, simpler to play, *Dan Dare* will entertain even the most die-hard adventurer. Even if action adventures aren't your cup of tea (to quote an English phrase), this one will test your delving skills while challenging your arcade ability. I solved it in 40 hours, but I'm an adventuring wimp. You experts will probably crack this sucker before lunch. Even so, you'll leave the keyboard wanting to know more about Dan Dare,

just as I did.

System: C-64
Skill Level: Novice
Price: \$20
Company: Electronic Arts

Leisure Suit Larry

Continued from page three

to resort to the keyboard. [This was brought over from the Amiga and other 32-bit versions.]

Sierra's parser is more than adequate. Not the best I've seen, but far from the worst. It handles multi-word commands and also works well with two-word shorthand, an asset for those who prefer minimal keyboard play. I sometimes get annoyed at parsers complex enough to complain about proper grammar. The *Lounge Lizards* package comes with two floppy disks and the usual paraphernalia: a booklet to give you some background, a couple of reference cards, a warranty card and some ads for other Sierra products.

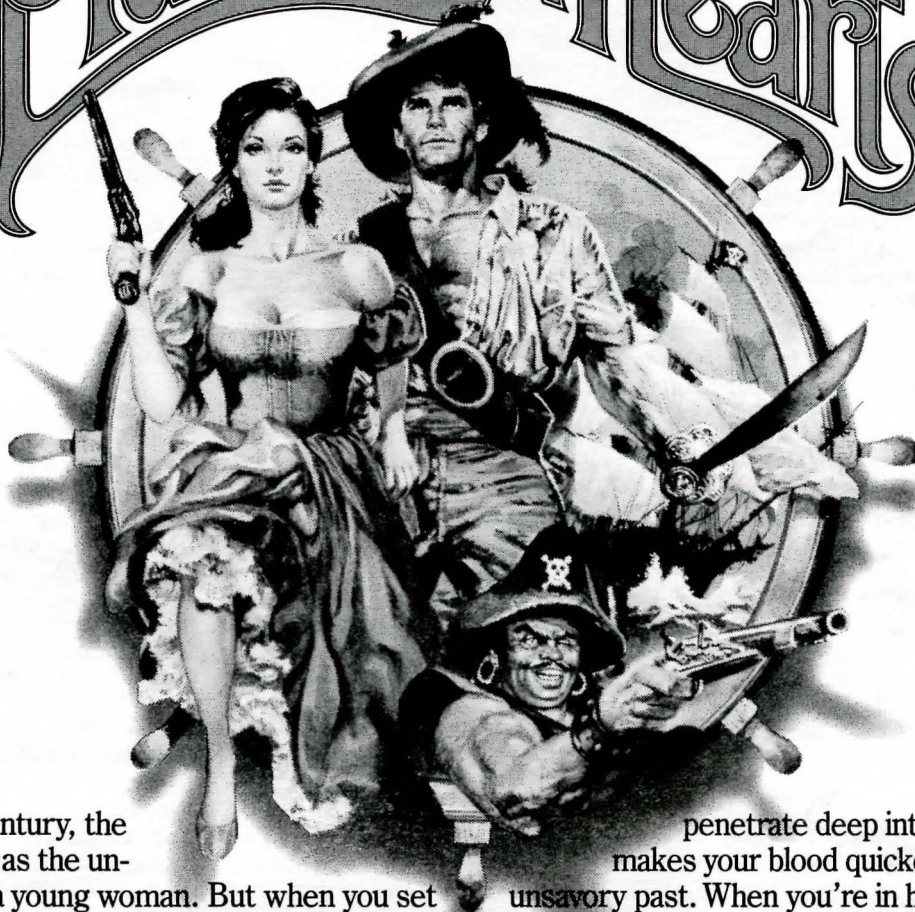
The package also included something that was very impressive. You may be aware that the IBM world is slowly converting to the new 3-1/2 inch disk standard. If it is acknowledged at all, most companies include a card that explains how you can send in your original 5-1/4 inch disks along with the small fee of \$30 or more to get the same software on a 3-1/2 inch disk. Sierra solved this by including both disk formats right in the original box. If there is an award for taking care of customer convenience, Sierra should get it for this one seemingly small gesture.

Minimum requirements are 256k of RAM and one floppy drive. There is a procedure for installing it on a hard drive (a key disk will be required briefly to get the game running), which speeds up the play and avoids the hassle of having to switch disks. It also supports multiple floppy drives in case you aren't lucky enough to own a hard drive.

Conclusions: While the puzzles in *Lounge Lizards* won't be extremely challenging to experienced adventurers, I was never bored with it and had plenty of fun playing. I would recommend it to anyone eighteen or over, if only as a showcase item to share the various inside jokes with your friends.

System: IBM & QuestAlikes
Conversions Planned: Amiga, ST, Mac, IIGS
Skill Level: Beginner to Intermediate
Price: \$39.95
Manufacturer: Sierra On-line

Plundered Hearts™



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

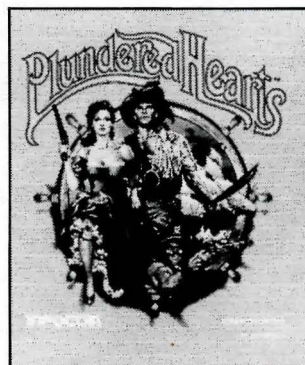
You barely survive an encounter with pirates, whose plans for you include a fate worse than death. The explosives, the rocky reefs, the vicious crocodile—all these are obstacles which you must overcome with cunning and agility. True, it's not easy; but at least you can control your fate. What you *cannot*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

Tall and lean, with azure eyes that

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

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

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



INFOCOM™

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Infocom interactive fiction is available for most personal computers.

Plundered Hearts is a trademark of Infocom, Inc.

Walkthroughs: The Mist & Shadowgate

By Brian Smith

Some monsters and people move about randomly and may not appear in the locations noted here. If that happens, continue with the game and use the indicated method when they finally show up.

Supermarket Checkout

Open office door. East. Take $\odot\Box$. West. West (to Manager's Office or until you see $\Box\odot\odot\ast\ast$), $\Box\odot\odot\ast\ast$, $\Box\ast\odot\odot$, $\Box\odot\odot\ast\ast$, do you have a $\ast\odot\Box$? $\Box\odot\odot\ast\ast$, give me the $\ast\odot\Box$. East. North. (Directions may vary if you met $\Box\odot\odot\ast\ast$ in a different location.)

Parking Lot, the Bug

Open $\odot\Box$. Throw $\blacktriangle\odot\odot\blacktriangledown$ at bug. Drop $\odot\Box$. East. East.

North Main Street, the Bird

Shoot bird. (If it's not here, wait or look until he arrives.) West. West. South. South. East (to Meat Counter, or until you see Mrs. Reppler).

Mrs. Reppler, the Dragonfly

Mrs. Reppler, where is the $\ast\ast$? West. North. North. East. East. South. [Traffic circle] Shoot dragonfly twice. North. [North Main Street] Take $\ast\ast$. $\blacklozenge\Box\odot\ast\ast$ door. Open door. East.

Hardware Store

Drop key. Get polished $\ast\odot\ast\Box$. Drop polished $\ast\odot\ast\Box$. Take $\Box\odot\ast\ast\odot\ast\ast$. Put $\Box\odot\ast\ast\odot\ast\ast$ in $\ast\odot\Box$. (Don't do this now if you didn't already $\blacktriangle\ast\Box\blacktriangledown$ the $\ast\odot\ast\ast\Box\ast\ast\odot$). Take $\blacktriangle\ast\Box\odot\ast\ast$. West. West. West.

Bugblaster's Store, Spider

Take $\Box\odot\ast\ast$. $\blacktriangle\Box\odot\ast\ast$ spider with $\Box\odot\ast\ast$. Drop $\Box\odot\ast\ast$. Take $\blacktriangle\Box\odot\ast\ast$. East. East. East. South. West. North. West. South.

Garbage Dump

Open dumpster. Examine dumpster carefully. Take $\blacksquare\blacktriangledown\ast\odot\Box\ast\ast$. Open $\blacksquare\blacktriangledown\ast\odot\Box\ast\ast$. $\Box\ast\ast\ast\blacksquare\blacktriangledown\ast\odot\Box\ast\ast$ (3 times). Drop $\blacksquare\blacktriangledown\ast\odot\Box\ast\ast$. North. West. North. East. North. West.

Truck Key

$\Box\odot\odot\ast\ast$, do you have the $\blacklozenge\blacktriangledown\ast\odot\ast\ast$? $\Box\odot\odot\ast\ast$, give me the $\blacklozenge\blacktriangledown\ast\odot\ast\ast$. East. South. West. South. East. East.

Driveway

Open door. Get in. Close door. South. West. North. East. East. North. East. South. South. East. South.

Dirt Road

Open door. Get out. $\ast\ast\ast$ $\ast\Box\odot\ast$ with

$\blacktriangle\ast\Box\odot\ast\ast$. Drop $\blacktriangle\ast\Box\odot\ast\ast$. South. (Be sure you have the $\ast\odot\Box$ and it has the $\Box\odot\ast\ast$ $\ast\odot\ast\Box$ in it.) East. (Save!)

Carport, the Centipede

$\blacktriangle\ast\Box\odot\ast\ast$ centipede. (You must $\ast\ast\ast\ast\blacktriangledown$ three times. The results of each $\blacktriangle\ast\Box\odot\ast\ast$ are randomized, so if you $\odot\ast\ast\ast$ and get killed, restore the saved game.) Open door. East. East. East.

Office

Open closet. Take suit. Wear suit. West. West. North. [Lab] Open door. East. East.

Spotless Room

Pour $\ast\ast\ast\ast\blacktriangledown\ast\ast\ast\ast$ from $\blacktriangle\Box\odot\ast\ast$. Pour $\Box\ast\ast\ast\ast$ into $\blacktriangle\Box\odot\ast\ast$. Open door. West. West. South. West. West. North.

Dirt Road

Get in. Close door. North. West. North. North. West. South. East. North. East.

Lake Drive

Open door. Get out. $\blacktriangle\Box\odot\ast\ast$ giant thing (three times). Open door. South. Down. [Cellar] ($\ast\ast\ast\ast\odot\ast\ast\odot$)

Shadowgate

By Douglas Campbell

Always carry at least one spare torch, more when possible.

Entrance

Operate $\blacktriangle\ast\ast\odot\odot$. Get $\ast\ast$. N. [Hall One] Unlock door. N.

Hall Two

Open $\odot\Box\ast\ast$. Get $\ast\ast$. Get magic torch. S (to Hall One). Open closet. [In Closet] Get sword and sling. (Go to Lake.) Get rock. N (click on dark area just left of waterfall). [Alcove] Operate $\Box\ast\ast\ast$ (on $\blacklozenge\odot\odot$). Get pouch. (Go to Hall Three.) W.

Pedestal Room

Put $\odot\ast\ast\ast\blacktriangledown\ast\ast\ast\odot$ (from pouch) in hole. Get $\blacktriangle\Box\ast\ast\ast\ast$. NW. [Lair] Get shield, hammer, helmet and spear. (Go to Hall Two, open $\odot\Box\ast\ast$ $\blacktriangle\blacktriangledown\ast\ast$ at $\odot\Box\blacktriangledown\ast\ast\odot\ast\ast\blacktriangledown$ of far $\blacklozenge\odot\odot$ and enter secret passage.)

Chamber

Take arrow. Operate $\odot\ast\ast\ast\blacktriangledown\ast\ast\ast\ast$. W. [Bridge Room] N (left bridge). [Alcove] $\odot\ast\ast\ast\blacktriangledown\ast\ast\ast\ast$ $\blacktriangledown\Box\ast\ast\ast$. Operate $\odot\ast\ast\ast\blacktriangledown\ast\ast\ast\ast$ on $\blacklozenge\odot\ast\ast\ast$. Operate cloak on self. N.

[Chamber] (Examine $\ast\ast\Box\ast\ast\odot\odot$ and open it to follow secret passage to cave.)

Cave

Put $\ast\ast\Box\ast\ast\ast\odot$ in hole. Get scroll. (Go to Chamber.) Say $\ast\Box\ast\ast$ to rope. U. [Mirror Room] (Go to Lake.) Put $\blacktriangle\Box\ast\ast\ast\ast$ in $\odot\ast\ast\ast$. Get key. Operate $\blacktriangledown\Box\ast\ast\ast$ on lake. Get $\blacktriangle\Box\ast\ast\ast\ast$. (Go to Hall Three and north to Tomb.)

Tomb

Open dragon scale sarcophagus. $\odot\blacklozenge\Box\ast\ast$ $\odot\blacklozenge\odot\odot$. Get scepter. (Go to Mirror Room.) Operate $\ast\ast\odot\ast\ast\Box$ on middle mirror. Get broom. Unlock door with $\blacktriangle\ast\ast\ast\ast\blacktriangledown\ast\ast\ast\ast$. N.

Bridge

Drop $\blacktriangle\Box\ast\ast\ast\ast$ in fire. N. [Crevice] Operate $\blacktriangle\Box\ast\ast\ast\ast$ on troll (when he asks for toll). N. [Courtyard] Open sling. Put $\Box\ast\ast\ast$ in sling. Operate sling on cyclops. Operate well. Open bucket. Wear gauntlet. NW.

Hall Four

W. [Library] Open desk. Get contents. Get book. Put $\Box\ast\ast\ast$ $\Box\blacklozenge\ast\ast$ in hole. NE.

Study

Open both scrolls and examine each. Operate $\blacktriangledown\ast\ast\ast\ast\blacktriangledown\ast\ast\ast\ast\ast\ast$ on globe. Get skeleton key and holy water. (Go to Hall Four.) NW. [Lab] Operate handle (found on floor). Get holy water. D.

Garden

Get flute. Operate flute. Drop flute. Take ring. (Go to Hall Four.) N. [Banquet Hall] $\odot\blacklozenge\Box\ast\ast$. Operate keys on all three doors and open each. E. [Chamber] U. [Save] Answer sphinx's riddle by finding and giving proper object (broom, horseshoe, map, fire, blower, etc. If you can't guess it, restore saved game until you get a riddle you can answer.) U.

Observatory and Turret

Open $\blacktriangle\blacktriangledown\ast\ast\ast\ast$. Get $\Box\ast\ast$. Get $\blacktriangle\blacktriangledown\ast\ast$. U. [Turret] Operate $\blacktriangle\ast\ast\ast\ast\ast\ast\ast\ast$ on girl. Get spike. (Go to Banquet Room.) NW.

Chamber and the Hellhound

Move horn. Open $\blacklozenge\ast\ast\ast\ast$ $\odot\Box\blacktriangledown\ast\ast\ast\ast$. Operate $\ast\ast\ast\ast$ $\blacklozenge\blacktriangledown\ast\ast\ast\ast$ on dog. Drop white bottle. Get horn. U.

Turret, Wyvern and the Balcony

Operate $\blacktriangle\blacktriangledown\ast\ast$ on wyvern. Get $\blacktriangledown\ast\ast\ast\ast$ $\ast\ast\ast\ast$. (Go to Banquet Room.) N. [Hall Five] W. [Balcony] Put rod in mount. Get wand. W. [Lookout] Get pouch on left. (Go to Bridge Room.) Drop all but wand and torch. NE (take

right bridge). to Cave

Cave of the Snake

Operate **◆●■*** on statue. Get staff. (Go to Bridge Room and get all, then to Crevice.)

Crevice and the Cyclops Again

Operate scroll **◆●▼*□*□*◆●○◆■** on self. (Go to Hall Five.) E. [Throne Room] Give **▲*■□▼*□** to king. Open royal seal. Put **□*■*** in slot. (Down to Hall Six.) N. [Gargoyle Cave] E.

Cavern

Open book. **◆*□*●●▲*▲**. Operate book on statue. Drop book. N.

Gargoyle Cave

Use combination from sphinx room (323) on levers: operate **▼*■□*** one, operate **▲*■□*** one, operate **▼*■□*** one. Get silver orb. (Go to Gargoyle Cave.) Operate ***■▲▼◆*◆*○*●●◆○*■** **■□*▲** scroll on gargoyle. N.

Wellroom to the River

Operate lever. Open bag. Drop **◆*●●** ***□*■** in well. D. [River] Operate mallet on gong. Give **▲*◆●●*□*■** to ferryman. Go raft.

Vault

Put **▼*●*▲○◆■** in hole under **▲□□***. **●●□*** ***□□■**. Operate **▲□*■*** on staff. Operate **□□●** on staff. W.

Cavern and Behemoth

Operate **▲▼*■*** on behemoth.

(The numbered halls refer to the halls you enter in the order of this walkthru. By consulting location names and your own map, you should be able to locate them. Send SASE for map if you need help.)

Pirates

Continued from page one

or *Heart of Gold*. At the outset, you may choose to create your own character or assume the role of someone on a famous expedition from history. If using your own, you must select your country and name, then a skill. Next you indicate the correct date of arrival of the Treasure Fleet or the Silver Train, which is given in the manual. Then you must fight a pirate to gain control of his ship. This is done in a swordfight in which you may use a rapier, longsword or cutlass. After this, you begin your expedition.

As you travel the Spanish Main you'll slowly realize the importance of the Treasure Fleet and Silver Train: Both carry fortunes in gold and silver. To capture these ships you must discover

their locations, which may be learned by defeating a pirate in battle or by getting inside information from another character.

The inhabitants of the Spanish Main include the French, Spanish, English and the Dutch. You can obtain news from friendly ships when necessary to keep up on which towns belong to what country, so you don't sail into an enemy port and get blasted. You can either sail openly into a town or try to sneak in. As you grow more famous, it gets harder to sneak in.

Three methods of combat await. In ship-to-ship, you see both ships and a status line showing their stats. You can fire cannons at the enemy, and just like in a real man of war you can fire only when the enemy ship is broadsides. Deliberately collide with the other ship, and you'll have to face its captain in a swordfight.

The second combat mode is ship-to-shore, which occurs when you attack a town. But the only real difference between this and ship-to-ship is that the enemy in this case, a fort, can't move. Again, land too near the fort and you'll have to go blade-to-blade with the captain. The fencing battle comprises the third form of combat. Defeat a ship's captain, and you'll win the ship and all its gold.

In addition to fulfilling the main quest, to become filthy rich like all good pirates, you'll find numerous sub-quests to perform. On occasion you'll meet up with an old pirate in a tavern, who will sell you part of a treasure map. Or when you get promoted, you'll learn how to find someone who knows the location of one of your lost relatives. Find this person, and you'll have to fight him to get another piece of the map that shows your lost relative's whereabouts. Find the relative, and he'll give you part of a map showing the hiding place of a vast Inca treasure.

To get promoted, you must do things deemed in your nation's best interests. If you're English, for example, and at war with Spain, you would want to attack Spanish towns and ships to please the English Crown. However, you can be nice to more than one Crown! In general, if you do such things that Crown will

promote you. The highest rank is Duke.

The other goal is to keep your crew happy, and this is often the most difficult part of the game. Without a steady supply of plunder, loot and food flowing into your coffers, the crew grows dissatisfied. Some crewmembers may even desert.

The variety of illustrations is excellent. When sailing, you'll see an aerial view of the ocean and your ship. In a town you'll see its picture and a menu of possible actions. Besides high-quality graphics, the sound effects are impressive, and you hear a different sound for each action.

All action is input via joystick, and the only typing necessary is when you punch in your name. The game also interfaces well with the player. When visiting a town, you can meet with the governor, who will introduce you to his daughter if you're not married. Be especially nice to her, and she'll give you inside information on the Treasure Fleet and Silver Train every time you visit the governor. But if you propose to her and she accepts, you'll have to fight her boyfriend! Capture a pirate ship during your travels, and you can interrogate the captain about the location of the treasure ships. Or you can hold him for ransom. This element contributes a lot to the game by providing a more livable environment. The documentation is fantastic, for the game comes in a book-like package containing a map of the Spanish Main and all the ports. The manual is elegantly laid-out.

My favorite aspect was the combat methods. These are truly original, and it must have taken time to get the movements just right. But I didn't like the fact that you can play only for about ten game years before the crew insists you retire. That means if you start at 25, you must quit when you're 35 years old! I don't know about anyone else, but I'd like to be able to play longer. I suppose this was done to make the game more realistic [and it is in many details of the way pirates really lived], but pirates were only around for ten or fifteen years anyway.

Conclusions: *Pirates* is recommended for anyone who likes exploratory games within a somewhat limited environment. It is one of MicroProse's best games this year, one that action-oriented adventurers will love. The theme of exploration and fortune-seeking is a good one that ought to be put to work in more games: I can particularly relate to it, being the "greedy adventurer" that I am, and am sure others who enjoy playing thieves or rogues in other games will find this one interesting.

System: C-64/128

Conversions Planned: Apple, IBM & QuestAlikes, Atari 8-bit

Skill Level: Intermediate

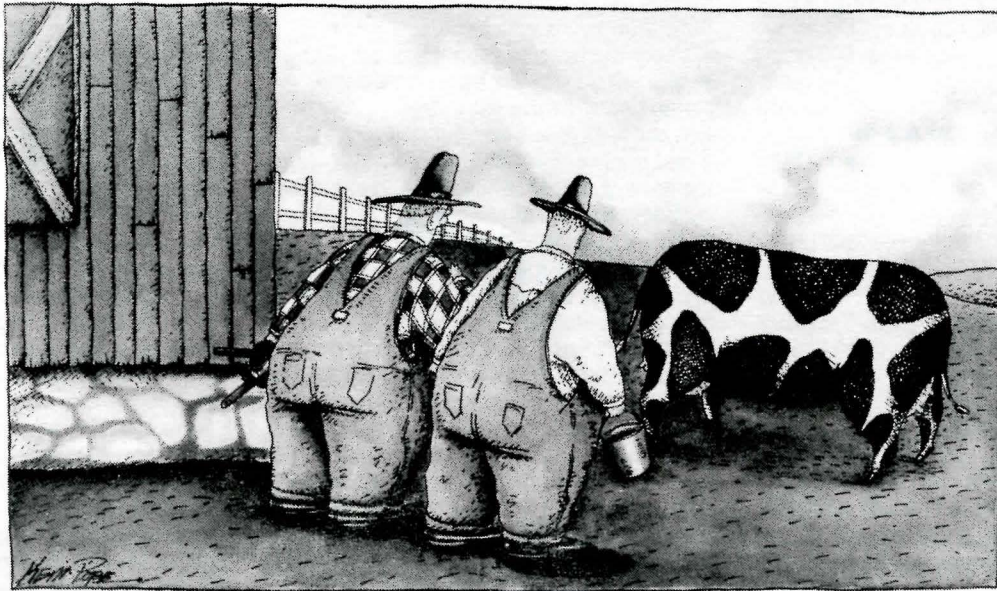
Price: \$39.95

Company: MicroProse

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
l = y	ll = z	∞ = 1	◆ = 2
✓ = 3	✓ = 4	× = 5	× = 6
× = 7	× = 8	⊕ = 9	⊖ = 0

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



Eight Tales of Cliches, Spoonerisms, and Other Verbal Trickery

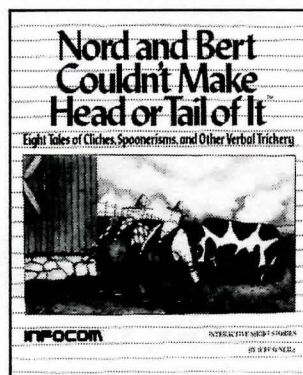
Infocom's first collection of short stories takes you to a place where nothing is quite as it seems. It's a place where you really can make a mountain out of a molehill, where 'the fur is flying' is taken literally, where a bow can be turned into a beau, and where you'll need to shake a tower before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

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

All eight stories take place in the

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

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



INFOCOM™

125 CambridgePark Drive
Cambridge, MA 02140

Infocom interactive fiction is available for most personal computers.

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The Return of Werdna

Continued from page one

game employs the windowing technique introduced in *Legacy of Llygamyn*, the third *Wizardry*. Almost the entire command structure features single keypresses requiring no carriage returns. Since you are Werdna, a historical pre-rolled character, familiar *Wizardry* routines such as character creation and weapon, armor, and item purchase are absent.

The Return of Werdna abounds with special events, a radical departure from prior scenarios. These generously sprinkled specials present the gamer with background, extraordinary items, puzzles and encounters with some rather peculiar "personae." Several noteworthy attributes hallmark the specials—dynamic prose, interesting philosophical overtones, wry and bizarre humor, and exotic esoterica. As I recall, there are more puzzles on the first few levels than in all the other *Wizardries* combined. So much for hack-and-slash? Yes and no, for combat does play a very important role in the game.

Rather than facing roving bands of "5 Bubbly Slimes," you'll fight prison guards who are several hundred "real" characters submitted to Sir-tech over the years by *Wizardry* players. The often hysterical and punny names of these characters contribute to the game's charm. These characters are each unique. If you kill one in a band or wandering alone, the character stays dead. Only restoring one of the eight save games *in the maze* (Cheers heard from around the gaming world!), or going up or down a maze level resets these individuals.

Guess where the roving bands of monsters went? Yes, all those monsters you loved to hate, you will now learn to love. All the (expletive deleted) level-draining spell-casting s.o.b.'s from the prior scenarios have become *your* buddies. You do not control their combat and spellcasting strategies, just your own, but the program handles this well and fairly, and you have enough to think about.

Your new role and new "friends" present a situation that takes some getting used to. After all, Werdna was one of the most despicable and evil wizards ever to walk or teleport across the face of "fantasy" earth. Perhaps, given the current situation, you will come to feel that Werdna was misunderstood? This is the heart of the game. Many different paths and approaches can be taken to attain your goal of escaping and regaining the amulet.

Graphically, the players (now your enemies) are handsomely color-drawn, for each class is depicted in striking style. As you progress, from squaring off against novice mages, for example, up to more advanced spellcasters, the graphic changes to reflect the new level of adversary. There are more than triple the number of graphics of any prior *Wizardry*, and the combat screen shows the first four members of the party you are facing. Occasional and very effective graphic views of the game's key locations are also encountered.

What would a *Wizardry* be without mapping? The maze levels are deliberately progressive in mapping difficulty. What awaits you as you progress higher and higher to escape your hellish prison is a formidable challenge. The familiar teleportation squares and spinners are mere child's play compared to what you will face on some of the levels. It is rumored that there are ten levels, including the oft-whispered-about interlocking cube, a fiendish multi-level "funhouse." Each level has a distinct pattern and mapping twist that evokes powerful mental images and contributes to solving it, and all bear ominous names that will burn in your memory for years to come. In case you get overconfident when initially entering a new maze level, the program menacingly reminds you that it is "Summoning the Guardians, Laying Out the Patrol Areas, and Setting the Traps."

In a monument to truth-in-packaging, Sir-tech bills the game as a very difficult expert level scenario for experienced *Wizardry* players only, warning that novices will become easily frustrated. First-timers are advised to play the first scenario before playing any other *Wizardry* scenario.

In a superb litotes, the manual notes that the first scenario's manual would be very handy to have along. Sir-tech will sell you that manual if you insist on playing this game first. *The Return of Werdna* manual dramatically describes the whole story of the Mad Overlord, Trebor, Werdna (now you) and the powerful amulet. Other than that, and a few game mechanics, you are on your own.

Take Sir-tech's word for it. This is not hype or a clever ploy to dare or to lure any gamer into buying the game. In fact, one of the puzzles requires that you have completed the first scenario to have any hope of solving it. The game is clearly dedicated to and designed for experts. I agree with their assessment, subject to my comments below. (Don't you just love the

way lawyers obfuscate?) Sir-tech is sponsoring a contest to reward the person who finishes *Werdna* in the least number of keystrokes. (Bidding for my maps and game notes starts at \$10,000!)

What makes *The Return of Werdna* so special is the designer's careful balancing of the key game elements—combat, mapping, puzzles and decisions required of the player at several points in the game. No single element dominates the other. All are important, and all complement each other. Even the method of doling out hints blends with the other elements. (Yes, hints in a *Wizardry*. You will need all the help you can get!) Because there are so many layered and hidden paths in the game, I expect that, even if a player finishes the game, he/she/it may never find all the alternate endings.

Other than this, I will be no more specific, for that would truly spoil the constant stream of discovery and surprise. But, mindful of the packaging's warning about the expertise required to play, I recommend that playing and completing the first scenario should be the minimum experience before tackling *The Return of Werdna*. Who is an expert anyway? Viewed another way, an intermediate could clearly handle the game at its lower levels and progress from playing the upper levels to become an expert. Let's not forget Sir-tech's seven-day-a-week Hotline service for help and the vast network of gamers who will also be playing. Here are some tips: Have a good dictionary handy, browse some old comic books, brush up on your mythology, see *Monty Python and the Holy Grail*, and map in pencil. A personal note in concluding: There's nothing like a *Wizardry*.

Ronald Wartow (C)1987
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[Ronald Wartow is GameSig Chairman Emeritus of Washington Apple Pi, an over 5000-member Apple Users' Group in the Washington, D.C. area. He spent 150+ hours beta testing *The Return of Werdna*, and was the first tester to complete the game. Because of this experience, he now rests permanently, but comfortably, in the Adventurer's Inn. Friends can visit. Hours vary. Call first.]

System: Apple (mid-Sept to Oct)
Conversions Planned: IBM, ST, Amiga, C-64/128
Skill Level: Masters Only
Price: \$49.95
Company: Sir-tech Software

KEYS TO THE KINGDOMS

Destiny Knight

Oscon's Fortress: Answer to Magic Mouth at 7N, 3E, Level 1 is **□*, **●●, ▲*●■***. Maze of Dread: Answer to Riddler at 15N, 10E, Level 2 is **□. (Must pass Battletest at 13N, 12E on same level in order to get Sword of Zar, even with correct answer.) Dargoth's Tower: Answer to Magic Mouth at 12N, 9E, Level 5 is ▽*□, ●*▲, ▲●●*■, *□●*, *●▽*, □□□▲▽*□, ●●□*■, *●□●, ●●□*, ▽□○*■.

B. K. Mudge

Leisure Suit Larry

To get remote control, ●◆! ▽**▲**! and go north. Give ▽**▲**! to man and take remote control and flower.

Robert Garcia

Starflight

To destroy the Crystal Planet (192, 152), you need the Crystal Cone from 29 S, 55 W on planet 1 at 20, 198; the Crystal Orb from 46 N, 14 E on planet 1 at 132, 165; and a Black Egg from 52 N, 16E on planet 3 at 238, 189 or 52 N, 16E on planet 3 at 145, 107, or 28N, 4E on planet 1 at 143, 115, or at 35 S, 98 E of planet 2 at 234, 20. The Black Egg must be placed at approximately 46 N, 45 E, or two of them placed nearby will do as well.

Michael Noth

Legacy of the Ancients

If you want to rob a food store, do it last before leaving town. First kill the merchant and stand still. Rob as much food as you can, then use the leave command to escape without the guards chasing you. These creatures are easier to kill with certain weapons: thrustcreepers, *■**■; slashnettle, *●◆●; leapers and neural clouds, ●●●*■* ▽*▲*■. When strong enough, go to Thornberry and find lots of gold in a mint in back of the bank.

Pat Jankowski

Stationfall

To open strong box at loan shark, ▲*□□▽ ●□* with *◆■. Get *□*■. To get something from the PX machine, go to the Pet Store and *●○*■* **■*■*. □□*■ □□*■●. Get ■*□. Go to Doc Schuster's], then to the PX. Put coin in machine. Type ✕. Put ■*□ in hole. Get ▽*○*□. To get the cylinder from outside the airlock, put it in the ▽*□□□▲.

William E. Carte

Shard of Spring

The rebel hideout is in the mountains southwest of Tendor. There is no icon for it, so you just have to walk back and forth. There are four gates in the Tower of the Gate Keeper, and the second one on the left leads to a distant island that takes you to Siriadne's Fortress. The spell that opens the magic gate of Siriadne's Fortress is *●■● □*◆*●*. After defeating the dove in the Fortress, you will be near a Wizard's library. Enter and get the forcefield key found behind the door in the statue room. You'll be asked for a gem code after defeating all the Elementals. Remember the lyrics from Erdrin's Dungeon: ●●□*. Before confronting Siriadne, have two wizards with a lot of magic points and sword or column of fire spells.

Ted Aicher

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

Waiting for Duffy

Duffy's out buying school supplies. If you need help, send in a brief ad.

Wizard's Crown: Where is the Emerald Crown & how do I get there? Need help with Ultima 2, Shard of Spring & Wizardry 2. Tim Mountcastle, 1820 Netherwood Rd, Richmond, VA 23225.

Faery Tale Adventure: Need help. Michael Pearson, 5918 S. Elizabeth, Chicago, IL 60636.

Leather Goddesses: How do I avoid getting a fatal headache at the South Pole? C. Williamson, 144 Patricia, San Luis Obispo, CA 93401.

Wishbringer: How do I kill the Troll on the bridge without opening the can? Chris Becker, 744 Padilla Heights, Anacortes, WA 98221.

Ultima 2: Can get lot of gold, hit points, kill everybody and get in the second castle, but that's it. I see four time doors but don't know how to get to them. What's the best choice of character and attributes? King's Quest 3: How do you get through the caves? M. B. Vandervoort, 898 S. 6th St., Lindenhurst, NY 11757.

Holy Grail: How do you kill the dragon? Wizardry: Does anyone know what to do with the Murasama Blade? Universe II: What's the significance of Desmona? What am I supposed to give to Admiral Bresheliah? How do I get a mission? Michael Noth, 26 Regal Lane, Iowa City, IA 52240.

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.

Bard's Tale: Have EA clue book but still having trouble in Mangar's Tower. Write first for my current situation. Hurry! S. Kunz, 211 E. Ohio, Suite 806, Chicago, IL 60611

Realms of Darkness: Have hint book, where is balloon? How do I get by Enchantrix, 1 Apparition, 1 Slayer and 1 Grand Master? Pat Jankowski, 16301 Dearborn Dr., Stilwell, KS 66085.

Moebius: How do you get the Wrecharm from the night minstrel? All I get is healed but no charm. Rick Coté, Rte 5, Box 382-B, Vasham, WA 98070.

Have high-level characters for Phantasie 1-3, Bard's Tale 1-2 and Ultima 1-3 for sale. Will trade for Wizardry characters. Brad Kinman, 510 Laurel Rd., Easley, SC 29640.

Need help with Macbeth and Murder on the Mississippi. G. Fleck, 16852 Greenland Path, Lakeville, MN 55044.

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.

The Key Club

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



SWAP SHOP

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. Please state system.)

APPLE

Want Ultima 1, Zork trilogy, The Pawn, The Mist, Standing Stones, Bard 1 and Wizardry 3. M. Bok, 36747 Meadow Dr. RR 3, Oconomowoc, WI 53066.

\$30 @: Bard 1 or 2, Phantasie 2, Wizard's Crown, Roadwar, \$25. ACS, \$35. Murder on Zinderneuf, \$10. Bilestoad, \$15. Wrath of Denethenor, \$20. Age of Adventure, \$8. Will trade or negotiate. J. Fenton, 7929 Townsend, Des Moines, IA 50322.

Trade/sell: Autoduel, Wizard's Crown, Phantasie 1 and 2, Zork 2 and more. Send SASE for list. K. Jarman, 5534 S. Whiteville, Mt. Pleasant MD 48858.

Sell/trade: All games, \$20; \$25 with clue books: Phantasie 1-3, Ultima 1-4,

RingQuest, Wizardry 1 and many more recent adventures. Brad Kinman, 510 Laurel Rd., Easley, SC 29640.

Moebius, \$23. Elite, \$18. Golden Oldies Original Adventure, \$8. King's Quest 1 (no box), \$15. All items sent postage due. A. Simsbury, 9501 Unity Lane North, Lorton, VA 22079.

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

Will buy or trade In Search of Holy Grail or Crowley Manor, Cyborg, Deadline, Bilestoad, Gemstone Warrior. Want Standing Stones. James Simpson, 103 Middleton Cres., Sask., Canada S7J 2W5.

COMMODORE

\$20 @: Phantasie 3, Legacy of Ancients, Realms of Darkness. Will trade for Wizardry, Might & Magic or Ultima 5. Randy Sluganski, 74 Estella Ave., Pittsburgh, PA 15211.

Stationfall, \$18. Enchanter, Sorcerer, Spellbreaker: \$10 @. P. Shaffer, 1705C, O'Shea Ave., Bowling Green, KY 42101.

Have hundreds of games to trade or sell, plus hints to many. Ron Mucerino, 298 Brighton Ave, Staten Island, NY 10301.

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. Shored Rd., Oakdale, NY 11769.

Trade or sell: Zork 2 & 3, Apshai Trilogy. Want Oo-topos, 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.

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Golden Path

By William E. Carte

One of the finest ST games yet, this graphic adventure features superb graphics and smooth animation, which makes for easy play. However, *Golden Path* consists of more than just pretty pictures. It has a good story line and numerous puzzles to solve.

As the story begins, you have just reached your sixteenth birthday and must set out on a journey to avenge the murder of your father, killed when his kingdom was overthrown. On the trip you'll encounter a bad-tempered goat, a lion, a crocodile, a robber, a killer dragon and a fair maiden. Many times you must first solve one puzzle in order to obtain an item needed to solve another. For example, you must free the miller's son to get a powder that will kill demons. But you must also find water and a dragon's tooth for the son to use in making the powder. This means you wind up solving three puzzles to get past the demon girl. Some puzzles are simple, others are downright devious (like how to kill the dragon), but all must be solved in order to complete your sojourn down the Golden Path.

Mouse- and menu-driven, this British program utilizes a unique playing screen.

The main "window," with a picture of the monk (you) and the background scenery, fills most of the screen. The bottom section is divided into three sections. In the lower left is a book. Clicking on the book rewards you with a text description of your current location. Key items or descriptions in this text are highlighted, which makes things a bit easier.

Pocket-style Inventory

To the right of the book are four boxes that represent your pockets. When you pick up an item, you may put it in one of the boxes, which then displays the item. Even with the boxes, inventory management will pose minor problems: You can hold only one item at a time, so you're limited to a maximum of five items. On the far right side of the lower section of the screen, you see a miniature view of the main screen. At first I thought this seemed redundant, since I already had a full-size view of the location. But it turned out to be invaluable. In the miniature view, you can see a golden line representing the routes you can take from each location. The lines don't appear in the main picture.

Then there's the vine. This is displayed between the main scene and the four boxes that hold your inventory. The vine represents your life force, which gets shorter as the game progresses. When it

disappears, you are dead. Eating food will lengthen the vine, and doing a humanitarian act (such as feeding the starving man) has the same effect. So while solving puzzles and exploring, you've also got to keep one eye on the vine.

Documentation is excellent, though the 20-page background story is too long. But you have to read it to find some of the clues. The game has only one major flaw—no save feature. You might get halfway through the game, only to make a mistake and have to start over. Mistakes are easy to make, too, since arcade skills are required when you have to throw rocks down into a waterfall. If they don't land in the right place, the game cannot be finished. This is the program's only flaw, though some people may not consider it such. (The designers intended for it to be playing in one sitting, in the shortest time possible.)

Conclusions: Despite the lack of a save feature, I give *Golden Path* a 9.5 out of ten and consider it an absolute must for ST gamers. But be prepared to spend a lot of time in front of your computer as you travel the Golden Path.

System: ST

Conversions: C64, AP, Amiga

Skill Level: Intermediate

Price: \$44.95

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