

Might & Magic: Clouds of Xeen

Drawing on the rules of its three predecessors, Jon van Caneghem's latest *Might and Magic* introduces some minor yet surprising changes. Lord Xeen, the undead general of the Darkside's evil ruler, has stolen the sixth mirror and has obsessed Lord Burlock with the quest to find the mirror. This sidetracks Burlock while Xeen takes over the land for his sinister master.

The road to finding and slaying Xeen is a tortuous one. First there is a treasure hunt for artifacts that increase skills and enable you to enter various towers, dungeons, and castles that contain items needed to complete the main quest. Xeen's castle rests on the clouds. After getting there, you must obtain another item before you can fight the final battle. When you slay Xeen, his evil master, who claims ownership of the Darkside, intervenes. This sets the stage for the quest in the *Darkside of Xeen*, the next installment in the series. The two games will interlock, forming a continual, seamless world that gives you twice as much territory to explore.

Character creation

Tavern-based character creation has changed little. After "rolling up" seven attributes, you choose one of up to ten professions for which the character is qualified. Skills — eighteen of them — again play a role, and are purchased or earned as you progress. Your party may contain up to six members. But unlike *M & M II*, there are no Hirelings or other NPCs to join the group.

A character may advance only as

high as the 15th level until one of the game's mini-quests, the construction of Newcastle, is accomplished. Then you can go as high as 20th level. This limitation of levels was disturbing.

Specials, such as the well in Shangri La and completing the Golem dungeon, endow characters with one additional permanent level. One area in the game grants a 10-level advance that is temporary. Attributes may also be increased permanently and temporarily in various

special events. The choices between the combinations of permanent and temporary attribute and level increases will prove to be more satisfying to many players.



No anagrams

Puzzles are mainly of the treasure hunt variety, with one artifact at the end of a dungeon providing admission to the next dungeon. This made the game more linear than I would have liked. There are numerous delightful and entertaining side plots, many of which can be completed after Xeen's defeat. There were no anagrams, word puzzles, spell puzzles, riddles, or other types of puzzles in the game — another difference between this and previous *M & Ms*.

The automatic note-taker made keeping track of hints and special events convenient, and eliminated the necessity of keeping extensive notes. The "quest item listing" saved space in the inventory and provided a list of items that could be used to fulfill quests. This list keeps accurate track of the quests you accumulate, and allows the game player to have multiple quests going on simultaneously. The result is more freedom to pursue the

optional quests.

You may play in Warrior mode, which is combat intensive, or Adventurer mode, in which you won't have to spend as much time bashing bad guys. The choice between the two is responsive to the criticisms that many role-playing games depend too heavily on violence rather than exploration and intelligence. The simultaneous display of the overhead automap and first-person 3-D perspectives make getting around in Xeen most enjoyable, and enhances your awareness of the environment.

The interface, animation, background art, digitized speech, music, and sound effects are first rate. Graphics are the most vivid and intense of any role-playing game, almost on the level of pop art. Production values were superb, with no discernable bugs to limit play. This is quite an accomplishment, considering the extent of pest infestation in the latest round of entertainment software. The

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by Al C. Giovetti

Shay Addams'

Adventure Road

Dark Savant most popular RPG in the QB Guild

Each month we give away games to Keys to the Kingdoms and other contest winners. For

the first time, everyone requested the same game: Bob Schreur, Norman Hughes, Charles Don Hall and Greg Zeshuk all asked for Sir-Tech's *Crusaders of the Dark Savant*. Thanks to everyone for all the clues, and to Sir-Tech for providing the games for everyone.

Lure of the Temptress

I planned to review *Lure* in this issue, but was still stuck as the deadline approached. It's a fascinating animated adventure with an original interface, tricky puzzles and in-depth secondary characters whose actions unfold in what Virgin calls "Virtual Theatre."

The advanced artificial intelligence of the secondary characters makes this an unusual adventuring experience. Some puzzles take place in real-time and with a time limit. While it's an animated quest, it's more than just a Sierra clone — certainly something to play after *King's Quest VI*.

Sierra update

Space Quest V now looks like a spring release. Sierra has decided not to publish a *Johnny Castaway* cluebook, so I am personally devoting the next few weeks writing a walk-through (the hardest part is getting him off the island; unless you do it right, it the display reverts to *Windows* when you touch the keyboard or mouse!).

Interplay's bulletin board

For hints, upgrades, technical support and more on Interplay games, call

714 252-2822 and tune into their new bulletin board. It's 300-14.4K baud, 8N1, and supports v.32bis and v.42bis. It's open 24 hours a day.

Rex Nebular

MicroProse's first venture into animated adventures is tantamount to Larry Laffer in a *Space Quest*. Here's a quote from Fred Philipps' review in the next issue: "...a puzzle-intensive, humourous, interactive brain-teasing series of linear adventures."

Humongous Entertainment

Ron Gilbert, designer of LucasArt's SCUMM system, has left the company to found Humongous Entertainment with Shelley Day. They're starting off with a line called *Junior Adventures* — puzzle-solving games for children

ages three - seven. They're for IBM and color Macs.

Sound Source & Windows

Disney's Sound Source unit now supports Windows 3.1 and 3.0 with Multimedia Extensions. Contrary to recent rumors, Disney is not buying Microsoft.

Crusaders cluebook

Crusaders of the Dark Savant proved too difficult to solve in time for the next *Quest for Clues*, but help is on the way in a clue book from Sir-Tech. We hope to have them in stock in January for \$19.95.

Quest for typos

Lately we've had more than our share of typos and other editorial fiascos. So, after only eight years (November was our eighth anniversary, by the way) we have finally brought in an editorial consultant, Edgar Schrock, to handle copy editing, proofreading and general typo extermination. In another eight years, we may even get an art director!



Accolade's Waxworks

The Mail Maze



Dear QuestBusters:

From the bottom of my heart I want to say thanks for all the solutions and clues you have published over the years. They have saved me from going out of my mind on more than one occasion. And your reviews are the most objective I have ever seen. They have saved me a lot of money on games I would not have enjoyed, and pointed out many that I would otherwise have not purchased and, in some cases, even known about.

Larry Laffer

Larry, you ignorant slut! This is supposed to be an objective newsletter — not one that publishes fake letters obviously written by the editor in hopes of attracting new subscribers. In the future, please send your glowing testimonials to Nuclear Waste News (available for \$19 from Eldritch, LTD, PO Box 85143, Tucson AZ 85754).

QuestBusters™

The Adventurers' Journal

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QuestBusters, the journal of the world's largest group of adventure gamers, is published monthly by George Bush and Dan Quayle. Annual dues: 3rd Class, \$19; 1st Class, \$25, Canada, \$26, Int'l, \$36. Contents Copyright Eldritch, LTD., 1992, All Rights Reserved. Copying without express permission is prohibited & punishable by what's left of the Republican Party.

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Spellcasting 301: Spring Break

Anyone who has played one of the previous *Spellcasting* games, or any of Steve Meretzky's other games, knows how challenging and humorous they are, and that — with the possible exception of *Leather Goddesses 2* — Meretzky always delivers the goods. The *Spellcasting* series perfectly blends puzzles, humor, plot and variety (in the form of magic spells with unlimited use).

Spellcasting 201: The Sorcerer's Appliance, one of Meretzky's very best games, introduced players to Ernie Eaglebeak, and to magic objects with great powers, which were interesting to play around with and figure out. In *201*, Ernie joined a frat and saved Sorcerer University once again. *Spring Break* throws Ernie into an environment in his junior year that results in a game even more fun and irreverent than its predecessors.

Though I went to Spring Break in Fort Lauderdale in my sophomore year, and Ernie travels with his frat brothers, the Pharts, in his junior year, to Fort Naughtytail, our experiences were quite similar: lots of

Spring Break is a great setting for a *Spellcasting* game. The many contests and quests come together well and combine to make this an adventure with more fun elements, variety and laughs than either of Ernie's previous adventures. Fort Naughtytail is an interesting town, and you must take advantage of all the places in and around it. Ernie's love, Lola Tigerbelly, is also in town for Spring Break, and it's important that you impress her with your skill in the competitions.

There are 12 events in *301*, from weight-lifting and body surfing, to a wet T-shirt contest and bull fighting. There is also a mystery event. Most events require that you be at the right place at the right time. Success depends on creatively using the spells and objects you find during the adventure. In addition to winning the contests, you must find your way out of jail when you inevitably get arrested. (There are seven different ways to escape.) The subquests take the game to another level of fun, because the feeling of accomplishment is high after satisfying the mage's challenging quests. These quests also propel *301* toward the endgame. Meretzky works in one of my favorite jokes of the game here: the four seahorses of the apocalypse.

Special interfaces

The interface for *301* is just like all the other Legend games, with a few exceptions. There are special interfaces for the magic carpet, the casino games, talking to other characters and for some graphic-oriented puzzles. *Gateway* was a turning point in the development of the Legend games' interface, and *301* benefits from this progress. Even more important are the new spells. Bip and Frimp

are back from the past, but all the other spells are new. There are some transformation spells in *301*, as well as a spell mutation spell that effectively doubles the number of spells. Once again, it is important to take the spells' descriptions literally. The uses of some in puzzle solutions are real tricky.

301 is graphically superior to previous *Spellcasting* games, because it offers Super VGA graphics screens, and regular VGA screens that look almost as good.

Additionally, digitized photos from the "Girls of Spring Break" calendar to spice up the festivities. Music and sound effects are quite good. The Legend system has quickly developed into one that is strong in all areas: plot, sound, graphics and challenge.

Spellcasting 301 is filled with the kind of humor we've come to expect from Meretzky. All the bad puns, outright laughs and funny circumstances color Ernie's latest undertakings. *301* is the most enjoyable of the series in many ways, particularly because most of the people playing it probably went on Spring Break at least once and will recognize their own experiences in Ernie's travels. The competitions are fun, the puzzles demanding, the laughs numerous.

Conclusions: *301* succeeds on every level and continues the adventures of Ernie Eaglebeak in one of the finest series of graphic adventures available. Ernie will be back soon in a senior year game that will hopefully not mark the end of the series. Magic and mirth mix better than ever in *301*. ☞

Skill Level: Intermediate

Company: Legend Entertainment

Price: \$59.95

QuestBusters price: \$45



Type: Graphic Adventure

System: MSDOS (640K and hard disk required, mouse optional; CGA, EGA, 256-color VGA, SVGA, MCGA, TGA (hi-res black and white); Realsound (PC speaker), Sound Blaster, Ad Lib, Roland)

babes, bars, brewskis and beach fun.

Ernie still gets the dirty jobs in the frat and, as Carpetmaster on this adventure, is responsible for transporting the Pharts on a magic carpet. He also has the crummiest room in the hotel. Ernie's job during his vacation is to help his brothers defeat a rival fraternity in various Spring Break competitions. Along the way, he must also complete quests assigned by the mage at the Fort Naughtytail Sorcerer's Guild.

by Russ Ceccola

The Lost Files of Sherlock Holmes

November, 1888: The gas lights of London, England shine feebly through the omnipresent fog, struggling to illuminate the moisture laden streets and buildings. Sounds of hansom cabs coming and going throughout the night echo in the distance.

With this introduction you are swept away to Victorian Age London. Chelsea, Spitafield, Covent Garden, Whitechapel, Scotland Yard and Mayfair will become familiar territory as you travel in and around London in your hansom cab seeking clues and evidence to solve these horrific crimes before your apparent nemesis, Jack the Ripper, strikes again.

In the first of the *Lost Files* series, *The Case of the Serrated Dagger*, you play the role of Sherlock Holmes. Dr. Watson, your stalwart ally, assists as you help Inspector Lestrade solve a series of gruesome murders: all women with their throats slit, and no witnesses.

Illustrated with hand-drawn, 256-color VGA scenes that are akin to stage settings, accompanied by music appropriate to the somber, fog-bound setting of 1888 Metropolitan London, this graphic adventure of sleuthing is a

Type: Graphic Adventure
System: MSDOS (640K, HD floppy, VGA & hard disk required; mouse, joystick, extended memory optional; Roland, Ad Lib, Sound Blaster)
Planned ports: Mac

refreshing change of pace. It was designed and produced by Mythos, a newcomer to adventure gaming.

Quest for disk space

The program loads quickly and smoothly — provided you have 15 to 29 megs of space on your hard drive. That's right, I said *megs*! This depends on whether you choose Save Disk Space or Save Play Time when loading. I chose the Save Disk Space, and the game load speed was still very good. Expanded memory can be used, but it isn't necessary.

The display consists of a picture of the current scene in the upper two-thirds of the screen, while the lower third consists of a Command box containing a dozen commands. (Although there is plenty of varied music, there are few sound effects.)

The commands are the usual Look, Move, Talk, Pick Up, Open, Close, Inventory, Use and Give. The remaining three are Journal, Files and Set Up. Journal lets you see everything you've seen, heard, said and done. It even lets you copy the text of your game to a file or print it out. You can move forward, backward and even search for a text string. This simplifies the process of looking up exactly where you saw an item, or specifically what a character said about something.

The Files commands are primarily Save, Load and Quit. You can save up to 30 games in progress, and there is plenty of room to describe your saves. The Set Up controls cover Music, Joystick, Fade (where scenes change directly or slowly, pixel by pixel), Voice and Portraits (if you have a digitized sound board), Windows (text will slide or appear/disappear), Submenus and Boxes), Key Pad slow/fast and even a Font Style command that lets you choose between three font styles.

Autohelp

The greatest feature of the Set Up is the Auto Help. If this is turned on, the Look, Talk, Open, and Close Commands will become automatically highlighted when the cursor passes over an object or person appropriate to these Commands.

At the beginning of the mystery, you can travel to only two locations. These are 221B Baker Street and an Alley. As you gather clues and evidence, additional locations will appear on a map of Metropolitan London that pops up

when you leave a scene. You then click on a location to travel there. You will have to travel back and forth to several locations after you get information and items from other places.


You must talk to everyone, often repeatedly. After certain events occur, you may have to return and talk to some people again. You also need to look at everything, and try to open, move or pick up everything you run across.

A few clues

Here are a few tips for the outset of the game. Go to Alley. Examine corpse (closely). Get all obvious items (there are four). Examine them (closely). Enter Backstage. Talk to Watson. There are four obvious items here. Note locked drawer.

How do you get out of the room? Look under something.

When you do turn up some evidence, you can return to 221B Baker Street and use your Lab to analyze it for additional clues. When interacting with characters, don't give up — keep trying until they part with some information.

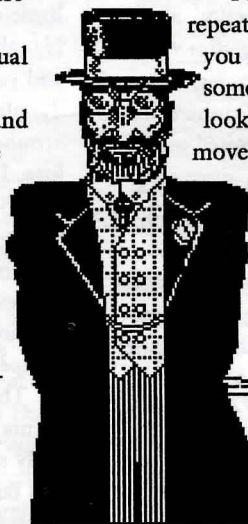
Conclusions: There have been dozens of Sherlock Holmes games, mainly because the character is in the public domain and no licensing fee is necessary. *Lost Files* one stands out with its icon-based interface and novel design. For "disk drive detectives," or anyone looking for something completely different from conventional RPGs and standard graphic adventures, *Lost Files* is a fun game with many new and innovative utilities that allow you to personalize the game. Highly recommended. 

Difficulty: Intermediate

Company: Mythos/EA

Price: \$69.95

QuestBusters price: \$54



by Fred J. Philpp

Shadow of Yserbius

by Russ Ceccola

Last fall The Sierra Network (TSN) started dropping hints about a "secret project" that would be available in the next major version of the system. Eventually it took form as a first-person, multi-player game like the *Wizardry* or *Eye of the Beholder* RPGs. The news excited TSN users and RPG fans alike. America On-Line's *Neverwinter Nights* was good, but only as enjoyable as other SSI "gold box" games.

Already extremely popular, *Shadow of Yserbius* is the most enjoyable online game I've played on TSN. *Yserbius* (pronounced "ser-be-us") is challenging, nicely play-balanced and sure to eat up your block of access time.

Yserbius is the name of a volcano near the town of Twinion. The dungeons are inside the volcano walls, and a guild and tavern lie nearby. Everything takes place in the shadow of the enormous lava-spewer, hence the title.

The goal is not clear at the start. Clues are strewn throughout the dungeon levels, but most of the time you'll be exploring the levels, fighting monsters and finding special objects that allow access to locked rooms and other sections. Later you learn that the game is roughly divided into four parts, and you can talk to characters that send you on quests. But there's no specific method for you to follow to play or finish the game. You can just wander aimlessly and enjoy the camaraderie of your party members in travel and combat.

Party on

Parties consist of one to four characters. You can join up with characters of any guild or race. There are eight races: Human, Orc, Elf, Troll, Dwarf, Gnome, Halfling and Gremlin. You may also join one of six guilds:

Barbarian, Knight, Ranger, Thief, Cleric and Wizard. Each guild has its own color, used to distinguish it in text messages and character icons.

The character generation screens are self-explanatory and allow you to assign extra points to abilities, skills and spells (if available). As in the other "lands" on TSN, you assemble a picture for your character from face and costume parts to represent your *Yserbius* persona.



Of all the TSN personas, these are the most realistic.

The main *Yserbius* screen has a few accessible locations. The Guild Hall is where you buy or sell objects, alter your persona's image if you like and, most importantly, assign new skill, spell and attribute points that you receive each time you reach a new experience level. After every battle, you obtain a certain amount of gold and experience points. *Yserbius* keeps track of how much experience you need to reach the next level, so a trip to the Guild Hall is the best way to outfit and improve your character. The Twinion Tavern is similar to other "hosts" on TSN. You can talk to characters here, look at characters and leave messages on special bulletin boards.

Unique to *Yserbius* is the ability to talk to characters anywhere on the host at any time. This is a useful feature, particularly if you're in the dungeon and want people in the tavern to join you. You can also send messages to everyone in your party.

The remaining two features of the main *Yserbius* screen are entrances into the dungeon. The top entrance puts you back to the top level at the start of the game. The bottom entrance takes you back to the last location where you saved your char-

acter. If you die in *Yserbius*, it's not all over. You go back to the main screen and then enter through the top entrance. You retain gold, objects and experience from the last time you saved, so save often.

Once you're in the dungeon, it's quite easy to play *Yserbius*. The party leader controls movement for the group, but all remaining functions are common among party members. Click on your character's icon at the top of the screen to bring up stats. Your character's outline appears on the right of the screen and a first-person view and text window are on the left. The outline has spaces where you can put objects, clothing and weapons you want to equip, as you do on the *Ultima* character screen.

Icons, icons

Below the outline are icons for a map, spell book, hammer and TSN options. Click on the hammer and spell book to bring up the abilities and spell lists respectively. The TSN icon accesses game options, which include save, quit to the character gallery and quit to the TSN main map.

Another important element of *Yserbius* is the auto-mapping. When you click on the map icon, an overhead map replaces the character outline with highlighted squares to mark places you've been, as well as doors, teleports, and icons representing the position of other parties and their level name and number. When you save your character, you also save the map. The party leader clicks on arrows on the map to move the party, but the maps of all party members are updated with each move. The first-person view and map work together to detail the party's progress.

Each player has a chest and bag to store inventory items such as potions, wands and keys. You simply

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Sex & violence: Cobra Mission



Cobra Mission's major innovation is its use of R-rated graphics. It is an enhanced conversion of a game from Japan, where this type of RPG occupies a large niche market. Megatech is gambling that there is a similar demand here in the States; if Cobra Mission does well, Megatech hopes to produce more conversions in the future. [And you can bet USA companies will soon jump on the bandwagon, as usual.]

The graphics are done in the "anime" style, the most popular kind of Japanese animation. They are distinguished by the womens' very big eyes and unlikely hair colors — bright blue and green are common.

Set on a small Caribbean island a few years in the future, *Cobra Mission* puts you in control of two characters: JR Knight, a sexually-obsessed private investigator, and Faythe Watson, who has hired JR to investigate the disappearance of her friend Donna. As the plot develops, you discover that her disappearance was (naturally) part of a larger plan,

Type: Adult Role-playing
System: MSDOS (640K & hard disk required; VGA, MCGA, EGA; Ad Lib, Sound Blaster)

orchestrated by an criminal mastermind who (naturally) seeks world domination.

Gameplay is typical of Japanese RPGs: there is a handful of different armor and weapon types, which are easily ranked from weakest to strongest, and a few special items to heal the party or inflict massive damage on your opponents.

The city is divided into five sections, each ruled by a "boss." You wander around on a map of the section (seen from overhead), entering buildings and talking to people. Eventually you learn how to enter the boss' headquarters, fight your way through it, and defeat the boss. When

this is done, you can move on to the next section.

Real-time combat

You see a full-screen image of your opponent, and use the mouse to position a weapon icon on top of him, then click to attack. Some opponents are heavily armored. To defeat them you must find the weak spots in the armor. If all else fails, you can throw firecrackers and poison darts, which are guaranteed to inflict damage. You're much more powerful than your opponents, and you regenerate hit points quickly, so combat is easy to master, even for people with limited arcade skills.

When you defeat a boss, you'll earn the gratitude of a woman who lives in that sector, which is where the R-rated graphics come in. You go to a seduction scene. Here skillful pointing-and-clicking with the various icons will allow you to see animated graphics that become progressively more revealing. If you have a Sound Blaster, the scenes are further enhanced with digitized moans and cries of pleasure. (There are also some other nude scenes to find. For example, Faythe's next-door neighbor will trade erotic photographs for any pieces of lingerie you happen to find in your explorations.)

Unintentional humor

The game has a high humor content and actually made me laugh out loud on a few occasions. Interestingly, the funniest lines seem to be unintentional: the translation into English isn't as good as it could be. The text is never indecipherable, but there is a lot of genuinely bizarre syntax. I thought this added to the fun by making the game seem like a badly dubbed B-movie.

Here's an example: early in the game, JR is offered a job delivering packages. He wants to accept, because wearing the red cap of a

delivery boy will give him new opportunities to snoop around. At the same time, he is put off by his manager's rudeness. He describes his internal conflict to Faythe: "Well, we need the money and this special red caps. I guess this is why the nickname bosses as [expletive]." The text for the seduction scenes simply has to be seen to be believed.

Cobra Mission is the first release from Megatech Software. As a new company, Megatech is still in the process of negotiating with distributors to have the game sold in stores. In the meantime, the game is being sold mail-order from their home office; you can order a copy by calling 1-800-352-6342.

Conclusions: This game is being marketed on the quality of its graphics, and it has no shortcomings there. They are pleasing to the eye and generally succeed in being erotic rather than lewd. The game is solidly programmed, but a little on the light side. It doesn't have the depth of an *Ultima* or a *Wizardry* and is more closely related to console RPGs, such as the *Phantasy Star* series on the Sega Genesis. ✻

Difficulty: Easy

Company: Megatech

Price: \$49.95 during introductory period; \$79.95 later.

13 issues for the price of 12!

Don't miss out on the next issue, with reviews of *Rex Nebular*, *Lure of the Temptress*, *Waxworks*, and more! Check the mailing label on the back page, and renew today — if it's due to expire in February, 1993 or later, you'll get 13 issues for the price of 12! (Adventure Express members: your mailing label is on the envelope, so dig through the trash before someone covers it with bacon grease!)

by Charles Don Hall

Quest for Glory III: Wages of War

by Russ Ceccola

Lori and Corey Cole took Sierra On-Line down a different path when they designed *Quest for Glory I: So You Want To Be A Hero?* (known then as *Hero's Quest I*). Games in this series combine traditional Sierra graphic adventure techniques with RPG elements such as abilities and skills that directly affect your character's performance. The Coles also went out on a limb and designed the series so that players could choose to use a Fighter, Magic User or Thief, and the story and puzzles would be sufficiently different for each to make the game worthy of replay.

All these elements worked well together, and the *Quest for Glory* series took off. *Quest for Glory III: Wages of War* continues the story line from the previous games, taking you to a land called Tarna in East Fricana. Here you must keep the peace between three tribes and discover what lies at the heart of the conflicts. *Glory III* works nicely as a stand-alone game, but also sets things up quite well for the next game in the quintology.

Exotic setting

Tarna is a place unlike any other seen before in computer games. With Egyptian and African overtones, it is a land rich in jungle settings and temples. The story picks up immediately after the conclusion to *Glory II*. (In fact, the introduction includes a revisit of *IP*'s end game.) You soon learn of a power struggle in Tarna. Only you can prevent a war between the Simbani, Leopardman and Liontaur tribes. Along the way to this goal, you learn a lot about the land and the world.

Glory III makes better use of the differences between the character types, and I strongly recommend replaying it. If you saved your charac-

ter on disk from either preceding game, you will be able to import the character into *Glory III*. This is the only way to play it a Paladin.

Otherwise, you must choose at the start from Magic User, Fighter or Thief. (A character, however, may attain Paladin status in this game.) Playing as a Magic User and Thief, I was required to think more, while the Fighter game appealed to my combative instincts. All three options offer worthwhile stories and unique perspectives.

Ye interface

Sierra's standard icon interface was augmented with more options and features than other Sierra adventures. In particular, character abilities and skills are unique to the *QFG* series and directly affect your character's ability to perform certain tasks. This aspect requires you to also find and solve the puzzles that increase the skills and abilities. Keep an eye on your health, stamina and magic points, for these totals are very important in battle.

A Special Actions icon bar offers more interesting options to round out your character. This icon bar has icons for running, sneaking and sleeping, as well as others that reveal your character stats and the current time and day in your adventure.

Glory III is heavy on conversations with other characters you meet, and uses an intelligent conversation branching system with over 6,000 lines of dialog. You don't feel trapped in the conversations. You can ask about and tell about many choices to

characters, similar to the flexible system in *The Dagger of Amon Ra*.

Combat takes place on a separate screen in most cases. You have to click on a choice of action from a combat menu. Combat menus differ for each character type. Magic User combat menus have icons for different magical attacks, and Fighter/Paladin menus let you attack with a sword in different ways. An additional magic icon bar lets Magic Users look at and cast spells. *Glory III* shows that you can quite easily expand upon the basic Sierra interface and still maintain the intuitive game play.

Glory III is better at exploiting the differences between character types than the previous games. My favorite character was a Thief. As a Thief, you must solve puzzles in the most clever ways of all. There's lots of sneaking around!

The conversation branching is not as static as you might expect, and serves the important purpose of providing clues and teaching you about the characters and places in the game. A Famous Explorers' Correspondence Course booklet details East Fricana and Tarna with history, monsters, hints and character suggestions. Read this interesting

guide before you play the game!

Graphics are some of the most impressive I've seen in from Sierra.

Each scene has a grand feel to it, and the details stand out. Choices of color and scale are dead on, and the overall effect is captivating. The land of East Fricana comes to life unlike many games I've seen. Also contributing to this effect are the African-like music and crisp sound effects. The composers and sound effects people create the mood for each scene and carry

Type: Animated Role-playing Adventure

System: MSDOS (640K, VGA, 286 or faster and hard disk required, mouse recommended, joystick optional; all major sound boards)

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Dungeon Master: mother of all

"...converted for IBM, this is the classic that rivals most games of today."

Faster Than Light should get the lifetime award for the longest time a company has ever taken to convert a game from the Atari ST and Amiga versions to the IBM. Almost five years have passed since *Dungeon Master* first appeared for the Atari ST in a San Diego computer store at 4:00 PM on December 15, 1987.

Packed into 400K on a single sided, 3.5 inch micro-disk, the game was a real landmark in data compression, copy protection, and 256-color palette, 3-D resolution graphics, first-person perspective role playing games. Today the highest sales are produced by games that emulate the original classic *Dungeon Master*, games such as Origin's *Ultima Underworld* andSSI's *Eye of the Beholder*.

Split personalities

Theron is the Grey Lord's apprentice wizard. In an experiment with the firestaff, the Grey Lord is split into the Lord of Chaos and the Librasulus. The Lord of Chaos resides on level thirteen of the fourteen-level dungeon within Mount Anaia. Librasulus, from his home in limbo, gives Theron the power to resurrect or reincarnate four of the 24 heroes who have been enshrined by the Lord of Chaos on the first level of the dungeon.

Resurrected heroes have the same attributes and levels of training they had in life. Reincarnated heroes have higher attributes, but start at the lowest levels of the four professions of Warrior, Ninja, Priest and Wizard. All heroes retain the possessions with which they died in their futile quest to defeat the Lord of Chaos and return order to their land.

Theron still resides as an invisible spirit in the real world. The game player, in the persona of Theron, controls the four restored heroes on their quest to reunite Chaos with Librasulus to reform the Grey Lord and restore the balance between good and evil.

Inside the dungeon

The fourteen-level dungeon is roughly 32 by 32 squares measuring ten feet on a side.

The 3-D graphics make you feel as if you are really walking the dungeon halls and fighting with monsters. Real-time combat, similar to *Eye of the Beholder*, does not change the view, since you are always in the same mode while in the dungeon.

Your group of four adventurers moves and fights as a unit, with two characters in front bearing melee weapons, and the two in the rear armed with ranged spells and weapons. Monsters can also move in groups of up to four characters per dungeon square. There is no tactical combat, since the characters cannot move independently.

Spells and missile weapons fly through the air and can be dodged by sidestepping out of the way. The most effective and least realistic defense is to sidestep before the monster group can turn and strike the party. The most effective offense is to combine the sidestep with an attack on the monster's flank without getting trapped by a second monster group. Groups can face in the four compass directions, but cannot fight diagonally, making battles very unrealistic.

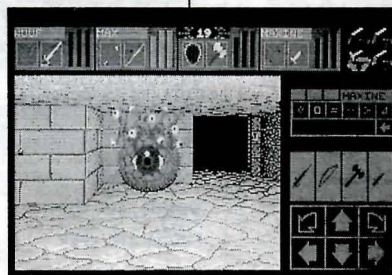
Puzzles in

Dungeon Master are of the find-the-minuscule-button, switch, or foot-plate and operate it in the right order-type, along with other devices, to open a door, grate, or wall

panel. *Dungeon Master* uses the treasure hunt form of puzzle, where you find the artifact or key necessary to solve the puzzle, locate the treasure and progress through the maze.

Other challenges include the bestiary of 24 different monsters, from mummies to Andy Jaros' award-winning red dragon. Each monster has its own strengths and weaknesses for you to exploit and examine. Monsters seem to increase in power as you kill more of them.

Dungeon Master's infinite monster generators (which cannot be turned off) provide a measure of frustration, since levels cannot be cleared — and are therefore continually stocked with menace and dread. Some monster generators, like the



3-D, hi-res role-playing games

screamer generator on level four, provide an infinite supply of food.

Innovative character development

The original *Dungeon Master* character advancement system is innovative and ground-breaking. Characters can advance in any or all of the four professions. A character is a combination of all four professions at the levels earned by that character. Levels are obtained by experience, which is directly linked to performing a task specific to a profession. The presence or death of an opponent is not required to increase skill and experience.

Warrior skill and experience increases by using a melee weapon. Ninjas advance by throwing weapons or using karate. Wizards and Priests advance by attempting to throw spells. *Dungeon Master* is refreshing: just as in life, the more the character uses a skill, the more proficient the character becomes.

Graphics and sound

FTL managed to get *Dungeon Master* to produce up to 256 colors on the 16 color Atari ST by blinking two different colors from the 16-color palette alternately on the same pixel, which then appeared to be the mix of the two colors. Unfortunately, the IBM version is only in 16 colors, with boring shades of grey on the walls. Colored objects are occasionally hung from the walls to give them color, and messages appear to be chiseled from the very stone of the walls.

The music used the MIDI capabilities of the Atari ST to the fullest. The Japanese FM Towns CD-ROM version of the game had 21 instrumental CD-quality songs in the sound track. The IBM version has compatibility with an impressive list of

sound cards and an 8-bit, mono FTL Sound Adapter is included with the game.

The IBM has a bug that exhibits incompatibility with "wall-knocking" — which allows the party to check for false walls without walking into them — and some sound cards. The game will slow up visibly with 4-bit sound cards when wall-knocking is performed.

Conclusions: *Dungeon Master* was clearly one of the most important turning points in game design history, the game that ushered into vogue the high resolution, three-dimensional, 256-color graphics used in only the best of today's games. *Dungeon Master* also abandoned the cerebral puzzles of the past for the cerebellar functions of treasure hunt and real-time combat. It was difficult for game developers to cram intelligence in the box with all those graphics and sound.

Beyond these musings of a long-time gamer, *Dungeon Master* is also just a fun game to play, evidenced by those all night sessions that those of us who played the original version remember. For those who played *Dungeon Master* on the Atari ST or Amiga, it will be

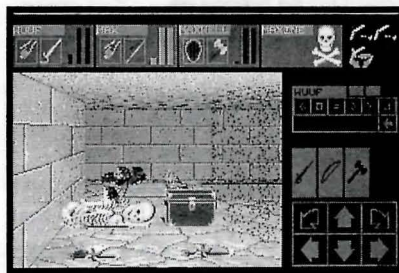
like visiting with an old friend. For those who have never seen this classic game, you would be well advised to check out the classic that rivals most games of today, even five years later.

Difficulty: Advanced

Company: Faster Than Light Games

Price: \$49.95

QuestBusters price: \$45



Type: Fantasy Role-playing
Systems: MSDOS (640K, 12MHz 286 or higher, high density disk drive required, hard disk recommended; 16-color EGA, 16-color VGA, 16-color Tandy; Sound Blaster, Ad Lib, Sound Source, Tandy, FTL 8-bit sound adapter (included), Amiga, ST, Super NES

WALKTHRU: Treasures of the Savage Frontier

by Clancy Shaffer

Lorkh

Here you must help your friends the Dwarves achieve their liberation from the Lords of Zhentil Keep. Do not attack the Cleric at 3,4; he will give you helpful information. You may rest safely at the Inn at 9,3.

Geildarr's Keep

From Lorkh you must go underground to Geildarr's Keep. You can rest safely at any guard barracks that is empty. At 1,7 you will encounter the evil witch Cortarra, who will take the shape of her prisoner, Siulajia. You must cast a Detect Magic or Dispel Magic to kill the correct one. You need mirrors for the Cockatrice's who will attack you here. Take a Wand of Magic Missiles and a Dagger+2. Let Siulajia join the party. Your final battle is at 4,15. Use Search to find a secret exit to the west. You must clear out the Undead who have taken over the southeast portion of the city. In your fights you will find Lucky Papers; you need only one of each paper.

Secomber

Go to the southeast corner (13,11), Go south through two doors, then east through a secret door, and you will encounter the enemy. After the battle you will have your first crystal and Papers. Use the crystal, and you can read every third letter. Go to Amanitas at 10,4. He will give you a Crown that will allow you to talk with him at any time.

Lellon

Don't enter the Tavern until you have rested. You will be drugged and awaken in a barn. Set a fire to get out. Go to Waterdeep. Stop, camp, rest and save before Waterdeep.

Waterdeep

At Waterdeep you will be thrown into the ocean, but saved by Sirens. On your way back you can rest in the Sirens' cave (along the long halls

running from 15,3 to 15,14). Watch out for a pit trap at 15,15, then you can rest from 14,14 to 6,14 and in the Queen Spider Room after killing her. Be sure and have Neutralize Poison memorized and protect your Cleric. Take the magic sword from her nest (located at 3,0 to 3,4). The exit is at 0,15. There are a number of magically locked doors and illusionary walls. This will complete a Lucky Paper project. To leave go to 15,0, take the ladder and arrive at 6,15 in Smugglers Dock, a short distance south of Waterdeep.

Smugglers Dock

When you meet the ancient Dragon, spread out and use Lighting Bolt spells on it. Use them from the north, and they will twice. You can take a ship from here to Orlumbor, but don't do it now. (When you do, be sure to arrive after 5:00 AM.) In the Dock at 9,5 buy rare maps. If you need healing, go to the Temple of the Mask; the password is Mask.

Daggerford

At 9,6 you can obtain another Crystal. Enter the Castle at 8,5. Daggerford is freed if you win this battle. Hurry to the town exit at 15,8 to stop the escaped enemy. Otherwise they will warn their compatriots at Way Inn that you are coming.

To complete the battle at Daggerford, free the Master of Way Inn. Go to 5,6 and up the Spiral staircase to 6,13. (To return down, take another staircase at 13,9, which ends at 6,5.) When you win this battle you will have completed another set of Lucky Papers. The Master will give you Bracers +2.

Yartar

You will learn that the Waterbaron has been captured by foes from Triboar. In reality he was kidnapped by Kraken spies, hoping to cause a war. Destroy the Kraken headquarters, then go to Triboar.

Triboar

Tell the guards you are not from Yartar. The Waterbaron is being held at a room entered at 6,1. After freeing the Waterbaron, take him to Lord Protector of Triboar at 2,12, thus preventing a war. If you wish to enter 0,13, the password is "northwater." Go back to Yartar (at 7,9), the Waterbaron's home, for your reward. You complete a Lucky Paper project.

Longsaddle

Your job here is to kill off the Krakens and their allies at the Market, then clean the Breeding Monsters out of the various ranches. You complete another Lucky Paper project by doing so.

Tower of Twilight

The Tower is owned by a high-ranking Mage. If you clear out the monsters inside the maze around the Tower, he will train one Mage for 500 gold. Otherwise the Tower of Twilight may be bypassed, as it is not necessary to completing the game.

Smugglers Dock

Take a ship to Mintarn and clear out the southeastern section of the Island, including Southclaw Fort, thus convincing the Island leader the Tyrant that Waterdeep is not behind the plan to conquer the South Coast. You can rest anywhere except Southclaw Fort (which is ok once it is cleared of monsters). You will receive a powerful weapon, the Tyrant's Trident.

Vessels disguised as Waterdeep warships have been massing off shore, but don't let Wrighttson discourage you from going to the Farr Windward. You can rest anywhere except in the Tunnels; you should have the Map if you purchased it in Smuggler's Dock. Go to 14,10. Get the plans for the occupation of Orlumbor. Take them to

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Wrighttson, and you will complete the Lucky Paper Mission.

Farr Windward

Go to 13,7 and meet Ougo and Haalbok. Trust their advice. Get Boots of Striding and Leaping at 12,10. If you go to 7,11, you will have a fight, but will get the records of the people in Farr Windward. You must get the brand from the dead guard. After the fight, Ougo will take charge. From here take Ougo to see Wrighttson, and he will free the people of Farr Windward.

Neverwinter

You will be searched when you enter. Rent a boat so you can leave and return at will. To complete the Lucky Paper mission you must find the missing Ambassadors.

You will find the Ambassadors at these locations: From 14,12 go south through the door, then east, northeast through an arch, east through a secret wall and south. Go to 0,10, then north through a secret door.

To reach this location you will have go through the Fat Man's Bar. Don't talk to the Fat Man, just go south, east, north, or west through the secret doors. You can purchase many spells at the local magic shop.

Port LLast

Nothing you do here affects the game. You can explore and kill monsters for experience points. At 0,3 is the Kraken Headquarters, guarded by Golems. Use Lighting Bolts and +3 weapons. Also in the inner room is a Mage who will use "Kill Living" spells. Hit him with a spell each turn to make him lose spells. The Trackless Sea Tours are not necessary to the quest. If you take them, stay on the ship, defeat the pirates, then bring the ship back to Port Llast.

Luskan

If you have completed all the Lucky

Paper Missions except Ruathym and Mirabar, seek out Jagaerda at 6,6. She will send you to Ruathym to rescue Shipmaster Redleg. After you return to Luskan, you will again have to rescue Jagaerda, who is at 4,7. After you defeat the local Captains, rescue Siulajia, who is being held at 1,11. You enter the same area in which Jagaerda is jailed. Don't try to enter the door 10, 2.

Ruathym

You must rescue Shipmaster Redleg, to complete the last Lucky Paper Project. Redleg is in a cell 8,3. Enter the complex at 4,2, go south two doors, then east thru a secret wall.

If you wish you may try to rescue Redleg in 9,2. Go to 9,3, sneak into the auditorium through the west door. You may be able to free him if you act quietly. Get the Bloodaxe and Redshield before leaving Ruathym; they are at 3,3, which is entered by going to 5,8 then south to a secret wall, then west and north.

Mirabar

If you have completed the above, the Council will be meeting. Go to 10,6, enter and present your information to the council. Be sure to meet with Elastul and King Steelfist before leaving. Check 10,13 for Mirabar Magic, which sells the most powerful items in the game. Buy as many Hold and Charm spells as you can.

Go to the chambers of Elastul Raurym at 7,2 (enter at 5,3). He will offer the help of his hammer Kriiador. Accept, then visit King Steelfist at 3,11. He will offer his son, but as the NPC slots are filled, instead he will give you a golden Battle Axe +3. Note: hit every black-robed Mage or Spy in each round of combat, or you will find members of your party dead. You must now catch a boat to Fireshear.

Fireshear

You have two goals: to free the town

leaders, and to free the town docks so the party can proceed. As you arrive you, are attacked by Beholders, Yetis and more fiends. Use spells to create a wall between the Beholder and the party. Use magic arrows and weapons on the Beholder, and save your spells for the other members of the attacking group. Use Dispel Magic to remove Slow and Fear spells.

After the battle, check your supply of spells; it is worth going back to Neverwinter for more. Enter the Fireshear Mines via the shaft at 2, 14. You will fight a two-stage battle: the Grand Yeti is immune to magic, so use spells on his allies and attack him with weapons. After he is dead, you may rest safely anywhere.

Ice Peak/Aurilssbarg

Do not go to Tranjer Rolsk office, which is a trap. If you meet Northmen, befriend them. Tell them the truth, that you are here to fight against Luskan. Go to 0,17 and go north, the only way to get to Bjorn Hold. You will probably have to work your way out the east door, head north and then west to get to this point. Enter Bjorn Hold at 0,1, where you will encounter two groups of Black Robes that must be eliminated. If you don't feel properly equipped, it's still not too late to return to Neverwinter and stock up. At 11, 12, meet with Big Fish to get information. In the northeast corner, leave the dock for Icewolf.

Icewolf

You arrive at 13,15. Work your way north, but do not enter any doors or archways. At 1,10 go north through a door, and you will be near the end. Go north to a blank wall, then west through a secret wall and use the Look option. You enter a tunnel that exits at 8,7.

The Dragon is dead, but you will be attacked by Blackrobes. Cast Charm Person and Charm Monster first, then use the Hold spells. Don't

Continued on page 14

Keys to the Kingdoms™

Crusaders of the Dark Savant

If **Belcanzar** never seems to be in his shop, try walking out the door. Let the party rest for a full eight hours. Reenter the shop. Belcanzar and all his magical implements will be there. To quickly build up your party's **Swimming skill** (each should begin with 10 points), locate a body of water (Sea of Sorrow, Eryn River, etc.). Move one square forward into the water. Step back onto land. Rest until stamina is at 100%. Repeat until all characters have maximum Swim points of 100.

Eddie Deale

Might & Magic: Clouds of Xeen

In Asp: set SW and NE globes around well to Red to approach device to north. To avoid being repelled in NW part of city, cast **Etherealize** when just south of northern border of the area. Head north and west from there.

Nightshadow: set three dials to 9 to activate/awaken vampire Rivercity: witches are in NW part of city. All party members need Swim skill to approach tent where guild membership is sold. Party should be very strong to attack characters in area west of training grounds. There is a hidden door south of 6,8, the toughest fight in the city.

Charles Jones

People & things: Winter Druid at A3: 6, 1. Autumn Druid at C2: 15, 9. Carlawana at C2: 10, 6. Man who needs Crystals of Piezoelectricity. Xeen Slayer Sword is at Newcastle Dungeon. Xeen's Castle is in Clouds of Xeen above Darzog's Tower. Levitate to walk over clouds. Go north to sign "Xeen 9N." Teleport 9 squares north. You must win 4 cupie dolls at fair to get Cupie Doll for Xeen's Castle.

You should be at level 15, with temporary +10 levels, have Xeen Slayer Sword and cast Day of Protection when you tackle Xeen.
Tommy Russell

Before taking on Xeen, make sure you have more than one recently saved game. After defeating him and moving the mirror with his sceptre, you find yourself in the end game sequence.

Unfortunately the game is automatically saved at this point. You can explore the remaining areas, but are locked in by a destroyed mirror.

Xeen is fairly easy to defeat. Grab the Sword of Xeen from your dungeon and give it to someone strong and fast. When you find Xeen, cast a spell to teleport to his location, then have everyone block except the holder of the Sword. Two or three rounds should do it.

There is a lava cavern to the northeast. At the bottom is a lost city. If you drink from the well, everyone will go up a level. You may as well wait until everyone is level 20 to avoid the training limitation.

Dan Donahue

Dusk of the Gods

Getting started: you must search every nook and cranny of Asgard before leaving for Midgard in order to be properly equipped, be assigned many minor quests, and to learn several key words to ask characters later on. The fate Vrd (upper right edge of Asgard) gives you helmet, shield and axe. Kill all wolves and bears for experience points. Kill warriors in training area for more items. Get torch blessed to lengthen its life. Visit healer. First item for Fenrir's shackles is found in southern woods.

Midgard: Bow and arrow are available in Ghor's hut (NW of initial left-hand cave entrance to Midgard). Reward for killing Treesmither is Lifegiver Shield (but it's used up quickly). Beowulf (S of King Nitheri) will give the

sword Hrunding for killing dragon. Sigurdh has the secret for slaying Grendel. Reward for killing Grendel includes the Hagalaz Rune. Hrunding has the Valkrut Key. Ragnor Storm Raiser is just north of King Nithod.

Mike Prero

King's Quest VI

Spell book ingredients: Swamp ooze (from bump on log at Isle of Wonder), River Styx Water (from Realm of Dead), Black Horse Feather (Isle of Sacred Mountain), Salt Water (baby tears at Isle of Wonder), Vial of Sacred Water (oracle at Isle of Sacred Mt., after completing catacombs), Falling Water (fountain at Isle of Beast), Skull (catacombs), Hot Oak Embers (Isle of Mist, after using "make rain" spell), Bit of Sulphur & Brimstone (rotten egg at Isle of Wonder), Strand of Maiden Hair (Cassima at Castle)

Norman Hughes

The Catacombs: Return to Sacred Mountain and climb cliff steps (at the top, you're automatically thrown into the catacombs). See docs for map of catacomb (specials such as traps are brown squares, black squares are drop-offs). Before you encounter the first trap (room with carved floor tiles), find and take the skull in dead end east of entrance. Use order listed in docs to cross tiles. After tile room, get shield (hallway) and coins from skeleton (far northwest deadend) before entering second trap (collapsing ceiling). In second trap, throw brick into gears to keep from getting crushed.

Go to northeast dead end (trapdoor drops you to second level). Use tinderbox (lights torch). Find room in middle of second floor where you can hear minotaur on other side of wall. Use hole-in-wall on east wall. Look hole-in-wall (seeing minotaur). Go to tapestry room you

QuestBusters

just saw minotaur in. Move tapes-try (opening secret entrance). E. Talk to winged girl. When minotaur is about to attack, use scarf on minotaur (you are automatically taken to Oracle and given holy water as well as location of Isle of Mists).

Paul Shaffer

Save after Beauty gives you the clothes. From this point you can follow one of the two paths, then restore and try the other one.

Peter Spear

Summoning Other World One: The Maze of Portals

After using the portal behind the first skull, you'll emerge in a maze of 31 portals. The secret of getting out is to number the portals starting from the northwest portal as 1, southwest portal as 15. There are two portals in each room, except the fifth, which has three portals. The numbers are designated U and B to differentiate from the top or bottom portal. Thus 1-u-3, 1-b-2 this means that the upper in 1 will send you to 3 and the bottom will send you to 2. You are trying to get to 11 to throw a switch, so you can eliminate two portals in 5 and return to the castle.

1-u=3	6-u=1	11-u=7 lever
1-b=2	6-b=12	11-b=1
2-u=10	7-u=13	12-u=9
2-b=9	7-b=6	12-b=6
3-u=8	8-u=1 use top port	13-u=15
3b=15	8-b=2 al=5	13-b=1
4-u=2	9-u=3	14-u=1
4-b=5 back to 1	9-b=2	14-b=1
5-u=3	10-u=12	15-u=4
5-b=3	10-b=15	15-b=1

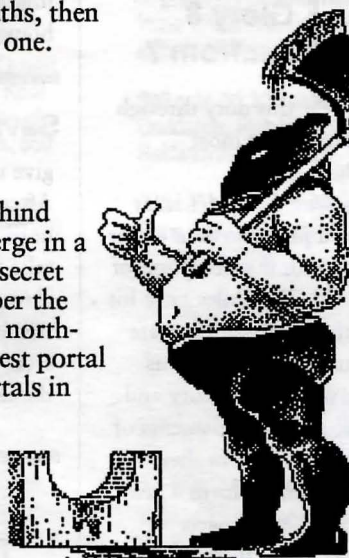
al = after lever is thrown.

The idea is to get to 8 and use the upper port, which takes you to 11, throw the lever, get to 5 and walk out. (There is a lot of loot on the outside.) Then use teleport spell to return to Lord Evermore. Now if you use the same portal as before, you will arrive in Otherworld Two and Three.

C. F. Shaffer

The Lost Files of Sherlock Holmes

Two things must be analyzed at your lab. To activate this sequence, first use lab table. The scene will shift, and you will be seated at the table. Examine things with the microscope, which results in a sampling that is placed into the test tube.



After a chemical or two is automatically added, light the bunsen burner with the matches. Click on the tube to see if more chemicals are needed. A chemical reaction will occur. Examination of the test tube

will then produce a clue.

In one instance this sequence is necessary to continue with the game.

When backstage, be sure to pick up a flower and talk with Wiggins. You'll need him and his Irregulars twice. Old newspapers make good insulators.

F. J. Philipp

Spellcasting 301

Belly flop contest: In hotel room, take all but seahorses, eggshell, sheet and letter. Go to Souvenir Shop and buy roc call. Go to Poolside and wait until contest begins. Examine Vince. Give plumage to Vince. Wait until both Yu's are done diving, then blow roc call (Vince will be picked up by roc).

The Drink-mixing Contest and Guzzling Competition: Go to Pawn Shop and sell roc call and shovel. Go to Grocery and buy strawberry. Go to Surf Shop

and buy absorption pill. Go to Sand Bar before 7:30 PM. Ratant Voy (back to Foy). When contest starts, give bar to Vince. Ratant Spunj (changing it to Spunj: Enlarge Wee Fruit). Spunj strawberry. Foy strawberry. When guzzling contest begins, eat absorption pill and drink daiquiri (judge gives you T-shirt for next contest). Take margarita.

Paul Shaffer

Frederick Pohl's Gateway

The Aleph 4 mission: wait at lake's edge and get salamander. Get behind rock at Heechee dome and wait until aliens arrive. Then go to their village. Enter Chief's hut and hide under floor. When Chief returns, put salamander in tank. Wait until salamander leaves, then follow it back to the lake and retrieve the cylinder. Put cylinder in slot. The code: 4-4-3-2-5. Take all three fans. Put red fan in yellow slot, yellow fan in blue slot, blue fan in red slot. Take machine and return to base.

Mike Prero

Lure of the Temptress

To escape the cell, move torch. Exit when Skorl enters.. Close and lock door. Get knife in next room. Cut leather cord to free Ratpouch. Use knife on sack in middle room. Get coin and green bottle. Look at barrel. Use bottle on tap. Give bottle to prisoner. Push bricks in corner. Tell Ratpouch to do same. To get lockpick in town, see blacksmith, ask everyone about girl, bribe man in Magpie Tavern, talk to blacksmith again. Then follow his directions when you talk to old man in front of the Magpie.

Shay Addams

This month Eddie Deale and Charles Jones were randomly selected to receive the game of their choice for sending in Keys. So send yours in today! (All submissions become exclusive property of Eldritch, LTD. until October 11, 2317 A.D.)

QuestBusters

Clouds of Xeen.....from 1

three dimensional art for the bestiary, non-player characters, temples, blacksmiths, etc., is often accompanied by voices, which made the game most enjoyable. The ending consisted of a lengthy animated sequence that was a most satisfying reward for the hard-pressed and weary adventurer.

Streamlined combat

Combat is dexterity-controlled and turn-based, and incorporates the normal *M & M* spell list. Weapons, armor and artifact progression range from the simplest to the most powerful, and many of these may be magically enhanced. Combat is quick, and the monsters are briskly dispatched — nothing like the long, drawn-out conflicts seen in *M & M III* or *Crusaders of the Dark Savant*.

There is no copy protection, so you don't have to look for a key word in the book. The simultaneously active mouse- and keyboard-activated interface shows icons on the right side of the screen.

Xeen uses intelligent, intuitive, and logical menus and control systems that make playing the game a joy.

Conclusions: Jon Van Caneghem and New World Computing have created another very impressive game — *Xeen* has the impact of the original *Secret of the Inner Sanctum*, in the days when Jon and his wife answered the hint line personally. Other than the lack of variety in the types of puzzles, and the scarcity and obscurity of clues, *Xeen* is one of the best games that I have ever seen. I heartily recommend this beautiful and fun-to-play, first-person perspective game. It is so enjoyable that, even though I have completed the main quest, I plan to go back and investigate some of the quests that I have not yet finished. 🐉

Difficulty: Intermediate

Company: New World Computing

Price: \$69.95

QuestBuster price:
\$55

Type: Fantasy Role-playing
System: MSDOS (2 MB RAM, 256-color VGA, hard drive with 15.6 MB free space required; Roland, Ad Lib, Sound Blaster/Pro, Sound Master II, Pro Audio Spectrum, Sound Source)
Planned conversions: Amiga

Quest for Glory 3from 7

this duty through

to the end, emphasizing the most dramatic scenes throughout.

Conclusions: *Quest for Glory III* is far more interesting and playable than either of its predecessors, with the exception of the VGA remake of *I*. The Coles have hit their mark perfectly this time. They are sure to receive many letters from fans who were blown away by the story and puzzles. They took disparate elements of cultures and places, made them their own and combined them to form a neat new land fraught with equal parts danger and fantasy. I look forward to the next game in the series, which will emphasize horror and monsters as its main elements. The Coles have a unique approach and vision in game design that works best in *Quest for Glory III*. 🐉

Skill Level: Intermediate

Company: Sierra On-Line

Price: \$69.95

QuestBusters price: \$55

Shadow of Yserbius.from 5

drag items with the mouse from the onscreen boxes. Weak characters can get further from the enemy by moving behind stronger characters.

Conclusions: *Yserbius* is a deep and complex game that would stand on its own as a commercial release. You must spend a lot of time to build up characters until they're strong enough to make it to deeper levels, but the requirements for advancement are quite fair. *Yserbius*

contains many subtleties, such as the option to challenge other players to combat, that I don't have space to talk about. One thing is sure: you'll be hooked by the *Yserbius* environment until and long after you solve the volcano's mysteries. 🐉

Rates: \$12.95 for 30 hours of TSN per month, plus \$4 for Medieval Land (discount rates on 50, 75 and unlimited hours include all TSN Lands)

Savage Frontier.....from 11

give up if some of your party is killed. After you win, keep the battle going until you can cast Heal spells. When you take the Gem from the dead Dragon's claw, he comes back to life. Dwarves will be help if possible, so get your party away from them and spread out, because the Dragon uses his breath weapon. 🐉

Quest for Clues: The Book of Swords

Due out in January, the next *Quest for Clues* will have walkthroughs for:

The Dagger of Amon Ra

The Dark Half

Dark Seed

Dune

Gobliins

Indiana Jones and the Fate of Atlantis

King's Quest VI

The Legend of Kyrandia

Lost Files of Sherlock Holmes

Plan Nine from Outer Space

Quest for Glory III: Wages of War

Leather Goddesses of Phobos II

Lord of the Rings II: The Two Towers

Might & Magic: Clouds of Xeen

Planet's Edge: Point of No Return

Prophecy of the Shadow

Spellcasting 301

The Summoning

Treasures of the Savage Frontier

Ultima: Forge of Virtue

Ultima VI: The Black Gate

Special thanks to Paul Shaffer, Clancy F. Shaffer, Fred J. Philipp, Bruce Smith, Al Gioveti and the rest of the QuestBusters Guild for doing such a great job.

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