

QUESTBUSTERS

The Adventurers' Journal

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June-July, 1992

Not sold in stores

Ultima Underworld: The Stygian Abyss

When I started to play AD&D back in high school, I sometimes closed my eyes to imagine what it would really be like to traverse the dungeons in the game. I was happy to find that *Ultima Underworld* brings to life those imagined scenes in all their glory.

I chose *Underworld* as the best quest introduced at the last CES show, and the actual product far surpasses what I expected from Origin. Without any doubt, *Underworld* is the finest dungeon game ever made and a bold leap forward into an area that technology had previously never touched. Despite the intricacies, I hope that Blue Sky Productions has another game using the same game system ready soon for Origin, because those of us who are hooked on it can never go back and play less superior dungeon games with the same enthusiasm.

Underworld is the brain child of Paul Neurath (who designed *Space Rogue*) and a team of programmers and artists. The plot conveniently places your character, the Avatar, in the wrong place at the wrong time. Baron Almríc's daughter Arial disappears with a mysterious mage, and Almríc blames you for her disappearance.

Your punishment is incarceration in the Stygian Abyss, from which you cannot escape until you save Arial, defeat the mage and his minions — and uncover the real horror behind the mage's actions that fits *Underworld* into the plot line of the latest *Ultima* trilogy, which began with *Ultima VII: The Black Gate*.

Underworld's game system has some

familiar elements from past *Ultima* games and a movement system that is easy for new and old players to use. The inventory system brings to mind the latest numbered *Ultima* games, with your character surrounded by circles that can contain objects in the upper right hand window. If you click on the chain underneath the picture, the picture turns over to reveal the character's skills and statistics.

Inventory management is a major part of *Underworld*.



Fortunately, containers may be placed inside other containers so you can create a whole hierarchy of objects. A good approach is to set up one bag or pouch to hold keys, another for

food, another for magical objects, one for the runes and one or two more for miscellaneous objects. This circle system is nice and convenient to use, but a few more rows of circles would be nice.

Going places...

Movement is quite simple in *Underworld* and is the truly revolutionary element of the game. The game screen consists of the character picture in a box on the right of the screen, a column of icons for more specific commands on the left side and the main view seen from a first-person perspective in the center window. Generally, the left mouse button controls movement and icon selection and the right mouse button is for actions.

Move the pointer over the view window to bring up an arrow. The shape and position of this arrow indicates which way you'll move in the game when you press the left button. Curved arrows to the left and right turn you in

those directions respectively. Straight arrows move your view in those directions. The further away from the center of the window that arrow is, the faster your view shifts. This is how you run.

You can also jump in the game by pressing the right mouse button. Running and then jumping enables you to leap over chasms and monster-infested waters. As you can see, moving around in *Underworld* is quite simple, and anyone will be traversing the levels of the Abyss in no time.

The main feature of *Underworld* is, no doubt, its superb and groundbreaking graphics. The first-person perspective of the dungeon can get claustrophobic at times, particularly in small rooms with low ceilings. Scrolling is smooth and flowing, not shown in "steps" as in every other dungeon game. This approach has now spoiled gamers so that they may never want to play a "steps" game again.

The animation of the main view is very quick and helps create the illusion

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by Russ Ceccola

Shay Addams'

Adventure Road

For the first time since May 1985, we are officially skipping ahead one month. There are so few quests coming out in mid-summer (everyone is busy showing them off at CES) that it would

be difficult to fill an issue (after all, we had to actually report on video-game quests to fill *this* issue). Please note that for the same reason, there will be no "Adventure Express" insert with this month's issue.

If your membership is due to expire with the July issue or later, an extra issue is being added to it — so everyone will still get the same number of issues to which you're entitled. By combining the June and July issues, we will finally get back on schedule in August.

New releases

Sierra's *Dagger of Amon Ra* is out now, and *Frederick Pohl's Gateway* is the latest from Legend. These, with *Lord of the Rings II*, look like the summer's hottest new adventures. *Leather Goddesses of Phobos II* is way too easy.

CES: the Sneak Preview

In the next issue Russ Ceccola will report on all the quests that we'll see this fall and Christmas. Here are some previews of what the companies will have at CES.

Origin hopes to show *Serpent Isle*, which is actually *Ultima VII, Part 2* and *Trade Commander* (working title). As part of Origin's ongoing CES tradition, they will of course show *Strike Commander* again.

Sierra is showing some of *King's Quest VI* as well as *Space Quest V*, *Quest for Glory III*, the remake of *Quest for Glory I*, and several *Windows* games: *Take a Break*

Pinball and *Take a Break Crossword*.

Dynamix will show their upcoming debut into fantasy role-playing with a game employing polygon graphics. Based on Raymond Feist's fantasy novels, the series will be called *Raymond E. Feist's Riftwar Legacy*, and the first installment is *Betrayal of Krondor*. They're also showing a CD *Willy Beamish* for PC and Genesis, featuring digitized voices, new animations and extra features not in the computer game.

New World Computing is previewing *Might and Magic: Clouds of Xeen*. Electronic Arts will show a new *Sherlock Holmes* game (not the

CD game from ICOM), *Populous II* and *Powermonger*. Mindcraft is showing *Legions of Krellia*.

Accolade, now distributing the Legend adventures, will offer a look at

Spellcasting 301: Spring Break and *Eric the Unready* (reportedly a satiric quest by Bob Bates). Paragon will offer a look at *Challenge of the Five Realms*.

SSI will unveil a pair of RPGs utilizing a new 16-bit engine. *Dark Sun: Shattered Lands* is another AD&D story (Mac, Amiga, MSDOS) and *M* is a science fiction story done in conjunction with FASA.

Ultima VII Bugs

Origin should have most of the bugs out of *Ultima VII* by now. If your keys are disappearing, put all your keys in a backpack and put it on the ground before you go to sleep. If you already put a lot of time into the game and don't want to start over, contact Origin customer service: they will put the keys back into your saved game. (This bug has been fixed in the game's second "build.")

But there is still no idea about what's causing system lock-ups on some computers. This has not been widely reported, and Origin is still

The Mail Maze



Dear QuestBusters:

What happened to the text-based adventure? Why is the genre being replaced by digital scans, icons and thoughtless plots that often insult our intelligence? Has the dauntless adventurer become illiterate, or was the all-text adventure too tedious?

Recently I read a *QB* review of three text games in which the review referred to the games' programmers as amateurs. I got one of them, *The Treasury of Zan*, and found it is without question one of the best games I've ever played! It's a huge game in which I became totally engrossed, the toughest I've played since Infocom's *Spellbreaker*. Here's hoping some intellect will be restored to adventure games. Until then, I'll spend my \$50 on the amateurs with the courage to write games that have a little substance.

Amy Lee

QuestBusters™

The Adventurers' Journal

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Treasures of the Savage Frontier

This is the second game in SSI's AD&D Gold Box *Savage Frontier* series. It is a follow-up to their first game, *Gateway to the Savage Frontier*. Unfortunately, it may be the last (see *QuestBusters* May, 1992). I say unfortunately, because with *Treasures*, SSI has come up with a very fine story and an excellent example of interactive fiction.

There is love found, lost, and found again; there is cowardice and betrayal, courage and sacrifice, conformity versus individuality, and help for the downtrodden. You'll meet old friends and enemies from *Gateway*. You'll make new friends and new enemies. There are new monsters, some that have never been in an AD&D game before. There are many conversations with NPCs, mostly via the paragraphs in the Journal. There are also many onscreen-only conversations. Most of these are greetings to the 'Heroes', but some are needed in the progression of the game, so be sure to keep a pencil and pad handy.

Type: Fantasy role-playing

System: MSDOS (640K & hard disk or two 1.2 MB floppy drives required; CGA, EGA, VGA, MCGA; Ad Lib, SoundBlaster, Tandy)

Planned ports: Amiga

Just a few short weeks

The story takes place just a few short weeks after your triumph at Ascore. Your team, the 'Heroes of Ascore,' have been summoned by your old friend Amanitas the Sorcerer to Llorck, home of the Dwarves. He has asked you to assist the Dwarves in their battle for independence from the remnants of the Zhentarim legions that have occupied Llorck. In addition, Amanitas wants your team to investigate other strange goings on in the Savage Frontier. You soon realize that the forces of Luskan are waging

a secret war against the Lord's Alliance, a group of cities that have joined together for their common good. Through the use of terrorism, kidnapping, assassination, etc., the forces of evil are trying to cause discord among the allies, in order to get them to fight against one another.

This is a game of great exploration. You'll be given missions by Amanitas via a magic crown (no more returning to Seomber each time). However, you can do plenty of exploration on your own. The

game recognizes when you've accomplished a mission, such as clearing a town, and Amanitas will not ask you to do it again.

Your travels will take you to all of the cities along the Sword Coast, from Llorck in the southeast, to Luskan and Fireshear in the northwest, with many stops in between. At each stop, you'll right some wrong and gain further insight into the nefarious plans of your enemies by acquiring 'lucky papers'.

You'll need three different crystals to translate these papers. They're obtained by doing battle with Zhentarim soldiers, Kraken Society spies and Hosttower mages. There is a trick as to whom you should attack first to obtain the different crystals, but the game gives you many clues on how to accomplish this. In fact, with just two of the crystals and some common sense, I was able to translate all three papers.

The Dwarves need help

There is a secondary plot theme of assisting the Dwarves to improve their lot. As you travel overland, you will meet groups of Dwarves who will discuss the plight of their people with you. Listen to what they have to say and help them in any way you can.

by Fred G. Brooks

The results will be rewarding in many ways. Be sure to take notes of these conversations, as they are not recorded as paragraphs in the Journal.

Moving Up

If you start with brand new characters or with the pre-rolled characters, you will start at Level 5 and can move up to Levels 10, 11 and 12, depending on your class

and race. There are no limits for human characters, but there are the usual (and very annoying) limits for non-human characters. Maximum spell level is Level 5 for both Clerics and mages. I strongly suggest that you bring your characters in from *Gateway*, as they will bring most of their magical equipment and all of their money with them. This will help you get started quicker.

New features

There are three new features in *Treasures*, none of which are listed in the documentation. Be sure to read the back of the box!! The first one is, according to the box, that movement and combat are subject to the unpredictable effects of the weather. With the exception of freezing the rivers so boat transportation was impossible, I did not notice any other weather impacts.

The next two features really added to the game. The first is reinforcements during combat. Just when you thought you had the battle won, another squad of mages, soldiers, monsters, etc. shows up, turning an easy victory into a battle of survival!

On the other hand, just when I was down to my last character during a battle in the streets of Llorck, a squad of Dwarves showed up and helped me win the day. The arrival of



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the reinforcements seems to be random, but somehow the enemy reinforcements always showed up when I was down a character or two. HmMMM!

The third feature — the ability to have a romance between one of your characters and an NPC — really adds to the mood of the story.

The romance was slow in developing, but once they declared their love, the two characters' actions changed. For example, when my male fighter's NPC sweetheart was injured in combat, he went into a 'frenzy' and was given multiple attacks for the remainder of that combat.



Old features

Character generation, automapping and autocombat are the same old tried and true features from the other Gold Box games. I used the automapping extensively, as the game allows you to move while in automap mode. In all of the towns there was at least one hidden doorway; in the automap mode, it is easier to spot the areas you have not yet visited. Of course, this does involve a lot of bumping into walls!

Sound is limited to combat, where it generally consists of the swish of swords, the twang of bowstrings, and the screams of the dying. Music occurred only during the bootup sequence.

Documentation was the usual Rule Book, Journal, and data card. To give you some idea of the increased scope and NPC interaction of *Treasures over Gateway*, the *Treasures Journal* is 59 pages long, with 83 journal entries, while the *Gateway Journal* is only 43 pages long, with just 62 journal entries. **Conclusions:** I truly enjoyed the plot of *Treasures*. It had a flow to it that I found to be realistic and believable (in an AD&D setting, of course). The richness of the story was enhanced significantly by the interactions with the NPCs, espe-

cially with the romance between characters. Sure the technology is old, the puzzles straightforward, and the graphics low tech. But as Shakespeare said, "The play's the thing." Give me a good story any day. And in the case of *Treasures of the Savage Frontier*, it's good story will carry you off to the Forgotten Realms for hours of enjoyment. 

Skill Level:
Intermediate
Company: SSI/EA
Price: \$50

QuestBusters price: \$40

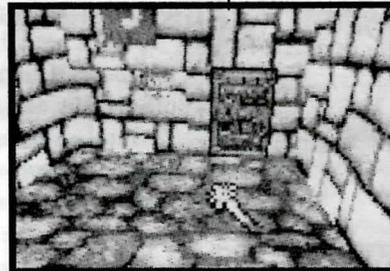
Ultima Underworld.....from 1

that you're really inside the dungeon. *Ultima Underworld* contains the basic elements of virtual reality with this unique approach, and anyone who plays the game will appreciate the animation and graphics that bring the Abyss and its denizens to life.

But *Ultima Underworld* doesn't just sport great graphics and leave other areas of the game out to lunch. The movement and inventory control are the first things you notice in the game, but other features will impress you a little later.

In particular, there are many characters and monsters in the Abyss, but not all of them are evil or violent. Near the first few rooms is a locked door behind which a giant rat sits, guarding his hoard. If you leave the rat and his food alone, he won't even breathe heavily on you. But if you take his food, the rat goes for your throat.

Intelligent monsters like this make *Ultima Underworld* more of a challenge because you have to take a different approach with each monster and character you



encounter. Some monsters will talk with and trade with you; others attack on sight. Experiment to find the best approach.

Another game element that impressed me is the realism of the dungeon itself. If I were to kill the rat in my previous example, he leaves behind a blood stain. If I go away and come back later, his blood stain is still on the floor. If I throw an item down a corridor and it lands out of sight, you can bet that if you walk down that corridor you will find what you threw.

These examples show the realism of the interactions in the dungeon interaction and how much *Ultima Underworld's* Abyss is like the real world. They separate the games that create the illusion of player participation from those that show you just one more room to explore and solve. The sound effects and music are also important in creating this illusion and are on a level with the excellence of the graphics.

Rune for your life

Ultima Underworld's magic system is a variation of the reagent system found in the other *Ultima* games. Instead of reagents, you use rune stones to put together the syllables to a spell. You find runes throughout the dungeon, and some of the runes found on lower levels open up another batch of spells to use in more difficult circumstances.

You drag runes from the rune bag to the box at the bottom of the view window and put them together in the right order. When you have all the runes for a particular spell in the box, click on the box and the spell is activated.

All the spells have some appropriate graphical effect in the main window, whether it be a fireball flying out of your hand or rocks falling from the ceiling. Combat brings your weapon hand into the picture and shows your thrusts and slashes as you swing your weapon. Spells

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Hyperspeed: more than just a sequel

by Al C. Giovetti

Long after the twenty-second century, the Trailblazer scout and Conestoga class transport ships have been loaded with the remnants of mankind. Fleeing the dying planet earth, your only chance for survival is to explore the neighboring clusters of space, find and secure the necessary planet, resources, and alliances to make a go of the colony or die in the void.

Along the way, you find that the neighboring clusters are densely populated with a wide variety of races, both friendly and hostile to alien lifeforms, and you are just such an alien life form in a life-and-death battle for survival.

Hyperspeed is both a sequel to and an upgrade of *Lightspeed*, released over a year ago. *Hyperspeed* was actually developed right after *Lightspeed*, but Microprose delayed its introduction until now due to some unknown marketing strategy [or perhaps to a total lack of one]. Registered owners of *Lightspeed* can obtain *Hyperspeed* for a very low upgrade price.

This is not just another space game. Most of the relatively few space games on the market are based on classics such as *StarFlight* or *SunDog*. *Hyperspeed* is first a game of exploration, and second an action-oriented game of 3D combat. Contact with alien races can result in trade, treaties, information or combat. The plot is definitely not linear, allowing for alliances, trade, or combat with any race, with unique consequences for your decisions.

Colonies in space

The main goal is to colonize a habitable planet within one of the four star clusters with the occupants of the Conestoga transports (the first two clusters are from *Lightspeed*, and the last two are unique to this game).

Colonization requires you to search each star cluster for a habitable planet and successfully colonize it before moving onto the next cluster.

A planet must be stocked with four essential resources of radioactives, metals, organics and water. The

essential resources must be mined from uninhabited neighboring star systems within the cluster, or acquired by trade with other sentient cultures in the cluster.

In order for a colony to survive, the cluster must be cleared by conquest of all hostile aliens, and treaties must be signed with strong, trustworthy allies. A colony surrounded by planet eaters is doomed to get ingested.

Let's make a deal

Like other space operas, *Hyperspeed* has items for sale in one culture for a low price that can be traded to another culture for a higher "price." There is an agreed-upon medium of exchange — except for the data packs (actually miniature *Lightspeed* computer game boxes), which all the aliens seem to want. You simply trade two of item A for three of item B to one culture, and then turn around and trade two of item B for three of item A to another culture.

This long, drawn-out process is complicated by the cost of fuel and fuel consumption. A further complication is the need to fight alien races from time to time, which destroys the hard to get items (which happen to be ship component upgrades). Another complication comes from the fact that

the resources on the Conestoga transport are limited, and that the longer you take to find the right planet and the needed resources, the more of your potential colonists die on the transport.

Probing the planets

On entering a star system within a cluster, the Trailblazer should launch a probe. The probe will allow the ship to communicate with sentient life forms, discover hidden bases and cultures, and examine the planets of the uninhabited star system for mining and colonization potential. Even hostile sentients will talk if you launch a probe.

Silence coupled with movement will make even the most peace-loving and cowardly races respond with violence, so launch that probe. In order to survive *Hyperspeed*, you must talk to the aliens: you cannot win if you "shoot first and talk later."

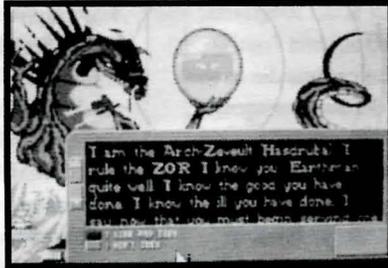
Some aliens are more powerful than you. A dead alien cannot provide you with information about the other races. Combat effectiveness is achieved by using the correct strategy for the alien race with which you are dealing. All aliens have their own

style of combat and their own special secret weapon.

Kamikaze missiles

Mastery of the special character-

istics of the turret gun, main blaster, fighters, guided missiles, kamikaze missiles and screens is required for success. Each system has unique effectiveness against certain types of

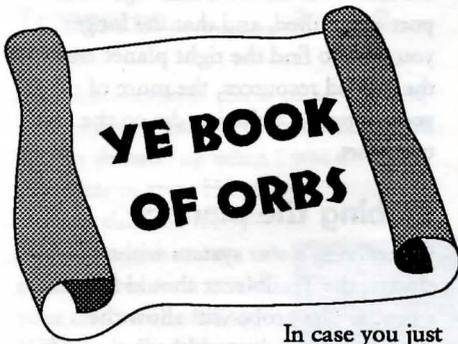


Type: Space exploration, trading and combat

System: MSDOS (1.2 MB HD floppy drive and 512K required, 640K for VGA or MCGA, , joystick and hard disk recommended; EGA, CGA, VGA, 16-color Tandy; Ad Lib, Roland, Tandy 3-voice)

Planned ports: none

Continued on next page



In case you just joined *QuestBusters* and missed the past few issues of the Journal, the next *Quest for Clues* will be called *Quest for Clues: The Book of Orbs* — not *Quest for Clues V*. Instead of holding onto the solutions we've got now until we have 40 for a traditional book, we'll publish solutions to 20 games in the spring.

So you'll get these 20 solutions while you're still playing the games, not after they've been shelved for six months. In the fall we'll do a book with 20 games from spring and summer.

The Top Twenty

The Book of Orbs will cover: *Star Trek: 25th Anniversary Edition*, *Might & Magic 3*, *Conquests of the Longbow*, *Vengeance of Excalibur*, *Pools of Darkness*, *Monkey Island 2*, *Roger Rabbit*, *Police Quest III*, *Martian Memorandum*, *Leisure Suit Larry V*, *Willy Beamish*, *Les Manley 2*, *Gateway to the Savage Frontier*, *Megatraveller 2*, *Spellcasting 201*, *Conan*, *Elvira 2*, *Cruise for a Corpse*, *Ultima Underworld* and *Buck Rogers II*.

Order early, order often

Origin now says it will be out in June. *Quest for Clues: The Book of Orbs* goes for \$15 instead of the usual \$25. And even though there will be no coupon good for free issues of the newsletter in this book — current members will get one free issue of *QuestBusters* for each book ordered. There is no surcharge for VISA or MasterCard. Just print and sign your name as it appears on the card, and provide the expiration date. See the back cover for details on shipping. ❧

Hyperspeed....from page 5

threats. A reading of the Tactical Manual and the Alien Species and Warship section of the *Hyperspeed* manual is a must for all interstellar combatants.

Cheating death

I like the fact that you cannot die in the game. When you're defeated in combat, an escape pod infallibly returns you to the transport. You are automatically re-equipped with a new Trailblazer, and your game progress (except for ship upgrades) is not lost. Hot keys are present for all system functions, making keyboard play very easy. A mouse can be used, but for space combat the joystick is the interface of choice.

Two of the game's most spectacular features are the engine room and the aliens. Both show imagination and innovation on the part of the designer, Sandy Peterson. The one screen's display of the *SunDog*-like engine room, and the cargo bay where components are stored. The ship comes equipped at about 50% of capacity, and more and more highly effective components must be added to give the ship greater efficiency and power.

The items that are constantly moving are the good ones, and components are interchangeable and can be jury-rigged to get them functioning. The increase in function of your ship, exploration, communication and trade are the only adventure and role-playing aspects of this game. There are no personal statistics to develop, and combat is pure action-oriented.

Aliens not only look different from one another, but they are alien to us in many ways. Some of the aliens breathe gasses poisonous to *Homo sapiens*, other aliens float in the air, and a few of them resemble intelligent blobs and reproduce insects. Aliens all talk differently, including some with gamma rays. Aliens all use their own theme music and special fonts for dialogue.

What you learn from aliens is the truth, but from their own perspective, and should be confirmed by personal contact with the other alien race. Alliances can be obtained with seemingly repulsive races which have their own special benefits for your colonists.

Hyperspeed is very slick visually. The graphics are very well defined, highly detailed, and very smoothly animated. The audio is solid, if unremarkable, in sound effects and musical score, and is compatible with major sound boards. The interface accommodates mouse, joystick, keyboard and major video boards and monitors. Copy protection is off-disk, with key-paragraphs from the typically well-done Microprose manual. No hint book is available from the company, but many hints at game play are contained in the manual.

Conclusions: *Hyperspeed* is more than an upgrade, since this game incorporates the two sequel star clusters in addition to the original two *Lightspeed* star clusters. And with elements of exploration, mining, trade and alien interaction, it is more than an arcade game. Some may become bored, since the whole game is carried on from the cockpit of your Trailblazer scout ship. The non-linear plot and action as it unfolds is exciting and equally divergent from other space operas. The facts of the game do not change with the replaying it, so there is limited replay value once you have successfully colonized, other than to experiment with different alliances and strategies.

Hyperspeed is recommended for those who want a game that is not simply a combat flight simulator, and who would enjoy experiencing the many races contained in the clusters. ❧

Skill level: Intermediate

Company: Microprose

Price: \$60

QuestBusters price: \$50

Videoquesting for gold and orcs

Though I realize videogames are "beneath" the good taste of veteran computer gamers, you might just be surprised at the offerings as the lines between videogames and computer games quickly narrow with the entry of CD-ROM technology. Gone are the days when all you could get on cartridge were some goofy arcade "jump and shoot" games. Now videogame quests are as big and involved as some of the less demanding computer games. The first two covered here were designed exclusively for videogame machines, and the third is a computer game that was dramatically recreated from a computer game original.

Rings of Power Genesis (EA) \$60

Without a doubt, *Rings of Power* is EA's finest Genesis RPG — at least until *Black Crypt* comes out. *Rings* boasts one of the largest gaming environments available for the Genesis, and includes seventeen mini-quests, 100 animated spells, included hint book (actually a walkthrough) and save feature.

The main view is a three-quarters perspective 3D view that looks exactly like *Populous* and *Powermonger*. This view supports two magnification levels, numerous towns and locations, and an expansive countryside and landscape.

An intuitive menu system simplifies your task of uniting the Rings of Power to defeat the evil Void the Conqueror. Graphics are excellent (despite the egg-headed characters), music and sound effects are exciting, game play is logical, and combat is easy to control. Let's hope EA puts out more Genesis-only adventures like this one!

Final Fantasy II SuperNES (Square) \$60

Along with *Pilotwings*, *Super Mario World* and *CastleVania IV*, this quests serves as a shining example of

the powers and features of the Super NES 16-bit system. It was the first quest of any note available for the system and has consistently sold well since the machine's inception.

With beautiful, colorful graphics and intense sound effects and music, *Final Fantasy* puts the player in charge of Cecil (Captain of the Red Wings) and his companions, who are out to restore the honor of Cecil after he questioned the King's orders. It's not a particularly difficult game, but the visuals and game play make up for the challenge with excitement. The game world is a large one, but the only thing you'll find time to think about is how much pure fun it is to explore the game's environs.

It Came from the Desert TurboGrafx CD (NEC) \$60

This is the game, along with a CD version of the *TV Sports* games, rumored to have eaten away at all the funds that Cinemaware had to offer for video game development. I have been waiting a long time for this product and, fortunately, it survived to demonstrate what all the fuss was about.

Forget everything you already know about *It Came from the Desert* from the computer versions, except for the basic plot. NEC took the story and embellished it with tons of digitized pictures, smooth real-time video and gobs of sound effects and verbal dialogue. There are different, more manageable arcade sequences involving the ants that actually fit in with the story. The end result is one of the most exciting game experiences I've ever had and one of the most drastic face lifts of any game conversion. Get some king-size cans of DDT!

Straight conversions

The rest of the games this time around are all conversions of popular computer games to assorted video

game formats. There are certainly many other original video game titles, but these games all merit some mention. If you missed the computer version of these games, you'll appreciate being able to play them on a videogame machine — which won't eat up space on your hard disk.

The Bard's Tale Nintendo (FCI) \$40

Remember what a stir this game caused when it came out oh so many years ago? Well, it may not cause such a fuss now, but FCI accurately captured the first of the *Bard's Tale* games for the original Nintendo system. With menu controls, a scrolling overhead map and nice first-person perspective main view window, FCI amazingly squeezed Interplay/Electronic Arts' hit game onto a cartridge. The graphics are a little weak and the colors are drab in places, but the sound effects and game play makes up for it. And you can journey back to Skara Brae without ever changing a disk!

Maniac Mansion Nintendo (Jaleco) \$30

Although this cartridge is a bit old, it deserves a look because Jaleco managed to capture all of the game play elements and variations of the original computer game classic from Lucasfilm in one of the largest games on the Nintendo system. All of the cut-scenes and characters made their way over to the video game version and the old verb/noun sentence interface is intact.

Playing *Maniac Mansion* restored my interest in the game, and I finished the NES version. The graphics retain the goofy look of those cartoonish Lucasfilm characters and the soundtrack made its way over to the cart too. Razor and the Scummettes live once again!

Continued on page 14

by Russ Ceccola

Out of this World

This is the United States version of Delphine's *Another World*, a French game distributed here by Interplay. This game is a mystery in development as well as style and content. *Another World* is the second game by Eric Chahi for Delphine, and the fourth game by Delphine. It is rumored that Eric Chahi was too expensive after the award-winning *Future Wars* (the first Delphine game), and it has taken the last two comic art games for the estranged developer to get back together with Delphine for another game.

It almost seems as if Delphine does not want the game to succeed, since they have made another major change, from a graphic adventure

Type: Action adventure

Systems: Amiga, Atari ST, MSDOS (640K require; EGA, 256-color VGA; Ad Lib, Sound Blaster, Roland)

Planned ports: none

game to a European side-scrolling action game. For unlike its Delphine predecessors, *Another World* is not a graphic adventure — though it has elements of graphic adventure when a beautifully animated big hairy alien (looked like Chewbacca) puts his hand on his savior's shoulder in the second set of scenes. There is no time to sightsee in this world, since it is arcade, arcade and more arcade.

Why bother?

Then why does *QuestBusters* cover this game at all? The game comes as a break with the tradition of earlier Delphine games. Delphine was one European company that produced at least one excellent graphic adventure that sold well in the United States and won awards. *Future Wars* graphics, done by Eric Chahi, were so good that many people put up with the insane copy protection and the awkward interface to see just one more screen.

Out of this World also marks a

significant departure for Interplay, who is known for their role-playing and graphic adventure games. So one of the main reasons *QuestBusters* is covering it is to warn you that it is *not* an adventure or role-playing game, but an "action adventure" or an "arcade adventure."

An experiment goes awry

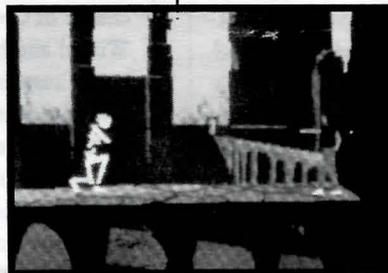
The protagonist, "young scientist Lester Chaykin," goes in late one stormy night to check on his particle accelerator.

After the security check, a particularly unstable particle from experiment 23 mixes it up with a lightning bolt that has managed to bypass the security check and enter the experiment. The result is that the desk and scientist find themselves underwater in *Out of this World*.

From the point of impact in this new world, Lester must keep on the move: running, kicking, swinging, shooting, jumping, and rolling until he works his way to escape from his captors in the finale. The actions needed to complete the game require annoying and troublesome repetition until you get them right. Lightning-quick reflexes and an understanding of your character's capacities is required for success. The action sequences are so difficult that my four children, ages eight to fourteen, quit playing the game.

After the successful completion of the first installment of screens, the protagonist acquires an energy beam pistol. Adept use of the pistol is needed to complete the remainder of the game.

This weapon can provide a shield (a tap on the fire button), a short lethal burst (a short pull), or an explosive fireball (hold down and release). The shield can be used in front and back of the character. The



burst is used to kill life forms and to dislodge other inanimate fixtures, and the explosion will remove doors, walls, and other players' shields. Lose the gun and you lose the game. Become proficient with the gun and you win.

Polygon graphics

The graphics are composed of fluid animation of filled polygons — the kind you're more accustomed to

seeing in flight simulators — that provide strikingly beautiful scenes and amazingly life-like graphics. Animation is flowing and smooth and is one of the best aspects of the game. It is truly innovative, and I'm looking forward to see this technique used in future games.

Sounds, on the other hand, are compatible with the Ad Lib card, and the effects and music are good but unremarkable, with no voice support. Copy protection is by symbol-based, color-coded code wheel in the European version. Color blind people need not apply.

You don't save games in progress. There are four letter codes that allow you to start at the beginning of one of thirteen series of screens.

Conclusions: Though this game is not a graphic or role-playing adventure, it's a good choice for those of you who like action or arcade adventures. It has fluid, animated filled-polygon graphics of the highest quality I've ever seen. The graphics, developed by *Future Wars*'s Eric Chahi, are beautiful and worth the look, even for an avid adventure gamer to play an arcade game.

Skill level: Intermediate

Company: Delphine Software

Price: \$59.95

QuestBusters price: \$49

by Al C. Giovetti

WALKTHRU: Star Trek: 25th Anniversary

by Paul Shaffer

General

In each room you enter, examine everything, talk to each member of your beam-down party and use tricorders on everything. In space combat, don't race around at top speed. The trick lies in leading the target — try a speed of two or three, let them pass you by, and you can get off a lot of shots as they go in front of you.

Demon World

After the battle with the starship, orbit the planet. Consult the computer about Acolytes of the Stars, Nikolasi and Robert Angiven. Beam down to the planet. Talk to Angiven: 1. 1. 1. E. Talk to Brother Stephen. Use medical tricorder on Brother Chub. W. N. Use stun phaser on Klingons. Use tricorder on Klingons. Get Klingon hand. N. Use tricorder on berries. Get berries. Return to chapel. Use berries on Stephen. Go to lab.

The Lab and the Boulders

Use berries on Stephen. Use berries on molecular synthesizer. Use Spock on computer. Use display: 2. Go through all descriptions of display items. Pick up case. Pick up twisted metal. Return to chapel. Use f19k on Chub. Talk to Chub and Grishash. Return to berry bush. N. Use tricorder on door and boulders. Shoot boulders with full power phaser (starting with the boulder at the top left and moving right) until the man is exposed. Use medical bag on man. Talk to man. Use hand on panel. Return to lab. Use hand on Stephen. Use hand on workbench. Return to boulders. Use hand on panel. N. Use tricorder on machines and panel. Use panel with dials. Set dials so each row of lights has only one light glowing. 2. 2. Use tricorder on alien. Use twisted metal on alien.

Hijacked

After the battle with the pirate ship, enter orbit. Hail ship (using Uhura): 1. 2. 1. Talk Spock. Consult

computer about Masada (noting override code), Elasi and Cereth. Select Uhura. Send prefix code. Teleport. Use medical bag on crewman. Pick up transmogrifier. E. Pick up mangled equipment. E.

The Brig

Use stun phaser on two guards. Use tricorder on panel and bomb. Use wires (below panel; Spock will disarm). Use panel. Pick up wires and bomb. Talk to hostage and note location of secret switch. W. S. Use 9p4ck on transporter controls. Use full power phaser on welder. Use welder on metal scraps. Use comb-bit on transmogrifier. Use transmogrifier on transporter controls. Use w372 (from b4mb) on transporter controls. Use transporter. Talk to Cereth. 1.

Love's Labor Jeopardized

After the battle with the Romulan ship, talk Spock. Consult Computer about Ark7 and Marcus. Hail ship (Uhura). Teleport. Examine computer terminal. Use tricorder on computer panel. Use McCoy on computer panel (twice, going through all chemical entries). NE. Examine all. Use cabinet. Pick up antigrav unit. E.

Research Lab

Examine all. Use refrigerator. Pick up culture dish. Use dish on culture chamber. N. Pick up wrench. Use service access panel. Use w72nch on N2 tank. Use 1nt3g71v on N2. Use wrench on engineering access panel. Pick up insulation. S. Use insulation on distillator. NW. Use wrench on gas feed (on top of H2/O2 tanks). Put distilled insulation in synthesis chamber. Use machine (makes Romulan laughing gas). Take laughing gas. Use wrench on gas feed. Use 1nt3g71v on O2 tank. Use N2 on tanks (replacing O2). Use wrench on feed (turning gas back on). Use machine (makes ammonia). Pick up ammonia. E. Use ammonia with nozzle (beside culture dish).

The Vent

Use McCoy with machine (holding dish and ammonia). Take cure. NW. Put cure in synthesizer chamber. Use machine. Take syringe (from synthesizer chamber). Use syringe on Spock. E. N. Use wrench on vent. Use 74m511n l15gh3ng g19 on vent. S. Use ladder. Use syringe on Romulans. N. Use Marcus (unties ropes). Use syringe on Romulan leader. Talk to Romulan leader: 2.

Another Fine Mess

After the battle with two pirate ships, talk Spock. Consult computer about Harrapa and Mudd. Teleport. Talk Mudd. Use tricorder on spheroids and energy device in boxes. Pick up spheroid, energy device and glass lens on floor. Use l2n9 on energy device. Use device on anything. N.

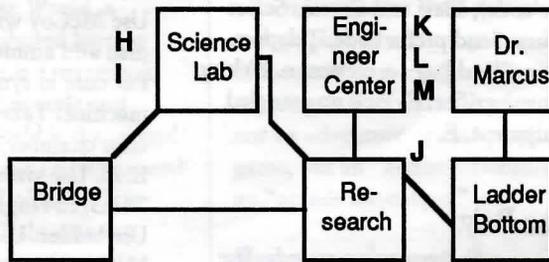
Weapons Room, Med Lab and Mudd

Use Spock on blue button on control panel. Use Spock on purple button on panel. 2. NW. Use tricorder on control console platform (yellow ball). N. Pick up tool on right side of controls. Use tricorder on control panel. Use Spock on control panel. SW.

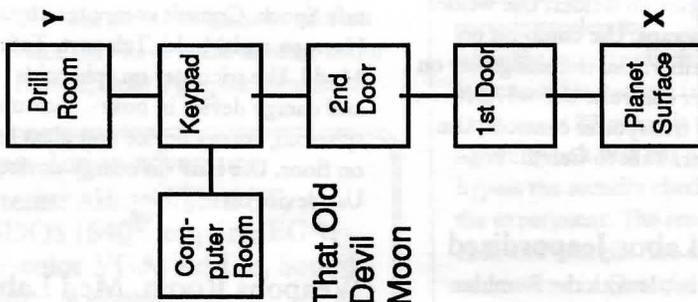
Use Spock on control console platform. Use tricorder on control console platform. Use Spock on control console platform (displays alien). Use spheroid on control console (downloads info). N. Use Kirk on control panel. Check communications: 1. Use Spock on control panel: Sensors, Navigation & Engineering.

SE. If Mudd's not there, leave and re-enter. Use Spock on Mudd. Pick up vial from Med cabinet. Use v311 on monitor station panel (below cabinet). Use Med bag on Mudd. Goto computer library, again reentering if Mudd's not there. 2. Talk to Mudd. E. S. S. If Mudd's there, 2. Examine

Star Trek: 25th Anniversary Edition

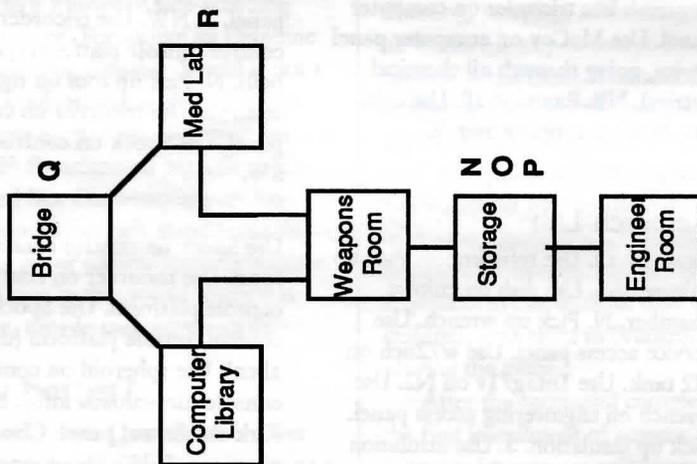


Love's Labor Jeopardized

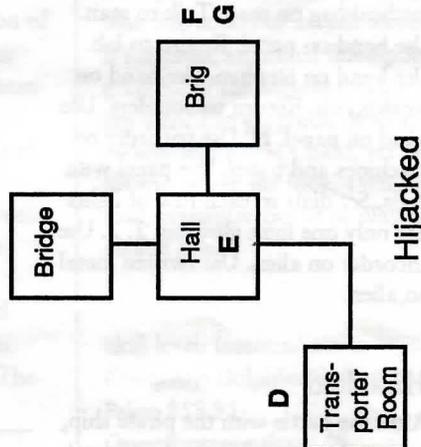
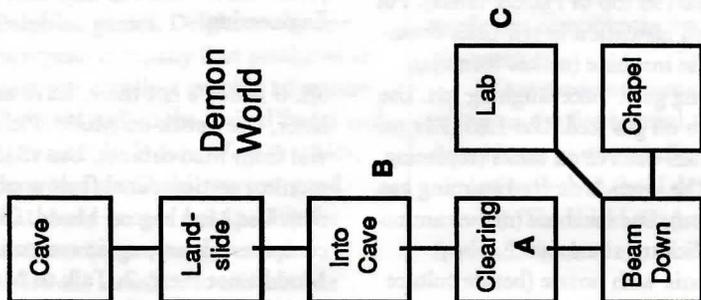


That Old Devil Moon

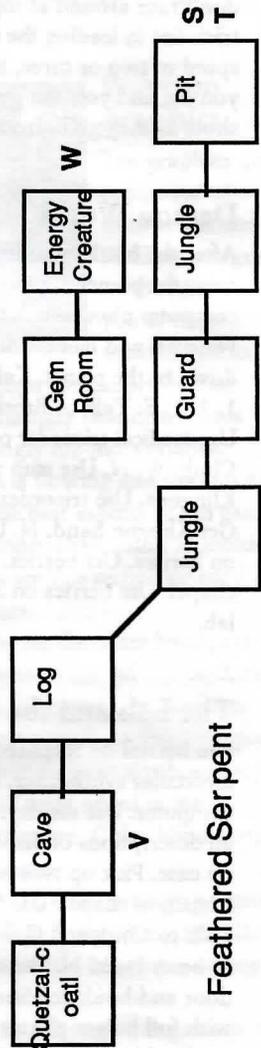
Another Fine Mess



Demon World



Hijacked



Feathered Serpent

QuestBusters

life support. Use tricorder on life support. Use t44l (from b738g2) on life support. Goto bridge. Use control panel. Communications. 3. 2.

Feathered Serpent

When Klingon cruiser appears: 2.1. Orbit planet. Consult computer about Zamphor and Digifal. Teleport. Talk to Quetzecoatl: 1.2.1. Pick up rock. Use rock on hole. Pick up snake. Throw rock at left vine (knocking it partially down). Throw rock at vine again. Climb vine. W. W. Use 9n1k2 on Tlaoxac. Use 9n1k2 on Kirk. Pick up dagger. W. NW. Use tricorder on w1t27. Use guard on log (making him cross it). Cross log. W. Use 81gg27 on dilithium crystal. W. 2. 2. 3.

Back on Ship

1. 1. At trial, walk to center of room. 1.1.

On Planet

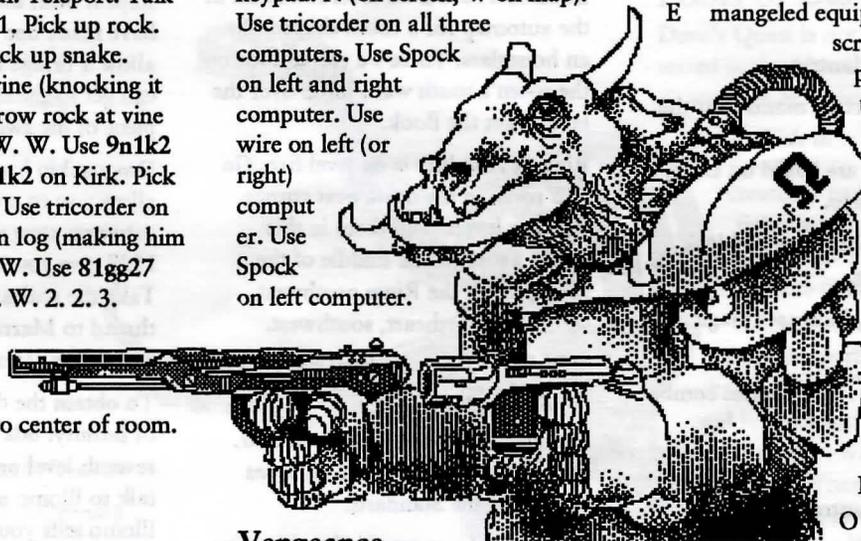
Use tricorder on entry coder. Use communicator: 2. 1. Use full power phaser on ground. Pick up wooden rod. Use rod on molten iron. Use rod on energy creature. Use Spock on entry coder (you automatically go west). Pick up all three green gems. Put the three green gems on the three holes on the pedestal. When light of knowledge comes on, walk into yellow light. 3.

That Old Devil Moon

Orbit. Hail (Uhura). Consult computer about Proxima, Proxtrey, Lucrs, Sofs, Scythe and base numbers. Teleport. Pick up rocks. N. Use Spock on number lock. 10200 (base number for 99). N. Use tricorder on computer terminal. Use Spock on terminal. Use Spock on writing on door. Use Spock on lock. 122 (base number for Scythe). N. Use tricorder on closed door and keypad. E (on screen, N on map).

Drill Room

Use tricorder on drill control panel (twice, programming the drill). Use box. Get wire (in box). Use Spock on control panel. Setting 100. Use rocks on template (carved in stone by drill). Use Spock on control panel. Setting 001. Get keycard (from template). W (on screen, S on map). Use keycard in keypad. N (on screen, W on map). Use tricorder on all three computers. Use Spock on left and right computer. Use wire on left (or right) computer. Use Spock on left computer.



Vengeance

Before beaming over to the destroyed starship, 2. On destroyed starship bridge, use McCoy on crewman. Use tricorder on ship control panels (gives record report). Use tricorder on captain's chair (gives log). S (to sickbay). Use medical tricorder on woman. Examine woman. Talk woman. Use communicator. 1.

Back on Enterprise

1. 1. 2. Save (or you'll be sorry).

Final Battle

After raising shields and activating weapons, immediately set speed to 2 or 3. The duplicate Enterprise, instead of always staying on your tail, will be forced force to circle you, allowing you time to get some great shots. Try to hold position, even when two pirate ships appear. If you take too much damage, restore the game until you get the hang of it. Once you blow the fake Enterprise up, go to top speed until Scotty

repairs major damage. The remaining pirates shouldn't be any big deal.)

Map Key

- A hand
- B berries
- C twisted metal
- D transmogrifier
- E mangled equipment (metal scraps, wire scraps, phaser welder, useless phasers)
- F wire
- G bomb
- H antigrav unit
- I H2 and O2 tanks
- J culture dish
- K wrench
- L insulation
- M N2 tank
- N spheroid
- O energy device
- P glass lens
- Q tool
- R vial
- S rocks
- T snake
- U dagger
- V dilithium crystal
- W wooden rod
- X rocks
- Y wire

The QuestBusters Code

Numbers that appear in boldface are coded. To decode them, consult the following chart:

- 1 = a
- 2 = e
- 3 = i
- 4 = o
- 5 = u
- 6 = y
- 7 = r
- 8 = d
- 9 = s

Keys to the Kingdoms™

Ultima Underworld

Starting out: best all-around character is the Fighter. Choose sword skill if you want, but be sure to pick swimming too or you'll drown.

Mantras

You can pray certain mantras at the shrines to advance in skills. Three general mantras are based on Love, Truth and Courage.

Love, Om Lah, increases picklock, search, track, etc.

Truth, Mu Ahm, increases magical abilities.

Courage: Summ Ra, increases combat skills.

Some specific mantras will greatly boost one skill:

Un: better bargaining

Ra: better attack

Hunn: better appraisal

Lu: better search

Amo: better sword skill

Lon: better repair

Gar: better axe skill

Sahf: better tracking

Anra: increases defense

Ora: for armed combat

Fal: boosts acrobatic

Koh: for unedged weapons such as mace, bow, etc.

It's a good idea to save before advancing. Sometimes you get three points instead of two when you chant the mantra.

In addition to the regular mantras, there are two that will get you two items vital to the quest.

Fanlo: gets you a part of the Key of Infinity needed to enter the room with the demon in it on level eight

Insahn: reveals certain hints to the location of the Cup of Wonder. To get the Cup you need a flute. Play the tune 354237875 in the correct spot.

Nick Dor

Finding the Talismans:

Book of Truth is on level six. Look at the automap for a room shaped like an hourglass. There's a secret door on the room's south wall. Jump over the lave to get the Book.

Ring of Humility is on level five. Go to a room in the northwest corner that has levers. Pull them in this order, avoiding the middle of the room, to get the Ring: northwest, southeast, northeast, southwest.

Shield of Valor is on level six. Defeat the golem here to get it.

Standard of Honor is on level four. Defeat the Chaos Knight, then see Dorna for the Standard.

Sword Caliburn was broken into two parts. The hilt is in the tombs of level five. To get the blade, search the walls in the southeast corner of level three for a secret door. Pull the lever to drain the water. Go where the water was and follow the path to the blade. Then take the two parts to Shak on level two to have them repaired.

Taper of Sacrifice is on level three. Give some food to Zak in exchange for the Taper.

Wine of Compassion is on level six. Go to the checkerboard room and pull up the floor in the southeast corner.

Tommy Russell

The Maze of Silas: you obtain the secret by looking at the tombstones at the Knight's compound. Facing the door with the levers on both sides of you, move the left one once, then the right one twice, left one twice, then the right one once. Inside you will

find a plate that Dorna wants. Give it to him, and he'll open the way to the Armory for you.

Bullfrog puzzle: move both dials one position, then press the top button. Repeat until the hands of the dial have made one full rotation. This will allow a bridge to jump from so you can get to the tombs below, where a piece of the sword of Caliburn lies.

Dragonskin boots: to get these, which allow you to cross hot lava, give rotworm stew to Sethar the troll. He'll give you some dragonscales. Take the scales and some spider's thread to Marrowsuck, then leave and return later to get the boots.

To obtain the three parts of the Key of Infinity: talk to Gurstang in the seventh level prison. He'll tell you to talk to Illomo and say Folanae. Illomo tells you to look in the library for a book with that word in the title. Do so, then at a shrine say the word Fanlo. This leads you to the Key of Truth.

To get the Key of Love: talk to Bolinard, also in the seventh level prison, and he'll give you a picture of Tom. Give the picture to Judy on level five, and she'll give you the Key of Love.

For the Key of Courage: talk to Smomden in the seventh level prison. In the very northwest part of level seven, you'll find a door that leads to a passage going down to level three, where you can find the Key of Courage. Combine the three keys to form the Key of Infinity.

Find Garamon's bones in Tyball's Caves in the southwest part of level eight. Take them to his tomb on level five and rebury them. Speak to Garamon about using the talismans in the lava, and he'll help you in the end game. At the end game, follow the red path, blue path, and finally

QuestBusters

the green path to escape.

Bob Schreur

Magic Candle II

Items needed to complete quest

White scroll: Oshcrun Castle

Pink scroll: Drakhelm

Gray scroll: Maratul

Conch of Calm: Catacombs

Orb of Light: Altesia Village
(Pentyne)

Magical weapons

Nalanduir: in Namaz

Orcbane: in Drakhelm

Rhodadur: Dorak

Dreadslayer: Ruz

Passwords to Caverns & Towers

Shann (Mariz Island): Frilkenatz

Drakhelm (Gizra Mountain):
Nokarvahim

Maratul (Deladorn): Ruandair

Dorak (Demonspine Mountain):
Zaradenak for East Gate, Waharnial
for West

Ruz (North Krum): Jimmelkin

Catacombs (Deadwood Village):
Yommanis

Namaz (Altesia): Vumakleh

Mandarg (Mandarg Mountains):
Suuvdaun

Brandon Doan

Songs

Morning Mist: Barg; Lute; Delphina,
S. Misor

Wind Song: Fermigon; Lute; Elion,
Neirwood

Rondo Miz: Mizigus; Lure; Giddar,
Drakhelm

Mage's Joye: Slimes; Lyre; Riloen,
Telermain

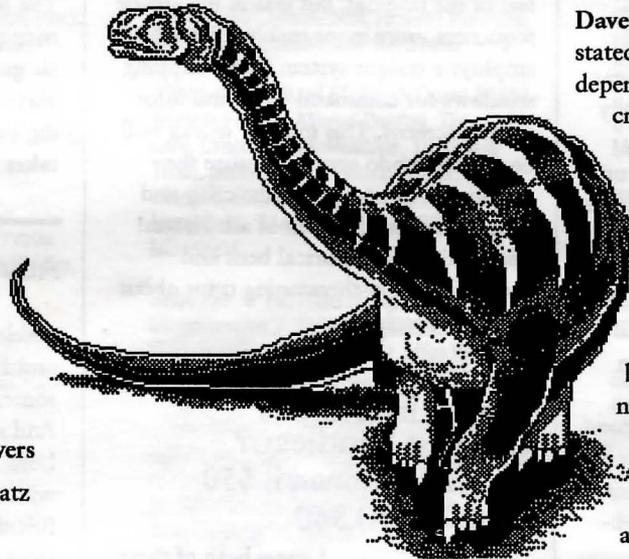
Sambali: Doombeasts; Bandore;
Swiftwind, Shumaran

Firedance: Munaks; Bandore;
Swiftwind, Shumaran

Urg's Dream: ?; flute; Sheria, USSA

Lullaby of Gu: sand-gus; flute; Piero,
Palace

Marietta Storey



Leather Goddesses II

Getting the isotope (as Zeke): After operating the Professor's machine, go out of town, past the gas station and turn right. Go past the space ship (you can't do anything with it yet) to the gulch, which should be full of water. Operate boat. When boat gets close to the reactor, get out of boat and go through hole in fence.

Enter barracks. Open locker. Get uniform. Exit barracks via other end. Enter R2. Read all screens. Note adding 69 and "add 69 to all 4-digit codes." Exit R2. Go to HQ. Operate drawer in desk. Get key. Leave. Wear uniform. Leave base. Go to General's house.

Operate key on des. Get pink and white letters. Leave. Read pink letter, noting name of writer. Go to the "house" and ring the bell corresponding to the woman's signature on the pink letter. Get manila file. Leave. Go

back to base. Wear uniform. Enter base. Go to L1. Go to isotope holder. Open toolbox. Examine manila file. Find words referenced in file in manual and add 69. Input those numbers and get the isotope.

James H. McCloskey

Pools of Darkness

Dave's Quest is not impossible, as stated in the March issue. It just depends on how determined, or crazy, you are. My first party was a disaster, but I went back and created a party of all human fighters with the exception of a paladin. Then I switched the fighters to mages, clerics, etc.

Using random encounters, I built the party's experience back up to and over their original levels, making them dual class characters with two attacks per round. When they were around fifth level and the paladin around thirteenth (giving him two attacks per round), I switched him to a cleric. Doing all this creates a party of two clerics, three mages and a thief, all with thirteenth level fighter abilities and hit points! Even Dave's Quest will not stop this bunch.

George Kanouse

Might and Magic III

Hire two people and let them get killed. When they're dead you don't have to pay them. Get them to carry the spare equipment. You may also benefit from their Direction Sense or other skills.

No Name Provided

This month Marietta Storey and Bob Schreur were randomly selected to receive the game of their choice for sending in Keys.

So send in yours today! (All submissions become exclusive property of Eldritch, LTD. until October 11, 2317 A.D.)

Ultima Underworld....from 4

and regular combat come to life in the main view window.

The last feature that deserves mention is the game's automatic map. As you travel throughout the dungeon, the map changes to reflect your movements. The map itself looks like parchment and not only maps out your progress, but allows you to type notes on the map with a quill "pen." This map is quite handy and will help you keep your bearings when you get dizzy from the many corridors and doors.

There is one problem that crops up in earlier versions of the game that bears mentioning. If you have more than 40 objects in a single container, the extra objects will disappear from your inventory at some point. Origin distributed files to CompuServe and other online services that will fix the problem.

Basically, you need to replace the second disk and reinstall the program. It's best not to take chances, but if you're already far into the game, you can avoid problems by redistributing your objects intelligently.

Conclusions:
Underworld lived up to every one of my expectations and at the same time brought to life the type of

dungeons I daydreamed about long ago. There are sights to behold in lower levels, such as rooms with vaulted ceilings and fire chambers that will leave you breathless and thankful that someone took the time to finally do a dungeon game right. Until the next game of this type from Origin comes along, as it will undoubtedly, have fun exploring the nicest 3D environment ever in adventure gaming. ❧

Skill Level: Novice to intermediate
Company: Origin
Price: \$79.95
QuestBusters price: \$65

Videoquesting.....from 7

Pirates!

Nintendo (Ultra Games) \$40

Pirates! was a huge hit in the computer game genre once people understood what the game was about and accepted that such a game came from MicroProse. *Pirates!* for the NES keeps the look and feel of the original, but makes the arcade sequences more manageable. *Pirates!* employs a unique system of overlapping windows for command entry and information screens. This method works well on the Nintendo system because the graphics in *Pirates!* are quite crisp and clean — not washed-out at all. *Pirates!* also retains the historical bent and makes for a non-threatening tutor about life on the high seas.

Where in Time is Carmen Sandiego?

Nintendo (Konami) \$50

Genesis (EA) \$60

I guess both of these companies converted *Carmen* game because it was the latest of the games available at the time for home computers. But I also bet it's because *Where in*

Time? is the best of the series to date. Time travel is an attractive theme for many people, young and old alike, and these games test your knowledge of the past as you try to catch Carmen Sandiego and her band of thieves. You might ask why I'm mentioning these games in *QB*. It's because the sleuthing skills that these games develop can easily be put to use in the most complicated quest. Graphics and sounds are nice on both, but the Genesis version really shines, especially since it supports five languages. So go out and track down Carmen before she earns yet another TV show!

Type: Fantasy role-playing
System: MSDOS (386SX, 2 megs & hard disk required; VGA, 16-color Tandy; Ad Lib, Sound Blaster, Roland)
Planned ports: none

Wizardry

Nintendo (Nexoft) \$30

You might wonder why someone would bother to convert this game, the first and weakest graphically of the *Wizardry* series. Well, I'm here to say that this Nintendo game outdoes all of the previous computer versions. No more load times! No more monochrome graphics! The only letdown is that you still have to map this game, but it's nice to see a classic game available to a new generation of players. Graphics and sounds are nothing to write home about. *Wizardry* takes place more in your mind. ❧

Adventure Road.....from 2

seeking a common denominator. *Stacker* and *DR DOS* has caused problems for some, as well as non-Microsoft mice. And so far no one has been able to kill Lord British *Ultima VII*, as in *VI*. We will not sponsor another "kill Lord British" contest, but would like to hear from anyone who has managed to do so.

GamePlayers back?

INFO gone?

GamePlayers is reportedly publishing again, though rumors say don't count on them lasting the year. Their answering machine message, which doesn't include the name of the magazine or company, just says "...leave a message."

And *INFO*, covering the Commodore and Amiga market since the days of the C-64, vanished into the black hole of computer magazine publishing. Their answering machine's message says they've temporarily suspended operations and are looking for buyers. (At least they have an informative message on their machine.) I hate to say I told you so, gang, but *you should never have cancelled my Adventure Road column, obviously the only reason people bought INFO*. Even so, *INFO* was always my favorite computer magazine. ❧



Swap Shop

Trade or sell your old adventures with a free ad. Adventures and original programs only, limit 10 games per ad, one ad per issue. * = cluebook included.

Apple

\$5 @: Expedition Amazon, Times of Lore, 7 Cities of Gold, Gemstone Warrior, Gemstone Healer. \$10 @: Wizardry IV, *M&M 2, Dragon Wars GS. Write 1st. Gayle Ann Stanford, 3281 Foxgate Dr, Memphis TN 38115

For 2e, slightly older adventures for sale. Send for list. Take any reasonable offers. Harold Heck, 667 Geyser Rd Apts #2, Ballston PA 12020

Amiga & C-64

Sell only, \$10 or less for my games. Send SASE to Mike Wilkes, 3189 Haney's Branch, Huntington WV 25704

Want: older C64 quests such as Rendezvous with Rama. Sue Medley, 9 Warwick Rd, Sidcup, Kent, England DA14 6LJ

Sell: C64 w/drive, stick & 100+ programs. \$250 or best offer. Will trade for Genesis. Charles Napolitano, 55 Burnside Ave B-8, E. Hlfd CT 06108

Sell only, 150 64/128 titles & complete 128 system. Send SASE for list, details. John Peterson, 4101 S Sheridan #12, Lennon MI 48449-9412

Sell/trade, many Amiga adventures. Lars Batista, 635 Altara Ave, Coral Gables FL 33146

C64, sell only, 150 titles, send SASE for list. Also C128 system for sale. John Peterson, 4101 S. Sheridan #12, Lennon MI 48449-9412

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