



QuestBusters™



The Adventurers' Journal

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Dark Lord

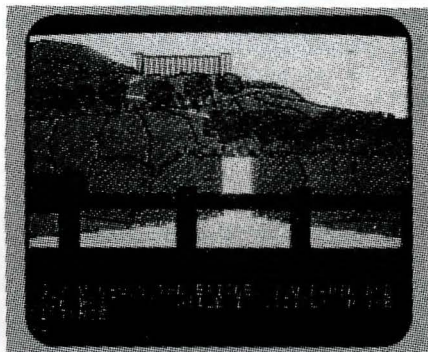
By Bob Guerra

After inheriting your grandfather's large Victorian house, you discover a secret room behind a bookcase in the library. In the room you find only a chair, a mirror and a desk, but on the desk is a journal written by your grandfather in the late 1940s. The journal tells of a discovery that allowed your grandfather to enter the Afterworld—a magical place ruled by the evil Lord Nequam.

Although many had tried to destroy Nequam in the past, only your grandfather was able to defeat the Dark Lord with a well-placed arrow through the stone amulet that gave Nequam his power. Finally, the journal describes your grandfather's nightmares, in which the lid of Nequam's coffin bursts open to reveal the Dark Lord's battered corpse rising from the dead. After reading the journal, your mission is clear. You must travel to the Afterworld to finish the job your grandfather began.

Choose Your Own Skill Level

Dark Lord is an animated graphic adventure that can be played on any of three levels—Normal, Easy or Random.



Apple version

While the game as a whole would fall into the intermediate category, the biggest difference between the Normal and Easy games is that objects needed to complete the adventure are easier to locate in the Easy game. For example, in the Normal

game you must take the rope you need to reach the bottom of the chasm from the posts of a dock, while the Easy game simply leaves the rope sitting coiled on the shelf in the boathouse.

Another difference between the two levels is the presence of additional clues in the Easy game. In the Normal game, for instance, once you've gained the ability to fly, you simply have to try it in a variety of locations until you find a spot where the conditions are just right for flying. When you reach the place in the Easy game, however, the appearance of a bird soaring across the horizon is a dead giveaway.

The Random game places objects in random locations each time you play, so even after you solve the adventure it can

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Beyond Zork

By William E. Carte

"The wind blows from a new direction" now and then in the land of Quendor, author Brian Moriarty's subtle way of reminding us that the title *Beyond Zork* alludes to more than just a *Zork* sequel—it also hints this is a completely new kind of game, one that transcends the very nature of the text adventure. Skillfully blending logical puzzles with role-playing elements such as hit points and combat, Moriarty has crafted a trailblazing form of adventure game that will intrigue fans of *Ultima*-style games and enthrall devoted Infocom fans who never even heard of Minax or Werdna.

This sequel to *Zork* (no experience in the first three is required to play it) is set in the kingdom of Quendor, where things are not going well. The wizards have disappeared, the Enchanter's Guild lies in ruins and monsters roam the land. Though you are but a lowly peasant, it's up to you to search the countryside and unravel the

mystery.

The quest carries you from village to village, from a peaceful town to a frozen volcano on the ethereal plane. Along the way you'll meet several colorful characters who may help or impede your progress. A cook sends you into the wine cellar to retrieve a particular bottle of vino [invoking memories of the trip into the wine cellar of *Bard's Tale*], then locks the door on you when you try to climb out [stirring up memories of the first time you climbed down the steps inside *Zork I*'s little white house]. And how about that mother hungus, whose baby is stuck in the quicksand? Mess with that baby and you'd better run quick!

In the towns you'll find three kinds of shoppes that serve the same purpose as shops in games like *Ultima*. The Boutique carries the latest in armor, and the Weapons Shoppe sells (you guessed it) armor. Perhaps the most important is the Magick Shoppe, which sells vital potions. You can also show things to the old

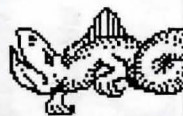
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> Inventory

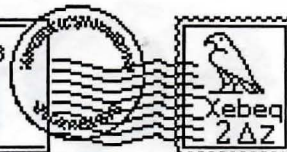
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Adventure Hotline



Letters
to the
Editor



Recent Releases

Sierra's *Space Quest II: Vohaul's Revenge* is out for the IBM and other quest-alikes. So is *Police Quest*, written by former L.A. Lawman Jim Walls. (However, after considerable debate we have decided *not* to change the Journal's name to *Space QuestBusters* or *Police QuestBusters*.) Both are being readied for Macintosh, Amiga, IIGS and ST computers, and *Police Quest* is Sierra's first animated adventure that will *not* be copy-protected. If this works, future games will also be released without protection. A children's graphic adventure called *Mixed-Up Mother Goose* is Roberta Williams' latest creation. In this tale kids get to help Mother Goose find missing pieces of her most popular nursery rhymes. It's priced at a low \$29.95. Like all Sierra adventures, 3.5" and 5.25" disks are included.

The third *Star Trek* adventure, *Rebel Universe* from Simon & Schuster, showed up on the ST first, with C 64, Apple and IBM versions on the way if not already out. Firebird bought Bantam's out of print graphic adventures *Castle of Time*, *Fourth Protocol*, *Sherlock Holmes and I*, *Damiano* and repriced them at \$9.95 each. *Demon Stalkers*, EA's 100-level action adventure for the C 64 is reminiscent of *Rogue* and includes a construction kit. *Dragon's Lair* is also out for the 64. A C 64 version of the illustrated version of Scott Adams' *Adventureland* is now part of Thunder Mountain's line of \$9.95 adventures.

Ultima V: Where? When?

As of the first week in December, we still haven't seen *Ultima V*, though Origin says it should ship by the end of the month. That means it may not hit the stores until January. Look for the C 64 version a few months later.

Infocom Cuts ST & Amiga Titles

Due to weak sales, Infocom will limit release of adventures for the ST and Amiga to games that can take advantage of the machines' special capabilities. Whether a game is converted for these machines or not will be decided on a case-by-case basis. This means that the 128 is the only Commodore machine capable of running all future Infocom titles, since some will never make it to the Amiga while others won't show up on the 64. But none of the Atari machines will run all upcoming Infocom games. (The bestselling format for Infocom's text adventures remains the IBM.)

Undo Department

Time to push the magic Undo button: Turns out the IBM version of *Bard's Tale* does support the mouse, enabling you to choose menu options and pick spells from a list. Apparently the program looks to see if you've got a mouse and (unlike most mouse-supported software) doesn't offer keyboard support of this feature if you don't have a mouse. It got past us because the docs and packaging don't mention the mouse at all, and the Tandy didn't know the mouse was attached because you've got to run some crazy program to tell it you've got a mouse. (Besides, just figuring out DOS was tougher than *Bard's Tale*.) Thanks to Stephen King and several readers for pointing this error, and to Stephen for his mouse-information.

Infocom & Copy-Protection

Infocom has *not* started adding copy-protection to their adventures, as reported in recent *QB* reviews—though the effect is the same on Apple versions. In order to "scrunch more code" onto the disks, Infocom came up with a new way to store the data for Apple versions. But as a result you can't use Apple's DOS copy program to make back-ups of the Infocom disk. Because we reviewed Apple versions, it was assumed copy-protection had been added. Some third-party copy programs are supposed to work, and we'll provide this information as soon as we get a list from Infocom.

Quarterstaff Problems

This Macintosh graphic and text game has lots of novel features, and auto-mapping is among them. But the first few versions had some bugs, so we're advising people to hold off on it for a few months. We'll have a feature review soon, and hopefully good news about the bugs by then.

Someday Soon

First Row Software will be marketing Michael and Muffy Berlyn's adventure originally called *RAGER* as *Dr. Dumont's Wild PARTI*. PolarWare will quickly follow up on *Talisman*, their first Comprehend adventure to require 128K, with another graphic game. SSI's *AD & D* series won't be out until next summer. The next sequel in the *Lord of Rings* series of graphic adventures will be *Shadows of Mordor*. Addison-Wesley says it should be ready late next year.

Clues & Walkthroughs Update

We're now asking walkthrough authors to pinpoint the "game-stoppers" so we can

Dear QuestBusters:

I would be glad to subscribe to your magazine, but unfortunately the reviews appear to omit the most crucial bit of information I had hoped to learn from them, namely whether or not the program is copy-protected. I absolutely will not let my son purchase or use protected programs on my PC hard disk, but have had an awful time discovering from product boxes and dealers which entertainment programs are not copy-protected. If I'm mistaken about your reviews, or if you decide to mention copy-protection in the future, please let me know and we'll subscribe immediately.

Rev. Jim Strasma

In the past, a review that didn't discuss protection implied that the program itself was copy-protected. If the program could be copied, but a form of protection was built into the documentation (type in a word from the manual, for example) or required you to use the program as a key disk, the review would point this out. Since we've received several letters like yours (and will do anything to get a new subscriber), future reviews will include a note on protection in the specs at the end. It will say something like: Protection: Program, None (or Key Disk, In Manual, etc.). Writers will still discuss it in the review if it's one of the latter types.

QuestBusters™

The Adventurers' Journal

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Faery Tale Adventure

I figured out how to get into the Throne Room, what to do with the Jade Skull, and where to find a pile of gold—but can't begin to unravel the biggest puzzle in *Faery Tale Adventure*: How did such a great role-playing game get stuck with such a gimpy name? That name—which led me to expect an illustrated problem-solving game peopled with fairy godmothers and the like—is the main reason I procrastinated so long before tracking down the game to review it. (For weeks before it arrived I had imagined the sequel would be called *Tooth Faery Adventure*.) So I was surprised to discover the best animated RPG yet for the Amiga, a one-character game that's currently being converted for other machines.

It's the saga of three brothers who dwell in the medieval village of Hambry and their quest for the Talisman that can save the land of Holm from an evil Necromancer. Sounds clichéd, but the original game design and lavish artwork breathes new life into a well-worn plot.

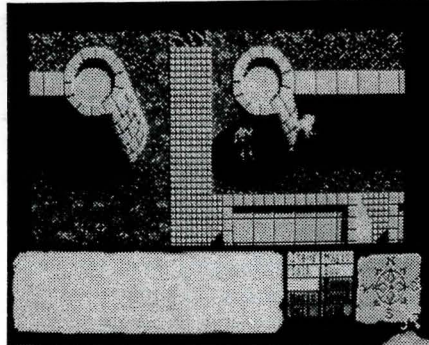
After stumbling across Castle Marheim, I met King Mars and was asked to rescue his daughter. (I would have been very surprised indeed to meet a king whose daughter didn't need rescuing.) In all there are seven mini-quests that must be fulfilled before the Talisman can be recovered and that nefarious Necromancer dispatched.

An Adventurer-Friendly Interface

Instead of emulating the classic interfaces popularized by *Ultima* and *Wizardry*, programmer/designer/musician David Joiner invented a wholly new game system that works wonderfully on the Amiga. With mouse, joystick or single-keystrokes, you make decisions by choosing an item in the two rows of boxes called the command menu. Choose certain actions and the boxes are filled with a fresh set of sub-options: "Talk" leads to "say," "ask" and "yell." "Item" leads to "list" (which displays icons of your possessions in a window), "use," "take" and others. To move, you click the mouse or joystick on a compass rose or punch a numeric keypad number. Thanks to this adventurer-friendly interface, I was able to leap right into the game without studying the manual for a half-hour. (And as usual, of course, I was promptly killed 14 times before limping back to consult the manual and reference sheet for tips.)

Houses, castles, barns and assorted structures are shown in a distinctive 3-D perspective that makes the most of the Amiga's graphic capabilities. When you enter a small house, only its interior appears onscreen; the rest of the screen turns black. Floors may be ornately and colorfully tiled or decorated with detailed carpets, and most living spaces are furnished in extravagant detail.

Outside, I wandered through rows of wheat, bright flowing streams, forests, desert, watchtowers, tombs, graveyards, mountains and grasslands. Illustrated in the same 3-D style as the buildings, this lavish assortment of terrain covers a gargantuan map 144 screens tall by 100 wide. It's extraordinarily detailed—the rivers and lakes even vary in depth, and bubbles float to the surface when you or a monster are totally submerged. Other areas to explore range from cleverly designed underground mazes to an Astral



World. A general map of the land and towns is provided and will prove handy.

Scrolling is executed in an unusual manner also seen in another Microillusions title, *Fire Power* (a knock-out tank arcade game). Your character, rather than remaining in center-screen while the landscape scrolls, actually moves simultaneously with the scrolling. When you stop, the screen slowly zeros in on him so he's in the center again. This lends a more convincing sense of motion than conventional scrolling techniques.

Monsters Galore

Monsters are the most detailed and best-animated I've yet encountered (even in real life!). Skeletons, hooded Mages, Fighters swinging maces or shooting arrows: The variety seems endless, and the action is fast and flicker-free. They may attack in groups or individually but sometimes flee if you've killed a few.

Combat is easy. Just punch the mouse's right button in the direction you want to swing or fire. Magic is even simpler, for it's invoked by clicking in one of the menu boxes to use "magic" and then in the box naming the item you've chosen. When you switch weapons, the newly equipped sword, magic wand, bow or whatever appears in your character's hand. It was really rewarding to see the spiked ball swinging around from that mace the first time I got hold of one.

Defeat monsters and you can grab better weapons, gold, keys and "tokens" that may have magical or other effects. Tokens can only be used once, so you've got to keep rounding up more throughout the game. Vials of healing magic and a

bird totem that works like the gems in *Ultima* may be found in chests around the land or bought in shops, along with food and other gear. Especially important are the color-coded keys, though they don't necessarily match the colors of the doors they unlock. And everyone's not out to kill you, for Prophets and other characters, if treated properly, will offer clues about the objects as well as other elements of the quest.

Julian is the first brother who sets out on the quest. When he gets killed, a gold-winged faery flies out to smack him with her magic wand and bring him back to life. He gets three shots. After all three lives are wasted, you'll start over as the next brother, who begins in the same village. Each brother has different ratings for bravery, luck, kindness and vitality. These are boosted after appropriate accomplishments, so you won't need to find a place to be advanced a level. You've also got to eat and rest regularly, and time is a factor. As evening approaches, the display gradually dims until eventually you'll be stumbling into trees and monsters unless you've found a light source.

Melodic background music varies according to locale and situation, tipping you off just before an attack by monsters, and you'll hear mellifluous golden tones as the faery flutters across to revive your character when he gets killed. Combat is intensified by the thwunk of arrows striking home, the clank and clatter of steel. Up to eight games can be saved in progress and quickly reloaded. It's a one-disk program that supports a second drive but won't let you move the program to your hard disk. My sole complaint is that you have to wait for that faery to flutter out and revive you after being killed before you can load a saved game. Wait a second! I just remembered that you have to type in three words from the documentation before starting each session—which is redundant because the program is copy-protected. But there are only a few of them, and most people will have these memorized after several days with the game.

Conclusions: The best animated role-playing game yet for the Amiga, *Faery Tale Adventure* has a captivating game design, superb animation and graphics, and well-done sound effects and music. I also like the original twist of having three lives for each character, then assuming a new role as the next brother. It's accessible enough for beginners, yet inventive enough to satisfy the most battle-hardened veteran. Highly recommended.

System: Amiga (512K)

Planned Conversions: IBM, C 64,

Continued on page 13

Rad Warrior

By Tim Snider



The year is 2086. East-West relations have completely broken down. Nuclear Armageddon is inevitable. The world is plunged into a dark nightmare.

Centuries pass...generations come and go. By 2500 a new race of human emerges: stronger and more dexterous, yet peaceful. This new world knows nothing of the ordeals of the past. Then one day, THEY arrived. With earth ravaged and man submissive, our planet was an easy mark for the alien foe. All able-bodied souls were rounded up and set to work in deep underground caverns.

As the years passed, the Elders of the land hid all newborn male children, *He* is the one who shall save humankind.

Leading him into a small cavern, the Elders show him the sacred blueprint of the "magical" armor created by the magicians of the past. If Tal can find this Suit and defeat the evil ones that hold mankind prisoner, the earth's New Age may come about.

Rad Warrior is Epyx's new addition to the action-adventure realm. Your objective is to brave the dangers of the forest, find the Power Suit and defeat the alien dirtballs who have imprisoned earth. If this plot were turned into a movie, it would have to be called *Mad Max Meets Rambo*. Throughout the jungle, there are many animals and creatures—mutated brutes that would relish making your kneecaps into a quick before-dinner hor d'oeuvre. Also, to keep you busy on the way to the Power Suit, numerous Patrol Drones float lazily by. (No one said saving the entire human race was going to be easy, did they?)

But once you've found and energized the Suit, your *real* quest begins. You've got to round up all the other attachments that make the suit functional and powerful. Face it, even with armor on you're going to want to do some blatin', so it might be helpful to find a weapon.

And if you've found the suit, then you're already deep in the heart of "Visitor-Land." You'd better find some firepower...and fast! Because the deeper you go into the fortress, the more violent the enemy gets and the higher the radiation levels go. If you thought fighting space-critters was tough, try doing it when you're hair's falling out.

The game is strictly joystick-controlled. Move it left or right to make Tal move in either direction, push or pull to make him crouch or jump. Without weapons, you can throw a stream of rocks by punching the button. (Yeah, I found it funny too.

But those rocks come in handy when you're running around wearing nothing but a loincloth.) When you're in the Power Suit, the commands differ according to the weaponry and other items you've found. Everything from the Anti-grav boots to the Pulsar Rifle can be controlled with the stick.

This was helpful, because I hate games in which you have to suddenly leap at the keyboard for that one key that drops the "mega-bomb." Of course, with so many things to do with one joystick, the game occasionally doesn't respond as quickly as it should. I found that it gets easier with a little practice, but beginners might have a few problems getting the hang of it.

Because this is an action adventure, the usual kinds of problem-solving are nowhere in sight. There are no puzzles to solve and no riddles to untangle. Even mapping, which would have made *Rad Warrior* more challenging, is no problem, for the designers included a map of the entire game—a map that shows the precise location of *every* item you must find. There goes almost all of what little challenge existed in the first place.

Why did they do this? Did they deem us too uncoordinated to figure it out? This really bothered me. Instead of relying on my own sense of direction when trying to reach a certain place, all I needed was a glance at the map and I was halfway home. All that was left to do was stay alive before the "Big Confrontation."

Normally I wouldn't complain: I'm such a lousy mapper, with such a lousy

sense of direction and a lousy memory to match. But by just reading the manual, I had already stumbled on the Power Suit's location. And I thought finding it was part of the game! Maybe some of you will appreciate this. I didn't.

Enough griping. On with the praise. Graphics and animation are top-notch. The creature's movements gets a little predictable, but other sights make this a visual treat. The forest looks ominous as you trudge through it, and the ruins look decayed enough to almost smell moldy.

As Tal runs, his hair flutters behind him, and he looks nervously about when crouching. These touches and others add up to a graphically exciting piece of software. And the music is a jaunty little number that gets you into a "Let's save the world, do some other heroic stuff and then break for dinner!" mood. (A good intro piece usually sets the pace for me.) **Conclusions:** *Rad Warrior* is a great way to spend a weekend, but true dungeon delvers will quickly bore of its overemphasis on arcade action. If you enjoy a hybrid videogame/adventure, you might want to check this one out. It might excite some newcomers and entertain a few veterans, but only if you don't look at the enclosed map. Do so and the game is over *much* too soon.

System: C 64/128, IBM, Apple II
Skill Level: Mega-Introductory
Protection: Program
Price: \$24.95
Company: Epyx

On-Line Orc-slaying

British Legends

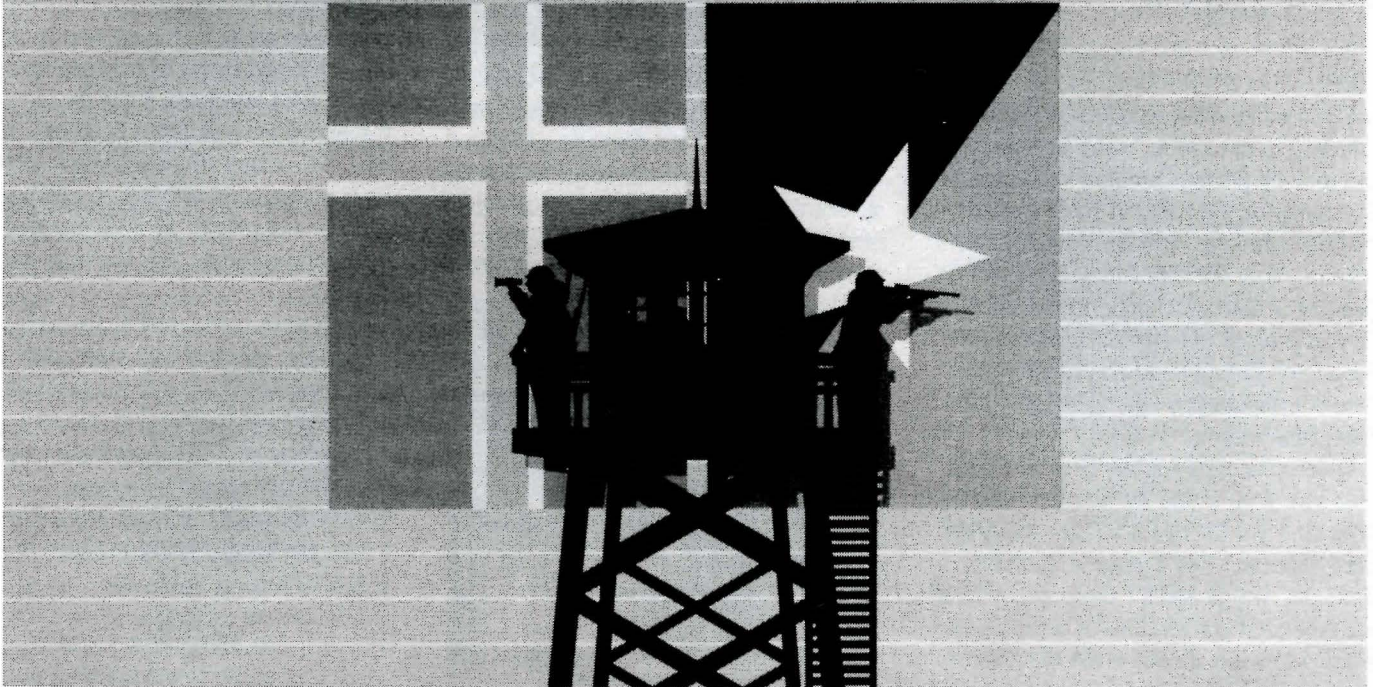
This all-text fantasy world holds many wonders for anyone hooked into (or on) CompuServe. Its most engaging aspect is that you can agree with other players to meet at a specific time to go adventuring together—whether your friends live across the street or across the country. Or you might meet new friends in the game. Up to 36 players can simultaneously explore more than 400 locations, solving puzzles and slaying monsters all the way. You can also attack and steal from other players as well as fight the computer-controlled monsters.

By typing in a message, players may speak directly with all people in the same location, send a private message to one person there, or "shout" something to everyone currently playing. The message appears on the appropriate players' screens, just like on-line mail. This enables people to team up and work

together, forming loose or organized and associations relationships that might ultimately flourish into a mini-society all its own. You and your friends may decide to hunt down lone players and rob them. Or you might *be* that lone player.

After rolling up a character with attributes of dexterity, strength and stamina, you begin as a Novice and must advance through nine levels (Warrior, Sorcerer, Etc.) to reach the pinnacle and become a Witch or Wizard. This is accomplished by scoring points for winning battles and solving puzzles, but mainly by "swamping," which means dropping treasures into the Swamp. (It's analogous to selling them in a shop, only you get points rather than gold and don't have to haggle with a grumpy merchant.) Swamped treasures are redistributed for other players to find. You need 102,400

BORDER ZONE™



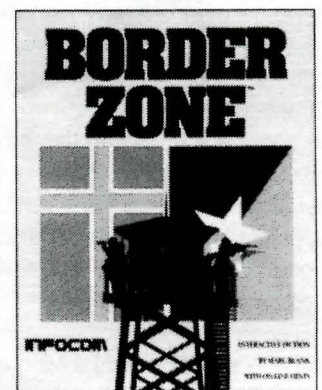
Where the Iron Curtain divides East and West, the frontier is a no man's land between freedom and captivity, a place where moments lost or precautions not taken exact a toll in men's lives. In *Border Zone*, you cross this barrier not once, but three times, as three different characters in a riveting story of international intrigue.

The fast-paced plot involves a headstrong American spy, an easy-going businessman, and a ruthless KGB agent. All three become entangled in the assassination of a diplomat, their lives intertwining as each carries out his perilous assignment. You'll see the story from a different viewpoint in each of the three chapters of *Border Zone*.

The pulse-pounding tension of espionage is heightened by the addition of real time, which ticks on regardless of your actions. As you race against the clock to complete your missions, you'll find yourself caught up in a spine-tingling adventure that's far more suspenseful than any spy thriller you'll ever read.

Border Zone contains on-screen hints to help you out. But hints take you only so far. Even when you know exactly what to do, discretion and timing are crucial as you outwit the KGB, evade a snarling pack of search dogs, make a desperate assault on the barbed wire and guard towers of the border, and count down the moments to the assassination.

Infocom's interactive fiction opens up a whole new dimension in storytelling, offering you the leading role in a vividly-descriptive story. In *Border Zone*, author Marc Blank plunges you into the excitement and suspense of a top-notch thriller, made all the more intense by the addition of real time. So steel your nerves, and don't blow your cover, friend. You've a long way to go before you come in from the cold.



INFOCOM™

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Border Zone is available for the Apple II series, IBM PC and 100% compatibles, Macintosh, and Commodore 64/128. *Border Zone* is a trademark of Infocom, Inc.

Conversion Castle



Amiga, C 64/128, ST Deja Vu

Written for the Macintosh in 1985, the first game in ICOM Simulation's series of icon-based adventures takes place in Chicago in the 1940s. After being drugged by persons unknown, you awake in a dingy men's room in Joe's Bar. You're suffering from amnesia, but learning your identity can wait. The priority is finding an antidote for the drug, or you'll black out (special effects show the screen fading and flickering as you lose consciousness) and wake up in the local funny farm.

Unless the cops get you first, in which case you'll go to jail for murder—one of your first discoveries is a body sprawled across a desk. Ted Turner might have done the Amiga and ST programs, which are colorized conversions of what was a black and white game on the Mac; some modifications were made in the interface of the C 64 version.

An Icons & Windows Interface

A joystick (on the 64) or mouse (Amiga or ST) can be used to click on items in the picture window and move them into your inventory window, so you never have to type things like "get the gun." Other common commands, such as examine and go are accessed by clicking in the proper slot in the menu at top-screen. One command opens a window into which you may type in a sentence if necessary in certain situations, but 99% of the time you'll be manipulating icons instead. You can use an object by clicking on the "operate" command, then on an item such as a key and finally on the thing you want to use it on, perhaps a door or padlock in this case. In all versions you can open a separate window for each object that can contain other objects, things like wallets, coats and so on.

The main difference between the 64 version and the original Macintosh game, aside from color, is the way windows are handled. The Mac and Amiga versions let you resize windows and move them anywhere on the screen. On the 64, version, however, only the main inventory window and two smaller ones may be

visible at once, and none can be resized or moved. You can scroll a window in either direction to view its contents, but things could get sticky when you need to open more than two windows at once.

To deal with this situation, the C 64 version automatically labels each window with a letter when it's first opened; these letters appear in a vertical line on the right side of the screen. If you've opened the trench coat (B) and a wallet (C), then decide to open the gun (D), the gun's window replaces (C). To bring the wallet window back, you click on the (C) on the right side. It's an ingenious way of



Commodore 64/128 version

solving what must have been a real puzzle for the programmers working on this conversion.

Disk access on the 64 is a relatively brisk nine seconds when a new illustration is loaded (and negligible on the ST and Amiga), and you can move the cursor while waiting. This is convenient, enabling you to position the cursor over a word in the menu or an object and be ready to go. A small window at bottom right shows all exits, and you can click on one to go through that door. It's not exactly auto-mapping but is useful: Occasionally some exits will be blocked by a window or simply not displayed.

Varied fill patterns and imaginative visual effects bolster the excellent graphics on all three conversions. There are no sound effects on the 64, but you'll hear a few on the Amiga and ST. The 64 version covers both sides of one disk and runs in 64 mode (no auto-boot on a 128). It's recommended for all disk drive detectives. For more on *Deja Vu*, see the October, 1985, issue. Mindscape: \$34.95 C 64, \$49.95, Amiga, ST, \$49.95. Program is copy-protected.

Macintosh

Alternate Reality: The Dungeon

Unfolding in an expansive one-level maze composed of city streets, shops, banks and other buildings, this is the first in a projected series of role-playing games that will be interlocked so you can move through gates and doors from one to the next. It's a one-character game with limited character interaction and lots of combat and magic. In addition to eight standard attributes, moral alignment is a factor.

Your long-range goal in the series is to escape the planet where your alien abductors dumped you, but that cannot be accomplished in *The City*, where your sole goal is to develop a strong character for use in future installments. Helpful tips often turn up in the lyrics that accompany tunes heard in shops and elsewhere.

What? No Mac Interface?

Except for improved graphics and music, the Mac version is practically identical to other formats. The interface never varies from the original system of menus and one-keystroke commands, for example. You can use the mouse to move, but not in the menus or elsewhere. That's adequate for this game, so I won't squawk about the lack of pull-down menus, etc. (I'm not a MacFanatic who falls on the floor and chews the anti-static carpet because a game doesn't adhere to the Mac interface.) It's a two-disk program that can't be moved to a hard disk but works with one or two 400 or 800K drives.

The original *City* was panned in *QB* because there was nothing to do with your character once he/she was sufficiently developed and you had fully mapped the maze. (Which was a good call, since it turned about to be a year-and-a-half wait for the sequel.) That's not a major drawback now: *The Dungeon* has already been released for several computers, so Mac owners will soon be able to put their developed character to use in a game that offers a real quest to complete. (For an in-depth look at the game system, see March, 1986; *The Dungeon* was covered in October, 1987.) DataSoft: Macintosh (256K minimum), \$39.95 (Also available for Apple, Amiga, ST, Atari 8-bit, IBM.) Program is copy-protected.

A Role-playing Videogame?

The Legend of Zelda

By Stephen King

Zelda is Nintendo's bid to expand their home arcade machine into the worlds of adventure. It's a fantasy role-playing game in the same tradition as the *Ultima* or *Phantasia* series, but with all the instant action of a video arcade game.

Your ultimate objectives are to find the eight pieces of the mystical Triangle of Wisdom; to kill Gannon, the evil Prince of Darkness; and to rescue the princess Zelda. Your onscreen persona is a "pre-rolled" character named Link. He starts out empty handed, so the first thing you need to do is find a weapon. Unlike in most RPGs, you won't have to spend a lot of time building up dexterity or intelligence attributes. As a matter of fact, you can walk right to the first dungeon and enter it at the very beginning of the game.

Into the Dungeons

There are nine dungeons, each containing a single level. The levels are probably smaller than you've come to expect, but the higher ones, with their hidden doors and chambers, get pretty complex. Still, mapping won't pose a problem for an experienced adventurer/cartographer. The aerial view map is an 8 x 16 grid of scrolling screens, many of which have secret entrances to rooms where special items are hidden. A general rule of thumb is that there's only one underground area on a given screen. After finishing all nine dungeons you can punch the start key and begin a built-in *Zelda II*, whose nine levels are arranged differently from those in the first quest.

The arcade feel results from the presence of one to eight constantly moving monsters on every screen. Some throw rocks fireballs, some fire arrows, and others just have to be physically avoided.

And *Zelda* excels at monsters, with ten different types above ground and sixteen in the dungeons. Most come in blue and red versions, with the blue being two-three times as tough.

In addition, there are eight special dungeon monsters that I classify as guardians. Guardians are usually much larger and harder to kill. Most of the time they guard some treasure or a special area of the dungeon. Unlike the lesser types, a guardian generally stays dead permanently once you've killed it.

Another thing that makes *Zelda* exceptional is the interesting variety of 30 different items, including magic swords and rings of protection for combat, candles for light or for burning trees that may cover secret caves, and bombs for killing the dreaded Dodongo, a dinosaur-like creature, or for blasting open hidden doors. In addition to these and other paraphernalia you'd expect to find in any fantasy game, there is a ladder, a raft, a boomerang, and other items that have special and clever uses for solving problems.

Zelda has good graphic resolution and color, plus a background theme song that changes depending on whether you are on the surface or in one of the dungeons. You may want to turn down the volume on your TV after a while because this catchy tune has a way of working itself into your subconscious. (On more than occasion I found my wife telling me that after hearing that song all day while I played the game, she didn't want to hear me humming it at the dinner table too.)

There is no type-in-the-words character interaction in *Zelda*, which is a pure joystick and pushbutton game. Still, I was rather surprised to find so many options in a game without a keyboard. You can pause and restart the game with one yank

of the joystick, toggle back and forth between the main and sub-screen with another, attack with your sword using the third, and use special items with the fourth. Combine these movements with the button that controls the direction you're walking, and in no time you'll be a first-class candidate for that ancient Roman disease, Handus Crampitus.

A Videogame with a Save Feature?

The program comes on a 512K cartridge (that's right—a videogame with more memory than most home computers). An unusual feature is the cartridge's ability to save up to three games in progress in internal RAM that is backed up by a long-life battery, a feature missing even in Epyx's cartridge-based *Gateway to Apschai*. You also get an instruction manual and a "maps & strategies" chart. Both of these include many hints and tips to get you started, plus some background information to put you in the mood. To provide clues for people who are completely stumped, Nintendo of America also publishes a newsletter and has a toll-free games hotline.

Conclusions: I give *The Legend of Zelda* a resounding E for EFFORT and F for FUN. Nintendo did remarkable job of translating the standard fantasy RPG format over to what is essentially an arcade machine. While *Zelda* is not as huge or complex as an *Ultima*, the game's respectable size and the originality of unusual monsters and special items—not to mention the non-stop action—make it strongly recommended.

System: Nintendo
Skill Level: Intermediate
Protection: Cartridge-Based
Price: \$44.95
Manufacturer: Nintendo of America

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Walkthrus: Perry Mason & the Case of the Mandarin Murderer

By Edgar Bork and Paul Shaffer

No maps are provided for this game, since almost everything occurs in court. When asked for the reason you're objecting to the prosecution's question, the reason appears in [brackets]. Information not meant to be typed in as a direct command is enclosed in (parentheses).

Pre-Trial Activity

Friday at Office: Yes (to take the case).

Saturday at Office: Yes (to Della). Answer the phone. Go to the apartment.

Saturday at Crime Scene: Go to den. (Holcomb will toss you out if you fool around with an item already tagged as evidence or stay too long.)

Den: Examine dqmqmujnngxu. Take dqqm. Take ngvvtg. Examine mncpv. Take gcttkpi. Go to dog pen.

Dog Pen: Examine uetcvejgu. Take dnqqf. Go to Living Room.

Living Room: Examine uvcvvg. Take ngch. Examine ectf vcdng. Take fqewogpv. Examine eqhgg vcdng. Take ektgvvg. Go to bathroom. Open ecdkpgv. Examine vqygn. Leave apartment.

Outside Apartment: Yes (to Paul). Take ujjgv. Paul, investigate the dnqqf. Go to prison.

Prison: (Laura gives same answers no matter what you say; just pay close attention to what little she recalls.) Go to court.

General Notes on Trial Procedure

Before consulting the solution below, try these techniques during the trial. It is best to object to every possible question, for not doing so will negatively affect the jury. The order in which you ask questions is vital. The prosecution will object if your command is improperly phrased, even if the question is otherwise acceptable. But it won't say this is the reason, so before giving up on a line of questioning, try slightly modified variations: If he objects to "Did you visit Victor Friday?", try "Did you visit Victor on Friday?" Never use "quit" in a command, or the game will end.

You can't question a witness on a subject not mentioned in Direct Examination unless the person volunteers additional information. One way to open new

lines of questioning is to confront a witness with evidence that confronts previous testimony. When sending Paul to investigate, be sure to spell the place's name correctly. Paul will take awhile before returning. Witnesses always appear in same order, so send Paul out ahead of time—at least during the testimony of the witness ahead of the one whose testimony will be affected by Paul's findings. (That's why you sent him to investigate the blood so soon: It's needed during testimony of the first witness, Lt. Tragg.) This is also true of Della, who should make phone calls well before the relevant witness takes the stand. If Della and Paul can't find out anything when asked, that remains true throughout the game; timing doesn't matter. But sometimes one of them can get information the other can't.

The Trial

Lt. Tragg (Direct Examination): Object to question "Did the murderer fire the gun near Victor?" [qrkpkqp]

Lt. Tragg (Cross-examination): Tragg, describe the investigation. Della, call grkewtg ocicbkpg. Describe the defendant's condition. Who called the police? Describe the uvcvvg. Paul, investigate lwnkcp ocuvgtu. What was the tcpig of the iwpg? How do you know the tcpig? Describe the fqi. Enter the tgrqtv as evidence. Where did you find the fqi? Did you test the dnqqf? Show the tgrqtv to Tragg. No further questions.

Bill Dorset (Direct): Object to "Would you call this a ladies' gun?" [ncgkpi]; to "Did the bullet kill Kapp?" [unqualified]; and to "Could the defendant shoot a man from 15 feet?" [ncgkpi].

Bill Dorset (Cross): Dorset, describe dcnnkuvkeu. Della, call Winslow. Paul, investigate the ujjgv. Describe the uetcvejgu. Who performed the vgv? Describe the tcpig. Did the gun fire the bullets? No further questions.

Jack Crossman (Direct): Object to "Did the murderer shoot the victim from the stairs?" [ngcflkpi].

Jack Crossman (Cross): Crossman, describe the autopsy. Della, call Barstow. Paul, investigate Ed Burns. Describe the contusions. What was bullet angle of entry? What was the range of the gun? No further questions.

Ed Burns (Direct): Object to "Did ncwtc look suspicious to you?" [ncgkpi].

Ed Burns (Cross): Enter nkuvas evidence. Della, call dtcppkicp. Paul,

investigate twuugnn oknngt. hceg the ykvpguu. Burns, did you know octiqv fwdqs? Did octiqv visit Victor on Friday night? How many iwguvu tgikuvgtgf on Friday? How many iwguvu visited Victor? Show the nkuv to Burns. How many iwguvu visited Victor? Did octiqv visit Victor? Did octiqv live in building? Do you have a etkokpcn tgeqt? No further questions.

Russell Miller (Direct): Object to "Was xkevqt faithful to ncwtc?" [qrkpkqp] and to "Did xkevqt love octiqv?" [qrkpkqp]

Russell Miller (Cross): Della, call Dr. Erichson. Paul, investigate the fqewogpv. hceg Miller. inctg cv Miller. Miller, describe your relationship with ncwtc. Enter fgrqukvkqp as evidence. Were you involved with the ocpfctkp? Describe eqqmkip uejqn. Describe your relationship with xkevqt. Did youtgxkgy the ctiqu? Show the fgrqukvkqp to Miller. Why did you jcvg xkevqt? Did you know of xkevqt's chckct? Describe your alibi. No further questions.

Julian Masters (Direct): (As soon as Paul returns, say: Paul, investigate the gcttkpi.) Object to "Would ncwtc threaten xkevqt?" [qrkpkqp]; to "Was xkevqt having an affair?" [qrkpkqp]; and to "Was xkevqt expecting the defendant's visit?" [ncgkpi].

Julian Masters (Cross): (As soon as Paul returns, say: investigate uwbcppg.) Enter the gcttkpi as evidence. Enter the fqewogpv as evidence. Julian, describe the ctiqu. Describe your rctvptujkr with xkevqt. Was xkevqt involved with octiqv? Describe your eqpvtcev with xkevqt. Show eqewogpvto lwnkcp. Describe your relationship with xkevqt. Did you vtckp the fqi? Show chhkfcxkv to Julian. Where were you on Friday night? Describe your relationship with uwbcppg. Was uwbcppg having an affair with xkevqt? Show gcttkpi to Julian. Was uwbcppg having an affair with xkevqt? Wait. Did you kill xkevqt? Describe your alibi. No further questions.

Suzanne Masters (Direct): Object to "Did she have a gun?" [ncgkpi] and "How did the defendant look to you?" [qrkpkqp].

Suzanne Masters (Cross): Paul, investigate octiqv. Della, call hqtegu. Describe your relationship with ncwtc. Describe your relationship with lwnkcp. Describe your relationship with xkevqt. Describe your alibi. Did you kill xkevqt? Show gcttkpi to Suzanne. Did you vtckp the fqi? Show chhkfcxkv to Suzanne.

Maniac Mansion

By Jerry Datillo

A combination of Dave and any two kids will work. Dave, Syd and Bernard are used here. (If using others, substitute their names for Syd and Bernard.) In all rooms you must open the door and in many must turn on a light, neither of which is pointed out in this solution. Don't use the flashlight or the batteries will run out. To find a light switch in the dark, select "what is" and scan the room by moving the cursor around. There are two ways to escape the dungeon. If two kids are trapped there, place one in front of the door and have the other push the loose brick just below the left window to momentarily open the dungeon door. Quickly switch to the other kid, who will have just enough time to run out. The other way is to use the twuvz mgz. (This is just one of the five possible conclusions.)

Front of the House

All three kids should be here. Pick up the fqqt ocv and get the mga. Unlock front door and send all three inside. Send Bernard to the Library.

Library

Open the loose panel directly below Chuck the Plant and get the ecuugvg vcrg. Switch and send Dave to the kitchen.

Kitchen

Edna catches Dave, which clears this route for the others. Dave can stay in the dungeon for now and should use the trick noted above to let the others out when caught. Switch and send Syd into the Storage Room.

Storage Room

Have Syd pick up the htwkv ftwkv and incuu lct. Switch to Bernard and send him to the Kitchen. Have Bernard get the hncujnkiv, then open the refrigerator and get the rgruk ecp. Switch to Syd and send him to the Kitchen to give the incuu lct to Bernard. Send them both to the Painting Room.

Painting Room

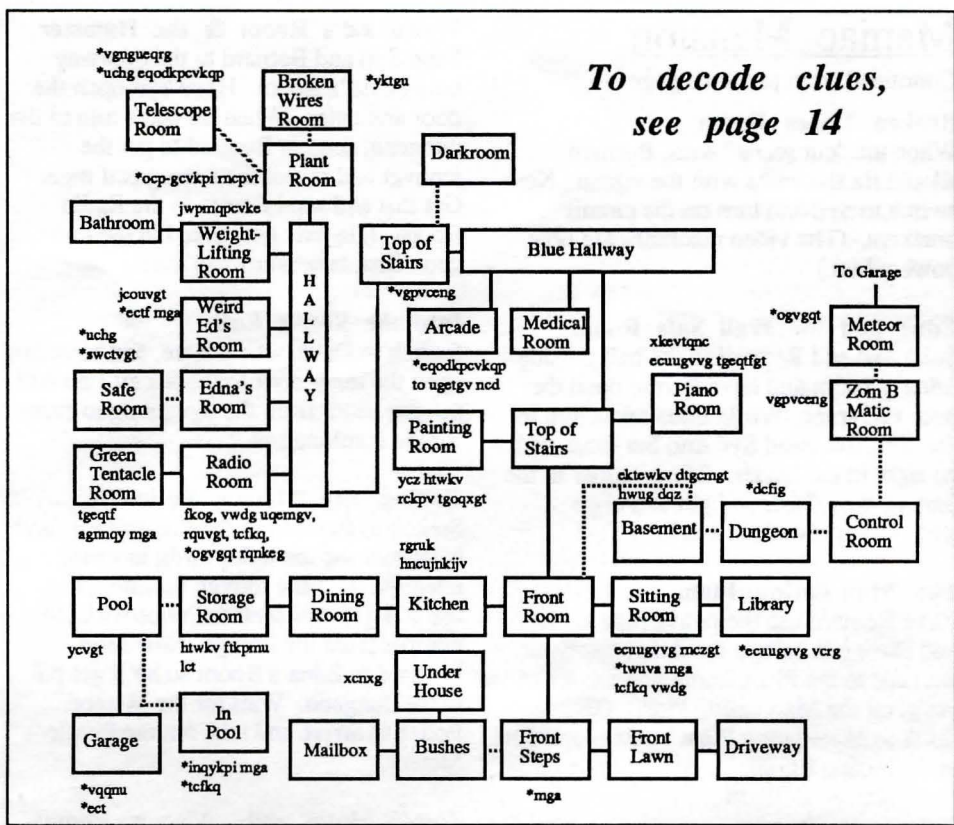
Syd should pick up the ycz htwkv and Bernard should get the rckpv tgoqxgt.

The Tentacle in the Attic

Send Syd up the next set of stairs to the Top of the Stairs, just outside the Darkroom, where he meets the Green Tentacle. Give the ycz htwkv, then the htwkv ftwkv to the Tentacle and he'll let you pass.

The Radio Room

Switch to Bernard and send him here to get the fkog. Then go left and climb the



ladder to the Green Tentacle. Get the tgeqtf on the ujngh and find the zgannqy mgz behind the Tentacle and get it. Then send Bernard to the Piano Room.

Piano Room

Put the ecuugvg vcrg in the ecuugvg tgeqtfgt. Put the tgeqtf on the xkevtqnc. Turn on the ecuugvg tgeqtfgt and the xkevtqnc. Wait until the incit dtgcmu, then turn them both off. Have Bernard get the vcrg and go into the Sitting Room.

The Sitting Room

Bernard should open the ecdkpgv and put the vcrg in the ecuugvg mcagt. Turn on the mcagt and the ecpjfgnkgt will shatter. Turn off the mcagt and get the twuvz mgz that fell from the ecpjfgnkgt. (This unlocks the right door in the dungeon.) Open the old tcfkq on top of the ecuugvg mcagt and get the tcfkq vwdg.

Weightlifting and the Grate

Send Syd, who may be in the dungeon by now, to the Weightlifting Room and have him use the Hunk-O-Matic Machine. Then send him outside the front door and to the left of the stairs. rkem wr the dwujgu to reveal the grate. Open itcvg, enter itcvg and walk right to the ycvgt xcngx.

Off to the Pool

Send Bernard to Edna's Room and she'll put him in the dungeon. Unlock the door with the twuvz mgz from the ecpjfgnkgt. Have him get the uknxgt mgz next to the fuse box in the basement, then send him to the Storage Room him to unlock the Storage Room door with the uknxgt mgz

and go to the pool ladder. Fill the incuu lct with water from the pool.

Under the House

Switch to Syd and have him turn on the ycvgt xcngx. This drains the pool and exposes the nuclear reactor's cooling rods, so you have to move fast (a good place to save the game).

In the Pool

When the "cut scene" is over, send Bernard down the ladder to get the inqykpi mgz and the tcfkq. Move him back up the ladder. As soon as he's safely back on the cement, have Syd turn off the ycvgt xcngx to refill the pool.

The Garage

Send Syd and Bernard here and have Syd open the garage door. Bernard should use the agnnqy mgz to open the trunk, then get the vqqnu.

The Plant Room and the Wires

Send Bernard here to use the rckpv tgoqxgt on rckpv dnqvej to reveal a door. Open the door and enter the Broken Wires Room. Turn on the light, open tcfkq, use dcvgtkgu in hncujnkiv, turn on hncujnkiv, walk to wires.

The Fuse Box

Send Syd in Edna's Room and she'll put him in the dungeon. Have Dave push the nqqug dtkem to free Syd, then position Syd in front of the fuse box. Open fuse box and turn off the circuit breakers.

Continued on next page

Maniac Mansion

Continued from previous page

Broken Wires Room

When the "cut scene" ends, Bernard should fix the wires with the vqqu. Now switch to Syd and turn on the circuit breakers. (The video machines are now powered on.)

Edna and the Wall Safe Room

Send Syd and Bernard to the hall outside Edna's Room and have Bernie open the door and enter. While Edna takes him to the dungeon, send Syd into her room and go right to the ladder. Climb ladder to the Safe Room. Turn on light and qrgp rckpvkpi to reveal wall safe.

The Man-Eating Plant

Have Bernard use the twuvz mgz so he and Dave can escape the dungeon. Send Bernard to the Plant Room and use lct of ycvgt on the Man-eating Plant. Give rgruk to Man-eating Plant. Climb up Plant to Telescope Room.

Telescope Room

Bernard should use fkog in slot, then press right button to turn telescope to the right.

Weird Ed's Room

Send Dave and Bernard to the doorway outside Ed's Room and have Bernie give the twuvz mgz and inqykpi mgz to Dave. Dave should open the door and enter Ed's. When Ed takes Dave to the dungeon, send Bernie into Ed's Room where he must walk to piggy bank, open piggy bank, take fkog, then go to Telescope Room.

Telescope Room

Bernard should use fkog in slot, press right button to turn telescope to right, then use it to read combination of wall safe.

The Safe Room and the Secret Lab

Switch to Syd and open the wall safe with the combination from above. Get the envelope, open it and get the swctvgt. Now send Syd back down the ladder, where Edna will catch him and lock him in the dungeon with Dave. Switch to Dave, who should walk to the outer door and unlock the top and bottom padlocks with the inqykpi mgz. Open the outer door to the Secret Lab. Have Dave unlock the right dungeon door with tvuva mga.

Arcade Room

Send Syd here and play the ogvgqt oguu game with the swctvgt. Write down the jkij ueqtg.

Weird Ed's Room & the Hamster

Send Syd and Bernard to the doorway outside Ed's Room. Have Syd open the door and enter. When Ed takes him to the dungeon, send in Bernard to get the jcouvgt and reveal the rwtrng ectf mga. Get this and send Bernie to the Radio Room. (He may get locked in the dungeon first, however.)

Into the Secret Lab

Switch to Dave, who is here, and have him open the inner door to the Secret Lab with the jkij ueqtg from the ogvgqt oguu game for the combination.

Calling the Meteor Police!!!

Switch to Bernard in the Radio Room and have him use the tcfkq vwdg in vwdg uqemgv. tgcf the rquvgt, turn on tcfkq, use tcfkq to call Meteor Police with the number from the rquvgt. Now send Bernard to Edna's Room so he'll get put in the dungeon. Wait for the Meteor Police to arrive and take out the Purple Meteor.

Zom-B-Matic and Meteor Rooms

Switch to Bernard in the dungeon, who should get the dcfig on the floor and go to the Secret Lab. Give the dcfig to the Purple Tentacle. After it runs away, enter the Zom-B-Matic Room. Walk right and use the rwtrng ectf mga in key slot to enter the Meteor Room. Turn off switch.

British Legends

Continued from page 4

points to earn the rank of Witch/Wizard. At that point you can do things undreamed of in similar on-line games, such as Delphi's *Quest for the Holy Grail*.

A Witch or Wizard can actually change things in the game by placing monsters or treasures in various locations. New powers enable you to teleport anywhere, cast spells that are guaranteed to work, take objects meant to be immovable, spy on or even resurrect and slay others below your rank. With such capabilities you may help or hinder the effort of players still struggling for Wizziness. But misuse these new powers and you will be punished and may even lose them.

Landscape consists of pasture, forest, water, roads and buildings typical of those found in the British countryside. That's because game is a licensed version of *M.U.D.* (Multi-User Dungeon), which has been an on-line favorite there for years. Among the key areas are places such as The Island, The Dwarfen Realm, The Goblin Lair and Under the Yew Tree. Movement (in eight directions) and

other actions are effected by means of a type-in parser quite similar to Infocom's. It accepts fairly complex sentences containing prepositions and direct objects, such as "open door with key" or "give gold to Shay." The several hundred items in the game may be manipulated in a plethora of ways: burning, eating and so on. Multiple commands are also possible, and you can select brief and verbose modes of location description.

Two commands are especially handy: "Swamp" moves you one location toward the Swamp, and following a command with a period will repeat the order. The command "Swamp....." would expedite your arrival at the bog, unless you encounter a monster or thieving player enroute. Other game-specific commands include "users" to get a list of everyone in the game and "help" for on-line advice. (For more help there's a special bulletin board where players can post messages to swap information, look for allies and organize expeditions.) Most commands may be abbreviated to one or two letters to save time. Terminal software with macros, such as *Red Ryder* on the Mac, makes things even faster.

Combat & Magic

To attack you just say "fight." The program displays combat reports until someone dies or flees. Run out of Stamina and you're dead. Stamina points are slowly recovered while you're out of the game and can be recouped more quickly by sleeping (and hoping no one attacks you). Death is handled uniquely: Most of the time you can just start over, but you'll be permanently dead if slain in combat.

When you quit, your character and points are saved but possessions are not. You begin the next session at the original starting point, not where you last quit.

Spells endow you with the ability to Summon other players by teleportation, Force them to perform a command you type in, locate objects, Cripple or Sleep others, and invoke six other magical actions. The oddest is Change, which performs a sex change on the character you specify. You don't need to learn spells to cast them, but they aren't likely to work until you've advanced a few levels, and some require possession of particular artifacts.

Conclusions: It will take awhile to master the commands, but this game offers some unique adventuring opportunities—the kind that QuantumLink has been promising for two years with *Habitat*. A real sense of community emerges as you get to know more of the players and form relationships, good and bad. The chance to become a Wizard/Witch and participate in running the game is one many adventurers will find hard to turn down.

Beyond Zork

Continued from page one

woman behind the counter, who will identify potions, magic rods and other discoveries and describe their use. You can also sell items that are no longer needed, an excellent way of earning more zorkmids. (But be sure not to sell something you will need later on, for the proprietor doubles the price when you buy it back.)

A plethora of amusing yet deadly beasts lurks behind every tree and rock: Dust Bunnies, Dorn Beasts, a Monkey Grinder, and even a Cruel Puppet who attacks by mimicking you and "reciting your nightly personal habits in excruciating detail." In the frozen fields of Frotzen you'll face a group of vicious birds that would do Alfred Hitchcock proud. Can you get past them? (Wonder what scares them?) My favorite fiend? The Christmas Tree Monsters, who throw ornaments at you.

Then there's the magical town of Froom, famous for its little people, who can be most appreciative at times. And can you find the fabled Coconut of Quendor, the long-range goal of this quest? Even if you do, can you manage to get hold of it? These questions and more will be answered in *Beyond Zork*, where in addition to all the logical puzzles, you'll find two tough riddles to figure out. The riddle of the tines has stumped many a veteran adventurer. (Hint: Come up with the answer nkijvpkpi-quick and see what happens.)

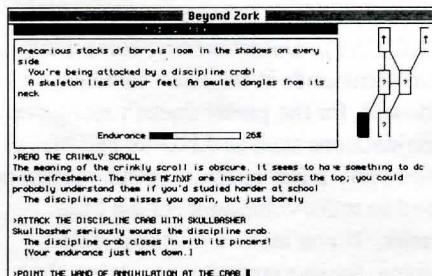
Role-playing the Infocom Way

Author Brian Moriarty, who wrote *Trinity* and *Wishbringer*, wove many role-playing elements into the fabric of *Beyond Zork*. Your character has attributes such as strength, dexterity, intelligence and luck. These are more than mere window dressing, for the attribute ratings serve as your score—and you can't solve certain logical puzzles unless your rating in a related attribute is high enough.

For example, if your intelligence level is low and you try to read a scroll, you'll learn that "Perhaps you could understand it if you had studied harder in school." This is a first in a text adventure. Of course, you can find ways to boost these ratings during the game, by drinking a potion or performing the proper action. Because your ability to solve some of the

logical puzzles depends on your attribute levels (which are also your score) the score becomes more than just numbers.

Several options let you determine your character's attributes before embarking on the quest. The program will randomly select a character for you, you can choose a pre-rolled one, or you may roll one up from scratch by distributing points among the various attributes (the way you would in an early *Ultima*). As you earn unseen experience points in combat, your Level O character is promoted to higher levels and your ratings in endurance and other attributes are simultaneously boosted.



Macintosh version

After playing it through twice and starting new games, I found the pre-set character "The Genius" the best to use. After choosing or creating a character, you can pick the name and sex. Otherwise you'll be known as Buck Palace. (Where have I seen that name before?)

If Buck were writing this review, he'd be the first to point out that *Beyond Zork* is rife with names and locations and creatures from other Infocom titles [which the designers refer to as cross-references]. You'll see a platypus, a horseshoe and a whistle (*Trinity*), a compass rose and an outcropping (*Spellbreaker*), get to jump from the heights while holding an open umbrella (*Trinity*) and experience numerous other Info-flashbacks while exploring Quendor. (How many can you find? The person who sends in the most verifiable examples will win the Infocom game of their choice. Deadline: April 7, 1988.) These contribute greatly to the atmosphere.

And if you don't like the names of creatures and things, you can rename them, a feature introduced in *Spellbreaker*. Imagine referring to a pterodactyl as "George" or calling the Giant Bloodworm "Mr. Rogers." This can be as much fun as it is convenient.

Macros, Auto-mapping & More

Another handy feature consists of ten user-definable macros. A list of fre-

quently used actions such as "look" or "attack creature" reduces them to one-key commands. Any or all may be redefined at any time in the game. I set number nine to "push onion" and number eight to "pterodactyl," which spared me a great deal of typing in pertinent situations—a tremendously useful feature. Another marvel is the "undo" command (not found in all versions), which does exactly what the name implies. If you just pointed the rod of annihilation at the Cruel Puppet to no avail, you can "undo" and try something else. In some cases you can even "undo" an act that led to your death. This cuts down on the number of times you'll have to restore a saved game.

Auto-mapping is probably the most important new feature. Depending on your computer type, you'll see a map composed of boxes or alphanumeric characters on the right side of the screen. Your current location is marked, and lines indicate the room's exits. After visiting an adjacent room, it appears and remains on the map. Arrows tell you if an up or down exit is in the room, and a "?" means you'll need a light source. The "zoom" commands lets you see more of the map or focus in on your immediate surroundings.

On some computers you can move to an adjacent location by clicking on its box or an exit line. Function keys may also be used from directional commands, or you can fall back on the usual text abbreviations. It's still helpful to draw your own map—but auto-mapping makes it easier.

Mode in Massachusetts

The rest of the display has been graced with a new presentation scheme called "enhanced mode." A four-color window on top of the screen holds the current room's description, and at the bottom another one provides other information, combat reports and room to type in commands. You can decide what appears in the top window, for at times you may want to pay more attention to your inventory or attribute levels, which on some computers are shown in a bar chart. During combat, your all-important endurance level appears in the top window on these machines.

Even more significant than all these radical changes is the fact that no two games are exactly alike: Major puzzles and solutions remain the same, but items are found in different locations, artifacts

Continued on next page

Beyond Zork

Continued from previous page

and potions have varying names and effects, and even parts of the map shift around from game to game.

I must confess I'm not a fan of the *Zork* series. My first text adventure was *Wishbringer*, so *Zork* was before my time. I bought all three but could never really get into them. So *Beyond Zork* doesn't really remind me of *Zork*. In fact, it reminds me most of *Spellbreaker*, for

Feature	IBM	Apple	Mac	ST	C 128	Amiga	IIGS
Attributes							
Bar Chart	•		•	•	•	•	•
Mapping	•	•	•	•	•	•	•
Windows	•	•	•	•	•	•	•
Mouse	•		•			•	•
Undo	•		•			•	•
Macros	•	•	•	•	•	•	•
4-colors	•			•	•	•	•
Set-up							
Options	•	•	•	•	•	•	•
Object							
Naming	•	•	•	•	•	•	•

the two are similar in complexity and difficulty. *Spellbreaker* was probably a little easier for me, since I was a real *Enchanter* and *Sorcerer* fanatic.

Don't let this scare you off. While *Beyond Zork* is an expert level game, I feel that even novices will get a great deal of enjoyment out of it. One major hint: Read the *Lore and Legends of Quendor* carefully and recheck it when you have trouble with a new creature.

This book apparently contains information needed to complete the game, so it also serves as a form of copy-protection—the program itself can be copied to a hard disk or backed up on floppy (Apple owners, see news item for more on this). The rest of the package consists of a large map of Quendor and an expanded manual that covers all the new features.

Conclusions: Moriarty has certainly spoiled us for other text adventures, and this is the one by which others will be judged for some time to come. *Beyond Zork* is a must—on a scale of one to ten, I give it an eleven.

System: C-128, Apple II (128K), IIGS, ST, Amiga, IBM (192K), Mac

Skill Level: Expert

Protection: In Manual

Price: C-128, \$44.95; others, \$49.95

Company: Infocom

Dark Lord

Continued from page 1

still provide a challenge. When you win the game you get a score based on how many commands you took to complete the adventure. Though scoring is included to provide an "arcade-style challenge," if you're like me, when you've completed the adventure once, you won't spend a lot of time trying to better your score.

Basic directional commands (N, S, E, W, R, L, F, B, U, D) facilitate traveling through the Afterworld, and simple sentences are used to manipulate the objects you find, GIVE THE FISH TO THE CAT). Unfortunately, combining two commands in the same sentence isn't allowed, for the parser doesn't recognize conjunctions such as AND or THEN. However, a few special commands can be used to make communication a little easier. If you make a mistake while typing, for instance, you can delete the entire last word with a single keystroke.

Also, if you enter the command before catching the mistake, one keystroke will reprint your entire command up to the misspelled word, letting you correct your mistake without retyping the whole command. There is no option to output text to your printer, but you can momentarily switch to an all-text screen that lets you review the text from your last few moves.

Despite the assistance, *Dark Lord* still presents the adventurer with several challenging puzzles to solve. The first is how to find Krin. Near the beginning of the adventure, an old man gives you a stick to deliver to Krin. By talking to one of the inhabitants of a fishing village, you learn that Krin lives in the itgcv ejcuo. Once you locate the tqrg, it's only a matter of finding the best spot to use it so you can reach Krin.

When Krin receives the stick, he instructs you to find a pearl blossom that, if eaten, gives you the ability to fly. Flying, in turn, enables you to reach the czg you'll need to kill the Dark Lord's winged monster; it also provides a means of transportation to a nearby island. Here you'll need a uected found earlier in your travels to open the doors of a crypt, and a hkuj from the uvtgco that can be used to keep a cat occupied while you steal the skull it guards. In the crypt, you'll also find Nequam's ancient stone amulet.

But you'll have to do away with the

winged monster before you can reach the Dark Lord's castle. Unfortunately, he hangs out in a well-protected cave. For one thing, the entrance is block by a bush. Once you figure out how to destroy the bush (think Biblical), a flowing stream of molten lava still stands between you and the dragon's hole. With ycvgt from your hncum, you can cool one of the rocks jutting out of the stream just long enough to jump across. Hesitate for too long, and the rocks reheat to a deadly temperature.

This brings up one of the interesting aspects of *Dark Lord*—some actions must be taken at specific times if they are to be performed successfully. When you place the uected on the door of the crypt, for example, the door slides open but closes again immediately. You must, therefore, enter "F" to go forward before it closes. If you're a fast enough typist, you can even pick up the item before entering, so you'll have it for future use.

Another way in which timing is important is that the flow of time is marked by a sky that turns from bright blue, to orange, to black and back again as you roam the countryside of the Afterworld. Being at certain locations at nightfall can provide clues in the text that don't appear during the day.

Conclusions: Though veteran adventurers might find many elements of *Dark Lord* somewhat predictable, the game still has a lot going for it, things such as nice graphics and sparing but effective use of animation, sound effects and music. What I really liked about the game, however, was that while certain puzzles stumped me for a while, I never felt the situation was hopeless. It's hard to die in the Afterworld, for example, because you're not allowed to jump off cliffs that are too high or swim in water that's too deep.

When you do make a serious error, such as disturbing the winged monster or jumping into the molten lava, you simply wake up in a different location with all your possessions intact. In addition, you can save up to eight different games in progress on the program disk. While I wouldn't call it a "must have," *Dark Lord* is unlikely to disappoint any fans of graphic adventures.

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

Skill Level: Beginner to Intermediate

Protection: Program

Price: \$19.95

Company: DataSoft

Waiting for Duffy

The guards caught Duffy looting the temple and threw him in the dungeon, so send in a brief ad if you're stuck.

Elysian Fields: Need exact answer to Sphinx riddle. How do you get girdle past Amazon? What kills the giant? How to get thunderbolt from Cyclops? Brian Smith, 3035 Montego, Plano, TX 75023.

Knight of Diamonds: Need help exploring level six of dungeon. Are there more than four entrances to level six from level five? Ed Boyer, 4550 NE Arlington, Lawton, OK 73507.

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

Might & Magic: Augh! Key Card rejected! S. Kunz, 211 E. Ohio #610, Chicago, IL 60611. (Attn: Whiz-Bang)

Might & Magic: How do you answer access code questions? What are unreadable messages for? Where is ruby whistle? Charles C., Rte 2 Box 13E, Marion, TX 78124.

Might & Magic: Need maps and clues badly. Have Wizardry 103 maps, clues and character equipment to trade. Bard's Tale 1-2 maps, clues also. Cowbird, 3511 N. Home Place, Sugarland, TX 77479.

Crimestopper: How do you open locker N-7 and leave suitcase of ransom money at Bus Terminal? What is statue from my safe used for? How do you use elevator in south Lobby of Sizemore Building during party? Got in building ok with hat, but it acts like elevator isn't there. Help! Irene Detorakis, 901 E. Ridge St., Conway, PA 15027

Hitchhiker's Guide: Have hint book but can't get off Damogran with fluff and other items. Dragon's Lair: How do you get past 5th level? Kevin Rice, 133 Purdy Ave, Moncton, N.B., Canada E1C 7W3

Need help in Suspended and Bard's Tale 2. Mark Pfaff, 260 Hoffman Ave., State College, PA 16801

Bureacracy: What do you do with inter-

com? M. Novak, 305 School Rd, IBH, FL 32937.

Might & Magic: Where's the ruby whistle? How do you read messages? Need hints, tips, maps. R. Pitera, 451 South Beach St., Fall River, MA 02724

Seastalker: How do I get the snark to come to the aquadome? D. Munoz, 1312 Titania Lane, McLean, VA 22102

Eternal Dagger & Realms of Darkness: Desperately seeking help. Respond immediately or the world will end. B. Kinman, 510 Laurel Rd., Easley, SC 29640

Eternal Dagger: How do I find name of hallway on 2nd level of 1st dungeon? M. Lain, 4518 Pine St., Hammond, IN 46327

Dragonworld: How do I get flute from monkey? Open sealed door after room of broken mirror? W.H. Chissom, Rd 1, Box 275, Cleveland, NY 13042

Wizardry 2: Am stuck on 1st riddle. J. Bieber, 401 W Main St., Apt 27, Endicott, NY 13760

How do I pass last level of Goonies? Where should guard be when I enter safe in Hacker 2? C. Becker, 744 Padilla Hgts Rd., Anacortes, WA 98221

Might & Magic: Need help. R. Stephan, 2415 N. 13th, Coeur d'Alene, ID 83814

Rogue: How do I make back up a character on the ST version? Jim Hollingworth, POB 27, Kelso, WA 98626

Might & Magic, Bard's Tale & Ultima 4: Need hints, tips & maps. John Fried, 3217 S. Glencoe, Denver, CO 80222

Ultima 3: What's the easiest way to get a ship? Mike Bagnall, Rd #1, Box 1025, New Freedom, PA 17349

Ultima 3: How do you get to the hidden village in Loch Lake? Robert Steiner, 1094 Robin Rd., Franklin Square, NY 11010

Quest for Sorcery: Need help, can't solve any of the four planes. Mitchell Edwards, 1204 Woodall Lane, Huntsville, AL 35816

Want any Infocom walkthrough. Norm Marks, Rd #3, Box 60, New Freedom, PA 17349

Might & Magic, Phantasie 2: Need help. Dan Heffron, 2 Lavelle Lane, Framingham, MA 01701

Need hints or solutions to Blade of Blackpoole, Sherlock Holmes, Below the Root, Nine Princes in Amber & Ballyhoo. Mark Buzzard, 37 Cedar St, Akron, NY 14001

Original Adventure: Need info, hints, maps, etc. for 550-point version. Laura Reichert, 1614 K Ave NE, Cedar Rapids, IA 52402

Need help in Suspended and Bard's Tale 2. Mark Pfaff, 260 Hoffman Ave., State College, PA 16801.

Faery Tale Adventure

Continued from page one

Skill Level: Intermediate

Protection: Program

Price: \$49.95, Amiga

Company: Microillusions (Activision)

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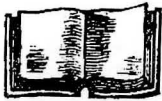
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KEYS TO THE KINGDOMS



Beyond Zork

To defeat the Dust Bunnies, rub the `dgctumpk tvi` and hit them with your `jpjf`. The Monkey Grinder can be beat by giving him the `ugcejgv`. (S. Kunz) You can escape the cellar by using the `cowngv` to gain strength (read `twpgu vjtqwij ykpg` for word) and breaking the door, or by pointing the wand of `vgngqrtvcvkqp` at yourself. (David Fontana) Outside Thriff, `jkfg vtcemu` tracks to save `minx` from hunter and earn compassion points. He'll follow you, so lead him to oak tree and he'll dig up something you can use later (but don't sell or eat it!). (Jayson Hogan)

The Idol: Get mother `hungus` to follow you (by attacking baby). Go to idol and enter, then wait for mother. Get jewel. Light lantern. `uswggbg hwpiwu` twice. Look at finger. Point wand of `vgngqrtvcvkqp` at me or invoke `tgecnn` spell. Return to quicksand and point staff of `gxgtukqp` at mother. Get jewel. Pterodactyl: Set dial (on `gurdy`, from Monkey Grinder) to `gct`. Turn crank right. Remove arrow. Put `urgpugyggf` (from Edge of Storms) on wing. Put `ucffng` on Pterodactyl. Get whistle. Christmas Trees: Holding `ecvgrknct`, go to peak. Point `fkurgnn rod` at dome. E. E. N. S. (Must be wearing `tkpi` from Dust Bunnies.) `fcy inarj ncxc` in lava (must have `dwtkp`). Wait. Wait.

William E. Carte

Talisman

To enter the Hut, put `qpaz rod` in hole 1, `rgctn rod` in hole 2, `gogtcnf rod` in hole 3 and `pkemgn rod` in hole 4. Push button. In the Palace, ask the Executioner to open the door. Enter the cell and `oqxc dtkem` to find a useful item.

Jon Champlin

Eternal Dagger and Wizard's Crown

When fighting a very tough monster group, you can often beat them this way. During set-up mode place one character, preferably a priest with lots of karma, in an out of the way place such as behind a wall far from the battle. If your entire party is killed, the program "thinks" they're all dead, even the priest, and the battle ends. But you'll get credit for winning the battle because the distant

priest is still alive—and he can resurrect everyone. Save the game before trying this, for sometimes it won't work.

Daniel Berke

Faery Tale Adventure

The fastest way to get a decent weapon is to wait till a gang attacks, then use `umwnn` and loot the bodies.

Raoul X. Ramone

Alternate Reality: The Dungeon

Visit the Shrine of Monsters at 45 E, 41 N, Level 1 to score some great gear. Surrounding the Shrine are six chambers, each guarded by monsters. For 200 gems/jewels the Dwarven Smith (at 16 or 18 E, 24 N, Level 2) will forge an unbrakable sword that's medium sharp, low blunt and low vs. your opposite alignment. After four days claim your weapons and take it to the Enchantress (45 E, 2 N, Level 1). Save game and give her 45 crystals to enchant it as she decides; keep the version that gives the "best" enchantment (low fire or high sharp). For any enchantment, 45 crystals gives nice results.

James B. Simpson

Might and Magic

To save time solving the prisoner puzzle for the Statue of Judgement (9, 12 in E-1), force an alignment change in the party. At 3, 8 and 3, 13 in the Medusa dungeon (8, 4 in B-2) are entrances to two chambers full of monsters. By trying to bribe in each encounter, every party member's alignment will slip toward Good. When they're all Good, solve the prisoner puzzle for the good alignment and collect your reward at the Statue. Repeat or return party members to their original alignment.

James Simpson

The Spinning Crystals Puzzle at 7, 13, D-3: Enter the cave and set the crystals at 14, 2 to 1; at 10, 14 to 2; at 6, 14 to 3; at 2, 2 to 4; at 2, 10 to 5; at 6, 6 to 6; at 10, 6 to 7; at 14, 10 to 8; at 2, 6 to 9. Then pull the platinum lever at 0, 15 for lots of experience, gems, gold and +2 intelligence.

Eric Wadsworth

Bard's Tale Series

To get your crew ready for *Destiny KnightBard's Tale*, go back and slay Zanta, who is resurrected after you leave the game and reboot. (Mama and ZZGO

are good for picking off the Balder Guards with Zanta.)

S. Kunz

Black Magic

You need all six eyes to be able to reach the Blind Statue, which are all found in Marigold. Four are found in the first section, one is in the second section on the four level. The final eye is in the third section, also on level four. This is where you find the door leading to the Blind Statue. The staff is in the bottom southeast corner of Zangrim's Castle and can only be reached if you have attained the level of Necromancer, because you need the magic spell `dqnv` to shoot through the wall and get the staff. Then you'll have to go back to the top level near the Statue to the magical pool of water. Use the Roc Bird to get there quickly.

Ultima IV

You can get lots of gold after becoming a full Avatar by selling the Mystic Arms found in the center of the mat in Serpent's Hold and the Mystic Armour from the center of the grove in Empath Abbey. After selling it you can go back and get more, but only if you are not carrying any of either.

Eric Shew

SuperMartian

If having trouble giving the doughnut to the farmer, apply the following fix, which the author gave to me. Boot disk one and wait for the picture of SuperMartian on the street. Press control-reset to stop the program. Type `411 IF FT$="GIVE" AND RT$="DOUG" AND WR(32)=-1 AND RM=123 THEN GOSUB 20:WR(32)=-3:CR=CR-1:GOTO 100`. (Don't type the period at the end of the last line.) Then type `SAVE SUP2`. Reboot and it should work fine.

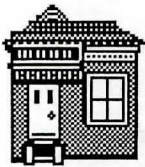
Brian Smith

Legacy of the Ancients

Walk the Spiral Path exactly as it appears. The door below the Spiral Room must be opened by password only. This works only if you've already seen the Guardian Exhibit in the Museum.

Steve Ungrey

To decode clues, count back two letters: t = r, b = z.



Swap Shop

Trade or sell your old adventures with a free ad. (Adventures only, no pirated or copied software, limit of 10 games per ad. Please state system.)

APPLE

\$16 @: Ultima 4, Might & Magic, Moebius. \$12 @: Wizard's Crown, Eternal Dagger, King's Quest 2, Phantasie 3. \$8 @: Ring Quest, Ultima 1, Sorcerer. Write 1st. Richard Robillard, 52 S. Main St., Baldwinville, MA 01436

Sell/trade: Enchanter, Sorcerer, Spellbreaker, AMFV, Hitchhiker's, Infidel, Moonmist, Leather Goddesses, Bureacracy. \$20 @ or trade for any Infocom or Might & Magic. K. Gamache, RFD #4 Box 1091, Augusta, ME 04330

\$20 @: King's Quest 1-2. \$10 @: Aztec, Castle Wolfenstein & Beyond Castle Wolf., Karateka, Capt. Goodnight Island of Fear. Will trade for Wizardry 1-4, Bard 1-2, King's Quest 3, Beyond Zork. Don Kellogg, 15195 Marcellus Hwy, Three Rivers, MI 49093

Trade/sell: Zork 1. Want anything that will take awhile to solve. Luke Weisman, 142 Hartford St, San Francisco, CA 94114

Trade/sell: Tass Times, Bard 1-2, King's Quest 1-2, Wrath of Denethenor, many more. Send your list for mine. Also AutoDuel character for \$4: 99 on all skills, 8 fully-equipped cars & \$\$\$.

Bard 1 & 2 characters with good weapons, armor, 10,000+ hit points, all parts of Wand. \$5 @ or both for \$8.50. Jon Spatz, 31 Church St., Hamburg, PA 19526

Trade/sell: Alternate Reality, the City, Plundered Hearts, Guild of Thieves, Bard 2, Lurking Horror, Beyond Zork, Suspended, Infidel. Make offer, write 1st. M. Novak, 305 School Rd, IHB, FL 32937.

COMMODORE

Trade/sell: Bard 2, Gauntlet, AutoDuel, Realm of Impossibility, 7 Cities of Gold, Ultima Wizard, Legacy of Ancients, Rendezvous with Rama, Bard 2 supercharacters & clue book. Want Wrath of Denethenor, Alt. Reality—City, Ultima 1,3,4, Phantasie 1,2, Leather Goddesses, Might & Magic, Realms of Darkness. J. Uberti, 101 Fennerton Rd, Paoli, PA 19301

Want to buy or trade for Amiga & C 64 software w/docs. Have Defender of

Crown, S.D.I. & more. Send your list or write for mine. Michael Pearson, 5918 S. Elizabeth, Chicago, IL 60636.

Ultima 4, \$20. \$15 @: Trinity, Labyrinth, Ultima 1, Moonmist. \$10 @: Wishbringer, Deadline, Oo-topos, Seastalker, Zork 1. Write 1st: Craig Konecnik, 873 Yorkshire Lane, Crystal Lake, IL 60014.

Have Bard 1 & 2, Legacy of Ancients. Will seel or trade for Roadwar 2000, AutoDuel, ACS, Star Treks and/or Infocoms. Send list: Eric Mikula, 47 Raymerville Dr., Markham, Ont., Canada L3P 4S2.

\$15 @: Bard's Tale II, Ultima 4. \$10 @: Phantasie, Wizard's Crown, Zork 1, Rings of Zilfin, Gemstone Warrior, Brimstone & more. Write for list. K. A. Anderson, 117 Montcalm Ave., Plattsburgh, NY 12901

Trade: Elite, new, for new or used Psi 5, Pirates or other RPG. Ken St. André, 3421 E Yale, Phoenix, AZ 85008.

IBM & QUEST-ALIKES

Sell/trade: Roadwar 2000 & Ultima 4 w/ clue book. Want Starflight, Might & Magic, Bard 1-2, Starfleet 2. Chan Weng Yie, 811 Quince Orchard Blvd., Gaithersburg, MD 20878.

Continued on next page

Adventure Hotline

Continued from page 2

publish these a few issues before the entire solution. We already have solutions to *Beyond Zork*, *Plundered Hearts*, *Eternal Dagger*, *Police Quest*, *Talisman* and more. If you have clues for *Wizardry IV*, *Border Zone*, *Faery Tale Adventure*, *Ultima V* (it should be out by now) or other recent adventures, send them to "Keys." Write first before sending a complete solution.

New Overseas Sub Rates

Due to the extra weight of the new 16-page format, overseas air mail rates are now \$32 for a one-year sub (US funds.)

Gauntlet Gotchas

Contributing Editor Tracie Foreman Hines reported several bugs in this action adventure reviewed in November. The most serious one occurs on levels 21 and 25 or 26, when the screen changed colors and characters and monsters turned into mere silhouettes who floated through the walls. All the animation stopped, but minimal control of the characters was still possible. Finally the screen went blank. (Of course, if you're not good enough to get to these levels, you won't have much to worry about this bug.) With two players, she reports that you can't die unless both are killed simultaneously.

Conversion Update

Space Quest I is out for the Apple IIGS (512K) and IIE/c (128K) at \$49.95. And *Leisure Suit Larry* has been converted for the IIE/c (128K) at \$39.95. Edition Three of *Reach for the Stars* is out for the Mac (runs in color on the Mac II), features new Advanced Rules and revamped interface, and is not copy-protected.

New Face for Breach

Totally new bit-mapped graphics were devised for the Amiga version of Omnitrend's *Breach* and will be implemented in future scenarios for all systems.

Winners

The crossword puzzle contest is over. Eric Hutchens, who sent 59 questions and answers for use in puzzles we'll be publishing in the future, gets the game of his choice. The other two winners will be announced in March. Why? Because the grand winner sent 106 Q & As but forgot to put his/her name on the sheet. So if that's you, handwrite a letter to compare with the original and you'll get a free game. If we don't hear from you by the end of February, the people who sent 50 will win. For this month's *Perry Mason* solution, Edgar Bork will get a game of his choice and Paul Schaffer gets *Ultima V*. Jerry Datillo got *Amnesia* for his *Maniac Mansion* solution. Winner of the "Keys" contest was James B. Simpson, who'll get the game of his choice.

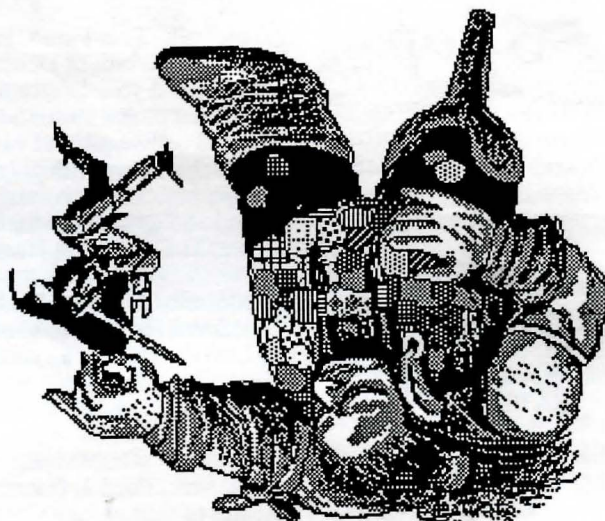
Map Kit Update

The *QB Cartography Kit* has been substantially upgraded with a new piece of gear, the Mapping Template. On one side is the map sheet for text/graphic games, and the map sheet for RPGs is on the other. But it's plastic-coated, so you can draw your initial maps of an area with a grease pencil or a wipe-off pen. Then when you find a new location or exit that won't fit on the map, you just wipe off the rooms that are in the way and redraw it—since it's on plastic, you can do so much faster than if you had to redraw it on paper. After you're convinced the area is fully mapped you can copy it onto a paper Mapping Sheet and use the Template to start mapping a fresh area.

Both Kits now come with 20 Clue, 20 Character and 20 Town & Castle Sheets as well as the Mapping Template. (See next page for prices. If you just want the Template, they're only \$2.50 each, which includes shipping.)

The Key Club

If you can field questions about specific games, let us know and we'll add your name and address to our list of Key Club members. Send SASE for the list.



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The Adventurer's Journal

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BULK RATE

Continued from previous page

Wizard's Crown, \$25. Jim Kim, 2050 Anza Ave, # 184, Torrance, CA 371-8378

Trade/sell: Plundered Hearts, Lurking Horror, King's Quest 3, Leisure Suit Larry, Ultima 3 & more. Marc Manderino, 104 Lagoon Rd SE, Winterhave, FL 33884

\$18 @: King's Quest 1-3, Space Quest. \$20 @: Leisure Suit Larry, Wizardry, Starflight with clue book. Chris Boggess, 3190 Cottonwood Ct., Millersport, OH 43046

Wanted: Enchanter, Sorcerer, Spellbreaker. Must have original packaging. P. Ericksen, 5129 Emstan Hills Rd., Racine, WI 53406

Nord & Bert, \$20. Want Leisure Suit Larry, Carmen San Diego. Gary Colby, 11375 Albemni Ct., San Diego, CA 92126

\$30 @: Wizard's Crown, Ultima 3, EGA versions of King's Quest 2 & Black Cauldron. \$35, EGA King's Quest 3. \$40, Ultima 4. All have "quick fix" solutions. R. A. Akemann, 3231 Eichenlaub St., San Diego, CA 92117

ATARI

8-bit games for sale. Jupiter Mission 1999 Part 1 & 2, both for \$10. Alternate Reality: The City, \$15. Greg Watanabe, 3203 N. Alpine Rd., Stockton, CA 95205.

ST, sell/trade: Defender of Crown, \$30. \$25 @: Phantasie 1, Roadwar 2000, Sundog, Rogue. \$20 @: Mercenary, Tass Times. \$15 @: Book of Adventure 1 & 2. Daryn, Belden, 13125 W. Honey Lane, New Berlin, WI 53151

ST, \$20 @: Phantasie 1-3, Roadwar 2000. XE: Ultima 2-4, \$20 @; \$15 @: Deadline, Starfleet 1, Questron. Many more. Sell or trade for ST Infocomms. R. Olsen, 6818 Winterberry Cir., Wichita, KS 67226.

ST games, \$12 @. Send SASE for list. R. Podlesak, 11616 SW 4th Terrace, Yukon, OH 73099.

ST games for sale. Write for lists. Jim Hollingworth, POB 27, Kelso, WA 98626.

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

Passport to Adventure

For a 10%-20% discount on NEW games, order from QB—and get 3 extra issues of the Journal for each game you buy. If you don't see what you want, write for price.

Wizardry IV: AP, \$44.95
Ultima V: (Advance orders) AP, Beyond Zork, \$40, C 128; \$45, others
Knight of Diamonds: IBM, \$47
Legacy of Llygamyn: IBM, \$47
Dark Lord: C, AP, \$19
Faery Tale Adventure: Amiga, \$45
AutoDuel: SE, \$40
Ultima IV: IBM, \$50
Ultima I: IBM, \$35
Phantasie 3 AP, C, ST \$35; Amiga, \$40
Earthly Delights: AP, IBM, Mac \$25
Might & Magic: AP, IBM, \$45; C, \$40
Oo-topos: AP, C, PC \$18
QB Mapping Kit for: (includes shipping)
Kit A: For Text/graphic games, \$7
Kit B: For Role-playing games, \$7

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