



QuestBusters™



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The Adventurers' Journal
March, 1989

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Duffy Does Vegas

No parties at Consumer Electronics Show!

By Shay Addams

After bailing Duffy out of jail twice in 24 hours, I was beginning to suspect that bringing him to the Consumer Electronics Show was not such a good idea. The first clue was when he tried to stuff ten Zorkmids into a topless dancer's costume at the Palomino Club. But that's another story, one our attorneys say we shouldn't comment on until after the trial. So instead, let's step into the Time Door and return to Las Vegas, January 7.

Duffy, apparently planning to test my puzzle-solving skills, had cleverly left our press badges back at the ranch outside Tucson, so we wasted an hour convincing the mutant behind the press booth that we were indeed legitimate journalists—a task not made any easier by Duffy's elf outfit.

Once inside, however, no one even noticed Duffy as we stood in the ominous shadow of the towering Nintendo booth and tried to decipher the map of software exhibitors. Having brought along a stack of official QuestBusters Mapping Paper, we finally decided to chart our own course. By noon we had tracked down Activision, hidden away in a walled-in booth that gave the impression of castle walls amid a forest of Nintendo-noids. Inside, it was like Adventure Central: designers and games from Interplay, Infocom, New World Computing, LucasFilm, Rainbird and Microillusions lined the interior.

Jon van Caneghem was showing off the Apple *Might and Magic II*, the most impressive new adventure at CES (C 64, IBM by now). It features double hi-res graphics on the Apple (128K required) and an array of intriguing features. The most unusual new feature lets you pick one of four difficulty levels at any time, from "Inconspicuous" to "Thrill-Seeker." (I had lobbied hard for an "All Dressed up in Rubber with Nowhere to Go" option, to no avail.)

Right next to New World, I saw a

home version of *MUD*, a popular British on-line game. Called *Realm of the Immortals*, it's a parser-based role-playing adventure that can be played by several people simultaneously via modem or direct serial links on the IBM. Don't expect it soon, since Real Life Simulations was seeking a publisher.

Quest for Parties

Duffy wandered off about this time on a "quest for parties," saying he'd meet me back at Motel Hell, the only place I'd been able to book rooms at the last minute. So I stepped over to the Infocom booth, where *BattleTech* looked brilliant in EGA and *Quarterstaff* was shining in color on the Mac II. But they weren't previewing *Shogun*, *Journey* or other imminent releases (*Shogun* is planned in April for the Mac, *Journey* for GS should out in March). While hanging out at the Infocom booth, I did overhear an unconfirmed rumor that the sequel to *Zork Zero* will be called *Zork Less than Zero*—a contemporary story about an L. A. grue who comes home from college and finds all his grue friends burned out on drugs.

Lucasfilm had an Amiga *Zak McKracken* up (it's also out for ST, but Apple is still months away). By June, they'll release an Indiana Jones adventure based on the third film in the series and using the *Zak* game system. The big news from Rainbird is that Magnetic Scrolls will soon be incorporating animation and doing more to come up with a "new style of adventure." Dynamix, another Activision affiliate, unfurled *Prophecy I: The*

Fall of Trinadon, on the IBM. It claims to offer "one of the largest weapon inventories" of any RPG, plus a unique magic system whose spells are graphically illustrated and may be modified by prefixes to create different effects. It should be out by now.

Last Ninja II was running on the IBM (this version lets you save a game in progress, while the 64 one won't). They cleaned up some of the annoying parts of the first game's interface, such as the trouble with jumping streams. Activision

also previewed their first CD-ROM game, based on the Macintosh HyperCard "game" (actually a series of graphics that you wander through almost as aimlessly as I did at the Riviera's buffet later that night).

Interplay's New "Map Tester"

Interplay was showing the Amiga version of *Neuromancer*, which will be out in April (GS in March). Brian Fargo said *Meantime* is coming along great: "I am personally testing the maps right now, then the graphics will take three months. It's possible for a June-July time frame, and will support *Wasteland* characters." But the next Interplay title is still untitled; Fargo would only say that it's a fantasy RPG from Steve Peterson—with cover art by Boris Vallejo. (He added that *Battlechess* is going to Nintendo format.)

By the time I got out of the Activision "castle," the show was shutting down for the day, so I headed back to the room. Duffy was nowhere in sight, though seven squad cars in the parking lot and a police helicopter circling overhead assured me he had been there recently.

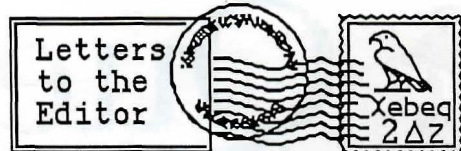
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World's largest trackball, introduced at CES by SoftWitch Enterprises



Adventure Hotline



New Quests & Conversions

Most of the new games are covered in the CES story, but a few surfaced since the show. *Master Ninja* is a new Amiga action adventure from Paragon, and Sierra's *Gold Rush* arrived. Recent conversions: *Uninvited* (C 64 now, IBM planned for this month), *King's Quest IV* (GS), *Dungeon Masters Assistant*, *Paladin* and *Wasteland* (IBM), and *Willow* (Amiga, ST, C 64).

Six Free Issues of QB!

Do you know anyone else on the entire planet who plays adventures? Get them to subscribe to QB—and mention your name when they do—and we'll add six free issues to your sub (four if it's First Class or Canadian, two for overseas.) You can even give someone a gift subscription and get the free issues, but you can't give a gift sub to yourself or a household member. (You can, however, buy a gift sub for Duffy!)

IBM Pool of Radiance Update

We always thought the C 64 was a slow machine, but just learned it takes up to *three hours* to install the IBM version of *Pool* on a system using two floppy drives—and as long as 30 minutes on a hard disk!

Game Developers' Conference

Sponsored by Chris Crawford and cohorts, the next Computer Game Developers' Conference will be held at the Sunnyvale, California Hilton May 7-8. Conference and roundtable topics include Artificial Personalities, The Process of Building Games, Becoming a Publisher and many more. If your registration arrives by April 1, the fee is \$150. For more info, write CGDC, POB 50282, Palo Alto, CA 94303.

Aegis Goes On-line

Aegis (publishers of *Arazok's Tomb*) just opened a free, 24-hour BBS for customer support. The number is (213) 399-7316, and it supports 300-, 1200- and 2400-baud with eight data bits, no parity and one stop bit. Full color is supported if you have ANSI terminal software.

QuestBuster Updates

Since much of this month's news is also in the CES story, the rest of the Hotline will address topics of interest to new (and a few old) subscribers. To answer what's still the most commonly asked question: Reviewer Stephen King is not the one

who writes all those horror novels—that one is too busy typing up the "Keys to the Kingdom" clues.

Ye Olde Swap Shop

Be sure to state the type of computer for your games and include your name and address. Otherwise the ad gets tossed into the Labyrinth. And Swap Shop ads are for adventure games only, so we'll just edit out games like *Flight Simulator*.

Waiting for Duffy

What? He's not back from Vegas yet? Well, Duffy is usually busy or out, so the idea is for readers to help out the people whose ads run in this section. Occasionally someone send *us* the answers, and they too enter the realm of the Labyrinth (the answers, not the people who send them).

The QuestBusters Guild:

Walkthroughs, Etc.

If you've solved a *recently released* game, write and let us know you want to do a solution. We'll get back to you if no one else is working on that game, and you'll get the game of your choice if your solution is accepted. Sometimes we'll ask one person to do the solution and another (who also solved it) to verify the solution, in which case both people get a free game. Another frequently asked question is: I'm in the Guild—now what? We're still working on that one, since the original idea of the Guild was to recognize the achievements of successful adventurers whose walkthroughs can be published to assist other gamers. But we'll come up with something, even if it's just a membership card, a t-shirt or a few extra issues—if you have any ideas, let us hear from you.

The Keys Contest

Each month we randomly choose a name from all the people who sent in clues to "Keys to the Kingdoms" (even if their clues weren't published) and announce the winner—who, if he or she reads the Hotline in that issue—can get the game of their choice simply by telling us which one you want. And every other month we randomly pick a winner from the sub list for a free game. And by the way, please don't code clues for "Keys"—we'll take care of that unpleasant task. This month's "Keys" winner: Michael Metzger.

Adventure Express

Regular subscriptions are sent via Third Class mail and usually arrive by the first

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Dear QuestBusters:

I'm so pleased with the Decoder you published that I'm sending in my renewal early. Jeff Krich should be awarded the Nobel Peace Prize immediately. I guess you have already heard from other Apple people about the mistake in line 8: no quote marks after the ?.

M. Groff

We've forwarded your suggestion to Stockholm. Hopefully Jeff won't lose out to Bishop Tutu or Mother Theresa (who submitted similar decoders for the Timex-Sinclair 1000 and the Cray X-47). But Jeff and the other decoder authors will at least get an extra year's sub to QB.

Dear QuestBusters:

A few comments about your reievow of *Pits of Doom* in the February issue. The current address for ordering the game is POB 164933, Miami, FL 33116-4933, telephone number 305 529-3572. Also, the parser in *Gem of Zephyrr* has been substantially upgraded, so it now accepts complex commands such as "Get all except for the book." The only error in the review is when it says you "always win battles in *Zephyrr*." This is not true, as many of our customers will attest. We also now offer on-line support fo rour games.

Eric A. Seiden

QuestBusters™

The Adventurers' Journal

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Gates to Another World: Might & Magic II

By William E. Carte

Did you try to enter those mysterious gates at the end of *Might and Magic I*, only to receive a final score as I did? Well, cheer up: the sequel to one of the galaxy's most popular role-playing games has finally arrived—Jon van Caneghem's *Gates to Another World*. Originally I didn't think he could improve on the first game, not even with 128K of RAM, so all I expected was a clone that would take place in a new environment. Nothing could be further from reality. In fact, the sequel surpasses the initial *M & M* in numerous areas, a rare feat for any sequel.

CRON: The Time(s) of Your Life

Time travel is an integral part of the story, which begins in the 10th Century in the land of CRON. In preceding centuries, a battle raged back and forth between the forces of good and the four elemental Lords of Air, Fire, Earth and Water. CRON's inhabitants felt secure after the Lords were banished to "elemental zones," but eventually one of them managed to conjure up a serious dragon and unleash it

on the land, where it promptly killed the King and paved the way for more dragons, orcs and other fiends to enter CRON and devastate the countryside. As usual, only you and your party can put an end to this nonsense. Though there's an Evil-type character to slay at the end, you still have to solve a major puzzle in order to finish the quest.

New Classes, New Skills

Your team can now consist of eight characters rather than six, but only six may be created or imported from the first game. The other two can be Hirelings, NPCs that are recruited from Inns to serve as temporary party members. You may equip and train them, but these guys also want some gold at the end of each day. Treat him right, and a Hireling may prove very helpful; fail to pay him, and

he'll desert the party.

Two new character classes join the roster, Barbarian and Ninja. I recommend a party of a Knight, Robber, Paladin, Cleric and two Sorcerers. Almost all chests are trapped, so the Robber is vital. The manual says the Ninja has the same skills as a Robber, only to a lesser degree. But don't repeat my mistake of starting with a Ninja, or your party will suffer too many explosions and injuries when opening treasure chests.

Besides the inherent skills of each class (Archer, Sorcerer, etc.), characters can learn up to fifteen secondary skills at various places throughout the land. Some, such as Pickpocket (for picking locks and disarming traps) and Mountaineering, endow your character with new abilities, while others, such as Athlete, boost a trait (Speed, in this case). Each character is limited to two such skills, requiring you to plan ahead.

Animated Graphics—in 3-D

With double-resolution and sixteen colors, the graphics are probably the best I've ever seen in an Apple II game. Not only do you get great 3-D effects both indoors and out, but

the creatures are animated. In combat, their heads, arms and/or legs move. When the winged horse talks to you, its hooves move and both wings arc gracefully through the air.

Though the graphics are outstanding, GS owners may be a bit disappointed. Believe it or not, the artwork looks a little better on a IIc or IIe. Why? Because the program was designed for a 13-inch composite monitor rather than a 12-inch RGB monitor (this information comes directly from the company). But take heart: the graphics are still good on any machine.

The sole shortcoming I found in this area was that you can't always tell whether or not you can move in certain directions while exploring outdoors. That

means you've got to experiment (the program tells you if you can't go in a particular direction). Other than that minor drawback, the game excels graphically.

Auto-mapping is another added feature. The game remembers every step you

take indoors, outdoors and in dungeons and castles. At the touch of a button, you'll witness an overhead view of the current 16 x 16 square grid where you're currently getting lost, killed or stuck. All

previously covered territory is portrayed as water, trees or other terrain types. There is one small catch here. In order to access the auto-mapping feature, at least one of your team must have mastered the Cartography skill. Don't be dismayed, however, for it is sold in the very first town.

Combat and Magic

Just as deadly as the first game, *M & M II* adds a new flair to combat—a feature I've never seen before. At the touch of a button, you can change your disposi-

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Type: Fantasy Role-playing
Systems: Apple (128K), IBM (256K for CGA, 384K for VGA, EGA and other 16-color)
Planned Conversions: C 64 (April), Amiga, Macintosh (both this fall)

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The Twilight Zone

By Stephen King

Everyone, of course, has seen at least one episode of Rod Serling's *Twilight Zone*. The opening—so familiar from extensive use in comedy sketches and commercials—has become almost a cliché. That doesn't change the fact that it's a landmark television series. The real question is: has First Row Software captured the eerie essence of the original in this new graphic adventure?

Twilight Zone opens with a first-person view of your bedroom. My

feeling is that you could have spent a little time cleaning it up for guests, but I don't want to be picky. Anyway, after turning on the TV to get the latest news, you'll want to leave the house.

If you make it outside in one piece, you'll find an average burg just waiting for exploration. Well, maybe not so average: the town isn't very big, but don't worry—there's a local train station where you can begin your trip into...where else?

A Dimension of Sight

This is basically a text adventure augmented with graphics that are not animated—a traditional graphic adventure.

Unlike most adventure games, *Twilight Zone* does not unfold in a linear fashion. After leaving your home town, you jump helter skelter from a bamboo hut somewhere in southeast Asia, to a burning barn in middle America, to an Indy 500 racer, to a fantasy kingdom.

In the finale, everything is explained to you, complete with the "O'Henry" type twist ending for which the TV series was so famous. The explanation is a bit trite, but it does nominally tie the rest of the game together for people who want continuity. The impression I got while playing *T.Z.* is that after the designers got the idea for the game, they sat down to write the beginning and end and then gathered together a lot of unused excerpts cut from previous games before they were released.

A Dimension of Mind

In their attempt to translate the unique flavor of the television series to the computer, First Row misplaced some of the game's coherence. They made an excellent start in the train station by having the player confront and temporarily delay the

Grim Reaper on his appointed rounds, but the game then disintegrates into a bevy of illogical vignettes.

You begin this sojourn by throwing a brick through the window of a toy store and stepping inside. As you walk into the toy store, the scene changes and you find yourself cradling a dying man who seems to recognize you. The object of this scene is to bury the man. As you place the cross

Type: Graphic Adventure
Systems: IBM (512K, CGA required; supports EGA and Tandy)
Planned Conversions: C 64 & 128, Amiga, Apple

on his grave, you're transported to a burning barn. Here you have to save a little girl from becoming a charcoal briquette, at which point you

are transported to an Indy racer, where you have to (predictably) win the race.

I don't object to the kaleidoscope of changing scenes so much as the fact that they seem so random, adding little of value to the game. In the last of these rapidly changing segments you meet a sad king who entreats you to save his kingdom by going on a quest for a magical sword. If this sounds interesting, don't worry—it's not. After answering a series of riddles to get the sword, you are hustled back in front of the toy store, where you finally get to finish the game you started in the train station.

A Dimension of Sound

The sound was minimal but enjoyable, consisting of a single voice playing the first eight notes of the *Twilight Zone* theme song. This happened periodically, and oddly enough, added an extra (dare I say it?) dimension. I have grown ac-

customized to games that signal change in status by sounding a simple tune like this. It took a while before I was finally able to decide that this one must be random.

The parser was also very good. It understood complex and multiple sentences as well as the pronoun "it." It even understands UNDO, although, OOPS and GRAPHICS ON/OFF seem to have been left out of the IBM version. The synonym vocabulary was adequate but did not seem especially large.

There are some things I liked about *Twilight Zone*. For one thing, it is literally filled with red herring objects. There

seems to be a tendency among designers to follow the path of least resistance and put only objects that are useful to the player into a game. Because of this, people just pick up everything and assume it will be useful somewhere.

Some designers solve this problem by limiting how much you can carry, so that you have to take everything in order. Some trick you by including an object that is used more than once. Obviously, my preference is to have at least as many useless objects as there are useful ones, forcing the player to put his brain in gear to decide what to leave behind. When doing this, it is vital that most of the unessential items be clearly useless while the others have obvious redeeming factors. Unfortunately, that characteristic is lacking in this game.

I also like the graphics. Most adventures of this type seem to have a picture for about every six or eight screens of text. This one has one for almost every page, many of them far superior in quality to most attempts in this genre. VGA, EGA and Tandy graphics are supported in full 16-color splendor. For people who are not lucky enough to have machines that support these enhanced graphics, a CGA driver is included, but the outstanding graphics become only average. There is even a version of the game that runs in text-only mode.

Next Stop?

On the down side, incorrectly spelled or improperly used words were fairly

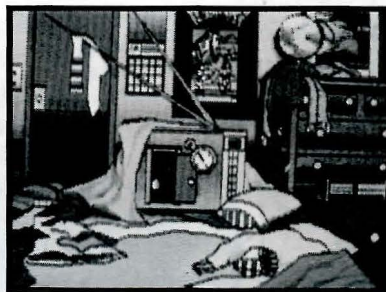
common. Any game published by a major vendor should be well past silly mistakes like using the possessive "your" when the contracted "You're" is required, or using the plural form of a word when singular is needed.

My review copy had some crippling bugs, but

First Row sent another that worked fine, saying the first one must have been an early version and that there are no bugs in the current release. If you have trouble saving the game, or can't get through without having your computer lock up, contact First Row about a replacement disk.

A Signpost up Ahead!

Twilight Zone comes in a beautifully illustrated, professional-looking box that contains, among other things, an owner's manual and a couple of highly elaborate



Amiga version

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Wizardry V: Heart of the Maelstrom

By Bruce E. Wiley

Move over Werdna, look out Lk'breth—there's a new kid on the block! Hot on the heels of *Wizardry IV*, Sir-Tech has released the latest in the *Wizardry* series: *Heart of the Maelstrom*. While it offers many mini-quests to solve, the main goal is to defeat the Evil Sorn, a renegade wizard, and rescue the GateKeeper from the magical vortex known as the Heart of the Maelstrom. Along with the usual features we have come to expect from the series, Andrew "Werdna" Greenberg and D. W. "Yeldarb" Bradley have added a few new tricks and traps bound to trip up even the most experienced of Dungeon-bashers.

Over 40 New Spells

Gone are the days of waltzing up to a friendly group of Poison Giants, casting a Makanito spell and wallowing in a large dose of experience points. This is mainly because Makanito, as well as many of the spells to which we all have become accustomed to casting at the drop of a wizard's hat, was eliminated. However, the spells that replaced them (for a total of 63) are much more useful. The spell list has taken on a more defensive flavor, as well as two very interesting and powerful additions: Socordi and Bamordi, the Mage and Priest summoning spells respectfully. Each of these can compel a random group of monsters, from Murphy's Ghosts to Greater Demons, to materialize from apparently nowhere and fight for you rather than against you.

Along with this is a new wrinkle. Some of the Priest spells have been altered: Loktofeit, for instance, the old "get-out-of-jail, not-so-free" spell no longer removes all of the party's accumulated wealth—but the spell is now forgotten after casting and must be re-learned. (Gee, doesn't that sound familiar from somewhere in the non-computer game world?) Another example is the Bacortu spell, which a Mage can now cast to make a group of enemy spellcasters spells "fizzle" as if they were standing in the middle of an Anti-Magic zone.

An interesting aside: have you ever wondered just where they came up with the names for all these spells? Well, there is evidence that many of the root words are Hebrew in origin. For instance, a

friend of mine mentioned that the Hebrew word for "life" was "di," and the contradictory form was "ba." Therefore the spell Badi would translate into "anti-life", which is appropriate for the effects of the spell. Very clever...

New Combat Options

One of the most exciting additions proves to be two changes to the combat routines. First, all weapons now have a range, from Close range (for those who like their mayhem "up close and personal") to Long range (for the "death from afar" types). This also delivers the added advantage of allowing more than just the first three characters to engage hostile targets, who may also be lurking at the rear of the opponent's group. The other neat combat feature is (finally) that the Thief's ability to H)ide in combat now does something useful! When a Thief (or Ninja) successfully hides, the next round he/she/it has the option of staying hidden, naturally adding to their own survival rate, or A)mbushing their opponents, also naturally adding to the survival of the entire party. This elevates the character class from the position as an "after-the-fact" persona to one of real value.

New Abilities

It seems the developers thought the program wasn't already busy enough keeping track of all your statistics in previous editions, because they added three new ones to the list. The program now not only keeps track of how many foes

have fallen to your skill at arms by way of the Marks field, but also remembers how many times the Grim Reaper comes to call with the RIP field. A new swimming skill permits characters to explore

pools (with a reasonable amount of safety) that are found throughout the dungeon. Well...at least a *reasonable* amount of safety from drowning, at any rate. These pools may lead to great wealth as well as great harm. You can now use items without setting up Camp, and the game can be saved anywhere, even in a dungeon.

New Visuals

All through the *Wizardry* scenarios, the graphics have gotten progressively better and better, and *Heart of the Maelstrom* is no exception! There's more color, sharper resolution and better art that's clearer, crisper and more detailed. And the monster's pictures, which covered a fraction of the screen in previous installations, are much bigger, often spreading across the

whole screen. Sound effects consist of the usual beeps and clicks.

However, I really missed one of the old graphic effects—the way secret doors would "pop out" at you as you would walk by with your Milwa or Lomilwa spell glowing happily along. *Au contrair, Mon Ami!* Now, all secret doors must be searched for, either manually or with the Mage spell Calific. But even the doors you do see can present a problem. You may find yourself blithely kicking open doors until you find one that doesn't yield itself to the boot. Congratulations! You've just found a Locked door! Most of these doors can be P)icked open by a Thief or with the Desto spell, which allows a Mage to act as a Thief of comparable level. But, as in the past, some doors require the use of a special magic item specially keyed to an individual door.

More Character Interaction

Probably one of the most important and impressive changes to *Wizardry* is that there are now certain encounters where you get an opportunity to interact directly with some of the denizens of the dungeon to gain information, items of interest and insights to things you might have missed, such as secret doors or other clues. This, while not necessarily new to computer RPGs, does give the player a feeling of control and role-playing very similar to that felt in paper and pencil role-playing games. This is definitely a step in the right direction and I certainly hope to see more of this kind of thing in more games in the future.

Another important change to the game is the maps themselves, or rather, the way mapping is done. The game now uses true full (x,y) coordinates in all four directions. (Don't let this trip you up the way it

Type: Fantasy Role-playing
Systems: Apple (64K), IBM (128K, CGA required)
Planned Conversions: C 64, 128; Macintosh



Continued on page twelve

The Revenge of Megaboz Zork Zero

By Steven Payne

Zork Zero? Let me see...wasn't he the masked vandal who used to ride around Old Mexico carving his initial everywhere and harassing Sergeant Garcia? Or was it that recent novelfilm of drugged-out yuppie angst, starring Joe McCarthy and Morton Downey, Jr.?

No, my foolish friend! *Zork Zero* is the latest creation of Steve Meretzky's fertile (and slightly fevered) brain, a "prequel" to Infocom's all-time classic adventures, the *Zork Trilogy*. This entry seems bigger (and for my money better) than all the other *Zorks* put together, though it's probably too daunting for most novice players.

Picture this: Flatheadia, 789 G.U.E. You begin as a lowly servant in the court of Lord Dimwit the Excessive, waiting tables at one of his regular budget-busting 369-course banquets. Suddenly the wizard Megaboz appears, angered that his favorite grove of shade trees has been demolished to make way for a colossal statue of His Lordship. Megaboz invokes a dreadful curse on Dimwit's life, family and castle, then disappears.

The court magicians quickly gather around the churning cauldron left in Megaboz's wake and announce they have managed to postpone the curse's effects on Castle Flatheadia (though not on the Royal Person) for 94 years. As the smoke clears and Dimwit expires before your eyes, you are able to retrieve a precious scrap of parchment that falls from the wizard's cloak and proves crucial to lifting the curse. All of this is merely prologue, in the first dozen moves!

94 Years Later...

Then the game really begins. Ninety-four years later to the day, you awake as a young descendent of the servant in the prologue and find yourself alone in the thoroughly looted castle. Everyone in Flatheadia has fled in fear of the encroaching doom. Well, not quite everyone! You soon encounter the current royal jester, who reappears throughout the game and poses riddles, puzzles, clues and a variety of tricks to alternately encourage and annoy you. As you begin

to explore the surroundings, you find a kingdom of gigantic proportions (Castle Flatheadia at one time housed 90% of the local population—they didn't call its ruler "The Excessive" for nothing!), a land literally littered with various objects.

The most important items are those that once belonged to Dimwit and his siblings, the famous "Twelve Flatheads" (no, not Dopey, Sneezy, Doc and the others, but Lucrezia Flathead, Babe Flathead, Johann Sebastian Flathead, Leonardo Flathead, and so on—all outstanding figures in culture, sports, science, business, the military and the arts). Guided by clues from a parchment scrap (inherited from your ancestor and included in your game package), you must collect these items and perform the secret rites necessary to lift the curse. Doing so will kick you into an endgame that brings you to...well, I shouldn't reveal any secrets, but if you know *Zork I* you can probably guess where you end up!

Type: Illustrated Text Adventure
Systems: Macintosh (512K required, color supported on Mac II), Apple (128K, two 5.25" drives or one 5.25" and one 3.5" drive, or a RAM card or hard disk), Amiga
Planned Conversions: IBM (May)

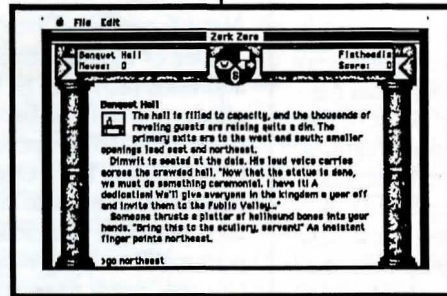
to explore the surroundings, you find a kingdom of gigantic proportions (Castle Flatheadia at one time housed 90% of the local population—they didn't call its ruler "The Excessive" for nothing!), a land literally littered with various objects.

The only reason the game takes so long to complete is that the terrain is vast, and some of the two dozen items you're after are often hard to find! My one bit of advice here is to master the use of the homing pigeon early on to save yourself a lot of wasted travel time. The jester fills much the same function the Thief from *Zork I* and the Wizard of the "f-words" in *Zork II*. Along the way you'll encounter several semi-mazes, visit the famous Granola Mines of Antharia and play a mean hand of Double Fanucci.

Graphics in a Zork?

What's different about this *Zork* is its use of graphics. The full-screen illustrations are few and far between, consisting mainly of pictures in the *Encyclopedia*

Frobozzica that look disappointing on the Mac (though probably better on machines with color). The text screen, though, is no longer an endless sea of words, for it includes a graphic border on the top and sides that changes as you move to different regions of the game. You can travel about by clicking on the compass rose at the top of the screen.



Auto-mapping and On-line Hints

Room descriptions are often preceded by an appropriate icon representing that location on the automatic map, which you can toggle on and off.

And from time to time you come across self-contained strategy games embedded in the adventure, which are handled by using the familiar "point and click" method with your mouse. Finally, in keeping with Infocom's new policy, extensive on-line hints are available—though many are deliberately misleading, to keep you from relying on them too heavily.

The game package includes the usual documentation, the aforementioned scrap of parchment (fortunately *not* crumbling with age!), and an 883 G.U.E. *Calendar of the Twelve Flatheads*. The calendar is really crucial to the game: its pictures show the items you'll need to collect, and the text contains essential clues. This is the only copy protection scheme, since you would have a hard time finishing without knowing the right Double Fanucci strategy, for instance, or how to enter the secret hall.

My one complaint about the game is that some aspects of the plot and puzzles don't seem too well thought-out. Without help, I doubt I would ever have figured out the "chess piece" puzzle, or unlocked the safe, for example. And what are those flattened animals doing on the rebus? And if the jester knows so much, why doesn't *he* save the kingdom from Megaboz's curse? (Well, this question is answered, but only at the game's end.) The on-line hints make up for such problems, however, since they allow you to move quickly through puzzles that seem unfair. **Conclusions:** This is a historic game. *Zork I*, commercially released in 1980, was among the earliest all-text computer adventures and remains one of the most popular. *Zorks II* and *III* continued the saga with further refinements of style and

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Adventure Hotline

Continued from page 2

week of the month. If you can't wait, upgrade to Adventure Express, which goes First Class (unfolded, in one of those armor-plated envelopes) and arrives up to two weeks sooner. Figure out how many issues are left in your sub (check the mailing label) and send 50¢ for each issue left. Or if you just received your final issue and are about to renew, send \$24. This option is strongly recommended for APO and FPO addresses. (Adventure Express is not available for Canada, Mexico or other overseas addresses.)

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Check your address label now. If your sub's due to expire in the next three months, go ahead and renew now. We do send out cards notifying you of imminent expiration, but you'll miss an issue if you don't renew in time (unless it's a First Class or overseas sub). And a tip of the QB space helmet to Frank Lee Linne and C. R. Gribben, who just renewed for three years each.

Want to Write for QB?

We need a couple of good IBM gamers, preferably with some writing and lots of adventure experience (but who are not professional game reviewers) to help cover new releases, since there are now way too many for Stephen King to handle (especially when he has all those horror novels to write!).

Quest for Clues II: It Lives!

Quest for Clues II should be out by summer. (Look for the sequel—*Quest for Booze*—at your neighborhood honky tonk soon.)

800 Number for Clues?

Since so many people have been calling us for clues (often because the support lines of many game companies are always so busy), we're considering putting in an 800 number for a Generic Help Line. The call would be free, but you'd have to pay for each clue. That's so we can put in an extra line and hire someone to field the calls. Theoretically, this shouldn't cost much more than what you pay to call one of the company help lines. One way to do this would be for users of this service to put up \$10-\$20 in advance and have each clue's cost deducted from the account. The big question is, are enough people interested in such a service to make it worth all the grief we'll have to go through setting it up and running it? So if you're interested, send a card if you'd would use such a service, mentioning how much you'd be willing to pay per clue.

No Parties at CES!

Continued from page 1

Day Two: *Ultima III* on the Nintendo

I finally played my first Nintendo game—naturally, it was *Ultima III* (should be available now from FCI). Decked out in robes and crown, a pewter sextant dangling from his neck, Richard Garriott assured me every orc, kobold and piece of gold from the original game is on the cartridge. It was surprisingly easy to play, considering Nintendo's limited "interface." Garriott said *Ultima IV* and *V* will eventually be available on the cartridges. Later that day I met with David Bradley, who did *Wizardry V*, and Robert and Norman Sirotech. They said the Nintendo *Wizardry I* is out in Japan but won't appear here. But their *Mines of Qyntarr* (Apple and IBM) will give all-text fans something to do for awhile. And an unexpected announcement that should please MacAdventurers: the rest of the *Wizardry* line is being converted for Mac.

Epyx had the biggest computer games exhibit at the show, where they displayed a new version of *Omicron Conspiracy* (fresh graphics, smoother interface, more substantial story and script) that's due in March for 64 and IBM. It's a "drugs in space" plot. Though Epyx is moving into the adventure game market, all they were showing was *Legend of Blacksilver*. The rest were action adventures like the one Kari Curtis showed me—*Curse Buster*, which had some great dragons and other animation and lets you save a game. (But will we ever see *Curse Busters: The Action Adventurers' Journal?*) For amateur detectives, there's *Devon Aire*, a mystery with puzzles. Also a British import, it looks like *Fairlight* but has color, more detail and a save game option.

Quantum-Link was the only telecommunications outfit at CES. At the booth, Bonnie Barber unveiled Adventure Link, a series of menu-based all-text adventures (for C 64 only). There were only three games up, with names like "The Sword of Xylos," but a unique feature that allows players to write and upload new ones for the system could lead to many more.

At the PolarWare booth, I learned from Peggy Smith that president Mark Pelczarski is now doing electronic music on albums with Dan Fogelberg & Jimmy Buffet (check their latest liner notes) and is no longer at the company. Look for two surprises—one a real "shocker"—from PolarWare in a few months. Down the aisle, MicroProse was talking up *Samurai*, a Japanese-style follow-up to *Pirates*,

for IBM in the spring. Recently acquired by the Virgin Group, Mastertronic is importing England's *War in Middle Earth*, a mouse-controlled adventure/war game based on the Tolkien trilogy; you control over 80 characters and armies.

I finally tracked down Duffy at the Mindscape booth, where he was engrossed in *Deja Vu II: Lost in Las Vegas*, the latest icon-based Mac adventure from ICOM Simulations (also out for ST; look for GS in May, IBM in April, Amiga in March). And they have an action/adventure called *Hostage* that should be released for all systems by May.

"My Name is Bonds—Azure Bonds!"

I ducked out of the Hall and grabbed a cab, then decided I should actually get in the cab for the trip to Electronic Arts' suite at the Regis Philbin Inn. Covering for Duffy while he picked the lock on the liquor cabinet, I watched a video with clips from Dynamix's *Project Firestart*, a C 64 science fiction saga with multiple missions, a time factor and lots of animation. A sharp-looking *Wasteland* was up on the IBM, but most of EA's new adventures are from affiliates.

Azure Bonds, the *Pool of Radiance* sequel, will offer two new classes (Paladin and Ranger) and is planned for June-July. However, SSI's next *D & D* release is *Hillsfar*, an action RPG from Westwood. (This and *Heroes of the Lance* are going to Nintendo here and in Japan.) Also in the wind was talk of doing a "dragon flight simulator."

EA is distributing Mindcraft's *The Magic Candle*, written by Ali N. Atabek (*Rings of Zilfin*). It's a five-character RPG with a novel 3-D look: icons represent chairs, people and so on, but are seen from a first-person, oblique angle view rather than the customary overhead perspective. As in *Might and Magic II*, auto-mapping is not a freebie.

Day Three: *Space QuestBusters*

Before leaving Motel Hell for the show, I discovered Duffy had left a message from someplace called the Mustang Ranch. I couldn't see why he wanted to go horseback riding when he had a chance to meet those "Two Guys From Andromeda"—but Duffy has been known to wander off for days at a time at these shows, I recalled, so I rambled over to Sierra's hospitality suite at the Hilton.

Mark Crowe and Scott Murphy, those infamously funny "Two Guys," blasted through a near-complete version of *Space*

Continued on page thirteen

around in dark with "What is" command to find this and the fire pit.) Use usff csbodi on fire pit. Use bird nest on fire pit. Use mjhiufs on nest and branch. Use zfmmpx dsbzipo on strange markings. Walk to ankh door. Stand on platform and face left. Use sfnpuf dpouspm. Pick up blue crystal. Fly to Miami.

Miami

Airport

Give cppl to bum (get whiskey). Use reservations terminal (San Francisco).

San Francisco

Drop Slot

Use cmvf dsztubm on drop slot (wait for Annie).

Annie's Room (Zak & Annie)

Give whiskey to Annie. Give hpmg dmvc to Annie. Give xjsf dvuufst to Annie. Switch to Annie. Pick up blotter. Pick up cashcard.

Bus and Airports (Annie)

Use xjsf dvuufst on bus. Use cashcard in cashcard reader. Fly to Miami, then to Cairo, then to Kinshasa.

Kinshasa

Jungle Path

This map is randomized.

Hut (Annie)

Give hpmg dmvc to Shaman (far left hut). Watch dance and write down order of three men bouncing up and down; this sequence (3, 1, 2, 1, 3, 1, though it may be randomized) is the same as the Huge Door at the Face Chamber on Mars. Fly to Cairo, then to London.

London (Annie)

Guard's House

Give xijlfz to sentry. Pull switch. Use xjsf dvuufst on fence. Switch to Melissa.

Mars

Outside, near Shuttle Bug

(Melissa)

Open door.

Inside Shuttle Bug

Pick up boom box. Pick up DAT. Open glove compartment. Pick up fuse. Pick up cashcards. Exit.

Outside, near Shuttle Bug

(Melissa)

Give cashcard to Leslie.

Monolith (Melissa)

Use cashcard on Monolith (twice).

Entrance to Friendly Hostel (Melissa/Leslie)

Use token on metal plate. Pick up burnt fuse. Use fuse in fuse box. Switch to Leslie. Go to Melissa. Push left button (closes left door). Push right button (opens

right door). Enter right door.

Inside Friendly Hostel (Leslie)

Pick up vinyl tape (on right locker). Pick up ladder. Pick up covers. Pick up broom alien. Open locker (right side). Pick up flashlight.

Entrance to Friendly Hostel (Leslie)

Push button (closes right door). Push button (opens left door).

Outside Friendly Hostel (Leslie)

Use csppn bmjfo on sand pile.

Huge Face and Door (Leslie/Melissa)

Use ladder on door. Push button (six times, according to dance sequence in Kinshasa). Pick up ladder. Enter Great Chamber.

Great Chamber (Leslie/Melissa)

Enter first Massive Door.

Massive Door One, Outside (Leslie/Melissa)

Give vinyl tape to Melissa. Switch to Melissa. Use vinyl tape on ebu. Use ebu with cppn cpy. Turn on cppn cpy (sfdpse). Switch to Leslie. Use mbeefs on pedestal. Pick up crystal sphere. Pick up mbeefs. Turn on flashlight. Enter door (north).

Massive Door One, Inside (Leslie)

Save. Follow map of Maze One to Switch Room. Turn on switch (right). Turn on switch (left). Take off helmet (after conditions are normal). Follow map of Maze One to Map Room. Read strange markings (copy symbol to use in Sphinx in Egypt). Follow map of Maze One to Outside of Massive Door One. Exit (both) to Great Chamber. Enter Door Two.

Massive Door Two, Outside (Leslie/Melissa)

Give flashlight to Melissa. Switch to Melissa. Take off helmet. Turn on cppn cpy (qmbz).

Massive Door Two, Inside (Melissa)

Pick up ankh (through far right door). Go to Leslie. Give ankh and flashlight to Leslie. Switch to Leslie. Exit to Great Chamber. Enter Massive Door Three.

Massive Door Three, Outside (Leslie)

Use mbeefs on pedestal. Pick up crystal sphere (through far right door). Pick up ladder.

Massive Door Three, Inside (Leslie)

Use boli on panel. Pick up golden key.

Great Chamber (Leslie/Melissa)

Read strange markings on huge statue between doors two and three (copy symbol to use in Mexican Temple). Station both characters near exit of Great Chamber. Give golden key to Melissa (Leslie). Switch to Zak.

San Francisco

(Send Zak from Annie's Room to the Airport and fly to Mexico.)

Mexico City

Jungle Path

Save. (Another randomized map, but this one leads to various entrances to the Temple. Keep trying until you emerge on the right side of the Temple, with the pyramid on the left side. Enter the Temple Entrance on the right side of the screen.)

In Mexican Temple: Maze Two

Save game. (Use the "what is" command to find torches in the dark, then use the lighter on the torch to illuminate each corridor. Follow the map of Maze Two into the Map Room. Pick up yellow crystal shard. Use zfmmpx dsbzipo on strange markings. Draw symbol from the Huge Statue in the Great Chamber in the Face on Mars (switch to Leslie and reread the marking on the Statue if necessary.) Follow the map out of the Temple. Save the game and keep taking turns through the Jungle until you reach the airport. Fly to London.

London

Stonehenge

Save game. Use cmvf dsztubm on altar stone. (After you awake, move the cursor all the way to the right, then quickly hit button twice to leave before the alien arrives. After he leaves, return to Stonehenge.) Use dsztubm tibse (both parts) on altar stone. Fly to Katmandu.

Katmandu

Use mjhiufs on hay. Pick up flagpole. Give cppl to guard. (Visit Guru and learn how to use blue crystal.) Use cmvf dsztubm on yak (after policeman returns to his jail). To Zak. (Wait for alien to toss you in stupidity machine).

San Francisco

Phone Company

Put on ibu and optf hmbttft (quickly, before alien leaves; this will save you lots of time otherwise spent waiting for the effects of the machine to wear off and for the alien to free you. Open cabinet (to get artifacts seized by alien). Go upstairs. Open counter. Exit Phone Company. Remove ibu and optf hmbttft.

If unable to do the first two actions in time, do them after being released from machine and escorted outside. Then enter Phone Company, get the artifacts and exit. (Use either method when you're

caught in the stupidity machine.)

Fly to Miami. Save. Fly to Bermuda.

Bermuda

Plane and Mothership Cargo Bay
Wait (until caught by alien ship). Push button (inside space ship).

On the Mothership with The King

Read Lott-O-Dictor (write down this random number). Give hvjubs to the King (quickly, after reading meter. If successful, an alien shows you how to leave and you'll be beamed back to your room. Otherwise you get tossed into the machine).

San Francisco

Lou's Loans
Buy Lotto (use number from Lott-O-Dictor). Fly to Miami. Save. Fly to Bermuda.

Bermuda

On Plane Wait (until caught). Go to biplane (In Mothership). Use parachute (in air).

In Water (Zak/Dolphin)

Use lbapp. Use cmvf dsztubm on dolphin. Swim underwater.

Underwater (Dolphin)

Pick up seaweed (to the far right). Pick up glowing object. Swim to surface.

In Water (Zak/Dolphin)

Give glowing object to Zak. (After you get caught by alien, use hat and nose glasses to retrieve the artifacts.)

San Francisco

Lou's Loans
Win Lotto, \$10,000. Fly to Lima.

Lima

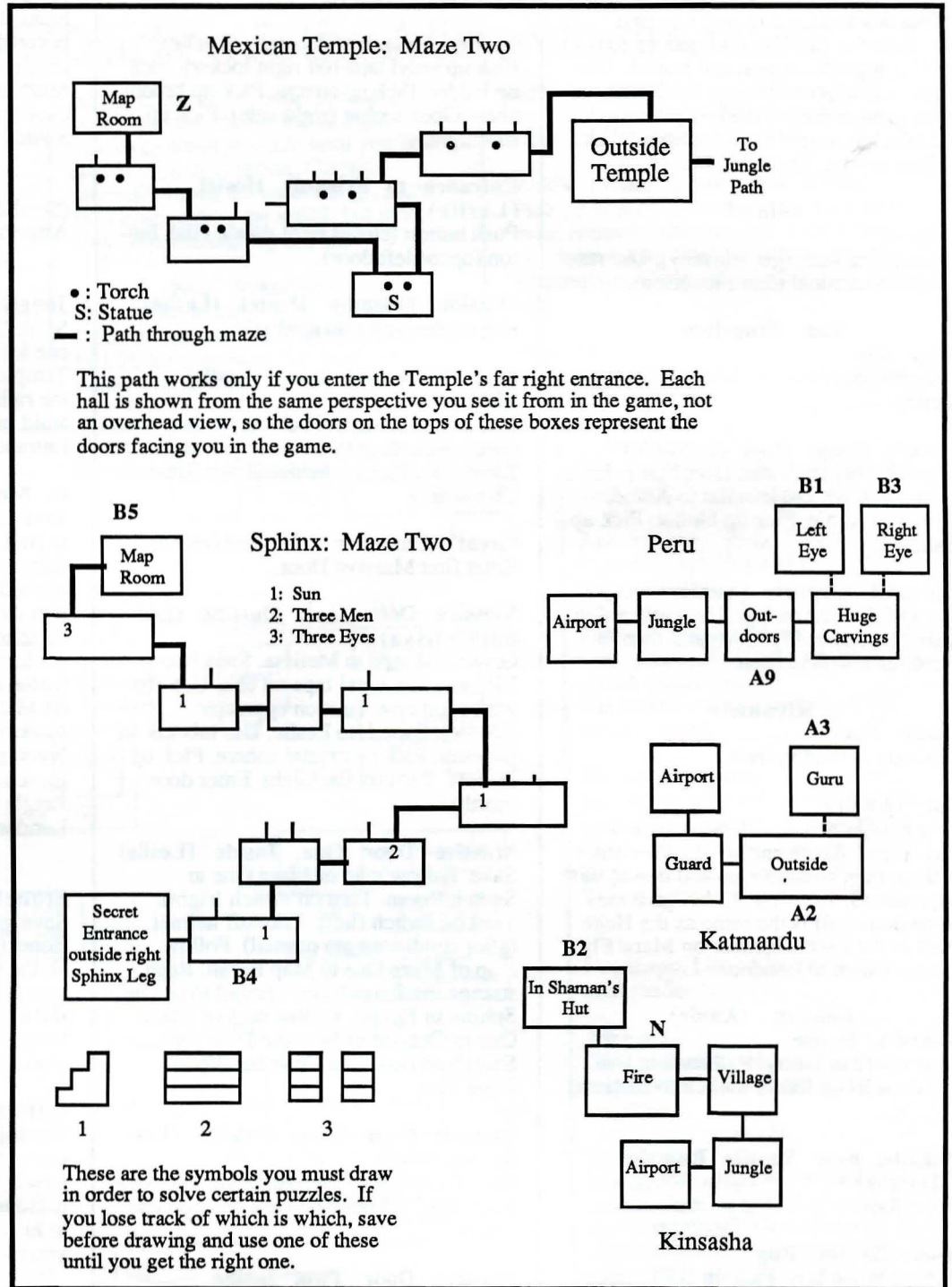
Jungle Path
This is one of the random mazes described in the introduction.

Feeder

Use csfbe dsvntc in bird feeder. Use cmvf dsztubm on bird.

Sky (Bird)

Fly to huge carvings. Fly to left eye. Pick up scroll. Fly to valley. (After you get caught by alien, retrieve your artifacts and fly return to this location.) Use cmvf dsztubm on bird. Give scroll to Zak. (You'll be thrown into stupidity machine. After you get out, grab your stuff and fly to London.



London

Stonehenge (Zak/Annie)
Use gmbhqpmf with altar stone. Give scroll to Annie. Switch to Annie. Read scroll. Switch to Zak. Pick up yellow crystal. Fly to Cairo, then Kinshasa).

Kinshasa

Jungle Path
(A random map.)

Hut

Give yellow crystal to shaman. Use yellow crystal (point to Lima)

Lima

Right Eye
Pick up candelabra. Use yellow crystal (point to Cairo).

Cairo

In Egyptian Pyramid, Teleport Room
Use hmpxjoh pckfdu on base. Use candelabra with hmpxjoh pckfdu. Pull lever. Leave pyramid (see map) and go to Sphinx leg with strange markings.

Sphinx, Outside (Zak/Annie)
Use zfmmpx dsbzo on strange markings

(draw symbol from Map Room in Maze One on Mars). Switch to Annie. Bring Annie to Zak (Outside Sphinx). Enter secret door (Annie).

Sphinx (Annie)

Follow map of Maze Three to the Map Room. Read hieroglyphics. Go to Zak. Switch to Zak. Bring Zak to Map Room.

Sphinx Map Room

Push button (according to sequence Annie just read). Use zfmmpx dsbzo on wallpaper map. Read strange markings (copy symbol to use inside Huge Face chamber). Use yellow crystal (point to face). (You wind up in Teleport Room in Huge Face on Mars.)

Mars

Teleport Room, Mars

Use zfmmpx dsbzo on strange markings (draw symbol from Sphinx Map Room). Go to middle door. Go all the way to the right. Go left to exit. (See map of Maze One on Mars). Meet up with Melissa and Leslie.

Great Chamber (Zak/Melissa/Leslie)

Switch to Leslie. Put on helmet. Go to Monolith. Use cashcard on Monolith (twice, to get two tokens). Switch to Melissa. Put on helmet. Go to Monolith. Use cashcard on Monolith. Switch to Zak. Use evdu ubqf on fish bowl. Put on ubqfe gji cpxm. Put on xfu tvju. Put on pyzhfo ubol. Go to Monolith. Get one token.

Monolith (Zak/Melissa/Leslie)

Use cashcard in Monolith (Zak). Send all three into Bug to use oxygen valve and fill their tanks, then return to the tram. Move all three close to the tram. Save. Use token in tram (all three people, and quickly).

Mars Pyramid, Outside (Zak/Melissa/Leslie)

Walk to pyramid. Use csppn bmjfo on sand pile (Leslie). Use cpccz qjo tjho with key hole. Send all three inside.

Mars Pyramid, Inside (Zak/Melissa/Leslie)

Push sarcophagus feet (Leslie). Walk upstairs (Zak/Melissa). Move Leslie away from sarcophagus feet. Move Zak near containment device. Switch to Melissa. Use hpmefo lfz in box. Save. Push button. Switch to Zak. Pick up white crystal. (This will take several attempts, for you have little time. Verifiers report being unable to complete this task using keyboard controls on the IBM version, so you may want to finally break down and get a joystick or mouse.) Use yellow crystal (point to Egypt). Take off ubqfe gji cpxm.

Mars Pyramid — The Coeds Blast

off for Earth

Move Melissa to left side of stairs. Push sarcophagus feet (Leslie). Bring Melissa down and station her and Leslie outside near the tram. Use token in tram (Melissa and Leslie). Either one should use cashcard in Monolith to get a token, then enter the Hostel, use token on metal plate, enter room and pick up the fuse. Put Melissa and Leslie in Shuttle Bug. Use fuse in glove compartment. Close door. Use controls. (If low on air, use the oxygen valve before doing the above. Actually, it doesn't matter if the coeds die or get stuck on Mars, for the ending doesn't vary, even the epilogue that tells what happened to them.) Switch to Annie.

Cairo

Egyptian Pyramid, Teleport Room (Zak/Annie)

Bring Annie to Zak (across desert and into Pyramid Door). Pull lever (Annie). Switch to Zak. Use crystalabra with cmvf dsztubm. Use crystalabra with white crystal. Use crystalabra with yellow crystal. Turn on switch (right one). Switch to Annie. Turn on switch (left one).

Map Key

A : phone bill, fish bowl, lamp, wallpaper map, cashcard, kazoo
B : seat cushion, remote control
C: yellow crayon, egg, bread crumbs
D: bread
E: wet suit, tool kit (wirecutters, duct tape, monkey wrench), golf club, hat, nose glasses, guitar
F: bobby pin sign
G: book
H: toilet paper, sink
I: lighter, oxygen tank
J: tree branch and squirrel
K: bird nest, Fire pit, strange markings
L: blue crystal
M: whiskey
M1: yellow crystal shard
N: sequence for opening Huge Door at the Face Chamber on Mars
O: boom box, DAT, fuse, Cashcards, oxygen valve
P: tokens
Q: burnt fuse
R: vinyl tape, ladder, broom alien, flashlight
S: sand pile
T: pedestal and crystal sphere
U: strange markings (copy symbol to use in Sphinx in Egypt)
V: ankh
W: pedestal, crystal sphere
X: golden key
Y: strange markings (copy symbol to use in Mexican Temple)
Z: yellow crystal shard, strange markings
A1: altar stone
A2: hay, flagpole, yak

A3: Guru (learn to use blue crystal)
A4: parachute
A5: winning Lotto number
A6: dolphin
A7: seaweed, glowing object
A8: \$10,000
A9: bird feeder and bird
B1: scroll
B2: shaman (learn to use yellow crystal)
B3: candelabra
B4: strange markings
B5: hieroglyphics, strange markings (use inside Huge Face chamber)
B6: strange markings (draw symbol from Sphinx Map Room)
B7: tram
B8: key hole
B9: sarcophagus and sarcophagus feet
C1: containment device, box, white



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And more news, clues & reviews!

Might & Magic II

Continued from page 3

tion to Inconspicuous, Average, Aggressive or Thrill-Seeker. This determines the number and ferocity of the monsters you'll encounter. So if things are getting tough in a particular area, just change the setting to Inconspicuous. While combat will be easier, there is a drawback: your rewards are diminished. That means less gold and treasure, and fewer experience points. You can change this setting as often as desired.

Other than this, the original combat system remains intact. Characters can attack, shoot arrows, run or cast spells. Leaning on "control-a" lets you speed up a combat round by having everyone either attack or defend (but you can't cast spells).

Lots of new spells were added to the original magic system, which is both easy and complex this time around. There are nine levels of magic, each with four or five spells that are easy to cast (you still need gems for the most powerful ones). But all of them must be studied carefully. Some may be cast only outdoors, for example, rendering them useless in dungeons.

Perhaps the most confusing spells are those that affect only creatures not involved in hand-to-hand combat. This wasn't clearly explained in the documentation and got me really mixed up for awhile. The spells says "Combat, not in hand-to-hand," and I wasn't sure what that meant. Now I know it simply means these spells work only on creatures that don't have a check by their names, which means they're waiting in the wings to take their turn in combat and are therefore vulnerable to such attacks. I still haven't figured out why this kind of spell wouldn't affect the monsters who *are* fighting hand-to-hand.

Overall, I was let down by the magic system, which is a good one that could have been great with a few changes. For my tastes, there weren't enough spells affecting multiple monsters, and the offensive spells of the first four or five levels are just too weak. It also takes too long to attain new magic levels, for you have to advance *two* levels of experience to gain *one* level of new spells. And to make matters worse, you don't get to learn all the spells in a new group. There are six spells in level four of Clerical magic, for instance, but you may only learn four of them when you reach level four. The rest must be bought or given to you somewhere along the way. It's certainly discouraging to work hard to advance a level and not get all the goodies when you finally make it. However, this

serves another purpose by limiting the effectiveness of using third party character-boosting disks. Even if you use such a disk to boost your characters, you still won't have all the best spells.

Besides the main quest, there are hundreds of mini-quests to complete. A strange man may ask you to find and return a goblet, or a lady might want you to free her sons from a dungeon. Fulfill such missions and you'll rack up plenty of experience points and treasure. (And while doing so, pay close attention to all the clues you'll see written on walls.)

"Besides the main quest, there are hundreds of mini-quests to complete."

The 64-page manual is printed on glossy paper and filled with lavish art—truly an excellent job. You also get a color map that shows the Ice Tundra, Quagmire of Doom and other fun places to visit while vacationing in CRON. The program spans both sides of three 5.25" disks; no 3.5" version is planned for GS owners. It supports two drives but not a hard disk.

Conclusions: As you can see, this game has a lot going for it. But it won't let you save your progress in a dungeon, castle or outdoors, so you've always got to trek back to an Inn in one of the towns. I lost a couple of hours work one when a gang of monsters wiped out my team as they tried to make it to an Inn. The ability to save in a dungeon should be a standard feature of all RPGs by now. [On the other hand, this game does offer the fastest "restart a saved game" feature in the land: one jab at the return key, and there you go again.]

So before I return to CRON for the rest of the night, let me sum up by saying that *Might and Magic II* is a quality product whose few shortcomings fade away as you get immersed in the action. And make no mistake about it: you *will* get immersed, right up to your little orcish ears. I highly recommend this one to all adventurers.

Skill Level: Advanced
Protection: Program
Price: \$49.95
Company: New World/Activision

Wizardry V

Continued from page 5

did me in the beginning.) And mazes aren't limited to the rigid size and shapes of previous games, now averaging 30 x 30 but laid out in various patterns. You'll find nine levels in all, some divided into several sub-sections.

The Bugs

Fortunately, this is the shortest part of the review. The only problem that I (and a few others I've talked to) had is an occasional crash. The culprit in this case may be the built-in disk copy routines, since you cannot play on the originals because the write-protect notch is absent. When my disks started behaving oddly, I recopied them with a second-party copy program (*Copy II+ version 6.4* if anyone is interested). Since then, I have experienced no problems whatsoever. The Apple version is on both sides of five 5.25" disks (no 3.5" version is scheduled), the IBM on three 5.25" disks (that may be swapped for 3.5" disks). Hard drives are supported. Documentation includes a manual, reference chart of spells, and for *Wizardry* vets, a list of the new features.

The copy protection scheme is similar to that found in *The Return of Werdna*. But rather than having to invoke it between every level change—far too frequent and bothersome for my tastes—the authors have taken pity on us by requesting the "magic word" only at the initial foray into the Maelstrom.

Conclusions: Of all the *Wizardry* scenarios, *Heart of the Maelstrom* is by far the best of the bunch. The game's pacing seems to be faster, as my characters seemed to be attained levels faster than in the previous games. This may be rather fortuitous, as although the first level creatures are pretty easy to kill (except for the—wait, that would be telling—you'll see...), the going starts to get real nasty from the second level on down, providing a challenge to even the experienced player.

In conclusion, *Heart of the Maelstrom* gives all of us who have played the previous four *Wizardry* scenarios many familiar and enjoyable sights, while providing enough new and refreshing changes to make it seem much more than just another "map and slash" game. I can't wait to see what they come up with next.

Skill Level: Expert
Protection: Code Word
Price: \$49.95
Company: Sir-Tech

The Twilight Zone

Continued from page 4

copyright notifications. It is supplied on three 5.25" diskettes that are not copy protected. Files can be easily transferred to a hard disk, increasing speed and eliminating repetitive disk changes.

Conclusions: This was not one of my favorite games of the year. It starts out well, but none of the middle game added anything to the overall plot. Less time should have been spent on randomly changing from scene to scene, more on the the television show's unique oddness.

Skill Level: Intermediate

Protection: None

Price: \$29.95, C-64; \$39.95, others

Company: First Row

Zork Zero

Continued from page 6

plot. More recently, *Beyond Zork* added some limited role-playing elements. Now Infocom brings the series full circle—back to the original “explore and collect” scenario, while at the same time stepping out in a new direction with graphic features they once ridiculed in their ads.

The mix is not altogether successful. Text screen borders are nice but purely decorative. The automatic mapping, while elegantly done, is rarely needed. All the clues in the *Encyclopedia Frobozica* are textual rather than visual. The three or four graphic puzzles seem like intrusions, old standards from the local novelty shop inserted randomly into the game; the “Towers of Bozbar,” for example, is just a souped-up version of the public domain program “Towers of Hanoi,” available on nearly any BBS. The only onscreen picture truly integral to *Zork Zero* is the rebus. Evidently, Infocom still needs practice perfecting the marriage of text and graphics. Still, the game stands on its own, with or without pictures, as an excellent addition to the series, and I really enjoyed it. And it is their largest one yet—over 200 locations and more puzzles than in all three *Zorks* combined. So, *Zork* lovers, get set for a treat! The only question is, where does the series go from here? *Zork Minus One?* *Zork Square Root of Minus One?* Maybe an *imaginary* number is the only appropriate sequel...

Skill Level: Advanced

Protection: In Packaging

Price: Apple, \$49.59; others, \$59.95

Company: Infocom/Activision

No Parties at CES!

Continued from page 7

Quest III: The Pirates of Pestulon—revealing they had originally called it “Pirates of Pustulon,” but the title grossed out too many people at Sierra. As the inevitable Roger Wilco, you have to rescue the Two Guys themselves, who have been kidnapped by ScumSoft and forced to design mindless arcade games like *Astro Chicken*.

This was the first time I got to hear Sierra's new stereo music pumped through a Roland sound board and a pair of Bose speakers, and it was like being in a theater. Speaking of which, PR Maestro Kirk Greene then showed a video of those Two Guys, dressed as a very weird version of two well-known film critics.

Afterwards we all went to lunch, ate barbequed chicken pizza, drank wine that came in a bottle with a real cork in it and spent the afternoon recalling the funniest lines from *Spinal Tap*. (Duffy didn't know what he was missing.) Somewhere along the way, I must have accidentally hit the “record” button on my tape recorder, because upon returning to Tucson I discovered I had interviewed those Two Guys—look for it in a future issue of this very Journal.

Origin's Game Plan

Back at the West Hall, I managed to tracked down Origin at the Broderbund booth, where *Tangled Tales* (Apple and C 64 now, IBM soon) was tangling tales on an IBM monitor. A novice level game offering a “lighthearted look at traditional fantasies,” it uses dual windows for display, menus for character interaction with over 50 people, excellent art and an icon interface. *Space Rogue* is due in the fall (Apple, C 64), and *Moebius II* is underway. Origin has also packaged Garriott's first three games as an *Ultima Trilogy* (\$59.95 for Apple, C 64, IBM).

Back at New World's booth, I was two steps away from solving *Might & Magic II* when Duffy stumbled in, knocked over the monitor and started raving about how he'd spent the past four days and nights looking for a party, only to find that not a single computer game company had thrown one. Duffy has always rated CES (and the status of the games industry) by the number of parties at the show and the size of the shrimp at the best party. (Electronic Arts won last year.) “On a scale of one to ten,” he summed up this year's Winter CES, “what we have here is a zero—and I don't mean a *Zork Zero*.”

Waiting for Duffy

Duffy climbing a pyramid at Chichén Itza, so write these people if you can help.

Ultima 5: How do I get through Dungeon Hythloth to Underworld? Where's the Sandalwood Box? How do I get out of first room in Shame? P. Gardner, 2038 New York Ave, Brooklyn, NY 11210. Same questions, plus will playing harpsichord help me? R. Loveland, 7721 Sundial Lane, Orlando, FL 32819

Neuromancer: Where is Commlink 4, what are passwords for Chiba Tactical Police and SEA? P. Meehan, 2555 Giant Oaks Dr, Pittsburgh, PA 15241

ChronoQuest: Help!!! T. Page, 96 Had-don Pl, Upper Montclair, NJ 07043

M & M 2: Can't get out of Dawn's Mist Bog Cavern with element orb! Where's “long one?” What's Molecular Chamber (Lux's Dungeon, lvl 2) good for. Beliaeff's? **Wizardry 5:** What's the Playhouse Mystery Theatre about? Jigsaw Bank & Trust? Where's the Loon? S. Kunz, 211 E Ohio #610, Chicago, IL 60611

King's Quest 4: How do I get bridge for unicorn? Get out of whale? What to do after the five ghosts? About Oge? D Bartram Jr, Box 2398, APO NY 09009

Wizardry 3: Desperate help needed for level 6, especially the riddle. P. Tayco, 3569 Boston Ave, Oakland, CA 94602

Original Adventure: Need help in Plover Room, Mirror Canyon, window pit, green dragon, reservoir. Christopher Dox, 975 Laurel Ave, St Paul, MN 55104

Fool's Errand: How do I capture the flying question mark in the Three Ships section? M. Groff, 279 Topaz Way, San Francisco, CA 94131

Emerald Mine: How do I complete or get past level 4? Turn a diamond into a rock and you can't get past it. E. Gooch, 1703 E 10 Mile Rd, Madison Hts, MI 48071

Bureaucracy: How do I get past gate 3 houses south of my own? Do with weirdo in farmhouse? Norm Lowrey, 170 Stephenson Lane, Springfield, IL 62707



Keys to the Kingdoms



Might & Magic II

Create characters with high (17-18) Endurance so they're get 7-8 hit points with each new level. A drink from the fountain outside Middlegate's Inn will give you a new outlook on your surroundings. Find the Cartographer in Middlegate (0, 15) as soon as possible. Buy a green ticket to earn gold in the Arena. Use Middlegate's magic portal to reach Sandsabar, then check out specialty shops and visit the Tavern for rumors. Until very strong, avoid Jugglers at all costs.

Mike Jasper

A risky way to advance quickly: "play" with the Cuisinart at 1, 9 in B2. If he frenzies, you'll get 2,500,000 experience points. (Search afterwards.) Two applications of S9-1 (Implosion) usually do the trick. Look for gems on Fnsfbme Dpbtu (when you can walk on water). Go back and forth from B3-B2, and gems keep washing ashore. In Castle Xabran, you need the Fmfnfou Ejtdt to get the Element Talons. To use Lord Peabody's Time Machine, rescue Sherman in Obujwf Dpwf and take him to it.

S. Kunz

On the first mission, the Goblet is found at 0,7 in dungeon below Njeemfhubf. On second missions, Drog and Hyron are at 0, 15 in same dungeon. A powerful Fireball spell may be learned at 14, 13 in Tundara.

William E. Carte

If characters have less than 1,000 HP, visit the Dragon's Cave at D1, 12-14. Fight your way to 7, 14 and break the glass; each character gets 1,000 HP.

Chris Steinbeck

A magic fountain disguised as sewage at A4, 10, 10 boosts all abilities to 100 for one combat encounter. The Pegasus at B1, 9, 9 gives out 100,000 gold once a year if you say Nffov. Most quests from D2, 7, 0 can be accomplished with a sip from the above fountain and the use of many skill potions from the Blacksmiths in Tundara (town three). You can snare 100,000 gold by defeating the Leprechaun at 1, 14 under Tundara. He vaporizes all your gold and gems when

attacked—to bypass this, role up a dummy character and transfer all gold and gems to him before killing the Leprechaun.

Brian Smith

Buy the Merchant skill in Tundara. For lots of gems and a great sword, visit the Gemmaker at E1, 4, 7; have your Levitate spell functioning at all times. The Magic Sword is at 9, 18 within the Gemmaker's. To get a pair of level two Hirelings, defeat monsters at D1, 14, 1. To raise spell level to nine and Sps to 200, visit D3, 3, 14. After visiting this spot, a Hireling with Sorcerer spells can duplicate and enchant items until you fight a battle or rest. Bartender tips and rumors depend on whether the day is odd- or even-numbered. You can have a quest removed at Castle Woodhaven (13, 2). At 12, 12 there, pick up black tickets and sell to town smiths.

Fred V. Johnson

Neuromancer

Buy a Cop Talk chip from Larry Moe and use it to talk to the cop in the doughnut shop. Ask Gjoo about the joystick. To get past Larry Moe to Lupus, you must get Larry arrested. The first AI you should tackle is Chrome in zone 0, 96/32. Its weakness is philosophy.

Fred V. Johnson

Wizardry V

Secret doors are found at 12, 8, Level two facing west and 5E, 15N, Level one facing west (goes to temple). Use the Silver Key to open the Silver Door, which leads to Level two. You'll find a hacksaw at 3E, 4N, Level 2, which is used to open a door locked with chains.

Mike Bertrand

Leisure Suit Larry II

To get out of the plane, you need the parachute, qbnqimfu, butter knife and cpcz qjo (look in the "Blue Plate Special" at the airport restaurant. Give qbnqimfu to gabby neighbor. Go to rear of plane, pick lock with cpcz qjo and open door. Open parachute. Cut harness when you land in tree. Get stick. Crawl under killer bee bush. Use stick on snake. Follow brown patches through quicksand (saving of-

ten). Swing on vines (using F3 key repeatedly) and continue east to beach to meet topless native girl.

Michael Metzger

Legend of Blacksilver

Answers to questions in Citadel: cbcz, cbspo, uijfg. Visit the castle often for updates; see the Prince *and* Seravol. Save money for Glow tips, armor enchantment and elixirs. (You can complete the game without the most expensive spells.) Don't break the bank at Dragon Wheel, or you'll have to fight your way out of town. The skeleton key needed to enter other areas of the labyrinth is found in the Pits of Blackmire. (You'll need the Illusion of Light spell, found in the labyrinth.) You can find a piece of blacksilver in the Pits of Blackmire. This, along with the Steel Hammer, is needed by the blacksmith at Lost Crag so he can forge the Black Blade. Lost Crag appears on Maelbane only after several violent earthquakes. Baron Tharagas is found in the Deathspire Chasm, the final dungeon.

Paul Montante

Buy a hawk tattoo from the looney, then visit the Seeker in Hawk Temple.

Randy Sluganski

Times of Lore

The Voyagus Scroll lets you teleport to any of the six towns; it's in a tower north-east of Ibnqupo. Use it wisely, for it only works a few times. To destroy the Lich in the desert Ruins, talk to the man in the Inn on the road west of Ibnqupo to get a key word that enables you to get the Holy Water from the friar in Rhyder. The Ruins are due south of this Inn. When you get to the Lich, use a Fostun scroll, then approach the Lich and use the Holy Water. Anytime your candle burns too low, go to an area of the screen where there are no monsters and don't move for awhile.

Fred V. Johnson.

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\$30 @: Times of Lore w/clues. Chris Carlucci, 15927 Viewfield Rd, Monte Sereno, CA 95030

GS software: buy, sell, trade. Greg Watanabe, 3203 Alpine Rd, Stockton, CA 95205

\$20 @: Times of Lore, Eternal Dagger, Moebius, M & M 1, Wizard's Crown, Zork Trilogy. \$15 @: Maniac Mansion, Dondra, Bard 1 & 2. Robert Breezley, 4922 Coco Palm Dr, Fremont, CA 94538

Trade/sell: Bard's Tale 2/3, Beyond Zork, Legacy of Ancients, Leisure Suit Larry, Ultima 5, Bard 1/2 cluebooks. Want Deathlord,

Last Ninja, Neuromancer for 2C. Many more to trade. John Pontaoe, 816-A, S. May, Chicago IL 60607

Want Missions Impossible. Linda Brooks, 425 East Dr, E. Alton, IL 62024

Wasteland, \$23. M & M 1, \$20. \$15@: Ultima 4 @ editor, Mindwheel, Star Trek 2, Bard 1 @ editor, Rendezvous with Rama. Will trade, send list. (Also have many Mac games.) Vasant Jayasankar, 74 Country Club Dr, Weston, MA 02193

Trade/sell: \$20 @: Hitchhiker's, Stationfall, Deathlord, Legacy of Ancients, Wasteland, King's Quest 1, Maniac Mansion, more. Kris Gamache, RFD #4 Box 1091, Augusta, ME 04330

Trade/sell: Wishbringer, Ultima 3/4, Wizardry 1-3, Hitchhiker's, Enchanter, Sorcerer, Spellbreaker, Stationfall, Planetfall. Sandy Poynor, 132 C Ave C, Gunter AFB, AL 36115

\$3 @ Hulk, Spiderman, Human Torch, Ulysses, Wizard & Princess. \$9 @: Wishbringer, Suspended, Earthly Delights, Suspect, Zork 3, Infidel. Byron Blystone, POB 1313, Snohomish, WA 98290

Trade Bard 1/3, Ultima 1/4 for King's Quest 2, Police Quest or Space Quest. Pablo Manguy, POB 3609, San Ysidro, CA 92073

COMMODORE

Want Ultima 2. Will trade Bard 1-3, Rocket Ranger, Ultima 1/5, Times of Lore, Wasteland. Have more, send list. Mark Houston, 303 Windsor, Park Forest, IL 60466

Trade/sell: Ultima 3, Sherlock, Hollywood Hinx, Mindshadow, Breakers, more. Want Brimstone, Talisman, Scott Adams' games. R. Goodkind, 4444 W. Pine, #413, St Louis, MO 63108

\$20 @: Wasteland, Ultima 4, Pirates, Bard 1 & 2 with advanced characters, Phantasie 3, Roadwar Europa. More. D. Clark, 214 Washington St, Hackettstown, NJ 07840

Trade/sell: Wasteland, Maniac Mansion, Phantasie 3, Bard 2, Pirates, Questron 2, Elite, Mindwheel, Star Trek 1, Infocom. Send list. Lou Tometich, 1299 Kasamada Dr, Ft Myers, FL 33919

Amiga: Trade—Faery Tale, Heroes of Lance, King's Quest 3.C 64—Bard 2/3, Ultima 3, both A. Realities & more to sell: write for list. Nathan Franklin, 30 Parkview Dr, Feeding Hills, MA 01030

Amiga: want Space Quest 2, Manhunter, Leisure Suit 2, King's Quest 4. Buy or trade for Three Stooges (\$20), Dragon's Lair (\$25). Paul Shaffer, 1705-C O'Shea Ave, Bowling Green, KY 42101

Continued on next page

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Continued from previous page

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Must trade: IBM version of Might & Magic for Apple version. Frank Lee Linne, Care Inn of Seguin, 1219 Eastwood Dr, Seguin, TX 78155

\$10 @: The Pawn, M & M 1. Romance of the 3 Kingdoms, \$20. Tim Berta, POB 1218, San Juan Batista, CA 95045

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Will buy Ultima 2, Wizardries, any SSI. Joe Lore, 34 Woodford St, Worcester, MA 01604

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crest Ave, Collierville, TN 38017

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100+ games for trading (from Aargh! to all Zorks). F Chin, POB 1842, West Monroe, LA 71291

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