



# QuestBusters™



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The Adventurers' Journal  
June, 1989

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Best Quest of the Month

## Prophecy: The Fall of Trinadon

In this quest you take the part of a lowly marketing executive from the Sony corporation. Your career depends on discovering why the company's share in the television market has dropped since Sylvania released the black matrix picture tube. What's that? Oh, that's Trinitron...wrong quest—this is the one about Trinadon.

The central character in Trinadon is practically the only person without a name, so I'll just call him Steve. For years, Steve, his family and friends have lived in fear of a vast and inhumane empire ruled by a tyrant called Krellane.

### I Left My Heart in CrissCross

Once a benevolent ruler, Krellane was corrupted long ago by three demons with whom he had made a pact. Your father and his fellows fought a

running battle with the evil forces before finally disappearing into the forests, where they founded the village of

CrissCross. As you slowly grew to adulthood in the intervening years, your father trained you to use a wide mix of weapons and enchantments in preparation for the day the evil empire finds your haven in CrissCross. The only hope is that the hero described in a local prophecy will arise and destroy Krellane's power before you are found and your

comfortable village is overrun by empire soldiers.

Alas, while dreaming about these events, you awaken to the screams of your family and friends as they are ruthlessly butchered by empire troops. Quickly you don gloves and shield. You are unarmed but determined, one way or another, to obliterate the threat of Krellane in return for the slaughter of your father. Your adventure has begun!

### Sword Swinging and Varlet Vanquishing

*Prophecy* is an action-packed role-playing adventure similar in style to *ORIGIN's Times of Lore*. The overhead view of the playfield looks down into the mazes of the empire. In the center, your onscreen persona is controlled by the keyboard or joystick in the traditional manner. With keyboard controls, all eight directional keys are functional, and others lets you stop or back up. Joystick owners

must use the keyboard to enter auxiliary commands, such as T for Talk or G for Get. To allow saving, loading and other higher level functions, a second level of commands is accessible with the control key. There are also a few short-cuts. Instead of Opening a chest and then Getting the contents, you can simply walk forward and touch it.

There are 28 different fully animated characters and sev-

en dungeon levels. I was particularly pleased to find that you could move back and forth between several of the dungeons, which is handy if you realize you've reached one level without obtaining a necessary item from another one.

*Prophecy* claims to have the largest inventory of weapons and magical items of any current game. I'm not so sure of that, since SSI has a few

games with pretty impressive weapons lists, but I do know that *Prophecy* has some of the

most original items I've seen in a long time. Besides the traditional array of swords, knives, axes and bows of varying levels, there are also items that

are not so obvious, such as simple blue powder and the enigmatic Earth Pole. My personal favorite was the Wraith Dagger.

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## Quest for Clues II

QB subscribers who order *Quest for Clues II* directly from us will automatically get three free issues added to their sub when the order is placed (two for Canada and Adventure Express, one for overseas). That means you won't have to rip the coupon out of your book, something a lot of people complained about with the first book. It also means you'll be among the first people on the planet to get the book, since we'll get them directly from ORIGIN and won't have to wait for copies to go to a distributor first.

ORIGIN expects *Quest for Clues II* to ship in July, so we're taking advance orders now—order by July 31, 1989, and you'll get \$1.00 off the \$24.95 price (shipping & handling charges: \$3 US/APO, \$6 Canada, \$12 overseas—US funds only). The

book should be in the stores by August, but you'll get the three free issues only if you order it from QB

Games covered: 7 Spirits of Ra, 2400 A.D., A D & D: Pool of Radiance, Alien Mind, Azarok's Tomb, Bard's Tale III, Beyond Zork, The Colony, Dark Lord, Deja Vu, Don-dra, Dr. Dumont's Wild P. A. R. T. I., Dream Zone, Eternal Dagger, Faery Tale Adventure, Guild of Thieves, Jinx-ter, King's Quest IV, Leisure Suit Larry I & II, Manhunter, Maniac Mansion, Plundered Hearts, Police Quest I, Quarterstaff, Questron II, Return to Atlantis, Sherlock Holmes (Infocom), Space Quest I & II, Star Command, Talisman, Tangled Tales, Times of Lore, Tower of Myraglen, Twilight Zone, Ultima V, Uninvited, Wasteland, Willow, Wizardry IV and Zak McKracken.

**Type:** Fantasy RPG  
**Systems:** IBM (512K required; CGA, EGA, MCGA, VGA and Tandy 16-color graphics, no monochrome support)  
**Conversions planned:** None

By Stephen King



# Adventure Hotline



Letters  
to the  
Editor



## Every Picture Tells a Story (Don't It?)

Several of Infocom's new graphic games pulled into town in late May. Dave Lebling collaborated on *Shogun* with author James Clavell, and it's out for Amiga and Mac, with 128K Apple and IBM versions planned later this year. The Amiga versions of *Zork Zero* and *Battle-Tech* (C 64 too on this one) also arrived.

## More New Adventures

*Tangled Tales: The Misadventures of a Wizard's Apprentice* is out for C 64 and IBM (256K). *The Scoop* (128K Apple, IBM), set in London during the 30's, is an illustrated Agatha Christie mystery featuring over 30 animated characters. Mindscape's *Indiana Jones and the Temple of Doom*, an adaptation of the arcade game (Amiga, C 64, ST and Nintendo) is out; Apple II, GS and IBM versions "will ship soon." *Space Quest III* came in for IBM, with a soundtrack by a member of British rock group Supertramp.

## A Convergence of Conversions

The C 64 *Magic Candle* shipped in May (an Amiga version may happen); so did the \$12.95 cluebook. A C 64 *The Last Ninja II* is out. SSI released *Demon's Winter* for the Amiga, ST, IBM and C 64. Broderbund moved *Where in the World is Carmen Sandiego* over to the Amiga, and First Row did the same with *Twilight Zone*. MicroProse says an ST *Pirates* was planned for May, so it may be on the shelves. *Mars Saga* conversions for the Apple and IBM have been cancelled. *Star Flight* should blast off for the C 64 in September, for Amiga, Mac and ST by the end of the summer. Look for *Star Flight II* for IBM for Christmas.

## How Far is Hillsfar?

...as far as your nearest software store. *Hillsfar* (C 64) is SSI's latest in the *AD & D* series. It's an action adventure—but doesn't employ the *Heroes of the Lance* game system (which SSI calls an "action strategy game," not an action adventure). Instead, you have only one character to carry out a series of quests, which are modified according to your character's class. Surviving party members from *Pool of Radiance* and *Azure Bonds* (as yet unreleased) can be used, and experience, gold and other items can be transferred back (with the character) into either game. IBM should be out by now.

## Ultima VI: Ready by... the Next Decade!

Lord British says *Ultima VI* should be ready by this fall, but—due to ORIGIN's new policy of doing simultaneous releases of upcoming products—won't ship till early next year. They also want to concentrate on the four other games they're releasing for Christmas.

## New Department: Kobold Korner

Have you ever strongly disagreed with one of our reviewers' reviews? *Kobold Korner* (see page eleven) will be devoted to such "readers' rebuttals," though it won't necessarily run in every issue. We can't promise to publish them all, and they may be edited for space.

## Dragon Fodder

Interplay's *Dragon Wars*, set for summer release for Apple, fall for C 64, will support characters from *Bard's Tale I-III*.

## Affiliates Leave Activision

New World Computing signed up with Electronic Arts after their Activision contract ran out, so EA will ship IBM and 64 versions of *M & M II*. Lucasfilm Games moved to MicroProse. Activision says they now have enough original games, so the affiliate program is being cut back. Both affiliates also wanted to go their own way. Rainbird, who imported England's Magnetic Scrolls games, was sued by an American lawn sprinkler company of the same name and put out of action for months. They shut down US operations in May; now British TeleComm has Rainbird up for sale; even so, their games will no longer be sold here. Triton, Activision's mail order outfit, sells some of them, and a few are still in stores.

## Interplay's New Software Exchange Policy

Got a new computer? You can swap your old copies of Interplay's *Neuromancer*, *Battle Chess* and future independent releases by sending in the originals with \$15 (plus \$3.50 for shipping).

## Bugs in C 64 Demon's Winter

Watch out with those cursed weapons: Bonnie Barber reported getting an "illegal quantity error" that dumped the game into BASIC when she tried to sell a cursed weapon that had been exorcised in the C 64 version. Another problem looks like a design flaw rather than a bug, and probably applies to all versions. Once you take

Continued on page seven

Dear QuestBusters:

In the Swap Shop section you don't mention that selling a game and sending or keeping a copy is illegal (except for public domain software). For some programmers, the game is their only income. You should be willing to use some space to make your subscribers better people.

Nadia Madden

"No pirated software"—a reminder appears in that section each month—pretty well sums it up, don't you think? After all, this is *QuestBusters*, not the *Software Police*. We are, however, concerned that our subscribers become better people, so we're sending everyone a copy of *Dianetics* and *Shirley McClaine's* new video, *Inner Workout*.

Dear QuestBusters:

Please publish the cost of back issues. I'm sure there are other people who'd also like this information.

Mary Lunn

We send a list of back issues' contents to each person with their first issue, but if you didn't get one—or want an updated one—just write.

Dear QuestBusters:

What happened to my Swap Shop ad? I asked for it to run for three issues.

Fred Schmidt

We put new ads at the top of each section, cut old ones from the bottom, so an ad may or may not run more than once.

# QuestBusters™

The Adventurers' Journal

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# Journey: Infocom's first "role-play chronicle"

What's a "role-play chronicle," you ask? When I saw this label on the package, so did I. It took a few days on the road to find out: it's *like* role-playing, for your character leads a party of adventurers on a mighty quest, but emphasizes the story—courtesy of a treasure trove of prose penned by Marc Blank—over the usual focus on hit points, skills and combat. Another wrinkle lies in an abundance of alternative conclusions.

Your party consists of Praxis the Wizard, a physician named Escher and the leader, a carpenter called Bergon. Your character is Tag (who may be re-named), a mere apprentice food merchant through whose journal this tale unfolds.

There's no character generator, for there are no attribute or skill points, no experience points—in fact, there are no points of any kind, not even for solving puzzles. (Certain characters do possess exclusive skills, however, that come into play in pertinent situations.)

From the town of Lavos, your party strikes out to find Astrix (at least my first party struck out!). According to the story, Astrix is the last wizard in the land—an interesting situation, since Praxis is also a wizard. (A call to Blank revealed that Astrix is the last of the "true wizards," hundreds of years older than Praxis, a descendant of this clan.) But only Astrix can tell you how to halt the five-year series of plagues, disease and famine caused by the Dread Lord (who, luckily, didn't know the spells that would cause holes in the ozone layer or devastating oil spills.)

## The Mythology

When you manage to find Astrix in his tower atop Sunrise Mountain, he tells the story of the Seven Stones. Created long ago, they contain the "very strength and essence of our world." The elves, dwarves, nymphs and wizards were each entrusted with one of The Four. To stop the Dread Lord, you must first reunite the Four.

After finding three of the Four (it turns out Astrix already has the Firestone,

which I imagine must be shaped like a radial tire), you visit Astrix again for the next mission—to find the Two—much the way you return to a wizard in many RPGs to learn of your next quest. This makes it a three-stage game, one whose puzzles grow increasingly more difficult. After getting your hands on The Two, you'll finally go after The One. (Rumors say another stone was

dropped from the game because it would have logically been called The Zero, but Infocom already had a game called *Zork Zero*.)

Other characters will offer to join your group. Just outside Lavos, I let Minar enlist, and his knowl-

edge of the area allowed my

party to avoid a bandit attack that had killed a member of my original group. Sometimes these NPCs get killed or lost, and you can't always be sure whether that's good or bad. If you don't lose Minar, there's no room for Hurth to come aboard, and without this Dwarf you'll have a tough time reading the runes that mark hidden rooms and other surprises.

As you reach specific places or meet the right people, the option to "Tell Story" or "Tell Legend" becomes available to some characters. Hurth the Dwarf, for instance, reveals the background of the four Dwarf Gates leading to various parts of the outer world: Bern i-Lav to the plain of Lavos, another to the forest of Elves, and a third to the mountains. The fourth gateway is the mysterious one through which the Dwarves hope to someday depart for their home world.

Other legends and tales cover Orcs, Elves, the Sun Towers and various elements of this land's intriguing mythos.

Unlike *Zork Zero*, there is no parser for entering commands. Instead, you click on menu choices in several boxes along the bottom of the screen. Some commands apply to the game, others to the party, and yet others to individuals. As you enter new rooms or situations, the menu options may change to reflect the capabilities of party members. I used to refer to this as

"floating menus," but Michael Berlyn (who did *Oo-topos* and *Tass Times*) recently told me the appropriate term is "context-sensitive button interface" (which explains why he's writing adventure games and I'm writing *about* them). This implementation of such an increasingly common interface functions smoother than many I've used.

## The Essence of Magic

Spellcasting reminded me of the *Ultima* magic system, for it involves mixing the four essences of air, fire, earth and water in different combinations to cast flare, glow, blaze, lightning, mud, elevation, tremor, rain and wind. As the story progresses, you'll discover new reagents that arm Praxis with more spells. Only the spells for which you have the necessary essences will appear in the "magic" menu when you punch "cast" on Praxis' menu. The essences are mixed automatically if you have enough of the right ones.

One nice touch is that if combat ends before a selected spell is cast, it won't be wasted, which happens with most combat/magic systems. However, you can't rely on magic to get out of every predicament. Praxis, after you tell him to cast a spell, may be prevented from doing so if Bergon deems it a poor move at that stage.

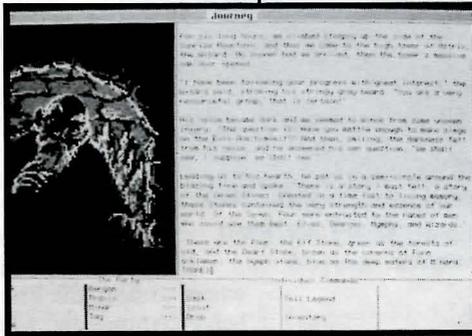
The drawback to a button interface, as always, is the way it restricts your freedom to manipulate objects. You can't directly "get" or "use" things in your inventory. If you choose the proper option and

possess the right item (such as a rope) in the proper situation, the text describes how you then use that

item. You don't have to eat or sleep, either, for these are handled similarly. Combat is usually a matter of choosing a tactic (flank, etc.) and maybe a spell, then jabbing the "combat" option.

## Puzzled Again...

Most puzzles take the form of traditional text adventure logic problems, such as the two-step solution to crossing a chasm, which involves casting two spells in the correct order. This is to be expected



Mac II version

**Type:** Role-play Chronicle  
**Systems:** Amiga (512K and RGB monitor required); Mac (512K; color on Mac II)  
**Planned Conversions:** 128K Apple (set for May), IBM (June)  
**Version reviewed:** Amiga

By Shay Addams

from Blank (one of the Founding Zork-Masters of the Known and Yet to be Mapped Universe). Your choice of lying or telling the truth to people may also affect the course of future events.

In some cases, you get no second chances. Upon finding the rune-marked entrance to a prison, you'll see the "enter" option in the first menu. But "proceed" past this point, then go "back" to that location, and the option to enter the prison has vanished. So whenever new menu options, such as "Parley" or "Get Advice" appear, or when "Examine" is an option for more than one character, always save the game before examining everything and exploring those new options. Most people should like the alternative solutions that are available for some puzzles.

The first two "mazes" are rather simple. You can figure out how to get to Astrix's tower by looking at a map bought in Lavos. (A magic spell may illuminate this puzzle's solution for some.) But the maze inside the cave near the lake is more ingenious. With each step, you get the "you're lost in a winding passage" type of message always associated with mazes in text games like *Zork*. In a take-off on the way those were best solved—by dropping a series of objects to determine when you've entered the same location again—Blank frees you from the maze the instant you drop something.

### Dozens of No-death Endings

The manual says there are "virtually no dead-ends...any action you take advances the story toward one of its many endings," only one of which is deemed best. I asked Blank about this, and even he couldn't determine the exact number of alternative endings: "...there are dozens of them. The game can end at certain points if you haven't got certain things (such as stones), or if you lose too many party members...there are very few places where you get killed."

So far none of the endings have led to my character's death (though Astrix flipped out once and jumped from the tower). In a typical adventure, most "alternative conclusions" turn out to be nothing but different ways to die. In *Journey*, however, an unsuccessful ending might see the group give up and return to its starting point, upon which you read the final entry in the journal.

Rather than offer on-line clues as in some Infocom games, *Journey* waits till the end to present you with a list of "Musings" related to various places you

went astray. On my first outing, I was unable to find Minar after he disappeared in the lake. When my party finally failed in its mission, one of the Musings suggested that I should have searched the lake area more thoroughly, which led to Minar's rescue. Musings usually just point you in the right direction rather than provide outright answers, and do so in a style that makes them part of the story instead of an intrusion. Another plus: Musings are available only for puzzles you failed to solve, so you can't race through all the

amount of free memory, which may be necessary if running the game while multi-tasking among it and other programs; otherwise, it might hang up, or access the disk more often.

**Conclusions:** I started to call this the most literate role-playing game yet, but still feel funny calling it a role-playing game—it feels more like an illustrated text adventure with a button interface, one with only minimal role-playing aspects. Even so, *Journey* plays like a page out of Tolkien's *Lord of the Rings*

## Marc Blank on the "Role-Play Chronicle"

"The name wasn't mine, it came from Infocom's marketing department. I wanted to call it 'role-playing fiction.' They came back with Role-Play Chronicle, and I said, 'What does that mean?' They said, 'Well, it's like a chronicle,' and I said, 'Yeah, it sort of is, because it's told in the past tense.' So they just sort of invented a phrase—it's not my favorite, either, but it's passable, and I don't think *Journey* will stand or fall on what category you put it in. There are a lot of games that are called this type or that, but what really matters is what people think of them.

"In a way I look at *Journey* as I did at *Deadline*, in that it's an experiment. Until *Deadline*, most games were fantasies like *Zork* and *Wizard and the Princess*. We tried to go into a different genre with *Deadline*. It's sort of the same thing with *Journey*, because we've learned a lot about interactive storytelling, but it's been sort of clunky and not directed. I thought it would be interesting to design a story in which you really couldn't get stuck...the choices you have to make are more tied into the story than into the minutia of manipulating objects. That really led to the whole style of telling the story and the interface: all that came out of the desire to try something like that."

clues and spoil the game for yourself, a drawback to other on-line clue schemes.

### A Computer Art Gallery

The graphics perfectly complement Blank's eloquent descriptions of the local myths and monsters. You don't see a new one in every location, but there are over 120 unique illustrations. Done by Donald Langosey (who also illustrated *Shogun*), they represent some of the few game graphics that truly qualify as computer art. The dungeon scenes are particularly striking, an example of how a talented artist can enhance the atmosphere conjured up by imaginative prose. Unfortunately, there are no sound effects or music, even during the title screen.

An unlimited number of games can be saved, and you can name them. A handy window facilitates saving and restoring by allowing you to scroll through a list of saves and click one to open it. It supports a second drive or hard disk and a printer (for the text, as in Infocom's all-text games). The packaging includes a fold-out, color map, and you even get a little velvet bag with a genuine quartz crystal (Infocom's first New Age trinket).

The Amiga reference card says gamers with more than 512K can change the

(actually, with "around 70,000 words" of text, it's really more like several chapters). I was fascinated with the quirks and history of the Elves, Dwarves and other inhabitants of this fantasy land. Hardcore Orc-slayers may find the pace a bit slow, but it's not really *slow*—*Journey* just has a different rhythm than a typical RPG or adventure. Adventurers seeking a fantasy land with a convincing mythos and an absorbing story will find the end of the rainbow in *Journey*. Blank's contribution to adventure gaming, which he describes as "a true melding of the two game types, interactive fiction and role-playing," marks another bold move for Infocom, introducing a new style of illustrated adventuring that I prefer over *Zork Zero*. And I found it more satisfying than *Beyond Zork*, which attempted to combine elements of role-playing with the text adventure. It delivers equally engrossing entertaining, and when playing *Journey I* felt more like I was participating in a real story. (The sequel, we hear, will be called *Sentimental Journey*.)

**Skill Level:** Advanced

**Protection:** In Packaging

**Price:** \$49.95

**Company:** Infocom/Activision

# Gold Rush

## Go west, young (or old) adventurers!

Games have always been a way for the common man (or woman) to briefly escape the humdrum of daily existence. The earliest ones were often games of conquest, but as technology thrusts us into the future, games are becoming more sophisticated. These days they are often concerned with romantic themes, and there were few things as steeped in romanticism as the California Gold Rush.

In January of 1848, a carpenter named James Marshall accidentally found a small nugget of gold worth a mere 50 cents. At that time, California was an almost completely uncivilized wilderness, sparsely populated by Indians. Only a handful of white men could be found within a thousand miles. Before the end of 1849, hundreds of thousands of immigrants would strike out from their homelands hoping to strike it rich.

### The Rush is On!

*Gold Rush* tries to capture the hardship and adventure of those first two years. You take the part of Jerrod Wilson, an East Coast city slicker seeking fame and fortune. With your parents dead and brother missing, you spend the early part of the game selling your Brooklyn home and preparing to head west.

A bit of poetic license has been taken here. Several clues during the course of the game eventually lead you to your long-lost brother, who is using the pseudonym "James Marshall". Since Marshall is such a prominent historical figure, I can only assume it is the same person. Although in real life he died penniless, hopefully your game will have a kinder, gentler ending for Jerrod, the father of the gold rush.

### Three Modes of Travel

There were three ways to get from the East Coast to the West in 1848, each with its own set of perils. In the first fourteen minutes of *Gold Rush*, you have to decide if you will attempt to make the treacherous journey overland, the long

boat trip south around Cape Horn, or the shorter, but possibly even more dangerous trip to Panama and across the isthmus.

If you elect to take the overland route, careful timing is required to ensure there will be plenty of grass on the plains to feed your animals. Hazards include Indians, steep mountainous terrain, long treks through desert, and alkaline streams.

The ocean trips take less personal planning, but you may be overcome by disease or storm as you sail the world's most menacing waters. You may even face food and water shortages before the long voyage is over.

If you decide on the shorter trip through Panama, there are natives and wild animals

to worry about, not to mention quicksand and cholera. The choice of travel modes makes *Gold Rush* almost three completely different adventures in one. Most people will probably take a shot at all of them so they can experience the joy of dying in all its myriad forms.

One way or the other, your travels should end at John Sutter's fort, which is so authentic that you'll be able to recognize it if you've

ever seen a picture. Once you reach the fort, you can search for clues to your brother's whereabouts, picking up gold along the way.

### Affecting the Effects

This is probably the last Sierra adventure you will see that was developed with the old AGI system. Since the release of *King's Quest IV*, we have seen the fruits of SCI (Sierra Creative Interpreter), Sierra's new 3-D game interpreter that sports double-resolution graphics and enhanced sound and music, in all their other animated adventures. But *Gold Rush* had been in development for a long time, so apparently it didn't make economic sense to go back and redo it with the new system.

Knowing this ahead of time, I anticipated being disappointed by the graphics and sound—but was pleasantly surprised. Even though the game was created with AGI, Sierra had constantly enhanced this older system until it reached its maximum potential. The effects in this game are a far cry from *Kings Quest I*.

Though the resolution is clearly no match for SCI, the graphics are still quite good. Of course, Hercules and CGA

graphics are supported, but any of the more advanced graphic standards, including VGA, MCGA, EGA or Tandy will give you the full 16-color spectrum.

There is an almost excessive amount of spot animation, such



IBM version

as people and carts making their daily rounds in your home town, and the bustle of the little bitsy people when you reach Sacramento. Keep an eye open for other miners as you head out from Sutter's Fort, for they hang claim jumpers out there.

It was a minor disappointment not to hear the enhanced sound of the Roland or AdLib expansion boards, but the IBM one-channel and Tandy three-channel sound drivers were acceptable. Each time your score advances, a few bars of "Oh Susannah" are played, and you will hear "Anchors Away" as you pull out of port. There were a couple of other musical interludes and several effects, but sound is generally rare.

### Are We There Yet, Daddy?

*Gold Rush* does have some serious weaknesses. The first is the tedious nature of all three of the trips to the West Coast. There is an attempt to spice it up a bit by breaking each of these long automated sequences into smaller segments, and by giving a running narrative of the hazards of the trip. Each of these segments is separated by mini-adventures that you have to actually control, but they are short and few. This would make an excellent educational exercise, especially for school kids that are studying this era. Unfortunately, there is no getting around it: any cross country trip is tedious, even if you happen to have a jet plane. That

**Type:** Animated Graphic Adventure  
**Systems:** IBM (256K required, supports Hercules, CGA, EGA, VGA), Apple (128K), ST  
**Planned Conversions:** GS, Mac, ST, Amiga  
**Version reviewed:** IBM (on a Tandy)

By Stephen King

comes across here—maybe *too* well.

When I actually got to California and started panning for gold, the same feeling seemed to carry over. Gold is found an ounce at a time, and there are 50 ounces to find, with the closest being at least nine miles (screens) away from the fort. This seemed like a ponderous undertaking until I realized two things: you only need a few hundred in gold to buy some supplies (the rest is there for extra points and for people who enjoy the thrill of discovery), and that some screens offer up to five gold strikes, which speeds up the process quite a bit and emulates life, since gold wasn't lying just everywhere for the taking (even if it seemed like it).

My second major criticism is that the weird layout of some areas is very confusing, making this a tough mapping project for all but experts. Even though I had a map of Fort Sutter, I still eventually gave up trying to navigate inside it. I finally decided to make for the nearest exit and come into the fort from another direction whenever I wanted to go somewhere.

The problem is that you might walk off the screen going north—but when the new one is displayed, you find yourself going south, or maybe east. This was obviously done to increase the number of locations that could be squeezed into the fort: unfortunately, the cost is too high to justify it. You would think north should always be north. Possibly if Fort Sutter were nearer to one of the poles (like Banek maybe) I could buy it, but it would still be very confusing.

While reviewing *Gold Rush*, I was also checking over a walkthrough to make sure it was accurate and easy to understand. Even so, it took me several days and many false starts before I finally completed the game. All in all, I found this to be the most frustrating of all the Sierra adventures.

### Down to BASICS

*Gold Rush* comes with five 5.25" floppies and two 3.5" micros. It supports both keyboard and joystick control. Usually I prefer the joystick, but since Jerrod has to walk for many miles in a straight line, I found the keyboard worked better. It was easier to start him walking and not have to touch anything for ten or fifteen screens than to constantly maintain pressure on the stick. This might also give you an idea how monotonous these trips can be: just imagine having to walk through 22 screens (from Fort Sutter to the hotel in Coloma) several times—with next to nothing happening on any of them.

If you choose keyboard control, keep

an eye on Jerrod. The calibration of analog joysticks is so precarious, he might suddenly stop walking without warning, even if you're not touching the stick. In the case where you're following the mule (through 32 different screens!) this can make you lose him completely if you're not careful. For this reason alone, I suggest saving often.

Aside from the usual paraphernalia included in the box, there is a 90-page historical text called "California Gold." The primary reason for this is copy protection. When the game is first run you'll be asked a question and pointed to the section of the book where the answer can be found. Copy protection is always a pain in the posterior, but in this case it is almost palatable because the question and answer is almost always interesting. As usual, the Sierra sense of humor is never far away: answer this question wrong and you'll be presented with the hangman's noose.

You don't have to read this text to play the game, but it conceals a couple of small hints that might make things easier. It is, however, very interesting reading and increases the educational value of the game considerably.

**Conclusions:** Avid players of Sierra's 3-D adventure series will not want to miss this one. Graphics and sound are more than adequate, though the intense use of animation slows you down to a crawl in several places. As an educational value it is a clear success, even though it can be frustrating and tedious in places.

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**Skill Level:** Advanced

**Protection:** Keyword

**Price:** \$39.95

**Company:** Sierra

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### Adventure Hotline

Continued from page two

something, the program clears it from your disk. That means this predicament might arise: after entering the Crystal Cave to find the Icicle, all your party members might get the icicle but die as a result of the battle with the bear. But even if you reload a game saved before entering the cave, the icicle won't be there. The solution: use your original dungeon disk to go into cave and get the item, or use a second copy of the dungeon disk. Also be wary in the south part of the Amber Ruins, where a syntax error message ("formula too complex") crashed the game when a lone, possessed Mage tried

to move. And don't enter a test room if the related character is bound in chains, or he can't take the test or exit, forcing you to shut down and reboot. SSI also forgot to put the data card with special instructions for the Commodore version.

You can write them for the card, but the main thing you need to know is to make a copy of the game disks before you play it. Finally, some options shown on-screen and referred to in the card are not really available on the Commodore version.

### A New Wizardry Contest

You don't even have to solve a *Wizardry* to win this one—just write an essay (maximum 2,000 words) on what you like or dislike about the *Wizardry* series or a particular scenario, include a section

on what you'd like to see in the next one, and get it to Sir-Tech by September 30, 1989. Prizes range from free games to *Wizardry* jackets and other promotional items. And all entries receive a *Wizardry* certificate.

### Coming Soon from Electronic Arts

*Kief the Thief*, a humorous intro-level RPG, is set for the GS, IBM and Amiga by September. It's from the *Dream Zone* team. An IBM *Legacy* shipped in May, but has CGA graphics only. *Wasteland II* may be out by the end of the year.

### Accolade Advances to Adventures

Michael Berlyn (*Tass Times*, *Oo-topos*) is now at Accolade, where another former EA RPG producer, Shelly Safir, moved last year, and Accolade plans to release their first RPGs and adventures soon.

### Epyx's new Omnicron and the IBM Blacksilver Conversion

Hugh Bowen from Epyx showed up at the QB cave last month to show off the IBM versions of *Legend of Blacksilver* and *The Omnicron Conspiracy*. *Blacksilver* will be out by summer for IBM and 128K Apple. It introduces some new outdoor scenes, such as mountains in the background, etc.; all the graphics are highly detailed and profit from a rich color scheme, and people and monsters are well-animated. *Omicron Conspiracy*, originally set for release last year, has undergone many improvements. Lots of neat little animation, like the nurse droid that floats in and out of a room and hov-

Continued on page thirteen

# Walkthrough—Deja Vu II: Lost in Las Vegas

## General Advice

Take and wear the pants and trenchcoat immediately, since the bedroom door will lock behind you. Also, from time to time one of Malone's thugs will appear to warn you how little time you have left; take one of the cigar rings he drops. Before going outside, visit the casino and play blackjack at the table of your former sparring partner. To play blackjack, select all of your chips (with the shift-click method if using a mouse), then click on "operate" and the table. Your friend will then deal the cards. If your card total is close to 21, click on "Hit" and then the table; otherwise, click on "Hit" and then the "Self" button. Ordinarily your former partner will let you win. When he is replaced, use "shift-click" to select all your chips and drag them to your inventory immediately. Otherwise the new dealer may confiscate your chips. It's not shown on the maps, but going south from desert-related locations often leads to getting lost in a desert maze.

Once you have enough money, head directly for the train station. Do not wander around the Las Vegas desert, or you will be bitten by snakes; you should only travel east and west from the entrance to the Lucky Dice Hotel/Casino. You will need to travel to and from Chicago by train; boarding trains for other destinations will get you killed.

In Chicago, you can travel to different locations by cab but will have to *show* addresses to the cabbie, since he cannot hear you. Wear the police uniform only for the morgue, and change back to your regular clothes before leaving Chicago. In places where you must wait, make time pass by double-clicking on objects (to examine them).

Ignore the bag lady near Joe's Bar, as well as all food, bottles and the references to cigarettes, since these are not connected with winning the game. Turn your printer on before the finalé.

## The Solution

### Bathroom

Take pants. Wear pants (operate pants on self). Take trenchcoat. Operate trenchcoat on self. Open door. N.

### Bedroom

Take cigar ring. Take train schedule from dresser. Open hotel room door. Exit bedroom.

### Corridor

Open casino doors. Go casino doors (entering Lobby). Examine picture. W.

### Cashier's Room (First Time)

Open pants. Open wallet. Operate \$10 bill on cashier. Take chips. W (4).

### Blackjack

Examine dealer. Operate **gbefe dmjqjoh** on dealer (he recognizes you and will let you win). Play blackjack until dealer is replaced. Take chips. East (4).

By Steven Payne

### Cashier's Room (Second Time)

Operate chips on cashier. Take money. East (to Lobby). Open outside doors. South (to Casino Entryway). E.

### Train Station (Las Vegas)

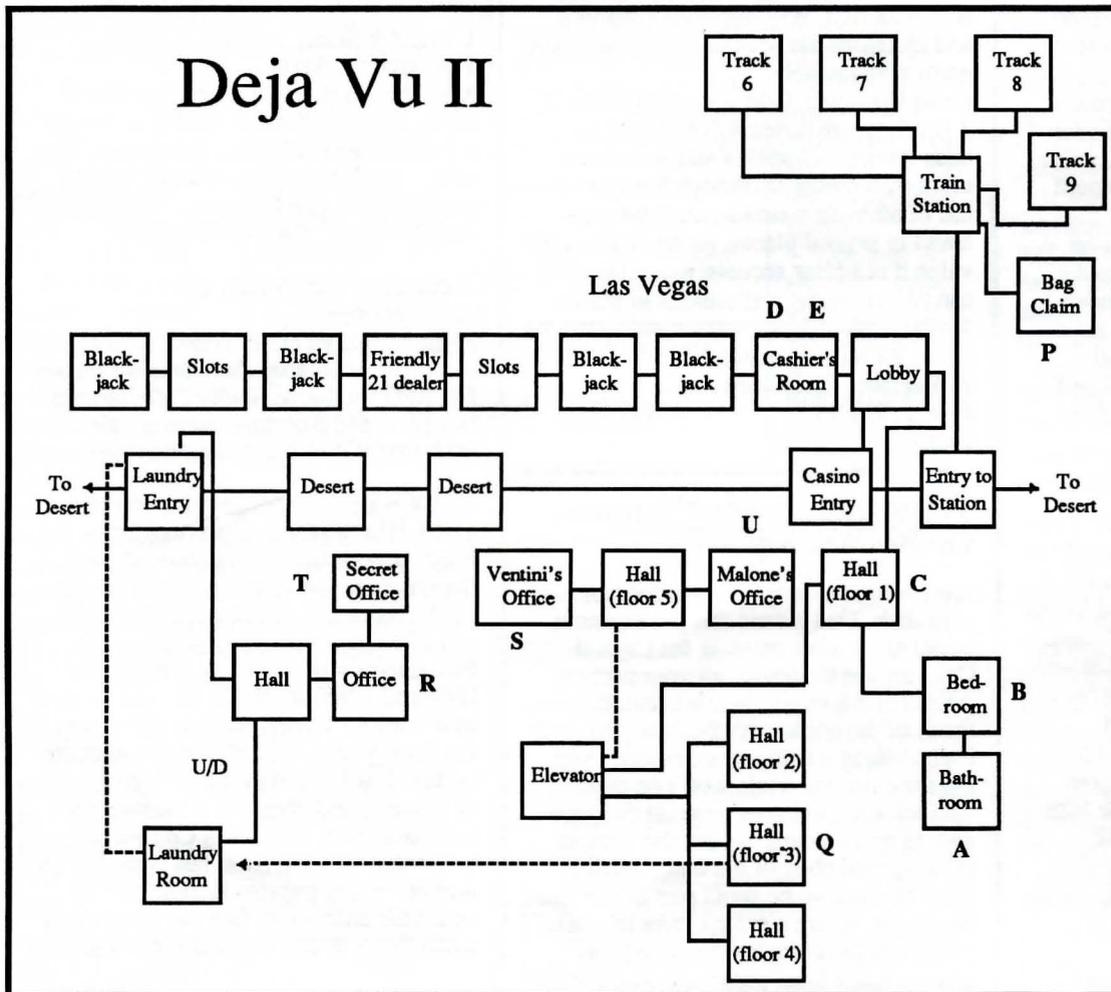
Open door into train station. Enter train station. East to Baggage Claim Department. Examine "Departures" sign. Go to track indicated for next train to Chicago. (Wait for train, if necessary).

### Riding Train (to Chicago)

Enter train. Operate \$20 on conductor. Take back any change offered. Wait. (Once underway, the train will deposit you on a platform in Chicago.)

### Chicago Train Station

South (from platform to Train Station). Operate quarter (from wallet) on newsstand clerk. Take newspaper. Open outside doors. S.



### Your Apartment

Enter taxi. Operate drivers license on Gabby the cabbie. Exit taxi. Open front door of apartment building. Enter apartment building. Operate Ifz in qbout on door to Apartment 1A. Open door to 1A. Enter Apartment 1A. Take flashlight and cigar ring. Open junk drawer. Take penknife and small brass key. Open overcoat. Take money from overcoat. Exit apartment. (For amusement, you can operate the small brass key on the nearest mailbox, open the mailbox and examine your mail; it has no bearing on the game's solution, though.) Drop brass key.

### Joe's Bar: Siegel's Office

Enter taxi. Operate sdfou dmjqjoh about Nvsefs on Gabby the cabbie. Exit taxi. NW into Alley. Up to Fire Escape. Operate the cpbset on the cpbset (opening the boarded-up window). Enter window. Open qipof. Take unusually shaped key. Exit window. D.

### Joe's Bar: Back Alley Entrance

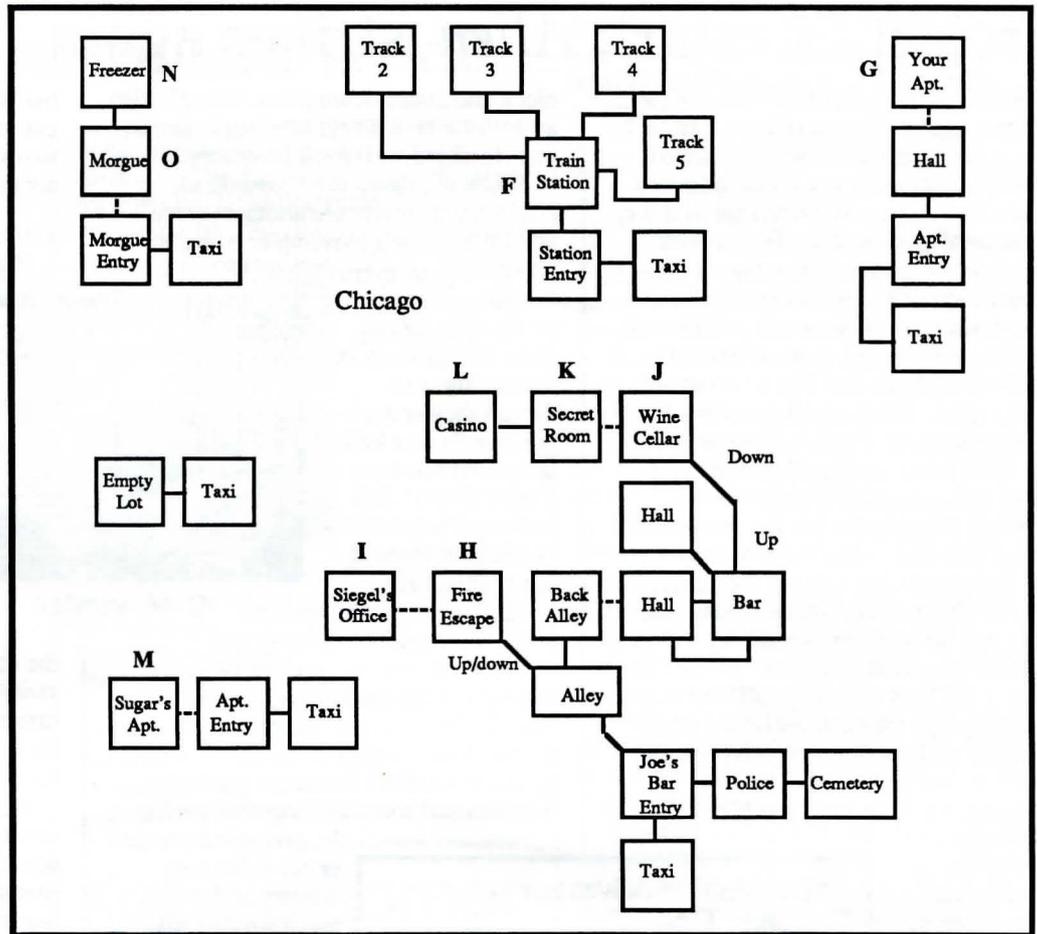
Go further up alley (to Back Alley). Open qfolojgf. Operate qfolojgf on door. Open door. Operate flashlight (on flashlight). Enter door. Open door to Bar. Enter Bar Room. Open door to Wine Cellar. Down to Wine Cellar. Operate single bottle (halfway up the right side of the wine rack) on itself. W. Open round door. W. Operate vovtvbmmz tibqfe Ifz on right slot machine. Open right slot machine. Take diary and Sugar Shack's card. E. E. Up (to Bar Room). S (to Hall). S (to Back Alley). Return to taxi.

### Sugar Shack's Apartment

Enter taxi. Operate Sugar Shack's card on Gabby. Exit taxi. Operate qfolojgf on door to basement apartment. Open door to basement apartment. Enter Sugar's Apartment. Open wardrobe. Take uniform. Open wbdvvn dmfbofs. Operate qfolojgf on wbdvvn dmfbofs bag. Take envelope. Open envelope. Examine McMurphy's letter. Exit apartment.

### Morgue

Enter taxi. Drag pants and trenchcoat to inside of taxi. Operate uniform on self. Operate ofxtqbqfs on Gabby. Exit taxi. Open doors to morgue. Enter morgue. Open gate. Open freezer door. Enter freezer. Open drawer #5. Take upf ubh from corpse of Thomas S. Bondwell.



Close drawer #5. Exit freezer. Operate upf ubh on morgue clerk. Open box. Take Bondwell's wallet from box. Exit morgue. (You can visit the burnt-out ruins of Bondwell's house by operating the drivers license in Bondwell's wallet on Gabby, though this is not crucial to the game.)

### Chicago Train Station

Enter taxi. Drag uniform to inside of taxi. Take pants and trenchcoat. Operate pants and trenchcoat on self. Operate train schedule on Gabby. Exit taxi. Enter train station. Examine "Departures" sign. Go to track indicated for next train to Las Vegas. (Wait for train, if necessary). Enter train. Operate \$20 on conductor. Wait (once underway, the train will deposit you on platform in Las Vegas station).

### Las Vegas Station (Second Time)

S (from platform). East to Baggage Claim Department. Operate cbhhbf dmbjn ujdifu (from Bondwell's wallet) on attendant. Open suitcase. Open dirty clothes. Take picture and envelope from dirty clothes. Open envelope. Read Bondwell's letter. W. Exit train station. W. Enter Lucky Dice (to the north). Enter corridor. Operate elevator button (on it-

self). Enter elevator.

### Elevator and Third Floor

Operate (on itself) the button for floor #3. Exit elevator. Open laundry hamper. Go hamper. Close hamper. Wait.

### Reliant Laundry: Laundry Room

Operate sqft on crate. Up stairs. Open front door. Down stairs. Go hamper. Wait (until you hear thuds leave). Exit hamper. Up stairs. Open counter. Open office door. Enter office. Open desk. Open cardboard box. Take unmarked brass key and small magnet. Exit office. Exit front door. E (3). Enter Lucky Dice. Enter corridor. Operate elevator button on itself.

### Fifth Floor of Lucky Dice

Enter elevator. Operate tnbmm nbhofu on elevator panel. Exit elevator. Open door to Ventini's Office. Enter Ventini's Office. Open desk ornament. Take dart. Exit Ventini's Office. Open elevator doors. Enter elevator. Take nbhofu. Operate button for Lobby (on itself). Exit elevator. Enter Lobby. Exit Luck Dice. W (3).

Continued on page thirteen

# Project Firestart: *Alien* strikes again

When I first looked at the *Project Firestart* package and press release, I knew I was in for a treat: pictures of mangled, bloody bodies and ugly green monsters covered the box, and the release said the game combined "science fiction with horror movie effects." You have to understand that I'm a truly disturbed individual who loves horror and sci-fi books, movies, comics and so on, who adores malevolent aliens that like to rip living things apart. There aren't many good horror games, so *Project Firestart* was just what I was seeking. I jumped right into it and was quickly engrossed.

When asked to review it a few days later, I was already halfway through it and had assembled most of the pieces to the story's mystery. Unlike games that tease you with catchy box art but fail to deliver, the action shown on the back is exactly the kind of stuff you'll see in the game (though the monster on the package look nothing like the green beings you'll encounter).

As daring adventurer Jon Hawking, you've been sent by the System Science Foundation to the *Prometheus*, a research vessel orbiting

Titan, a moon of Saturn. Scientists on the vessel were experimenting with genetics, hoping to create artificial creatures that could act as mine workers on distant asteroids. Unfortunately, the experiments got out of hand, and the mutant creatures broke loose and killed the entire crew.

Your mission is to learn what happened to the crew, find the science log documenting the experiments, set the vessel to self-destruct and get away before it does. The neat thing about this adventure is that you never know what you'll find around the next corner. There are many devices strewn throughout the ship, plus a couple of mini-missions you'll have to accomplish before completing the main one. One involves saving a beautiful woman who's being sized up as a tasty morsel by alien beings.

## Graphics and Music

The graphics are excellent. Your character and his surroundings are depicted in vivid color. The room takes up most of the screen, leaving enough space for bars indicating health and laser energy, a

By Russ Ceccola

clock and count-down timer. There's also an area for text, where you can read various messages and check inventory.

While exploring the *Prometheus*, you'll occasionally see another screen pop up to show a close-up of a character, a monster, or events unfolding elsewhere on the ship. These make the game more interesting, and though they're nothing new [take a look at *Maniac Mansion* or *King's Quest*], this technique has certainly been put to good use in *Firestart*.

Music is eerie and tension-building, sometimes hinting that monsters are nearby, at other times patting you on the back for a job well-done. Sound effects include everything from a simple door opening to the noises made by the monsters. I found the gameplay, graphics and sounds fit together perfectly,

giving the horror or sci-fi fan neat scenery and sound and a strong challenge. It took me about six-seven

hours of experimentation and practice to get close to the end game. Once you know where to find everything, you can try to complete the game without losing all your health points.

## On with the Quest

Puzzles center on finding objects and locations, using some items in these places and doing it all before time runs out. Exploration freaks will have a field day: there are about 45 rooms and 30 corridors. (The program spans both sides of two disks.) Mutants may appear in any of these places, but you can tell when they're about to leap at you.

Inside the skimpy "manual," you'll find maps of the ship's four levels. With this blueprint and the signs you find along the way, you can tell which hall you're in and may then move easily from one place to another.

Elevators enable you to move between levels, but they're not laid out systematically. Some connect just two levels. The pair of lifts in the ship's center will reach all four levels; from the place you get off, however, you may not be able to make it to certain locations on those levels. Even-

tually you'll learn to move around without the map, but will still need it to locate two valuable objects: first aid kits and laser guns.

## The Incredible Shrinking Bar

When you shoot your laser or touch a creature, the appropriate indicator bar shrinks. That means you have to keep finding first aid kits to restore health. The kits are always in the same places, so be sure to note them on the maps. An empty gun must be replaced rather than reloaded. Only two guns may be carried. When one is nearly empty, it fires slowly;

that's when you should switch to the other one. After killing the monster, switch back to the slower gun for long-range shots. You'll also find a plasma rifle that kills monsters with fewer shots, so save that one for the end game.

Moving about and firing your gun are controlled via joystick. There are just four more commands: I for inventory, C to change weapons, P to pause and D to access the menu for saving or restoring up to five games from a separate save disk. It's basically a joystick adventure—but unlike many others, it responds quickly, so the action doesn't detract from the element of adventure.

Lots of little extras really round out the game. You can access a computer that contains a log book with informative messages, and there's an arcade on level one. Little things like these help keep your mind alert and the enjoyment level high. *Firestart* was done by Dynamix, who did *Arctic Fox*, *Skyfox II* and *Cave-man Ugh-lympics*. It lives up to the high standards those games set for the company and is a welcome addition to the world of adventure.

**Conclusions:** A great game for beginners, or just for die-hards looking for that familiar feeling of accomplishment after completing a game (you can probably finish it in seven-eight hours, if not sooner). I was really impressed with *Firestart* and hope Dynamix makes more games on this difficulty level. The balance of game elements is perfect—plus, you get blood and guts!

**Skill Level:** Beginner

**Protection:** Program

**Price:** \$29.95

**Company:** Dynamix/EA



C 64 version

# Scavengers of the Mutant World

Lau—not a nice place to spend your summer vacation, but good enough for a few hours of idle playtime. The lands of Lau are the setting for a new tale of the war-ravaged future, where the village elders have sent you and three compatriots on a mission to scavenge the countryside for food, equipment and artifacts to help improve the standard of living for all.

At first I had high hopes for this game. The description on the box reminded me of another game in this genre—Interplay's *Wasteland*—but at least initially I was disappointed by its apparent lack of plot or story. After much consideration, however, I found that trying to compare *Scavengers* to *Wasteland* was like comparing Apples to Amigas...er, ah...Oranges. However, *Scavengers* does have a few really nice features of its own.

One unusual feature is the variety of effects caused by radiation. Instead of just killing you, rad zones will sometimes mutate you. Mutations range from laser-vision to increased strength in one hand, to stupidity or increased sensitivity to pain (damage).

**Type:** Science Fiction RPG  
**Systems:** IBM (256K required; CGA only; both disk formats included)  
**Planned Conversions:** Amiga

There are two modes for combat commands, Direct and Relative, which relate to how you position your icons for movement and battle. And you can choose from three methods for entering keyboard commands: you may type in a command's full text, an abbreviation—or, for all you function junkies, you can rely on F-key/ALT/CTRL/SHIFT combinations, a la *WordPerfect*.

There's also a built-in hi-res shape editor that enables you to change your party members' physical appearance in the picture that's seen over your stats—if you're artistically inclined (personally, I have a hard time drawing a straight line with a ruler.) But because they're in CGA only, graphics are weak—too bad they didn't have the guts to work in EGA or VGA mode. Sound effects are minimal, and I've heard better sounds come out of a pay phone.

But the most disturbing drawback is its lack of "payoff" for all your efforts. So you go out and find all this junk—

now what? There's no apparent increase in the standard of living for gathering up all this stuff and sticking it in a storeroom back in Lau. If the designers had put in a few quests like "Go forth and bring back the '47 De Soto of the Gods, or die trying!" I'd have been a lot happier.

**Conclusions:** As I said before, most of my negative feelings weren't the program's fault, but due to

my disappointment with the game's failure to deliver on the packaging's promises. *Scavengers* is a nice, simple RPG that beginners will find enjoyable and interesting.

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**Skill Level:** Introductory  
**Protection:** None  
**Price:** \$54.95  
**Company:** Interstel/EA

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## Kobold Korner

After reading the review of *Mars Saga* in the February QB, I couldn't wait to run down to the nearest software guild and plunk down some hard-won gold pieces for what appeared to be the beginning of a great adventure! I sidled up to the counter and breathlessly requested my very own copy. The clerk looked at me strangely and went to fetch it. He knew I'd bought almost every adventure game ever published, so perhaps I should have taken his strange expression as a warning....

I hurried home, donned my vac suit, grabbed my arc gun and prepared to do battle. Having played all of EA's previous adventures, I anticipated a quality product. My first clue should have been the documentation—there wasn't enough to keep a camp fire going long enough to check my hit points. After the extensive documentation I've come to expect from EA, I was dismayed to see a flimsy and uninformative few pages masquerading as a manual. Interestingly, someone at EA must have felt the same, since they actually printed the words "The Manual" on the cover!

Oh well, I've handled games with illusory documentation before...let's give it a try, I thought. And I did, but wish I hadn't. The graphics are *not* reminiscent of *Bard's Tale*, as the QB review led me to believe—they more closely resembled

some public domain software programmed by a ten-year-old. But graphics aren't everything...let's get down to the game itself.

The premise is good—quite a nice idea to do an outer space RPG. Even character creation was innovative: so many new traits and professions! That, however, was the only redeeming feature in a vast wasteland. Travel on the surface was boring. Auto-mapping of interior locations is fine, except that you tend to concentrate on the map and not your actual surroundings. Characters were easily replaced and not worth building up.

I guess I'm spoiled, but it would have been nice to have seen a more sophisticated combat system. One of the game's major flaws is in how it handles battles. The review I read mentioned that this tactical combat system is unique, and credited *Mars Saga* with an innovative approach. What about the combat system in *Wizard's Crown's*, released a few years ago? At least the computer didn't stick characters behind walls in that game. And when the computer resolved combat, you didn't have time to cook a ten-meal course while you waited.

If there's an obstacle, the characters often get stuck somewhere, unable to get in on the action. Additionally, the same things can occur even if you choose to manipulate your characters directly. To add insult to injury, the computer takes an inordinate amount of time to complete the battle. You get the option of watching the fight (if the computer is running the battle), but combat takes just as long when watching a blank screen as it does when you watch.

The February review lauded the battle graphics. I can't help but wonder what other RPGs that reviewer has played. The characters aren't easy to identify, since they aren't displayed in different colors or holding different kinds of weapons, as they are in most games involving tactical combat today. When characters turn, they look like fingernail clippings! Not only was I not impressed, I felt annoyed that I had actually bought the game.

Is something up at EA? Are they trying to save money? Have all their programmers taken a kobold to lunch and never returned? How can a company that offers *Bard's Tale* have the nerve to sell this shoddy game? The reviewer states that *Mars Saga* is one of the most entertaining RPGs he's played in "the last month or so." I'd dearly love to know which ones were worse, so I can avoid them! Innovative *Mars Saga* is not. Overall, it didn't do a thing for me—other than serve as a newly formatted disk. Beware!

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By Bruce E. Wiley

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By Bonnie Barber

# Prophecy

Continued from page one

Though it didn't pack a lot of punch, this weapon siphons energy from your dying foe and transfers it to you. Used in concert with a powerful sword, it could be quite devastating.

Much of the action is the usual hack and slash. Don't let this fool you though, for there are several places where you must answer questions to prove you've been paying attention. You might be asked the name of a creature you've encountered, or you might need information obtained only by making notes about some of the room descriptions.

One thing that you can be fairly certain about: if it's moving, kill it! If it is stationary, it might still be an enemy, but talking to it might lead to valuable clues. Who knows, maybe this particular beast is the only one who can restore your hit points.

## Spelling Bee

Besides the physical weapons, there are 31 magic spells. All are available to you at the start of the game, but you're too weak to use most of them in the early stages. As experience makes you a better fighter, it also increases your knowledge of Thaumaturgy. You have instant access to ten spells at a time, which are assigned to keys F1-F10. Some of them seem fairly useless. Baepaxjed, for instance, enrages a monster in the target area and makes him attack without mercy. Others, like Harlok, a low-level healing spell, are almost essential to success.

There is also a gritty realism to the way magic works in this world. A spell is memorized by hitting the M key during play, which brings up a list of the ones you already know. Assign a function key by using the cursor arrows to highlight one of the ten numbers, then press RETURN and enter the name of the spell.

To increase a spell's power level, four prefixes can be added in front. For instance, ParHarlok, which restores twice as many hit points as the standard healing spell, drains twice as many spell points; so far so good. But it also affects beings in twice as large an area, so the net result is that while you are healing yourself faster, you may also be healing your foe!

A classic example of this magic fallout can be found in Baenaturlik, which removes your enemy's ability to move, or even attack you. This is one of the most valuable tools, particularly in the latter part of the game, where many of the monsters you meet have hit points

that are right off the scale (only the word HIGH is seen). Beware of casting it in close quarters, though. If caught in the range of the spell, you will be permanently disabled. Not even Save, Load and Quit will help—only the Ignominious Control-Alt-Delete spell can get you out of this one!

Others may disagree, but I find this refreshing. In a world where magic exists, why must it *always* be completely beneficial to the person casting the spell? Like any other tool, common sense should be applied, or it could backfire with disastrous results.

## Sight and Sound

Monochrome graphics are not directly supported, so Hercules owners will probably have to use a CGA emulator like SoftGraf to run the game. Of course *Prophecy* looks best with any of the advanced 16-color standards, but runs about 50% faster in CGA mode. Only on 4.77 megahertz machines does speed become a problem on screens with lots of animation. Any turbo XT class or faster should not have any difficulty.

Advanced graphic driver will reward you with beautiful color, from the flickering torches on the gray stone of the dungeon walls to Steve's flowing blond hair. Movement is handled in an especially realistic fashion. Unlike the usual RPG, where your character icon remains constant, this one actually shows you using your weapon of choice. The Halberd, with its greater reach, was especially fun to watch. Unfortunately, it requires both hands, hence a drop in your defensive capacity.

Sound effects were sparse but interesting. I was disappointed that such a high quality game didn't support one of the new audio boards, though I'm told that a planned sequel will definitely do so. Neither was the Tandy three-channel sound system supported. Even so the sound wasn't bad. The opening screen was accompanied by a Bach minuet that many people will remember from the movie *Electric Dreams*, in which Edgar, the "Apricot" computer, played a musical duel with a classical cellist upstairs.

During the game, the click, click of your footsteps, as well as your foes can be heard. This is annoying in some games, but is such a quiet sound in *Prophecy* that nobody is likely to be bothered. The footsteps are punctuated by the battle

sounds of blade against armor and an occasional squeal of agony as some of the monsters meet their makers.

## The Flip Side

*Prophecy* is not without its flaws, but most are mere quibbles. For one thing, gold is plentiful, but the ways to use it are few. There were three people in the city of Nermon who would take some gold to heal you, restore your spell points or give you extra spell points, and only one merchant with a respectable suit of armor for sale. I'd like to have seen at least two each of these characters instead of only one.

And I wished for someone to buy the extraneous gear and identify some of the more ambiguous items. It would have been nice to allow the Priests to bless weapons and armor, making them magical. Basically, I'd just like to have been able to spend my gold a bit more freely.

There is also a bug that occasionally caused my game to freeze up when I entered a new area. Chances are, this was fixed in the final production copies, but don't panic if it happens to you. You need only copy the files from the "MAPS" directory of your master disk over the ones on your play disk. (This also has the added benefit of refilling all the chests you've emptied.)

*Prophecy* comes on one 3.5" and two 5.25" floppies. Joystick and hard drive are strictly optional, and won't be missed too much if you haven't used them before. The disks are completely free of copy protection, so you can move the files around as you like. In fact, the manual recommends that you not use the master disks except to make copies of them. This is because of changes that are made to the files of the play disks that would make it impossible to replay the game after finishing. There is a form of key word copy protection that requires you to enter the name of a creature whose picture you are shown when you change levels.

**Conclusions:** As a designer's first outing in the realm of fantasy worlds, *Prophecy* is a resounding success. Colorful and highly imaginative, with fast action and nice animation, *Prophecy* plays unlike anything I've yet experienced before, and has some really nice twists and turns that resourceful players will appreciate.



Prophecy: The Fall of Trinadon	
Strength: 11	Level: 11
Intelligence: 11	Experience: 5320
Mil: 13	Max HP: 127
Vision: 13	Hit Points: 114
Chara: 7	Max SP: 101
Spells: 13	Spell Points: 67
Endurance: 10	Damage: 28
Defense: 58	Gold: 24837
Speed: 4	
1-Dark Long Sword	R-Hand of Terror
2-Gender Full Pit	
3-Diamond Helmet	
4-Jedist Cloves	
5-Jedist Cloves	
6-Baelharlok	
7-Magnin	
8-Harwan	
9-	

## Deja Vu II Walkthru

Continued from page nine

### Reliant Laundry: Chute and Secret Office

Operate **vonbslfe csbtt lfz** on chute. Open chute. Enter chute. Up stairs. Enter office. Operate **ebsu** on dartboard. Enter Secret Office. Open desk. Take letter from desk. Put **djhbs sjoh** in desk. Exit Secret Office. Exit office. Open front door of laundry. Exit laundry. E (3).

### Malone's Office

Enter Lucky Dice Lobby. Enter corridor. Operate elevator button (on itself). Enter elevator. Operate **nbhofu** on panel. Exit elevator. Open door to Malone's office. Enter office. Open desk. Put diary, **Cpoexfmm's mfuufs** and **Nvsqiz's mfuufs** in desk. Exit Malone's office. Open elevator doors. Enter elevator. Operate button for Lobby (on itself). Exit elevator. Enter Lobby. Exit Lucky Dice. E.

### Finalé

Turn on printer (if you have one). Enter train station. East to Baggage Claim Department. Examine sign for "Departures." Take any departing train. Operate money on conductor. Wait.

### Map Key

**A:** pants, wallet, \$10 bill, quarter, faded newspaper clipping, recent clipping, drivers license, trenchcoat, key, penknife  
**B:** cigar ring, train schedule  
**C:** picture  
**D:** chips  
**E:** money  
**F:** newspaper  
**G:** flashlight, cigar ring, penknife, small brass key, overcoat, money  
**H:** boards  
**I:** phone, unusually shaped key  
**J:** bottle  
**K:** slot machine  
**L:** diary, Sugar Shack's car  
**M:** wardrobe, uniform, vacuum cleaner, envelope, McMurphy's letter  
**N:** toe tag  
**O:** box, Bondwell's wallet  
**P:** suitcase, dirty clothes, picture, envelope, Bondwell's letter  
**Q:** laundry hamper  
**R:** desk, cardboard box, unmarked brass key, small magnet  
**S:** desk ornament, dart  
**T:** desk, letter  
**U:** desk

## Adventure Hotline

Continued from page seven

ers in the air, was added, and the story line and accompanying text was bolstered. There's more emphasis on exploration (over 250 rooms) than on combat in this menu-driven space adventure, released in June for 512K IBM. It supports the Ad Lib sound board during the title screen, and *Blacksilver* offers no support.

### MicroProse's New Division

Since the MicroProse label is associated mainly with simulators, their new Medalist International division will be handling adventure, arcade and other kinds of games. *Spider-Man*, from that division, is an "interactive, electronic comic book" for the IBM, with C 64 maybe this month, ST and Amiga next.

### 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). And thanks to everyone who has already done so.

### Contest Winners

Hugh Dainer, the winner of this month's "Keys to the Kingdoms" contest, will get the game of his choice. So does Richard Nathan, who won the Random Drawing.

### Walkthrus Wanted

Solved a quest lately? We're looking for solutions to these games: *The Magic Candle*, *Might and Magic II*, *Wizardry V*, *Prophecy*, *Ultima I, II and III*, *Journey*, *Shogun*, *Zelda I & II* and *Hillsfar*. If you've solved one of these, let us know before sending in the solution; if yours is accepted, you'll get the game of your choice. (Your solution must follow the format seen in *QB* and *Quest for Clues* and must be typed, not hand-written or scribbled on the back of the maps with a fading InvisiClue pen.)

### SSI: Land of Many Colored Boxes

SSI games are now in color-coded packages, to make it easier for you to find the kind of game you're seeking. To make it even easier, here's what the colors mean: silver boxes contain action/arcade-style games, the white marble boxes hold action adventures (like *Hillsfar*, with arcade-style events to complete, plus experience points, magic items etc., and a long-range quest to accomplish), and the gold ones contain *real* gold—the fantasy role-playing games.

## Waiting for Duffy

*Duffy's checked into the Hotel California, so contact these people if you can help.*

Ultima III: need clues, hints or walkthru (in addition to ORIGIN's cluebook). Thomas Dauer, HQ V Corps, DEH, AETV-EHP-PP, APO, NY 09079

Shadowgate: How do I get past drunken hobgoblins? Nathan Franklin, 30 Parkview Dr, Feeding Hills, MA 01030

Passengers on the Wind: what are the keys for playing the IBM version? Amit Saraf, Jl. Kelinci 1 #4, Jakarta 10710 Indonesia.

Ultima 2: where can I find a hint book? Bob Thompson, 3680 Forest Creek Rd, Jacksonville, OR 97350

BattleTech: need more men and Mechs. Can't find way past holographic face in inventor's hut. Michael Gardner, POB 2036, Bridgeview, IL 60455

Neuromancer, M & M, Ultima 4: need all maps, hints, tips. John Ransbottom, POB 491, Chesapeake, OH 45619

FOFT: Does anyone understand FOFT? Jim Hollingsworth, POB 27, Kelso, WA 98626

Enchanter, Zork 1-3: need help. Miles Hastie, 2 Spicer Circle, Unionville, Ont., Canada L3R 1X9

Elite: How do you complete Mission Five? Stephen Klick, 1108 Suntree Place, Kansas City, KS 66103

King's Quest 3: How do I kill dragon? I have all spells. Ahmad Al-Nusif, POB 38305 Dahia, 72254, Kuwait

Space Quest 3: How do I outsmart Bounty Hunter on Pheebut long enough to get on ship before storm hits? Stephen Hertz, 1040 Whalley Ave, New Haven, CT 06515

Police Quest 2: No luck getting divers to Cotton Cove, even tho I have scuba certificate and asked Mario and Dipatch for help. Bobbie Mikes, 160 E. 88 St, NYC, NY



# Keys to the Kingdoms



## The Magic Candle

A good initial party: Zinx, Elfun, Sakar, Nehor and Rexor. Deramgud is in **Vcfsjpo**, northeast of the Sanctuary, just west of **Mblf Csfmmfiu**. The chant is: **Bdivoof, Sftijqubs, Fqjupobhaj**. Inside, visit the god called Valon. Chant **Tibfsbe, vef, tibfsbe, gbfz**. When he grants you a gift, visit the fountains of Strength and Dexterity. The combination for the teleportal in Dermagud is Cube, Cube, Cube. It sends you to Yberton. Tonton in Bondell will raise your Charisma if you have enough gold. Chant for Vocho: **Iplef, lbgmui, qplboekp**.  
Dan Engbe

Buy a book of Zoxinn for 2,000 at Shiran. Knock on Fizkreto's door. Buy plenty of cubes, spheres and pyramids, the keys to the teleportals.  
Chris Carlucci

## Project Firestart

On level two, look in the **ljudiofo** for a first aid kit, in **Ufssbsjvn tvqqpsu** for a gun.  
Russ Ceccola

## Wizardry V

It's possible to create a party with all the alignments. Roll up a good Fighter, neutral Fighter, Evil Fighter and a Priest, Thief and Mage. At Gigamesh's, form a party with the good and neutral characters, then enter the Maze. Immediately quit and save with "Q" and answer "y" to quit this game. Back in town, load the evil characters at Gig's and enter the Maze. Quit and save as before—on the same square. In town again, enter the utility "From Edge of Town" and restart the party. Highlight the entire party, and you'll have a group both previous parties, so eventually your group can have a Nina, Lord, Samurai and Bishop.  
Brian Swander

## Deathlord

The last secret word is **tfjzplv**. The tooth is in **Nbmlboui**.  
Tim Manda

## King's Quest IV

To get the unicorn, you need Cupid's arrow, a peacock feather and a bridle. Scare

Cupid in the pool to get the arrow. For the feather, jump off the dock and swim west to Jeresta's island. To get the bridle, swim north to the island after escaping the whale. Go to the bow, find the boat and look on the ground next to it.  
Jamil Farshchi

## Neuromancer

**Mvqvt** (backroom of **Njdsptpgu**) has Evasion chip and security pass to Sense/Net. ROM Construct Identity #0467839. He also has BankGeMeinSchaft account number. Good: Decoder, Blowtorch, Hammer. Better: Doorstop, Drill. Best: Concrete, Depthcharge, LogicBomb. Use Logic against AI at 0/160, 80; Logic and Sophistry against AI at 1/352, 112; Philosophy against AI at 3/336/160; Phenomenology against Xaviera at 3/288, 208.  
Kalen Lowe

To save 2,000 credits on going to Zion Cluster and Freeside: (1) take all credits from bank (2) get a Musicianship skill chip from Julius (3) buy ticket for Zion Cluster (4) after done there, use Musician chip and play "Dub" for the man (5) after finished in Freeside, go to Bank of Berne and say you'd like to rob it.  
Dave Kent

## Dungeon Master

Develop all abilities for all Champions. Fireball spell is a good general offensive spell; have some prepared before combat. If all members have Fireball, the party will be hard to beat. Note which side of the passage a monster and your Champion are on: a Champion on the right would waste an attack if he struck at a monster on the left side. Also, on the fourth level, near the stairs down, is a room full of Screammers. They can provide food and fighting practice for Wizards and Priests. Screammers regenerate; after exploring the fifth level awhile, return to hack 'em up again.  
Don Boudeman

Use doors to destroy enemies: stand and fight after pushing button to close door, so it slams down on them till they retreat or die. If you retreat, they will follow and escape the door, so you must stand and fight. To find secret passages, check all walls for trap door levers, buttons and rings. In final confrontation with Chaos, you must force him into a niche with the **gmvydbhf** option on the power gem, then the **gvtf** option. Whenever you try the **gvtf**, he'll teleport; keep following until he traps himself, then **gmvydbhf** and **gvtf**.  
James R. Davis IV

## Might & Magic II

You'll find an expensive (50,000 a day!) but powerful (level 9 spells) hireling at D-3, 1, 14; after being released, he shows up at the Sandsobar Inn. Use him only for duplication and similar spells right at the Inn. There's a teleporter at C-4, 5, 1 that goes to the Earth Plane (E-4, 6, 4. From there, the spell C7-1 is at 14, 1. To reach the Wind Plane, try the teleporter at A-1, 2, 0. From there the spell C5-1 is at 1, 14.  
Hugh Dainer

To remove the Element Orb for Dawn's Cavern, give it to one of the hirelings, then drop him. When you return to the last town you started from, your hireling will be there with the Orb.  
D. C. Dayton, Jr.

Middlegate Dungeon: before entering, take the Poor Man's Portal (0, 5), go to 4, 10 and buy meal A. As you leave the tavern, H. K. Phooey will be available at 3, 10. Then return to Middlegate and enter the dungeon. If you need more help, go to Vulcana (3, 2), order meal B, and win the battle at 4, 2 to impress two more henchmen. Walk one square south and Rob the Dead for the Emerald Ring (AC +15). Then go one more south and run from the Snowbeasts to escape. Listen for rumors and tip the bartender at each tavern on day 30 and 180.  
James B. Simpson

## BattleTech

Code for the map room is **qftiu, cfokbnjo, tlzf, tvnnfs, szfstpo, lbuijm, bdifsobs**.  
Amit Saraf

## Gold Rush

Brooklyn: close your account, sell house for money. If going by sea, buy fruit. You have fourteen seconds before the rush begins. Put **gmpxst** on your **qbsfout'** **hsbwft**. Land route: unhitch the team and **mpdl xiffmt** on the steep hill. Search **bcboepofe xbhpo** for food. Buy mature mules. Get **Cjcmf** from man. Cape Route: get nothing before storm, then get pig meat, string, paper clip, pole metal scraps and fish. Don't forget the **Cjcmf**. Fork, town, etc.: switch the mules in the stable (make sure brands match!). You can find gold only 50 times. Use letter in your father's grave (12, not 21). Hike to Coloma. If you've read the **Cjcmf**, you know where to go. Once there, ask for **nbjm**. Pan only in the **fbtufso** river, and never near someone else.  
David Auerbach

Continued on page fifteen

The Gsff Kbnft Cspxo!  
edition of the QuestBusters  
Code: count one  
letter back—RC = QB.



# Swap Shop

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

## APPLE

Trade/sell: ACS, Bard 1 & 3, Legacy of Ancients, Ultima 2 & 4, Deadline, Zork Trilogy w/hints, Wishbringer, M & M hint book & super-characters. Mike Jasper, R R 2, Box 65, Worthington, IA 52078

Sell: Ultima 5, Ikari Warriors, Black Magic, Zork 1 w/clue book, Shadowkeep, Aztec, Wishbringer, Hacker, Death in Caribbean, more. Send for list. Brendan Hayes, 258 Windsor Dr, Bolingbrook, IL 60439

Trade/sell: Black Cauldron, Eidolon, Apshai Trilogy, Star Trek 2, King's Quest, Sundog, Legacy of Ancients. Todd Howell, Rte 1 Box 161, Pleasant Hill, NC 27866

Pool of Radiance, \$25. \$20 @: Neuromancer, Bard 3, Bard 2 w/cluebook. Legacy of An-

cients, \$15. Eugene Lin, 3947 Arthur, Lincolnwood, IL 60645

Wanted: Impossible Mission. L. Brooks, 425 East Dr, E. Alton, IL 62024

Will trade Deathlord with clue book for Might & Magic II. Bruce Menard, 324 S Boyer Ave, Sandpoint, ID 83864

Sell, \$10 @: Gemstone Warrior, Gemstone Healer, Expedition Amazon. \$15 @: Mystery House, Empire of Overmind, Realms of Darkness, Suspended. \$20 @: Bard's Tale, Ultima 5, Wizardry. Will trade for or buy Timeship. Write 1st. Gayle Ann Stanford, 3281 Foxgate Dr, Memphis, Tn 38115

Macintosh: 15 original Mac adventures, write for list. D. M. Campbell, 9772 Via Pavia, Burbank, CA 91504

GS: Dungeon Master, Warlock, War in Middle Earth, Shadowgate, Questron 2, Bard 1-2, Tower of Meglan. And Apple 2 versions of M & M 1-2 and Wasteland. \$20 @. P. Matta, 113 Carriage Crossing, Middletown, CT 06457

## COMMODORE

Trade/sell: Bard 2/3, Wizardry, Pool of Radiance w char. editor. Want Ultima 4-5, Questron 2, Wizardry 2. Jeff Behnke, 2691 Glen Valley, Leonard, MI 48038

Buy/trade: Ultima 1, Wasteland. Will trade ultima 5, Wizardry 1, Pool of Radiance. John Ransbottom, POB 491, Chesapeake, OH 45619

Trade: Project Firestart, Barbarian 2, M & M, AR: Dungeon, Last Ninja 2, Faery Tale, more. Want Heroes of Lance, Magic Candle, more. Send list. Also want Amiga traders. Robert Perez, 1140 Burke Ave, Bronx, NY 10469

Sell: Pool of Radiance, Bard 2-3, Captain Blood, more. Send for list. Also want Amiga traders. Nathan Franklin, 30 Parkview Dr, Feeding Hills, MA 01030

Sell—\$10: Breakers (or trade for Essex). Paul Shaffer, 1705-C O'Shea Ave, Bowling Green, KY 42104

Trade/sell: Autoduel, Faery Tale, Alter Ego, Shard of Spring, Roadwar 2000, Dark Lord, Tass Times, Defender of Crown, Beyond Zork, Friday 13th, more. Send your list. Bob Greenfield, 106 Heritage Dr, Freehold, NJ 07728

AMIGA—Heroes of Lance, Hostage, more. Want BattleTech, Sword of Sodan, Twilight Zone, others. Will swap lists. Tracy Gross, 2203 Park Ave, St Joseph, MO 64503

AMIGA—\$10 @: Dark Castle, Barbarian,

Continued on next page

## Continued from page fourteen

To get down the cliff safely, first **sfmfbtf pyfo**. If going west, you must leave the campsite at the right time. (Leave too soon, and the plains will be too muddy; too late, and you'll get caught in a blizzard.) To check conditions, go behind the wagon and walk north. When the plain's mud recedes, save game and **ubml** to **dbqubjo**.

Carl Lund

## Space Quest III

To get off the junk ship, repair the large spaceship in the BattleBot's Head (you need a warp motivator, nuclear reactor, ladder and SQ-approved wire. The motivator's near the escape ship at the start of the game. Use **pwfsifbe hsbccfs** to get it and put it in the rear section of the new ship. Examine wire in **spdlfu cpptufs tifmm** two screens east of **ftdbqf tijq**. Take good wire on left. Ladder and reactor are in **sbu't mbjs**. Go south on control room ramp and you'll fall down a chute that leads there. Examine light wires to locate reactor. A rat mugs you right before you leave, but just return to the lair to get your wire and the reactor back. Get ladder after climbing out of the lair. Use ladder to climb up on the ship and enter roof hatch. Put reactor in open floor compartment. Use wire to connect

it to circuitry. Check diagnostic computer. Sit and type **dpnqvufs** to access controls. Use the **efgfotf tzufn** to escape (first activate your radar and shields).

Ed Pflager

Phleehut: Enter Worlds of Wonder and sell gem. Take third offer. Buy **orat** on a stick and underwear. After Terminator's warning, quickly return to the screen showing your ship. Avoid the ship's entrance and go west to lure the Terminator under the pods. Then use **psbu** to grab his belt. Monolith Burgers: Buy Monolith fun meal and eat it at the table. Play videogame at slow speed (use pull-down menu) until secret message appears. Use **sjoh**.

Russell Greenspan

## Lancelot

Continued from page three

**Conclusions:** While *Lancelot* shows a lot of loving attention to the Arthurian legends, it runs afoul of the basic problem with all computer adventures based on previous books, films and so on: whenever you stick too closely to the plot of the original, players who already know the story will be bored, and those who don't will feel forced through arbitrary

puzzles just for the sake of arriving at the original story's predetermined outcome. In this case, I don't know the legends well, and had the impression that *Lancelot*'s authors tried to follow Malory at the expense of playability. There is no obvious reason why certain sequences of events develop as they do in the game unless it is because that's what *Le Mort d'Arthur* requires. So if you're a die-hard fan of the Holy Grail [not Monty Python's version!], or if your computer which lets you take advantage of the color graphics, you might enjoy the game. Otherwise, save your money.

**Skill Level:** Advanced

**Protection:** None

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

**Company:** Datasoft/Electronic Arts

## Next Issue

Shogun  
Tangled Tales  
Hillsfar  
War in Middle Earth  
Guardians of Infinity

And more news, clues & reviews!

Continued from previous page

Arctic Fox, Beyond Zork. \$5 @: Trinity, Moonmist, Mind Forever Voyaging, Ballyhoo, Wishbringer. Paul Shaffer, 1705-C O'Shea Ave, Bowling Green, KY 42104

#### IBM & QUEST-ALIKES

Trade/sell: Bard 1 + cluebook, \$20. \$15 @: King's Quest 3 + cluebook, Ultima 3 w/same, By Fire & Sword, Wizard's Crown, Roadwar 2000. Want Ultima 4, AutoDuel, Sentinel Worlds. T. Dauer, HQ V Corps, DEH, AETV-EHP-PP, APO, NY 09079

Trade: Pirates, AR: The City, Captain Blood, Future Magic w/cluebook, BattleTech, Heroes of Lance, Pool of Radiance, King's Quest 4, Starflight w/cluebook, Alien Fires. Want Wizardry 3, Star Command, Roadwar 2000, Romance of Three Kingdoms. K. Lowe, 4412 Pacheco St, San Francisco, CA 94116

Trade Wasteland (both disk formats) for Future Magic (5.25" disks). Andrew Pollak, 2002 Regis Dr, Davis, CA 95616

Sell/trade: Space Quest 1-2, King's Quest 3-4, Police Quest 2, Leisure Suit 2, Defender of Crown. Any disk size, but want 5.25" for Defender. Rafael Marcano, Guayabal F-92, Lago Alto, Trujillo Alto, PR 00760

Trade/sell: Ultima 5, Wizardry 4, Future Magic, Questron 2, Star Command, Autoduel, Pirates, ACS, more. Send SASE for list. Michael Noth, 26 Regal Lane, Iowa City, IA 52240

Sell—\$20 @: King's Quest 1 & 4, Phantasie 3, Ultima 4 & 5. Maniac Mansion, \$15; \$10 @: Twilight Zone, Defender of Crown—or will trade for any Bard's Tale or Wizardry. L. K. Miller, 256 Azalea Dr, Kissimmee, FL 32743

Sell—\$10 @: Space Quest 1, King's Quest 4, Manhunter, Leisure Larry 2, Sherlock Holmes (Infocom), Roadwar Europa. \$20 @: Wizardry 1, Ultima 4. Want: Maniac Mansion, Zak McKracken, Wasteland, Pool of Radiance, or send list. Pete Kenny, 14 Cimarron Dr, Trophy Club, Roanoke, VA 76262

Sell/trade: The Colony, Leisure Larry 2, Police Quest 2, Hollywood Hijinx. Send list or requests. Marlene Simmons, POB 72, Richford, CT 05476

Sell: Essex, \$10; Leisure Larry 2, \$25 or trade for Police Quest 2. Paul Shaffer, 1705-C O'Shea Ave, Bowling Green, KY 42104

#### ATARI

8-bit—sell only: Alternate Reality, Ultima 1 & 2, 7 Cities of Gold, Gemstone Warrior, Return of Heracles, Zorro, more. Write for list. Bob Albright, 912 Mt Rose Ave, York, PA 17403

ST—sell or trade: Phantasie 1 & 2, Mercenary, Moebius, Captain Blood, more. Bob Albright (See above for address).

#### MISCELLANEOUS

Wanted: Book of Adventure Games I. L. Brooks, 425 East Dr, E. Alton, IL 62024

## Passport to Adventure

For the next few months, we won't be selling any computer games. We're setting up a new system for doing so, one that will provide much faster and more efficient service than in the past. Meanwhile, QuestBusters' products are still available at the same low, low prices.

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