



QuestBusters™



The Adventurers' Journal

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August, 1990

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No Wizardry VI? No Leisure Suit Larry IV?

Everyone wants to know when the sequel to their favorite series will be out—if it's even happening. About a potential *Wizardry VI*, for instance, Sir-tech says, "We don't even know if there's any such animal."

EA has no plans for *Bard's Tale IV* or *Wasteland II*, but says *Fountain of Dreams* will be similar to *Wasteland*. Or you can wait for Interplay's *Mean Time*, which will also use a similar system (EA has the right to the name *Wasteland*, for which Interplay developed the system.) *Dragon Wars II* (referred to in certain circles as *Bard's Tale V*) is planned for early next year.

Sierra plans to unleash *King's Quest V* this fall. *Space Quest IV* may be ready by Christmas. *Hero's Quest II* is in the works, but no release date has been set. Another *Camelot* is planned but not yet underway. Jim Walls may do another *Police Quest* and will follow up with another *ICEMAN*, but not right now. Sierra says no more *Leisure Suit Larry*s are scheduled, but "you never know."

ORIGIN says a *Moebius* sequel is possible. *Ultima VII* is "scheduled" for fall of 1991 (so look for it by spring of '92!). ORIGIN, in addition to doing "story sequels," is doing "technology sequels" like *Savage Empire* (see CES article, this issue) and a Jules Verne-type tale, both using enhanced versions of the *Ultima VI* system. *Bad Blood*, which took the same approach as *Times of Lore* but enhanced it for MSDOS, will be followed by a super hero-type game using that system's latest version. ORIGIN will have special editions of most future releases. With *Savage Empire*, for example, you'll

get a T-shirt and cluebook, for example, in addition to the autographed box. (Special editions are available only via mail order from ORIGIN.)

SSI goes SF

SSI is using the *A D & D* engine in *Buck Rogers: Countdown to Doomsday*. It's set for October for MSDOS, with C-64 and Amiga to follow.

Conversions

Might & Magic II arrived for Amiga and Mac. *Where in Time is Carmen Sandiego?* is coming for Amiga this month, as is *Prince of Persia*. *Dark Heart of Uukrul* already arrived for MSDOS (only \$24.95). *Knight of Diamonds* is due for Mac this fall, as is *Bard's Tale III* for MSDOS. The MSDOS *Dungeon Master* is set for Christmas. EA's British import, *Helms of Shadow* (Amiga and ST), is being ported to MSDOS for the fall.

Bad Blood will run through the streets for C-64 users this fall. So will *Ultima VI*. The Amiga version (512K, same resolution) is set for spring of '91. But no way will we see an Apple *Ultima VI*.

SF2 & U6 bugs

EA says *Starflight 2* won't play on certain MSDOS clones, but didn't name them. Actually, you can get halfway through it before running into fatal bugs. A revised version is imminent—be sure that's what you get if using a clone. *Ultima VI* went through three versions, but ORIGIN says there's no reason to request an upgrade unless you're having problems (many bugs were system-specific).

Sierra rumors not outlandish enough

The phone lines at Sierra have been strangled lately by callers trying to confirm a rumor that the company is shifting from computer games to doing CD-ROM games only. Not true. (Not even a good rumor, since at last count only two people in the entire country have CD-ROM for their computers, and one of them is in the shop!) Sierra's John Williams says they're branching out but will continue focusing on computer games, especially for MSDOS (even CGA and monochrome support) and Amiga (new, enhanced one-meg games are on the way). But Apple conversions are not happening.

Excuses, etc.

This issue probably arrived a week late, a tragedy caused by a confluence of uncommon events, including the last stages of editing *Quest for Clues III*, switching all in-house writing and editing from the Mac to an MSDOS clone (more frustrating than playing *Zork* blindfolded), and our editor's honeymoon. It is likely the September issue will also be a week behind schedule, but by October we'll be back on tracks.

Over the bounding main

At CES, Broderbund showed off *Galleons of Glory*, a "resource-management adventure" about the secret voyage of Magellan. You sail from Brazil to find a trade route around Africa to the Orient. MSDOS, any day.

Eric Todd Mitchell Knight von Heineken Porter moves to SSI!

Yes, that man of many names has made the move to "The Coast," as it's called in the industry. *Times of Lore* author Todd Mitchell Porter (yes, Todd, we finally got it right!) left ORIGIN to become a senior game developer at SSI. *Interceptor* will be his first game, then he's starting on *Renegade Legion*, based on a FASA role-playing game and due out next year.

Accolade hints

Anticipating calls from people stuck in *Search for the King* and *Altered Destiny*, Accolade set up two 24-hour hint lines (but notice it's a 900 number, not an 800 number: 900-990-HINT). They've also got a bulletin board: 408-296-8800 (300, 1200, 2400 baud; 8-N-1). And clue books are going for \$12.95.

Inventory

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DragonStrike

Takhisis and the dragons of darkness have nothing to fear from me. (On the other hand, Mark, who gave me extensive notes about the look and feel of the game, apparently had little trouble in clearing the sky of the evil lizards.)

I don't like flight simulators very much, but I could grow to like this one on a more responsive machine, like a 386 or an Amiga. SSI and Westwood Associates did a terrific job in bringing the winged combat of Krynn, TSR's most famous *Dungeons and Dragons* fantasy world, to a computer screen. *DragonStrike* has it all—color, sound, man-dragon communication and smooth flight (actually it lurches a bit from frame to frame on my Tandy, but I understand it is smoother on faster machines). EGA and Tandy graphics are very good; VGA are excellent.

You really seem to be riding on a dragon. *DragonStrike* contains a wealth of detail, including dragon biographies, objects to be acquired (magic things that work automatically), related missions (The Fray, Rout, and Blood of the Mountain are all tied together), other, non-dragon, foes to fight (castles and ships), and music that's keyed in to the action.

Combat is detailed. Though your main weapon is the dragonlance and the deadly

Type: Role-playing Flight Simulator
Systems: MSDOS (512K; mouse & joystick optional; CGA, EGA, VGA, MCGA, Tandy-16; Ad-Lib)
Planned conversions: Amiga (soon)

breath of Sirdar, your Bronze Dragon, you can also lash out with sword, fang and claw if the foes get close.

Combat is also complex—and will take time to master. Eight keys are involved in aiming your dragonlance and your dragon's fiery breath. Flying and shooting require the whole numeric keypad. The F1-F4 keys control which way you're looking, so you can see the dragon coming in behind you, even if you can't get out of its way. (Hasn't anyone ever taught these dragons of Krynn how to do an outside loop or a barrel roll?)

It could be argued that *DragonStrike* is that most elusive of all computer game genres, a role-playing game that uses real-time arcade skills perfectly in a real-time environment. Both dragon and rider have at least one attribute (hit points), which may vary depending on how well you do in combat, or how much healing ointment you have left.

Mark felt the role-playing aspect of the game could have been enhanced by giving the player the ability to create his own character. Of course, SSI's idea is that *you* are the dragon-rider, not some character that you just role-play. I can see how some gamers would prefer it one way, and some the other.

There are 22 missions to fly, which lead to considerable advancement for your character. They start with relatively



Weird, Weird, Weird!

easy ones, like dispatching a couple of small white scout dragons, and move to a grand finale against nearly invulnerable Death Dragons and hordes of small flying Draconians. You'll need magical weapons as well as supernal reflexes and superb judgment if you hope to free Krynn from the innumerable forces of evil.

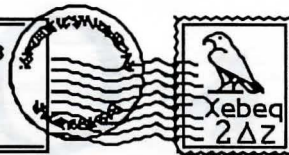
Copy protection is contained in the game's 28-page manual. To begin play you must find a symbol on a page corner, then look up a certain word by paragraph and page number. The well-written and illustrated manual will also brief you on the missions, the types of foes you will face, and the kinds of advancement you may attain for superior performance. A very short piece of fiction by TSR author James M. Ward helps get you in the proper mood, and the dragon biography cards are suitable for framing.

Conclusions: I haven't played Lucasfilm's *Battle of Britain*, but fantasy fans who also like to fly will find SSI has produced the best new flight simulator of the year. What would really make this product great, though, would be the ability to link computers via network and fly dragons head to head and wing to wing against other dragon warriors. [Editor: Or better still, against Nazi bombers in *Battle of Britain*.] Maybe in the sequel.

Skill Level: Difficult
Protection: Offline; manual required
Price: \$49.95
Company: SSI/EA

By Ken St. André and Mark Foshee

Letters
to the
Editor



Dear QuestBusters:

Thanks for the article questioning the necessity of death in adventure gaming. After struggling through the innumerable battles in *Bard's Tale I* and *II*, I find it relaxing to turn to *Ultima V*, where fighting is not the main object of the game. Keep up the good work. Maybe game writers will see the light.

Irene McCracken

Dear QuestBusters:

After noticing the poll and the new managing editor in the May issue, I got the willies—big changes on the way. Please, no changes! Not in coverage (though an occasional ST review would be nice), no changes in staff, and no changes in humor (unless it's an increase). I've seen changes ruin (and kill, in some cases) *Compute*, *Family Computing*, *ST Log* and other magazines.

Carl Lund

Aside from raising the sub price to \$150 a year, we have no big changes in store. (Except that starting next month, we will review only games for the Timex-Sinclair, and start publishing the entire journal in Portuguese—but that's just minor fine-tuning.) The poll was just an excuse for a contest so we could give away some free subs to well-deserving adventurers. And we trust you don't mind our bringing a top-notch ST reviewer aboard this month.

QuestBusters™ The Adventurers' Journal

Editor: Shay Addams
Managing Editor: Dora McCormick
News Editor: Nuyy
Contributing Editors: Stephen King, Ken St. André, Al Gioveti, Steven Payne, Russ Ceccola, Bruce E. Wiley, Brian Smith, Bob Guerra, William E. Carte, Charles Don Hall, Mike Bagnall, Matt Hillman, A. Bruce Lotts

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Chaos Strikes Back: Best Quest of ye Month

Combining arcade action with role-playing effectively enough to satisfy enthusiasts in both camps, *Dungeon Master* redefined the role-playing game. Many gamers call it the greatest computer RPG of all time, and I think this one-of-a-kind game is clearly the best.

In *Chaos Strikes Back*, the original game system is continued in a quest packed with the finest in heads-up display, real-time role-playing. The award-winning artwork was carried over, and there are ten levels of beautiful graphics, bone-chilling action and the same kinds of puzzles that we love to hate.

Graphics and animation are very detailed, lending a realistic "you are there" feel. Encounter squares and menu options are replaced by click-on buttons and actual pictures of the monsters as you approach them, or they approach you, from a distance. To run, you merely turn your character around and move away from the monster.

Items and spells actually fly through the air and can be dodged. And objects stay put when you drop them on the floor or place them on shelves, another realistic touch. You can run to the other side of a door and close it on the pursuing monster, so doors can be very defensive tools. When you damage a monster, it runs

from you, and you can pursue it to finish it off.

Type: Fantasy
Role-playing Systems: ST (512K)

Planned conversions: Amiga (fall), MSDOS (1991)

Chaos Returns
In *Dungeon Master* you led a quest to reu-

nite the White Wizard with his other half, the Lord of Chaos, to form the Grey Lord (your master and mentor). In the sequel, the aging Grey lord has been severely beaten and Lord Chaos is once again separated from the Grey Lord. Lord Order, the other half of the Grey Lord's being, still resides within him.

Before Lord Chaos was fused (at the conclusion of *DM*), he built a secret dungeon under the valley of Viborg and created a Forge of Fulya to produce four large chunks of corbum. The corbum's power shakes the foundations of the Grey Lord's castle and will eventually kill him. Hidden in a pillar surrounded by a sea of death pits, each piece can be accessed only by completing four dangerous mazes based upon the four ways: Warrior, Ninja, Wizard and Priest. The only way to destroy the corbum is to find the Ful Ya Pit and throw it in.

Spectacular!

The plot is an old one, but the presentation is spectacular. I have always preferred the first-person, heads-up display to any other because, when done correctly, it yields the most true-to-life gaming experience. *Chaos* has that feel.

The screen presentation is exactly the same as in *Dungeon Master*, split into several panels. A heads-up display of the dungeon, treasures and inhabitants takes up two-thirds of the display, with a message panel below. Above the display, bar graphs reflect your characters' Health, Stamina and Mana (magic) levels.

To the right are the keys for movement, weapon-handling, and Spellcasting. The right-hand display has three basic views: Spellcasting (an enlarged book of spells), inventory (hands, chest, shield and backpack), and a display showing which way characters' face in combat.

The mouse delivers the precision and speed required for making selections during a real-time encounter. It's also important for doors with buttons to push, items to pick up and put down, and small action controls that must be clicked on with the mouse-controlled hand—"hand" manipulation makes all this more realistic.

I prefer a keyboard-based interface with optional mouse or joystick control, but the mouse-based interface was not a detriment to my play. (The only active keys are the insert, clr-home and arrow cursor keys.)

3-D Perspective

Separate character inventory and statistics screen can be activated to show food, treasure, clothing, armor and weapons, which is worn or carried in a semi-paper doll fashion on a silhouette of the character. The characters have two hands, a pouch for holding small objects, a quiver for holding thrown weapons, arrows or rocks for slings, and a second hand weapon such as a sword.

The backpack can hold up to seven-

By Al Giovetti

A veteran adventurer, Al has playtested games for *Muse Software*, *SSI* and *Sirtech* and has written for *Current Notes* and other magazines. A CPA in Maryland, he owns *Computer Wizards* and part of *Joppa Computer* there, and goes questing regularly on ST, MSDOS and Apple computers.

teen objects of any size. On the body can be worn boots, mail stockings, breast plate and other clothing. Each character has an eye for reading and examining objects, and a mouth for eating and drinking.

Weight is a factor. If a character doesn't have enough undamaged Strength and Stamina to car-

ry his load, he becomes exhausted and hungry and moves slower. Stronger characters can carry chests to increase their carrying capacity.

Bar graphs change color to show how much food and water are left. Run low, and you might starve to

death or die of thirst. Many types of food are available, including edible monsters that you either hack up, or broil and prepare into transportable edible items such as Shreeker Slices and Worm Rounds.

Chaos Strikes Back vs Dungeon Master

Chaos is smaller than *Dungeon Master*, with only ten levels instead of fourteen. The size of twelve levels in *DM* is 31 x 31, while the smallest level is 17 x 18, and *Chaos* levels vary from 22 x 28 to 30 x 30.

Puzzles are similar in both games. There are physical puzzles involving wall switches, floor pressure plates, invisible doors (or insubstantial walls), pits, teleporters, spell generators, locked doors with keys, and teleporters with gem slots.

But the puzzles in *Chaos* are more difficult. In addition to using the correct keys in one case, you must also press multiple buttons on different levels. Keys disappear when used in some locks; in others, they don't, so you can use them again.

Many pits and switches can be activated only by monsters, not extra party equipment or rubble. (You must maneuver the monster onto the switch to activate it.) Monsters are more powerful, more intelligent and less predictable, making the old *DM* box-step less efficient and more dangerous.

The locations of artifacts and items are randomized when the game is loaded, making some almost impossible to find, even with hints. Some walls are also shuffled, making it difficult to follow directions and maps made by other players

Teleport to next page



The Chaos Picture Editor

Chaos Strikes Back

Teleported from previous page

(but I've heard of people who completed it without mapping at all).

Characters

One of the greatest aspects of the game system is that it lets you train all four characters in all four types of skills: Warrior, Ninja, Wizard and Priest. They can advance in levels in four character classes (Fighter, Ninja, Priest and Wizard) that have various advantages in the quest.

The Ninja has a unique ability to throw most anything found in the dungeons, from treasure to food. (It would be neat to pick up a small monster and throw it at a larger one, but alas, you can't do so.) Each level has six grades of proficiency, from Neophyte to Master. The Master level has six sub-levels—"lo, um, on, ee, pal and mon"—which are, incidentally, the first or power syllable of all spells for Priests and Wizards.

One great difference between *Chaos* and RPGs from the old days is that levels can be gained by practice, so a character doesn't have to kill monsters to progress to higher levels. He can simply cast spells or throw things, for instance. This takes some of the hack and slash edge off the game and resolves one of my pet peeves: practice has its place in real life, so why not in role-playing games?

Sophisticated Magic

Spells are composed by reciting spell syllables or words in the proper order, which is done by selecting symbols from the corresponding panel. Potions require the character to have an empty flask in his hands, and he must drink the potion.

A spell is formed with two to four syllables or words from the four different levels of six spell syllables or words. Each syllable has a cost in "mana" points, and each character can attain up to 36 such points. Mana is restored by resting, sleeping, or the mere passage of time. Lack of mana can be overcome with magical items found later in the quest.

All classes can use magic. Any spell can be given six increasingly powerful levels of power, but the caster's power determines its effect. Spellcasting rewards the caster with experience points and a variety of other benefits, such as mana acquisition and higher levels of Priest and Wizard proficiency.

The World of Chaos Strikes Back

Everything takes place in Lord Chaos' dungeon fortress, where four major paths or ways correspond to the four arts: Ku (Fighter), Ros (Ninja), Dain (Priest) and Neta (Wizard). These levels are not initially interconnected, and you must run the gauntlet from one end of the maze to

Let's quest again...like we

Last year's June CES in Chicago was my first. Staying outside the city, I had a two-hour commute to get to the show at McCormick Place, and ended up hating Chicago for its traffic. What made the show even more difficult was the number of software companies in hotel suites across town. If I wasn't on a shuttle bus, then I was in the back seat of a cab.

This year's show was a lot easier, because only Broderbund and Data East were 'off the floor.' With all the great parties and company representatives on-hand, I didn't want to leave Chicago this year. Staying downtown helped a lot—plus, I got cable TV with all of those dirty movies late at night and a mint on my pillow every day. Ah... the life of a game

the other until all four pieces of corbum are destroyed. There are several distinct locations, from the Entrance Room to the Diabolical Demon Director Room and the Ful Ya Pit.

One of the most important qualities in the enjoyment of an RPG is riding the cutting edge of excitement, somewhere between life and death. The suspense of "will I survive?" has to be ever present on the adventurer's mind. *Dungeon Master* keeps you on that cutting edge—in battle after battle, 'round corner after corner, you will find yourself poised for action that switches from running away to wading into the fray with spells blazing.

Combat is fast and furious, and the monsters are awesome, another step forward in computer gaming. There are only 25 different types, but they're all tough and beautiful. Standing toe-to-toe and slugging it out with monsters can be fatal. Hit and run tactics are often the only thing that works. Some situations require careful and thoughtful planning, and things that worked in *DM* won't necessarily work here (see Keys, this issue).

The Utility Disk

This disk includes a separate two-level maze so players without characters from *DM* can select fresh party members. (Many people say the characters here are far too weak to survive in *Chaos*, which forced them to import *DM* characters that were masters in at least one discipline.) It also has the Hint Oracle, which provides hints ranging from the sufficiently vague to the very detailed.

Almost a game in itself, the Portrait Painter lets you edit your characters' pictures and names. My children spent hours creating their own picture gallery of characters. FTL has given us a small window into the life of the computer artist, and by allowing us to customize our characters,

reviewer!

There were a lot of adventure games at June CES—more than at the other two shows I attended. Even more surprising was that all those I saw in action were, at worst, good games. Most were impressive and feature-laden. The majority of them were designed for MSDOS with an Amiga version to follow, or vice versa.

Other machine versions were iffy, with the most prominent ones being Macintosh and C64/128. Fewer and fewer games are being developed for the ST and Apple II/IIGS computers.

In any case, the 16-bit computers are the big machines for adventures, with CD-ROM on the way for MSDOS and Amiga. Don't think I skipped over Broderbund [see front page], Data East and Mediagenic/Activision. Data East had nothing new to show. I trust you've all seen *Drakkhen* and *Chamber of the Sci-Mutant Priestess* (both reviewed recently in *QB*). An MSDOS *Drakkhen* is on the way. Mediagenic had no computer games at all at the show, though remaining affiliate Interplay had three important titles. Now, as the King of Cartoons says every

has provided a means of establishing a greater bond with our alter egos.

Reservations

It doesn't support a hard disk, which is a major flaw. At least you can now use two floppy drives rather than one as in *DM*. And there's still no way to communicate with intelligent beings like Men and Dragons. Alternatives to the "hack and slash" and "kill or be killed" plot line should be found. Several games, such as *Ultima VI* and *Bloodwych*, offer more substantial stories as well as adequate ways of talking with non-player characters. Unfortunately, they lack some of this system's great innovations.

Assuming that everyone who bought *Chaos* would already own *Dungeon Master*, FTL omitted the excellent detailed 26-page manual. You get 23 pages, nine of which are devoted to the Utility disk. And only one page offers instructions on how to actually play the game.

Conclusions: An addictive game, *Chaos* will tear out 40-60 hours of your life. You'll be totally immersed in the quest, which will draw you out of the home or office. But you'll enjoy it more if you play *Dungeon Master*, so try it first.

Skill Level: Advanced

Protection: Disk

Price: \$49.95

Company: FTL

did last summer...let's CES again, like...

Saturday morning on *Pee-Wee's Playhouse*, "Let the cartoons begin!"

Accolade

These guys had two impressive titles using a newly developed system. *Altered Destiny* (available by late summer) and *Les Manley in: Search for the King* (already out). Both are for MSDOS and compatibles only. If you complain loud enough—as you should, because these two look like hits—maybe Accolade will port them over.

The new engine was developed by game authors Michael Berlyn, Steve Cartwright and manager of software tools development Bob Smith. It is similar to Sierra's system of text and graphics, but with a supposedly larger vocabulary and better parser. I was impressed with the bit-mapped graphics and fluid animation throughout. Digitized images pepper the games, and you can put objects inside other objects and manipulate them in a greater variety of ways.

Altered Destiny was created by Michael Berlyn, veteran Infocom author (*Infidels*, *Suspended* and *Cutthroats*) and designer of *Tass Times in Tone Town* and *Cyborg*. The game puts you in the role of P.J. Barrett, who is on a date with his girlfriend. While watching TV, you're both sucked through the screen and into another world, where you must find a guy named Helmar. Helmar has been corrupted by this jewel, so you've got to separate him from the jewel to save the alternate universe, then make it back through the tube to finish the date.

The game is very serious, with lots of challenges. There are all kinds of weird creatures in this other world. The view sometimes changes to first-person, animation and music are all over the place, and the box art takes top honors for the show!

Search for the King is Cartwright's new game. Cartwright is a veteran of the Atari 2600 Activision cartridges and most recently designed *Fast Break* for Accolade. His game is a lot less serious than *Altered Destiny*, putting you in the role of Les Manley, Accolade's answer to Larry Laffer. Working at a radio station sponsoring a contest to find Elvis, goes from The King's mansion all the way to heaven looking for clues. It looks like a lot of fun and appears very easy to control, as does Berlyn's new adventure. I look forward to playing these two.

Electronic Arts & Affiliates

Electronic Arts had only two games of their own to show, but their affiliates added a few more to the pile. The two from

EA are *Powermonger* and *Centurion*. I expect both to be hits. *Powermonger* is designed for the Amiga by Bullfrog, who brought us *Populous*. Instead of a god, you play the leader of a tribe on an uncharted world. You must negotiate and fight with neighboring Captains over land and people, with the ultimate goal of becoming a power-monger. The view is similar to *Populous*, but the game world is dynamic, with events happening all the time.

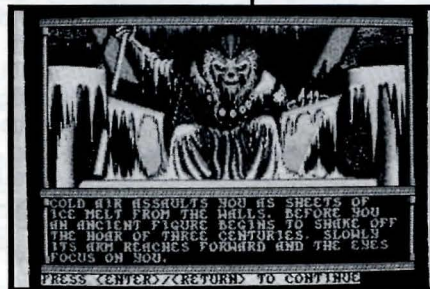
Centurion is finally available for the MSDOS and boasts the work of *Defender of the Crown* designer Kellyn Beck and musician Jim Sachs.

You start as a young officer and must build up your reputation and armies until you reach the highest plateau of command in ancient Rome. No puzzles or quests are involved, but you must make lots of strategic decisions, in addition to participating in chariot races, sea battles and land battles. The game looks good and offers a lot of different ways to advance in rank. I saw it on an MSDOS with VGA graphics. An Amiga version is also planned.

I didn't get to see them up and running, but CinemaWare will be putting out *3 in Three* (designed by *Fool's Errand's* author Cliff Johnson) for the Macintosh, a game that takes place within a computer, and *Star Saga: One & Two* for the Apple II, IIGS and MSDOS computers, games that combine science fiction adventures and board games from *Wizardry's* creator Andrew Greenberg. These Greenberg games were originally published by MasterPlay but are now distributed by CinemaWare.

New World Computing's big release this year is *Tunnels & Trolls* for MSDOS this fall, with maybe Amiga and Mac later. The game, which will be familiar to all those used to *D & D*-type games, looks remarkably easy to use. Your character is either a Warrior, Wizard or Rogue and there are plenty of items, monsters and spells to keep you busy. Finally, the legendary game has made it to home computers here.

UBI Soft had two new adventures showing on Amigas at the EA booth. You may remember *Iron Lord*, their easy-to-play adventure. Now, they've brought us two graphics-heavy games to follow up:



Silver Blades from SSI

Unreal and *B. A. T.* Both have that distinctive European feel that we reviewers like to see so much because it adds diversity to our jobs. Both are graphic adventures with simple interfaces.

Unreal gives you a copper dragon as a pal on your quest to find and destroy four crystals that are powering an evil Changing Sword. In *B. A. T.*, you must defeat the evil Vrangor before he knocks off the Earthlings stranded on the planet Selenia. Both games rely on clichéd plots, they look good and play well.

Finally, SSI has a couple of new games. (Two games seem to fit these booths well.) *Secret of the Silver Blades* is out now for MSDOS and C64/128. It takes the

best version of the *AD & D* system (from *Champions of Krynn*) and adds more features such as higher levels and new spells and monsters. It appears to continue the tradition of the *AD & D* gold box games and takes place once again in the Forgotten Realms.

DragonStrike is the dragon combat simulator for the MSDOS (Amiga and C64/128 in the fall). Sounds like an awfully silly premise, but it is pretty interesting, with crisp colors and fluid animation. Plus, they threw in a lot of different enemies and a story around the whole game.

Interplay

Interplay had three games of interest to all adventure gamers. *Future Wars*, already out for the Amiga and on the way for MSDOS, is somewhat linear but still a good buy. (I got a copy after the show and played it nonstop for a couple of hours.) Not an adventure per se, *Battle Chess II: Chinese Chess* may appeal to some adventurers because of its hack and slash nature. Once again it's a traditional game board on which animated characters act out battles—in this case, a Chinese checkers-type game. The graphics are detailed and the sounds effective.

Interplay's most significant showing was *Lord of the Rings, Vol. I*. They claim this is the definitive Tolkien game, and I don't intend to disagree. It features full-screen scrolling, open-ended mini-quests, all the races from Tolkien's works, a very large universe, icons to control the game, and offline paragraphs to develop the story. I was really impressed with the top-

By Russ Ceccola

Next page, por favor

CES Summer '90

Teleported from previous page

down and close-up views and, as a Tolkien fan, can't wait to explore Middle Earth on my own.

Intracorp and Lucasfilm

These companies had the funniest adventures to show, other than *Search for the King*. Intracorp's *Bill and Ted's Excellent Adventure* is outstanding on an MSDOS with VGA. The plot is similar to the movie's story line and lets you fool around with the phone booths through time and move Bill and Ted around in a Sierra-like environment. The game will be packaged with Intracorp's new duo computer (MSDOS and Nintendo-compatible) and should be out by fall.

Lucasfilm's *The Secret of Monkey Island* aims to be a fun pirate game that gives you the goal of becoming a full-fledged pirate. Monkey Island is the site of the game's finale, an island that gets its name from monkey-worshipping cannibals. In addition to the standard Lucasfilm game side-view, the game features overhead views of the island. The new version of the SCUMM system places inventory on the right of the screen and verbs on the left. Characters get smaller when they move away, which adds depth to the pictures.

There is a lot of humor, and when talking with characters, you can choose from a large variety of different things to say. Designed by *Maniac Mansion* author Ron Gilbert, who also did *Indy*, *Monkey Island* takes adventuring further than ever by combining pirating with the SCUMM system. Watch out for that ghost ship! (Lucasfilm threw one whale of a party too, with dueling pirates, a treasure chest and corpses, and Errol Flynn videos on a giant screen. They do pirates right!)

Microprose/Medalist

Two of this company's new titles should appeal to adventurers: *Covert Action* and *The Punisher* (my favorite comic book hero). *Covert Action* places you in the role of a spy, with more to do in this role than even *The Third Courier*, which was really an exploration game. *Covert Action* is more of a simulation of a spy's life, and an excellent one. You can unscramble code, investigate criminals, travel around the world, and take on a number of different missions. It was shown on an MSDOS but should be available for C64/128 and Amiga.

The Punisher, from Paragon, puts you in the role of the Marvel Comics hero, fighting druggies and other criminals in a couple of mini-quests before you meet up with the Kingpin. Three views and the use of your battle van make this more than an arcade game and adds strategy.

ORIGIN

Lord British and crew were previewing two games at CES: *Wingleader* and *Savage Empire*. *Wingleader* (MSDOS) is a space combat game without much adventuring, but looks and sounds outstanding. *Savage Empire* is ORIGIN's first game set in a world reached by using the Moon Stones from the *Ultima* saga. There will be other games that take place in the "Worlds of Ultima" series, to be released between the numbered *Ultima* games. In *Savage Empire* you're transported to a world in which dinosaurs and jungle princesses rule, much like the pulp fiction novels written before I was born. The game looks very similar to *Ultima VI* and contains three mini-quests, a larger text window, NPCs that have a bigger role in the game, and an excellent soundtrack.



Les Manley In: Search for the Parser

Sierra and Dynamix

Sierra didn't show any completed games, but what they previewed looked promising. *Space Quest IV* and *King's Quest V* for the MSDOS (their first 256-color VGA graphics) looked very nice, with scrolling added for the first time to a *Space Quest*. The graphics for both include scanned air-brush drawings, as does the CD-ROM version of *Mixed-Up Mother Goose*. In addition to these snippets of games, *King's Quest I* and *Oil's Well* have been converted over to MSDOS VGA, and the improvement is noticeable.

Sierra's new affiliate, Dynamix, had two impressive adventures. *Heart of China* and *Rise of the Dragon* are serious games that involve a lot of advances in graphics and greatly changing game worlds. *Heart of China* puts you in charge of finding a princess and includes digitized actors on top of scanned paintings, lots of animation and great music. *Rise of the Dragon* puts you in the role of a secret agent assigned to get rid of a new drug that, administered via a patch, mutates its users. The game is very grim (that's okay with me), and locations change whenever you return to them (different characters, objects, etc.). I saw both games in VGA glory, and they looked as impressive as Dynamix's earlier games.

Taito

Taito isn't a big name as far as adventures go, but *Castle Master*, demoed on an Amiga, featured the best solid 3-D graphics I've seen. You move through a castle to find a princess at the top. The unique thing is how quickly and easily you can move. The graphics don't lag behind your

movements. They are very fluid, and you can change your view by adjusting an on-screen eyeball. The game is largely exploration, but with a better plot, this system could really be something.

Virgin Mastertronic

Three games from these guys were worth mentioning. *Quasar* is a space strategy/resource management game that has you mining and developing asteroids before an enemy can beat you to them.

Normally, a game of this sort goes in one ear and out the other. What makes *Quasar* stand out is how detailed yet easy to use the system is, and how well thought-out the game itself was. I was playing it on an Amiga in minutes, but had to stop to move on to the next game. This one will be a sleeper hit.

The crew from *Magnetic Scrolls* is back with *Wonder-*

land, a text adventure that takes place around Alice's adventures. Packing the ultimate interface for such games, it's what an Infocom text game would be if they still made them. You can play it like a typical text adventure, or entirely with the mouse.

All objects have related icons; you click twice on one to see its description. An on-screen map lets you traverse locations more easily. Pictures for each location have elements that can be selected with a mouse, and all common verbs and all objects can be chosen with menus. *Wonderland* looked so good (Macintosh first, with MSDOS and Amiga to be identical), that I want to design a game for the system.

Best of the Quests

Finally, *Spirit of Excalibur* takes an interface similar to *War in Middle Earth* and adds one hell of a lot of adventuring elements as you play the role of King Arthur trying to keep Camelot stable. There are lots of mini-quests, overhead, side-and close-up views, hundreds of locations, lots of NPCs and the feel of Olde Englede. I don't think you'll get easily bored with this one.

And there you have it folks. As far as the best games of the show, it's tough to decide because they all looked pretty good. But if I had to pick, I would choose the following: *Wonderland*, *Rise of the Dragon*, *Search for the King*, *Altered Destiny*, *Lord of the Rings*, *The Secret of Monkey Island* and *Centurion*.

Conquests of Camelot: The Search for the Grail

Lancelot, Arthur, Indiana Jones Last Crusade — countless adventures have been based on and inspired by the legends of King Arthur. One reason is that the Knights of the Round Table and that archetypal wizard Merlin make Arthur's saga an eternally appealing tale that is natural grist for the adventure designer's mill. Another is that software companies don't have to pay royalties to Sir Thomas Malory, whose 1485 *Morte d'Arthur* provided the basis for most such games.

But none of the previous adventures based on the Arthur legend have so richly captured and conveyed the atmosphere of those bygone days as did Cristy Marx when she wrote this story, and Peter Ledger, who designed the illustrations. Long-time devotees of the Grail myth, they did far more research into the subject than most authors of related adventures.

The Many Myths of the Grail

Of the many Grail quests, this is the only one that incorporates earlier legends involving a cup or chalice. Marx weaves in mythological elements from the Romans, Greeks and prehistoric cultures, and her work proves as enlightening as it is entertaining.

Starring in the role of King Arthur, you realize your Queen's love for Sir Launcelot has troubled your spirit so much that a blight has fallen upon the land.

A vision of the Holy Grail (the cup from which Christ drank at the Last Supper) appears over the Round Table one day, signi-

fying that the only way to remove the curse is to find the Grail itself. When Launcelot, Galahad and Gawaine fail to return from this quest, you set out on your charger to rescue them and save Camelot by finding the Grail.

From the outset, welcome innovations present themselves. An aerial view map

of your castle fills the screen as soon as you start the game. You click on the room you want to enter, rather than walk from room to room as in previous Sierra games. After chatting with Merlin, the Queen and a few guards (and filling your purse with gold, silver and copper coins from the Treasury), you strike out for parts unknown — and won't be allowed to return until you've grabbed the Grail.

Labeled "Britannia Australis" (Latin for South Britain), another aerial view map is unfurled when you exit the castle. It's dotted with dots (ok, they're really little squares) representing towns and other areas that are depicted with

Sierra's conventional 3-D graphics. To reach another town on the map, you click on its dot, which is a lot more efficient than walking across a dozen or so screens, no matter how well-illustrated they might be (I can only walk around, behind and through so many bushes and trees before I'm overcome with a rabid desire to run amok with a Weed-Eater).

This map enabled the designers to spread their story over a vast area, from Britain down to Jerusalem, without forcing you to walk through innumerable locations (since it's not a *King's Quest*, you can't very well teleport around). Even so, it's a sprawling environment that covers ten 5.25" disks and four 3.5-inchers.

Jousting and Riddling

Rescuing your Knights calls for extensive puzzle-solving and minimal arcade skills. The Black Knight has captured Gawaine and won't release him until you agree to an animated jousting tournament. You see the foe racing at you and must wield a shield and lance by punching keys. Fortunately, Sierra allows you to set the difficulty level of this and other arcade games (from easy to hard).

Riddle fans should save the game just before arriving at the five Stones. Though you have to answer five riddles, these are randomly selected from a stockpile, and you can restore the game and try to solve them all. The riddles, as well as the rest of the prose, are cleverly written and well-phrased, and a correct answer is rewarded with novel sound effects as well as points.

It's not enough to solve all the puzzles that lead to the Grail, though, for as in *Ultima IV*, you must also act in accordance with a set of values (though they're not as precisely defined here) along the way. By doing so, you'll earn the necessary points in Spirituality and Wisdom to prove yourself worthy of the cup — the

Grail cannot be possessed by one who is impure, according to the legend. It is quite possible to reach the end game and be barred from doing so.

You get separate scores for Skill, Soul and Wisdom. Marx, by the way, says there is apparently a problem with

the Skill points in the first release. The top score is 362 points, not 368.

The graphics and animation are consistent with what we've come to expect from Sierra and occasionally surpass the standard in some cases, particularly the animated scenes of the Grail and other visions. And little touches lend *Camelot* a sense of individuality. The most obvious are the borders of each full-screen picture, whose corners may be occupied by Celtic crosses in one scene, skulls in another, and so on. The variety of text window styles also keeps the presentation fresh and interesting.

Copy protection is offline, so you can make all the copies you want, but will have a tough time solving the game without information from the accompanying manuals. The ornate documentation also gives useful background on the legends of Arthur and the Grail, as well as a useful bibliography for adventurers so intrigued that they want to know more.

Camelot's elaborate graphics, rippling animation and allusive prose are supported by a stirring musical score played on zithers, lutes, flutes and other instruments of the era. (I was listening via a Roland, the best for Sierra games.) Sound effects range from the clinking of coins in the Treasury, to the creaking portcullis as it was raised on my way out of the castle. They contribute much to the experience, and I can hardly wait for Surround Sound to filter across to computer games (remember, you heard it hear first—of course, I just thought of the idea, but if I can think of it, at least a few designers have also done so and someone is proba-



In Merlin's Chambers

By Shay Addams

Continued on next page

Escape from Hell: demented, but fun

I just saved a game with my party locked inside a room to which they have no key. Of course, they do have some Faery Dust that will teleport them to a random location—hopefully into the adjoining hall, not inside a stone wall where they'll be crushed to death. But so what if they do? That's the way it goes when you're having fun in an adventure game.

After all, what with Blue Cross, life insurance, seat belts and IRAs, I play it safe enough in the real world. Half the fun in questing is taking a wild chance now and then. (Of course, I *do* have a back-up copy of my latest saved game to fall back on; call me reckless, but not stupid.)

The Spirit Lives On

The key reason I was having such a good time in Hell was that I felt inspired to act adventurously every step of the way, for *Escape from Hell* is instilled with the true spirit of adventure, an element missing from many games today.

Initially I was unimpressed with the graphics, the combat system and indeed, the overall game. The premise, at least, promised something new. Richard, an adventure game designer working on a role-playing game set in Hell, awakes to find

Conquests of Camelot

Continued from previous page

bly working on it right now).

Conclusions: Riddle fans will especially enjoy this game, as will anyone even slightly interested in King Arthur, knights of olde, or fantasy in general. The arcade games are less frustrating than other Sierra adventures, so don't let them scare you away. If you've only got enough gold for one adventure based on the Grail legend, make it this one. And if you've already got it, be sure to write Cristy Marx c/o Sierra—she's eager to hear exactly what you liked and didn't like about her first adventure game.

Skill level: Intermediate

Protection: Offline; manual required

Price: \$59.95

Company: Sierra, Inc.

his girlfriend Alison and his programming partner Alan have been zapped into the game, so he must enter Hell and rescue them.

But long ago I learned that originality doesn't count as much as the "Fun Factor"—I'll take a stereotyped hack 'n'



The Hellscape Beckons

slash over an original but boring concept any day of the millennium—so I stepped into Hell with my usual lack of preconceptions.

I wasn't surprised to witness the fiendish landscape of fire and brimstone, or to find it populated with lost souls, demons and rambling, shambling monsters. The aerial view map presented few places to visit, towns such as the City at the Edge of Eternity, Limbo and Lucifer's Landing.

Indoor scenes, like the main map, were nicely illustrated with tile graphics that fall short of an *Ultima VI* but suffice for their purpose. Indoors and out, you spend your time bumping into people, then talking to them, attacking them or trying to get away. Sometimes a non-player character will have more to say if you give him a desired object. But there's no type-in parser, so conversation is limited.

During encounters, a first-person view of the NPC or monster lurks on the left side of the screen, with text on the right. Combat reports appear below.

Stench Beasts and Bare Breasts

Looking sharp and colorful in VGA, the illustrations of Stench Beasts, Hell Captains, a Temptress who turned out to be Helen of Troy, and historical figures from Plato to Hitler exhibit imaginative style and diverting spot animation. They also flash the occasional bare breast and thigh, enough to justify a PG-13 rating (Pretty Good stuff if you're thirteen). Sound effects are limited to beeps and clicks, with no support for Roland or other sound boards.

A modicum of meandering about the

City at the Edge of Eternity revealed several leads. Lawyer Milton advised me to look up his friend Flicka, a Hell's Captain in Lucifer's Landing. The suggestion to find Ach-Chu, a "famous martial artist" in Limbo, paid off faster, for he promptly joined the party and proved himself a powerful ally. There I also met Aaron Burr and Benedict Arnold, who naturally betrayed me the first chance he got. (Hell is just full of fun guys like these.)

Ghenghis Khan meets Hamlet

Ghenghis Khan had already joined my group—true to his nature, he didn't wait to be asked. Demanding to join, Khan elbowed his way right into the group. After having so much trouble getting NPCs to join in other quests, I enjoyed this scene.

You're only allowed two members in addition to your own character, and deciding whether or not to accept new ones is tricky. Save the game first, for you won't know much about the new NPC's combat potential until he's joined. And be sure the character he replaces isn't holding any valuable items, such as the plans for Aaron Burr's new pistol, or they're gone forever (so is anything you drop).

Inventory management proves among the game's more challenging aspects.

You're limited to a dozen or so objects, which I frequently shuffled among team members to get them into the right hands. And since there's no place to sell things (naturally there's no money in Hell), I had to stop and dump most of my newly acquired items after each battle.

Treasure chests, once looted, remain empty. So even though the "restart from beginning" option lets you start over at the gates of Hell where the game began,

you must reinstall the game (or at least copy the map files from the original program into your play disk) in order to restore the treasures. It is, however, a useful way to extricate yourself from a tight spot in Hell, such as locking your party in a room when you don't have the key.

As I explored the terrain of the small main map, I realized there was more to Hell than I'd seen on my first outing. When you touch of one of the nine yellow pitchforks scattered around the land,

Type: Fantasy
Role-playing System: MSDOS (512K required, 640K for Tandy and MCGA; Hercules, CGA, EGA, MCGA, Tandy 16-color; no third-party sound board support)
Planned Conversions: none

By Shay Addams

the terrain of the Hellscape is transformed. Mountains and crags and flaming pools shift about in the blink of an eye, opening new passages to nearby places, closing off others.

The Shifting Faces of Hell

More importantly, the laws of nature also change, affecting the types of weapons you can use. In some Hellscape, high-tech weapons like Nail Guns won't work, forcing you to rely on your skills with a Dueling Sword. And different monsters roam the main map in various Hellscape—Neanderthals, for example, who aren't around at the outset. The shifting faces of Hell and their effects on your combat options make *Escape* a more subtle challenge than it looks in the early stages.

All passive skills are combat-related: Dueling, Martial Arts and Rocket Launcher are in effect at all times. Swimming, Chemistry and Steal and other Active skills must be used in pertinent situations, as in *Wasteland*. Wandering characters will teach new skills and train you in existing ones; the Library in Limbo is also an educational experience (just watch out for those Limbo Bimbos). The same guy who offered me a parachute also provided the corresponding skill, a convenient arrangement.

After picking up a couple of party members, you should head for the Hell's Guard Training Camp to boost combat skills and snare some long-range weapons. (There are ten attributes for each party member, but yours—Richard—is pre-rolled, so you don't get to create your own.)

Wacky Weapons

Shotgun-wielding bikers, chainsaw-toting Loggers, Indians and Beachers—the warped sense of humor of *Wasteland* is back. And the wacky assortment of weaponry—from UZIs to Devil Crossbows to the ever useful Basket O' Forks—offers a plentiful arsenal that would satisfy even lifelong subscribers to *Guns & Ammo*.

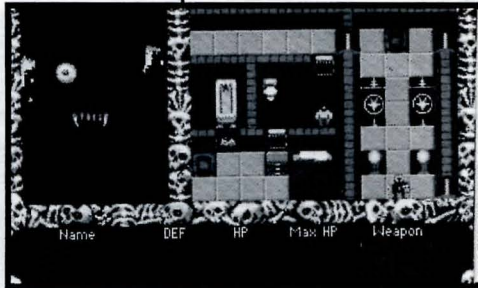
Bizarre hardware such as Mirrored Shades (sunglasses) will protect from the demons' psychic attacks, and some weapons provide minimal defense factors that enhance your armor, be it a Flak Jacket or a Super Sombrero. Nuances such as these, and their significance, become evident only after you play the game awhile.

Objects may be given, used, traded to

other party members, dropped and otherwise manipulated, and all actions are easily executed from a screen that simultaneously displays your options and inventory. You can even trade equipped items without unequipping them. Keyboard commands cover all actions, and the numeric keypad is convenient for movement in any of eight directions.

Dead Monsters Tell No Tales

Combat is also a breeze to conduct from the keyboard. You're told the attitude (hostile or friendly and range (short, medium or long) of all nearby NPCs. After choosing an action, you



Tile Graphics from Hell

just hit a key to name your target, then do the same for your next party member. Healing takes time, since it's a matter of leaning on the space bar unless you have the right potions.

When you save the game, all the monsters you've killed return to life the next time you restore it (which can be done without exiting the program). So you've got to pay attention to when and where you save.

Puzzles and Clues

You can't type in words, so most puzzles are object-oriented. In order to get Hamlet to join the team, you have to jog his memory by giving him Yorick's Skull (alas, I had it not, but soon rounded it up from Shakespeare). Once Hamlet's on the team, Horatio will volunteer. This makes a strong party for the early game.

The progression is a little linear: to see Flicka at Lucifer's Landing, you have to earn the rank of Hell's Captain at the Training Camp. Otherwise, you can't get inside. But to safely enter the Camp, you've got to have a Demonic Shield from a nearby cave. Some alternative solutions are available: I couldn't pick the lock on one door, so I teleported inside. One clue was concealed in a novel fashion, with the lawn cut in the shape to the letters "RLS."

Saving Alan and Alison won't be as simple as solving some puzzles and bopping a few Major Demons on the head. Satan handed Alan over to Al Capone, and then there's Hitler to contend with—and don't be surprised if you're asked to slay Satan on the third level of Hell before making your getaway.

Gameplay is brisk on a hard disk, and the program may be copied to floppies and mini-floppies too. The copy protection asks you to answer a question by typing in a word or two from the manual's descriptions of several monsters, which is far better than games that request the "fourth word in the fifth sentence on page 23." The concise manual also contains a map of Hell's initial outdoor setting. **Conclusions:** Though hack 'n' slash is integral to success, *Escape* is not a stereotypical RPG. It lampoons the stereotypes with which we're all so familiar, giving a fresh twist to that long-since stale piece of dough, *Dungeons & Dragons*. Instead of questing with the usual good guys in your gang, you'll be joined by the likes of Genghis Khan and John Wilkes Booth.

This was a relief after spending weeks in Britannia with Iolo and Dupre (nice guys, of course, but not party animals by any standard). Apparently the authors, Richard Seabourne and Alan Murphy, are jaded adventurers who have quested a maze too far and wanted to make sure their game wasn't just another clone.

They succeeded, so well that this one was almost picked as Best Quest of the Month. And the main reason it came so close is that *Escape from Hell* is more than just fun—it is compelling. Before each session, I decided on a specific mission to accomplish for the evening. Even though it sometimes took hours to attain my goal, the game always lured me to go further, to see what was around the next bend and in the next room. It's not the best-looking, certainly not the best-sounding, game of the year—but *Escape from Hell* is one of the best questing I've seen from EA in months. (And Richard Lewis tells us this "adventure from hell" is his favorite RPG of all time.)

Skill Level: Intermediate

Protection: Offdisk (manual required)

Price: \$49.95

Company: Electronic Arts

Knights of Britannia

People who ordered their copies of *The Official Book of Ultima* and wondered why author Shay Addams autographed it as a member of the Knights of Britannia are probably wondering what this means and how can they join. For their "contributions to the industry," seven people were chosen by ORIGIN Systems as founding members of this group, and all who attended CES in Chicago received plaques from Lord British. The other editorial types in the gang are Keith Farrell of *Compute* and Johnny Wilson and Russell Sipe from *Computer Gaming World*.

Sorcerian: Dragonslayer V

Sorcerian is a deceptive game. I took a fifteen-minute look when it first popped out of my mailbox. This was enough to tell me that it was "just another game." There was absolutely nothing special about it. I was due for a boring week.

I am likely a bit more sensitive to this problem than most of you on the other side of this page, because I play a *lot* of games. One of the main reasons I became a reviewer was because it helps to hold back the tide of my game Jones and keeps me from going into video terminal withdrawal.

I try to be as objective as possible, but I need at least a *little* bit of cooperation from the game itself, something to spark my interest. When I passed my first impression of this particular little ditty along to the *QB* editor, he expressed some concern that I was, perhaps, being overly kind to the game.

And Then...

I spent the next three days playing *Sorcerian* and not growing any fonder of it. I was just about to call it quits and start writing when I noticed a little more depth than I had first perceived. I decided it was

Type: Fantasy Role-playing and Action
System: MSDOS (AT-compatible & 512K required; EGA, VGA; Tandy requires enhanced video board; Ad Lib, Roland, Sound Blaster, PC sound boards)
Planned Conversions: None

worth one more day of playing, because it would be criminal to pan a game with an incomplete review.

Well, a day became

two. Two became three. I began to realize it was more than simple duty—I was actually beginning to *enjoy* the game!

Shoot Em' Up, Ride Em' Out, RawFish!

In Japan, this type of game is known as an RPG. Certainly, there is some role-playing involved. Quite a bit, actually, but it really qualifies as more of an action adventure in this land, for it's strong on action and weak on strategy and tactics.

The puzzles mostly involve finding special items. Only a few of these items are actually used in the context of the game, and some of their uses are not pat-

ently obvious, so figuring out *how* to use them adds an extra dimension to the puzzle factor.

Probably the single biggest contributor to that "nothing special" feeling is the limited number of controls involved. Ninety percent of your interaction will be through the arrow keys.

Naturally, the left and right arrows make your party progress left or right. The down arrow causes you to climb down on those rare occasions when it is necessary. Almost everything else seems to be handled with the up arrow. You can climb with it make bounding leaps with it, enter door ways with it and grab items—all with the up arrow.

There are a few other keyboard options. F1 through F7 are used for help, toggling the sound, and saving/restoring games. E is for viewing Equipment, I lists your Inventory, M gives you info on the current monster type. You get the idea. Most of these other commands (saving/restoring excepted) were of very limited use.

Character Building

As with most role-playing games, *Sorcerian* starts by allowing you to create and assemble an assorted group of people. Using the Create Character command, you can define one of four classes: Fighter, Wizard, Dwarf or Elf.

After selecting the one you want, a decision must be made on the character's sex. Each character portrait is based on the combination of these two attributes, along with age.

Several bonus points can be assigned to your physical abilities. You start out with Strength, Dexterity, Intelligence, Vitality, Magic, Parrying and Karma. Most are self-explanatory. Karma affects your communication skills and learning ability, as well as healing and resurrection.

Age is also an integral aspect of the game, and each time you add a year to the age of the new character you are creating, you'll get extra bonus points to

spread around. Just remember when you are doing this, that old heros seldom get the chance to retire!

Never The Twain

Different types of training are available to increase these attributes. Each time you train at Weapons, your strength goes up; Skill to escape traps increases Dexterity, etc.

There are also special skills. Knowledge of Items, Monsters, Traps and Herbs can facilitate your way through the dungeons. Only one character in your party needs to train in these special skills, and he or she must be the lead character if you plan on using them.

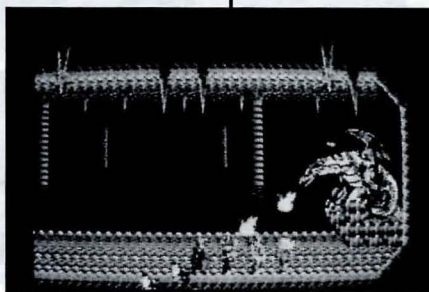
The down side of training is that it takes time. Each of the twelve quests in *Sorcerian* adds exactly one year to the life of each party member who went on it—even if you walk right out after a minute or so. If one of your group is training, he can't go with you on a quest. Most training takes two years.

Visiting Pentawa

Before you actually go out on a quest, there are several interesting places right in Pentawa. The Weapons Shop, for instance, is the sole provider of weapons and armor, whether it be the sword of a Fighter or the robe of a Wizard. Be advised, however, that the Weapons Shop owner sells only basic weapons and armor. You'll need to find better equipment. There is also a Mage in town, who'll put enchantments on the objects you recover from your quests, which usually takes at least three years to do.

If you retrieve the item too soon, the enchantment will not be complete. Do it too late, and the Enchantress will have sold it to some other wandering wayfarer. You can see how time management quickly becomes a major part of the game!

The Herbalist will mix magical potions for you, the Elder will help identify arcane items, the Monk at the temple can heal and resurrect you if you have prayed regularly between rounds and *always* remembered to tithe to the temple.



Great Fireballs o' Fire!

By Stephen King

You will be promoted and paid a salary from the throne room. The King might even be willing to pay a bonus for a few of those special items you recover, such as his Scepter. Then there is the training field, where your skills are increased.

Possession Of A Profession

When you choose from the wide variety of professions, you're strictly limited by the character class and sex. Some receive more salary per year, while others maintain a better Karma level.

Your profession is usually not important at all, but some quests can't even be finished unless you have at least one person in your party who is a dues-paying member of a specific guild.

For example, in one game I had to have a nurse or doctor to help the sick townsfolk, or I'd never have gotten started. Later in the same game, a fortune teller was required.

Ze Game Boss, Ze Game...

Once you've made all these choices, you can organize your party and select a quest. There are three major scenarios, each with five completely different sub-adventures.

Each adventure usually includes one main objective (recover the stolen Scepter, save the kidnapped Princess, purify the poisoned water, etc.) and a lesser one (kill the giant Dragon, Spider, etc.). Then there are several minor puzzles, such as open door A with jewel B, or pull this lever to drain the lake of acid.

You will usually come back from each quest with a group of items you've picked up along the way. Some might be useful, some not. Many things that sound nifty aren't. You can usually tell by the amount of gold offered when you try to sell an item.

Items that will come in handy can be distributed amongst your party members for use in later installments. Many are magical. Sometimes a quick word from the Enchantress or Elder can turn a seemingly inert object into a powerful weapon or defense.

A Mixed up Magic System

Speaking of magic, *Sorcerian* has one of the most complicated magic systems I've ever stumbled across! There are volumes of Herbal Magic, Healing Magic, Offensive, Defensive and Transformation, just to name a few.

Herbal Magic is simplest. There are five basic herbs that can be combined in varying mixtures to make 31 different types of potions. One might make you fly, while another could cause senility (a valuable asset if ever I saw one).

All the other types of magic are imparted by enchanting an item with the properties of one out of seven Celestial Orbs. The sun, for example, is the magic of life and creation. Just holding an ob-

ject that is bestowed with solar properties increases a character's strength and vitality.

Mercury, god of speed, controls the wind. He bestows Intelligence and Magi-

cal Offense. The moon reflects and increases the magic of the other six, while providing resistance to magical spells cast against you.

Venus, Mars, Jupiter and Saturn also combine with these three to make as powerful and diverse a magic system as I have seen. Strategy becomes a very important part of enchanting items, since one force of magic will sometimes cancel out another.

Hardware Wars!

Because it's a Sierra game, I expected *Sorcerian* to have 16-color support for VGA, EGA and Tandy graphic modes. I was correct on the first two counts, but Tandy owners must have an enhanced video card if they hope to play this one.

Graphic quality ranges from so-so to excellent. Many of the backgrounds are quite nice, with nuances that give an almost three-dimensional appearance. Some of the others are very uninspiring. The characters themselves are too small, and too little attention was given to detail.

None of the weaker video modes are supported. For that matter, an AT-class machine with an 8 MHz processor, 512K and hard drive is about the minimum acceptable configuration.

All sound standards are supported, from the lowly stock PC to the majestic Roland MT-32. Constant background music is provided in a light, catchy theme song for the main game, and a different one for each adventure.

The music is varied, so it will be quite a while before it becomes annoying, and

none of the adventures take all that long to complete. When the music does start to bother you, a simple keystroke toggles it off and on. The actual sound effects (magical bolts, clashing swords etc.) are provided courtesy of the internal PC speaker, with results on a par that you'd expect to hear.

The Verdict?

This is a tough one to call. I did eventually begin to enjoy *Sorcerian*. But it took so long before I did, I'm afraid most people will have stopped playing and shelved it by then. And even though I came to appreciate it more, there are some basic flaws that I need to mention.

For one thing, there is no way to hand items from one party member to another. This can be merely a nuisance, or of crucial importance, for example, with herbs.

And while we're talking about herbs...training a character in the art of mixing them is supposed to allow him or her to make potions unaided. Not so! You are still forced to go to the Herbalist. The only difference is that if you have enough ingredients, two potions will be mixed instead of one.

There was no way to carry enough of these spells, either. Each member can hold only two, and you cannot go back to town for more, since this would reset the game to its original status.

For that matter, there is no way to carry many of the magical items found in the dungeons. This makes it quite hard to decide which ones to keep and which to give up. You are usually forced to make this decision long before you have enough information to be ready.

You could not even see the effects and benefits of much of the magic. The "Invincible" spell for example, which certainly didn't *seem* to make anyone invincible.

Finally, you can only save a single current game per adventure. If you didn't bring a critical item or have a person of the proper profession with you, you simply have to leave and come back a year older.

Conclusions: I have to put the final tally on this one on the down side. It looks as though a lot of attention was given to too many disconnected details and not enough to any one thing.

Skill level: Beginner to Intermediate
Copy protection: none
Price: \$59.95
Company: Sierra



In Ye Towne

Walkthrough: The Hound of Shadow

General Comments

When the solution says "go to museum," for example, type those words. It doesn't matter which character you use. The dates vary with different ones, so this solution labels them generically.

Day One

Examine John. Inventory. Wait. Examine maid. Examine guests. Examine middle-aged dowager. Examine female companion. Examine bookish man. Examine banker. Examine man with blazer. Examine Karmi. Examine Yasmin. Examine girl with dress. Examine arty man. Wait (till you hear scream from Karmi). Examine Karmi. Examine Saunders. Help Saunders. Examine bookish man. Talk to bookish man. Leave. Wait. E. Go to lounge. Get Tatler. Read Tatler. Go to nightclub. Wear pyjamas. Sleep.

Day Two

Get up. Go to museum. Wait until nine. N. N. W. Fill out application form. E. N. Help. Go home. Go to lounge. Write application for museum. N. D. W. D. W. W. Wait till twelve. Wait (seven times). (Back outside your flat.) Time. Go to theatre. Time. Wait till eight. Go to nightclub. Sleep.

Day Three

Get up. Go to museum. Wait till nine. N. Go to bookstore. Enter store. Ask about Talbot. Ask for address. Leave card. Go to reading room. N. N. Read **joefy**. Read Hecate. Read **Ipvoe**. Read **Ipvoet** of **B00xz0**. Read **Cbshvftu**. Get Chamber's. Read **qbhf uxp-uxp-ojof** (type as a number). Get Hone's. Read **Cvohbz**.

Day Four

Get up. Drop pyjamas. W. Wait. Yes. Time. Go to bookstore. Enter store. Ask about Talbot. Read note. Go to 34B Dean. Open door. Enter flat. U. S. W. Get up. Read Times. Wait. Yes. Examine envelope. Read note. Examine seal. Wait (three times).

Day Five

Enter store. Show envelope. Ask about psychic. Time. Go to Karmi. Help Pelham. Wait. Wait. Read letter. Go to reading room. N. W. Give letter to clerk. (If you don't have the letter, go home and you'll get it.) E. N. (Find an empty desk by going west, then north.) Sit. Read about **Cbuipsz**. Get biographical dictionary. Get **Hpume**. Get von Elsburg. Get Reza. Read about **Ufqft**. Go home.

Wait till six. Examine Miranda. Seance. Hound. No. **Cbuipsz**.

Day Six

Go to attic. Examine marks. Examine footprints. Examine handprint. Examine symbols. Copy symbols. D. Go to reading room. N. N. (Find desk.) Sit. Get **Csjefxfrm**. Get up. Request **Csjefxfrm**. Read **Csjefxfrm** (go to Alternate Ending One, below, or continue with this section). Go to bookstore. Enter store. Get **Kpvsobm**. Read **Kpvsobm**. Ask about **Mfoh**. Go to reading room. N. N. Find desk. Sit. Get **Csjefxfrm**. Read **Csjefxfrm**. How did you stop **Xpsmtb0**? Make **ipnvodvmvt**. Ask about Stanopoulus. Ask about Paracelsus. Go to museum. N. N. N. Get Paracelsus. Read Paracelsus. Get up. Leave reading room.

Day Seven

Wait. (Type in time.) Go home. N. Get clay. Go to kitchen. Get water. Get pot. Get water. Get sulphur. Get salt. Get blood. Get hair. Get fingernails. Go to bathroom. Get mercury (go to Alternate Ending Two, or continue). Do not go to sleep!

Day Eight

Wait till two PM. Go to underground. D. Buy ticket. D. Wait (for train). Enter train. Wait (four times). Leave train. U. U. U. Read board. W. Buy ticket. E. Wait

till three PM. N. Enter train (when it arrives). Wait (three times). Leave train. S (four times). W. W. Examine rooftop. E. E. S. W. Break thermometer. Make **ipnvodvmvt**. Write to Miranda. Drop **ipnvodvmvt**. Meditate.

Alternate Ending One

Go home. Go to attic. Use gate. W. Search room. Use gate. No. **Cbuipsz**. Examine headstone. Examine symbols. W. Examine roof. E. Use gate. E. Use gate. Go to bookstore. Enter store. Get **Kpvsobm**. Read **Kpvsobm**. Ask about **Mfoh**. Go to reading room. N. N. Request **Csjefxfrm**. Read **Csjefxfrm**. How did you stop **Xpsmtb0**? Make **ipnvodvmvt**. Go home. Go to lounge. Write Paul Mason. Wait till you get his letter two days later. Go to attic. Use gate. W. Use gate. E. S. W. Ask about Mason. Persuade (till she gives you the address). E. S. S. Knock. What is wrong? Haiti. Dangerous. Temptation. Persuade. N (four times). Get clay. E. Examine sign. E. Get salt. Get sulphur. Rent room. Look under bed. Get chamberpot. Get water. N. Get mercury. Get blood. Get hair. Get fingernails. Make **ipnvodvmvt**. Wait. Drop **ipnvodvmvt**. Meditate.

Alternate Ending Two

Go to lounge. Break thermometer. Make **ipnvodvmvt**. Write Miranda. Drop **ipnvodvmvt**. Meditate.

Back Issues

The brochure sent to recent subscribers was sadly outdated, so here are the contents of recent issues. Back issues are still \$2.50 @ to USA, APO, Canada & Mexico. Overseas: add \$1.50 for 1st issue, 50¢ for each additional one.

Oct 89: Ancient Land of Ys, Total Eclipse, Dark Side, Universe 3, Death Bringer, GENIE's Imagine*Nation, Gauntlet 2. Walkthru: Corruption

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Dec 89: Hero's Quest, Keef the Thief, Windwalker, Manhunter San Francisco, Axe of Rage, Sword of Aragon, Best Adventuring Computers. Walkthru: Hillsfar

Jan 90: Leisure Suit Larary 3, Dragons of Flame, Indy's Last Crusade (action), Mean Streets, Mines of Titan, Third Courier, Knights of Legend, Psychic War, Savage, Rambo 3: Walkthru: Gold Rush

Feb 90: Don't Go Alone, Demon's Tomb, Dragon Wars, Champions of Krynn, Joan of Arc, It Came from the Desert, Bride of the Robot. Walkthru: Space Rogue

Mar 90: Starflight 2, Breach 2, David Wolf, Starflight 1 Amiga/Mac, CES Party Report. Walkthru: Indy's Last Crusade

Apr 90: Centauri Alliance, Colonel's Bequest, Hound of Shadow, Dark Heart of Uukrul, Iron Lord, Puzzle Gallery. Walkthru: Mines of Qyntarr

May 90: Drakkhen, It Came from the Desert 2, Prince of Persia, DRAGON Force, Day of Viper. Walkthrus: Came from Desert 1, Leisure Suit Larry 3.

Jun 90: Ultima 6, Loom, Code-name: ICEMAN, Transylvania 3, X-Men: Madness in Murderworld. Walkthru: Hero's Quest

Jul 90: Circuit's Edge, Psi-Mutant Priestess, Keys to Maramon, Future War, Les Manley Searc for the Kin. Walkthru: Universe 3

By Paul Shaffer



Keys to the Kingdoms



Ultima VI

Battles are no longer so random, so return to sites where they occur to increase experience. A great way to do so is at Sutek's Hold in Blackthorn Castle, and at the Ant Mound. Elevate yourself only at the Shrine of Spirituality, which raises all three attributes. And this Shrine hasn't been captured in the early part of the game. Reach it by entering a Moon Gate at midnight. You don't need to piece together the map to find the Silver Tablet as suggested by the Pirate, a time-consuming task. Instead, free all eight Shrines and gather the Moon Stones, then head for the bottom level of Hythloth. Captain John will tell you how to converse with the Gargoyles. To exit the dungeon and reach the Gargoyles' world, take the exit that is west and then north of his house. You'll meet Beh Lem at noon (wait for him). Ask him to join, then follow his instructions to meet his father. After doing so, use the Moon Stone to travel to the Altar, then head southwest to speak with the Inquisitor. Accept the Amulet and head due east to talk with Naxatilor. Follow his instructions on how to save the Gargoyles. The Vortex Cube is in the Hall of Knowledge (42S, 26E) but must be repaired by the Gargoyle Lensmaker northeast of Naxatilor's house.

David Thompson

By using the cheat menu (say **Spam** three times to Iolo, then say **Humbug**), you can acquire any item in the game. These numbers correspond to some of the most useful: (8) Magic Helm, (14) Black Shield, (16) Magic Shield, (23) Magic Armor, (26) Gargoyle Belt, (28) Swamp Boots, (42) Crossbow, (46) Two-handed Sword, (47) Halberd, (48) Glass Sword, (50) Triple Crossbow, (54) Magic Bow, (56) Crossbow Bolts, (57) Empty Spell Book, (59) The Codex, (60) Book of Prophecy, (61) Book of Circles, (62) Vortex Cube, (63) Lock Pick, (65) Black Pearl, (66) Blood Moss, (67) Garlic, (68), Ginseng, (69) Mandrake Root, (70) Nightshade, (71) Spidersilk, (72) Sulfurous Ash, (73) Moon Stone, (74) Anhk, (75) Amulet of the Snake, (77) Gem, (79) Lightning Wand, (80) Fire Wand, (81) Storm Cloak, (83) Flask of Oil, (85) Moon Gate, (87) Orb of Moons, (88) Gold Crowns, (90) Torch, (91) Sleep Spell, (92) Silver Serpent Venom, (93) Sextant, (95) Grapes. More Some food and some other items are found in the numbers past 100.

Ahing Huan

One of the most powerful weapons de-

vised is the bag, because you can put anything in it. Move a cannon into the bag and carry it with you. When you need to do massive damage, take it out and use it—it's good for 30 damage points per hit. You can put anything in it, as long as your character is strong enough to carry it. Put a Troll in it, for example, then leave the bag on the ground and walk away till you can't see it anymore. When you return, you'll find the Troll has disappeared and left all his equipment and treasure behind.

There's a way to get around the game's rule against replicating weapons and armor. Find or buy some expensive magic items (Glass Sword, Magic Armor), then Animate it. Now that it's alive, you can Clone it! (It won't work on every item, though.)

Les Minaker

To join the Thieve's Guild, you need a belt from a Thief. Budo in Buccaneer's Den will initiate you. You have to be able to cast Pickpocket to get the belt. Phoenix is found two levels under the cellar beneath LB's castle. She's armed with two Glass Swords. When you get the belt, continue down through the caves and eventually you can climb up and come out of the cave at Buccaneer's Den. After Budo welcomes you, talk to Homer about the Silver Tablet. You can use Pickpocket to get his piece. The gypsy Blaine also has a piece, and Pickpocket again comes in handy. One piece is lost in the Dungeon Wrong. Sandy gives you a piece in exchange for a Dragon Egg.

Other caves are found at 62S, 22W (Hefimus' Cave) on the same isle as Jhelom. There's a cave in the swamps east of Cove.

Bob Shumacher

Sorcerian

All scenarios: sell common equipment at the end of each quest for lots of gold, then replace it in town. Stolen Scepter: use Long Sword for Fighter, Blue Sphere for magic types. Activate hidden door in room with two levels and railing by touching torch. Lucifer's Floodgate: Fighter can keep all five Magic Swords. Touch lamps to find instructions, etc. Start action by using Gabriel Sword found above lake. Visit room with rods until rod moves. Cursed Oasis: Visit Kia-la and girl to activate sequences. Garden of the Gods: Easy gold and experience here. Be sure to visit Adana's and Shopkeeper's after the quest. Ice Cavern: obtain Magic Robe, Shield and Armor. Characters can get frozen. Get lever near skeleton, use to change letters in signs.

Magical items found after Wind Spirit released. Curse of Medusa: go to far right to enter caves below. Get mirror, then climb rope to see Anna—before fighting Medusa. Missing Magician: obtain Morning Star, Energy Rod and Chain Mail.

Dennis Ewell

Circuit's Edge

After first visiting Papa, go to the Police Station and ask Hajjar about Kenji and **qbtt**. Enter the Morgue, see effects (an action), look wallet, look ticket. Find Friendly's Pawn Shop, talk to Friendly, show ticket, give \$20. You can view the Holodisk at the Adult Video Store; then ask Laila about a **kbqbofff** Chip. While barhopping, talk to Street Dealers till you meet one selling a Detective's Badge, which allows you to access the Police Computer. Another Dealer has a Lockpick VI. When the Hooker asks for your room number, give it to her. When you get to her room, look three times. After talking to the Jeweler about Japanese, go to the Tattoo Parlor and ask about Serpents, Marco and Manny. To find Manny, ask these people about him: Guido (AAA; look at matchbook), Heidi (Silver Palm), Texas Eyes shopkeeper, owner of casino, Fanya (try Red Light). Enter Ad-Dur House, look, use Phantom Chip skill. Look, get and look at note. Enter designated warehouse. Look. Use Sashers. Look mg. Follow directions in both ring halves for computer password (**hsbwjuz**). Show the ring half to Guido for payment and a job.

James Simpson

Chaos Strikes Back

The *Dungeon Master* Purple Worm Box Step is occasionally useful here. In that game, the third level required that you find a 2 x 2 space to combat many monsters, especially the Purple Worms. You maneuver yourself so that the monsters never face you directly and, therefore, can't hit you or throw spells at you. But you can keep slugging away until the monsters turn to face you. When the monsters turn to face you, you sidestep out of the way and turn immediately to slug the monsters as they advance into the space you just vacated. The monsters will not be facing you as they enter the space you just vacated, which gives you a chance to get in a few more licks before they turn to face you—and the process starts all over again. FTL made the monsters somewhat resistant to this tactic by causing them to occasionally not step into the box you just vacated, but to somehow end up on an adjacent square facing you. Monsters also turn and strike faster in

Chaos. If this tactic fails and you're vastly outnumbered, just grab the artifact and escape—and try to avoid being cornered.
Al Giovetti

MegaTraveller 1

Select Magellan as leader when buying or selling. Combat Rifleman allows use of Gauss Rifles. Deliver the Assassin's tags to Imperial Security on Allel. Ships accelerate only on diagonals. Deliver a Dust Spice to the Alien on Quam for an Electronic Net you can take to the fisherman on an island on Iroth. Deliver the Soil Sampler found near the ruins of Ilanthri to the farmer on Arrica. Deliver an Emerald to the woman on Lluan for a Groatle Fur, then take it to the woman on Ilanthir. Deliver a Coynes to an Alien on Menorb for a Battle Dress. Many items may be sold: Starrghrite (Efate Museum), Diamonds (Efate or Yres Museum), Reptile Hides (Stut Bar), Coynes (Stur Museum), Dust Spice (Kru Mine in Pixie Bar), Gold Pendant (Alell Bar or Woman on Bougane), Ruby Necklace (Uakye Museum), Amethyst (Louzy Bar or Pixie Space Home), Hieroglyphics (Ilanthir Museum), Bronze Statues (Bougane Bar), Emeralds (Pocoon Bar), Sapphires (Alien on Chiros), Enamel Bowls (Pixie Bar), Rubies (Streech Bar), Pottery (Streech Museum).
James Simpson

Centauri Alliance

A good party consists of two Human Fighters, one Donsai Fighter, one Praktor Metamorph, two Arcturian or Valkyryn Psionics and one Valkyryn Tech. Use all males for more Life Points. Give two Fighters Sidearm, one Fighter Thrown or Melee. Start the Tech out with Bio but develop other skills too. Buy Combat Armor to begin with. On Omicron, find the five Fractyr Fingers. At Trader Drake's, buy Berserker Frames and Riot Helmets for your Fighters once they reach level three. Before going to Andrini, buy Laser Lances and a Disruptor Bomb. Finally, get the best Mech you can afford (a Balrog is good). On Andrini, take the stairs down to level two in the SE corner. In the SW corner of level two, find a room with four doors and fight seven Manhunters (a grenade is useful). Get the **zfmmpx cbehf**. Write **psbdmf** in the NW corner. Go down to level three in the NE corner (you need the **cbehf**).
Matt Hager

On Veladon II's moon you can fully join the Fist. Near the middle of the second level, there's a room one square in size that emanates energy. Transfer all five pieces to one character and have him put them on the table (anything else will be destroyed). The complete Fist will be formed. On the third level, in the skinny rooms next to your entry spot, you'll get

a Mattermit Pass with one charge. (If you waste it, drop it and reenter this level, then get another one.) Get to the Platform (to the south) where you can use it. The blue button goes to Keppa Var, yellow to Kasdron, red to Epsilon Indi. In Keppa Var, use password **castle-fist** to enter Daynab Base. On level three, get the Plenocarbon in the north and take it to the radiation on level two. Take one step in, which turns it into Plenadium. Give this to the man on the fourth level (in the west) and he'll recharge the Mattermit Pass with five charges, enough to get back to Keppa Var.
Robert Breezely

Keys to Maramon

Read rare books on Keys and Towers to get copper and bronze keys. All four keys are needed before fighting Fermigons on first level. Steel key required to go deeper in dungeon. On second level, kill Ogres to get silver key. Read rare book on Bazarads to get Kalb's Mace. On level four you need the Mace, which is filled with Bazardson level four. Read rare book on Pearls to get Pearl Armor on fifth level. It helps in defense against Tigrets. Read rare book on Dragons to get Star Axe on level nine. Dragons are on level ten. Fight to get gold key. On level eleven, fight for Pearl Key. Read rare book to get Brightsword needed to defeat Wizard Alivirex.
Dennis Ewell

Everything runs on seven-day cycles. Every seven days, go City Hall for \$100. Iron and Brass Keys are carried by night monsters on days 3, 10, 17, 24, etc.; for Iron, 2, 9, 16, 23 and so on. On these days, monsters emerge from Iron or Brass Towers after dark. Kill them till you get keys. The best combat technique: hit, run, heal. Keep fixing your weapon; carry a back-up in case it breaks. Use Nift to improve Armor.
Fred J. Philipp

Mines of Titan

There's no point in wasting time exploring the first two mines, which offer nothing of value. Arc Guns are really only good as a secondary weapon, since your character will get creamed trying to get close to the foe. Grenade Launchers aren't that effective, but can be deadly if three or more characters use have them in conjunction. If you try to train in something but are told you can't advance in it yet, you'll lose an experience level, so save the game before training.
Robert Breezley

Conquests of Camelot

Ot Moor: Go here after Glastonbury. East. North. Say "**Mpwf** is my **tifme**." Follow rose petals across the ice. If you don't have the rose, "**vtf ifbsu**" from

Glastonbury. When the heart turns purple, go back till it turns gold again. Walk across the ice as long as the heart is gold. Ice Maiden: give **ifbsu**. Release Launce-lot. Use manual to solve Ice Maiden's test. In Gaza, go with the boy. Ask Al-Sirat about Six Goddesses. Remember symbols. Stand and leave. Hire guide and follow him to water, but don't drink it. Draw sword. If you see him again, kill him. Right. Up. Climb down and drink. Climb back up. Jerusalem is north.
Adam Fischbach

Might & Magic II

The special meals at different towns can help or hinder you. Eat Soup d'Ghoul with Garlic Toast to avoid a battle at C2, 2-6. To get the Hirelings Thund R. and Aerial, order Deep-fried Troll Liver in Vulcania. Munching on Red Hot Wolf Nipple Chips will get you the Nature's Gate Spell at C3, 1-9. Enjoy the Horror d'ouveres to get past C1, 2-10. Meet the Grim Reaper at C1, 1-8 by having a Devil's Food Brownie. Defeat him to get the Fingers of Death spell. Expect an attack at E1, 2-3 after having Cream of Kobold soup. After dining on Puree of Gnome, avoid A2, 14-10.
Irene McCracken

Knights of Legend

To trade gold, have the character with the gold buy an item, then trade it to the character who needs gold—this guy can now sell it for the same amount. To get lots of gold, trade all items to two or three characters (one won't have enough pockets to hold everything). Enter the same Inn where the entire party was last saved; save only the characters with the items. Have those without items exit the Inn, then quit the game. When you restart, the traded items will have been duplicated. One of your first quests should be to return the Crown to Biblik the Sage in Htron. Follow the Tegal River to find the encounter. Biblik will give you a coat that lets a character fly like a Kelder.
Buddy May

Keys to the Keys

Each month one contributor to Keys get the game of his or her choice. The winner is randomly selected. Please send clues and tips to recent adventures—those not covered in previous issues, walkthroughs or *Quest for Clues*. [All clues become exclusive property of *QuestBusters*.] This month's winner is Buddy May.

To decode clues,
count one letter back.



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Duffy's looking for Excalibur, so contact these people if you can help.

Chaos Strikes Back: need help beginning Dain level. Tom Page, 96 Haddon Pl, Upper Montclair NJ 07043

Bard 1: need maps for Kylarean's Tower. **Bard 2:** need answer to riddle before Dargoth's Tower snare; stuck in Destiny Stone snare, need riddle answers. Adriano Palambizio, 158 Surrey Dr, Wethersfield, CT 06109

Conquests of Camelot: how to pass five stones of Glastonbury? When can you go to Southampton? Are Tor, Southampton and Ot the only places to go? How to pass Hag without giving her the purse? Can help with most Sierras. Derek Figg, 1704 Firewood Ct, Herndon VA 22070

Dungeon Master: need maps, clues all levels. **BattleTech:** where is cave entrance for supply cache? Todd Corbett, 4404 Hassell Corbett Rd, Burlington NC 27217

Tangled Tales: where's Pot of Gold? How to get past Devourer? Into Wizard's Enclave? **Dungeon Master:** What's spell for Ful Bomb? Where's Armor of Lyte? Need major help on battle with Chaos. Christopher Dox, 975 Laurel Ave, St Paul MN 55104

Beyond Zork: how to get gem from idol? Past the trees? **Journey:** what to say to girl near waterfall?. **Zork 2:** can you stop Circular Room? How to reach top of well, kill dragon, serpent? Open safe in bank, get key from unicorn, get to Hidden Room from Circular Room, to Lava Room from Ice Room? Brad Nolan, 8 Longmeadow Rd, Lincoln RI 02865

The Last Ninja: how to get past Samurai Armor on level 4? **Dungeon Master:** after fighting Screamer, how to get past next door? How to get Fire Staff and Power Gem? Jason Ferrick, 700 N 2nd St, Apollo PA 15613

Death in Caribbean: what phrases for kill the bull, escape from zombie, lift the mist. How to move pyramid, what to do with swing seat? J Schmitz, POB 6484 Bakersfield CA 93306

Dragon War: where is Stone Hound, how to get Frog Boots, where is Dragon Plate & Vampire Lord? How to restore walls of Yellow Mud Toad city, get to Irkalla's Island, on island in Mystic Wood? Bard I: what's Mad One's name? Carlos Cross, 1400 Banana Rd Lot 126, Lakeland FL 33809

Ultima 2: where's Quicksword to kill Minax? Bob Kloak, 6311 North B, Springfield OR 97478

Krynn: is there anything of value in Sanction besides the eggs? Glenn Berryman, POB 348 McVeytown PA 17051

Dungeonquest: how to exit room with Nerd in it. Steven Swiatek, 266 Ashley St, Buffalo NY 14212

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