



# QuestBusters™



The Adventurers' Journal

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## Might & Magic III: mother of all quests!

As Bernie Shaw reported on CNN last week, the real reason for the Allies' quick victory over Iraq was not control of the air or technological superiority. It turns out that Saddam Hussein was distracted from directing Iraqi war efforts because he was secretly beta-testing New World Computing's *Might & Magic III: Isles of Terra*. As a result, Saddam won a major victory on Terra but lost the war in the Gulf.

In a related story, New World President Jon van Caneghem has reportedly hired General "Storming" Norman" Schwartzkopf as international sales director, and is rumored to be changing New World Computing's name to New World Order Computing.

And in an unrelated story, we managed to round up some clues for anyone stuck in the opening stages of *Might & Magic III*. Found on page ten, they should be particularly useful for staying alive in the early days of your quest.

### One Brother from Andromeda?

Mark Crowe, and this is no rumor, is leaving Sierra to become art director at Dynamix (a Sierra subsidiary). He expects to make the move this summer.

With his "other brother from Andromeda," Scott Murphy, Crowe designed some of the funniest adventure games ever, but it looks like there won't be another *Space Quest*. As Crowe said, however, "never say never."

### Amiga Monkey

Lucasfilm's Amiga version of their hit game *Secret of Monkey Island* is out, and an ST version is on the way.

### Infocom bites the dust?

Where do they get these guys? The new management at Infocom, in deciding what to do with Steve Meretzky's sequel to *Leather Goddesses of Phobos*, is considering publishing it under the Activision label rather than as an Infocom game. Well, why not? After all, they

have essentially killed the company and the great games Infocom was known for, so they may as well finish it off by killing the name itself. Activision may publish one other adventure this year, probably *Battletech III*, but the company is still in transition (apparently to another dimension), so stay tuned.

### Magic Candle II

As we went to press, Ali N. Atabek said volume two of his *Magic Candle* epic is being fine-tuned and tested. It is expected to ship for MSDOS at the end of June. *Rules of Engagement*, an Omnitrend game that interlocks with *Breach 2* to provide special missions, should be out by now for MSDOS, with Amiga soon.

### Les enhancements from Accolade

The upcoming sequel to *Les Manley* will replace the type-in parser with a point and click interface. And *Accolade* is following up *Elvira* with another Horrorsoft game. This one will take place entirely on a movie studio lot.

### Sierra update

This fall, look for *Police Quest III* and *Conquests of the Longbow* (featuring Robin Hood). The *Conquest* sequel is being directed as

well as written by Christy Marx time. Christy called the other day to point out (and click on) the fact that Sierra's new icon interface will not always use the Smell and Taste icons, as Russ Ceccola surmised in his *Space Quest IV* review.

All the icons except the two in the middle are standardized. These two are left open for each designer to customize for their own games. (Her *Conquests of the Longbow* uses them for Weapon and Map/Travel.)

### Walkthroughs wanted

Solved any good quests lately? We are looking for solutions to recent games, especially *Might & Magic III*, *Magic Candle II*, *Lightspeed*, *Covert Action*, *MegaTraveller 2*, and *Twilight 2000*. Write first. (For each solution, you'll get the game of your choice.)

### Options

- 2: *Adventure Road*
- 3: *Might & Magic III*
- 5: *The Prognosticator*
- 6: *B. A. T.*
- 7: *Theme Park Mystery*
- 9: *Death Knights of Krynn*
- 10: *Clues and Tips for Might & Magic III*
- 11: *Walkthru: Hard Nova*
- 13: *Keys to ye Kingdom*
- 15: *Swap Shop*



## Might & Magic III clues!

Shay Addams'

## Adventure Road™

As the industry grows more cyclical, releasing more and more of the new games for Christmas, we see fewer new titles in spring and early summer. But this has been the slowest ever. Until *Might & Magic III* arrived, I was actually playing *Buck Rogers!*

### Summertime Questing

Several new releases, however, should show up in time to brighten your summer. *TimeQuest* will keep most of us occupied till October. Author Bob Bates says it is twice the size of *Spellcasting 101*, and that the record for solving it is 60 hours. He also revealed that Steve Meretzky is wrapping up *Spellcasting 201: The Sorcerer's Appliance* for September.

Paragon's *MegaTraveller II* is scheduled for mid-June, *Twilight 2000* for July. And New World Computing has a June release, their science fiction RPG *Planet's Edge*. By July you can build your own *Bard's Tale* scenarios (MSDOS) with Interplay's *Bard's Tale Construction Set*. (They got the license back from Electronic Arts, so don't be surprised if a *Bard's Tale IV* is in the works.)

Interplay has three more biggies lined up for summer: *Castles*, *Star Trek: The 25th Anniversary Edition*, and *Lord of the Rings, Volume Two: The Two Towers*. They cleaned up the interface on *Rings*, and the *Star Trek* game will blend adventure, role-playing and flight simulation. *Martian Dreams*, the second in Origin's "Worlds of Ultima" series, is supposed to be out by now. *Ultima VII* is planned for the fall. The second in Sir-Tech's *Bane of the Cosmic Forge* series is also in the fall line-up. It will feature 256-color graphics and a new graphical-type interface.

### Amiga and Mac update

Amiga gamers won't have to wait for the new releases, for several conversions arrived recently: Accolade's *Les Manley*, Sierra's *Quest for Glory II: Trial by Fire*, and New World's *King's Bounty* (yes, it is really out there now). And MacAdventurers can get Sir-Tech's *Bane of the Cosmic Forge* in color as well as black and white.

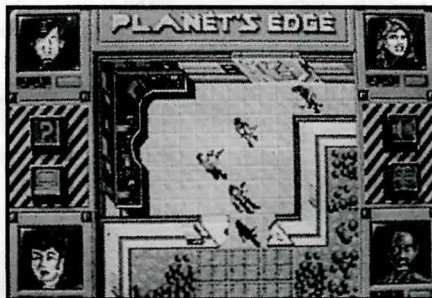
### Top MSDOS Games of March

According to the SPA, the top ten games, from number one through ten, were: *Eye of Beholder*, *Space Quest IV*, *King's Quest V*, *Wing Commander*, *Death Knights of Krynn*, *SimEarth*, *SimCity*, *Flight Simulator*, *Links*, and *A-10 Tank Killer*.

**Rumors of ye month club:** Richard Garriott is teaming up with Kevin Costner to do a western-based RPG called *Dances with Orcs*. Ok, I made this one up...but there is a rumor going 'round that he'll soon be a guest on *Lifestyles of the Rich and Famous*.

Another rumor making the rounds is that Sybex Books is buying Prima Books. According to Prima's Ben Dominitz, this one is completely unfounded: "We're in publishing and communications for the long run, and I have never even spoken to anyone at Sybex." (Prima will soon publish its first computer game strategy books.)

The most controversial rumor of



*Planet's Edge*, from New World

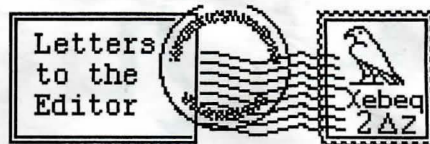
the month is that Jon van Caneghem is teaming up with Ali N. Atabek to design the ultimate role-playing game: *Might and Magic Candle*.

### Down in the Darklands

Most companies strive for "top secret" status on games in development. Not Microprose, which is planning to dive into the role-playing field with a game set in medieval Germany. They are even sponsoring a one-day conference on role-playing games at Origins in July, inviting a number of reviewers and other pros to attend and discuss their plans for *Darklands*. It is tentatively planned for a 1992 release.

### Editor plugs own book — again!

Yes, time for that monthly message to anyone who ever even dreamed of playing *Railroad Tycoon*. The definitive book on the subject, *Railroad Tycoon: Master Strategies for Empire Builders*, was recently published by Osborne-McGraw Hill. To celebrate the first day of summer (what kind of excuse is that for yet another blurb?), we are extending our deadline for ordering it directly from QB without paying the usual \$3 shipping to USA and APO addresses. That's right, all orders postmarked no later than July 15 will qualify. And the first 150 books ordered will be autographed by the author.



Dear QuestBusters:

Last month you published the SPA's top games of 1990, and the list from the Game Developers Conference, and told how those decisions were reached. But when you published the list of QB's top quests, you didn't. What did you do, flip a coin?

Cory Nichols

*Yes, at first we did flip a coin. But it was snatched in mid-air by a low-flying dragon, so we had to call our contributing editors for their opinions (the usual method, which we were trying to avoid this year in order to cut back on the phone bill). This time we also gave considerable weight to reader mail, and Bane got more enthusiastic, unsolicited raves than everything else combined. (Though we also got several complaints about the copy protection.)*

Dear QuestBusters:

Not long ago you said something about having trouble freeing up enough memory to play some of the new MSDOS games. QEMM-386 works great. I cleared 70K of RAM and can run VGA, mouse and so on with no problems. It allowed me to run PCCache, Ansi.sys, Mouse.sys, 40 files, Lastdriver, DOS-Print, Append and Graphics from DOS 4.01 in high memory.

Roland C. Coutu

## QuestBusters™

The Adventurers' Journal

Editor: Shay Addams

Managing Editor: Dora McCormick

News Editor: Fred Willard

Contributing Editors: Al Giovetti, Rich Heimlich, Bernie Yee, Russ Ceccola, Ken St. Andre, Stephen King, Steven Payne, Bruce E. Wiley, Brian Smith, Duffy, This Reviewer

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# The Making of *Might & Magic III: Isles of Terra*

So you thought you killed Sheltem at the end of *M & M II*? Well, says author Jon van Caneghem, "that was just a *hologram* of Sheltem." Sheltem is back in *Isles of Terra*, and so is Corak, whose soul you may have reunited with his body in *M & M II*.

Believe me when I say there is no Don Ho on these islands, where in pursuit of the legend of Terra's creation, you must collect the clues Corak scattered across nearly every area of the planet's thirteen isles. Eventually you'll catch up with him to defeat Sheltem (hopefully not another hologram this time!). The story is far from linear, for you can start in the middle of the path, or skip some of the clues.

## All-new technology

"It has taken about a year to develop *Might & Magic III*," van Caneghem recalls, "from when we

**Type:** Fantasy Role-playing  
**System:** MSDOS (640K and hard disk required, mouse recommended; VGA, EGA; Roland, Ad Lib, Sound Blaster, Tandy 3-voice & DAC)  
**Planned conversions:** Amiga

began switching over from the eight-bit mindset in the areas of programming, art and game design."

First came the new technology. "This was the first *Might & Magic* specifically designed for the IBM, VGA and sound, and it has digitized speech, different sounds for each monster, 256-color graphics, an icon interface...even the conception of this kind of product would be impossible on an eight-bit machine. Unpacked, it's over five megs." (The first *M & Ms* were written on the Apple.)

Next he dreamed up the general story and drew the first maps around it. "I designed the story and maps and events," he elaborates, "like 'the wizard will be here with a scroll you can deliver to someone in town three, who'll give you 1,000 gold.' I write that on the map and in my notes, which I give to one of our writers to turn into game text. He adds all the lively adjectives and so on.

"All the sub-events are then invented around the maps, and the fine details are added as we're playing

the main events." With the game's growing complexity, the number of people working on *Might and Magic* has doubled since *II*. "Mark Caldwell is our key programmer, who's making it all work.

## Major changes in gameplay

"Designing it on the IBM opened up worlds we're just beginning to tap," van Caneghem emphasizes. "The major change in game play is the 'what you see is what you find' approach. In previous games, you just stepped on squares and events occurred. Now you see *everything* that's in the game in the 3-D window: if there's an altar in the room, you'll see it (...and when you kill something, it stays dead. No leaving the room and returning to kill the same monster or find the same treasure.)

"That changes *Might & Magic* from a kind of text-based numbers game to an interactive graphics game. You don't have scores of numbers and messages: instead of just reading that '50 monsters attack,' you'll see all the monsters in the 3-D window."

Besides lots of monsters, you'll face another of those maddening end game puzzles for which van Caneghem's quests are famous. "In fact," he says, "lots of those kinds of puzzles are found throughout the game.

"But they're much simpler. And previously the clues were scattered around so much that some people never found enough of them to figure out the puzzles. These are more centralized, so you can find all the clues to 'puzzle x' in the same maze."

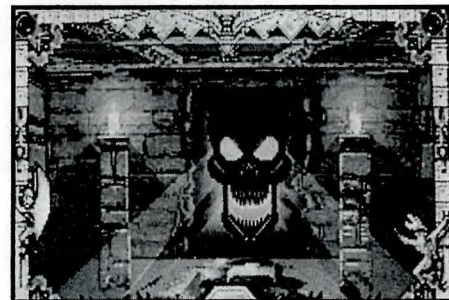
You talk with NPCs via menu and button options, and the conversation appears in a large text window. Some puzzles ask you to type in a codeword, for instance, but dialogue isn't emphasized as in an *Ultima*.

## Inside the pre-alpha dungeon

A month ago, New World started sending pre-alpha copies of the game to *QuestBusters*, where I've been playing regularly updated versions as its myriad pieces are intricately fit into place. On my first visit, I found a freshly created world filled with monsters but still unpeopled, unvelved

and undwarved.

Even then the isles of Terra were portrayed with brilliant 256-color graphics and distinct details that bestow genuine personality on the people, monsters and places they represent. From the town of Fountain Head to the Cathedral of Carnage,



## Ye VGA version

each of the 64 map areas enjoys a unique look and feel, underscored dramatically by the variety of imaginative monsters.

Ranged spells and weapons are animated with flamboyant 3-D effects, like spiralling orange and red flames. Deftly animated monsters abound, from the rampaging Scorpia monster to Skeletons that move like dancing death.

Though the program was wholly redesigned, many elements of the magic system, presentation scheme and other facets still shine with a familiar gleam. The inner workings of the game, however, are so different that you cannot import a character created in previous games. But you can easily roll up and customize your own characters, as well as recruit NPCs, for a party of up to eight.

## Ye Interface

A glowing blue gem replaces the "game commands" function found in typical RPGs. You click on it to bring up the menu for saving, loading and so on, which makes you feel more like you're drawing on the powers of a magic orb than merely choosing a menu selection.

You'll always see each character's number one factor — health — reflected in the color of a gem below his or her picture. Click on the character's face, and a full-screen picture shows icons and numbers: a bulging muscle represents *Might*, with the number 17 beside it. Click

By Shay Addams

on the icon, and you get more details, such as a literal definition of the number: low or great, for instance.

When a character's inventory screen is displayed, you can click on another character's face icon and switch over to his inventory. This simplifies reviewing everyone's spells and possessions.

Even more helpful was the advanced automapping system, which shows an overhead view of tiles depicting doors and terrain features, and a red arrow indicating the party's position and compass heading. A smaller auto map can be constantly displayed in the top-right corner, where it scrolls and the red arrow turns as your party moves, which made thorough exploration easier.

### *Version 2.38234*

Beyond exploring the town of Fountain Head and the rest of the island, I was able to do little more with the first version of the game. When the next one arrived a week later, I discovered the "point and slay" combat system was operational. (Formerly I had relied on a "cheat key" installed for the playtesters: hit the escape key, and all the monsters vanish.)

During combat, the monsters move in front of, behind and all around other things in the room, providing a feeling of depth that's rare in role-playing. Another special effect shows spouts and splatters of blood coming from a character's face icon, and also from the monsters you attack in the 3-D window.

At last I got to hear the sword-slashing and whip-cracking sound effects and the Renaissance Fair-style music (which had been in the first version: "Mr. Expert" here had forgotten the Roland was plugged into the headphones, not the speakers). Jon van Caneghem calls the music and sound effects his favorite part of the new system.

### *Elementary Magic*

Combat magic spells are based on Elemental forces. Every kind of attack does a specific type of damage: a sword does physical damage, a Fireball does fire damage. And every weapon and attack has a given characteristic. If it's physical, you go through the normal "hit points, dice rolls, armor" combat system.

But the effect of other types of damage depends on the target's

resistance to the Elements: if the party's hit with a 20 point Fireball, characters with 10 points of resistance to fire damage get only 10 points of damage, while one with 20 points resistance to fire would get none. Monsters are subject to the same resistances, so learning which spells to use on different creatures is vital.

Another innovation allows even a level-one Sorcerer to cast high level spells, for there are no "spell levels." A low-level Sorcerer who tricks someone into selling him a powerful spell like Fireball, or who buys it or learns it somewhere, can cast it as long as he has the spell points.

So if you're resourceful enough to solve the right mini-quests and find the spells, you can get an advantage early on. And if you don't, the more advanced spells still become available at the Guilds as a spellcaster gains character levels.

### *Point and click and roll 'em up*

The most outstanding aspects of the interface are its highly visual nature and its provision for using keyboard commands (which exist for most icons) in conjunction with mouse clicks. This proved handy while I was rolling up my own characters and equipping weapons and stuff.

It's easy to customize a character whose initial stats are high in several categories: when creating a Knight, for instance, with a character who has Might of 4 and Personality of 21, I clicked on the Might icon, and was prompted to click on another attribute icon with which to exchange stats. I quickly transposed my Orc Knight's Personality and Might stats (after all, an Orc with personality is a dangerous thing).

Another design feature streamlines character generation: the names of each class for which a character's stats qualify him or her are highlighted; when three or more light up, the stats can be juggled around to create a powerful character for almost any class — and it's easier to keep an eye on the names than on the list of numbers.

Later on, mini-quests and special encounters can accelerate boosting attributes, skills and spells. There's even a place that sells experience points, as in *M & M II*.

### *The game of a thousand faces*

In a battle or in a bar, you'll frequently witness your characters'

expressions change to reflect the effects of poison, different spells, and so on. With initial versions of the game, I could hit a playtester key that cycled through their expressions so I could see them all. (Another key let me see all the monsters.)

Still, seeing them like this was nothing compared to watching their expressions change in battle. For once, I actually enjoyed watching my characters get hit by the enemy's spells, because their resulting expressions were often so amusing.

The worst possible situation for a gamer — death of the entire party — was even made entertaining, for you see the green, gaping jaws of a monster clamp tight (and loudly!) on the screen. Then, without rebooting, you can start a new game or load a saved game.

Veterans of former *M & M* quests will appreciate the ability to save a game anywhere in the world (except during combat) in this game — a first for the series. And if you save it in a no-win situation, a thoughtful "Mr. Wizard" option teleports you back to the town you last visited.

### *Version 3.239*

I had barely managed to escape the second version of the game with my party intact, when an improved version arrived the next day. For the first time I saw the events of the story begin to unfold. Now I could visit shops and guilds and banks, encounter some of the many special events such as a mysterious gold card (VISA or MasterCard, it didn't say which) locked in a glass case.

Soon I was on the trail of my first of countless mini-quests, and while Sheltem is leagues ahead of me at the moment, it's only a matter of time, orbs and gold before we meet again.

**Conclusions:** Without vision — the designer's ability to *see* his or her game world and its people and events, a game is doomed to be just another clone. Jon van Caneghem clearly displays such vision, for the best illustrated, most atmospheric dungeons, castles and creatures you'll encounter this summer are found on Terra — and *Isles of Terra* is the latest landmark on Adventure Road.

**Skill Level:** Intermediate

**Protection:** keyword in manual

**Price:** \$59.95

**Company:** New World Computing

## The Prognosticator

As June approaches, things are really beginning to heat up in the entertainment world. The COMDEX and CES shows are just around the corner, and everyone is in a mad frenzy to polish some their upcoming releases so they will shine at the shows. Obviously, we've been quite busy at the test center.

### Wing Commander 2

After months of negotiations, "The Management" at Origin has finally acknowledged the existence of *Wing Commander 2*. And just in time for me to finally let you know what's happening with the sequel to one of last year's hottest games.

Even better news is that the new version, unlike the original game, will merit a feature length review in *QuestBusters*: it's going to be much more of an adventure than the first one. The word is that it is completely interactive. Now you can get to know your fellow flyers or dig into areas that were previously "off-limits."

The first thing you'll notice is the game's improved look and sound. If you have a Sound Blaster, you'll hear complete, digitized speech instead merely reading the textual script. Even the soundtrack has been dramatically improved.

In this story, you start off on a normal mission. After defeating the enemy, you return to find that the Tiger's Claw has been completely destroyed. Also, your equipment seems to show that you were directly responsible for destroying the ship!

Obviously there is some foul play here. After getting kicked out of the Air Force, you swallow your pride and join the Coast Guard. It is from here that you must find out where things went so terribly wrong.

It doesn't take long to discover that the Kilrathi possess a new cloaking device, which must have been what allowed them to sneak in undetected and wipe out the Tiger's Claw. You also find out that the Kilrathi Prince and his battalion were responsible.

### Striking Back with a Vengeance

Virgin Games is putting the final touches on the sequel to *Spirit Of Excalibur*. The new game, called *Vengeance Of Excalibur*, is a refreshing update that addresses most of the problems associated with *Spirit*, most notably the story line. You will find it much easier to figure

out your various quests. If you get stuck, try asking anyone you see for help, or even enlist the help of any of the several bands of gypsies (for a price, of course). The graphics are as good as ever, and the story is much more interesting this time around.

Virgin is also finishing *Conan*, which uses a variation of the interface seen in *Vengeance* and *Spirit*. The major change is that all the action is seen from an aerial-view, oblique-angle perspective. As *Conan*, you'll meet characters out of Robert Howard's classic novels.

### Deja Vu?

SSI is well underway with a new set of adventures. Their next series will start with *Gateway To The Savage Frontier*. (Why is it I can never say that without thinking of *Savage Empire*?) Also in the works is the finale to the *Pool* games, *Pools Of Darkness*.

### He did promise to return

"I'll be back," were words no one could take very lightly. Unless you recently returned from another planet, you know that the phrase came from none other than the Terminator. Well, he's kept his word. *Terminator*, the computer game should be available shortly. Bethesda Softworks has done a good job bringing a game this complex story to the PC.

You can play either Reese or the Terminator. Either way, your key task is survival. From the moment you zap into existence somewhere in Los Angeles, your enemy is hunting you down. The game uses an extensive 3-D playing area. If you see a car, hop in, start it and drive away. You'll want to head straight to the nearest gun shop or drug store for supplies if you want to succeed.

### Prodigy: a marvelous example...

The above is one definition of "prodigy." It's obvious why Sears and IBM chose that name for their online computer information system. The commercials and hype all paint a fantastic picture. People are continually asking my opinion of the Prodigy network, so stand by:

Prodigy hasn't been with us very long, yet you see it almost everywhere. Just looking at some of the messages on Prodigy, you get the feeling that these folks are saints. Not a single bad comment can be found anywhere. Enter truth, justice and the Prodigy way.



Not very long ago, some Prodigy members were reportedly discussing the network very frankly, and basically asked Prodigy for help in resolving their questions. Apparently Prodigy officials decided the best course of action was to simply eliminate all negative discussion.

The users were asked to use a private location supposedly designed for such feedback, but were soon shocked to learn they had to pay extra to use the new area. Those who complained were reportedly removed from the system.

Now a new storm is brewing. The *Wall Street Journal* reports that when you install the Prodigy software, a strange file named STAGE.DAT gets installed and continually updated. Seems the file contains all kinds of personal information about your system, which gets uploaded every time you call Prodigy.

Is market research getting too expensive to do the old fashioned honest way? Has Prodigy taken it upon themselves to find out all about you, your system, and your data without ever telling you about it?

Finally, if you read the small print on the Prodigy Starter Kit, you will find that you relinquish all rights to your computer and its contents directly to Prodigy (who refused to comment on this situation). I think another definition of "prodigy" applies here: something abnormal or monstrous. I'm going to pass on Prodigy, and recommend you consider doing the same.

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### By Rich Heimlich

Rich Heimlich is President of TCSC, Inc., a quality assurance testing firm specializing in entertainment software.

# Bureau of Astral Troubleshooters: B. A. T.

**B**.A.T. is a strange game, with a strange interface and strange graphics. Even the story is strange. *B. A. T.* is so strange that I and another *QB* reviewer initially had trouble getting far enough into the story to do an adequate review (but I finally managed after receiving F. J. Philipp's solution).

A disorienting experience, *B. A. T.* will make you feel like you've been standing on your head too long. But unlike standing on your head, *B. A. T.* grows on you. Stick with it long enough, and eventually you'll begin to like the strange interface and strange graphics.

In the persona of your *B. A. T.* alter ego, you are transported to another world, that of the Agent of the Bureau

**Type:** Science Fiction Role-playing Adventure

**System:** ST, Amiga, C64, MSDOS (512K and VGA required, 640K for Tandy graphics or mouse; mouse optional, hard disk recommended; no third-party sound support; 5.25" disks in same package)

**Planned conversions:** none

of Astral Trouble Shooters. Your assignment is on faraway Selenia, in its most important town, Terrapolis. You have ten days to find and kill the evil scientist Vrangor and his henchman, small-time hood Merigo, before they explode nucturobiological bombs (Hey! You got to read the documentation to understand this stuff!) that will destroy Terrapolis. Terrapolis and Selenia are the sole source of elements essential to space travel, and their destruction would destroy interstellar commerce, resulting in chaos in the rest of the galaxy.

## Running from robots

During the course of your adventure you will encounter killer robots and others who will attack you in the streets. You are no match for the robots, and ammunition is

expensive, so run (click on the upper left hand icon in the battle screen) from your attackers and pick your battles carefully.

Running can be very helpful for other reasons beyond avoiding the death of your alter ego. Two essential items in the game are located in areas I was unable to reach without running, which also enabled me to reach the area of the police station without getting arrested and wasting two days of the ten needed to win.

The game is vast, so it's essential to map the different locations from the city to the underground town, the desert and the artificial park. There is no automapping, and the maps are of the graphic adventure type.

Orientation is odd, sometimes requiring you to go out of rooms by clicking on side doors, rather than backing out the way you apparently came in. Once you get the hang of getting around, things get easier.

Within this vast world are physicians, water fountains, museums, a desert, nightclubs, arcades, armorers and weapons merchants. *B. A. T.* has a full featured 3-D perspective flight simulator called the "drag," which you must learn to pilot.

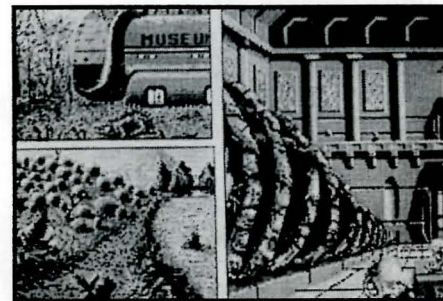
Implanted in your arm is a Biodirectional Organic Bioputer (B.O.B. for short) that controls body functions, translation from alien or robot speech to human language, monitors your statistics and level advancement, and allows you to program special functions you may need to enhance your game performance.

*B. A. T.* has a haunting and beautiful futuristic atmosphere that only the French can portray through their artistic background renditions. (*B. A. T.*'s beautiful graphics remind me of another French adventure game, *Future Wars*.) The 300 graphics and animations are portrayed in 16-bit high resolution, 256-color VGA on the IBM. The highly detailed and busy graphics are confusing until you start to understand what they portray.

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By Al C. Giovetti

UBI Soft designed *B. A. T.* as a totally rethought concept. It's what they call a "distributed adventure." The plot of is totally non-linear and can be solved in a variety of different ways by completing branches and side plots of parallel solutions. All



*Split-screen graphics put a fresh face on adventure*

parallel plot paths converge upon the game conclusion. The screens are graphical, flowing and cartoon-like, "designed to make the game come alive."

The game is totally mouse-controlled with a smart mouse pointer. As you move the mouse around the game board, the mouse pointer icon changes into different icons portraying move in a direction, talk, access the B.O.B., interact with a non-player character, enter a building, and the question mark. If you click with the appropriate icon, the computer will execute the command selected. The mouse is very sensitive and can change icons with movement of one pixel.

The screen display depicts movement by showing a series of illustrations. An inventive "split screen" effect give the game an unusual feel, with pictures that fill a full screen, a half screen and/or a quarter screen. Often these are simultaneously displayed, overlaying each other. The screen must be examined and explored mouse to find hidden icons that reveal the potential for movement and interaction.

## Role-playing aspects

Character generation allows you to set your attributes from a pool of points. You may determine Force, Intelligence, Charisma, Perception,

Energy and Reflexes, up to a maximum of 20 points each. With experience, your character gains levels and attributes. *B. A. T.* is a true role-playing game whose emphasis is character attribute development. Since you only have ten days to develop the character and attributes, *B. A. T.* does not allow time for any dallying or serving jail sentences for stealing from merchants. (The punishment for stealing is two days in the slammer.)

### *Alien interaction*

You must interact with the seven races on Selenia and find 50 unique and distinct personalities. Many of these characters possess the information and equipment needed to win the game. You must use your B.O.B. to translate the three dialects

of human, alien and robot to effectively gather the information.

Some of the clues concerning characters are scrambled and are different each time you play the game. Many events are time-related: unless you're in the right place at the correct moment, you'll never find the person who has the necessary clue or object.

Supporting only the PC speaker, *B. A. T.* does not have spectacular sounds or music. You can have up to eight save games, and the interface supports pause, sleep, load, save, steal, buy, sell, communicate, ask the time and many other functions. To fully comprehend the interface, you must read the 52-page Adventurer's Journal from cover to cover.

**Conclusions:** Requiring patience, careful study, and an eye and

appreciation for the unusual and the beautiful, *B. A. T.* is truly not for everyone. It is a truly innovative game system that is very difficult to learn and become acclimated enough to before you can fully enjoy it. Only then will *B. A. T.* provide hours of fun in exploration and discovery — confusing you, disorienting you, and giving you the true feeling of a stranger in a strange land. If you are so inclined, *B. A. T.* is well worth the considerable time it will take you to decipher and appreciate its considerable charms.

**Skill Level:** Intermediate to difficult

**Protection:** None

**Price:** C64, \$39.95; others, \$49.95

**Company:** UBISoft/Electronic Arts

## *Theme Park Mystery*

Amusement parks are my favorite places in the world. I love the atmosphere, the cheap haunted houses, fast rides, roller coasters and the sheer isolation from the rest of the world while I'm there. *Theme Park Mystery* combines elements of adventure and arcade games to form a hybrid that is unique and flavored in the tradition of amusement parks.

Because of its strong reliance on arcade skills, *Theme Park Mystery* may not be for everyone. Still, it has a lot to offer the adventurer: numerous objects to use, puzzles to solve and neat places to explore in both mini-arcade games and an aerial view, scrolling playfield.

The goal is to discover the secrets of Magic Canyon Theme Park, an abandoned amusement park that drove your uncle to commit suicide. You just inherited the park and have as much time as you need to gather the clues and objects that will lead to the solution. Most important in winning the game is capturing eight gremlins that are scattered throughout the park. Then you must confine them in a coffin and give it to Zoltan, the magical fortune teller trapped in the age-old machine that dispenses a card with your fortune in exchange for a token. I spent many hours playing

*Theme Park* and caught only six of the gremlins. The game is fun, but is also frustrating at times.

### *Yesterday, all my troubles...*

Magic Canyon Theme Park consists of four sections: Yesterdayland, Dragonland, Dreamland and Futureland. Though this might remind you of another famous set of theme parks with 'lands,' these areas of Magic Canyon are something entirely different and often weird.

You use both mouse and joystick. The joystick is for moving around on the main screen and playing the arcade segments. The mouse works the three spirit slot machines in Yesterdayland and is also used to access your inventory. You press the space bar to get to the inventory panel at the bottom of the screen. This same action pauses the game.

The story starts in Yesterdayland. There is not much to do here. This land acts as a home base for getting clues and taking the 'monorail of fear' to another land. The slot machines here are helpful in your quest. The Zoltan machine is where you get all the clues. When you drag a token out of the inventory box to the slot in the upper left, a card pops out of the

drawer on the bottom right of the screen.

Each card contains a clue from Zoltan. The clues are more helpful as you collect additional cards. Some cards transport you to one of the other three lands, while others affect your inventory. The only way to find out what they do is by using each card or clue once and recording the results. Zoltan is the key to the mystery, and his role becomes more evident as the game goes on.

The other machines in Yesterdayland are the bagatelle machine and the grabber. The bagatelle machine is just like pachinko. You insert a coin in the slot and flip three balls with a lever so that they land in one of the holes marked with points. If you get over 100 points, tokens fill up the 'Win' tray. It is important to come back to the bagatelle machine when you amass coins, because you can get more clues with the tokens. Also, some of the fortune cards reveal their clues only when you give coins to Zoltan.

The grabber machine is one of the game's sour parts. Toy soldiers move across the screen in single file. When you insert a token or coin and press the 'grab' button, a claw moves across

the screen and drops to grab a soldier. One of the soldiers is a gremlin. The problem is that the game is too picky about the location of the grabber. It took me many games before I learned how to pick up one of the soldiers, and then I had to find the gremlin. Makes you want to toss a brick through your monitor, doesn't it?

### *Monorail to Dragonland*

You travel to the other lands in Theme Park Mystery via monorail. Once you get a monorail pass from Zoltan, you can travel to Dragonland. Here you move a Conan-type warrior through scrolling screens (both vertical and horizontal) to find various objects and weapons, coins, gremlins and the coffin.

After a few tries, you will get used to moving around Dragonland, but the flying birds will still annoy you to no end. Fortunately, the potions scattered around the screen and on ledges will restore your energy, and still others give your character some shield strength and boosts the energy level of your weapons (both displayed with dynamic bars). Once you find everything you need here, it is only a

**Type:** Graphic

Adventure/hybrid

**System:** Amiga,MSDOS  
(CGA, EGA, VGA/MCGA,  
Tandy 16-color

**Version reviewed:** Amiga

**Planned conversions:** none

matter of getting through the land without losing lives, of which you only but five.

### *The Quest is the Best*

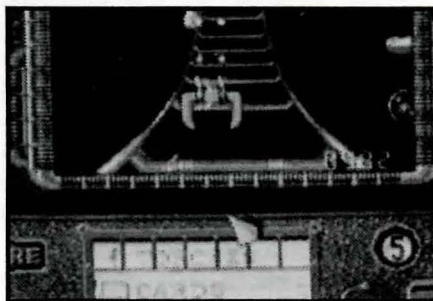
Dreamland will appeal more to the questing instincts in us all. The land is one giant chess board with various chess pieces, weird creatures and obstacles strewn throughout the squares. Under each chess piece is a box. A key will open the box, but there are few keys out in the open. One way to get keys is to kill bugs that walk across the board. They leave behind a key when dead. Another way is to drop a coin on the board. The coin turns into bird seed (yeah, I know it makes no sense), and

---

By Russ Ceccola

a flying origami bird drops keys in exchange for the seed.

In any case, there are many objects to find and use correctly, plus other monsters and a couple of gremlins in the boxes. You have to use your brain more in Dreamland, but it is not really difficult.



### *Mystery Theme Park*

Futureland is just a shoot-'em-up arcade game in which a roller coaster's tracks scroll by while you use another grabber to fire at space ships and other creatures, and collect gremlins and objects that increase your shield strength. The game could live without this land and should contain in its place a land like one of the other three.

Graphics and sound effects in *Theme Park Mystery* are solid, but nothing to write home (or *QuestBusters*) about. I was more impressed with the variety of places and creatures in the game, the atmosphere of each world and the overall look of the game and interface. One neat sequence is the monorail ride. Your character changes costume, and the background of the car and the scenery outside the window transform to fit the world you are about to enter. Sound effects are average and there is no music.

**Conclusions:** As you can see, your choice to purchase *Theme Park Mystery* ultimately depends on your tolerance of arcade games. I like them, so the game was a pleasant diversion away from the norm. It is a fun game, and each time you play it you will get that much closer to the real story behind the park. The interface works quite well, and the only problems are with the grabber machine and Futureland. Another gripe is that there is no way to save the game. It's not entirely necessary, but I would like the option of playing a game over a few days or weeks rather than entirely in one sitting. *Theme Park Mystery* is in a class by

itself, however. While other "unique" games fail in trying to be different, this game succeeds despite its weirdness and large variety of gameplay. So if you like amusement parks and some action in your adventure, let the monorail take you away. Just don't throw up on the seats!

**Skill Level:** Beginner to Intermediate

**Protection:** Code in manual

**Price:** \$49.95

**Company:** Konami

### Quest for Clues: II & III

Here they are, complete solutions and lots of maps for the quests that have been driving you crazy. (See page 12 or 16 to order.)

### Quest for Clues II

Arazok's Tomb, Beyond Zork, Dark Lord, Deja Vu, Dondra (Questmaster I), Dr. Dumont, Dream Zone, Guild of Thieves, Jinxter, Leisure Suit Larry I & II, Manhunter: NYC, Maniac Mansion, Plundered Hearts, Police Quest I, Sherlock Holmes (Infocom), Space Quest II, Talisman, Twilight Zone, Zak McKracken, 2400 AD, Pool of Radiance, Alien Mind, Bard's Tale III, Colony, Eternal Dagger, Faery Tale Adventure, Quarterstaff, Questron II, Return to Atlantis, Seven Spirits of Ra, Star Command, Tangled Tales, Times of Lore, Tower of Myraglen, Ultima V, Wasteland, Willow, Wizardry IV.

### Quest for Clue III

Arthur (Infocom), Circuit's Edge, Codename: Iceman, Deja Vu II, Fish, Future Wars, Gold Rush, Hillsfar, Hound of Shadow, Indiana Jones Last Crusade, It Came from the Desert I, The Kristal, Leisure Suit Larry III, Loom, Manhunter: San Francisco, Police Quest II, Space Quest III, Transylvania III, Universe III, Usurper, Bad Blood, Battletech, Centauri Alliance, Chamber of Psi-Mutant Priestess, Champions of Krynn, Conquests of Camelot, Curse of Azure Bonds, Dragon Wars, Drakkhen, Hero's Quest, Journey, Keef the Thief, Knights of Legend, Magic Candle, Neuromancer, Space Rogue, Starflight I & II, Windwalker, Wizardry V



# Death Knights of Krynn

It has been a year since you and your band of six intrepid adventurers, joined by up to two non-player characters, won the Battle of Kernen and were awarded the Special Solemn Order of the Champions of Krynn. A celebration of the great victory, with a memorial to your fallen comrade and friend, Sir Karl, is planned for Gargath Outpost. Suddenly, as you and other survivors of the battle assemble for the ceremonies, a horde of death knights comes out of the sky — led by the undead remains of Sir Karl astride a death dragon!

Thus begins the story of *Death Knights of Krynn*, the sequel to *Champions of Krynn* (laying to rest

**Type:** Combat-intensive Fantasy Role-playing  
**System:** C64, MSDOS (512K and VGA required, 640K for Tandy graphics or mouse; mouse and joystick optional, hard disk recommended; Roland, Ad Lib, CMS  
**Planned conversions:** Amiga (one meg, May)

all those rumors that the sequel would be marketed by Wheaties and called *Breakfast of Champions of Krynn*). Before the game is over you will have fought hordes of undead death knights, ferocious dragons, and the evil Lord Soth himself. In your quest to stop Soth's threat to the realms, you will enlist the help of the gods and their artifacts.

## Better or worse than Eye?

*Death Knights* is the sixth game utilizing SSI's best-selling, award-winning "gold box" game system for an *AD & D* role-playing game. After several years out on the market, the game system seems a little tattered and less impressive than when it first appeared. The eight-bit, four-color EGA graphics, for example, are far from state of the art.

But many of the excellent features stand out in contrast to more graphically impressive games like *Eye of the Beholder*, which was released shortly before *Death Knights*. For the first time in the series, a character created in the previous game and used in this one gets to keep magic items and equipment obtained in that game. And *Death Knights* has automapping and autocombat.

There is also a rich plot with numerous mini-quests, well worked-out methods of communication and exploration over a wide area of the game map, and wilderness travel. Do not let the polish and splash of *Eye of the Beholder* take away your lust for *Death Knights*. This is the same game engine that you have come to love through battle after battle. Yes, the old war horse has seen better days but this war horse is not ready for pasture.

If you played *Eye*, you will have to familiarize yourself with *Death's* interface. Remember, this is a linear game whose maps are accessible only after you complete certain tasks. If you come to a ghost town, that means you have missed something; you'll have to go back and complete a related task before that town's map will appear. Watch the hints carefully and read the paragraphs. Even though the game has automapping, drawing a full set of maps will help.

## Characters and Classes

Characters can be transferred from *Champions of Krynn*, rolled up anew, or "transferred" by using a unique "modify" utility that allows you to recreate characters from any other computer or paper-and-pencil game system. "Modify" can be used to change any character's attributes to fit any other character's attributes, as long as they start the game no higher than eighth level.

*Death Knights* is basically a game of character development, accomplished by acquiring enough

experience points to boost things such as attributes, level and hit points. Experience is obtained by exploration, killing opponents, and making wise decisions while adventuring. The method of awarding experience is far advanced over the



*This old war horse is still feeling its oats*

hack and slash methods of just a few years ago.

## Second Edition AD & D Rules

Characters can advance to a maximum of level fourteen, with the exception of Thieves, who can advance to eighteenth level. Multi-classed non-human characters start at lower levels and progress more slowly, in direct proportion to the number of classes (up to the maximum of three classes).

Character development, advancement, and attribute enhancement follow the *AD & D* second edition rules to the letter. SSI's adherence to *AD & D* game rules is one of *Death's* best features.

Depending upon your random attribute scores and race, you can pick from six character classes, including Clerics, Fighters, Rangers, Paladins, Magic-users, Thieves and three orders of Solemn Knights.

Humans can be dual-class characters who are one class for the first part of their lives and have changed into a new class for the remainder. Once a character's level in the new class exceeds his level in his old class, he can use both classes and will gain hit points normally. A Human Fighter turned Thief could be a great asset.

By Al C. Giovetti

## Unadulterated A D & D Magic

The magic system for Clerics and Magic-users is also straight out of the A D & D rule books. Spells are limited to only a dozen or so types per level. *Death Knights* and *Champions of Krynn* have a complex magic system based upon the alignment with the three Dragonlance moons: Solinari, Lunitari and Nuitari.

The higher the level of the character, the more powerful certain spells are: a twelfth level character's Fireball is twice as powerful as a

*It's a bird!  
It's a plane!  
No! It's a  
Death Knight!*



sixth level characters; range and radius are also increased.

In addition to the greater complexity for the Magic-users' spells, there is a greater complexity for Clerical spells. Clerics and Paladins align with *Krynn's* neutral and good gods: Paladine, Majere, Kiri-Jolith, Mishakal, Shirrion, Reorx and Shinare. The alignment with the god and attainment in level bestows special powers and a full complement of spells for each level gained.

### Let the games begin!

When combat begins, the left side of the screen is devoted to a semi-three dimensional, oblique angle view of the battle. The right side of the screen flashes combat reports, while two lines on the bottom of the screen offers combat information such as range and key-press prompts.

Characters can move in any of eight directions by using the mouse, joystick, or keyboard's numerical keypad. Combat is resolved on a rounded turn basis, depending on relative dexterity of the combatants. A turn is composed of phases of movement, then attack. There is a delayed turn phase that accommodates the time it takes to

cast spells, and permits you to time your movement and attack.

### Hot Keys too

In addition to using the mouse, you can also make decisions with hot keys and menus. But in many cases, the use of a mouse with one hand and the keyboard with the other is thwarted by the lack of simultaneously active mouse and keyboard interface functions. The joystick is also supported, though it's not the most effective interface for this type of game.

Several external sound boards are supported, including the Roland, the Ad-Lib and the CMS Game Blaster. But they only play the *Secret of the Silver Blades* theme, not the actual game sounds.

These are handled by the PC external speaker, which actually does a better job reproducing footsteps and the clang of sword on halberd. Tandy owners will find their three-voice sound chip sounds even better.

The game includes instructions for transferring characters, a tri-fold blue card with system-specific instructions, a 12-page Rule Book and a 60-page Adventurers Journal. The latter has 18 pages of paragraphs to support the story, not as many as the other games in the series. The paragraphs elevate most of SSI's gold box games to the level of interactive fiction, significantly enhancing entertainment value.

**Conclusions:** If you liked any of the previous gold box games, from *Pool of Radiance* through *Buck Rogers* — and you were not spoiled by *Eye of the Beholder's* dazzling beauty, you will enjoy *Death Knights of Krynn*.

**Skill Level:** Intermediate

**Protection:** Keyword from paragraphs book

**Price:** C64, \$39.95; others, \$49.95

**Company:** SSI/ Electronic Arts

## M & M III Clues

*We went straight to the fountainhead for some clues to Jon van Caneghem's latest quest. (See page 14 to decode boldfaced clues.)*

**QB:** What's an effective party?

**van Caneghem:** Make the group as diversified as possible, with a member of every race and as many different classes as possible. Secondary skills are critical, so get as many as possible. You want someone with Danger Sense and someone with Detect Secret Passages right away. Next you need someone with Pathfinding and Mountaineering, for outdoor adventuring. Read the manual and experiment with different characters, because some races start out with secondary skills.

**QB:** How about some "jump start" clues for the opening game?

**van Caneghem:** First-level characters can use the Mr. Wizard option to get out of trouble, since they don't suffer the usual penalty that lowers each character a level. So until your characters hit level two, you can experiment more freely.

Finish the mini-quests in Fountain Head right away, then go to the cave below it. For useful clues and objects, take as many skulls as possible to the Miser. For gold, **b19h** the **92c72t w11l** around the corner from the Inn (be prepared for a battle). There's a dungeon outside the first town, just a little bit south, which is the next place to check out. The **Fireball** spell is in the Temple of Moo there, in a hidden spot in the north-central section.

The Dragonbreath spell is another good one: it lets you choose which element you want to breathe at the enemy. If you know a monster is immune to cold, cast Dragonbreath and set it for electricity. That spell's location hasn't been decided yet, so let's just make it up right now. Ok, let's put it at **w1714ck h31l**.

For temporary Hit Points that last a day or till a battle, learn Swim (below Fountain Head), then go to the island in the lagoon south of town.

**NEXT MONTH!**  
a full page of clues and more  
exclusive tips from the creator of  
*Might and Magic III*

# Walkthrough: Hard Nova

## Character Development

Train in the Robomaze on Mastassini. At first designate all skill points to Aptitude, so you can acquire more skills later. After gaining a few levels, begin assembling a party.

## The Rest of the Team

To greatly enhance firepower, recruit Rogers Amaro. Go to his home on Holbrook (429, 270). Get the fish tank and return to city on Mastassini (804, 427). Make sure the tank is the top item in your inventory pool, then go to the bar. Find the aquarium and stand next to the second tank from the left. An option will appear, allowing you to get the yellow fish. Take it to Rogers' house on Holbrook. Give it to him, then talk to him.

With Rogers, travel to Rouyn. Land at (947, 306) for some useful equipment, including the Grav Blocker. Bring the armor to the bar on Tikkor. Give it to Galejay, the sober Darcator. Talk, and he'll join.

## Making Money

To acquire all the money you need, accept the most profitable smuggling missions at the Mastassini space station. The best way to deal with enemy ships is to fly right by them at high speed, then repair any damage later.

You can avoid paying taxes in the Ariel system by using the J17E ship signature. For free ammo, stop off at (1186, 173) on Mastassini. The ammo is in the first room, and powerful droids guard the rest of this base.

## Kendall's First Mission

The hijacked ship is in the C3b271n system, above and to the right of the 9t17g1t2 (it doesn't appear on the Long Range Scanner).

## ALICE Joins the Quest

To get ALICE to join, travel to the DSRE Labs on Tikkor (667, 367). After docking, go west a short distance from your hovercraft. ALICE is in the small room to the north. Once you have dispatched the guards (Demolitions skill helps here),

pick up the circuit board and give it to ALICE. Command her to follow you, and you've gained an invaluable party member who can shoot while in Scout mode. If fighting ever gets too tough, send ALICE ahead to clear the way. ALICE will make Kendall's next quest easier.

## Kendall's Second Mission

After talking to Max Sebastian, go to the first base (610, 608). Talk to one of the friendly soldiers to find the location of the second base. Go there, and you'll find a similar situation. Get the coordinates of the third base from a friendly soldier.

The third base is more difficult. You must work your way as far east of the hovercraft as possible. In a room with a blue NPC is the mag card 174J. Take it and leave the base. Go to the main city on Ariel.

On the third level on Ariel, use the mag card 174J to enter the restricted elevator, then go up a level. Head to the southern tip of the level, where mag card 391A is found in a small room. Take it and leave.

Now head back to Ciberan and go to the base at (907, 650). Your starting point on the accompanying maps is (1) on Level One. (Note that the names of the levels indicate the order in which you traverse them, not necessarily their true order.) As you leave the hovercraft room (1), turn north. Travel as far as possible in that direction and go down the vent hole (2) to the east.

Head east from the vent at (3) and follow the corridor to (4) on Level Two. Go up a level. Head north from (5) on Level Three into the room above the corridor extending to the west (6). Go up two levels. On Level Four, head west from (7) to another down elevator at (8). Go down two levels and travel south from (9) on Level Five down the hall, following it as it turns east.

The elevator (10) is in the southwestern one of the four rooms bunched together at the end of the corridor. Go up once, and you're on the final level. ALICE can be used to wipe out all the troops here. General Rodgen (the blue person) must be killed as well, but it can be difficult.

You can use ALICE, or scout around for a particular floor square from which you can shoot her but she can't hit you. Take the mag card 942Z that she leaves behind, then leave the base the same way you came.

Go to Ariel and land at (1411, 426). Use mag card 942Z to enter Altron's base. You can get to him without use of force. After talking with him, you cannot leave the way you entered and must fight your way out the other exit to the east (saving here will replenish enemy troops). Again, ALICE will be very useful.

Once you've escaped, fly to Ariel City. Go to the bar. Find Skreed in the room to the southeast corner and tell him about Altron. He'll join the party. Now destroy Altron by taking Skreed to him.

## The Typhon Invasion

By the time you've completed the second mission, the invasion has probably begun. If the main battle fleet hasn't arrived yet, you can follow Kendall's instructions and meet the miners on Rouyn. This isn't vital to completing the game, however.

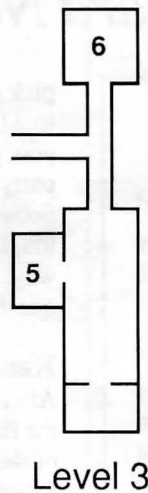
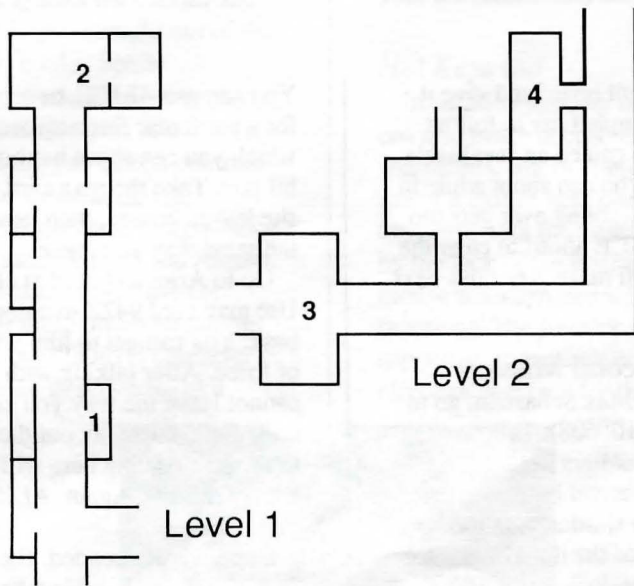
After the invasion commences, you must board one of the Typhon warships and retrieve the two Viewer Disks from the ship. Take them to Altron's base on Ariel. Use the computer to translate them.

Now take the disks to the DSRE lab on Tikkor (667, 367). This shouldn't be too hard, but you *must* have ALICE with you (she's safe from attack by security droids). Once you've seen the head scientist, go to the other DSRE lab on Mastassini (1186, 173). See the head scientist and opt for the peaceful solution.

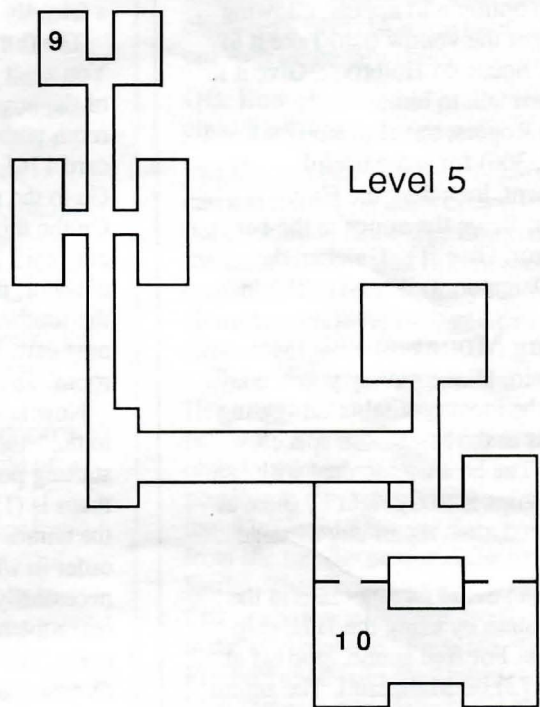
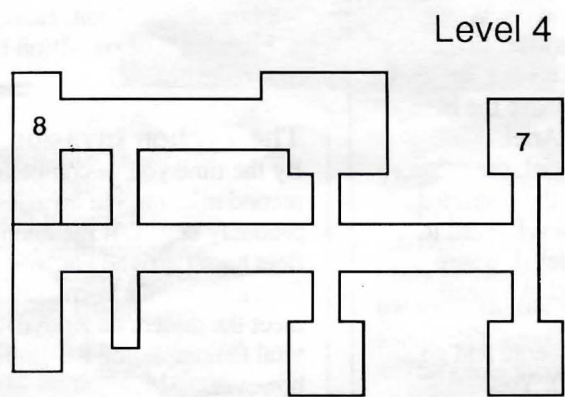
Take the material they give you and go to the Rouyn system. The grey dot at the very bottom of the Long Range Scanner is the Bremer Astrship. Board it and find the Bremen Songmaster. Give him the data and talk to him. To get him to help, you must go to the bar on Ariel and find Orai Volomar. After you meet Orai, he'll be glad to help.

*New QuestBusters Code!*  
*See page fourteen*

By Dan Ingber



*Hard  
Nova*



Ciberan (907, 650)

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# Keys to the Kingdoms



## Death Knights of Krynn

Most of the monsters are Undead, so it's useful to have at least two Clerics or dual-class Clerics to turn them.

Visit the dwarf Gluten's home in the valley just east of Throtl. Answer the riddles (**w1t27, h1n89, 73ng**), or win a few fights to get the Girdle of Giant's Strength and a Mace +4. Maces are especially useful against Skeletons.

Save the **Father of Trees**, found on the southern edge of the map's center. You'll find a Periapt of Proof vs. Poison, and Boots of Speed.

**In Throtl:** you can find treasure and weapons at 14, 13 and 1, 11. Rescue Sir Michael at 4, 2. More loot is found on the beached pirate ship, just east of Kalaman.

**Dargaard Keep:** to use secret entrance to this place, get **93lv27 k26** in Kalaman, go to northeast corner of Cerebrus graveyard, and open coffin.

R. T. Vicedomini

**Vingaard:** To find the Dream Merchant's shop, (from the entrance), go 8S, 3W, 3N, 2W, 1N, 1W, 2N, 1W, 3N, 1W. The Lit Candle is 8S, 1E, 1S, 3E, 1S. **To find Selas:** buy a candle and follow the red doors.

**Turef:** Wrestle the dwarf in the purple hat. Ask locksmith for key #88. This opens a secret door in NW corner of bar.

Vivienne Stevenson

## Eye of the Beholder

**Level 5:** There are several "walk-thru" walls here, marked with symbols. The upper half of this level is separated from the lower half, and may be accessed by going through the walk-thru wall on the west edge. Agree to help Dwarves in north half, so you can obtain healing services of Dwarf Cleric. After each partial healing, leave the level and return for more healing until complete. Get Stone Medallion and Necklace, Mage spell of Haste. In SW corner, get Platemail and Spell of Invisibility 10. Use teleporter. Get wand (walk-thru wall). Go through teleport maze (use teleporter to north, activate switch, use teleporter to east, activate second switch). Teleporter to north returns to start. Use teleporter to north again, then middle teleporter to east, then teleporter to north. Activate final switch, and you can now access stairs to northern part of level six. Stairs to

southern part of level six are near the original stairs from level four.

Dennis Ewell

Pick up all rocks you find: your rear rank can use them as missiles, and they're good for activating floor levers from a distance. On doors that won't open, look on adjacent walls for a button in the form of a small square. Save at least one food pack, even after a Cleric gets the food spell; you need it for access to at least one area of a lower level. Don't waste keys. Often the only way to reach another is by dropping through holes in the floors; save first.

Mike Prero

## Portals in Eye of Beholder

This table tells where each portal is located and other pertinent information.

Portal	Location	Destination (portal/level)	Stone Item	
1	Level 4	7/7	Medallion	
2	Level 5	5/7	Necklace	
3	Level 6	13/10	Ring	
4	Level 7	15/11	Holy Symbol	*
5	Level 7	2/5	Necklace	*
6	Level 7	11/9	Dagger	*
7	Level 7	1/4	Medallion	*
8	Level 7	Nowhere	Gem	*
9	Level 8	12/10	Scepter	+
10	Level 8	Nowhere	Scepter	
11	Level 9	6/7	Dagger	
12	Level 10	10/8	Scepter	+
13	Level 10	3/6	Ring	+
14	Level 11	16/11	Orb	
15	Level 11	3/6	Holy Symbol	
16	Level 12	14/11	Orb	

\*: all in same area

+: connected

You need the Stone Items listed above to use the portals. The Dagger is on level 2, Scepter on level 4, Necklace and Medallion on 5, Ring on 6, Holy Symbol and Orb on 11. The eighth, the Gem, is not really needed, as you need a blank space to place the missing item on the portal to activate it.

**Other objects:** Level 3, cursed Stone Axe -3. 4: +3 Axe (the "Drow Cleaver"). 6: +3 Mace. 7: +2 Ring of Protection, Scroll of Lightning Bolt, +3 Short Sword, +3 Elven Braces of Defense. 8: Wand of Lightning Bolt, +3 Sword. 9: +3 Dow Shield, human

bones that make a good NPC. 10: Wand of Frost. 11: +3 Banded Armor, +4 Long Sword, Orb of Power, +2 Ring of Protection, +5 Dagger, +5 Ring of Protection. 12: complete set of portal keys, three Orbs of Power, Wand of Magic Missiles.

You must save **Prince Keigar** from prison on level 10 and return him to Dwarves on 5. Then get the Healing Potion from 11 and take it to 5 so the Dwarves can heal the King, who will give you the wand that can kill Xanthar on 12.

C. F. Shaffer

**Special Quests 1-6:** One level 1, place dagger in alcove vacated by Armor and Bless scrolls. Level 2: place daggers in/on the four dragon carvings. Level 3: after inserting blue gems in all four "idols," remove them.

Level 4: from level 3, take north ladder. Get dwarf and "push" wall completely around to obtain key. Return north to wall carving. Turn east, then south. There are three doors, two opened by buttons, one by the key. Open all three, and close those opened by buttons. Return to original carving (note: pull arms down on all carvings). Go east and south. Pull chain. (You can return to the room opened by key and find an Ax +3 and a chain. Pull chain.) Level 5: find pantry (where poison is on floor). Put all food in alcove. Level 6: find all Kenku eggs and put them in "nest."

**Levels 10/11:** There are no ladders from level 10 to 11, nor from 11 to 12. Jump into pit from 10 to 11. There are three passages surrounding the central block (holy symbol

teleportation). To access rest of level, press buttons to right of open connecting passage. When all three are aligned, doors will be present. Charles D. Jones

To defeat Xanthra, move around a lot, never standing still too long. Hit him from behind or on the side with a weapon, then move out of the way before he gets a chance to strike back. Keep it up till he's dead.

Tripper McCarthy

## Tunnels & Trolls

**Hero's Sword:** available in Knor from Fortune Teller at random one-

hour intervals; get for Warriors only. **Language:** Khosht. Learn all. Keep resting to change days, then reentering. **Free Ship:** F2, H6. Help Kestrel with broken wing. **Digs:** get Deathwand from chest. Enter silver and brown mirrors. Equip wand. Enter Black mirror. Attack north. Kill Lerotra. Get Funny Once gem in NE cell. **Monument's 6 passwords:** get on ghost ship by gambling and winning. SW: 945n8 NE: 93ght SE: h217t NW: m21n3ng E: f22i3ng W: m3n8

Fred J. Philipp

### *Bane of the Cosmic Forge*

To get a level 20 Bard quickly: start with a Faerie Bard. When he hits level three, change him to a Thief, then back to a Bard, repeating this about a dozen times. Your other characters will be at or near level 7 by now. When they reach level 8, your Bard will be at level 7 but with the spells, spell points, hit points and skills of a level 20 Bard.

**Multiple saves:** the manual is incorrect in stating you need separate disks or directories for these. If you specify C:\, the game is saved as C:\SAVEGAME.DBS. Specify C:\X, and it is saved as C:\XSAVEGAME.DBS.

Wes Irby

To figure out code to the altar, you must read the Book of Ramm. The buttons you push are 71mm, 71mm, 47b, w1n8, 47b. To get the Book of Ramm, go to the gate that says "closed during service hours." Search the sides next to it to open the gate. Enter and get Key of Ramm. Go to King's room and through the secret passage. Open the first gate with the Key of Ramm. Open chest and get the contents, which include the Book of Ramm. To go to the altar, head for the gate next to the first gate. Open with Key of Ramm. Find a large room with two water fountains. The one on the right is safe and will refresh the party. The altar is in the middle of the room.

Danny Bialecki

### *Captive*

Each base has a planet probe, so make sure you never blow up a base without getting one. Some bases have two probes. Once you've found enough probes (about 10) to locate the Space Station where you are held, you don't need to get more probes later. Remember to discharge all probes you find on the map screen after you successfully blow up a base. **Human guards** wearing blue uniforms usually have a clipboard

with a security door password. Scientists in white uniforms have clipboards with password to computer systems. Kill every alien in each base, since they might have a similar clipboard.

Before buying better arms or legs, buy best chest armour, because the chest contains the droid's battery packs, and better chests can store more power. The number of aliens in every base is finite. You won't have to worry about random aliens in your path, especially when you're racing to the front gate after setting explosives next to the power generators.

Andrew Phang

### *Buck Rogers*

All characters should have microwave gun, sonic stunner, needle gun, rocket pistol or rifle, and laser pistol or rifle before going to the Asteroid Base. When you reach the lower level there, you'll fight Hyper-Scorps, Hyper-Crabs and Hyper-Snakes. Snakes are most dangerous, as the only effective weapons against them are swords, knives, needle guns, and laser pistols or rifle. A good tactic is to use a sonic stunner on Crabs and Scorps to form a living wall between you and the Snakes, the pick off the Snakes at will. If monsters are in an adjacent room, arrange your party to form an upside-down L outside the door and assume guard position. When the enemy comes through the door, you will automatically open fire with any ranged weapons you have readied.

Richard Rasmussen

**Duplicating Items:** give all valuable items to one character (X), then remove him from the party. Immediately add back the character, transfer the goods to another person and remove X from the party again. This time, the game will ask if you want to overwrite X. Say no, and give X a new name (Y). Now add X again, who will have the goods once again. Transfer them and repeat.

**When attacking a Combat Robot:** either get rid of it quickly by launching as many rockets as possible, or surround it completely so it will use its needle gun instead of its rocket launcher. Unlike in other games using the A D & D system, you can move your guys around without fear of being attacked, even if you turn your back to your opponent when you move. Therefore, you should always be able to saunter around behind your foe and let him have it, especially if you backstab!

Andrew Phang

### *Altered Destiny*

To get Jewelled Arrow: climb leg bone (on far right of screen), drop everything on top of it. Carefully walk on web to next screen. Carefully walk to Jewelled Arrow and get it.

To open cave in forest: put f71gm2nt9 in plate. Wait till it opens, then take fragments. Enter cave, put f71gm2nt9 on plate. Go to Librarian and ask for scroll. Don't forget to get f71gm2nt9 on way out.

Danny Bialecki

### *Lord of the Rings*

**Brandy Hall:** use "sneak" to enter. Trade ghost pipe or pipeweed. "Read" books. **Saradoc:** use "perception." Go west to bathroom and do it again. To cross chasm with Fredd, use "jump."

Fred J. Philipp

### *Bard's Tale III*

**Gelidia's Ice Keep:** cast LEVI, ANMA, PHDO in room with poem about "lift the veil...counter it." You'll enter the Crystal Tower, defeat six white wizards on the fourth level and get the Crystal Lens. Black Tower: cast MAFL, SHSP, FEAR, SUEL, SPBI in room with "Bright light, loud thunder" message. Defeat black wizards on level four; get Black Lens. Grey Tower: cast INWO, WIHE, FOFO, INVI in room with "Wolf to sate hunger" message. Defeat grey wizards on level four for Smokey Lens. Go to marble slab (on first level, when you entered Ice Keep). Use the three lenses, and a door opens to Ice Dungeon. On level two, tell guardian c111, and you'll find the two items. Return to Old Man for next quest.

Kevin Pelow

### *B. A. T.*

**Merigo:** buy tol ammo for your Haas 10. Buy force field 8. Use. B. O. B. to accelerate. Enter Xifo Club at 0700. North. Kill Merigo. Search. **Drag:** enter (with Sloan and Lydia) airlock. Enter hangar. Talk to drag operator. Say no. Note phone number. On way out, check room west of airlock (if you have the Technician Card).

Fred J. Philipp

### *New QuestBuster Code!*

**Boldfaced numbers** are coded:

1 = a, 2 = e, 3 = i, 4 = 0, 5 = u, 6 = y,  
7 = r, 8 = d, 9 = s

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This month Danny Bialecki and Kevin Pelow were randomly selected to win the game of their choice for sending in Keys. Send in yours today! (All entries become exclusive property of Eldritch, LTD until October 11, 2137, A. D.)



# Swap Shop

Trade or sell old adventures with a free ad (adventures only, no pirated software, 10 games per ad. Please state system. \* indicates cluebook included)

## Amiga

Sell/trade: M & M 2, Swords of Twilight\*, Arazok's Tomb, Bard 1\*, Faery Tale Adventure\*, more. Want: Hitchhiker's Guide, Leather Goddesses, Starcross, Zork 1, Planetfall (original box style, not Solid Gold). Jesse Fallon, 6215 Branting St, San Diego CA 92122

\$14 @: Faery Tale, Journey, Powermonger, Populous, Dark Castle, Beyond Dark Castle, Bard 2 w/maps, Suspended. Send SASE for list of more. T. Prokott, 849 SE 23rd Ave Minneapolis MN 55414

Many classic & new games to sell, send for list. Ronald Ruth, 11330 SW 70th Terrace, Miami FL 33173

## Apple

Sell, best offer for all or individually: Wizardry 1, Witness\*, Infidel\*, Suspect, Nord & Bert, Hollywood Hijinx\*, Bureaucracy\*, Sherlock Holmes (Infocom). Want The Book of Adventure Games. Raymond Benson, 809 Herndon Lane, Austin TX 78704

Sell only, \$5 @: Zork I, Witness. Wizardry 1-3, \$10@, or \$25 for all 3. Nicholas Aquila Jr, POB 471 Sebastopol CA 95473-0471

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\$25 for Ultima 5 and Stationfall (a set). Tom Raddigan, 264 Addison Rd, Riverside IL 60546-2039

GS games, \$15 @: Bard 1\*, Bard 2\*, Questron 2; \$10, Alien Mind; \$5, Last Ninja. Apple, \$10 @: Moebius, Windwalker, Ultima 4, Wasteland, Wizardry 1 & 2 (a set). Dan Young, 295 Still River Rd, POB 69, Still River MA 01467

Want to buy Witness, Cranston Manor, Mission Asteroid, Dark Crystal, Brimstone. Send asking price. Clyde Dodge, 319 Marguerite #A, Corona del Mar, CA 92625. America Online: Clyde III

## Commodore 64

\$12 @: Moebius, Autoduel, Wizard's Crown, M & M 1, Faery Tale Adventure\*, Rings of Zilfin, Legacy of

Ancients, Guild of Thieves. Ultima 5, \$15. Or trade two for MSDOS Pool of Rad, Ultima Trilogy, or Azure Bonds. Claude Brouillett, 1795 Baseline Rd #B-2, Ottawa, Ont., Canada K2C 0C5

Sell only, \$10 @: Bard 1-2 w/maps, Zork Trilogy, Legacy of Ancients, Zak McKracken. \$6 @: Tass Times, Murder on Mississippi, Se-Kaa of Assiah, Zork Quest, others. Shawn Lauzon, 29606 41 St, Salem WI 53168

Selling all C64 software. Also C64 system with some software. Tommy Earnest Jr, 2465 Plum Creek Rd, Christiansburg VA 24073

Sell only, \$15 @: Sentinel Worlds\*, Mars Saga\*, Silver Blades\*, Bard 3\*, Neuromancer\*, Magic Candle\*. \$10: Project Firestart, Dark Castle. SASE for more! Robert Reitz, 218 N Fourth St, Sunbury PA 17801

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100+ titles, \$5-\$15. Also 75 MSDOS games, \$2-\$20. Write for lists, state which, send SASE. Lex Strahorn, POB 87, Bradenton FL 34206

Sell only, most \$5. (Amiga software to sell/trade.) Richard Goodkind, 4444 W Pine #413, St Louis MO 63108

## MSDOS & Questalikes

Trade: all Sierra adventures, plus many more, including Ultima 6, Starflight 1 & 2, Les, etc. Both sizes for all. Jeff Bernard, 14526 Juniper St, San Leandro CA 94579

Want: Stationfall, Spellbreaker, Border Zone, Sherlock, Hollywood Hijinks. Will buy or trade, send your list for mine. Have 3.5" and 5.25" drives. David Goodin, HCR 64 Box 2248, Locust Grove OK 74352

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Trade 5.25" Monkey Island, Space Quest 4 EGA, King's Quest 4 EGA, Buck Rogers. Also 3.5" Wonderland. Want: Rise of Dragon, Heart of China, Elvira, Powermonger, Savage Empire. Steve Clarke, 3673 Wyola Dr, Newtown Square PA 19073

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Trade/sell (both disk sizes): Eye of Beholder, Bane of Cosmic Forge, Silver Blades, Buck Rogers. Trade/buy: Elvira, T & T, Keef the Thief, any new ones. K. G. Steinbeck, Mobay Corp, 8400 Hawthorn Rd, Kansas City KS 64120-0013

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Trade/sell, both sizes: Quest for Glory 2, Keys to Maramon, Conquest s of Camelot, Leisure Suit 3, more. 3.5" only: Magic Candle, Spirit of Excalibur. Craig Deves, 5 Field Place, Port Chester NY 10573

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Sell: King's Quest 5, VGA, \$30. New 512K King's Quest 1, \$20. Space Quest 1, \$6. Space Quest 2, \$10. Chris Kelly, 3709 Sandal Lane, Cincinnati OH 45248

Trade only, 3.5" only: Ultima 6, King's Quest 5, Savage Empire, Quest for Glory 2, more. Want: Magic Candle, any new RPGs. Tom Page, 96 Haddon Pl, Upper Montclair NJ 07043

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# Prices Hacked and Slashed at QuestBusters!

After a six-month binge of maze-mapping, dragon-slaying and Orb-polishing, self-styled "publishing tycoon" Shay Addams went beserk last Tuesday and ran amok with a Greatsword +12 in the *QuestBusters* office, hacking and slashing subscription rates to an all-time low for new subscribers.



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