

# QuestBusters™

The Adventurer's Journal  
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Not sold in stores

## Star Control II: deep space questing

This is the kind of game that gives me nightmares. It's so much fun, I couldn't quit playing long enough to write the review. "Let me just discover one more Rainbow World, and find enough exotic minerals to afford another fusion thrust and fuel tank, and I can write a much better review," I rationalized as I played until past midnight all last week.

But the deadline draws near, as it has for me in the game — you've got to defeat the Ur-Quan within a set number of years, or they wipe out you and other civilizations and species from Centauri to Andromeda. If this is reminiscent of *Starflight*, you won't be surprised that one of its designers, Greg Johnson, also worked on *Star Control II*, along with Paul Reiche and Fred Ford. Despite other similarities, *Star Control II* is its own game, filled with engaging activities and provocative puzzles.

### The plot

Didn't we just go through this? Ur-Quans are taking over the universe. You have to stop them.

(Just think of them as Evil Wizards in Space and you'll get the idea.) "Stopping them" means finding and making alliances with other species, mining planets, locating elusive

Rainbow Worlds, and solving an intriguing mix of puzzles that materialize as you roam deep space. Ancient galactic history as well as current events must be studied and interpreted for a clue to the "hidden plot" rumored to be found somewhere in hyperspace.

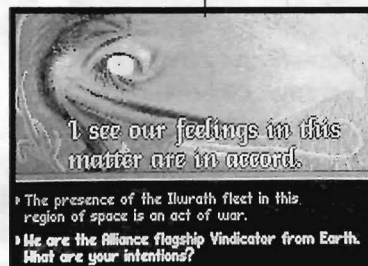
As in *Starflight*, you guide your little space ship through solar systems, galaxies and hyperspace. But the action is more smoothly animated and reminiscent of the old arcade game *Asteroids* than *Starflight*, which was closer to moving a piece across a game board. All the interface lacks is mouse support. The keyboard is as effective as the joystick, if not more so.

In combat, you can direct your ship to blast alien vessels. This also closely resembles *Asteroids*, as did the original *Star Control*, but you can automate combat by having a cyborg take over the controls. Without this option, role-players lacking arcade skills would not get far.

Upon orbiting a planet, you are treated to shimmering fractal graphics of the world and a display showing the locations of minerals, objects and beings. Then you can send a lander down to scoot around and collect things. The lander's movements are shown in the main map and in a little close-up view beside it. Weather and earthquakes may destroy the lander unless it is properly outfitted, which requires finding Rainbow Worlds and selling their location to the Master Trader, who also peddles information.

Encounters with aliens also

reminded me of *Starflight*: a picture fills the top of the screen, and you converse by choosing lines from the window below. The difference is that the aliens' remarks, and often your choice of questions and responses, are the funniest in role-playing history. Some aliens will join your struggle to defeat the Ur-Quan and may provide new ships that will accompany and defend yours, or assist in other ways. Others are in league with the Ur-Quan.



### Puzzles galore

Break out those index cards: the amount of information, clues and advice you must keep track of is enormous. The activities in which you will engage are fun. The ship itself is a kind of toy, as you can rearrange modules, add new ones and so on.

The initial mystery is the weird red shield the Ur-Quan have placed around Earth. A human-staffed Star Base is in orbit there, however, and serves as your base of operations,

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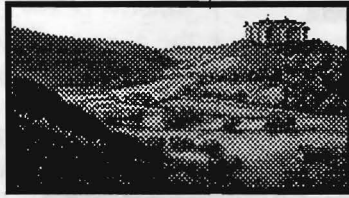
by Shay Addams

# ADVENTURE ROAD



## Quest for Mail

As you read this column, thousands of people are milling about aimlessly at the Winter CES in Las Vegas, most of them standing in long lines waiting for hours to see yet another *Strike Commander* demo at the Origin booth, trying to find out where the parties are tonight. Russ Ceccola is one of those people, and we'll have his report on upcoming adventures — and our traditional CES Party Report, in an upcoming issue.



**Eric the Unready**

(?) trolls in an "action adventure" called *Trolls*. The emphasis seems to be on action, not adventure.

### SSI's latest

*Legends of Valor* and *Veil of Darkness* will be introduced at CES. *Valor* is a one-character RPG with 3-D graphics. (*Ultima Underworld* strikes again?) The *Veil of Darkness* demo looked more promising. It's a one-character horror RPG from Event

Horizon, who did *The Summoning*.

### Xeen-ophobic?

The only reason for not jumping on *Dark Side of Xeen*, due out this quarter, is if you haven't finished *Might and Magic: Clouds of Xeen* yet. Not quite true. You can move between the worlds of both games, even if you install *Dark Side* before completing *Clouds*.

### QB update

We are finally switching over to the IBM for everything. Since its inception nine years ago, *QB* has been written and put together on a Mac Plus, where all the related applications work was done. The clone was devoted strictly to games. Since we got a 486/33, though, it seemed silly to keep working on such a slow machine, when the clone knocks a day off production time on the Journal, for instance. Still, *QB* may look rough around the edges for a few issues. The mailing list will be moved to IBM format next month: if your February issue doesn't arrive the 18th, write and we'll check to make sure your record didn't get lost in the transition.

Dear QuestBusters:

Why am I not receiving QuestBusters? I already sent my new address — does your database have a grudge against people who live in Las Vegas? Did you lose a bunch of \$ during CES?

Enrico Branchini

*Yes, last time our editor lost the entire Widowed Orcs and Orphans Fund at a roulette table in Caesar's Place. Then he was picked up by the local police after being mistaken for a fugitive seen on that night's Unsolved Mysteries, and we had to sell the QuestMobile to bail him out, then hitch back to Tucson. That's why we got Russ Ceccola to cover CES in Vegas this year!*

### Eric still the Unready

Bob Bate's satiric quest, *Eric the Unready*, is now set to ship early this year, after missing the November launch date. We got a look at a beta, visiting such places as the Not So Great Underground Empire, and were pleased to see Bates take a jocular jab at more than just adventure games. He also introduces interactive graphics and other new features.

### Reach out and...

*Space Quest V: The Next Mutation*, will have "ads" for Sprint. The phone company's logo will appear on high-tech communications gear used by Roger Wilco. What next — Air Force recruiting ads in *Aces of the Pacific*? We also hear that the next *Police Quest* will star Darryl Gates, former LAPD chief. So where will Rodney King fit into the story?

### Trolling

Capstone, who did *The Dark Half* and several children's adventures, has licensed those lovable

## QuestBusters

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# Lure of the Temptress

As anyone who has followed my reviews over the past decade is aware, I am less than thrilled at the prospect of playing a European game. After all, didn't we run the British and French out of this country 200 years ago? *Lure*, however, from England's Revolution Software, is among the best animated quests of 1992.

The tale is commonplace: rescue ye damsel in distress. It's the way the story is told that propels *Lure* to the top of the post-Christmas' "must quest" list: each scene is hand-painted in rich, varied colors and with original style, the animation is smooth and smart, and dozens of characters go about their activities regardless of your actions.

## Virtual Theater

In what the developer calls "Virtual Theater," the people are always on the go, somewhat like the populace of Britannia. But they're far more life-like.

**Type:** Animated Adventure  
**Systems:** Amiga, IBM (640K, hard disk, VGA required; 10 MHz+, mouse recommended; Ad Lib, Sound Blaster, Roland)

Sometimes you can't even talk to a shop-keeper until

he's finished with a customer.

At the beginning you're locked in a dungeon guarded by one of the inhuman Skorl working for Serena the enchantress. She has taken over the town of Turnvale after killing the King. After escaping, you and your new pal Ratpouch explore the medieval village to find the girl. She has vanished by now, and by talking to the citizenry you discover the Skorl are holding her in the castle.

Puzzles mainly consist of object-manipulation. Initially they

appear difficult. But in every case I stumbled across the solution during my next session without giving it much thought.

## The Ratpack

Interacting with other characters is a big part of the quest. You can ask them about things listed in a menu, talk to them, and even tell them to do things. The latter will prove necessary for some puzzles. To escape the dungeon, you must ask your buddy Ratpouch to push the loose bricks. You can string together a series of commands in this manner, telling him to get a log, use it on a creek, and give his knife to the monk.

## Polite NPCs

Conversations and other aspects of the interface are smoothly implemented with the mouse. Your character never runs into the furniture, and most people are so polite, they'll say "excuse me" if he bumps into them.

Move the cursor over an object, and you can click the left button to look at it, the right to manipulate it. You may try to use it, get it or use something on it. The list of choices is in a little pop-up menu, and scrolls up and down to avoid covering the screen with its contents.

Some objects are hard to see, but a keen eye is not necessary. When you tell Ratpouch to get something, all visible objects are listed in the scrolling option box.

Graphics, animation, sound effects and music are highly polished. (British designers often

have original concepts but rarely pay heed to production values that could lift a good game to the status of great.) The thunder made me jump, and the sound of dripping water almost made me check my roof for leaks.

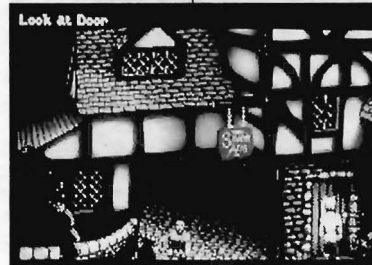
The artist employed shadows as instrumentally as color, giving depth to the backgrounds. One novel touch allows you to look through windows and see animated scenes of what's going on there. This may be useful in

solving a puzzle or anticipating an encounter. The latter can lead to simple real-time combat that is speedily resolved. Animated "cut scenes" are interspersed throughout the story, adding drama.

You can save only one game. But it doesn't seem to be a problem. So far I have solved the puzzles in each area with nearby objects. The other oddity is that the game doesn't entirely install to your hard disk: when you exit the dungeon, you must insert disk a. This is a good idea for people with little space left on their hard disks; others will find it as much a nuisance as the copy protection that demands you look up *two* codes.

**Conclusions:** A charming story with involving character interaction and quality art, *Lure* profits from the British sense of humor. It crops up in descriptions of the area, people and objects, and in the dialogue. *Lure of the Temptress* may be British in origin, but it's all-American in fun.

**Difficulty:** Intermediate  
**Company:** Revolution/Konami  
**Price:** \$49.95  
**QuestBusters price:** \$44



by Shay Addams

# Rex Nebular and the

# Cosmic Gender Bender

After 10 years of designing computer simulations, Micro Prose finally has released their first animated graphic adventure. You step into the shorts (boxer or jockey, your preference) of Rex Nebular, interstellar adventurer and bungling bachelor extraordinaire.

Your mission, should you choose to accept it (do you have a choice?), is to journey to strange locations on the mysterious planet of

Terra Androgena and recover a priceless vase. The planet is populated entirely by bizarre alien women! Could be worse.

## The Slippery Pig

After a 10-minute animated intro, you find yourself crashed and shipwrecked underwater inside your vessel, the Slippery Pig, on a planet that doesn't exist. Musically and visually impressive, this flashback scenario is laden with animation and sound effects. Next to the mesmerizing 10-minute opening sequence in *King's Quest VI*, I found this introduction a close second.

As with *King's Quest VI*, I enjoyed watching this sequence a dozen times without tiring of it. I almost kept it on my hard drive *ad infinitum* just to watch and listen to the introduction. Alas, the need for drive space eventually resulted in my erasing it.

You must overcome a dizzying array of obstacles and endless traps. Interact with vivacious bizarre alien native women with big agendas of their own, feel the grotesque effects of the Gender Bender machine, and confront a multitude of mind-bending

puzzles. But first you've got to find a way out of your submerged space ship.

The game will take up about 12 megs of hard drive. Unless you have lots of free RAM or extended/expanded memory, many

of the Game Play Options won't be available: things such as animated inventory objects. Digitized speech is present with a voice/sound board.



The 256-color VGA graphics

combine hand-drawn, digitized, 3-D rendered and rotoscoped art. There is no scrolling. All actions are smoothly controlled with a mouse (preferably) or keyboard to select commands in the lower horizontal bar. Inventory and number of game saves are unlimited.

You can choose novice, advanced or expert difficulty, and a naughty (R rating) or nice (PG-13) rating. It even has a Locked Nice mode to allow parents freedom of choice for their kids. Otherwise you can toggle naughty/nice mode during play.

Other Play Options include: Mouse interface shows which orders are available to you as you glide the cursor across the screen (Easy) or having to click the mouse and hold it down (Standard), allow inventory objects to Spin or not Spin, allow background in Text Window background to be animated or not. The Screen Fade option lets you

choose the special effect you prefer when Rex walks from one location to another.

If you get killed, you're returned to the point prior to your death and may continue – there is no need to restore a saved game, which is a convenience. Copy protection consists of looking up a word in either the Game Manual or Audio Log.

## Getting started

You will need five items from the ship. Once in the water, check out all areas. Try getting killed a few times. Locate the tunnel. Pick up a dead fish along the way. Purple monster! Maybe he's hungry? In Novice mode, this is easy. In Expert you might have to stuff the fish first with something. Something even you won't eat.

What follows is a puzzle-intensive, humorous, interactive, brain-teasing series of linear adventures in which you will

travel beneath the sea, through a native village, to an underground fortress, emerge in a bustling city and manipulate the Gender Bender machine.

## Conclusions:

Very impressive. The state-of-the-art graphics were spectacular. Music and sound effects abound and are not intrusive. My sole complaint was the slow transition times between scenes and when bringing up menus. And I was playing on a 386/25. This aside, I'd buy it again in a minute.

**Difficulty:** Quester-adjustable

**Company:** MicroProse

**Price:** \$69.95

**QuestBusters price:** \$49

**Type:** Animated Adventure  
**System:** IBM (640K, hard disk, 16 MHz+, VGA required; 10 MHz+; mouse & 386/20 recommended; Ad Lib, Sound Blaster, Roland)

by Fred J. Philipp

# Spellcraft: Aspects of Valor

Magic has been a part of questing since the inception of adventures. Whenever designers take a fresh look at magic in a quest, the results are successful and the influence on the genre is great.

From veteran designers Joe Ybarra and Michael Moore, *Spellcraft: Aspects of Valor* delves into the art of magic more deeply than ever before and once again takes a fresh look at prestidigitation. The result is an animated adventure in which the player gets to conjure magic spells from the base ingredients on up and use the spells in animated combat screens to complete the many quests presented to him.

## Lore of Valoria

Magic left our world a centuries ago and science took its place. Now magic only works in the realms of Valoria, a parallel world to our own, and in some key spots on the planet Earth, known as Terra to the Valorians. You play the part of Robert Garwin, who may be just the person to save Valoria and Terra from mutual destruction.

Summoned to Stonehenge by a strange note from someone purporting to be your uncle, you meet a wise old wizard, Garwayen, who informs you of your destiny.

You must take his place as Magistar Wizard of Valoria and control the Lord Wizards of Valoria's Realms, who are subjecting Valoria to their egos and power plays. Garwayen chose you for this task because you are a distant relative and because the Lord Wizards don't know about the dimensional rift that opened at Stonehenge as a result of their actions.

## Stairway to Heaven

Although the overall goal is to defeat the Lord Wizards and return balance to Valoria and Terra, there are many steps on the stairs to success. You must gather the correct ingredients and magical words to mix spells from all over Terra and Valoria, and use them to conquer the realms, Lord Wizards and monsters in Valoria. You will increase in power and experience throughout the quests, until you finally reach the status of Magistar Wizard as Garwayen's successor. Gameplay is something completely different from adventures, revolving around two play modes and the spell-mixing.

Play takes place differently in Terra than in Valoria. In Terra, you must travel from location to location on a world map by clicking on the highlighted cities. Travel costs money, so make sure

you have enough money to return to Stonehenge without getting stranded. In each location, there is a character with whom you may talk: your allies in our world.

You can buy items from and sell things to these allies, but you are more likely to receive important information from them and invitations to quests.

These quests take you to other Terran locations and to the magical realms of Valoria. They provide you with new spell

ingredients, formulae and experience. The game is linear, so you need to get the objects the allies request before you can progress. This game design makes *Spellcraft* easier to follow, but not necessarily a breeze to finish. Write down any clues these people furnish, because they will not repeat old information once you advance to other wizard levels.



## Spellcrafting 101

*Spellcraft* totally revamps the spellcasting

process with its spell interface. At the start of the game, you must bind yourself to one of the four elemental colleges (Earth, Air, Fire or Water). Most spells will be from your choice of Elemental college, although you can learn and cast certain spells from the other colleges and the Ethereal and Mind colleges. Others exist, but you must discover them on your own. The elemental realms are mutually antagonistic to each other, so that, for example, fireballs won't work in the water realm.

You mix each spell in three steps. First, you add an aspect (basic spell ingredient) to the mixing bowl on the handy, intuitive mixing screen. Aspects are contained in various objects that you find throughout your journeys in Terra and in the magical realms. For example, a red fez contains the aspect of Rage and an onion contains the aspect of Protection.

Varied quantities of jewels, powders, candles and stones must then be added to the aspect

**Type:** Fantasy Role-play  
**Systems:** IBM (640K, hard disk, VGA, 10 megs hard disk space, HD floppy required; 10 MHz+, mouse recommended, EMS optional; Ad Lib, PC-1, Sound Blaster, Roland)

by Russ Ceccola

Continued on page 14

# The Four Crystals of Trazere

Very rarely does a new product emerge that adds a new wrinkle to gameplay. *Four Crystals*, a European import, does so with magic-oriented puzzles based on constructing spells and sequentially using different spells on floor tile activators to unlock doors, build bridges and unblock passageways.

The traditional slay the evil wizard plot is set in Trazere, a land of enchantment populated by the mentally and physically twisted, mutated, and by an old, "strange, powerful, and ghastly entity." Four adventurers — a Berserker, a Troubadour, an Assassin and a Runemaster — have taken on the task of saving the land from the evil entity, called the Lord of Chaos. Each has a power related to his character class: Berserker Rage, Magical Melodies, Hide in Shadows and Spellcasting.

## Roll 'm up!

Male or female characters are randomly assigned attributes for attack, defense, strength, intelligence, speed, dexterity, constitution and hit points. Armor class and luck are determined by the magical power and physical strength of protective armor and by the use of prayer and holy icons to produce luck. As the characters accumulate experience from fighting monsters, they can pay an ever-increasing fee to progress to the next level of proficiency in their craft at the Guild Hall.

The party starts just north of the fortified city of Treihadwyl, in the middle of Trazere. The overland map provides a total

picture of the land. You journey across it by clicking on the castles, towns and other locations.

Within the castles and cities are found the apothecaries, blacksmiths, holy temples, artificers, and taverns of the land. Each sells specific items, such as reagents or runes.

Monster-fighting occurs when you overtake a banner of the travelling evil armies. The banner icon determines an army's

strength.

## Puzzles in ye dungeons

Dungeons are arranged linearly, from the cellars in the Treihadwyl Guild to the dark tower and the evil city. Most fighting occurs in dungeons, which are another source of clues, treasure and puzzles. Puzzles are word-based, object-oriented and magic-oriented.

Experience is the reward for solving puzzles and for damaging enemies in combat. Experience and cash can be traded for profession levels at the Guild. When you go up a level, all attributes except armor class can increase.

Magic-oriented puzzles, as mentioned earlier, are based upon the construction of spells from four "director" runes and twelve "effector" runes.

Runes and reagents are used to mix spells. The manual explains the spell-mixing process

poorly, which may cause you to make many errors as you try to use the appropriate rune with the appropriate reagent(s) in the mixing circle. Clicking on the rune will turn the rune at the bottom of the screen from red to gold; at this point the next rune and reagent combination can be made up.

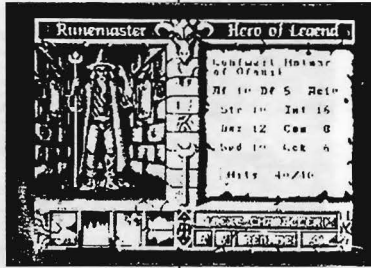
Once your rune-reagent combinations are made up, all must be mixed by clicking on the mix icon. Never mix until all rune-reagent components are made up, for this is the source of the confusion with the non-intuitive spell creation system.

The four spell director runes of forward (in front of caster), surround (the eight squares around the caster), missile and continuous (spell activates every four seconds until you leave the area), tell the spell where to do the spell. The twelve effector runes tell the spell what to do: damage, heal, dispel magic, increase speed, paralyze, protect from magic and so on.

Combinations of spells include missile-dispel-paralyze, which will send a dispel magic and a paralyze at a target, missile-surround-continuous-disrupt-disrupt, which will surround a targeted individual

with continuous double disrupt (great harm) spells.

A spellcaster can memorize up to ten premixed spell types. The magic system is both complex and versatile, and is one of the most unique and innovative features of the game. This is how a magic system should work.



**Type:** Fantasy RPG  
**Systems:** Amiga, IBM (512K required, mouse optional; 256-color VGA, EGA, Tandy, CGA; Ad Lib, Sound Blaster, Roland

by Al C. Giovetti

Continued on page 9

# Preview: Multiplayer BattleTech

Online role-playing has its roots in Kesmai, the developer of *Island of Kesmai*, whose *Multiplayer Battletech* was being beta-tested in December on GENie. The beta test version is limited to 150 players, with little or no expansion available — compared to Sierra's ability to expand *Yserbius* from the initial 50 players to and beyond its current user base of over 600 people in any twelve current lands.

*Battletech* can get very slow, but Kesmai predicts this will end when the game goes commercial on the RISK system on which *Air Warrior* runs.

It is divided into two distinct graphic and themed interfaces: combat and role-playing. The combat interface is virtually identical to the one in Activision's *Mechwarrior*. Enhancements include greater range of fire for Rifleman mechs, greater range of view for all mechs, a communication system for talking with other players, and modified artificial intelligence routines for drone robots.

## The combat game

Combat is between up to four mechs that are player-controlled, house-supplied or personal friendly mechs, and as many as to four computer-controlled mechs on the other side. On Solaris, player versus player games may be staged, with up to eight arena-supplied mechs and up to four teams in free-for-all or coordinated play. Kesmai still has to work out the Solaris match details of betting, tournament play, awards for winning matches and other issues. Solo training versus drones of similar classification provides quick level advancement, as well as eligibility to drive other kinds of mechs.

Mechs are the same eight from

Activision's *Mechwarrior*. Head shots are prohibited, and in order to make the system fair, human Mechwarrior pilots cannot be killed. (Leg shots, using concentrated fire to take on opponents one at a time, are the best way to go.) Another deficiency is the standard unchangeable complement of beam, missile and projectile weapons for each mech. Kesmai plans to replace this with an option to modify armament.

## The role-playing game

In the VGA, text-based, role-playing interface, characters can play as a military or mercenary member who is allied with one of five Battletech houses. You can travel to the many planets, form mercenary units, recruit and train new personnel, negotiate deals with planets for single missions, initiate planetary assaults, set up alliances with rival houses, and engage in a multitude of other activities. Unfortunately, none of these will increase any of your statistics (except recruiting mercenaries, which may increase your money supply).

Another game statistic is the status of your player with respect to his aligned house (from 0 to 10,000 points). Status shows the favor with your current house. If you are military, your rank and status points determine which military unit mechs you can use. Other limits are also imposed on the military. Kesmai realizes the status point system and military restrictions are punitive and intends to upgrade it later.

Advancement in rank is by promotion points, awarded only for successful combat in house-provided contracts, or by participating in the three house academy training experiences: Ser-

geant, Lieutenant and Captain. Advancement requires over 500 successful missions and 50,000 promotion points to make Lt. Colonel. At about 100 points per 5-15 minute mission, it will cost a minimum of \$750 to do so. Full Colonel requires 1,000 successful missions and 100,000 promotion points. Role-playing games are often criticized for not providing experience for more than combat, but Kesmai appears deaf to these user pleas, in spite of the large investment of time and money needed for these non-combat activities.

Currently one player can command a unit of up to three lances per unit. Mercenary commands are limited to one unit of up to three lances, while military commands can extend to up to four units of three lances each. Unless your unit is extremely organized, however, it is rare to find four out of twelve lance members on-line at the same time. Kesmai intends to do something about this in the future.

Another deficiency is the lack of online dungeon masters to make the plots, expeditions and interactions more enjoyable. GENie uses online dungeon masters in other games — why not in *Multiplayer Battletech*?

Despite its deficiencies, *Multiplayer Battletech* is extremely popular and addictive. I highly recommend *Multiplayer Battletech* for those with the financial means to pursue this high-quality, fun product.

**Price:** \$4.95 per month and \$6.00 per hour in non-prime time

**Required:** 12+MHz; mouse and joystick recommended

**GENie:** 1-800-638-9636 (half duplex, 300, 1200 or 2400 baud).

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by Al C. Giovetti

# Breaking the mold: Waxworks

England's Horror Soft, designers of the wonderful *Elvira* games, have consistently provided fans of ghoulish fun with challenging adventures containing more than the average amount of blood, monsters and terror. *Waxworks* is the next step forward by the goremeisters at Horror Soft.

This pseudo-RPG uses the same basic interface as the *Elvira* games, with one or two notable improvements, but it eliminates the cumbersome spellcasting elements of those adventures. *Waxworks* houses four different worlds within the overall game structure, more gruesome elements than ever, and more flexible game play within those worlds. It is much easier than the *Elvira* RPGs and in many ways far more dramatic and enjoyable.

## Inside the wax museum

Wax museums have attracted countless people all over the world with their likenesses of famous persons and especially their "Chamber of Horrors" exhibits. In *Waxworks*, you inherit the wax museum of your weird Uncle Boris after his mysterious death. Centuries earlier, a witch named Ixona cast a curse upon all future twin males in your family. Your twin brother Alex disappeared years ago in a dark cave beneath the *Waxworks* and was presumed dead, a victim of Ixona's curse. Your goal in *Waxworks* is to explore Uncle Boris's museum; remove the witch's curse and save Alex, who recently revealed his continued existence, however horrific that might be.

Horror Soft must have listened

carefully to all the positive responses to *Elvira II* by adventure fans and critics alike. As in *Elvira I*, *Waxworks* has completely different environments that are connected by a central location. In *Elvira II*, those places were movie sets on a movie studio's property. In *Waxworks*, players must explore the worlds represented by four gruesome exhibits in the museum.

The places these exhibits act

as portals to: a dangerous mine with plant-like aliens; Victorian London in the time of Jack the Ripper; an Egyptian pyramid full

of deadly traps and angry warriors; and a graveyard full of decaying zombies and other hideous monsters. This approach works quite well. My only complaint about *Waxworks* is that the designers didn't include more exhibits; a sequel to this game is a must!

*Waxworks* sports an intuitive point-and-click interface that expands on the system in the *Elvira* games. The main window shows a first-person view of your location. Along its right side are the command icons. An inventory/text window fills up the bottom of the screen. Finally, a portrait of the character the player represents in the current exhibit's world and direction arrows/compass are situated on the left side of the screen.

You move around by clicking on the arrows. Movement takes place in steps rather than in smooth-scrolling motions. The command icons are those common ones in most adventures (take, inventory, etc.). Each object in the game has an icon for the inventory window, and the picture window is interactive: objects may be moved into and out of the scenery. Animation of characters takes place there.

*Waxworks* also offers an intelligent object command system, simpler combat controls and online hints/advice from Uncle Boris. When you click on objects, appropriate commands (open, close, turn on, etc.) pop up on the right side of the picture window. This eliminates much of the frustrating guesswork associated with using objects in an adventure.

## Easier combat

The combat system is greatly simplified. After readying a weapon, you click on the sword icon when a creature attacks, then click high on the screen for a slash, or low for a thrust. Added combat possibilities such as hacking off limbs and heads

makes combat much more enjoyable in *Waxworks*.

The online hint system costs psychic energy, one of the numbers at the bottom of the screen that

almost makes *Waxworks* an RPG. Level, Experience and Hit Points are the other numbers; they go up in value as you make progress and make you more capable of handling certain monsters and



**Type:** Horror RPG  
**Systems:** Amiga, IBM (640K, hard disk, VGA, mouse required; 386SX 16+ MHz recommended, pliers optional; all major boards)

by Russ Ceccola



opponents. Hints are specific and very helpful, and they eliminate the need for a hint book.

The most enjoyable element of *Waxworks* is its variety of locations. This is a game that lets you fulfill the fantasy of stepping into the world frozen in time in a wax museum exhibit. The pyramid is by far the most complex, with six levels of claustrophobic terror. Each level is smaller than the previous one, so you really feel as if you're getting higher in the pyramid.

The London exhibit has its own spooky atmosphere, largely due to the fog and long streets and alleys that complete the illusion of jumping into the exhibit. The mines are covered with wet, dripping stuff, and the main monster is a real beauty. The graveyard features the best combat sequences, as the zombies literally fall apart every time you take a good swing. The variety of each location is a strong feature, but the goal is the same — to solve the mystery behind all the exhibits and escape back to the museum.

*Waxworks* maintains the tradition of the *Elvira* games in the graphics and sound departments. The first-person perspective looks nice, and the animation in the picture window is as fluid as you might expect. Close-ups, realistic scenery, blood spurts in combat and countless other details establish the look and feel of Horror Soft games. *Waxworks* lives up to this benchmark and offers some of the most gruesome, gut-wrenching graphics of any adventure game.

It's as if the designers sat down and watched the *Re-Animator*, *Dawn of the Dead* and the *Evil Dead* movies in one lengthy sitting before working out the graphics. Gore fans will be delighted, while others will at

least feel queasy. The music and sound effects accompany the scenery handily and help establish that all-out approach to game design that Horror Soft takes.

I had the pleasure of finishing both *Elvira* games before playing *Waxworks* (with lots of help from the clue books) and noticed a rapid progression in game design and story content that reaches a peak with *Waxworks*. The game is still challenging, but eliminates the annoying elements of the *Elvira* games that made them take much longer than necessary to complete. You won't get stuck in too many places in *Waxworks* and have to revert to a saved game, so experiment as much as you want. But combat is to the death in *Waxworks*, so make sure it's not yours.

**Conclusions:** *Waxworks* takes many hours to complete, but each of them will be spent in a fun battle for survival with the denizens of the sinister museum. Just wear old clothes that you don't mind getting covered with blood!

**Difficulty:** Intermediate

**Company:** Horror Soft/Accolade

**Price:** \$59.95

**QuestBusters Price:** \$45

## Trazere ..... from 6

Combat is in real-time, with all the characters on automatic. The adventuring interface is an overhead-oblique, diamond-shaped, oblique perspective that resembles *Populous* and *Power-monger*. Surrounding the play area are "plinths," platform-shaped icons, that provide for the activation of certain functions.

You control one character at a time by selecting his plinth with the mouse. The plinth shows his/her luck by the color of a pile of skulls, and the level of damage by

the color and number of skulls missing. Click on the skulls, and a numerical value for hit points is displayed in the communication lines at the bottom. Other icons govern combat, feeling and automapping.

Clicking on a character's backpack reveals his 16-item inventory. Items don't disappear when dropped in the dungeons. You can return and retrieve dropped items, except those dropped in banner combat, at any time.

Six basic actions are activated by icons in a row at the bottom of the screen, or by hot-key, while adventuring: push, take, look, open, shut and special abilities. An infinite number of save games can be set up, limited only by disk space. The save games can also be named, and you can play and save from floppy or hard disk.

Graphics look 8-bit, and the music and sound effects are nothing great. Characters are fully animated, highly detailed and quite fluid of motion. The animation looks well above 8-frame, smooth and fluid. Backgrounds are colorful and highly detailed.

If this game has a deficiency it is in the lack of hints. Combined with a confusing manual, unusual magic system, real-time combat, and the spell-oriented puzzles, this makes the game more difficult than it appears.

**Conclusions:** *Four Crystals of Trazere* is a quality import of a first-rate product, not at all what most of us have come to expect from European games. It is just different enough to be innovative, but not so off-the-wall as to be foreign to the American market.

**Difficulty:** Intermediate

**Company:** Software Toolworks

**Price:** \$49.95

**QuestBusters price:** \$40

# WALKTHROUGH: Forge of Virtue

## Castle of Fire

Castle is south of Vesper at 42S, 126E. Talk to Erethian. At Shrine of Principles, talk to Statues.

## Test of Truth

Talk to old man statue, which teleports you. Walk south to large area. Don't enter area in middle. Go along wall to other end of tunnel. Before automatic iron door, search north wall until you find one you can walk through. Go to altar and get Locket.

## Test of Love

Talk to female statue. Go through a portal to south. Go to Mage's room and click on secret wall at upper-right corner. Talk to Golem. Read book, get scroll. Go to hut; read both books. Pick up both buckets and pick. Go through tunnel on east side and get teleported.

Put both buckets under Castambre. Use pick on tree (not boulder). Get both buckets, which filled with blood. Return to Golem. Talk to Golem for its heart, then return stone heart inside body. Use blood on five small stones (save the other one) and read scroll. Talk to newly raised Golem, who sends you to get book. Get book from hut and talk to Golem. Return to Castambre. Use pick on tree. Get stone heart and perform same ritual. Talk to Golem. Get Locket.

## Test of Courage

Talk to statue with sword. Go through portal south of it. Kill all Headless, Mages, Skeleton, Stone Golems. Search corpses around Moongate for magic items. Open door with key. Go north to area with spiders and scorpions. Pull both levers, which opens secret door on west wall. Kill Drake and search body for more items. Open chest and get Glass Sword. Walk around automatic iron door and put Glass Sword on mat. Get key

by Kevin Kwan

and open northern door.

Walk north until opening on the east side. Turn right and continue going north. Get Magic Helm on altar and put a non-magic Helm on it. Walk south and kill both Golems. Go south, where there's a lot of slime. The passage to the north has Gazers and Rats, so be careful. Go north to a side passage going west. Go to altar and pick up Great Helm. Replace it with Magic Helm. Go around south to northeast area with a Red Dragon. Slay it and get Ether Gem. The Dragon will tell you to find a more powerful weapon with which to kill him. Search all corpses for weapons.

Go back out and talk to Erethian about powerful item. He'll set up the Forge and give you the sword blank. Use bucket on hook to get water three times, then use bucket on cooling tub. Use sword on Forge. Press billow about ten times, or until sword no longer changes color. Use sword on anvil and use hammer on sword. Repeat forge process until a message is displayed.

Talk to Erethian. Go to the mirror with the demon. Put Ether Gem on right hand and use on mirror. Tell demon to bind gem to sword. Now you have the most powerful cursed sword in Britannia. Return to Red Dragon and talk to sword instead of going into combat mode. Use death option, then click on Dragon. After slaying it, go through north portal and get Locket.

## Destroying the Dark Core

Before leaving the Isle of Fire, you must complete another quest. Get scroll and talk to Erethian about Talisman of Infinity. After he refuses to provide more information, talk to Black Sword. Cast Help spell and go to museum for both lenses. Then talk to

Black Sword and use Power of Return. Put lenses on left and right of Dark Core. Put all three lockets on top of Dark Core to form a three-quarter pie.

## Star Control II Contest

The first ten people to correctly answer these from the first half of the game will win all kinds of prizes. Grand prize is three Accolade gift certificates; second place will get two gift certificates, and third place will get one. The other seven, as well as the top three, will get Accolade's special *Star Control II* jigsaw puzzle and a *QB* gift certificate good for either *Quest for Clues: The Book of Orbs*, or the next *Quest for Clues*. Deadline is February 28. Send answers to Star Control II QuestBusters Contest, POB 1946, Cupertino CA 95015-1946.

### The Questions, please...

- 1 On the HyperSpace star map is a constellation called Vulpeculae. What does this Latin word mean in English?
- 2 Who are the Kohr-Ah, and what's their special relationship to the Ur-Quan?
- 3 Who are the Zebransky and what happened to them?
- 4 What's the function of a talking pet?
- 5 At the start of the game, how many Shofixi are alive in the Galaxy?
- 6 Which race travels throughout known space but is most frequently found in Supergiant star systems?
- 7 What alien race is native to the Persel constellation?
- 8 Who founded the religious cult, "Homo Deus"?
- 9 Why don't the Spathi live on their homeworld?
- 10 What are the names of the two gods of death and treachery worshipped by the Ilwrath?

# WALKTHROUGH: Cobra Mission

## General

General directions are provided so you'll know where to look for the important locations. There are caches of money and weapons scattered around the main map, and inside the buildings you can enter. To find them, walk into all of the solid objects (such as trees, fountains, beds, and shelves), and also walk over all of the carpets you see. Once you've defeated the boss of a sector, you won't have any more encounters there, so you can quickly search the map before moving on to the next sector.

## Combat

There are a few fixed encounters with very tough opponents, and for these, you'll need a good supply of Poison Darts or Firecrackers. The rest of your opponents are much weaker than you, and you should have no trouble beating them with basic hand-to-hand techniques.

## Seduction

Each time you click on your partner, one of the squares in the meter at the top of the screen will light up. If your partner becomes more excited, then the light will be red; otherwise, it will be white. When you reach a certain number of red lights, then there is one particular action that will move you into the next stage of the seduction. If you fill up the meter without getting enough red lights, then your partner gets bored and kicks you out.

I'm trying to keep this

by Charles Don Hall

walkthrough as clean as possible, so there won't be any explicit instructions for these scenes. Just try different things, and see which ones get positive reactions. Some moves will work more than once, as long as you don't use them twice in a row (which bores your partner). Remember that the neck is an erogenous zone. It's easy to miss when you're clicking around at random.

## Central Cobra

After reaching Faythe's house, visit the Photo Junkie in the house to the west, and then Rocket Delivery in the building to the east. Accept the job they offer, and equip the red cap. Go outside, and look at the map to find out your destination. After delivering a package, return to the office for your next assignment.

There are four houses to deliver to, and each one contains an undergarment which you can give to the Photo Junkie. When you have enough money, go to the shops in the SW and NE corners to buy supplies.

Go to the Bar (SE) and talk to all the customers. Investigate the bridge (E) and go to City Hall (NE) to report the damage. Also visit Club 10 (NW), the Railroad Station (NW), and the Railroad Crossing (SW). Finally, go to the Pharmacy (NE) and take part in the experiment. Head towards the bar. You'll get sick, and have to return to the Pharmacy for the antidote. After being healed, return to the bar and talk to the customers.

## Club 10 again

Return to Club 10. This time, you'll approach the building,

but you won't be able to enter it. Go to the Bar, and talk to the customers until you're told that Tacker has returned from West Cobra. Save the game, and enter Club 10. When Faythe is kidnapped, return to the bar ask talk to the customers until JR figures out how to enter the building.

Go to Club 10 once more. Go up to the front door, then enter the side door, talk to the receptionist, and go through the door she opens. Search the plant to find a key, which opens the door to your north. Go through and fight Tacker, then search the room to find an undergarment. Open Faythe's cell, and leave the building.

Now you can go back to Faythe's house and call Steffie for a date. But you can't seduce her until you've bought some special equipment in West Cobra. To get there, return to the Railroad Crossing, which you can now unlock.

## West Cobra

On entering, go south to the first street and then due west to the bar. Talk to all of the customers until they start repeating themselves. Next, go to the Park in the far NW and get the whistle from the engineer there. The Rocket Delivery office is just east of the Park entrance. Go there to get a map of this sector.

Go to the Sex Shop (SW) and buy everything they sell. At this point, you can return to Central Cobra and seduce Steffie. There are also shops in the SE and N of West Cobra.

For the conclusion of this solution, send \$2 to QuestBusters, POB 85143, Tucson AZ 85754.

# Keys to the Kingdoms

## M & M: Clouds of Xeen

If you have trouble "defeating" an area, tell the mirror "Castle Basenji." Two steps away from where you land is a Fountain that will give any character 250 temporary Hit Points. Another good place to drink is in Nightshadow, after killing the Vampire Lord (set all dials to 9 and open his coffin at night to fight him). The Well will temporarily boost a character's level by 10, but kill the Vampire Lord first. Drink at both places the same day (use Lloyd's Beacon) for really powerful characters.

Tell the mirror "Shangrila" and you can visit a secret city that offers the best tips in the game. If any party members can raise Intellect to 150, they can gain massive experience points by reading book in the Dragon's Cave. (Use Fountains to temporarily raise a character's Intellect to do so.) Tell the mirror "Omega" to skip to the last level of the huge Dwarf Mine.

Brenden Cleary

**Boosting spell points:** begin to cast Cure Wounds, but when asked who should be cured, hit escape. Spell points will be increased by 7; this also works with First Aid.

Bruce Campbell

To get unlimited equipment, gold, experience and so on. When you find a closed chest or bottle, etc., save the game (as a precaution). Open the chest, walk away from it (don't face it), and save the game under a different name. Reload game you must saved; the chest will be closed again, but you'll have the item you got when you opened it before.

Geoffrey Bourne

## The Summoning

The antidote for Honorah in Broken Seal is in an underground area below Broken Seal One. The ladder is in the southeast section of the maze in Broken Seal One. To get past the door puzzle there: 1) While standing before the door, cast Kato. 2) Step forward off the pressure plate. 3) Step back onto the plate. 4) Cast Kato at the door again. 5) Drop a heavy object (like a boulder) on the plate. This opens the door. Enter, talk to Lars, kill him.

**Broken Seal Three:** to rescue Dunstan, find the key to the Hound area in the west. It's a jade key in one of the prison cells below. The ladder is in the northwest. To get to this area, put a dead body (heavy object) in the teleporter near the door in the northwest. This opens the door north of there. The ladder down is in the room to the north. Dunstan is in one of these cells. Once you have the jade key, go to Hound area to west, kill Hellhounds and get prison key.

Also in this area, you can get the chest in the room off of the Hound Arena (far northwest) by weighting down the plates in the north and east parts of the room only. Then step into the north teleporter and you'll be ported into the room with the chest. Skill-boosting tips: to build up Projectile skills easily, stand near a wall and repeatedly throw an apple against it. Use Fehu runes to create Odin runes. (Keep restoring game if necessary.) Then save game and use stone to increase stats; if correct ones are not boosted, restore and try again.

Pete Gedzyk

Keep every pearl you find and don't use unless absolutely

necessary, as they are scarce later on (Citadel 3). Don't use the Book of Swords; someone wants it in trade later on. Don't use the Book of Sorcery; you need it on King Evermore's level. Go through teleporters twice, especially on Evermore's level. There are three levels in Evermore's domain; watch as you go through doors, which is tricky. Gazers may also be killed with arrows as well as the mirror. With creatures slower than you, shooting arrows and running is a good way to avoid contact. Blocks and giants balls can be moved with Zap Away spell. Conserve gold coins: they will open some doors. Warmonger is below the Knight level; teleport to find other levels.

Jim Davis

## Dark Queen of Krynn

**Lighthouse:** there is no way to open the door on the top floor. Instead, take a trip down to the garbage pit via a chute. Step on the trash pile and climb out to the new level. Find one of the two teleporters behind a wall, which leads to Fastillion's Chamber.

**Kristophan:** Seek Selias in the tavern to gain entrance into the Tombs. Avoid fights in the left wing of the town, which houses the official buildings. However, defend the slave being battered by the Minotaur, which will lead to a new series of events. Comfort the old hag on the outskirts of town, and you'll be rewarded.

Takin Nili

## Crusaders of the Dark Savant

**Gorn Castle:** to enter Murcato's Sanctum, use silver plate on the

blood spot while facing the gate. To enter throne room, show a bunch of bananas to the gorilla (get them in Gorn Castle prison, or in New City's Conquerer Inn).

**Munkharama:** answer to well riddle is coin. Use coins on the doors with the goblets. Stones to go in the urns are found in the pools at the four corners of the center "island." Go through the Land of Dreams to get abilities raised and obtain a powerful magic item.

**New City:** to enter Umpachi Detache, you must go to Ukpur. To enter T'Rshieches House, you must first go to Nyctalinth. To get a boat, first get the copper penny from the bank. Use it on the door to the Curio Museum. On the Twisted Heads puzzle, use the heads in this order: afraid, angry, laughing, silent, surprises, happy. The boat won't work without the Wikum Globe from the Hidden Temple under Munkharama. To get key to Old City, ask Professor Wunderland about Archives.

Michael Seid

**Boat map:** find it in Old Fun House in Rattkin Ruins.

**In Okgre Castle:** to open remaining doors at the blood, face the door, search, then use the polish steel gate. Enter, go down to prison, find entrance to Inner Sanctum and you can clean the rest of the place up.

**Dreamland:** in Munkharama, the door from Dreamland disappears after you enter the Black Room.

**Witches in the Mountains:** to learn their names, you first have to get the Necromatic Hermit in the Witches' cave. That allows you to see the spirits that are at a certain

spot (down the really long vine that you should have put together.) There is a small clearing there. If you go there at night, you'll see ghosts and fighting the Good Sister Witch. Four different ghosts will come to you and tell you the Witches' names. They are East: Barbana, South: Xandasa, North: Naralda, West: Carmela.

Force Field: equip the Crux of Crossing, then remove the curse...then walk through field.

Les Minaker

**Gorn Castle:** to enter, exit New City on eastern side and walk along road to the Y intersection. Go left to the guard along the road. After meeting him, walk into forest on left side and find path leading to castle. In castle, take western passage to the guard barracks. Fight guards in both rooms and get two keys. Open Armory with Armory Key, get all. Search other room for banana and other items. Go to Ape's cage and use banana. He will open gate. Enter, press button. Walk out the room to the Throne room and pull lever. Talk to King and give the message. He'll give you a key for his treasure in the basement. Take the right passage on the way out to the King's Chamber. Search his bed for the Steelplate in front of the Outer Sanctum. Walk to the prayer pad and press the button. Go to the closet for Prison Key. Go to the Prison, open first doors on left and right. Open second door on left for the button on wall. Open last door on right for the Lever, then go back to the first prison on left and jump down the pit. Walk to northwest corner and press button. Go to southeast corner to go up to the Inner Sanctum. Get all treasure, press button on left side of wall. Exit through gate.

Kevin Kwan

**Rattkin Ruins:** To get in, you need the Bonsai Tree from Gorn

Castle. Use the tree in the Sacred Grove near Rattkin Ruins, then go to Ruins and tree will let you in.

To get Reflexion skill: steal ring from Blindmeis. Go to Ratskell's and have character wearing Ring put hands through window. Ask Blindmeis about Ring of Reflexion (12,000 gold).

**Dinysceus:** all can get Mind Control skill in Temple of Eternal Night. Meditate (after awakening all sleepers) to get it to 100.

**New City:** on terminal, type "023@41A2" at server prompt. At host prompt, type "Black Ship Command". In Personnel files, type "Domina, Vi". After Vi is locked in security cell, access computer and type "018@67C1" at server prompt, "Central Security Access" at host prompt. Go through (C)ontrol menu, deactivate security cell, talk to Vi. (For free and easy access to a fountain under New City, tell Father Rulae: "Holy Sacrament".

Michael Seid

## Star Control II

For a good start after taking care of the moon and Mercury, buy an extra cargo module, head for Beta Lyrae and get exotics from planet 5. Mine planet 2's moon second from the planet. Then head to Alpha Centauri and get minerals from planets 1, 3, 5, 9 and planet 2's outer moon. Check with the Master Trader before returning to Star Base and cashing in for around 11,000 RU, enough to get fuel tanks that can get you to Gamma Kepler, the nearest Rainbow World.

Shay Addams

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This month contributors Michael Seid and Geoffrey Bourne were randomly selected to receive the game of their choice -- so send in your clues and tips today. (All submissions become property of Eldritch, LTD until October 12, 2317 A. D.)

## Star Control II .... from 1

providing crew, modules to upgrade your ship, and advice.

The pace is noteworthy. One minute you're drifting along in space, and it's almost relaxing to sit and watch the stars go by — the next second, a frantic arcade battle is underway. Such dramatic shifts instill a unique sense dynamics. Sound effects and music are so unobtrusive and original — a sort of ethereal new age music — that I haven't turned them off yet.

Gameplay is also well-balanced. It's not the kind of game you can power your way through, at least not the first time you play. An unlimited number of saves is allowed, and extra-long names enable you to keep track of the situation when you saved each.

For hard-core *Asteroid* fans, a SuperMelee game is included. This is a stand-alone with which you can practice combat or even go against another person in a two-player game, using any of the dozen or so ship types.

Copy protection displays coordinates and demands you name the star there on a map that comes with the game. Planets, stars and minerals are color-coded, so anyone who is color blind or has a color deficiency should avoid the game entirely.

**Conclusions:** The best science fiction role-playing game since *Star Flight*, *Star Control II* is the one RPG I may actually finish this year. Most outstanding is its sense of humor: the aliens you encounter are literally a series of stand-up comics. It's as funny a parody of science fiction role-playing as it is a well-designed and fun to play RPG. *Star Control II* gets my vote for Best RPG of the Year.

**Difficulty:** Intermediate

**Company:** Accolade

**Price:** \$59.95

**QuestBusters price:** \$45

## Spellcraft ..... from 5

to act as control ingredients.

Finally, you select a magic word from the appropriate realm and for the appropriate spell level to activate the spell; digitized voices pronounce the words. Mix the ingredients incorrectly, and the spell has devastating physical effects. If you succeed, it appears in your spell book.

To make more copies of spells, you only need to have enough aspects and ingredients and click on the correct icon. You can also alter the control ingredients within the bounds of the spells' elasticity in order to make them faster, stronger, etc., but the rules are too detailed to get into here.

### Valorian role-playing

Your role in the realms of Valoria is as combatant and explorer in full-screen animated screens that represent that particular Lord Wizard's domain. You move the animated figure around the forced three-quarters perspective screens to look for treasure chests, ingredients and quest items that satisfy the Terran allies and to fight off the monsters and even the Lord Wizard in each domain. This is the fun part of *Spellcraft*. You get to experiment with the spells you mixed in your workshop and figure out the most effective way to complete your goals in each realm. It is important to save your game right before you enter each realm so that you don't waste spells and ingredients.

The domains are large, so you have plenty of room to walk around and fire off spells. It costs life points to cast spells in Valoria, so you have to choose carefully and not run out of life — or you get sent to the Death Realm. If you die there, you are finished! The Lord Wizards have life points too. Both of you regenerate life just by standing around, so you

must continually throw spells at the wizard to weaken him and then finish him off in hand-to-hand combat.

Stonehenge acts as the center of Valoria and the gateway to Terra and your workshop. Here you can talk to Garwayen to get clues and reminders about your current subquest. *Spellcraft* also features an in-depth tutorial that takes you through the beginning screens and realms, and guides you while mixing your first spells. It is absolutely essential to follow this tutorial (about a half-hour) to understand the main features. *Spellcraft* is a very detailed adventure, but not hard to understand, and the tutorial is in some ways more important than the manual.

### Explosive graphics

*Spellcraft* brings the many spells to life with its VGA graphics in the magical realms. Fireballs really fly, explosions really happen, and summoned beasts appear from pixie dust. There are six types of spells (attack, defense, personal modifier, terrain modifier, transformation and conjuration) in *Spellcraft* — all of which have some kind of graphic effect. Digitized images at each Terran location and full-screen interludes round out the look of *Spellcraft* and make the game quite attractive. Music and sound effects fill out the game and complement the spells and plot of the game.

**Conclusions:** *Spellcraft* is an addictive animated game with tremendous depth and flexibility that establishes a nice magic system I hope to see again. Garwayen's suggestions and the scattered clues and ingredients make *Spellcraft* heavy in exploration, but the results match the efforts you make to search the domains.

**Difficulty:** Intermediate

**Company:** ASCII Entertainment

**Price:** \$59.95

# Swap Shop

## Apple

Seeking complete Infocom, Sierra and other adventures for Apple II and GS. Have 25 to sell or trade; 3/4 are Infocom. Most include hint books or solutions. Write for list and prices. Bradley Mogol, 1 Midsummer Dr, Old Bridge NJ 08857

## MSDOS & Quest-alikes

Sell/trade: Darklands, Dusk of Gods, Amon Ra, Gods, Forge of Virtue, Prophecy of Shadow, Heart of China, The Summoning. James Davis, 605 Montrose St, Clermont FL 34711

Sell/trade, \$25 each: Indy & Fate VGA 3", Amon Ra 3" HD. \$20 each: Eye 2 3", Gateway to Savage Frontier 3". \$15 each: Trial by Fire, Tunnels & Trolls 5", Conquests of Camelot. \$10 each: King's Quest 3 EGA, KQ4 VGA, Magic Candle I 5" VGA. Casey Long.

Trade only, 5": \*Eye of Beholder, \*Death Knights of Krynn, Spellcasting 101, Magic Candle, Might & Magic, \*M & M 2. 3": Bloodwych, Magic Candle 2. Both sizes: Dark Heart of Uukrul, Lost Treasures of Infocom 2. Want (3" only): Ultima Underworld, Dusk of the Gods, M & M 3, Darklands, Wasteland, Starflight. Will trade 2-3 of mine for 1 of these. Tim Niland, 1009 Peter Rd, Schenectady NY 12303.

All 5", some HD, \$10 each: Tangled Tales, Deja Vu, Ultima 1, King's Bounty, \*Dragon Wars, M & M 1, Bard 1, Drakkhen, Space 1889, Magic Candle 1. Send \$3 shipping for 1st game; I pay additional if you order more. Joe DeFeo, 1460 Buck Hill Dr, Southampton PA 18966

Sell/trade: Space Rogue, Savage Empire, Keef the Thief, Star Trek Rebel Universe, Escape from Hell, Drakkhen, Echelon, Aragon, Sierra games. Make offer. Glenn Berryman, POB 348 McVeytown PA 17051

Sell/trade: Star Trek 25th, Planet's Edge, Hard Nova, Elvira 1 & 2, King's Quest 5, Centurion, Ultima 6, Martian Dreams, Lightspeed. Lots

more. Send list. Want any new games. Wai Ming Lee, 3255 Beaubien E., Montreal, Quebec, Canada H1X 1G4

Sell: one game w/cluebook, \$25; cluebook, \$5. M & M 1 & 2 (complete set of both with cluebooks, \$50). Archon, \$10. Pool of Radiance, Curse of Azure Bonds, Silver Blades: complete set with cluebooks, \$75. Shadowgate, \$10. Dave Hand, POB 10911 Arlington VA 22210

Sell/trade, \$15 each: 5" M & M 3, Heimdall, 3" Jill of the Jungle 1-3 VGA. 5" Windwalker, \$5. More. Want Waxworks. Dean Oisboid, 12323 Texas Ave, Los Angeles CA 90025

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