

# QuestBusters™

The Adventurer's Journal  
March, 1993

Vol. X, #3

Not sold in stores

## Eric the Unready is Ready

**H**umor is the most difficult thing for a designer to carry off in an adventure game, especially if he don't have a wheelbarrow handy. In his spoof of questing in particular and life in general, however, Bob Bates has turned in one of the genre's funniest.

As Eric, you are the clumsiest, most accident-prone adventurer yet. Sort of like Chevy Chase on a quest, you are renowned throughout the kingdom for such hapless "achievements" as burning down Ulric's House of Torches.

Little wonder that the other knights are outraged when you are assigned the quest of rescuing the princess before her father, King Fudd, dies and leaves the throne to her sister, Grizelda the Hefty. Success, according to Bud the Wizard, requires collecting a series of items that includes the Pitchfork of Damocles, the Egg of Oblivion and the Raw Steak of Eternity. Each is found in a different area, and the quest proceeds in a very linear fashion.

Once you leave an area, you can't return. That's OK, because you can't leave an area until you've retrieved everything you need. And most of the puzzles are easily solved without a lot of brainwork. Often you can just tinker with things until you get it right. I got past the tree roots by pouring the root beer on them and getting them drunk, but only by trial and error. Only later did

I recognize the logic (they are Irish roots).

The story unfolds in a day-by-day series of locations and puzzles. This one spans nine days, taking you through a medieval town, a castle with fake walls, the Not So Great Underground Empire, — all the stereotyped locations of the standard adventure game Bates lampoons so well.

In addition to solving conventional logic puzzles by typing in words or selecting them from lists (does anyone *really* use these things?), you'll enjoy several mini-games, such as a *Jeopardy*-type quiz and a history test based on the game's setting, the land of Torus.

Bates' has probably been saving up some of these jokes for years. My favorites are the rock jokes and *Zork I* gags. The exact first words from *Zork I* are used to describe the little white house that most of us know so well —

and when you try to damage it, the response is "...save something for future generations of adventurers to bang on." (Or something along those lines.)

The town bard is a stand-up comic with his own spiel of bad jokes, and the daily newspaper

contains funny stories and classified ads as well as a few clues. Bates' humor doesn't always work, but the variety of jokes is sufficient to make everyone laugh more than a few times

during the quest. Sometimes they don't strike you as funny until you're thinking about the puzzle later, such as the "banana in the stone" gag that he uses to satirize his own *Arthur* adventure that Infocom published.

### Exceptionally interactive

Bates knows how adventurers think. Instead of restricting the game's responses

to logical input from the player, he also provides goofy replies for goofy input. Once when I tried to attack the little white house, the game asked, "You like to destroy things, don't you?" So naturally I typed in "yes." Whereupon the game responded: "Well, take it easy — these game objects are fragile." There are countless places where you can have as much fun playing with the game in this manner as you can in solving the puzzles.

Continued on page 9

**System:** MSDOS (640K, hard disk required, Microsoft-compatible mouse recommended; SVGA, VGA, EGA; Sound Blaster, Ad Lib, Roland, RealSound)  
**Planned conversions:** none

### Contents

Adventure Road .....	2
Ultima Underworld 2 .....	3
Legends of Valour .....	4
Spear of Destiny .....	
Strange Deadfellows .....	6
Batman Returns .....	7
Magic Candle III .....	8
Walkthru: Waxworks ...	10

by Shay Addams

# ADVENTURE ROAD



## Enchanted Realms people

By now everyone who formerly subscribed to *Enchanted Realms* should have received the February *QB* and letter from Chuck Miller explaining the situation. As fulfillment on your *ER* sub, you'll all get three monthly issues

of *QuestBusters*, sent Adventure Express. (This edges us closer to matching our top circulation of 4,000 a few years ago.)

If you were already

receiving *QB* 1st class or to Canada, three issues are being added; for 3rd class, 4; overseas, 2.

The easiest way to extend your membership right now is to order a book or game from the back cover — you get two months added to your membership for each game or book ordered.

## Lord of the Ringworld?

Described in Russ Cecolla's CES story in the February issue, *Ringworld* arrived recently. Graphics are vivid in this text-intense animated quest, whose icon-based interface will take no time to master (especially if you've played recent Sierra games). It's novice level.

Incidentally, it turns out that Tsunami Media, the game's developer, is not the same Tsunami run by Joe Ybarra. It's based in Coarsegold, California, and about half the staff are former Sierra people. That explains the connection with another Coarsegold resident, Jim Walls, whose *Blue Force* is set to ship in

May. (However, there is no truth to the rumor that they are teaming up with Interplay to produce a series called *Lord of the Ringworld*.)

## SSI's Vaporquests

*Dark Sun* is now scheduled to ship in mid-March. All they will say about *M* is "later in the year." But if it's delayed much longer, they'll have to change the name to *Z*.

## Sierra and Gates (not Bill)

It's official: Sierra signed former LAPD chief Daryl Gates to design the next *Police Quest*. Sierra's stock immediately plummeted from 17 to 13.5.

*Space Quest V* (the first Sierra game to ship *after* the clue book) was "waiting for the box" when I spoke with Mark Crowe last week. Should be out by now, though. Next month we'll have a closer look at Al Lowe's fastest quest in the west, *Freddy Pharkas: Frontier Pharmacist*.

## Source of the Swords

The swords depicted on the cover of *Quest for Clues: The Book of Swords* are from Richard Garriott's collection. But rumor has it the shield is actually a used hub cap from his monster truck collection. (Actually it's the same one used on the cover of the *Knights of Legend* box.)

## Missing guide

The Hopi Indian spirit guide we sent to deliver books and games according to the terms of our 'Special of the Month' for January is missing. If you see a Hopi Indian spirit guide wandering aimlessly through your neighborhood with a sack full of adventure games and *Quest for Clues*, please dial 1-900-LOST-SPIRIT-GUIDE.

# Quest for Mail

Dear QuestBusters:

When I sent in my Swap Shop ad, I asked you to run it for three months. It only ran for one. I want my money back!

Hexed and Vexed

*It was a free ad — remember? But though the ads are free, space isn't cheap. To fit in all the new ones each month, we rip out enough old ads. Occasionally an ad runs more than once, but once is all you're guaranteed.*

Dear QuestBusters:

Are you Mac people, Amiga people, or what?

New & Perplexed

*None of the above — we are adventure people. To paraphrase Chuck Yeager, "It's not the machine, it's the quest" that*

## QuestBusters

**Editor:** Shay Addams

**Managing Editor:** Dora McCormick

**Editorial Consultant:** Edgar Schrock

**News Editor:** Darkwing Duck

**Contributing Editors:** Russ Ceccola, Al Giovetti, Bernie Yee, Fred Philipp, Clancy Shaffer, Rich Heimlich, Ken St. Andre, Brian Smith, Bruce Wiley, Duffy, This Reviewer

*QuestBusters*, ye official journal of the QuestBusters Guild, is published monthly by The Spirit of Jim Hendrix. Annual dues: \$19 (\$6 extra for Adventure Express). Canada/Mexico: \$26. Overseas: \$36. Contents Copyright 1993 Eldritch, LTD. All Rights Reserved. Copying without express permission is prohibited and punishable by The Terror that Flaps in the Night.

Member:  
South American  
Explorers' Club

# Ultima Underworld II



*Ultima Underworld: The Stygian Abyss* was one of my two favorite adventures of 1992

(along with *Indiana Jones and the Fate of Atlantis*), and also my favorite game of any type of the year. The *Underworld* game system is light-years ahead of other "realistic" worlds that show off digitized graphics and video, because the environment is so detailed and responsive. The system's excellence comes from more than just the first-person perspective; it relies on subtle elements such as objects that stay where you throw or drop them and monsters that stay dead when you kill them, their blood stains still visible on the ground.

After finishing the first game, I couldn't wait to get *Ultima Underworld II: Labyrinth of Worlds*. At the same time, I dreaded its arrival because of the sleepless nights I knew were ahead and the piles of work I was

sure to neglect in my long sessions in the ultimate exploration environment.

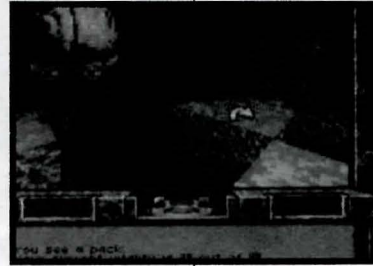
*Labyrinth* proved to be as enjoyable as the first game, offering a deeper plot, some

system enhancements and many more varied locations and environments.

The *Ultima* and *Ultima Underworld* game series coexist quite nicely these days. *The Stygian Abyss* took place around

the same time as *Ultima VII*, and *Labyrinth* takes place shortly after the "defeat" of the Guardian and before the events of *Ultima VIII*.

*Labyrinth* has a more interesting plot than the first game, with a far greater sense of urgency and realization of the global impact of your actions on Britannia. In addition to the main dungeon levels, you must also visit other worlds and planes of existence that you access through a magical teleportation device.



## The Guardian is back

*Labyrinth's* story is actually quite interesting. *The Stygian Abyss* had more of an overall goal than any storyline, so its sequel's plot adds much more depth and meaning to the series. During the introduction sequence, you see Castle Britannia enveloped in an enormous blackrock sphere, proof that the Guardian is still controlling some loyal followers against Britannia. Lord British himself, his closest allies and valued guests are all trapped within the castle walls and they're running out of water fast!

As the Avatar, you are called into the castle and given the daunting task of saving the castle and its inhabitants from the Guardian before they die, and to remove the Guardian's people from power. Because you are confined to the castle walls and dungeons below by the blackrock, you must find a miniature version of the dreadful sphere deep in the dungeon. It is actually a portal to other worlds that you must visit to put all things right in Britannia.

The interface is virtually the same as *The Stygian Abyss*, with some minor improvements. You move around the first-person perspective world best with a mouse, using occasional keyboard presses for special functions. The view window is 30% bigger in *Labyrinth*. The inventory and character statistics share the same space on the right side of the screen on opposite sides of a flippable panel.

The new design moves

the command icons to the bottom right to make room for the larger screen. This relocation won't affect game play, because with the mouse you can perform all game functions and commands except for the saved game options and setup controls. The text window is smaller, but with no notable effect.

The game environment has the same dynamic feel and realism you might expect. Objects, characters and monsters act and respond as they might in a real fantasy world. *Labyrinth* now has many more connections between dungeon levels, such as holes in the floors and grates in the waterways.

*Labyrinth's* magic system is the same rune-based setup as before, except you don't get too many runes until much later in the game, and the sequence of the runes that you put together on the rune shelf before casting the spell stays there for convenience until you pick a new spell. Deadly Seeker (projectile), Shockwave (group attack) and Smite Undead — there are quite a

Continued on page 14

by Russ Ceccola

# Legends of Valour

outing *Legends of Valour* with "move over, *Ultima Underworld*, in setting a new standard with the smoothest screen scrolling in a 3-D fantasy role-playing adventure-ever," SSI turned to U.S. Gold this time for its latest deviation from their Gold Box-type game. A British company, U.S. Gold, is in turn distributing this game for Synthetic Dimensions Inc.

It's a single-character RPG in which you travel to the City of Mitteldorf to track down your wandering cousin, Sven. Three months ago Sven travelled to Mitteldorf to seek fame and fortune. Not having heard from him in some time, his family has asked you to find out where Sven has been and what happened to him. An adventurer at heart, you leave the farm, and, regretfully giving up a life of pig-rearing, set out to seek Sven.

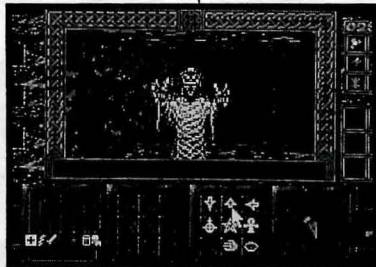
## Makeup department

Character generation is somewhat unique. You can design your character to suit your own appearance by selecting from a choice of hair, hair color, eyes, nose and mouth, and facial hair or no facial hair. (There was no white hair, so I settled on a color similar to the color I had before turning grey, then white.)

Your character is defined by four statistics: Strength, Intelligence, Speed and Health. These are random and can be rerolled until you are satisfied with the results. There are three races to choose from: Human, Elf and Dwarf. You next select sex, and lastly give your character a name.

You can create up to eight characters at any time.

You start out in your home village, where you can outfit your character with clothing or armor, a sword and a shield. Then you can now set off for Mitteldorf, where you arrive inside the Main Gate.



## Displays du Jour

The main screen display consists of an upper graphic window surrounded by

two vertical and one horizontal control areas. These consist of: magic items boxes, examine, floor (shows items found), system (sound, save, autocombat, load, etc.), character status, movement, action, compass, inventory, throw, drop and in-hand item display.

The action display consists of three combat options, a map of Mitteldorf, cast Magical and Priestly spells, rest, use and hail (talk to). A separate Character Screen shows a portrait of your character, the Rank he holds in the various Guilds and Temples, and other special information that unfolds as the game progresses.

Movement is smooth and can be controlled in one of three ways. You can use the arrow keys, select icons in the Movement Display, or use the compass to change direction. I found the arrow keys to be the most fluid. This aspect is similar to that experienced in *Ultima Underworld*. There is also a Hustle

mode to move around quickly.

Time moves along. Day turns into night. And you must solve the age-old problems of drinking, eating and sleeping. This takes money, of which you possess very little at the outset, so your first series of quests will be to earn some money. This is accomplished by checking Work Notices in Hostels, Inns, Taverns and the Custom House. Errands in these places consist of getting an item from one location and taking it to another.

## Mapping mania

A map of Mitteldorf comes with the game, and a smaller version of the map can be brought up on the screen. The dungeons automap as you move through them. A few locations are already marked on the map when you start. Your first task will be to wander around the 28 above-ground miles to locate and mark down on your map the numerous buildings.

Later on you'll want to join some Guilds and Temples, work on the over 45 quests and progress up the ranks to Guildmaster, Templar, Godfather,

Wizard/Warlock or High Priest/Venom Master. While you're doing this, remember, you came here to find your cousin, Sven.

**Conclusions:** Movement was very smooth. Graphics were well rendered and colorful. Finding all the numerous establishments in Mitteldorf was trying, tedious and boring. The screen map was complete, and would have been

**Type:** Action adventure  
**System:** IBM (640K, HD floppy, hard disk, 256-color VGA required; Ad Lib, Sound Blaster)  
**Planned Conversions:** Amiga version cancelled

by Fred J. Philipp

Continued on page 15

# THE SPEAR OF DESTINY

So often in this industry the most exciting game developers get their start in shareware or the public domain and make a jump to the commercial software market with one of their more sophisticated titles. ID Software had the public domain audience in the palm of their hand with *Wolfenstein 3D*, an action adventure that delighted players with its bells and whistles, the most notable of which are the quick, first-person perspective scrolling and the incredible sound effects. The game was incredibly addictive and exciting to play again and again.

Now ID Software has taken that same technology, dreamed up some more levels and put them together in the form of an adventure called *Spear of Destiny*, which was published by FormGen. *Spear of Destiny* uses exactly the same game system as *Wolfenstein 3D*, so anyone familiar with the original will be able to start right away.

## Based on a true story

The story goes like this: the Spear of Destiny was the spear reputedly used by the Roman soldier who pierced the side of Christ at his crucifixion. Hitler believed the legend that the leader who possessed it could not be defeated. While still an out-of-work paper-hanger, he used to gaze at it for hours in its display case in a German museum, and one of his first acts as Fuhrer was to snatch the spear and hide it high in his castle.

Your goal in *Spear of Destiny* is to make it through all 20 levels of the castle and take the Spear

from its glass case. Each of the levels has the look and feel of *Wolfenstein 3D*, but they're joined together into more of a story, with intermediate Nazis to kill and keys to collect that open secret doors.

## Faster than Ultima Underground

The gameplay is revolutionary because it has the same perspective as *Ultima Underworld*, but it's much smoother and faster. You move through the rooms and hallways of each level with joystick, mouse or keyboard and search for the elevator to the next level.

Along the way, you collect ammo for your gun, new weapons, health packs and food. You must kill all the Nazi guards you encounter (their number varies based on the difficulty level you

choose). Each level gets progressively tougher and even the easy difficulty setting provides a challenging game.

Graphics are superb. The 3D environment is very real and zooms by you as fast as you can move. Secret rooms behind certain hidden panels house special bonuses. Additionally, at the end of each level you are rated on how much Nazi treasure you find, how many secret rooms you find, and how many Nazis you kill. The animation of the Nazis is superb,

and you'll often feel the sting of their bullets if they take you by surprise. Sound effects and music are top-notch and contribute to the excitement — especially the Nazis' utterings (recorded voices).

**Conclusions:** *Spear of Destiny* is the kind of game that you play again and again, even after you find all the secret rooms, get all the Nazis and eventually find that elusive Spear. The game is quite violent, but in an over-the-top way, and is humorously

self-rated PC-13 (for Pure Carnage). Turn up those speakers and the clang of the steel doors, and the Nazis' words will chill you to the bone. *Spear of Destiny* is pure fun, and you'll never be able to get the images of those castle walls and corridors out of your mind even after one game — the effect is uncanny! I truly hope that ID Software adapt their wonderful 3D technology to other types of adventures: they would be breathtaking for sure.

**Skill Level:** Variable

**Company:** ID Software/FormGen

**Price:** \$49.95

**QuestBusters price:** \$40



**Type:** Action adventure  
**System:** IBM (640K, HD floppy, hard disk, 256-color VGA required; Ad Lib, Sound Blaster)  
**Planned Conversions:** Amiga version cancelled

## Free QuestBusters!

Check your mailing label for your expiration date. If it's May 1993 or later, you will get 13 issues for the price of 12 if you renew by April 1.

by Russ Ceccola

# Murder Makes Strange Deadfellows

The second venture in Tiger Media's "Airwave Adventures," *Murder Makes Strange Deadfellows* is just as intricate as *The Case of the Cautious Condor* (reviewed in October), but in a different way. Also a haunted house mystery set in the early 1900's, in this game your grandfather has died and it's uncertain that it was accidental.

The story begins with the reading of his will. Immediately it comes into question as to whether or not a newer will was written that is being hidden somewhere in the house. Your search is twofold - find the new will and find your grandfather's murderer. As in *Condor*, you're presented with a blueprint layout of the house and go from room to room observing encounters between relatives and acquaintances, finding many family skeletons in the closets as you go.

## Leave 'em laughing

To me, the appeal of *Deadfellows* was its humor. While the subject of murder remained serious, the ghosts you meet and the double entendres in the conversations have a cumulative effect and I

found myself laughing a lot the more I played. Again, cartoon art is used (I preferred the artist on this one

to *Condor* - much more color and variety). Speech, music and sound effects are top-notch. The more thorough you are in going to

every room in the house, the more you appreciate how thorough the plot is in tracking people from one room to another, intertwining a number of different sub-plots as you go.

## Time is on your side

What made *Deadfellows* easier on my brain was the correction of my previous criticism of *Condor*. You can visit 14 rooms before your time is up. Each room uses the same amount of time, so you can keep things straight. What happens in the Red Room on the 4th move will take up the same amount of time as what's going on in the Blue Room on the 4th move. Critical scenes will always involve an encounter with a ghost showing you a secret passage that lets you spy on some enlightening conversation.

You don't have to find all the critical scenes to solve the mystery and you'll get many clues without ever finding a critical scene. At the end of your time you are asked to show where the will is and you can click on any of the characters or any of the rooms. If you get it right, you'll then be asked who killed your grandfather. If you get that right, you'll see the endgame. You could win the game by sheer guesswork (which I did - but not wanting to have missed other parts of the game I went back and went through everything).

**Conclusions:** I don't know any games to compare this to, but I do know that I enjoyed *Deadfellows* and *The Case of the Cautious Condor*. As I said about *Condor*, multimedia is definitely a unique experience. At such a low price, you can't lose.

**Difficulty:** Intermediate  
**Company:** Tiger Media  
**Price:** \$35



## The Book of Swords

If you haven't already ordered yours, here are the game walkthroughs covered in our sixth volume of the *Quest for Clues* series. See back page for ordering info.

*The Dagger of Amon-Ra*

*The Dark Half*

*Dark Seed*

*Dune*

*Goblitins*

*Indiana Jones and the Fate of Atlantis*

*King's Quest VI*

*The Legend of Kyrandia*

*Lost Files of Sherlock Holmes:*

*Plan Nine from Outer Space*

*Quest for Glory III: The Wages of War*

*Leather Goddesses of Phobos II*

*Lord of the Rings II: The Two Towers*

*Might & Magic: Clouds of Xeen*

*Planet's Edge: The Point of No Return*

*Prophecy of the Shadow*

*Spellcasting 301*

*The Summoning*

*Treasures of the Savage Frontier*

*Ultima VII: The Black Gate*

*Ultima: Forge of Virtue*

**Type:** animated mystery adventure

**System:** MSDOS (640K, hard disk, CD drive required; mouse recommended; EGA, MCGA, VGA; Sound Blaster, Ad Lib

**Planned ports:** none

by Paul Shaffer

# Batman Returns

Following the dark, somber, Gothic ambiance presented in the *Batman* and *Batman Returns* films, Konami (as publisher), Spirit of Discovery (developer) and Subway Software and Park Place, (producers) have combined their talents to transform *Batman Returns* into an adventure game.

Set in Gotham City, complete with the Bat Cave, Batmobile, Batskiboat, the Penguin, Commissioner Gordon, Cat Woman and your trusty Utility Belt, *Batman Returns* dazzles us with a graphic adventure interspersed with occasional arcade sequences.

I was reluctant to look at this game, assuming it would be strong on the arcade side. It can be. However, early in the game I realized that most of the arcade sequences can be avoided. Only a few arcade (fight) sequences are necessary to complete the quest.

## Stop that penguin!

Your objective is to collect enough evidence to prevent the Penguin from being elected Mayor of

Gotham City.

You have nine nights (from 6:00 PM to 6:00 AM) to accomplish this goal. The game begins in the Bat Cave, where you can access the Vault, Main

Computer, Garage and Wayne's Manor. The Vault contains two extra Batman outfits and items for your Utility Belt. There are 10 items, of which you can take eight at a time.

## Batdatabase

Sitting at the Main Computer, you can watch the latest News, view a

video tape, check a database of characters, and enter evidence to be viewed and extrapolated. The database also lists criminals to watch out for in Gotham City. The Garage takes you into the Batmobile and later the BatSkiboat. The Wayne's Manor option moves you forward to the next day.

The interface fills the screen with hand-drawn VGA graphics. When you arrive at a new location, your utility belt is immediately displayed. This allows you to choose (depending upon the situation) from actions such as: fight, use belt items, take, leave, scan items, check time, go to the Batmobile or save. You can also save at any time by hitting the Esc key. There are 20 save slots.

Inside the Batmobile you can view the news, eject or bring up a map of Gotham City to click on a location to visit. The number of locations increase as the game progresses. Evidence appears on certain days only, and several events will occur only if you are at the right place at the right time on the right day.

Music is right out of the movie but becomes annoying after a while. Sound effects are simple. Batman is animated, and so are the villains you encounter. The fight sequences are well done and enjoyable to watch. Digitized photos are displayed when you interrogate someone and during computer-generated

vignettes.

Travelling crosstown in your Batmobile, you will travel to rooftops, down streets, inside rooms, the Fish Market, Zoo and of course the Bat Cave. Later in the game you will travel in the BatSkiboat. Locations you can visit will show up in red on the map.



## BatClues

To get you off to a start, this is what you must do on Day One. Sit down at the Main Computer and view the news.

Walk into the Vault and take all items except the smoke bomb and knockout gas. Note the two extra Batman outfits, in case you need them later in the game due to damage of the one that you are wearing.

Exit vault and go to the Garage. You will now be in the Batmobile.

Click on the map and proceed to the Plaza. You will arrive on a rooftop. Go down to the Street. Fight the Acrobat until you win. When the Fire Breather shows up, use the Bolo or Sonit Batarang on him. You will now have an opportunity to interrogate him. Ask him for an explanation. He will give you a fish. **BatConclusions:** Actually pretty good. Avoiding most of the arcade sequences made it a strong animated adventure. Graphic presentation was in keeping with the film, and the digitized photos of the actors themselves were delightful. So jump into your Batmobile and go out and buy it.

**Difficulty:** Novice

**Company:** Konami

**Price:** \$59.95

**QuestBusters price:** \$45

**Type:** animated adventure  
**System:** 640K, 20 megs hard disk space, mouse, 256-color VGA required; 20 MHz+ recommended Ad Lib, Sound Blaster  
**Planned ports:** none

by Fred J. Philipp

# The Magic Candle III

Luka, a politically correct female lead character, is nursing a flagon of ale at the "Black Rooster" tavern in the town of Telemain at the outset of this quest. She is protecting Oshcrun Island and the royal family while King Rebnard and his cohorts are away in Gurtex fighting the forces of evil.

When a mysterious blight appears in Oshwood Forest, followed by tales of similar blights spreading from island kingdoms across the Solian Sea to the south, Luka must befriend all the races and rally them against the Blight Lords to return the lands once more to peace and harmony.

Your quest begins with four characters, a number that can soon be expanded to six. By giving characters tasks and assignments, a group can potentially play with all 40 potential non-player characters, making *Magic Candle III* a most unusual and enjoyable game.

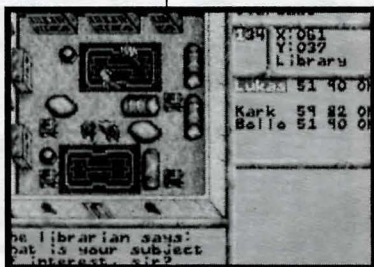
Many people will feel reassured familiarity with this sequel's interface, while noticing that long-awaited improvements have been implemented. The overhead oblique display of characters looks the same, as does the conversation bar under it and the character control display to the right of the world map window. A smooth, icon-directed mouse interface supplements the simultaneously active keyboard controls.

Some machines may have problems with installation, but a call to the company will have a patch disk speeding on its way to eliminate this impediment. Once the game is installed on your hard drive, you can import characters

by Al C. Giovetti

from *Magic Candle II*, create new ones, or go with the quick start party provided.

The hero, Luka, can be one of five different professions with different strengths and weaknesses, which further personalizes the quest. Luka, or, if you prefer, the male Lucas, can pick up a group of volunteers of up to three characters who may be assigned tasks once the game has started and the plot is



moving along.

Gameplay is very similar to the earlier versions. NPCs can be given tasks to perform. Contact with them is maintained through a telepathic mindstone, and you may give them orders to meet the party at known strongholds throughout the lands.

Characters travelling to these strongholds can no longer be captured by the forces of evil, making gameplay a little easier by eliminating the rescue missions. These mini-quests are one of the most innovative and enjoyable functions of the *Magic Candle* series.

It is this most enjoyable quest feature of the game that revealed a most lethal bug in the initial release. It concerns the essential character of the Crown Prince of the Goblin kingdom of Kabelo, Garzbondgur.

A feud has developed between the Orcs and the Goblins, and Garz must be left with the Orcs while stolen artifacts are obtained and returned. Leaving Garz will result in a fatal bug, since no detailed non-player characters will

be permitted to rejoin the party after this point in the game, which makes winning impossible. Garz is essential to winning the game, as is a representative from each of the six races. There are other more lethal bugs reported that have also prevented many players from finishing the game. A bug fix has been sent to all registered users and is also available on CompuServe and GENie.

## On the level

This is an advanced role-playing game. There are no levels, but there is an enlightened progression in proficiency through training and use of the skills. There are nine character attributes, ranging from 0-12 points, and eighteen skills, ranging from 0-99 points of proficiency. The NPCs are divided into hirelings, who remain loyal as long as their cut of the plunder is high, and others who join the quest out of loyalty to Luka (as measured by the loyalty statistic).

Inventory items are limited to 40 per character. There is a need for more room in the inventory, since many of the basic chemical components, herbs, artifacts, armor and weapons exceed the maximum inventory capacity of magic-users. Items are lost when dropped, so you must be careful not to drop essential items. Chests can be opened only with lockpicks, which can only be purchased at three stores, so stock up in Oshcrun before leaving the island.

The note-taking function automatically saves them when a game is saved. Redundant messages can be removed online without the need of an offline word processor. Combat and conversation text speed may be adjusted to fit the individual



needs of the game player.

Combat is similar to the previous games, with characters moving through the combat area in individual rounds of movement and fighting. Rounded turns are determined by the relative dexterity (speed) of the friendly and enemy characters, who expend movement points until they are gone and the next fastest character takes their turn. With multiple character groups, the game is much easier to play with rounded combat or autocombat for all except the lead character. (Tactical rounded combat is to my mind the most satisfying form of fighting in games today.)

### Things to do today

*Magic Candle III* allows for a great variety of logical and enjoyable actions before and after the battle. Enemies can be bribed or can surrender, depending on the odds and their relative intelligence. Weapons and armor might be broken, and do require a skill before you can fix them in camp. Characters can panic. Leadership can be delegated to NPCs, or the non-player characters can act on their own initiative in solo mode, which is a form of autocombat.

All the old spells from the previous games are back. There are still six spell books, three of which are revised to include the most effective spells from *Candle II*. The sixth book is entirely from the Solian lands of the south, with a half-dozen entirely new spells.

The Vannex spell book is gone, but the spells were distributed into the other five books. I particularly liked Alkaz, a spirit who would join the party for combat when invoked, the magical quiver of arrows for combat, and the magical caravel ship, which allowed the party to dispense with looking for ships to hire for inter-island travel.

Teleportation chambers are back, but in the southern lands they are activated by bones of

small dead animals instead of geometric shapes [wishbone, legbone, etc. — the Colonel Sanders magic system]. Essentially, the chambers work the same as previously, porting the group between lands and into and out of dungeons.

### New features

A more flexible party structure abandons the old rigid formation and allows characters to move single file through dungeons and cities. Characters bounce off of items, and new animations make their movements smoother and fluid. Screens of still, full-color, VGA pictures pop up during conversations with important people. The environment looks better and appears subtly different from the predecessor.

To the detriment of this game are the fatal bugs in the first release, outdated graphics, which many feel are not up the *Ultima Underworld* standard, and the difficulty of wilderness travel. When travelling overland from one town to another, characters quickly become exhausted and require repeated rest and recuperation, or must repeatedly use expensive sermin mushrooms to restore vitality. Couple this with a less forgiving system of poisoning, where only Luka and Medicin (sic) will help a characters' failing attributes, and the game is harder to play than *II*.

**Conclusions:** On the other hand, *Candle III* harkens from an older time when games were more substance than glitz. Well-designed, it has been proven a winner in the market place and tempered in the forge of time. This is a real world, with texture and plot and just enough complexity to suspend belief without all the high-tech

sensory overload. Give this game a chance, and if you can get beyond the lack of stereophonic sound and of a high quality, first-person perspective, you may find yourself enjoying this game.

**Difficulty:** Intermediate

**Company:** Mindcraft

**Price:** \$59.95

**QuestBusters price:** \$49.95

### Eric .... from 1

Adorned with occasional spot animation, many graphics are also interactive. You can click on people and things to examine them or interact with them. In the latter case, a menu of questions or statements is displayed below the person's picture.

SVGA graphics are finely detailed graphics, and the regular VGA illustrations are also good. Nostalgic text adventurers can switch to a familiar all-text display. Occasional digitized sound effects are more impressive than the music, which I soon shut down. Copy protection is manual-based and unobtrusive.

**Conclusions:** While easy for a Bates' adventure, *Eric* will stump even veterans in a few places. Not for long, but enough to keep you from stomping through the quest overnight. Highly recommended for everyone who loved the original Infocom all-text games, it's also a lot of fun for *any* adventurer with

a sense of humor.

**Difficulty:** Novice

**Company:** Legend Entertainment

**Price:** \$59.95

**QuestBusters price:** \$45

**Type:** multiple-character role-playing  
**System:** MSDOS (640K, 286/12Mhz+, hard disk with 4 megs required; VGA required for still shots; Ad Lib, Sound Blaster; 1MB extended RAM (HIMEM.SYS) required for digitized speech; mouse optional)

# WALKTHROUGH: Waxworks

by Fred J. Philipp &  
Clancy F. Shaffer

## General Notes

You cannot take objects from one area to another. Once you enter an area you cannot leave until you have completed it. At any time you can talk to your Uncle via the crystal ball for advice, hints and clues. This solution omits the easiest area, The Graveyard. If you're really stuck there, send SASE. For a complete set of maps, enclose \$2.

## Ancient Egypt

### Level 1

Enter display. Go N and E into room. Take papyrus with symbols, papyruses, lamp, jugs, jar with oil. Open chest. Get scarab brooch. Exit. Go N then E. Get sword and equip. Continue E, then S and get the sand. N. Note prop. Get more sand. Continue N to tuning fork 1 and take. Return E, S, then W. Note pool containing alligator to your south. Go to room in NW corner and get tile and weight. S to glass. Use tuning fork. South. Avoid wire trap. E to stairs and up.

### Level 2

At numbers-Tumblers door, enter these numbers, clockwise, starting at 12 o'clock: 8, 4, 2, 7, 8. Go N, W, N to loose tile. Step on. Run S and E into first opening to avoid boulder. Avoiding wires, follow map and pick up hammer and weight. Return to Level 1 and knock down prop with hammer. Return to Level 2. Go to NE corner, then S. Get tuning fork 2, entrails and tile. Note hot coals W and S of tile. Return to pool on Level 1. Along the way pick up a spear from any guard you kill. Stand at edge of pool. Drop entrails. Take one step back. Use spear on alligator. Get spear.

Walk to edge and fill all your jugs with water. Up to hot coals. Along the way knock down the prop. Empty jugs on coals. Proceed W and N to stairs. Up.

### Level 3

Pipework: click on arrows to divert water into jar with hieroglyph *different* from the rest. Go to glass. Use tuning fork 2. S and E past prop. Knock down prop. Go E and get tile. South to Sand Trap. Touch sand, drag into pot. Repeat. S thru stone carving. Avoid boulders. Get tuning fork 3 and rock. Go to door to Archer Trap and throw rock. Enter and get bow and arrow. Go up.

### Level 4

Get tuning fork 4. Return to Level 3. Use this fork on glass barriers to North. Get tuning fork 5. Back to Level 4. At Pit, shoot arrow into target. At glass barrier, use tuning fork 3. Knock down prop. At Tiles Room read Anubis document you picked up in first room on Level 1. *Do not* click on these hieroglyphs. Up to Level 5.

### Level 5

When gassed, turn facing West to see mirror. Use tuning fork 5. In first room get amulet from dead artist. East to room 2. Use spear on south wall. Go to Snake Room. Drop oil. Light pool of oil on floor. Get tile. Return to room 1. Note hieroglyphs for name of god on south wall in box. Use spear on south wall. Enter and go up.

### Level 6

N and W to first room. Look in jars/baskets and get a weight. Same for next room. N and E to sarcophagus. Put scarab in recess.

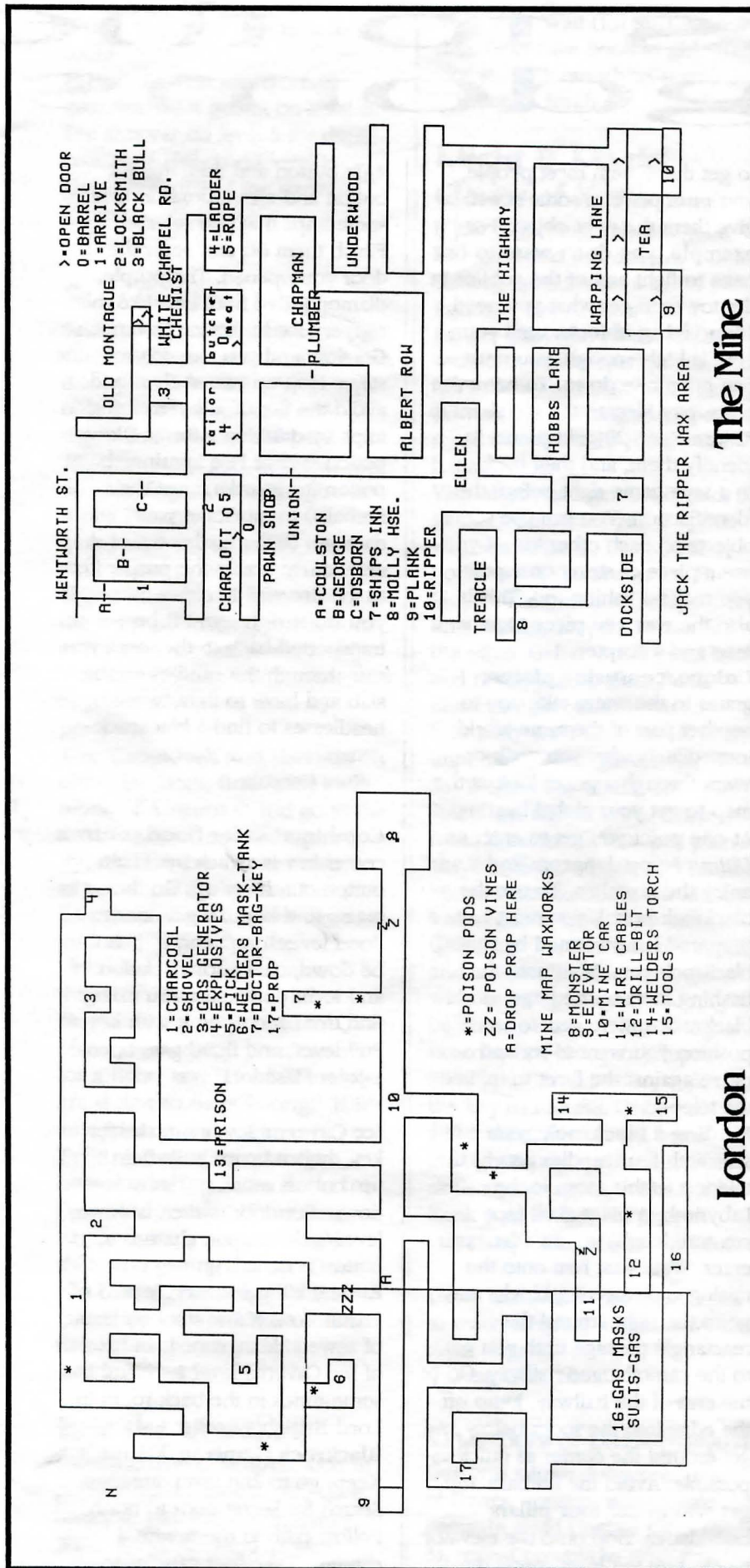
Get weight inside. At Balance Pans, save. Put weights on pans until they balance. Door will open in south wall. South to Anubis statue. Climb on. Put amulet in recess. Climb down. Click on small statue. Climb stairs.

## London: Jack the Ripper

*Quickly* get purse from dead girl and go south and east to avoid police. You must continually avoid police. Follow map to room with meat. Look inside barrel. Get meat. Examine purse. Read diary. Exit and go W past barrel in street to room with rope. Get rope from barrel in room. Head south to Docks and east to Warehouses. Enter first Warehouse door to the south. Continue south to pier. Get plank.

Follow map to room with ladder. Climb ladder. Go west. Put plank across gap. Enter window. Down to Locksmith/Cobbler. Get pencil, skeleton key and security key. Look at diary. Use pencil on upper right page. Back to roof. Tie rope to chimney. Down. Into window. Down to Lawyers. Get letter and key. Read letter. Look inside filing tray. Get map. Examine.

Down to Tailors. Get, wear waistcoat, jacket and top hat. Exit and return to street. E, N, E to open door behind Chemists. Unlock other door. In. Get sleeping pills. Put pills in meat. Return to barrel in street behind Pawn Shop. Climb barrel. Give meat to dog. Open bolt. Down. Open door to south. In to Pawn Shop. Move clothes. Unlock and open safe. Get gold watch. Look inside vase. Get police whistle. Alternatively you can take the shotgun and cartridges. Get cane. Go to Black Bull Inn. Talk to bartender, pimp and pickpocket. Give gold watch to pickpocket. He will get you the address book and key. Read book. Examine



Lane. Enter Molly Parkins house and get letter. Read.  
 Go to Ship Inn and talk to bartender. He will give you a crowbar. Exit Inn. West to street. Face north. Save. Blow whistle (or shoot shotgun). *Quickly* turn west and *run* west. After police disperse muggers go to second Warehouse door on Wapping Lane with padlock. Unlock. In. W, W, S, S, open crate. Get tea. Return to Ship Inn and give tea to bartender. He will give you a key. Go to last Warehouse door on Wapping Lane. Unlock, in, south. Talk to Molly. Save. South. Face west. Select cane as weapon. Kill Jack The Ripper.

**The Mine**  
 When you first enter the Mine, turn around and get the chemical sprayer. Examine the Professor and get the lighter and screwdriver. When you are attacked use the chemical sprayer. Go E and take first turn south. Follow map to prop and get it. Watch out for poison pods along the way. Use the sprayer on them. Return to main tunnel and drop the prop on the tracks 9 steps east of the elevator. East on tracks until you see the mine cart coming. Backtrack and dodge into first opening. Get the iron rod from the car. Equip this, as you can use it against the mutants if your sprayer runs out. Follow map and get welding torch, watching out for pods. Return to tracks and go west 2, then north. Spray hanging tendrils. North and kill mutants with iron rod. North to a Prison. Continue north and get the shovel. West. Watch out for pods. Then south to the Welders Mask and tank of Gas.  
 Go back the way you came. At the 5th step east along the northern route scrape charcoal off of a burnt prop TWICE. Continue east and note generator. East to storage room. Burn off the lock, enter, and get the dynamite and

Continued on page 14

# Keys to the Kingdoms

## Ultima Underworld 2

There are only four save positions, you be *very* careful *where* you save. Every few game hours, check with Miranda and the other characters in the castle. You will find that events will take place at certain times, and some characters may have important information to reveal after you've played for awhile. Try to calm and appease all of the characters, and you'll do all right. If you get the message that any action annoys a particular character or monster, don't continue or you will find yourself in combat.

**Skills:** The instructions aren't very specific, but you can increase your skills only by training with characters three or four times per experience level that you gain. You can increase one skill a whole lot, or a few skills a little. The most important skills to work on early are Lockpick, Lore and Casting.

**Finding things:** You can bang your head against the monitor time and again and not find some special locations in the game unless you're creative and resourceful. Look up and down in each room you've cleared of monsters: some passages are high in the air, others below your eye level. Also comb walls for secret doors that might lead to rooms that would occupy the empty spaces on the automap. The automap will also sometimes reveal a room by shading part of the room if you get close enough. The Water Walk spell is particularly useful in a couple of circumstances. You need to walk on water, fly or levitate to get to the hidden rooms on top of waterfalls. Look up or jump up and you'll see the space.

Certain monsters and people possess important objects. You need to kill most of the monsters

to get them; with most people, you *must* perform some action or give them the right object. For example, you don't want to or have to fight any of the goblins in the tower to get what you need.

**Identifying objects:** until your Lore is high enough, you must pay people to do so. To minimize costs, pay Merzan the merchant in Killorn Keep 20 gold pieces to identify them, and then back up to a save game right before the identification. You can use some objects on each other too. If you use a piece of string on a pole, you make a fishing rod. This is also the way you piece together a map and a scepter.

**Unique, confusing places:** grates in the water take you to another part of the same world; immediately after you walk or swim through a grate, look at the map to get your global bearings. At one point you get to enter an *Ultima* I-type dungeon: find it and enjoy the nostalgia. To use the blackrock portal, you must have a prepared (i.e., warmed by Nystul) blackrock gem. Wait until the flashing facet of the large blackrock sphere gets to a position you want to try and move against the facet to initiate the teleport.

**Finding a blackrock gem:** a red slab with four candles acts as the teleport to this room in the Labyrinth. A giant skull face creature laughs at you when you enter. Walk past him onto the raising and lowering blocks and go to the right around the reactangle passage until you get to the camouflaged hallway. Go to the end of the hallway, jump off the edge into the room below and get around the corner as quick as possible. Avoid the fireballs and get within the four pillars' boundaries. Hop onto the elevator block, pull the lever, press the

right button and then the left button and turn around to face some imps that you released. Finish them off and enter the door you opened. The purple, diamond-tiled floor acts like the slippery ice in the Ice Caverns. Go slow and you can control your steps. Hop up two shelves and avoid the fire of any remaining imps by drinking a Resist Blows potion and/or Fire Invulnerability potion (to guard against their fireballs) to minimize your damage. In the final room of the area, move across the purple floor to the fire wall in either corner. If you do it right, you'll be transported back to the room you saw through the candles on the slab and have to fight two headlesses to find a blackrock gem.

Russ Ceccola

### Combination for flood control:

center key is switch up, chain up, button out, lever up. Go thru maze, find key. To get door to flood lever to appear, switch must be down, chain down, button in and lever down. Go thru maze, find door and open it with key. Pull lever, and flood gate opens.

John Mason

**Ice Caverns lever puzzle:** for key, switch is up, pull chain is up, button is orange, lever is down. For door, switch is down, lever is down, pull chain is up, button is dark.

**Runes:** kill goblins on level 5 of Prison Tower, and thief on level 3 of sewers. Mani rune is in NE part of Ice Caverns level 1. Nystul has some runes in the back room in Lord British's castle.

**Blackrock Gems:** in Killion's Keep, go to 2nd level dungeon. Search for secret door to north. Follow path to room with 4 candles. Take four candles to

disarm trap; gem is in middle of room.

**Prison Tower:** get francium gauntlets from goblin on level 6. See armorer on level 5 for duplicate. Free Bishop on level 8 by giving him one of the francium gauntlets.

Tommy Russell

## Star Control 2

**Secrets of quaspace:** between Chandreshkar and Ciromi is a port that opens from the 17th to 20th only and takes you to a new dimension called quaspace. Take the warp pod from the derelict Urquan dreadnaught (on Alpha Pavonis VII) into quaspace and enter the upper-right portal (a big one) to visit the Arilou homeworld. They will use the warp pod to create a custom portal-spawner for your starship. You can use it to enter quaspace anytime, anywhere, from hyperspace.

**The Thraddash and Ilwrath:** to eliminate both, find 'caster (on moon of Arcturus I) and go to the Ilwrath homeworld (in Alpha Tauri). Use the 'caster as soon as you enter the system. Tell the Ilwrath to attack another target, and they'll go after the Thraddash. In a few weeks, they'll annihilate each other.

**Ur-Quan:** if you run into Ur-Quan of either race and aren't ready for a fight, say: "Hold! What you are doing to us is wrong!" If it's an option, it will work.

**Talking Pet:** it's on Umgah homeworld. Get Taalo shield (on Delta Vulpeculae II's moon) before fighting the ten Umgah ships and getting the pet. Once you have it, the Umgah will be grateful, give you 500 Bio units, then attack you anyway!

Matt Bergeron

## Eric the Unready

**Examination chamber:** look in pocket. Read paper to girl. Give hanky to girl. Put leaf in hanky. Wait. Again. N. Stand in wine.

Wear ring. Wait (for girl). Remove ring. Out. Give book to girl. Wait (for statue's mouth to open). N.

Bruce A. Smith

## Might & Magic: Clouds of Xeen

If just beginning, this is a good kick-start that will make it worth starting over. Create a Ninja, two Paladins, two Archers and a Ranger (they can all use missile weapons, saving spell points, and have plenty of magic and fighting power). Solve Vertigo by opening southwest crate in Joe's warehouse.

Visit Mayor and get 4,000 gold, 50 gems. Don't train yet! Deposit all gems in Bank. Use Mirror Portal and go to Shangri-La. Buy Lloyd's Beacon and Teleport for one Archer, Lloyd's Beach for the other Archer. Mr. Wizard back and retrieve gems from Bank. Head straight out of town and face party west at all times. (Very important!) Then go W1, S5, W1, S2, W1, S6, E1, S2, E1. Turn party south and teleport two. Drink from fountain for 250 spell points. Lloyd's Beacon back to Vertigo. Mirror Portal to Count Du Money in Dragon's Cave. You can teleport to the five treasure rooms and collect all gold, items, gems without a single fight. You might be staring down a Fire Dragon's nostrils, but he can't teleport after you. "Save and try again" is the key to success. Once you pilfer this cave, you'll have enough to buy spells, secondary skills and weapons at Shangri-La. Bank your money for interest.

Anthony "Xeen Master" Browneller

Go to last island. Use water spell to reach sleeping knight. Give the three rings.

Dean Oisboid

## Crusaders of Dark Savant

**General hints:** dungeons, tower of Danes, contain many magic items. In Mind Control room (level 3), repeat process to raise stats.

Join Umpani forces in Ukpyr to learn Firearms. A triple bulls-eye on target range earns promotion and chance to buy Blunderbuss. When swimming across ocean and stamina is low, have party spin in place. It won't use up stamina and will generate a fight. Kill all except one or two foes, put the survivors to sleep and have your party rest to regain stamina.

**Orkogre Castle:** use steel plate to enter Murkatos' outer sanctum. Show bananas to killer ape to reach King. Mention "Dartaen Alliance" to King to set him in motion. Next time you meet him, buy map. Fountain in castle replaces magic energy. Save Muuk blood for use at Dane's Tower.

**Dane's Tower:** collect ashes of Diem, Stone of Gate, Book of Immortals on level 6, to use along with Murk blood at Demon's Pit on top of Tower. Use Demon's Horn to reach chest.

**Ratkin Ruins:** use bonsai tree at Sacred Grove to activate tree at entrance to ruins. Use pyramid weight, spool handle, rubber band, featherweight potion to ascend Funhouse. Use ball, bar and rope, and dowel rod as needed. Use TX-Coder to read T'Rang Portbook to get info for Barlone.

**Nyctalinth:** use shovel from graveyard to dig hole at Notera's grave. Use thermal pineapple from Gen. Yamo to destroy eggs in cave. Dig with shovel at base of Creator Statue to get figurine.

Dennis Ewell

---

This month contributors John Mason and Bruce A. Smith 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.)

## Underworld 2 .... from 3

few new spells in *Labyrinth*, and spellcasting takes on new life.

The idea of the other worlds expands the scope of *Labyrinth* and introduces varied locations and environments to the game system. Using the blackrock sphere to travel from world to world is a puzzle unto itself. Pesky new monsters such as the mungbat and daemons now accompany the bats, lurkers and goblins that populated *The Stygian Abyss*.

### A little help from...

Lord British and his friends in the castle help out in many ways. They all have information that changes in response to your actions, and some characters can train the Avatar in certain skill areas essential to success. All is not as it seems in Castle Britannia as well, for one of the guests is a traitor — a member of the Fellowship who is the “eyes and ears” of the Guardian inside the castle.

Because gameplay is similar to *The Stygian Abyss*, anyone

familiar with that system should have no problem. Still, there are some places where players might get themselves into serious trouble. Character interaction is extremely important. It is foolish to choose the ambivalent responses, because they may not coerce the other characters to reveal information or offer a valuable object. It is probably good practice to save the game right before you talk to an important character, then see where all the conversation paths might lead before continuing. This is particularly true in the alternate worlds.

The facets of the crystal on the automap select the level maps for the worlds you've visited, so good map notation can be quite helpful in the current world. Combat seems a little tougher than *The Stygian Abyss*, but the approach is the same. Some groups of monsters will quickly overpower your character, so the best way to defeat the group is to taunt each member away from the pack and kill them off one by one. Gazers and Reapers are particularly deadly monsters; good

use of projectiles will weaken them enough for hand-to-hand combat. Build up your skills quickly in the castle and try to hunt down each character at least once each day for information.

**Conclusions:** *Labyrinth's* graphics, music and sound effects are once again top-notch. The different environments (ice, fire, brick walls, stone and wood) come to life on the monitor, and animation is as smooth as you'd expect. The music keeps things tense and new digitally-recorded sound effects (munching food, explosions, etc.) greatly enhance the game. One thing that *must* be done for the next game is an increase in saved games. Four games is just not enough for a game of such flexibility and complex plot mechanics. With *Labyrinth* and its new elements, Origin has once again proven that their 3D adventure game system is still the best.

**Skill Level:** Novice-Intermediate

**Company:** Origin

**Price:** \$69.95

**QuestBusters price:** \$59

## Waxworks .... from 11

detonator. Return to the Prisoners and open their cell. Enter and talk to prisoners.

Go east on the tracks and take the first north turn (two pods). Get doctors bag and key. Search the Medic and get the handkerchief. Take the bag to the Doctor in the Prison.

If your sprayer has run out, go to the gas generator and use the screwdriver on the drain plug. Quickly use the sprayer on the hole until it is full (about one second), then replace plug. Return to area of first trip to get prop. This time follow it all the way around and get the Protection Suits and Gas Masks. Put charcoal into handkerchief and handkerchief into gas mask. Wear

it. Now you can progress without having to spray the pods. Follow map to drill. Burn any hanging tendrils. You will enter a dark room. Feel around for miner. Get drill. Feel around for hole. Get drill bit. Go to east and south and get the a toolkit and another handkerchief. Repeat process to crease filter in gas mask.

A little north and west of you is another set of tendrils. Burn these. Pick up two sections of wire. Return to the generator and fill the gas drill. Go to elevator. Unlock gate. Leave Doctor. Lock gate. Back to the Prison. Talk to Soldier. Give him all items he wants. He will join you. Go to Monster. One more set of tendrils. Allow yourself to be drawn towards the Monster. Poke out all his eyes with iron rod, then blast him with the gas. Move around

with Soldier until he drills all holes (8) and places dynamite. Return to elevator. Get the antidote. Take it to the Electrician in the Prison. Return to elevator. Electrician will repair it. Enter elevator, turn around, look at the controls, use the detonator, press the up button.

### Waxworks

When you have completed all four areas you return to the Waxworks with poison, ring, knife and amulet, and instructions for their use. Wear the amulet. Once you enter the Witch display *Quickly* 1. Throw poison. 2. Get crossbow. 3. Shoot crossbow. 4. Use knife. You will be taken to your brother. Look at him. Use the ring on him.

# Swap Shop

Free ads for members only. 10 adventures per ad, original software only. \* = clue book included.

## Apple

Free! Many 64K Apple games, Ultimas, Wizardrys, SSI, Sundog, etc. You pay postage. M Pritchard, 3568 Greenwood Ave, Los Angeles CA 90066

Sell/trade: most SSI (including Phantasia series), Wizardrys, Sierras, Ultimas, Infocom text games, Bard's Tales, New Word, Epyx, Datasoft. Glenn Berryman, PO Box 348, McVeytown PA 17051

## C-64

Sell only, 64/128 software, 120+ titles. Send SASE for list. Also complete C-128 system for sale. John Peterson, 207 E Perry St, Durand MI 48429-1635

Trade/sell: 75 games, \$5-\$20 eachE. Plundered Hearts, Wizard of Oz, Legend of Blacksilver, Ultima 6, Below the Root.... Send SASE for list, with your list. Daniel Cohen, 2225 Rutland Ave, Redondo Beach CA 90278

## MSDOS & Quest-alikes

Stellar 7 CDROM, \$28. 3" Legends of Valour, \$28. Summoning clue book, \$8. Space Quest 4 clue book, \$5. Paul Shaffer, 1523-C Crescent Lane, Matthews NC 28105

Sell: 5" Planet's Edge, \$25. 5" Powerdrome, \$10. 3/5" Conquests of Camelot, \$15. 5" Pohl's Gateway, \$25. May trade for Elite Plus, MT 2, Btech 1 & 2. Sean Stratman, 866 Mercury Circle, Littleton CO 80124

Sell only, \$25 @, 5" HD, VGA: \*Prophecy of the Shadow, 3" HD VGA \*The Summoning, 3" \*Magic Candle 2. Robert Kraus, 3038 N Christiana, Chicago IL 60618

Sell only: \$15 each, all for \$100: 4 Crystals of Trazere, Conquered Kingdoms, Heimdal, Dark Savant, Magic Candle 3, Shadowlands, Terminator 2029. Peter Matta, 73 Basswood Rd, Farmington CT 06032

Trade only, 3": Xeen, Dark Savant, Waxworks, Dune II, Darklands, Dark Half, Kyrandia, Terminator 2029.

Want Eric the Unready, Batman Returns, Ultima Underworld 2, Cobra Mission. B. S. Kuo, 1211 Hamida Ct, San Jose CA 95120

Sell/trade: Space Quest 4, Rise of Dragon, Martian Memo, Eye 1, Willy Beamish, Ecoquest, Conan, Countdown. Lars Batista, 540 Brickell Key #1711, Miami FL 33131

Sell only, \$25 each: \*Eye 2, Wizardry 7, \*Savage Empire, \*Martian Dreams. Ultima 7, \$25. Ultima 6, \$15. Ultima 5, \$12. Ultima 1 (EGA), \$5. Tommy Russell, 519 Broadway, Bethpage NY 11714-2206

Trade, 5": Elvira, Rise of Dragon, Martian Memo, Megatrav 1, M & M 3. Want 5" or 3": Lost in LA, Dark Savant, Lord Rings, Corporation. P Kmosena, 5827 Emstan Hills Rd, Racine WI 53406

\$25 each: Spelljammer, Legend of Kyrandia, Spellcraft, Buck Rogers 2, Siege, Secret of Silver Blades, Spellcasting 101, more. Mike Prero, 12659 Eckard Way, Auburn CA 95603

Sell/trade: 5" HD VGA: \*M & M 3, \$20. Martian Memo, \$15. \*Colonel's Bequest, \$10. Future Magic, \$10. More. Ernie DeKeyser, 832 11 1/2 St SW, Rochester MN 55902

Sell only: Loom CD, King's Quest 5 CD, \$25 each plus \$3 shipping. Free shipping if you buy both. Want Star Control 2. Joe Marietta, 10429 Corporal Way, San Diego CA 92124

Sell/trade: Ultima 7, Conquests of Longbow, \$20 each. Forge of Virtue, \$14. Want Spellcasting 101. Greg Watanabe, 1313 Wake Forest Dr #217, Davis CA 95616

Sell only: Space Quest 4 CD, Willy Beamish CD, \$35 each or both for \$60. 3" HD VGA: Police Quest 3, \$15. King's Quest 6, \$25. Chris Kelly, 3709 Sandal Lane, Cincinnati OH 45248-2815

Sell/trade: Countdown to Doomsday, Crystals of Trazere, \*M & M 2, M & M 3, Ultima 5, Magic Candle 2, Eye 2, Bane of Cosmic, Bard's Tale Construction, Martian Memo, Prophecy of Shadow. Joe DeFeo, 1460 Buck Hill Dr, Southampton PA 18966

Sell only, \$25 each, VGA 3" HD: \*Legend of Kyrandia, \*Magic Candle

2, 5" Tunnels & Trolls. \$15 each: 3" Fountain of Dreams, War in Middle Earth, \*Dragon Wars, Centurion. Both sizes: Conquests of Camelot, Trial by Fire, Space Quest 3. Robert Kraus, 3038 N Christiana, Chicago IL 60618

Will buy: Bard 2, \*Bane, \*Monkey Island 1 & 2, \*Champions of Kryn. Daryl Dally, 621 N Wakefield St, Arlington VA 22203

Sell, \$15 each plus S&H: Ultima Underworld 2, Ultima 7 Part 2, Star Control 2, Magic Candle 3, Batman Returns, more. Send list of wants. Checks rejected. Jeff Bernard, 14526 Juniper St, San Leandro CA 94579

3", \$25 each: \*M & M 3, \*Planet's Edge. 5", \*Dark Queen Kryn. Want Dune, Wasteland, Cobra Mission. J Wilkes, 3189 Haney's Br., Huntington WV 25704

Need money fast, selling Megatrav 2, Cosmic Forge, Future Magic, Pool of Rad, Starflight 2 — all in good condition with all docs — for \$25!! Brett Stauffer, 131 Hopewell-Wertesville Rd, Hopewell NJ 08525

Sell only, \$20 each: Magic Candle 3, Dark Savant, Terminator 2029. Shadowland, \$15. Larry 1 VGA, \$10 P. Matta, 73 Basswood Rd, Farmington CT 06032

Sell/trade, \$25 each: M & M Xeen, Pohl's Gateway. \$10: BAT. Shawn Lauzon, 422 Sellery, Madison WI 53706

## Legends Valour ..from 4

better if it automapped your progress, so you could see where you've been and where you haven't. Music and sound effects were almost totally lacking. Game play was unrewarding.

All in all, I'd pass on this one. Wait for *Ultima Underworld II* to come out. Wait.....it just came out.....got to go.

**Difficulty:** Novice

**Company:** SSI

**Price:** \$59.95

**QuestBusters price:** \$45

## Passport to Adventure

- Quest for Clues 2, 3 or 4 ..... \$25  
(40 solutions in each)
- Quest for Clues: Book of Swords .. \$17
- Quest for Clues: Book of Orbs \$ ... 17  
(20 solutions in each)
- Official Book of Ultima ..... \$17  
(solutions to Ultimas 1-7, Ultima Underworld)
- King's Quest Companion ..... \$20
- Space Quest Companion ..... \$20
- Quest for Clues 1: photocopies of solutions ..... \$2  
each to USA, others add \$1 each
- QB Map Kit, 100 map sheets in each  
Kit A (graphic adventures) ..... \$8
- Kit B (role-playing quests) ..... \$8

## SPECIAL OF THE MONTH!

Order The King's Quest Companion or Space Quest Companion by April 5 for only \$18. Or get both for \$34 — include \$3 shipping for 1, \$5 for both (in USA, see international rates below).

(includes US shipping. Canadians & APOs add \$3 US funds, overseas air, add \$15)

## MSDOS Quests

- (Please state disk size, other specs)
- Waxworks ..... \$45
  - Star Control II ..... \$45
  - Spellcraft ..... \$45
  - King's Quest VI ..... \$69
  - Crusaders of the Dark Savant ..... \$59
  - Might & Magic: Xeen ..... \$55

- Lost Files of Sherlock: ..... \$54
- Quest for Glory 3: ..... \$55
- Dungeon Master: ..... \$45
- Ultima 7: Forge of Virtue ..... \$25
- The Summoning ..... \$55
- Rex Nebular ..... \$55
- Legend of Kyrandia ..... \$55
- Dagger of Amon Ra ..... \$59
- Spellcasting 301 ..... \$45
- Lost Treasures of Infocom 1 or 2 . \$42
- Lure of the Temptress ..... \$45

*See this issue's reviews for prices of latest releases.*

To USA, add \$3 shipping per book, game; \$2 each on additional items. To APO & Canada, add \$4/\$2. Overseas, add \$12/\$8. No bills mes. VISA/Mastercard, check or postal money order. AZ residents add 5% sales tax.

# QuestBusters

PO Box 85143

Tucson AZ 85754

Forwarding and Return Postage Guaranteed  
Address Correction Requested

Bulk Rate  
U. S. Postage Paid  
Tucson AZ  
Permit No. 1153

Membership #1546 expires 93/09  
CHIP STANEK  
2962 GASLIGHT CIR  
SPRINGFIELD MO 65810

