

QuestBusters™

The Adventurer's Journal

June & July, 1993

Vol. X, #6

Not sold in stores

Freddy Pharkas: Frontier Pharmacist

The latest madcap quest from Al Lowe, this is the *Blazing Saddles* of adventure games. Cowboy movies and TV shows, country and western music — Lowe takes his best shot at every target in sight and hits them all right between the eyes. This is definitely *not* how the West was won, but who cares?

Calamity, Jane!

It takes place in Coarsegold, California, which happens to be the town where Sierra is located. Freddy is a former gunslinger who has hung up his guns and hung out his "pharmacy" sign. He couldn't have picked a worse place to do so, for the sheriff is closing down all the businesses in town. And immediately after he shuts down the pharmacy, a series of calamities hits Coarsegold.

Now these are not your run of the mill adventure game calamities, pardner. I'm talking about such unnatural disasters as flatulent horses that will eventually kill everyone in town! Time and again you must intervene with your pharmaceutical skills to save the day. Eventually you

learn that the insidious Big Boss is trying to run everyone out of town, but only in the final scenes will you find out who and why. But not unless you survive your showdown with hired gunslinger Kenny the Kid, who forces you to strap on your guns one more time.

Making medicine

Act One consists of filling prescriptions for several locals. This requires finding the necessary formula in the manual and mixing up the ingredients in your lab. The lab desk is lined with bottles and cans of assorted pharmaceuticals, which you weigh or measure before combining in a beaker or mortar and pestle. There is even a pill-pressing machine to operate.

Most Sierra games use this approach to copy protection, but never has one incorporated it so extensively throughout the game. It makes sense to have the player perform the daily tasks of a pharmacist, but I soon grew to resent having to look back and forth from the manual to the screen. When I play an adventure, I want to get involved with the game, not the manual.

This also makes it difficult to determine whether the clue you need is in the manual or in the game.

(You won't suffer such awkward copy protection on the CD version, since CDs don't require protection. That's a good reason to wait for CD versions of certain games, and also a good reason some companies may move to CD-first releases by Christmas. The CD version of *Freddy* will also give you more: it has an 800-page script and over 9,000 lines of narration and dialogue.)

Were it not for Paul Shaffer's walkthrough, I might have given up on the horse puzzle in Act Two — it's not only difficult in concept and in its actual solution, but there is a time limit. Death, death, and more death is your fate if you don't move swiftly.

The puzzles are set up in a linear fashion, but there are still a few surprises as you reach the final act. A

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Type: Animated Adventure
System: MSDOS (Required: 640K, 286/12MHz +, 256-color VGA or 16 color EGA, hard drive with 8.2MB; Supports: mouse and joystick; Thunderboard, Pro Audio, Ad Lib, Sound Blaster, Roland, Sound Source)
Recommended: 33MHz 386+ and mouse
Planned ports: color Mac, MPC CD ROM for IBM

by Shay Addams

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ADVENTURE ROAD



June & July QB combined

Due to the dearth of new releases this month, we have combined the June and July issue this time. An extra issue is being added to all memberships due to expire July or later. We'll be back on track with the August issue by late July.

New quests

Broderbund shipped *Prince of Persia 2*. A CD *Inca* should be out by late June. *Gateway II: Homeworld* is due in July. New World announced the release of *Might and Magic: Darkside of Xeen*, but all we've seen so far is a demo. *Curse of Enchantia* is out from Virgin.

CES preview

Russ Ceccola is covering June CES and will report on the best upcoming adventure games announced in Chicago. Sierra, whose new motto is "Nobody does adventure like Sierra," plans to show *Police Quest 4*, *Leisure Suit Larry 6*, *Quest for Glory 4*, *Gobliins 3*, *Gabriel Knight* (a "Hitchcockian psychosuspense story" and the CD version of *King's Quest VI* (the latter includes an on-CD video, *The Making of King's Quest VI*).

Origin will demo *Shadowcaster*, a new action adventure being done out of house and described as a first-person game like *Ultima Underworld* but more like *Wolfenstein 3-D*. The novelty is that your character can assume the shape of a monster after slaying it. Origin will also show *Wing Commander Academy* (a mission construction set), *Privateer* (set in space but using the *Strike Commander* engine) and *Pacific Strike* (also using the *SC* engine but set in WW2).

LucasArts is showing *The Dig*, Brian Moriarty's first adventure since *Loom*, at CES. It's a science fiction story. LucasArts says a major Hollywood film producer/director was involved in the production.

Lucas has *Sam & Max Hit the Road* set for this fall too. Starring a bunny and a rabbit who are detectives looking for Big Foot, it sounds like a kid's game. But Lucas says it works on two levels and will actually appeal more to adults. They plan three CD releases later this year: *Day of the Tentacle* and *Indiana Jones and the Fate of Atlantis* will be "Talkies" that feature voices by professional actors, while *Rebel Assault* is a Star Wars arcade game that won't be released on floppy.

TSN expands

The Sierra Network recently signed a letter of intent with AT&T to "form an alliance" in which the phone company gains an equity position in TSN and provides "development support" and capital to expand future network content. A few weeks later, TSN announced that NTN, a "premier major provider of interactive on-site programming," will furnish thirteen original interactive game shows beginning this fall on TSN.

Origin update

Origin says the pictures of people in *Serpent Isle* were not digitized, as reported last month. That's pretty impressive artwork, then.

Cluebook going fast

There are only 250 copies of *Quest for Clues IV* left on the entire planet, so order soon if you want this book. It will not be reprinted.

Quest for Mail

Dear QuestBusters:

In reply to the April issue, some of us like the idea of sizzling sound and graphics, a fast, well-written, programmed, illustrated, thought-out and – equally important – *short* (comparatively) adventure or even (gasp) role-playing game. Judging a game on how long it lasts is absurd. I have only so many hours, and unless a game is really jam-packed with variety, novelty and wonder, I get a little tired of it after a couple of hours and rarely play the same game more than a few nights in a row. Please let it be known that some of us prefer short!

Mario Zecca

We're sure the game companies wish they had more customers like you! Still, yours is a valid point, and we'd like to hear from anyone else who feels the same.

QuestBusters

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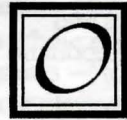
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THE KOSHAN CONSPIRACY



One of the most enjoyable genres in science fiction is Cyberpunk — best represented by the films *Blade Runner*, *Circuit's Edge* and *Lawnmower Man*. Set on a seedy, futuristic planet, *BAT* (Bureau of Astral Troubleshooters) involved an underworld conspiracy to monopolize elements essential to space travel. *Koshan* is another foray to a different seedy planet to wrest another essential mineral from Koshan Corporation's monopolistic control.

Koshan improves on the innovative *BAT* interface, retaining its advantages while making it bigger, more playable, and more flexible. A "fast start" option lets you choose from one of several pre-rolled *BAT* agents, or create an agent from several body types. The selected body type is trained in seven skill areas, which also increases the six standard role-playing characteristics of strength,

intelligence, charisma, perception, vitality and reflexes.

Other available characteristics include such statistics as experience, life percentage, and progression.

Progression is an innovative

statistic that shows the amount of the character's positive progres-

sion toward solving the game.

The aroma of Roma

Koshan Corporation is headquartered on the planet of Shedishan. Your character, Jehan Manasis, arrives at the Roma II Spaceport, his initial goal to locate Sylvia Hadford. Sylvia, your contact here, will give you a credit card and other essential tools.

Shedishan is populated by three races: Shedish, Human and Ilyen. The humans are a part of a Roman-based people who make up the upper echelons of the ruling class in a loose but unequal partnership with the Shedish, an intelligent simian race. The Ilyen, a less intelligent simian race, are the non-citizen and slave class of the society.

Koshan uses an interactive mouse and keyboard interface. The graphic-sensitive mouse cursor changes to an arrow when placed over an entrance, road or the edges of the first-person perspective display screen. This cursor changes to a mouth when placed over people, allowing you to converse.

The game's eight missions must be completed in approximately eight weeks. Despite this time constraint, the feel of *Koshan* is somewhat relaxed. Jehan is more pressed to eat, drink, and acquire money than he is engaged in a race against time. He has time to play video games, explore the city and sample the local pubs.

Discovering the locations of the many types of stores, bars, homes, businesses and government buildings in the city, divided

into six sectors, is a major part of the quest. As you move about, various windows open up to give a set of as many as four first-person perspective displays on the screen at one time, which makes movement among these screens instantaneous.

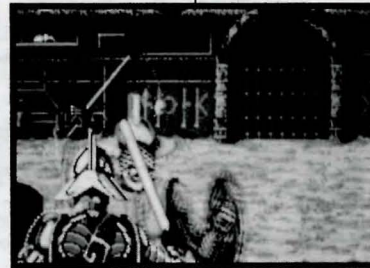
Simulators

Many locations can be reached only in one of the five simulators. You can pilot these simplistic vehicles yourself or hire a taxi

driver to do so. Either way you get to see ray-traced simulator graphics in the front view screen.

The simulators' controls are composed of throttle and pilot stick, which can be controlled by joystick, mouse or keyboard. The flight simulators are very crude, but impressive in the numbers of controls to which you do have access, such as first-person perspective, satellite view and a 360-degree panning, first-person perspective from the interior. The RAEDA simulator is a flight-simulator with space flight capacity which allows for air-to-air combat.

Combat is divided into two optional types: strategy and action. All combat begins with a tactical phase in which positioning of enemy and friendly combatants is made. In strategy combat, friendlies are shown on the left of the screen and enemies on the right. You have access to the inventory to connect force fields and choose weapons, and you can return to the tactical phase to reposition team members.



Type: Role-playing quest

Systems: Amiga, Atari ST (can use two disk drives or hard drives and only requires 512K), MSDOS

(Required: 286/12 MHz +, hard disk with 9 -14 megs, high density floppy, 1 meg RAM, MCGA or VGA, 540 megabytes free RAM, mouse. **Recommended:** 386/25+, 2 meg RAM disk, MS DOS 5.0 or 6.0.

Supports: Sound Blaster and compatibles, Ad Lib, Pro Audio (+ and 16))

Planned ports: CD-ROM

by Al C. Giovetti

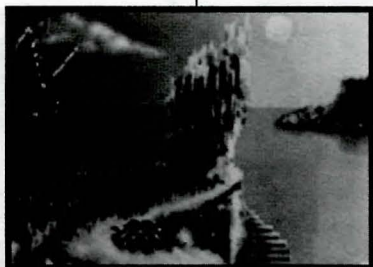
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The Prophecy

The *Prophecy* takes a "you versus the world" approach to adventure. You play the part of Ween, a young apprentice to the powerful magician Ohkram. The approaching Great Eclipse threatens the Kingdom of the Blue Rocks, and Ohkram is too weak to stop it. The wicked sorcerer Kraal has taken advantage of Ohkram's weakness and plans to use his powers to rule the Kingdom. As

Ween, you must stop Kraal and prevent the Kingdom's destruction. An ancient prophecy states that the enemy will be vanquished if a brave hero puts three grains of sand into a magical hourglass called the Revuss on the day of the Eclipse. You must complete three quests to find the grains of sand and then find the Revuss before it's too late.

It is a very linear game, but the plot limitations don't inhibit enjoying the product. The game employs a very simple interface that moves the story along as you play. Coktel Vision set up the game in distinct groups of screens that require you to solve puzzles in order to open up the exit from that area. For example, the very first set of screens are a laboratory, den and porch. You must use the objects within those rooms to escape through a trap door locked by a padlock that requires a gold key. Each set of screens reveals more of the story through character conversations and non-interactive sequences, so that it appears there's some method in the madness.



Ween-vision

You see each room through the eyes of Ween. An icon bar pops up at the top when you move the cursor up there, but most of the time you will move the mouse around the screen and click on

objects to activate them or use an inventory object on them. *The Prophecy* uses the approach of LucasArts and Delphine games, in which text pops up in a location when

you run the cursor over a usable object or character. A door pops up when the cursor touches an exit, and the inventory appears when you click the right mouse button.

The icon bar contains: a control icon for saves and loads; a Jokers icon that reveals hints; a note-pad icon for those who want to jot down special information that they learn while playing; the inventory icon; a characters icon to use inventory items on other characters, and an interface adjustment icon.

Inventive puzzles

The real appeal of *The Prophecy* is its heavy usage of inventive puzzles, many of which are device-oriented or machine-based in nature, rather than just object-focused. In each set of rooms, you must put together objects to form other objects, press the right buttons to operate contraptions, or look really hard at the screen as if it were a "hidden objects"

puzzle to discover niches and other hiding places for important items.

The Prophecy has such a wide variety of puzzles that it is hard to describe exactly what the game is like. In an underwater scene, you have to get past the bars that block the exit, and the solution involves a list of intermediate puzzles and steps. A vampire bat named Urm helps you out from time to time, but only if you feed him. Remember that and you'll know exactly when to call him to help you — when you find some food!

Some areas have more than one path through them; I suggest going back to the point where you made a choice and taking the other direction, because the alternates are just as much fun. Any way you slice it, *The Prophecy* is a puzzle-heavy game that you should play in little pieces because each session will leave you with a strong feeling of accomplishment.

The Prophecy beats out a lot of other games in the sound and graphics departments, as do the other Coktel Vision titles. All the screens are impressively detailed, and animation usually accompanies object usage and

puzzle solutions. The non-interactive scenes show off rotoscoped actors and real video for a major enhancement to the product's look. Close-up windows also pop up to highlight certain objects and characters. The music is not nearly as impressive and atmospheric as that of *Inca*,

Type: Animated adventure

System: MSDOS (Required: 640K, 286/10+, 256-color VGA, hard disk, mouse. **Supports:** Pro Audio, Ad Lib, Sound Blaster, Roland, Sound Source, Thunderboard

Planned ports: none

by Russ Ceccola

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PROTOSTAR: WAR ON THE FRONTIER

Just as *Ultima* is used to describe a whole category of computer games — top-down view fantasy role-playing — the name of *Starflight* is commonly invoked to represent science fiction RPGs that focus on exploration, mining and interaction with aliens to save the universe. *Protostar* is the latest entry in this far from crowded field. Graphically it is the best so far, surpassing *Star Control II* in this regard. But the game...if you can find it...leaves much to be desired.

It kicks off in the year 2336, when your ship arrives in the Thule sector. An operative for the HDC (Human Defense Coalition), you are working “undercover” as captain of a merchant vessel owned by Newfront, a small corporation engaged in intergalactic trade. Your goal is to persuade four alien races to join the fight against the Skeetch, whose fleet has already taken over Earth’s borders and now threatens to wipe out the planet and mankind.

In addition to its unusual interface and exceptional graphics, *Protostar* introduces at least two fresh elements to the typical *Starflight*-type game. Earth’s defense forces are counting on you to transfer

all your excess money to them instead of saving it up. And you can do more on the planets’ surfaces than dig up minerals and search for artifacts: you may also

encounter aliens there, and even cities where you can buy and sell goods and fuel. These cities are a time- and fuel-saver, sparing you from having to return to one of three bases as frequently as in

other such games.

Production values are high — the first-person view from the bridge of your Starship is apparently based on a digitized painting, as are the amusingly animated graphics of the aliens. Sound effects and music are right up there with the art.

Rather than guiding a little ship around a top-down view of the stars, as in previous *Starflight*-type games, you view the planetary action from inside a

smaller ship, your Explorer. While cruising over a planet’s surface in the Explorer, you will see clouds and other features in 3-D perspective. This lends a greater sense of immersion into your role.

Controlling either ship is simple, though a poorly devised manual forces you to experiment with the interface in order to figure everything out. You click on the “movement pad,” which consists of nine squares, to activate the engines. Position the Maneuver icon over the central

square, and you move forward; place it over the left square to turn left, or over the top one to climb. Inconveniently, you must exit the pad in order to accelerate or slow down. Hot keys are available for these and most functions.

When minerals or life forms appear on a radar screen, you click on the right mouse button (while the “pad” is active) to change the Maneuver icon into a Gatherer

icon. Then you click it with the left button when the object moves directly beneath the Explorer. The item or life form is displayed momentarily in the 3-D view, where an animated robot arm swings out and hauls it in.

Combat is conducted in a similar manner. While the pad is active, you click the right button to cycle through icons representing a Wave Gun, Pursuit Pod and Accel Cannon. Enemy ships are displayed in the radar display and in the 3-D view. It

takes practice to master maneuvering the ship and firing simultaneously, but ultimately I began to appreciate this approach.

Menus are used to choose an attitude and topic for conversation. This aspect of *Protostar* will be familiar to anyone who has played *Star Flight* or *Star Control II*. (Anyone else should play these games before even considering *Protostar*.)

Navigation in deep space is treated in a novel fashion. Rather than depict the stars on a top-down map where your ship scoots along in flight, *Protostar* shows a holographic-style star map where you merely click on a potential destination to determine its distance and fuel requirements. Punch the “launch” button, and your ship zaps right to the destination. (Apparently all long-range flight automatically takes place in hyperspace, though there is no mention of hyperspace in the manual or game.)

The quest

You start with a lone robot as



Type: Sci Fi Role-playing

System: MSDOS (Required: 640K, 386/25+, DOS 5.0+, 256-color VGA (no MCGA support), hard disk, mouse. **Supports:** Pro Audio, Ad Lib, Sound Blaster, Roland)

Planned ports: none

by Shay Addams

EYE OF THE BEHOLDER III

Assault on Myth Drannor

With their tremendous dungeon graphics and intricate puzzles, *Eye of the Beholder I and II* caused a ripple effect in the world of RPGs. These were both developed by Westwood Studios and distributed through SSI. Now *Eye* is back again, but without Westwood. Westwood is now a subsidiary of Virgin games now, so this time the game was developed in-house by SSI.

For 14 months my end game characters from *Eye* have been lying in cryogenic chambers awaiting the appearance of *Eye III*. That day has finally arrived. My band of four adventurers has been awakened, taken up arms and are ready once again to do battle against evil. (You can also create a new party for *III*, or let the game do so for you.

Did I Myth Thumthing?

Your quest begins in a city tavern where you are celebrating your defeat of Dran in the world of *Eye II*. A stranger enters and tells you of an ancient ruined city named Myth Drannor and of the Foul Lich that rules there. He says he has been sent by his Master to ask if you will help him in finding an Ancient Artifact. Grudgingly you accept (after all, the *Quest-Busters* beer is cold, tasty and smooth, and there's plenty of it). The stranger vanishes, and you are teleported to the Burial Glen. Let the games begin.

Eye III is an all 3-D, Legend Series, role-playing game based on the AD&D 2nd Edition. The action takes place in and around Myth Drannor, located in TSR's

by Fred J. Philipp

Forgotten Realms game world. This one is supposed to be 50% bigger than the previous quest.

In this third installment you're not confined to the numerous levels of a Dungeon setting. Instead, you'll have occasion to chop your way through a Burial Glen in search of a Warriors Tomb and try to figure out how to get through the Forest to locate the Sage who, after a test, will

point the way to the ruined city of Myth Drannor.

I completed *Eye II* just about a year ago and had forgotten how constant and intense the

combat was.

Nothing has changed. If anything, the combat is even more constant and intense.

And you'll still spend countless hours moving and fighting your way through a myriad of dungeon settings. Mapping is a must, as there is yet no automapping in this series — a startling omission in this day and age, as you'll spend as much time mapping as you will fighting.

Puzzles are just as elaborate as before, consisting of pressure plates, keys, gems and wands to find, objects whose use you must figure out. And, of course, the ubiquitous teleporters, buttons and illusionary walls abound.

Most of the monsters will be familiar to anyone who played the

previous installments, but several new, bigger and badder (and uglier) creatures have been added for your masochistic delight (if you can defeat them, that is). Magic is pretty much the same, with a few new spells thrown in when necessary for a particular sequence.

The interface is identical to *Eye II*, will immediately become familiar, and will bring back memories of your previous adventure. The view is 3-D, and all actions are carried out with a point and click from your mouse. In this manner you read, get, drop, use, equip, attack, cast spell, save (multiple), restore and quit.

New combat command

A step forward in this game is the *all attack* capability. Instead of having to move the mouse button back and forth between your characters to issue commands, you can click on the all attack command, and everyone in the

party who is capable of attacking will begin fighting.

Graphics are crisp and colorful and in 256-VGA. Many monsters are multi-hued, and all the spells feature fireworks and appropriate sound effects.

There are three times as many

monsters as in the previous game, and SSI says monsters and NPCs have increased artificial intelligence.

Music is minimally present, and only heard when you travel from one major area to another,



Type: Fantasy Role-playing
System: MSDOS (Required: 640K, 386/20MHz +, 2 megs RAM for sound, VGA, hard drive; Microsoft-compatible mouse. **Supports:** Ad Lib, Sound Blaster & Pro, Pro Audio)
Planned ports: Amiga, MSDOS CD-ROM

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Unlimited Adventures

Can't live without SSI's Gold Box games? The discontinued series may live on if enough people master this construction set. A game created with it may contain up to 36 dungeons and four overland regions. These may be linked to build multi-level dungeons.

Referred to as modules, dungeons are created with a map editor whose grid can have as many as 576 squares. Monsters, treasures, events, NPCs and almost anything found in the Gold Box games can be placed anywhere on the map, and programming knowledge unnecessary.

I found the map editor easy to work with and surprisingly sophisticated for a construction set. Called the Area View, a large top-down view of the current dungeon's map is useful for certain phases of the design. For other tasks, such as placing individual doors, walls and other interior elements, you can opt for a 3-D view of a room exactly as the player will see it; in this case, a smaller top-down map appears on the right. In either mode, an

arrow shows the room you're working on and direction in which you are facing.

Monsters, doors,

walls, full-screen illustrations — the Art Gallery provides more than 200 pieces of 256-color VGA art from the original Gold Box games. Some are animated. You can also incorporate digitized

graphics from the pencil and paper AD&D, illustrations created just for this program, and your own art. Sound effects from the original games are automatically added to combat and exploration scenes, but there is little music.

How it works

When designing a fresh dungeon, you work on a grid of dots. To construct a wall, you access the drop-down menus at the top of the

screen to enter the Art Gallery. A selection of icons representing wall types — wood, stone, brick, with and without doors — is displayed. You may also choose icons for the ceiling and roof, or ground and sky.

After clicking on a wall icon and clicking a radio button to choose its obstruction level (blocked, locked, secret door, which of up to eight keys will unlock the door, etc.), you return to the grid and use the mouse to select where you want to put the wall. In the 3-D view of the dungeon, this is done by clicking on the picture inside the maze to turn and face the spot where the wall will go. Then you hit the "place" button at the bottom of the screen, and the wall materializes instantaneously.

The Area View map is intended for making more extensive changes. It's a bigger top-down view where you can "draw" walls and other features by using the cursor like a pen. You can also divide a map into several zones, then use a global command to change every square in a zone.

One missing command — delete a wall by clicking on it — would have improved this program considerably. If you have merely placed the wall section in the wrong location, you can hit "undo." But to delete a wall section later on, you must go from the map to the

"wall selection" menu, choose a blank wall section and make it "not blocked," then return to the map and place it on the wall you wish to "delete."

Color-coding for wall types and

obstruction levels makes it easy to observe the make-up of a room without moving the cursor to that room. A trio of pull-down menus contain basic commands for file-, map- and utility-related operations. The utilities menu offers several time-savers. You can view global information that provides details on all aspects of the current module, for instance.

The Event Editor lets you determine what happens, if anything, when a player enters a room. You can set up monster encounters, situations that require a password, and numerous other kinds of events. A series of events may be chained together to create more complex puzzles. A module may be playtested individually, reducing the time needed to test the entire game.

Combat is completely automated in the design process: all you do is choose Combat and pick the monsters and the number in each group. An Edit Monster option lets you alter abilities and other characteristics.

Half the 121-page manual covers the Gold Box system and



by Shay Addams

Continued on page 9

The 7th Guest

After months of hype, glossy multi-page magazine previews, delays and postponements, *7th Guest* has finally arrived. This is the first horror graphic adventure game released first on CD-ROM. Excluding ICOM's *Sherlock Holmes* detective games, it's also the first adventure designed exclusively for CD-ROM.

Perhaps I shouldn't refer to Virgin Games/Trilobyte's megabyte endeavor as a graphic adventure game.

Virgin refers to it as an Interactive Drama. I'm not sure how to classify it. I'd describe *7th Guest* as a Gothic horror, haunted house, story book drama with puzzles to solve. There is no interaction, inventory to maintain or objects to find, pick up and manipulate.

The drama revolves around Henry Stauf, a toymaker. In his long abandoned mansion there are now only the eerie lights and the terrible sing-song rhymes of the children, the dead children. You are thrust into this empty, rotting mansion to relive the fate of the six guests who were invited there. Stauf's mad mansion lives again. And only you can end the nightmare and learn the secret of the seventh guest.

Like some of the VCR movie tapes that attempt to show the wide screen effect, or letter box display, as seen in a movie theatre, the graphics run all the way across the monitor and have black borders above and below. All scenes are in 3-D with 256 colors.

The graphics are hand-drawn and quite impressive. Created

from digitized photographs of actors, spirits frequently materialize to enhance the game and provide the story-telling drama. Music is varied, appropriate to a haunted house and usually unobtrusive. More sound effects would have added tremendously to the game, as they did in *Alone in the Dark*.

Game play is point and click, with icons designed to fit the horror theme: skeletal hands will point out where you can and can't go, for instance. An iridescent drama mask reveals a

ghostly drama. Chattering teeth (no sound) display supernatural events. A skull with a throbbing brain (no sound) presents a puzzle, and an evil eye is used to play the puzzles.

Another icon is a Sphinx pointer that, when moved to the top of the screen, brings up a Sphinx Board. This handles all major game functions: Save (10 slots), Load, Return (to game), Restart, Quit and Map. One criticism of this is that if you wish to load a previously saved game while play-

ing, you must go to Restart first, then Load your game. This feature should have been included along with the Save function.

More on mapping

The map displays all the rooms on the ground floor and the second floor of the house. At the beginning of the game, rooms that you can enter are shaded. When you solve puzzles the rooms become rose-colored. As you continue to solve puzzles, more rooms become available for exploration. Rooms that are as yet unavailable appear without color.

Puzzles

There are 22 rooms, each containing a puzzle. They range from novice to very difficult. But, don't despair. Help is available in a book in the Library. Help is in the form of hints; if you become completely stumped, the book will solve the puzzle for you (but you won't get to see the solution).

The puzzles are extremely varied and diabolically ingenious for the most part. There are cake puzzles, scrambled letters to spell out a sentence puzzles, and a puzzle with blood flowing from a beating heart. Several revolve around chess pieces such as Bishops,

Type: Puzzle game

System: MSDOS (**Required:** MPC level 1 compatible machine with 386DX, 2 megs RAM, 16-bit SVGA card with at least 512K, CD ROM with at least 150 per second transfer rate, sound card with FM and PCM sound, mouse, hard drive with 10 megs, MSCDEX version 2.2 or higher, DOS 5.0 +. **Recommended:** 486SX/20+, 4 megs RAM, fast 16-bit SVGA card with 1 meg or local video bus, CD with 300 K per second transfer rate and less than 300 millisecond access time, Roland LAPC1, MT32, or Sound Canvas and 16 bit PCM sound card. **Supports:** Roland MT32, LAPC1, SPC1, Sound Canvas, Sound Blaster and Pro, Pro Audio 8- and 16-bit, Thunderboard, Ad Lib Gold. Not compatible with European video standards

Planned ports: Mac CD (Aug)

Continued on
page 15

Koshan Conspiracy from 3

Action combat replaces the center of the screen with an infrared display that has input-controlled weapon cross hairs. Bar graphs display supplies, shield level, target, and player health. Both types of combat have access to the flee button. Fighting can be in the streets or a gladiatorial event in the arena.

Aside from amassing great quantities of money, high quality weapons, armor and devices, you can recruit up to four other characters for a total of five in your group or party. Once recruited, party members can be given orders to find an object, investigate a subject, meet with the team leader, talk with the team leader, take and give objects and leave the team.

All non-player characters have a job, residence and daily schedule of sleeping, working, eating and recreation. Every character has a memory that is uniquely dynamic, with the ability to learn, forget, exchange, and transmit knowledge.

A full ten pages of the manual are devoted to the Bidirectional Organic Bioputer (B.O.B.). BOB has the capacity to give statistics on all body functions and characteristics, control the five cybernetic implants, act as a miniature computer to translate foreign languages, and warn Jehan about problems in his body and in the external environment.

BOB can be programmed by positioning the programming language icon on the two-dimensional computer board. The most effective programs involve translating Shedish, warning about aggressive non-player characters and warning when Jehan is hungry, thirsty or tired.

Koshan is a wide-open treasure hunt and trading game, with many different solutions to the puzzles and a very large

world to explore and enjoy. The interface is much improved over *BAT* and eliminates many user complaints. Improvements to the game include allowing recruitment of intelligent companions who can be assigned quests of their own.

Conclusions: Though its real-time combat, starvation, lack of automapping and wide-open design may conflict with some game players' style preferences, *Koshan* is a high-quality product that will appeal to many role-playing game enthusiasts. ❖

Difficulty: Advanced

Company: UBI Soft

Price: \$49.95

QuestBusters price: \$44.95

Protostar ... from 5

your crew and must pick up other crewmembers along the way as part of the quest. Naturally the early stages of your mission involve recovering and selling or trading minerals and exotic life forms (you get to name any "unknowns" you find), adding new engines and weapons to your starship (a simple process that is conducted via menus) and making extensive notes on where to find aliens' homeworlds and how to best deal with each species.

Eventually, and this may be a very lengthy eventuality, you will convince the Ghebraant, Deresta and other aliens to join your cause and set out to bring the Skeetch's offensive to a sketching halt.

Conclusions: Too many planets, not enough time. Or maybe it's just too much time exploring too many planets, I don't know. But despite the best graphics and interface ever seen in such a game, *Protostar* failed to get me involved in the story and the action. It takes too long to get the actual mission in progress —

you flounder around mining and meeting aliens, which is boring after a few hours. In *Star Control II*, things start popping right away, the reason it's a far more compelling RPG. Not as good as *Starflight* or *Star Control II*, Tsunami's effort at least excels graphically. Tsunami has done some great graphics and overall designs, but *Ringworld* and *Protostar* were disappointing in terms of game design and fun. ❖

Difficulty: Intermediate

Company: Tsunami

Price: \$69.95

QuestBusters price: \$59.95

Unlimited Adventures from 7

rules, the other half tells how to design games. While it has tutorials, the latter section is devoid of illustrations and lacks an index. A tutorial game and a ready-to-play quest are included.

You must have the *Unlimited Adventures* program to play a game created with it. This limits its value; after it hits the bargain bins, though, its popularity may increase with non-designers.

Conclusions: I had more fun in three days with *Unlimited Adventures* than I had in all the time I ever played the Gold Box games. It is easy to learn and use, yet offers significant depth and powerful features for those willing to invest the time and planning necessary to create an entertaining and thought-provoking RPG. The quest that's included makes this program a good buy for hard-core Gold Box fans who could care less about designing their own games. And for those who do, *Unlimited Adventures* is the best construction set I've ever used. ❖

Difficulty: Intermediate

Company: SSI

Price: \$59.95

QuestBusters price: \$49.95

WALKTHROUGH:

Eric the Unready

You get points only for taking the newspaper on the first day, but can find valuable clues by reading those you find later.

Saturday: Kissing the Pig

In the barn, take vial, bottle and rope. In privy, take and read the newspaper. Tie rope to hook. Down. Give bottle to pig. Return to farmer. Kiss pig.

Sunday: Climbing the Tower & Leaving Town

When squire leaves, take helmet and card. Go to Union Hall and wait for Steward to speak. Go to armory and give card to Giovanni (armor sizes are in the game package), getting cloak. Wear cloak and get packet from pocket. Go to pond and fill helmet. Enter House of Torches (getting torch).

The Beanstalk and the Earmuffs

Go to courtyard and plant bean (from packet). Water bean. Climb beanstalk (getting coin). Go to Feasting Hall and take kindling. Go to Ice Cream Shoppe and buy root beer float. Put kindling in fireplace. Light kindling (getting earmuffs). Go to Village Square, give coin to bard. Wear earmuffs. When bard finishes, he follows you to Feasting Hall. Up. Back downstairs, wait for Wizard to arrive (you are teleported to the Green). Take banana. Throw banana in pond.

Monday: The Pitchfork of Damocles

At tree in path, pour beer on roots. West. Move branches. Open trapdoor. Down. Open mailbox. Take and read mail. Go to Fran's and exit (getting pickaxe). Open door of house with pickaxe. Move rug. Open

by Paul Shaffer

trapdoor (get key). Open case and get beard. Up. Move bones (getting license). In front of Publisher's Clearing House, wear beard. Kneel. South. Give mail to dwarf. Show license to dwarf (get bungee cord). Outside Fran's remove beard, go southwest (getting 20 zorkmids). Buy starter rock at Fran's.

The Pitchfork and the Hole in the Ceiling

West from outside Fran's, win slingshot. At ferris wheel, pull lever. Sit. Put rock in slingshot. Push green button. Shoot red button with slingshot. Stand. Take pitchfork. Attach cord to branches. Jump (getting headrest special). Go to bedroom in house, drop headrest special. Stand on headrest special. Move ceiling.

Tuesday: The Crescent Wrench of Armageddon

In tavern, open book (you get acting coupon). Give coupon to waiter (menu). Order Mead Lite. At Castle, climb rungs. Get berries. Pour tort-ease on turtles. In stable, give mead to oaf. Get branch. Go to top of castle, put branch in pot (making it torch).

The Locked Door

At door by key, melt wax seal with torch. Take wax. Put wax on key (getting key mold). Go to tavern, give mold to man (getting key). Return to unlock door with key. Save, enter and repeat game show until you win wrench.

Wednesday: the Raw Steak of Eternity

At fair, spit. In stockade, insult boy (getting apple) when he appears. Give apple to cook. Get

apron. At shooting gallery, shoot until all three prizes are yours. At Fool's Pavilion, sit on whoopee cushion. At Pavilion of Tomorrow, take rubber band. Put band on snake. Lower shade. Tie cord to anteater. Take marble. Stand on floorboard. Take marble (getting chamberpot). Take leech. Wait in amphitheatre for Lily's show (getting note). Read note. North.

The Jugglers

Talk to Lily. Wait for juggling act in amphitheatre. Throw leech at jugglers. Take gloves. Wear gloves. Go to pole with boa and climb it (getting boa). Return boa to Lily (getting reed). Go to elf with shells. When musician appears, give reed to musician (getting glasses). Wear glasses. Play shell game (getting woodcuts). Give woodcuts to barker at shooting gallery. Leave gallery (with crossbow). Wear apron and fool's cap. Save.

The Dragon

Go to dragon's cave. Shoot dragon with crossbow (shoot part of his body where he shot you last; if he hit your right leg with his last attack, shoot his right leg). Take dragon and steak.

Thursday: The Crowbar of the Apocalypse

Get newspaper. Moon unicorn. Take leaf. Go to portico, take and wear robe. Read sign, ringing fourth bell. Inside, read newspaper to girl. Give hanky to girl (from robe, getting tears). Put leaf on handkerchief. Get chow (from handkerchief). In sanctuary, sit in vat. Wear ring. When girl arrives, stand up and remove ring. Give book to girl.

Morty's Office

When Molochi's mouth opens,

enter it. In windy cave, exit (get note). Go to lobby. Give note to secretary. Give note to Morty in his office (get token). Leave Morty's office when secretary enters, taking costume in lobby. Exit building, take new note. Repeat process with secretary, this time getting woad from lobby desk when she's gone. In lounge, read bulletin board until you get message about birthday cake. In lab, turn crank and take slimewig. In library, talk to librarian (getting list). Read list, choosing "Setting up Sodom/Gomorrah". Go to scriptorium and give book to attendant (getting copy of book). Give token to man in lounge (getting coin). Put coin in machine (getting nectar).

The Egg and the Slimewig

At promontory, give nectar to man (again until he leaves). Get egg. In windy cave, call 1-800-DOMINUS. When delivery arrives, give cake to god. Pull tail on dragon. Light candles with dragon. Go to glade and take key. Go to Agora and read book. Wear costume and woad. Drop egg. Stand on egg. Eat slimewig. Turn around (twice). Squawk. Get off egg. Up. Unlock lock with key. Take crowbar.

Friday: The Bolt Cutters of Doom

Get on raft. Give berries to Zulu (takes you to Phantasy Island). Go to Mulligan's Island, wait for bottle to float by. Take bottle and umbrella. Take and read matchbook (in bottle). Connect the dots. Put matchbook in bottle and put bottle back in water. Wait for bottle to return (getting certificate). Go to Treasure Island. Knock on gate. Take test (getting rum and eyepatch).

Secrets of Monkey Island

Go to Monkey Island. Yoohoo

22 Walkthrus = 59¢ each!

Save enough with this one

clue book to pay for your next *game!* For a limited time only, you can get a major discount off the \$17.00 price of our next major collection of walkthrus - *QuestBusters: The Book of Clues*. Advance-order it by July 21, and it's only \$12.95! And we will also send you *any solution in the book* immediately! *QuestBusters: The Book of Clues* is due to ship in late

August, and orders

will be shipped *before* it reaches the stores. It will contain complete solutions to these 22 quests:

Alone in the Dark
Amazon
Batman Returns
Challenge of the Five Realms
Cobra Mission
Dusk of the Gods
Eric the Unready
Eye of the Beholder 3
Freddy Pharkas
Goblins 2
Inca
Lure of the Temptress
Magic Candle 3
Rex Nebular
Ringworld
Space Quest 5
Star Control II
Prophecy, The
Ultima Underworld 2
Ultima VII: Serpent Isle
Veil of Darkness
Waxworks

(*Maniac Mansion, Zak McKracken and others may be included at the last minute*)

So save that game and reach for your checkbooks - if you want to save money on clue books this summer. Because after July 21, advance orders will cost \$14.95. And after August 21, \$15.95 (for *QB* members currently receiving the *Journal*- others pay \$16.95. Both include Book Rate shipping. Enclose \$3 for 2nd Day Priority to USA or APO addresses, \$5 to Canada, \$12 Air Mail overseas. State which solution you want sent right away. ☒

(getting banana). Give banana to monkey. Take coconut. Go to Liliput. Put coconut on belt (shrinks it). Put umbrella on belt (shrinks it). Pull lever. Put dragon on belt (enlarges it). Go to iceberg (dragon melts it). On Addam's Island, Go to playroom. Put coconut on guillotine. Go to Phantasy Island. Put umbrella and rum in coconut. Give coconut to Dadoo (getting cutters).

Saturday: End Game

Move tar with pitchfork. Hit crow with crowbar. Put steak on eye. Cut bolt with bolt cutters. Take candygram. Turn moon with wrench. In turret, look in ball. Turn hourglass. Read book. Take eyeballs (in jar). Put eyeballs in skull. Hoot. Answer to mirror riddle: XVIII backwards. In bedroom, take makeup and broom. Back in passageway, look in hole. Wait until 10:45. Put makeup on chain. Open window in bedroom. Sit on broom (until taken to crawlspace). Open trap door. Up. Wait until chandelier falls. Give candygram to witch. Take Lorealle. Out. Kiss Lorealle. Blow whistle. Sit on duck. ☒

Keys to the Kingdoms

Ultima 7: Serpent Isle

To pass the Knights Test:

collect the keys to open the doors. To get the key on top of the pillar, stack the stones to get the key. Look at the walls. If a wall has a secret door, the game will show the word "wall" with a capital "W". After you find the third secret door, you will get to the exit. There you will have to duel the dungeon master. Get Dupre and Shamino, who are waiting for you, to rejoin before attempting to defeat him.

Tommy Russell

Cheat Menu: To activate the cheat menu, start the game by typing "Serpent Pass" rather than "Serpent." Save the game, then press F3 to transport anywhere on the map. The mountain behind the Mad Mages has a lot of nude women and armor, weapons etc. The Island between Moonshade and Monitor contains all the items you will need to complete the quest.

If you type Serpent Endgame, you can see the game's ending. If you type F2, then N and go back to the game, all characters have numbers. After you learn the numbers, Avatar is 0 you can Type F2, M for Modify, 0, and use the stats to rebuild your characters, Dexterity can be 255, Food and all else except Hit Points 31, Hit Points 127. By typing N instead of S, you can cure your characters of poison, etc.

Clancy F. Shaffer

Ultima Underworld II

Ethereal Void, Ultima 1-type dungeon:

don't enter the Moongate right away. Keep exploring the maze, and you'll find an axe on the ground. Take

it! It is the Axe of Lifestealing, which takes hit points from enemies and gives them to you. This is helpful in the final battle against Mors Gotha if you have high axe skill.

Tomb of Praecor Loth, level 4:

to get by the second liche's barrier, you must disarm a trap. Head east, and you will find a room of pillars. Cast Daylight to see the other side of the room, then cast Telekinesis. Move the candles from the other side of the room into your possession. The barrier near the liche will disappear.

If the game is too dark: delete the file "shades.dat". The eliminates all shadows in the game.

Tommy Russell

End game: After you've got the Djinn inside your body, warp to Killorn Keep and enter the guards' barracks. Save game. Kick down the door on the north wall and have a chat with Mors Gotha. No matter what you say, she'll attack, along with five of her guards. When's she's pretty beat up, the Guardian will teleport her out of there (leaving the guards). Pick up the spellbook she drops and return to Nystul. Save game. Nystul will ask two questions. Answers are: throne room and 4:00. Mors Gotha will come back, and you'll have to teach her and some guards a lesson again. When you've won the battle, trot over to the throne room and talk to Nystul.

Donald Tong

Challenge of the Five Realms

Items needed for Slay Evil

spell: chains from Queen at (Castle Duras) when she sees her

love Sir Valakor (cave off area between Al-Bahdri and Alveola)
Coin from King in Alveola (obtained by using spirit lamp from Farinor and enchanted oil from Greenberry)

Broken War Spear (from King in Thalassy after befriending the whale and recovering speargun from the sunken ship)

Book of Wisdom (from King in Aerieus)

Unicorn horn from unicorn in Fraywood (after finding chastity belt key for Gwin — get key's location with Truth spell on sister)

Entrances to other realms:

(these can be seen only after casting Revisibility)

Freywood: Commington Forest after helping men turned into trees

Thalassy: Sea of Belgron (north of Castle Duras)

Aerieus: cave on Mt. Shaska (east of Alonia) under dragon

Alveola: Al-Bahdri (after catching gnome and then going south)

Ruddiquid: inside Castle Thiris after recovering 5 crowns

Other locations: Scrolls of Shamar (must be taken to priest in Thornkeep to learn Restoration spell; dig 6 paces north of Statue inside Castle Thiris)

Magic sword, shield and diary (needed to battle Phoenix and also useful in later battles): dig south of water fountain and north of river in Havenshire.

Bruce Campbell

General strategies: 1) Don't rest until you absolutely have to...the clock is ticking! 2) Get horses for everyone; you travel twice as fast 3) Pawn shops are the only places you can sell loot; they aren't in every town, so take advantage of those you find (look in Farinor and Silvermore).

Southfrost Caverns: to get past

the traps, you must have Orb from Azron in Southfrost. Complete his mini-quest, and he'll give it to you.

Fremont: Heltura, a good wizard, will join; don't kill Mayor without first giving him Stellerex's skullcap.

Greenberry: Banilla will join.

Mines of Signor: Wizard's Guild is here. There are no traps on the railway lines; Orb, though, will get you past all traps. Stellerex (powerful wizard) will join. Get lots of spell components here.

Silvermore: Get Ring of Translation from Nastrom; get book from Shanna.

Mike Prero

Freddy Pharkas

Flatulent Horses: Go to mercantile company. Take bag from counter. Go to mom's cafe. Take empty bean can from shelf. Go to blacksmith's. Take rope, leather strap and hunk of charcoal from fire pit. Go behind saloon. Take ice pick from barrel and elixir from wagon. Use pick on can. Put charcoal in can. Attach strap to can. Use makeshift gas mask on self. Go to any horse and use bag on horse (capturing gas in bag). Return to pharmacy and use elixir on alcohol lamp. Use matches on lamp. Put spectrum scope in front of lamp. Use bag on spectroscopy (match spectra with those in docs). Extinguish lamp. Follow doc directions for making prescription indicated by spectra. Use deflatulizer on horse troughs.

Paul Shaffer

Goblins 2

Episode One, Village/Fountain: Have Winkle distract old men and Fingus get bottle. East to fountain.

Have Fingus use fountain, Winkle use bottle on water. Have Winkle use bottle on toad, get stone. Return to village. Have Fingus use bottle on flowers, get and give to notable. Have Winkle stand on platform (looks like a welcome mat), Fingus press switch, Winkle get sausage. East to fountain. Have Fingus use stone on mechanism on roof. Have Fingus use rung and Winkle climb up to roof, have Fingus pull doorbell and talk to wizard. Winkle enter the chimney.

Fred J. Philipp

Star Control 2

The Syreen Revenge: Get information about "alien races" from the Melnorme until you learn of Syreen and Syra. Go to Betelgeuse. Talk to the Syreen starbase commander, particularly about Syra, and how it was destroyed by a Mycon "deep child." She'll want proof to back up your statements.

Go to Beta Copernicus I and get the egg fragments from surface. Return to Betelgeuse and talk to starbase commander again. Show her the egg. She'll send you away. Return to the starbase, and she'll send you on a mission (with a shuttle full of Syreen starship captains). Go to the first moon of Epsilon Camelopardalis I and open the vault with the penetrator starships inside.

Return to Betelgeuse. The Syreen will send you to the Mycon with a message. Go to Epsilon Scorpii I and tell them about "the planet in the Organon system." When the Mycon sphere of influence has left the Beta Brahe system, go there, and go to the first planet. Destroy the five Mycon podship guards, then get the sun device from the surface. Note: Now that you no longer

need the Mycon egg shell, you can use it in trade for the Rosy Sphere at the Druuge homeworld.

Matt Bergeron

SSI Gold Box games

Weapons from *Champions of Krynn* and *Death Knights of Krynn* can be transferred into later Gold Box games, giving your party some very powerful weapons. Just copy your .JNK files (the extension for *Krynn* weapons) into the other game's corresponding weapons file (with file extensions). For example: copy chrdatx1.jnk

c:\gateway\save\chrdatx2.swg. In this example, .swg is the extension for weapons files. The "x" refers to the save game letter; in this case, you then want to copy the stuff of the first character in either *Champions* or *Death Knights* to the second character of your party in *Gateway*, which is in drive c. Change Gateway to POD and the extension to .THG if transferring into *Pools of Darkness*. The extension for *Savage Frontier* is also .THG. The most powerful weapon you may obtain is *Krynn's* Mace of Disruption, which becomes the Mace of Bundle of. Despite the weird name, it fires unlimited Disintegrate, Flesh to Stone, Death, Fear, Slow and Cause Serious Wounds spells!. You can use it by merely Readyng it, and can use it repeatedly, just in one round. ☒

Justin D.

This month contributors Bruce Campbell and Tommy Russell 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.)

Freddy Pharkas ... from 1

couple of mini-arcade games are also in store; nothing too tricky, even for Shay "no reflexes left" Addams.

Because of the time limits on individual puzzles, you should explore the town in the opening scene *before* entering the pharmacy, noting all objects that you can take. Otherwise, you'll certainly die while searching for the necessary items.

Graphically there are some nice touches. The town was digitized from a water color painting and fills eight scrolling screens. At the outset of each act, the town is painted in sepia tones that gradually give way to color as the sun rises. When you speak with a character, his animated face appears in a picture frame-like box.

Wind ripples the bushes in a novel bit of animation, and the scaling was improved so that the size and shape of characters moving to the front or back of the scene looks more realistic. These graphic elements combine to give *Freddy* a look and feel all its own.

The music and sound effects are also very good. Lowe, who was a professional musician in a previous life, wrote the karaoke-style song for the introduction. (I am not actually singing along with my computer yet, but would appreciate hearing from anyone who has done so with this or any other game.) You need a Sound Blaster to hear the funniest sounds — the flatulent horses, which brought to mind the campfire and beans scene in *Blazing Saddles*.

Finally, we arrive at the humor. Lowe is funnier here than in the most recent *Larry* games. Maybe that's just because it's refreshing to see the same wacked out mind working in a different environment. The jokes assume various shapes, sizes and

guises: dialogue, descriptions of objects, results of your actions or inactions, and in animated scenes such as the line of sheep dancing on the stage at the Golden Balls Saloon (click on them, and you learn that it's Baa-Bara Mandrill and the Baa-bettes).

You are even treated to a string of Lowe's jokes during the installation process. And despite all the sheep jokes, I was pleased to learn that "No animals were harmed or killed in the production of this game." (Lowe tells me producer Josh Mandell was responsible for filling in many of the jokes.)

Conclusions: In the tradition of — whoa there! This game establishes its *own* tradition. It's a one-of-a-kind comedic quest from one of the world's funniest game designers, and I enjoyed it more than *Larry V*. Don't be put off by the Western theme: you don't have to like Western movies or country music to enjoy *Freddy Pharkas*. In fact, people who *don't* like westerns may enjoy it more than those who do, because it parodies so many aspects of the classic western. Recommended, even for sheep. ☒

Skill Level: Intermediate

Company: Sierra On-Line

Price: \$59.95

QuestBusters price: \$49.95

The Prophecy ... from 4

but the sound effects are right on target.

As a bonus, Sierra includes a card good for 30 free hours on TSN. You have to answer four questions from the game, but they are easily found in the first set of screens.

I was surprised to find myself so addicted to *The Prophecy* that I got the "just one more puzzle" side effect that usually kept me playing all night. Each puzzle gives that feeling of accomplish-

ment, particularly because you are awarded with some kind of art or animation when you solve them. This type of addiction usually occurs while playing thinking/action puzzle games such as *Tetris* or *Shanghai*.

Conclusions: Coktel Vision's latest is an interesting blend of puzzles and adventure — every bit as challenging and entertaining as more traditional graphic adventures, but without all those quirky interface problems that may discourage players from giving the game a try. Like *Inca*, *Gobliins* and *Gobliins 2*, *The Prophecy* will excite players who like interactive environments and object-oriented puzzles. ☒

Skill Level: Advanced

Company: Coktel Vision / Sierra On-Line

Price: \$59.95

QuestBusters price: \$49.95 (includes solution)

Eye III ... from 6

or encounter an NPC (which isn't very often). More than 70 digitized sound are included if you have the right sound board. Eerie sounds and maniacal laughter echo throughout the dungeon corridors.

Conclusions: Another enjoyable excursion into the Eye of the Beholder. Graphics and sound effects are tremendous. The ALL ATTACK feature was a Godsend. The puzzles are often intricate but solvable (eventually). The only thing lacking was Automapping. Because of that I gave this one a 9. Hopefully the next one, if there is a next one, will be worth a 10. But only if Automapping is included. ☒

Difficulty: Advanced

Company: SSI

Price: \$69.95

QuestBusters price: \$59.95

Swap Shop

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

Amiga

\$10 each: Bard 2, Alien Drug Lords, Space Conquest, Buck Rogers. \$12 each: Chamber of Sci-Mutant Priestess, Return to Atlantis. Gold of the Americas, \$15. Includes shipping. Jon Huston, 5460 Brandt Park, Dayton OH 45424

Selling Amiga 500, 2 floppies, 1 meg, monitor, 70+ games, many clue books. Make offer for whole package. Bob Russo, 321 Ascot Lane, Streamwood IL 60107

MSDOS & Quest-alikes

Trade/sell, all 3.5: Star Control 2 or Keen, \$25. \$15 each: Magic Candle 2, Conan, Bard's Tale 2, more. Will pay \$15 for M & M 1 or 2, or Bard 1. Also looking for CD-ROM quests. Brendan Cleary, 1042 Timberlake Dr, Lynchburg VA 24502

Sell/trade: Protostar 3.5, \$30. Heimdall 5.25, \$15. James Wilkes, 3189 Haney's Br., Huntington WV 25704

Sell only, \$25: Ultima VI. Terry Kwong, 9047 Molinero Ct, Elk Grove CA 95758

Sell/trade, 3.5: King's Quest 6, Space Quest 5, Quest for Glory 3, Amon Ra, Kyrandia, Prophecy (5"). Want Magic Candle 3, Lord of Rings 2, Indy & Fate. C. A. Lewis, 5463 Quentin St, Philadelphia PA 19128

Sell/trade, \$22 each: *Ultima Underworld, *Eye of Beholder 2. \$20 each: KQ6, Lure of Temptress, QFG 3. \$18 each: M & M 3, KQ5, Darklands, Lost in LA, *Lord of Rings 2. 20 others for less \$. Russell Chadbourn, 3807 Port Royal, Dallas TX 75244

Sell/trade, \$17 each (includes shipping): Starflight 2, Elvira. Forge of Virtue, \$20. Willy Beamish, \$28. Or all four for \$74. Ad Lib card, \$56. Want clue books or games, will trade (send list). Also have Atari ST games to sell (send SASE for list). Michael Matthews, 502 Sark Ct, Milpitas CA

\$25: Spelljammer, Castles 2, M & M 2, Ultima 6. Mike Prero, 12659 Eckard Way, Auburn CA 95603

Sell only, \$32 each: Challenge of 5 Realms, Underworld 2, Ultima 6/ Wing Commander CD. Eddie Deale, Rte 3 Box 89-B, Mineral VA 23117

\$25: 2400 AD. Jon Huston, 5460 Brandt Park, Dayton OH 45424

Sell/trade, 3" HD, I pay shipping, no box, \$23 each: Alone in Dark, Challenge of 5 Realms, SimLife. \$15 each: KGB, Monkey Island 2. Want Betrayal. B. S. Kuo, 1211 Hamida Ct, San Jose CA 95120

Sell/trade, 3" HD, \$20 each: King's Quest 6, Rex Nebular. X-Wing, \$25. Have more. Will trade my two games for Ultima 7 Serpent Isle with box. No personal checks. PO Box 4043, Irvine CA 92716-4043

\$15 each: Ultima 7 w/Forge, Serpent Isle, Underworld 1, Bard's Tale 3, Martian Dreams, King's Quest 5, Savage Empire. Want Veil of Darkness, BAT VGA, Terminator 2029, Kyrandia, Bane, Magic Candle 1 & 2. Brittney Basile, 7512 Mahaffery Dr, New Port Richey FL 34653

Trade only: Amazon, *Dark Savant, Stealth Affair, Quest for Glory 3, Police Quest 1 VGA (no box). Joe Semanick, 303 W. 11 St, Bridgeville PA 15017

Will buy Larry 2, Police Quest 3, Quest Glory 3, KQ6, Space Q 5. G Wright, 63 Furnace Trail S, HR1 Box 648, Greenwood Lake NY 10925 ☒

7th Guest from 8

Knights and Queens. There are coin and card puzzles, and even a puzzle involving viruses. And, of course, there is a jigsaw puzzle — but unlike any you've seen before.

Portraits assume life and become animated when you touch them. Something/Someone will try to escape from one portrait. A finely detailed skeleton will play a piano for your entertainment. Another portrait will change into a hideous face of Henry Stauf.

You will travel inside a doll house, climb a plant, enter a fireplace, slide down a sink drain, fall into a box and go through a hole in a pool table as you progress through the house. As

the story unfolds, you will witness murder and mayhem. You'll even wander throughout a vast dungeon that is difficult to map and where you can't save the game. Near the end you'll enter the attic — once in, the only way out is to solve another puzzle, only this time you can't return to the Library for a hint. In the attic, you're on your own!

The program comes on two CD disks. Most of the play occurs from Disk #1, but Disk #2 is necessary to load files to your hard drive and is used in the final game sequences. A short VCR tape, of poor quality, is included to tell about the development of *7th Guest* by Trilobyte. A nice feature is that when you conclude *7th Guest*, you can return to all of the rooms and play the puzzles at your leisure.

You need a high-test machine for this game. I played it in MCGA on a 386-25 with four megs of RAM, using a CD-ROM running at 300k per second transfer rate. The play and movement were slow and choppy, and the sounds and speech frequently garbled. To really enjoy the game to its fullest, you'll need a 486-33 with a CD-ROM running at 150k per second, a 16-bit SVGA graphics card and four megs of RAM. A mouse is required, and a sound card is a must.

Conclusions: Graphics are spectacular. Music is great. There was no adventure. If you want to watch a film that unfolds as you play, then you've found a winner. The graphics alone are worth the price of admission. If you want a good (and cheaper) horror graphic adventure, try *Alone in the Dark* (my vote for Best of the Year so far). ☒

Difficulty: Novice (with Library Book), Very Difficult (without book)

Company: Trilobyte/Virgin

Price: \$99

QuestBusters price: \$79

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