



SIERRA

NEWS
MAGAZINE

Volume 3, Number 1

Spring 1990



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**Christy
Marx
Conquers
Camelot**

**An
Interview
with Al
Lowe,
Creator of
Leisure
Suit Larry**

***Hero's
Quest*—A
New Kind
of Sierra
Adventure**

THE SIERRA NEWS MAGAZINE

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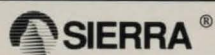
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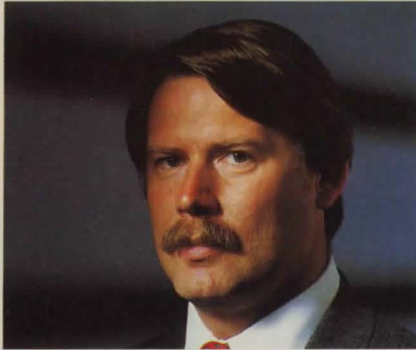
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A NOTE FROM THE EDITOR:

Our last issue was identified as the Autumn News Magazine which makes this one, chronologically, our Winter Magazine. However we have labelled this our Spring Magazine. We decided to make an arbitrary decision — Editors will sometimes do that! —in order to bring the season and our magazine into synchronization.

At this point in time, we are planning to issue three magazines a year.

President's Corner



By Ken Williams

For this article, I'm going to break with tradition and look back at the software industry rather than looking forward as I usually do. I have two reasons for this. First, I have all kinds of new and exciting things I'd love to talk about but can't for now (they're either our secrets or someone else's). Secondly, as I sit writing this article, 1989 is just drawing to a close and it was a year that had such deep significance for the software industry that I couldn't possibly let it go by without comment.

So, I'll let my recap of 1989 unfold as a series of random thoughts, opinions and interpretations. Recognizing that it was at best a confusing year, bear with me as I try to make some sense of it.

MS-DOS became the standard for entertainment software. In fact, according to available industry data, MS-DOS based computers and Commodore Amiga computers were the only computer formats for entertainment software that didn't decline! Comparing the first ten months of 1989 to the same period of 1988, MS-DOS based software grew from 44% of the market to 55%. Amiga sales grew by 29%, a substantial increase. However, Amiga still represented only 7% of the overall market.

That MS-DOS should emerge as the clear winner in the hardware wars is somewhat of a surprise to me personally in that, although Sierra has historically been best known amongst MS-DOS

owners, I would have a hard time arguing that MS-DOS computers are the best for gaming. Neither could a strong argument be built that MS-DOS computers are the cheapest or the easiest to use. So, then, why did MS-DOS become the leader, and why does it appear that most other formats are in such a strong decline?

Here's one thought on why MS-DOS might be doing so well, and this one takes some thinking about. It's you and us. Take away Sierra's revenue from the MS-DOS entertainment segment and even this market was essentially flat! My sense is that Nintendo does some kinds of games better than any personal computer and that, with the exception of Sierra (and a few others), the software industry just didn't do enough product which demonstrates the power of a computer when compared with a videogame. Perhaps as Sierra moves our enhanced SCI products to non-MS-DOS machines over the next year, we can get some much deserved momentum going for these other computers.

So, what does the emergence of MS-DOS as the standard mean to all of you? Having been in this industry for ten years, there are a few things I can predict fairly accurately. My guess is that as software publishers plan out their new year's product schedules, versions of newer titles for machines which are in a decline will either be shelved or delayed. Don't be surprised if companies who traditionally have been strong Apple or Commodore publishers suddenly ship first on MS-DOS. Don't be surprised if many new titles come out ONLY for MS-DOS next Christmas.

Having said all that, let me backtrack just a bit. Sierra has always been strong on MS-DOS. Next year we will be pushing hard on some other machines in addition to our already solid MS-DOS development. Our newest titles for the Amiga represent the best music I've heard from an Amiga. We're taking the

Mac extremely seriously and will have full Mac II color support and MIDI support. We're predicting a lack of software support for non MS-DOS machines and plan to "fill the gap."

Before I leave MS-DOS, I should say something about Music Cards. Just twelve months ago if I had mentioned Music Cards in public no one would have known what I was discussing. This past year not only Sierra but most of our competitors, including Origin, Dynamix, Electronic Arts, Activision, etc. shipped products that supported Music Cards. 1989 was the year Music Cards were born.

Two clear standards seem to have emerged over the past year for Music Cards: Roland MT-32 and FM technology (Adlib). MT-32 is by far the best, with a price that is unfortunately consistent with its quality. FM technology is wonderful and pales only when listened to next to an MT-32. Several other standards are competing but the only other one getting much of any support is CMS.

Industry insiders, myself included, will always fondly remember 1989 as the year that Trip Hawkins, President of Electronic Arts, announced his willingness to produce videogame cartridges. For those who know Trip, he has been vehemently outspoken ever since his company was founded that EA would never produce a cartridge. I'll not comment further on this topic other than to say that I'm starting to feel awfully alone as a publisher of ONLY computer software. Even Microprose has diversified into quarter arcade games these days. Am I missing something? I LIKE computer games.

Speaking of competitors, Epyx, arguably the industry's oldest surviving software publisher, filed for bankruptcy in October. I'm certain we'll all be seeing article after article each with their own opinion as to why Epyx failed, so I won't bore you with my personal opinion. I had several friends at Epyx and have spent hundreds of hours through the years playing their games. Their last venture, the Lynx portable color videogame system which is now being marketed by Atari, appears to have been a success. Having spent time with both the Lynx and the Gameboy, there is no comparison. The Lynx is awesome.

Continued on page 36

An interview with the creator of
Conquests of Camelot I: The Search for the Grail



CHRISTY MARX CONQUERS CAMELOT

by Bridget McKenna

Christy Marx is best known for her writing for tv animation, particularly the *Jem and the Holograms* Saturday morning series, which she created, and for which she wrote many of the scripts. She has also written episodes of *G.I. Joe*, *Dino Riders*, and *Teenage Mutant Ninja Turtles*. Her *Sisterhood of Steel* comics and graphic novel, illustrated by her husband and professional partner Peter Ledger, have a large and faithful following among comic readers.

Christy and Peter came to Sierra in 1988 to create a Sierra 3-D adventure game based on the legends of King Arthur, a game that would eventually become *Conquests of Camelot I: The Search for the Grail*. Christy designed and wrote the game, and Peter drew the background pictures and designed the animated game characters.

I spoke with Christy as the final programming and testing was beginning on the game:

Have you always been interested in the legends of King Arthur?

Not just Arthur specifically, but all mythology. As a child, I adored Robin Hood, so I came to love the feel of old England. I was very interested

“What I had to do was create something . . .

in archeology, and thought I might grow up to be an archeologist. At the same time, I was into all kinds of myths, fairy tales — I even used to read the librettos of operas — just any kind of folk tales I could get my hands on, really.

Was there a particular time, or a particular experience, that caused you to be more specifically interested in the mythology of King Arthur?



. . . that had the essence of the legend, but at the same time is sufficiently different to make it a new adventure.”

Yes. There was a book — three books actually, by Mary Stewart — the first three books in her Arthurian cycle: *The Crystal Cave*, *The Hollow Hills*, and *The Last Enchantment*. These are the most inspirational books, in terms of a realistic look at that time period. They’re told from the viewpoint of Merlin. Mary Stewart is not only a brilliant writer, but she did an amazing amount of research for these books. She combined mythology with her studies of the history and everyday life of ancient Britain, and wove them together into the most incredible stories. I was very much inspired by the feel she gave to them.

When did you make the decision to design an Arthurian computer adventure game specifically, and what specific preparations did you make for designing it?

Well, previously I’d been focusing a great deal on creating my own fantasy worlds, such as the world of *The Sisterhood of Steel*. Sierra On-Line had received numerous requests to do an Arthurian game, and they thought my fantasy background would be ideal for it. So when I started writing *Conquests of Camelot*, I had to do more in-depth and specific research. That’s when I sat down and started sorting out the major legends associated with King Arthur.

“When I started writing ‘Conquests of Camelot’ I had to do in-depth and specific research.”

What sort of things did you read?

First I took a look at what are considered the standard cycle of Arthurian stories, such as *La Morte d'Arthur* by Thomas Malory. After that, I studied the Celtic and Welsh legends that Malory had drawn upon. There's a certain amount of historical information also, such as evidence uncovered in archeological digs in the British Isles; for instance there actually were fortifications at Cadbury, which is where I've set Camelot. I studied the gods, goddesses and symbols of that period. Guinevere was originally a Celtic goddess. Even Launcelot, Galahad, Gawaine — they all go back to earlier forms in the most ancient of the stories.

Were these all British legends, then?

They're remarkably widespread, actually. It's a matter of historical record that about fifteen hundred Sarmatians, warriors from the Russian steppes, came to Britain during the fifth century A.D. to man a Roman outpost in what would now be northern England. They brought with them a whole cycle of legends that included a sword in a stone, a hero with a magical sword that was later thrown into a lake, a magical cup with powers of regeneration — all the major elements that would later crop up as part of the story of Arthur. Besides that, these were also ferocious warriors who fought from horseback, and even as early as the fifth century had chainmail, lances, longswords — the kinds of things we would later associate with Arthur's knights.

So Arthur may have been an eastern European invention brought west?

Not really. There are definite historical indications of a strong war chief who arose about the time the Romans were leaving Britain, around the 5th and 6th centuries. There are quite a few variations on his name — Arthur, Artor, Artur, Arturus — it was the name of the great bear, Arctos. He

was never referred to as a king, but apparently at one time he took for himself the title of 'emperor'.

So you studied the history and mythology that existed in order to find the common elements to all these stories?

Yes, and there is a considerable number of common elements. We have the sword in the stone, the love triangle between Guinevere and Launcelot, the search for the grail. These are the major elements of the stories, except for those tales that are more concerned with the other knights. I considered a 'sword in the stone' game, but somehow a story about young Arthur didn't appeal to me as much. I decided that the story I wanted to do was the search for the grail.

Once I settled on the grail, it was clear to me that I couldn't adhere strictly to the legends, since in the legends Arthur was not the one who found the grail. I needed to alter the story to make it more a story of Arthur and less a story of the other knights. I began to research the background of the

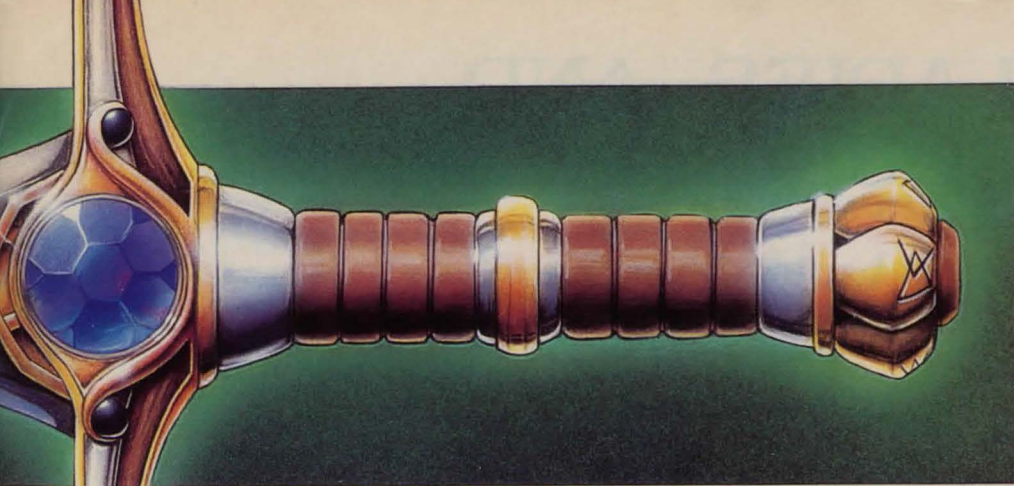
grail itself, and that opened up many new plot possibilities, because the grail goes back to much earlier, goddess-oriented legends that predate the Arthurian stories by centuries. As I began reading about the grail, I tripped over references to Jerusalem, and various other places associated with the grail, such as the legend about Joseph of Arimathea bringing the grail to Glastonbury Tor, and it occurred to me that it would really make the game more interesting if there were lots of distant, exotic places the player could go in search of the grail.

Is the grail the most central element to the Arthurian legends?

It may be now, but it was actually the most recent thing added to the stories, comparatively late in their development. There's no mention of a grail associated with Arthur until about the twelfth century. In fact, the grail legends originated in a different set of writings, an entirely different mythology, and were transferred over to the Arthurian cycle.



Christy Marx and husband/partner Peter Ledger at the 1983 Renaissance Fair as "Wandering Archers"



Did you find that facts you uncovered during your research helped form the plot of *Conquests of Camelot*?

Absolutely. I would draw upon the tantalizing bits that would be mentioned, and develop them into a whole avenue to take the game into. I'd start piecing these bits together, and one thing would suggest another, and the game just grew naturally. A lot of things would occur to me as a result of the artwork Peter did. I'd give Peter a basic description of what I wanted on a particular screen, and he'd give me an illustration which often had elements in it that I hadn't anticipated. I would look at those elements, and suddenly I'd have new ideas. So ideas can be sparked from a lot of sources; we ran a demo one day at a science fiction convention, and by watching people's reactions I began to pick up ideas for things that I could add to the game to improve it.

Why is the storyline in *Conquests of Camelot* different from the stories most people are familiar with?

It's impossible to adhere strictly to a legend that's this well-known, because anyone who's read the stories is going to know exactly what happens; that wouldn't be any fun at all for the player. What I had to do was create something that had the essence of that legend, but at the same time is sufficiently different to make it a new adventure.

What most people think of when they think of the Arthurian legends are the stories that have become standardized after more than a thousand years of development. These stories didn't just arrive in their present state — they went through many phases of evolution.

In the earliest stages, you had a mixture of Celtic and Welsh tales which tended to be very brutal, because these people led a very harsh and warlike existence. Each storyteller would embellish these tales and

add his or her own elements, and it would change in that direction. The Romans also had a certain influence on the society of the Britons, and also the Sarmatians, whom I mentioned earlier.

In the twelfth to fourteenth centuries we have the romantic influence of the troubadours, a movement that focused on honor, chivalry, and the idolization of woman. The elements of chivalry and courtly love were added during that period. So these pagan tales became romantic tales, and eventually became christianized, which brought in the element of sin and retribution. All this was added very late in the evolution of the legends. These elements eventually settled into a kind of mix that we know today as the Arthurian legends.

Some of the stories, rather than being separate stories, are actually variations on the same theme. For instance, Arthur is said to have pulled Excalibur from a stone, and he's also said to have received it from the Lady of the Lake. So as you can see, you're not just looking at one prime legend, but at a lot of various mythologies that have been blended together.

In the time since you began writing *Conquests of Camelot*, other games based on the Arthurian mythos have come onto the market. How do you feel your game compares to the others out there?

I've been too busy designing this game to play any of the others, so I can't make a comparison. All I know is that I've tried to create an entire world that will be unique because of the sources I've drawn upon and the way I've interpreted them; a world that will completely involve the player. All I can do is write the best game I know how to write. It's pointless to sit around and worry about what other people might be doing; you just have to say "this is my interpretation — this is my inspiration. This is the story I want to tell."

Spotlight on Artist:

PETER LEDGER

Peter Ledger was an award-winning illustrator, designer and art director in Sydney, Australia before coming to the United States at the request of Star Wars producer Gary Kurtz to hand color a limited edition art book — *Scrooge McDuck, His Life and Times*. Since leaving Australia, he has worked extensively in the fields of comics, television, and motion pictures.

His comic experience includes work on *The Hulk*, *Spiderman*, *The Fantastic Four* and *Transformers*, among others. He has painted backgrounds for animated television series, and done design and illustration for a number of feature films, including *Black Moon Rising*, *Ice Pirates*, and *The Chipmunk Adventure*.

With his wife and professional partner, Christy Marx, Peter is best known for *The Sisterhood of Steel* comics and graphic novel, and the limited series comic *Carlos McLlyr the Californio*. For the last year, Peter has been creating pictures and animation for Sierra's *Conquests of Camelot: The Search for the Grail*.



Peter Ledger dressed as Renaissance Warrior for a 1985 Medieval wedding in which he was Best Man.

LADIES AND LOUNGE LIZARDS:

AL LOWE



"I just want to make people laugh."

Al Lowe is best known for his work on Sierra's 'Leisure Suit Larry' games. In the past several years he's been busy writing, programming and even composing music for the popular series. In the following pages you'll learn, as I did, that there is quite a story behind Al Lowe: the man, the myth, the legend, the all around swell guy.

by Marti McKenna

Al, you've been accused of corrupting the computer gaming industry...

Thank you.

...yet many players write to tell us that the Larry games are *too clean*. What is your reaction?

Gee, I put in everything *I* ever heard of, what do they want?

I don't think your fans figured you for inexperienced, I know *I* didn't — I'm so disillusioned! Oh well, tell us about your humble beginnings, Al.

Me? Shoot. I was born in a small log cabin outside of Gumbo, Missouri — really! I lived outside St. Louis until I went to college.

I know music was your first love. Can you tell us how your musical career began?

I played professionally from the time I was 13. I put myself through college playing in every kind of band that would hire me. In fact, within one week I'd played in a big band, in a symphony orchestra, a country western band, and a black rhythm and blues band! So I've done as much of it as I could. I have a Masters in music from the University of Missouri. I had always been involved in the Future Teachers Association, working with kids; tutoring and teaching private lessons, so the education side of it came around from that. I was very involved in college marching band; I was president of the band, and I was graduate assistant.

I was in college when I first heard about computers. I knew some people who were taking programming classes — FORTRAN classes. At that point I was formulating half-time shows by playing graphics out on paper, pixilating them — except they were people instead of dots, moving them around, making them change shapes and do things, setting up the timing so all that would work together with the music (that's what I'm doing now — it's the same thing). I thought that this would be a perfect program for the computer. I realized right away how hard that would be to do. Finally someone has done that — there is actually a program available that lets you use a mouse to chart things on a screen and it turns out sheets that show where every kid goes.

I taught music for 10 years. I was a school music coordinator for 6 years. During that time the district office got a computer deck (a mini) and they made the mistake of giving me the password. I figured out how to use word processing (this was *long* ago). There were some things it wouldn't do, so I learned a few basic [programming] commands. That's still really all I know are those few commands — I just use them over and over!

What other interests did you pursue as a young adult?

I've always been gadget oriented — I liked electronics; I was always hooking up speakers and wiring up stereos, all that stuff. I do a lot of reading — when I was little I always read.

In school I was always involved with the theater shows. I played a lot of orchestra, I did a lot of conducting, directing, I also did stage directing.

Did you ever act?

NO! Well, I did a lot of MC'ing, talking, public speaking — that kind of performing. Being in the band I was always the MC or the singer, and so I'm at ease with people. And being a teacher, you get used to talking in front of groups of people.

Did you do any writing?

I didn't write so much but I was really interested in movies. I have always watched films in an analytical manner; I enjoy them on one level as a consumer, but another part of my brain looks at the logical side. . . 'Look at that camera angle. . . I wonder how they lit that'. . . from a technical standpoint. I think that's what make the games easier for me to see. I tend to hear dialogue — you'll notice in my games you spend a certain amount of time hitting the RETURN key and watching text go by. I think that comes from my wanting the games to have a plot.

How do you develop a good plot?

As I go, I get a little more plot oriented, therefore the games become more linear and less round. A round game to me means you can go anywhere and do almost anything — but you can see the whole world from the beginning of the game if you can figure out how to get there. Whereas 'Larry II' in particular was set up for floppy disks — there's an area on Disk 1 and you stay there until you solve all the puzzles in that area, and then you leave and you don't go back. That makes it easy to carry through a plot,

"I played in every kind of band that would hire me... In fact, within one week I'd played in a big band, in a symphony orchestra, a country western band, and a black rhythm and blues band!"

it gives you a sense of advancement. In 'Larry III' I sort of mixed the two. Another thing is that I listen to people. I believe firmly (maybe part of this comes from my insecurity) in spending a lot of time asking people 'Is this funny? What's wrong with this? Did you understand that? Did I communicate it well?' Also, I like to steal good ideas! I don't plagiarize, but I will take a good idea and make it better. If someone else comes up with something good, I'll throw it in. This game has a couple of things in it because somebody said, 'boy it would sure be nice if . . .'

You mentioned reading a lot as a child. What types of books did you like to read?

I read every science fiction book in the library. That's the truth — I mean, it wasn't much of a library . . . fiction books, comedy — funny stuff, mysteries, general novels. I wasn't heavy into philosophy, meaningful things.

A lot of fantasy and make-believe, then?

Yeah. A whole lot of science too. I was really into science.

How long have you been working for Sierra On-Line?

Since 1982. . . yeah, 7 years next month!

Other than the 'Larry' games, what else have you worked on?

I had a finger in all the Disney stuff one way or another — as a designer or composer or programmer or all of the above. Black Cauldron (I had a lot of programming help, but it was my design), a lot of early games; I programmed big chunks of *Police Quest* and *King's Quest III*.

You mentioned in a previous interview that the term 'Lounge Lizard' was from your days as a Jazz Musician. Do you relate yourself to the character of 'Larry' at all, or is he someone you've met?

He's the single guy I never was, how's that? I never did go out to bars much. The only time I went to bars is when they paid me to. I just never think about going someplace and drinking or trying to pick up girls.

So, you didn't live the single life?

Not at all. . . well, I guess I've lived that life vicariously through Larry, in a way. It's not easy being Larry.

What's it like being Al Lowe?

It's a dirty job.

What was different about programming Patti — looking at things from a woman's point of view?

Well it's cheating, because I think if you play the game, you won't find her looking at things from a woman's point of view. What you'll find is her looking at things the way a man would think a real racy woman would. She's not a typical woman. She's a jazz musician and a big star and a show-biz type.

Continued on page 32



Employment Opportunities

Sierra On-Line offers the following career opportunities for candidates who are interested in working in and relocating to a rural community near Yosemite National Park.

Music Products Manager

Responsible for all aspects of marketing, training and support for music software. Must have working knowledge of music hardware and software, including but not limited to synthesizers, sequencers and MIDI instruments. A degree or equivalent in music, business or marketing sales is desirable, with experience in wholesale/retail sale of music equipment and software.

Artist

Design and paint background scenes and animation sequences utilizing computer and traditional media. Must be able to emulate any art style and work as a part of a design team. Requires a minimum two years experience in a professional art field, i.e., illustration, graphic design, animation. Art related degree desirable. No computer experience necessary. In addition to resume, a sample of work is required (slides, tear sheets, photocopies, etc.).

Technical Support Representative

Provide technical support to customers regarding Sierra software and customer hardware problems. Must have at least 5 years of "hands on" technical support experience in an employed environment and possess the following qualifications:

- » Proficient in the usage and function of MS-DOS, hard disk management, system configuration, hardware structure.
- » Full understanding of RAM and of terminate and stay resident programs (TSR'S).
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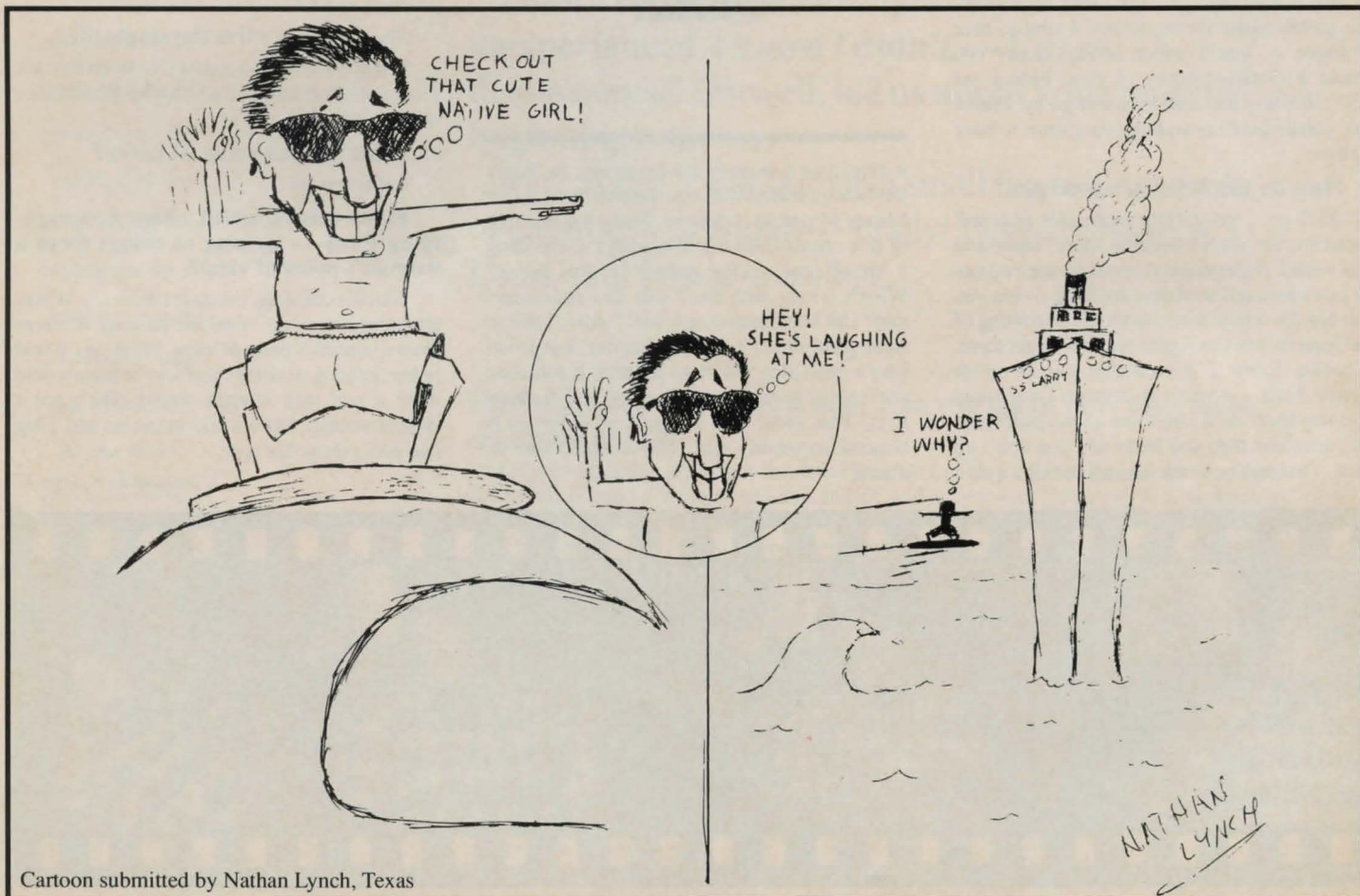
We are looking for an enthusiastic Sierra fan, but ask that you not submit a resume if your background is simply being an avid computer user. Must have technical and "hands on" experience.

For consideration, send resume and salary history to:

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M/F/H/V



Cartoon submitted by Nathan Lynch, Texas

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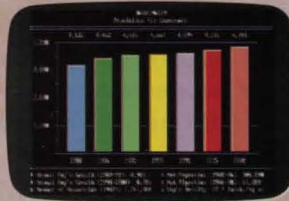
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“HEARD IT IN THE HALLWAY”

Sierra’s Rumor Mill Section

Editors Note: Like those “Elvis sighted at wedding of Bigfoot and space alien” articles you’ve read in other computer magazines, the rantings of Johnny Magpie should be taken with more than a few grains of salt and tongue planted firmly in cheek. Sierra management does not endorse (and only barely tolerates) the inclusion of this article in the Sierra News Magazine.



By Johnny Magpie

Recently, on the Adventure game board of Prodigy Services, a number of young hacks set about writing the scenarios to possible future Sierra releases such as **Space Quest VIII, King’s Quest IX, and Police Quest XXVI.** Among the ideas bandied about where the marriage of Roger Wilco (to a beautiful young french maid, no less), King Graham’s adventures in an old folks’ home, and a Passionate Patti adventure game called “**Paternity Suit Larry.**”

As proof that **truth is always stranger than fiction,** your own Johnny Magpie has recently captured the following hot rumors in his travels around the Sierra Hallways.

Leisure Suit Larry goes multi-player? Although no details have been confirmed, the hottest rumor passing through the halls these days is that **the next Leisure Suit Larry installment will require (get this)—modem support.** It seems to this reporter that **some** sort of interfacing between human players is in the plans, but hesitates to guess how... Let your imaginations run wild on this one, boys and girls.

KING’S QUEST V PROJECT WON’T BE ROBERTA’S NEXT! Also without official support is the story that, although designer Roberta Williams has finally finished her murder mystery, *The Colonel’s Bequest*, **her next project will not be King’s Quest V.** The scuttlebutt is that, unknown to practically everybody outside Sierra’s Future Technologies group, **the company has actually been in production with TWO Roberta Williams products during the last 12 months.**

Information is sketchy in the Sierra hallways, but reports have it that this new production absolutely dwarfs her efforts on the landmark King’s Quest IV project. No information on plot or content has been uncovered yet, but kibitzers tell me it’s going to be a bombshell which will more than make up for the late delivery of her latest project. This reporter is guessing that Roberta Williams bit off more than she could chew by doing this project and the murder mystery, which is the **REAL** reason that Colonel’s Bequest was so late.

Also on the subject of Roberta Williams, word is that **King’s Quest V will definitely see the return of the majestic King Graham.** Another hot rumor is that the game will be so big Sierra will have to develop a different packaging to house it. Word is, **when the game is put on 5.25” disks, it is too big to fit in Sierra’s game boxes.**

Delayed due to outbreak of peace? Almost as late in shipping was the eagerly awaited *Codename: ICEMAN* from Police Quest designer **Jim Walls.** Excuses on why this project shipped late are equally amusing.

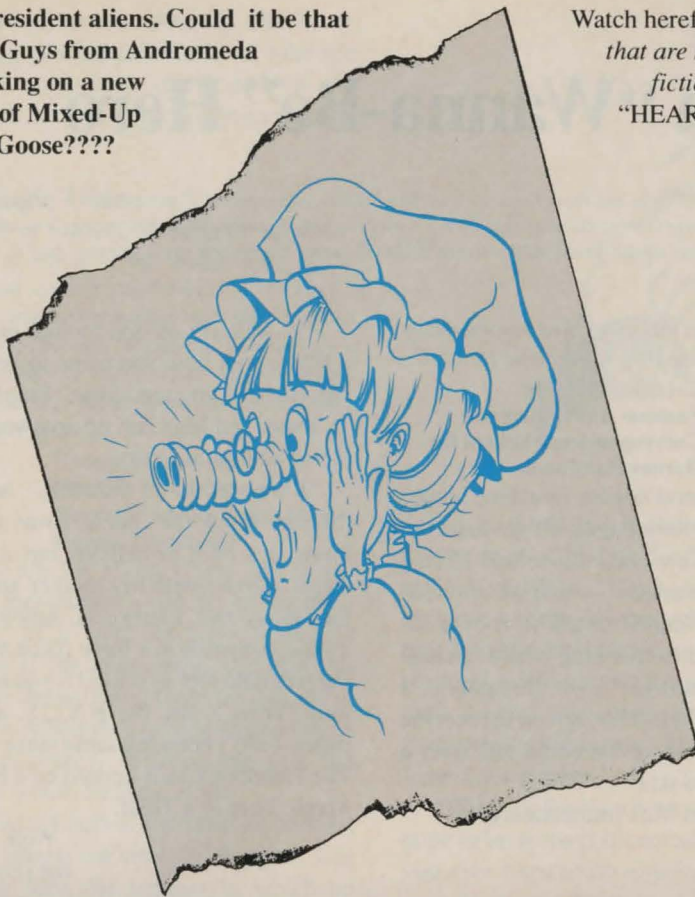
It seems that the sudden opening of the **Berlin Wall** created a *bigger* hole in Jim’s planned political thriller. The random rumbling from one Iceman programmer was “...**those @\$#!& ruskies! You can’t even depend on them to be the bad guys anymore!..**” This writer hasn’t finished playing *Iceman* yet, so no word on who the adventure game’s final bad guys turn out to be.

RASTA ROGER WILCO? On a lighter (and more believable) note, news is that a new *Space Quest* is not only under production, but that **Space Quest IV will carry a soundtrack done in (ready?) REGGAE MUSIC!**

The Magpie’s information on this one is pretty solid, readers, but specific details are blurry as to how or why Reggae music will be employed. After seeing that the Two Guys from Andromeda managed to recruit **Supertramp’s Bob Seibenberg** for last summer’s *Space Quest III* Rock N’ Roll soundtrack, the Magpie has been on the lookout for **Ziggy Marley’s** presence in Coarsegold, CA. No dreadlocks sightings as yet, but we’ll keep you posted...

Also not sighted at Sierra - The Two Guys from Andromeda. Perhaps the most interesting twist on the subject of a *Space Quest* sequel is the complete absence of the *Space Quest* designers from the Sierra main office. In a bizarre takeoff of their own *Space Quest III* storyline, the two guys seem to have disappeared. A joke going around the office is that they are off researching a new game “**WHERE IN THE UNIVERSE IS ROGER WILCO,**” but a few Sierra employees are finally beginning to voice their concern. Only the very questionable evidence submitted to Magpie recently gives a clue as to the possible **whereabouts of Sierra’s**

bizarre resident aliens. Could it be that the Two Guys from Andromeda are working on a new version of Mixed-Up Mother Goose???



Watch herefor more facts that are stranger than fiction in the next "HEARD IT IN THE HALLWAY" column.

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Merle Coshenberry
Texas

Charles Foster
New Jersey

Chris Gepp
Texas

Elizabeth Guidos
Florida

Rob Holderbaum
Florida

Jay Matsueda
Connecticut

Heinz Richter
British Columbia

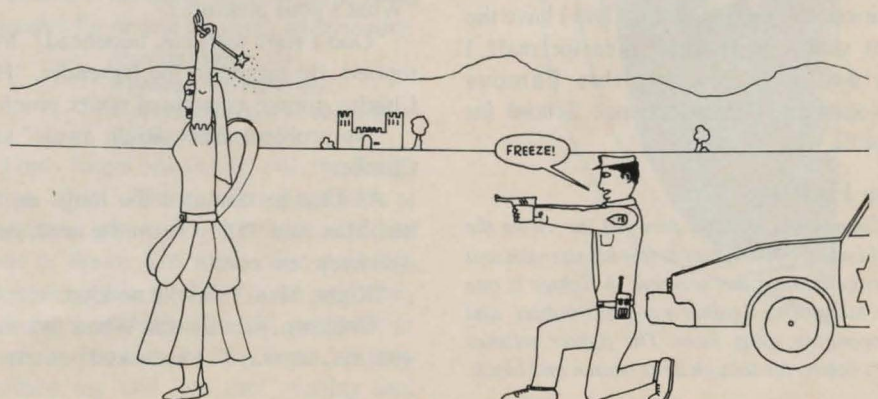
Matthew Swanson
Florida

Ted Zukowski
New York

Answers to the Photo Contest from last issue.

1. King's Quest IV, eye of the unicorn
2. Thexder, radiation symbol
3. Space Quest III, spaceship
4. Police Quest II, Jim Wall's badge
5. Leisure Suit Larry II, number on suntan lotion bottle
6. Gold Rush, bandana knot
7. Colonel's Bequest, letter "T" in Bequest
8. Leisure Suit Larry I or Hoyle's Book of Games, heart on the playing card
9. Manhunter: San Francisco, the claws of the shadow
10. King's Quest IV, horn on the unicorn
11. Silpheed or Thexder or Leisure Suit Larry III, clenched fist
12. Police Quest I, Jesse Bains' eyes
13. Manhunter: New York, "A" in the first paragraph

WHAT HAPPENS WHEN YOU PUT THE KING'S QUEST DISK IN DRIVE A AND THE POLICE QUEST DISK IN DRIVE B...



Cartoon submitted by Max Turner, California

Adventures of a “Wanna-Be” Hero

EDITOR'S NOTE: With the success of Sierra's recently released *Hero's Quest—So You Want To Be A Hero*, The Famous Adventurers' Correspondence School for Heroes has reported a phenomenal increase in enrollment, and we at Sierra have experienced concern that loyal Sierra fans might get less than their money's worth from this less-than-reputable institution. Luckily, ace reporter Marti McKenna was a step ahead; armed only with her sharp wits and a matchbook cover sporting the F.A.C.S. ad (“If you can draw this sword, you can be a hero”), she set off in search of the story...

by Marti McKenna

Hero is the title for which all adventurers strive. A hero must be trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean and reverent. Be he (or she) fighter or wizard, thief or man (or woman) about town; he (or she) is the desire of all women and the envy of all men (or perhaps the other way around).

Excerpted from the
**Famous Adventurers'
Correspondence School for
Heroes Handbook**

The tattered notice on the Wash-O-Mat bulletin board read:

Is your job a dead-end?
Are you bored with your life?
Do you long for adventure?

If you answered YES to any of the
above questions,
The Famous Adventurers'
Correspondence School for Heroes
is for you.

Earn your official F.A.C.S. diploma
and you'll be more than qualified to
battle brigands,
massacre monsters,
even rescue royalty.

Write now, and begin receiving
lessons by mail: a life of thrills and
excitement awaits you!

Me, a hero? Wow! I looked around to make sure no-one was watching, then quickly tore the notice down. I read it again during the spin cycle, and scrawled the address on an old sock.

I wasn't entirely sure about this 'hero' business. Was it dangerous? Did I have the right stuff? Were these guys for real? I decided to check out this Famous Adventurers' Correspondence School for myself.

The Fighter

Simple and straight forward, he views the world as an opportunity to test his strength and courage against the universe. A fighter is one who takes arms against a sea of troubles, and by opposing, ends them. The fighter relishes every battle, for though he is beaten and black-

ened and bruised and blemished beyond recognition, he knows that he is the better for it all.

Excerpted from the
**Famous Adventurers'
Correspondence School for
Heroes Handbook**

I found several ads for freelance heroes in my local Yellow Pages, all graduates of F.A.C.S. The first one I chose was Max, a fighter by profession — and he sounded mean. I had planned to ask him over for lunch, but after exchanging what I hesitate to call 'pleasantries' over the phone, I thought better of it. Max agreed to meet me at a local bar where we could talk over a couple of 'brewskis'.

I recognized Max immediately; he was seated at the bar looking bored and mildly annoyed. “I'll be the one in chain-mail armor,” he had told me, but the longsword he was wearing clued me long before I noticed his attire. I took a deep breath and strode up to him.

“McKenna's the name, we spoke on the phone,” I fought to keep my voice even, “What's your pleasure?”

“Don't start with me, bonehead,” Max replied. He turned to the bartender, “Hey Charlie, gimme a couple of stouts, pronto!”

“No problem, Max. Right away,” said Charlie.

As Charlie slammed the mugs on the bar, Max said “They're on the nerd, here. And keep 'em comin'.”

“Right, Max.” Charlie nodded.

“Siddown, pencil neck. Whad'dya want with me, anyway?” Max asked politely.

“W-well, if you don't mind, just tell me a little about how you came to be the successful hero you are today,” I replied.

I watched Max run up an awesome bar tab as he told his story. . .

“I owe it all to F.A.C.S.” he began. “Before I took the course, I was a wimp. I know, it's hard to believe, but it's true, I swear. I lived with my mother and seventeen lousy cats. I hate cats. Anyway, I was a shoe salesman in a three piece suit shoving size nine feet into size five shoes all day long. Then I saw the F.A.C.S. ad in the paper. I ain't been the same since that day. The Handbook said I could be a Fighter, a Magic User or a Thief.

Well, magic is for sissies and I sure wasn't gonna be any slimy Thief, so I started working out at the local gym like the Handbook said. I saved my pennies for Big Al, here,” he patted his sword affectionately, “And started practicing my sword fighting skills.



Max

My mom booted me out when she caught me taking a swipe at one of the cats, and I wasn't making enough at the shoe store to pay my own way, so I looked up the nearest Adventurer's Guild and checked out the bulletin board for odd jobs. Would you believe it, the first job I took was rescuing a stupid cat from a tree. I only did it for the money, you can count on that. Since then I've had the pleasure of beating the snuff out'a dozen or so of the meanest cat-dudes around — cheetaurs, ever seen one kid?” I shook my head. “Well you don't want to. They're big and mean and ugly as heck, but if you can kill one, his claws'll

fetch a pretty penny. Anyway, that's my story. If you want to be a hero, take the course — you won't regret it. Now get outta here . . . but don't forget to pay the tab."

The Magic User

Master of mystery, propounder of power, intimate of intuition, the Magic User is the intellectual among adventurers. The Magic User must master his mind to mold the mysteries of the ages. Through the use and control of the magical spell, the Magic User can selectively alter the fabric of the universe and create things out of whole cloth.

Excerpted from the
**Famous Adventurers'
Correspondence School for
Heroes Handbook**

Of the ads for Magic Users, The Great Charvel Steinburger's was by far the most arrogant. *"If it can't be done, I haven't attempted it"* the ad declared. Unfortunately, he was the only one who could fit me in to his busy schedule. I invited him for lunch and he accepted, assuring me that the privilege would be mine alone.

The Great Charvel arrived at my modest home precisely on time. Although I was expecting him, the manner in which he chose to arrive nearly caused me to ruin the Fettucine Alfredo I was preparing for lunch; he appeared in my kitchen in a blinding flash of light and bellowed, "I'm here, fool, and my time is precious — DON'T waste it."

In the dining room, I offered The Great Charvel a chair. He rolled his eyes, muttered to himself, made a quick gesture and the proffered chair vanished. It was quickly replaced by an ornate throne in which the Magic User seated himself and began to eat.

"I'm interested in becoming a hero, maybe even a Magic User such as yourself," I told him.

As took my seat, he spoke through a mouthful of pasta, "What do you wish of me, ignorant one — and wherever did you learn to cook?" he wiggled his fingers in the direction of the salt shaker, and it jumped into his hand. He salted his food and tasted it again. "Mmm, much better," he said.

I tasted my own meal before answering and it wasn't so bad.



The Great Charvel

"I'm interested in becoming a hero, maybe even a Magic User such as yourself," I told him. "If you wouldn't mind imparting some of your great wisdom to me, I would be ever so grateful." I was learning a little about dealing with these hero types. "I've been considering The Famous Adventurers' Correspondence School for Heroes."

"PAH! A fool such as you can never hope to be as magnificent as I. However, if you ever hope to do *anything* heroic, you *must* have an education. I highly recommend my Alma Mater; if not for F.A.C.S., I could never have become what I am today." With that he pulled a large hourglass from his robe, exclaimed, "I'm late for a meeting with someone *important*," and was gone in a wink leaving only the throne and half-eaten Fettucine as evidence of his visit.

The Thief

Sultan of Stealth, Chief of Chicanery, Potentate of Plunder, the Thief is the master of many skills. From subterfuge to housebreaking, Thieves live by their wits. Since the Thief cannot fight as effectively as the Fighter, or cast spells as the Magic User, he seems to be the weakest of the adventurers. However, he is also the most powerful, for he can get away with murder.

Excerpted from the
**Famous Adventurers'
Correspondence School for
Heroes Handbook**

I only found one listing with the designation 'Thief'. The answering machine at the number given said, 'You've reached da home of Sonny The Snake. I'm probably out stealing your mother's purse right now, so leave a message and I'll get back to you as soon as I can. Tanks.' Sonny returned my call late that evening and agreed to speak with me, briefly and on his

terms. I was to meet him at midnight in an alley behind a local Chinese restaurant, "And make sure you ain't followed, see?". These heroes were getting weirder all the time.

I waited in the appointed meeting place for nearly an hour with no sign of The Snake. Just as I was about to give up, I heard a harsh whisper from behind a dumpster, "Yo, McKenna — 'dat you?'".

"Sonny?" I said quietly.

"SHHHHHH!!!" he replied. He stepped out from the shadows wearing a black trench coat and a hat pulled down to cover his shifty eyes.

Sonny looked around cautiously, and slinked over to stand beside me. "Okay kid, you got me for ten minutes," he said into

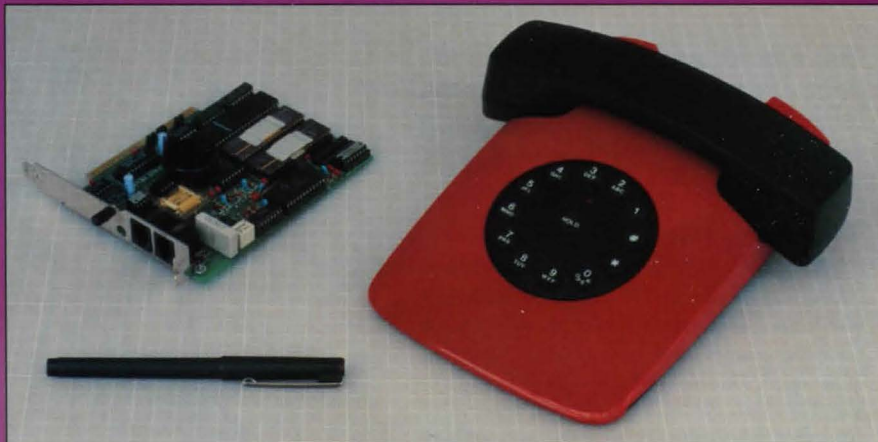


Sonny the Snake

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Dennis Allen, March '89 p102

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the collar of his coat, "After 'dat I gotta get to work, ya know? So what can I do for youse?"

"What can you tell me about F.A.C.S., and about being a Thief?" I asked.

"SHHHHHH!!!" Sonny replied, "Geez, kid! Why doncha just tell the whole world? Look, I took the course, okay? F.A.C.S. taught me the ins and outs of bein' a master sneak. They taught me how to climb a sheer

wall, how to pick the meanest lock and how to throw one of these and hit my target every time." He whipped out a nasty looking dagger and when I reacted with an appropriately awed expression, quickly pocketed it again. "But I had to *practice*. Look, your mother probably told you that crime doesn't pay, right? Just wait'll you lay a diamond ring on her kid, believe me, she'll be singin' a different tune. Next time you're out on an adventure, some goon walks up and drools on you, kill 'im and take his money. Just like that." He snapped his fingers. "Take it from me, kid; take the course and *practice*. You'll be rich in no time. Gotta go — see ya!" Sonny The Snake slithered out of the alley and into the night, and I wasn't terribly surprised to find that my keys, wallet and Mickey Mouse watch had gone with him.

So, there I had it. F.A.C.S. came highly recommended by its grads, all successful heroes. Next I had to decide on a profession. I settled on Magic User; I figured if I didn't work out as a hero, I could always redecorate my apartment. I finished the course, in fact I got my diploma today. I just got off the horn with my old buddy Max —

he told me where to find my neighborhood Adventurer's Guild. He said something about a 'Hero Wanted' sign he'd seen on the board, for a place called Spielberg — 'No Experience Necessary'. Hmm, Spielberg . . . sounds kinda nice, huh? Maybe

Anyway, if you want to be a hero, take it from Max, The Great Charvel, Sonny, and me — McKenna The Magnificent, The Famous Adventurers' Correspondence School For Heroes is where it's at!

I'll check it out. Anyway, if you want to be a hero, take it from Max, The Great Charvel, Sonny and me — McKenna The Magnificent; The Famous Adventurers' Correspondence School For Heroes is where it's at!



McKenna the Magnificent



CUSTOMER SERVICE FORUM



**“PLEASE, I’M
DESPERATE . . .
I MUST GET A
HINT!!!!”**

*By Liz Jacobs
Customer Service Manager*

I’ve heard this statement many times over the last few months, and the desperation behind the plea always rings true. It takes one Sierra game player to sympathize with the plight of another who is “stuck” somewhere and can’t find a solution to a game puzzle.

For some of our most loyal Sierra News Magazine readers, it may be old news that we are no longer providing hints through our Customer Service Department. The sheer volume of calls trying to come into our phone lines made some type of change an absolute necessity. As a result we now have five convenient methods of getting a hint. A few issues ago, I wrote an article on all the ways to get a hint on a Sierra game. But with over 150,000 new readers now receiving the Sierra News Magazine since that article ran, and the large amount of players so caught up in saving Patti or solving the murders at the Dijon

plantation that they just can’t remember what they read, here is a quick refresher course on how to get hints on your Sierra Adventure Game.

METHOD # 1 - Let Your Fingers Do The Walking On Sierra’s Completely Automated Hint Line

Recently, Sierra introduced 900 line based, completely automated, 24 hour a day Hint Lines. We chose to automate the lines, and make them “900” line based, because of the many plusses this offered. For one thing, it is one of the few types of phone services that can be totally automated, and for many people in the country, the charge is less than a call to Sierra. Also, since you don’t wind up sitting on hold for 20 minutes while we help another customer, it’s also quicker and convenient. Unless you want a LOT of hints while you’re on the phone, it’s very likely that your hint needs will be handled in less than 3 minutes.

The real beauty of the Sierra hint line is that even in those “heavy hint need” times like the day after Christmas or after the release of a big new Sierra Adventure Game, you can still get through on the Sierra Hint Line. Because there is actually a computer at the other end of the line (instead of a person that has to be trained for every single hint to every single game) Sierra has the ability to add on as many lines as becomes necessary to handle your hint request traffic.

One other added advantage is the fact that the automated hint line is available 24 hours a day. Next time you’re faced with Vohaul at 2AM in the morning, your answer will be available. I know what my

customer service people look like at 6PM. Believe me when I say you could never get this kind of service out of a real person.

There are some downsides to this “instant access, always available 900 line service.” First of all, it’s not accessible for our customers outside the continental U.S. Secondly, you need a touch tone phone. Finally, even though it is cheaper than you might pay for a normal call to Sierra’s Customer Service lines, it still isn’t free, so you kids out there need permission before you call.

It should also be noted that some people and just about all businesses, have a “lock” on their lines against access to 900 line services. The phone company can help you gain access to these lines if this is the case. Give them a call.

For complete information on how to use Sierra’s 900 services, including phone numbers and charges, see page 46.

METHOD # 2 - Have your machine call our machine

Through a recent survey taken of Sierra customers, 49% own modems. This is another excellent means of getting hints answered. On our own 24 hour a day, multi-line BBS, you can go directly into a “hint file” for your answers. Follow a few simple menus, and in just a few moments you have your answers. (You can also get demos and news on other Sierra products while you are on-line.) Modems are truly becoming a “standard” in the industry. They can be purchased for about \$100.00 and combined with Sierra’s On Line (an easy-to-use modem software package), you can have your hints answered immediately.

Please note that although there is no charge from Sierra for the Sierra BBS, toll call charges still apply.

The Sierra BBS phone number is (209) 683-4463. Parameters are 8-N-1.

Method #3 - Call Prodigy or Compuserve

If you don't belong to either (or both) of these fantastic National Information Services, you should. Free sign-up kits for Prodigy are offered in specially marked packages of most Sierra game products, and a free sign-up package for Compuserve is included in each copy of Sierra's On-Line.

From many areas of the U.S. access to Prodigy or Compuserve is through a local call, and both services have excellent areas to give and receive hints. On Prodigy, there's a whole bulletin board devoted to adventure games (in Prodigy, access COMPUTER CLUB) and Compuserve has a section for adventure games in general as well as a special section for Sierra On-Line in the game publishers area (access Compuserve then GO GAMEPUB).

Remember that both of these services are fee based (Compuserve is by the hour, and Prodigy has a flat fee of \$10.95) and offer much more than just adventure game hints.

METHOD #4 - Hint Books offer ready reference

I ALWAYS recommend hintbooks to Sierra game players—especially those outside the U.S. where calls to the Sierra BBS may be prohibitively expensive and the 900 line service is unavailable. For me, just having the hintbook reduces the type of frustration that makes you want to throw your computer out the window. It's like having a new spare tire or an emergency savings account. I always know that if I want help—it's there. I may not allow myself to use it much, but if I want the answer NOW, I can have it!

Hint Books are available at better software dealers in the U.S. and around the world, or can be ordered using the order form on pages 41 to 44.

METHOD #5 - Drop us a postcard or letter

By far the cheapest and easiest way to get your hint is to drop us a postcard or a letter, but you must have a little patience. It takes about 3 to 4 days to get here through the mails, about 3 days for us to answer it, and another 3 or 4 days for the mail to get back to you.

Over the last 12 months, Sierra has developed a complete department of people who do nothing all day but answer your hint mail. They are really quite quick at it, but they do need a little help from you.

Please try to limit your hint requests to two or three at most, and make your questions as precise as possible.

Remember to include your return address on both the envelope and the letter itself.

Finally, address the mail to: Sierra On-Line, Hint Department, P.O. Box 485, Coarsegold, CA 93614 for fastest service. Please do not write your hint questions on your product registration cards, as returned cards go to another department and are not seen by Sierra's hint people.

As you can see, Sierra offers several avenues for your hint requests. We hope that at least one of them will be right for you. Our goal is to give you the hints you need in the fastest time possible. As a final note, you can also reference your back issues of the Sierra News Magazine for hints. We usually spotlight one or more games every issue.

Good luck and Happy Adventuring.



Customer Support Questions and Answers

Plagued by Curses? Problems with Beautiful Women? Ask Mike

By Mike Weaver

Hero's Quest: The Adventure Begins

Are you plagued by curses? Have you encountered creatures of all shapes and sizes that can only have come from the dark recesses of the mind? Do you know how hard it is to be a hero? Then my friend you may have come across *Hero's Quest*, a role-playing adventure that young and old alike enjoy. As a hero you may be stumped but no problem, our own Dear Mike (no relation to Dear Abby) is here to help. Follow-

ing are some of the most commonly asked questions about *Hero's Quest*.

The Uncooperative Meep

Meeps are small, furry, lovable creatures that live in holes covered with large rocks. They are always willing to help adventurers in their quests—if treated nicely.

Most heroes do not know that the Meeps are timid creatures. Now and then a hero will use brawn rather than brains, and will try to pound on the Meeps' homes or lift their rocks till he scares them half to death. And of course, Meeps will never help when they are scared.

To deal with this situation, just talk with the Meeps and they will be more than happy to help you in your quest. They may have something that is of vital importance to your quest. If you are a magic user be sure and ask about magic.

The Angry Ghost

Usually ghosts tend to be vain and normally do not attack. However, when Baba Yaga cursed the land, she also cursed the graveyard. Her curse disturbed the ghosts and angered them. Now they will kill any hero who sets foot in the cemetery at night unprepared.

A common problem for heroes is entering the graveyard at night without the Undead Unguent, which can be purchased from any local healer for a moderate price. Also, some heroes think that if they escape the ghosts without harm they are safe and can use the Undead Unguent later. However, ghosts tend to hold grudges and they hold grudges for a very long time—in fact, most ghosts never forget a grudge. If you enter the graveyard again they will kill you on the spot, even if you have the Undead Unguent.

To deal with this problem, simply do not enter the graveyard without the Undead Unguent. Wear the Undead Unguent right after you have entered the graveyard and I guarantee the ghosts will not bother you.

The Fearsome Kobold

Kobolds are a very hermit-like race and tend to sleep away their time. (They are a very ugly race and need all the beauty sleep they can get.) They do not like strangers and have been known to throw bolts of magic at the unsuspecting hero who wakes them.

There are many different ways to deal with the Kobold depending on whether you are a Thief, Fighter, or Magic User. As a Thief you must use stealth to sneak up on the Kobold. A Magic User can use certain kinds of magic. A Fighter, however, must kill the Kobold. I advise all Fighters to avoid this creature unless they have built up their character with many skill points.

These are but a few of the puzzles you will encounter while playing *Hero's Quest*. If you are completely stumped and just can't possibly get through any particular part of the game, write to us here at Sierra and we will be happy to help you.

Leisure Suit Larry Meets the Woman of his Dreams?

Did your wife ask for a divorce? Were you fired by your wife's father? Have you met all kinds of beautiful woman but don't know how to score? Then my friend you are probably playing... Yes, It's Here... *Leisure Suit Larry 3*.

Leisure Suit Larry 3 begins with Larry Laffer, the star of our show, looking out at now commercialized Nontoonyt Island. Will he meet beautiful women? YES!! Does he finally meet the girl of his dreams? Well, I won't tell you that, but I will say you are going to have a blast playing this game.

Listed below are some of the most common puzzles that people need hints on.

I keep getting tomatoed to death by an angry crowd! HELP!!!

This problem is commonly caused by a disease known to all of us as Stage Fright. It is caused by the built up energy of wanting to dance but being afraid of what others might think. The result is that members of your audience don't get their money's

ATTENTION USER GROUPS

Sierra On-Line would like to know more about your club and how we can assist you with our software products. In order to do this Sierra now has a User Group Coordinator to make sure you get the support you desire. If you are a member of a user group or are thinking about forming one, please introduce yourself. Just send a letter with your name, address, phone number and club name to the address listed below.

Sierra On-Line
User Group Support
P.O. Box 485
Coursegold, CA 93614



Ken Sepulveda, User Group Coordinator

Now I would like to introduce myself. My name is Ken Sepulveda and I am here to help you and your club get to know our company as well as our software products. Look for my column in the coming issues of Sierra Magazine. I will keep you informed with the latest Sierra releases, special announcements for clubs and upcoming computer shows in your area where you can meet and talk with a Sierra representative.

So send us a letter and get your club registered today! We're looking forward to hearing from you.

worth of entertainment and so they beat you with the only thing on hand—TOMATOES!!

The problem is easily remedied. As soon as you are on stage type "dance." The crowd will be so pleased with your dancing they will throw \$500 at you instead of tomatoes.

Why can't I find the pass to see the show?

This is a common ailment known here at Sierra as the "hyperactive finger." Instead of allowing time for reading the answers thoroughly to the questions you ask of the different characters in the game, the condition causes your finger to push the return or enter key too quickly for you to read the different answers.

The solution is very simple. Ask the maitre 'd in the entrance to the show about the tickets. He will tell you that passes are located in a magazine. The magazine he is referring to is the one included with your documentation. Just type "show pass" then type in the number of the pass inside the magazine and I'm sure you will be able to see the show.

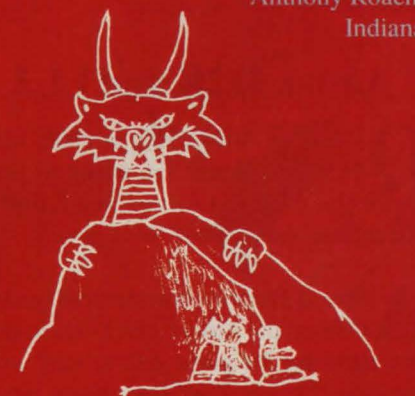
These are but a few of the puzzles you will encounter in *Leisure Suit Larry 3*.

If you are stumped and simply cannot get through any particular part of the game, write to us here at Sierra and we will be more than happy to help you with your problem.

We do care!



Cartoon by
Anthony Roach,
Indiana



Hey, what happened to
our hero? =CRUNCH=

Technical Support Questions & Answers

by Ed Ferguson

Larry 3 "Bail Out" stumps adults

Q I bought *Leisure Suit Larry 3* and I can't get into the game! Every time I start the game and the program message boxes start appearing, I get dumped back to my DOS prompt.

A This one's easy. After starting the game, your screen will display two choices. One says "Bail Out," and the other says "Oh, Go ahead! Try to offend me!" The "Bail Out" box is the default selection, recognizable by the thick black bar surrounding it. In order to continue with the game you must use your TAB key to highlight "Oh, Go ahead! Try to offend me!" and then press Enter. This was done partially to help prevent young children from getting into the game, which is for "adults only." However, it appears that children are not having the same problem with this function that their parents are. HmMMMM.

Telescope "trap" in LL3

Q I'm playing *Leisure Suit Larry 3*, and my game seems to lock up after I look through the telescope in the beginning of the game.

A Merely a mirage. Just type "stop looking" and Larry will step back and return you to a third person view, and you can continue your adventure!

Amiga 512K and LL3

Q I have an Amiga 500, or 1000, with 512K RAM and I'm trying to play *Space Quest III*, and *Leisure Suit Larry 2*, but neither one will run. What gives?

A Due to memory management limitations on the Amiga with 512K RAM, you must use the game disk to start your machine. Do not load Workbench. Also, external disk drives use up valuable memory space. Disconnect those external drives.

Graphics upgrades cause 'strange video effects' on 256K games

Q Ever since I upgraded to EGA or VGA graphics, my 256K games give me split screens and empty dialog boxes, or the characters leave trails on the screen. Help!

A Most likely, you are the proud owner of a PS/2 Model 30, an Epson Equity 1E, or a Tandy computer. The PS/2 and Epson 1E came from the factory with MCGA graphics capability built into the mother board. Now you've installed another type of graphic card into the machine, which appears to work just fine. However, our 256K games 'auto-select' the graphics driver that gets installed. When the game starts up, unless the MCGA has been disabled on the motherboard, it still appears as the PRIMARY video adapter, so its driver will be loaded, causing the strange video effects.

On Tandy machines, the Tandy Color Graphics Adapter appears as the PRIMARY video adapter. Installation of another type of graphics adapter causes the same problems described above, only this time the Tandy CGA driver is 'auto-selected'.

To avoid this problem you need to 'force' the appropriate driver selection. Start the game from the GAME directory or GAME disk by typing the proper following command for your display:

COMMAND	DISPLAY
Sierra -E or -P	EGA/VGA
Sierra -C or -R	CGA
Sierra -H	Hercules Monochrome
Sierra -J	PCjr
Sierra -M	MCGA
Sierra -T	Tandy 16 color CGA

Another solution (if you own a modem and an IBM PS/2 model 25 or 30), is to log on to the Sierra BBS and download a file called BIOS.COM which, when run on your machine, will disable the BIOS call function and allow you to run the games on these machines as you always have.

'0x89/101 NOT FOUND' after installing Gameblaster

Q I just bought a CMS Gameblaster card, installed it in my computer, copied in the CMS driver file from my CMS disk, re-ran the Sierra installation program, and selected "CMS Gameblaster". Unfortunately, I don't hear any sound from any of the games I have, and I get the message "0x89/101 NOT FOUND" after starting up the game. Can you help me?

A Sure. First of all, you should realize that the CMS (or any other music card) is supported ONLY by our 512K games. You can determine if a game is 512K by looking at the label in the lower left corner of the box sleeve. The CMS card comes with a disk that contains drivers for Sierra games like KQ4, PQ2, and LSL2.

The problem occurs because the driver and patch file for the particular game was not installed correctly. The disk provided by CMS contains batch files to install the CMS "driver" and music "patch" file for each individual game. For example, to install the driver and patch file for KQ4, you need to run the specific KQ4 CMS driver installation file, namely "INS-KQ4".

The files can be installed to either Disk 1 of the game, or the directory where the game resides on the hard drive. The problem arises when you run the CMS install file without specifying the "path" to tell the install file where to copy the driver and patch file. To correctly install the files, you must specify the location of the game on the hard disk, or floppy disk as follows.

From floppy drive to hard disk:
A:\INS-KQ4 C:\SIERRA\KQ4

From floppy to floppy:
(two drive users) - A:\NS-KQ4 B:
(single drive users) - A:\INS-KQ4 A:
A:\ represents the drive containing the CMS driver disk.

Of course, to install other game drivers, you must replace "KQ4" with the appropriate game call letters. After the files are installed, the Sierra installation program must be run and the CMS driver selection that appears must be selected. Now start the game and you should get an earful!

MIDI keyboard gets amnesia when used with Sierra game

Q I was glad to hear that your new games support MIDI. I have a MIDI keyboard, and wanted to see if I could use it as an output device for your game music. I selected the MT-32 option during the installation procedure, and when I went to play the game I was treated to a great soundtrack.

Unfortunately, when I went back to play my keyboard later on, all kinds of crazy sounds came out of it. I found that all of my preset sounds were completely GONE!

What happened to my keyboard? How do I fix it? How do I stop this from happening again?

A The game wrote its program calls to memory in the keyboard and wiped out all or some of the preset sounds. This is not a problem with the MT-32 because when you are done using it, you turn it off,

memory is erased and it's ready to function as intended the next time you turn it on. This is a risk you take (albeit a natural one) when you use equipment that is not specifically supported by the game. We are aware of this exuberance and are taking steps to place a warning window in the installation procedure that will allow you to bail out before destroying the presets.

Unfortunately, this does nothing for those who have already installed the driver and played the game with their keyboard on. The immediate solution would be to take your keyboard to your dealer, and have them restore the factory presets for you. Many dealers will do this as a complimentary service.

In the future, you could continue to use your keyboard if you had one of two scenarios.

- » There is a RAM card available for many keyboards that allows you to store the preset sounds, and restore them after playing the game.
- » You could also dump the preset sounds to disk using a Patch Editor

Librarian. A Patch Editor is available in some music composing software, or you might find a small one that is "shareware" on a BBS.

Both solutions take seconds to implement and allow you to use your current hardware to take advantage of the Sierra soundtracks.



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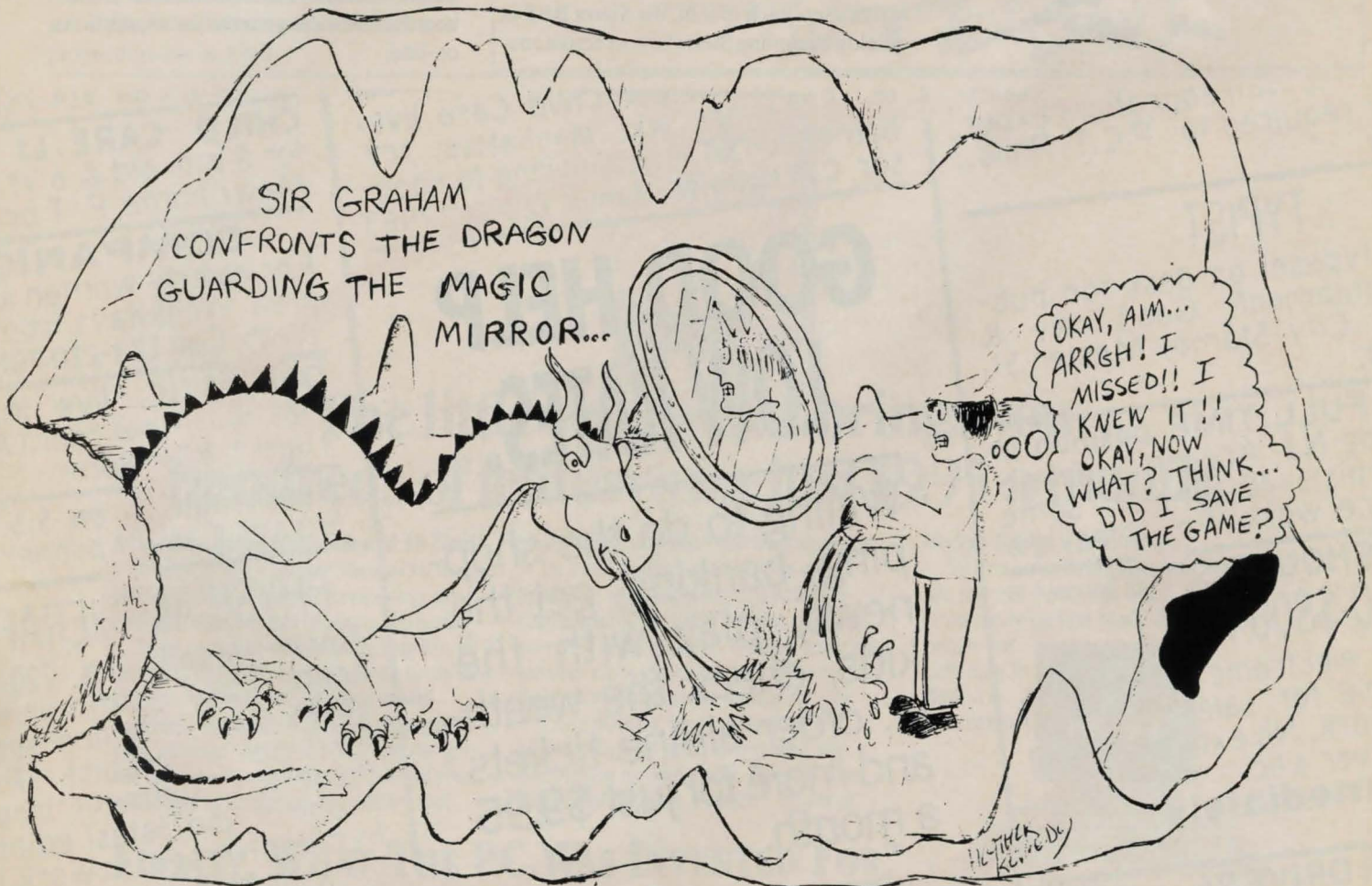
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Cartoon submitted by Heather Kennedy (age 14), HQ USEUCOM, APO New York

WHAT'S HAPPENING ON-LINE



By John Williams

In a recent survey of a select group of Sierra customers, it was found that 49% of you already having working modems attached to your computers. For these people, and for those of you who haven't bought a modem yet simply because you don't know what is going on in the on-line world, Sierra has begun this new column we call "WHAT'S HAPPENING ON-LINE."

ON THE SIERRA BBS

With 32 open lines and over 35,000 active users each month, the Sierra BBS is quickly becoming Sierra's most active cus-

tomers forum. Users will find a complete library of hints for all of Sierra's games, a long listing of Sierra demonstration diskettes, additional device drivers for your Sierra products, and handy shareware utilities for your own use.

During the recent holidays, the most popular downloads off the Sierra board were a "3-D Animated Christmas Card" produced by Sierra under SCI, and a stand-alone version of "Astro Chicken," the coin-op arcade game featured in the recent Sierra hit *Space Quest III*.

Sierra sysops Kerry Sergeant and David Skinner handle the maintenance of the board and answer your technical questions on-line.

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ON COMPUSERVE

Sierra users are ALL OVER the CompuServe lines these days. In Sierra's own area of CompuServe (GO GAMEPUB then choose Sierra) the board is thick with responses to Roberta Williams' recently released *The Colonel's Bequest* and responses to *Hero's Quest* and *Larry 3* are still strong. Sierra Software Producer Guruka Singh Khalsa is doing his best to help users sort through the maze of music cards that have developed, and even President Ken Williams drops in to take part in an occasional message or two.

In the MIDI forum (GO MIDI) the large group of new owners of the MT-32 and LAPC-1 sound modules are making themselves known, and the board is thick with messages on what software users are buying to replace the lumbering EASE software that came with their system.

Also of special note on COMPUSERVE is the availability of BANANOID a truly outrageous, totally fun VGA ONLY shareware product from Banana Development Corporation. Since creating this product, Banana has signed on with Sierra as a software developer, with its first Sierra production due in April.

ON PRODIGY

During the Christmas Season, Sierra distributed over 250,000 free Prodigy sign-up kit offers in special marked packages. By the looks of the Adventure Game board, lots of Sierra users took advantage of the offer. The Adventure Game Bulletin Board (COMPUTER CLUB) is hopping with new users getting hints and talking adventure games. As Sierra Marketing Director, one of Prodigy's first users and still one of its most active, I am onhand to supply Sierra trivia, hand out hot rumors and supply new product info. I also spend a lot of time in the travel section (TRAVEL CLUB)

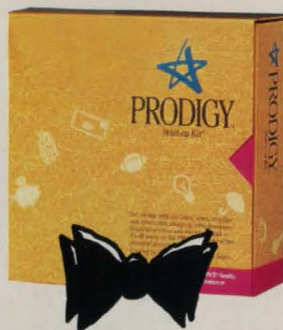
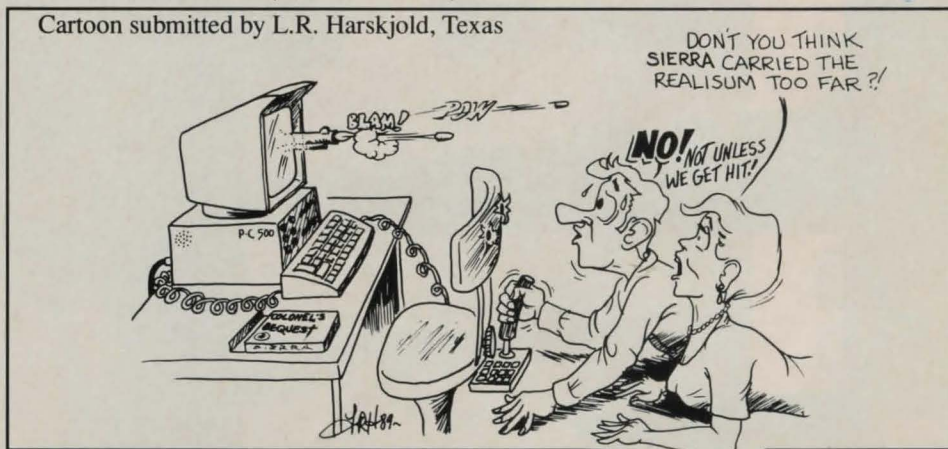
where I am currently recommending a trip to rural Thailand for the truly adventurous traveler.

Sierra writer Bridget McKenna is always in the thick of the discussions about writing and movies in ART CLUB. She is especially active in science fiction, where her number one goal is to get Prodigy to rename the subject heading SCIENCE FICTION instead of the moniker SCI-FI, which rubs many enthusiasts the wrong way.

If you haven't signed up for Prodigy yet, look for specially marked packages of Sierra product and get your sign-up kit with your purchase.



Cartoon submitted by L.R. Harskjold, Texas



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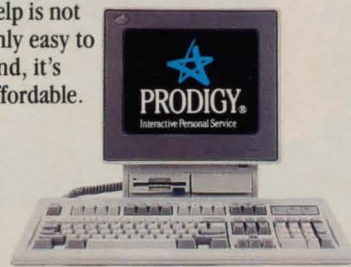
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RESCUE MISSION, OR ACT OF WAR?

THE SOUND OF ADVENTURE



The **Roland MT-32** is perhaps the finest sound module available for home computers. Its 32-voice synthesizer features 128 preset sounds for the most enhanced game experience possible today. *EASE* software package, included, is designed to help you compose and arrange your own songs.

Package includes: Roland MT-32 Sound Module, MIDI processing unit, MIDI cable, *EASE* songmaker software, *EASE* demo.

\$550.00

Roland's new **LAPC-1** Sound Card is a full-size computer card with a full 32-voice synthesizer. All the music and sound capacity of the Roland MT-32 on a card. (MT-32 compatible.)

Package includes *Roland LAPC-1 Sound Card* and two 8' speaker cables.

\$425.00

Creative Labs' **SOUND BLASTER** card starts with an AdLib compatible 11 voice FM synthesizer, then adds 12 C/MS and Game Blaster compatible stereo voices for maximizing the listening fun of games and other software. Digitally samples voice and other sounds. Includes MIDI interface and joystick port. (Compatible with Adlib and Game Blaster.)

Package includes speaker cable, talking parrot demo, *Intelligent Organ* music software and song disks (no musical knowledge required), *Talking Parrot* interactive speech demo, *VoxKit* sound design software.

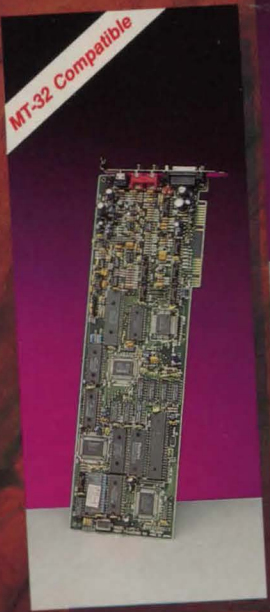
\$239.00

The **AdLib** Personal Computer Music System makes your computer come alive with music and sound. Half-size card featuring an 11-voice synthesizer, volume control and audio jack. Listen to your favorite games, or compose your own music, even if you've never written music before. The original sound card, and still the best seller.

Package includes *Visual Composer* software, *SP10* sequencer, and *Jukebox* playback program.

\$245.00

And don't forget to check out the **special offers** on the back cover of this issue!



PRODUCTS FOR YOUR COMPUTER

By John Williams

MS-DOS

SIERRA ANNOUNCES SALES AND SUPPORT OF ROLAND'S LAPC-1 SOUND MODULE

Sierra's use of the Roland MT-32 as an output device for 3-D Animated Adventure Games has already become legendary. *Computer Gaming World* wrote that the product has "Quality that will delight even the most discriminating audiophile" and other magazines have heralded the product as the Rolls Royce of audio output for microcomputers.

Unfortunately, the stiff cost of the MT-32 (\$550) is as infamous as the output is famous. Many users have opted for the less expensive (and less capable) Gameblaster and Adlib compatible sound boards that have recently hit the market.

Now, thanks to the band of music loving engineers at Roland, a new, card-based version of the MT-32 is being made available to owners of many MS-DOS compatible computers. Called the LAPC-1, this full-sized computer card fits right inside most computers and produces output comparable to the MT-32. In the words of Roland President Tom Beckmen: "This product reduces the MT-32 and its MPU interface to a long card, and adds 33 more sound effects and expanded memory....The LAPC-1 is an MT-32 at a lower price without any compromise in sound quality..."

Sierra is offering the LAPC-1 at a suggested retail price of \$425, better than 20% off the price of the MT-32. While the LAPC-1 is not quite as versatile or convenient to dedicated music makers as the MT-32 unit (which features things like a built-in real MIDI interface and digital readouts on instrument settings), and is not yet available for microchannel-based PS/2's, it offers a great value for those Sierra game players looking for great music and sound effects from their computer games.

Other than in the area of music composition, the LAPC-1 is completely compatible with the MT-32 music output of current computer games. By adding an additional LAPC-1 MIDI interface to your system (which allows connections to other hardware), the MT-32 and the LAPC-1 work almost identically for music creation and composition. By adding a mixer and one or two other components, both offer the equivalent of a 16 track MIDI recording studio in your own home.

The LAPC-1 fits in MS-DOS computers that take full size standard cards (this means PS/2 and Tandy users will still need to order the MT-32 unit) and carries a suggested retail price of \$425 and the product comes with your choice of 1 free Sierra computer game. The optional MIDI interface is \$125.

MACINTOSH

PROGRAMMING DELAYS OVER FOR SIERRA'S SCI FOR MACINTOSH

Space Quest III Coming Soon!

In the last issue of the Sierra News Magazine, we announced increased attention to the development of Sierra's Creative Interpreter (SCI) for the Apple Macintosh and Macintosh II computers. Among other moves to expedite this development, Sierra's Macintosh guru John Hartin was moved from the Macintosh 3-D Helicopter Simulator development (causing the project to be shelved) to work on the main programming framework. Recently John Rettig, former lead programmer on the ill-fated SCI Apple IIGS project, was also added to the project to help Hartin with music and graphics development.

Sierra's decision to "bring in the big guns" by moving both of these top Sierra programmers to one development project is paying dividends. At presstime, it looks as though *Space Quest III* for Macintosh and Macintosh II will be available this Spring.

According to industry statistics, while the overall Macintosh consumer software market was down by 6% in 1989, sales of adventure/fantasy role-playing games were up over 188% from the previous year. This leads Sierra to believe that the future for SCI based games from Sierra hold great promise.

As was mentioned in the last Sierra News Magazine, interested readers can find out more about SCI and how it will impact future game development by reading "*The Official Book of King's Quest*" by Don Trivette (Compute Books). Hopefully, a more interesting (and completely playable) version of *Space Quest III* for Macintosh will also show SCI's impact on the future of Macintosh gaming.

APPLE II SERIES

SIERRA ANNOUNCEMENT CAUSES CONTROVERSY

New Studies Underway to Re-evaluate IIGS

Since the publication of the winter issue of the Sierra News Magazine, a major fracas has developed between Sierra and Apple IIGS users. An article in that newsletter which carried the headline "Possible end of the line for IIGS products" has infuriated IIGS computer owners and retailers, jamming both Sierra's switchboard and mailbox.

According to Sierra President Ken Williams, "In the controversial article from our last magazine, I tried to make it clear that it is not my wish to discontinue support for the Apple II. Unfortunately, the lack of momentum which that computer has experienced, both in sales and in technology, makes it impossible for Sierra to continue development of products for this machine at this time. I have personally written John Sculley asking for Apple's help to get the Apple IIGS back on track, and I recommend every Apple IIGS owner do the same."

Sierra has initiated a major survey of IIGS owners and retailers for more information on the real health of the market, and will be watching demand on Apple IIGS products closely during the first half of 1990.

Sierra Introduces Historical Adventure Game for Apple IIe/IIc and IIGS

Sierra's most recent release for the Apple IIGS (and coming soon for the Apple IIe/IIc) is *GOLD RUSH!*. Based on the history of the California Gold Rush of the late 1840's, *GOLD RUSH!* puts the user in the role of young Jerrod Wilson of Brooklyn, New York. The goal of the game is to make the hazardous trek from the East Coast to the gold fields of California.

Historically accurate in every way, the game lets the user choose one of three major routes to the west coast: a jungle expedition through Panama, stagecoach rides through the midwest, or a perilous ocean voyage around Cape Horn.

Sierra is projecting higher than normal sales for this entertaining yet educational Apple II title because of its practical uses in elementary and secondary schools, where Apple II computers are prevalent.

ATARI ST

SIERRA STATEMENT FOR ST IN '90: CONTINUED STRONG SUPPORT

Three New Products for ST Coming Soon!

At a time when many publishers are discontinuing or cutting back development on computers other than MS-DOS and Macintosh, Sierra On-Line is moving outside of these large markets to increase development for the Atari ST, both in the U.S. and in Europe.

In the first quarter of 1990, Sierra has plans to ship no fewer than three new Sierra titles, with two of these planned between April and July. Due out soon are new *Hero's Quest*, *Leisure Suit Larry 3*, and *The Colonel's Bequest*. Later in the year, *Conquests*

of *Camelot* and *Codename: Iceman* will be released for the ST in the U.S. and European markets (the ST is a particularly strong contender in Europe, especially in Germany).

According to Sierra Marketing Analyst Tony Caudill, "Although the Atari ST market continues to be the smallest software market Sierra sells to, we are still looking for continued growth. In the U.S. the roleplaying game category, which is the cornerstone of Sierra's Atari ST business, is one of the few gaming categories that saw actual growth in the last 12 months. With our imminent release of German language versions of our most popular adventure games, we see great promise in our international ST business in the next year as well."

AMIGA

SIERRA FINALLY COMPLETES SCI FOR AMIGA!

Space Quest III, *Larry 2* are a hit with Amiga Owners!

It was over six months behind schedule, but Sierra finally completed its massive conversion of the SCI programming language to the Commodore Amiga computer.

The first SCI based Sierra product for Amiga (*Space Quest III*) debuted in October, and *Leisure Suit Larry 2* following close behind in November. Both products were met with enthusiasm from Amiga owners and retailers alike.

While all users appreciate the increase in graphics resolution and mouse control of the new games, it's the music and sound that has created the biggest positive impression. The music output of these new Sierra games on an Amiga is roughly equal to what MS-DOS owners get when they purchase the \$550 MT-32 (yet another reason for Amiga owners to gloat over the power of their machine) and some voice synthesis has been incorporated.

Sierra notes that Amiga SCI is back into development for some small adjustments. (Amiga SCI had some problems running on 512K based machines in Europe because they have PAL video output.) With these patches complete, Amiga owners can expect a new Sierra Adventure game title every 45 to 60 days throughout 1990.

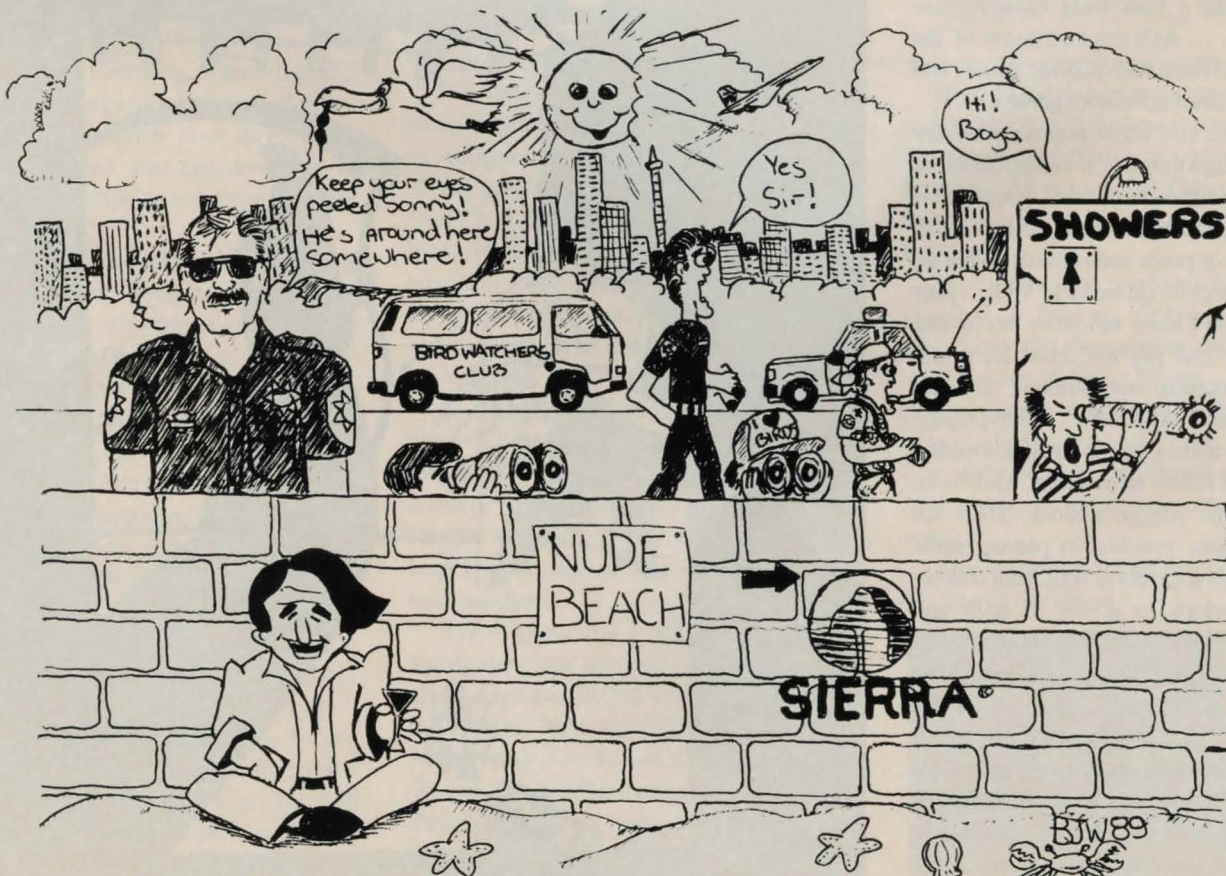
Product Shipping Schedule

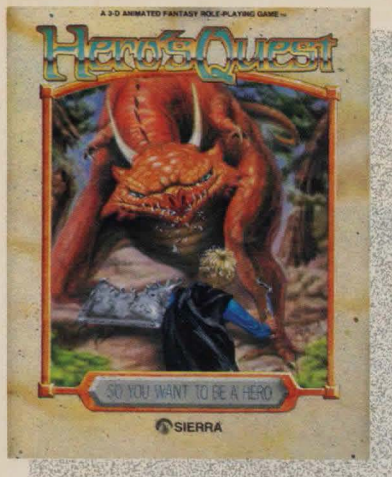
TITLE	February 1990	March 1990	April 1990	May 1990
<i>Codename: Iceman</i>		IBM	Atari Hint Book	
<i>The Colonel's Bequest</i>	Atari			Amiga
<i>Conquests of Camelot</i>		IBM		Atari
<i>Gold Rush!</i>	Apple IIE/IIC			
<i>Hero's Quest</i>	Atari			
<i>Hoyle's Book of Games</i>		Atari		
<i>King's Quest IV</i>				
<i>Leisure Suit Larry III</i>	Hint Book			
<i>Manhunter: San Francisco</i>	Amiga			Apple IIE/IIC
<i>Manhunter: New York</i>		Apple IIE/IIC		
<i>Police Quest II</i>				
<i>Sorcerian (EGA/VGA)</i>		IBM		
<i>Space Quest III</i>				Macintosh
<i>Thexder</i>		Macintosh		

PLEASE NOTE: Computer software development is a very inexact science. The projected ship dates above are provided for general information only, and should not be depended on. Sierra On-Line, Inc., and publishers of computer software in general, have a very poor track record of meeting projected shipping schedules.

Sierra also has other projects pending. This shipping schedule includes only those projects that are sufficiently advanced for us to feel comfortable projecting a shipping date.

Cartoon submitted by B.J. Willingale, South Africa





By Guruka Singh Khalsa
Hero's Quest Producer

With the release of *Hero's Quest I — So You Want to be a Hero*, Sierra has created a new kind of animated adventure game that brings together fantasy role-playing and traditional adventure games.

The designers of *Hero's Quest*, Lori and Corey Cole, have been involved in fantasy role-playing games for almost 15 years, and in designing *Hero's Quest*, Lori tried to combine the best elements of traditional "Dungeons and Dragons" paper role-playing games with those of her favorite computer games.

Why create a new kind of adventure game? Well . . . let's explore some of the differences between role-playing games and Sierra's traditional adventure games.

What do we love about traditional adventure games? Exploring a new world, using our wits to survive and solve puzzles, meeting new and interesting characters, and of course a rich story line full of perils and rewards. What do traditional adventure games lack? Well . . . your character doesn't learn and grow throughout the game. In real life we grow, learn and (hopefully) increase our wisdom, strength, compassion, and skills. Also a role-playing game usually allows you to explore together with a party of fellow adventurers, while in an adventure game you go it alone. There are some frustrations involved in playing computer role-playing games as well: your character often develops so slowly in skills and strength that it's easy to die a thousand deaths before you ever get strong enough to reach the deeper levels of the game. There are usually many "empty" areas of the story . . . places where you can walk around and never see another being or have anything to do. There's usually lots of combat in which you must fight monsters over, and over, and over again and this can get tedious.

A NEW KIND OF SIERRA ADVENTURE

With *Hero's Quest* the Cole's tried to create a new kind of game that has all the fun of both an adventure game AND a role-playing game. To do so, the best of both genres has been combined into a single game.

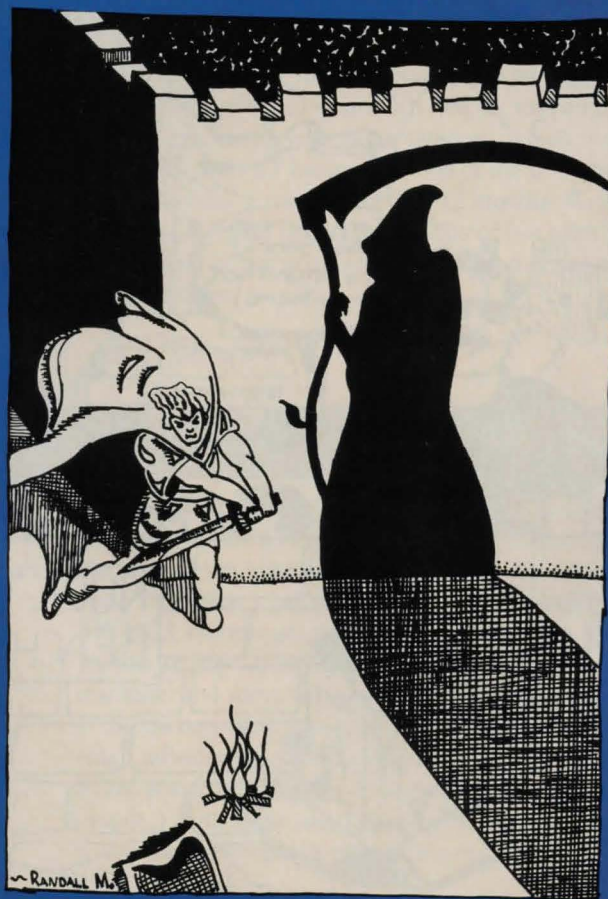
Hero's Quest is a beginning role-playing game for those of us who love traditional adventure games. As role-playing games go, it's rather small and you still only get to play one character rather than a whole party of characters, but the realism of the game world is wonderfully rich and detailed.

Your character develops, grows, learns, and improves his or her skills as the adventure progresses. One of the very best things about *Hero's Quest* is that you can play the game over and over and have a completely different experience by choosing a dif-

ferent character every time you play! Every time you play the game it's different . . . different solutions to the puzzles and different characters and situations. Not only that, but the character you play in *Hero's Quest* can be saved at the end of the game and will continue to develop and grow in future games of the series!

Because *Hero's Quest* gives you a lot of opportunities to interact and communicate with all the characters in the game, the Coles developed a new system of "Quick Keys" to make typing and communication easier. Now, instead of having to type, "Ask about magic" you need only hit Ctrl-A (the 'Control key' and the 'A' key) and then type "magic". Ctrl-A is a shortcut for "Ask about . . .", Ctrl-L is "Look at . . .", Ctrl-C is "Cast the magic spell . . .", etc. This saves a bunch of typing!

Drawing submitted by Randall Miller (age 15), Georgia



HERO'S QUEST - "ATTACKING SHADOWS?"

Hero's Quest brings together the widely varying skills of many creative people. As the game evolved from a development standpoint, every member of the *Hero's Quest* team contributed something unique to the game. Programmer Bob Fischbach contributed his great talent for bad puns and programming wonderful animation. Artist Kenn Nishiuye brought his background in wildlife and fantasy art, and his skill with realistic character animation. Artist Jerry Moore contributed his wild and creative imagination and his penchant for great visual gags. Programmer Larry Scott exercised his skill in complicated combat logic, and Programmer Corey Cole developed the exquisitely balanced player skill and statistics system upon which the game is founded.

Perhaps best of all, *Hero's Quest* has a wonderful and sly sense of humor full of witty references to everything from ancient folk legends to Star Trek, Monty Python and Firesign Theatre comedy routines.

What??? You haven't played *Hero's Quest* yet?!!!

You want to know what it's all about?

Okay... here goes...

In *Hero's Quest*, you start with a character named by YOU... either a Fighter or a Magician or a Thief. Each type of character has certain abilities and attributes. Abilities are things like: Weapon Use, Lock Picking, Magic, Climbing, Throwing, etc. Attributes are things like: Strength, Agility, Intelligence, etc. You also have some "extra" points that you can distribute to these skills and abilities to customize your character.

Now, your hero enters the town of Spielberg, ("Gametown" in German of course!)... you know... it's right across the river from Lucasville. (Grin.)

You meet and interact with the townsfolk and gradually learn of the problems folks in the valley have been experiencing lately. You can eat, rest, and buy supplies in town, and then (be brave!) you must leave the town and explore the surrounding forest. There are lots of interesting locations and folk in the forest, some friendly and some quite dangerous.

When you meet monsters you may either fight or run from them. You don't have to fight if you don't want to. As you meet the many denizens of the forest and ask them about their experiences, you will begin to get a pretty clear picture of what needs doing in these realms, and (being a hero) you set about doing it!

Cartoon submitted by Michel Hooymans, The Netherlands



But you soon learn that there is much more to being a hero than you had originally suspected! You see... at the beginning of the game... your character just isn't GOOD enough to save the valley. Fortunately, there are a number of quests in which you can practice your heroic skills and get to be enough of a hotshot to finally end the evil curse that has been cast upon the valley.

Nice thing is, even if you don't know what to do next at any particular time in the game, you can always earn some money, (useful to buy potions, magic scrolls, supplies, armor, etc.) or improve your combat skill, magic skills, or sneakingness quotient.

Hero's Quest has a full day/night cycle within the game and you will play through many days and nights until you become a full-fledged hero. And once you're done, you can play it over again as a different kind of hero, because for each type of character there are different solutions and different areas of the game that ONLY that type of character can see!

Hero's Quest is planned as a four game series which will follow your character as he or she grows from a wet-behind-the-ears Famous Adventurers' Correspondence School graduate, to a true Hero... and beyond!

We're already story-boarding *Hero's Quest II — Trial by Fire*, which will take your Hero into the exciting and mysterious world of the Arabian Nights... a land of golden sands, turquoise skies, wondrous magic and fantastic adventure, where you can continue with your characters from the first game, or start new characters from scratch.

The world needs heroes these days... see you in Spielberg!

HERO'S QUEST T-SHIRTS

Available soon
at \$12.95

See page 41

How long does it take to make a game from the time you come up with the initial idea to the time it ships?

We started on 'Larry 3' in January — I'd say it took me about 2 months to come up with all the situations, the puzzles animation, the views and background scenes. I worked with Bill Skirvin to get the backgrounds set up. So the game was pretty much done. I had the design document done in 2 months. Then from March to October it's been 6 months [to program and draw] and then a month to debug. So it's been a year.

How much has the game changed since the conception stage?

It didn't change very much. I find the more I program and design, the more I can visualize final results on a product. So this one and actually 'Larry II' didn't change a lot either. I'd say about 10% of the game wasn't there in March and then I'd say there's another 10% of stuff we thought of on the fly. Roger [Hardy, Jr.] comes up with views, so we'll put those in. And Bill [Skirvin] would come up with funny-looking pictures and so I'd write some text to cover those things — there's an interaction. Any work of art develops a life of its own and as you go along, there are always some things that have to be added.

The humor in your games is something fans rely on. Is it difficult for you to come up with funny messages?

It comes from a lot of practice when I should have been paying attention in class. I had a lot of problems in school — misbehavior in class — it helped me when I was a teacher. See I was actually preparing myself for a career in education. I had done all the things my kids tried, so I knew what to do. I've always been silly. I think that it comes out — at least I hope that it comes out in the games. I don't want the games to be intellectual, I don't want them to be a real sophisticated form of humor but generally silly — that's what I am. As far as writing the messages, I always picture this guy standing over me with a whip saying 'Be creative — be funny — say something funny — quick!' That's the way you've got to do it.

So it has to be spontaneous?

Yeah, because it's got to have a feel like there's a flow to it. There are sometimes that I'll go back and read a message and think, 'I could have put a joke in there.' But for the most part I tend to write the stuff in line.

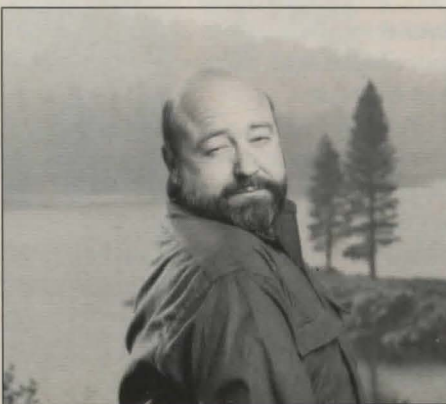


*Get a
LIFE!...Don't
study computers.
Don't learn
anything about
software. Never
take a course in
programming and
spend your time
playing music in
bars...*

Graphics have come leaps and bounds since Larry 1. How is it different to work in SCI*?

A lot of it is due to Bob Heitman's [Sierra System Developer] tools, because it makes people like Roger possible. A good artist with little or no animation experience can easily create terrific animated graphics in SCI*. Using the tools that we had before, we couldn't do the kind of stuff we can do now. It's not so much that AGI [Sierra's lower resolution interpreter] was limiting, the process we used to animate limited us. When that improved, suddenly we had much smoother animation, and lots more of it. The down side of that is, when you've got lots more animation and it's easier to create, you end up creating lots of it and then you have to program it, so the projects keep getting slower and taking longer to complete. We want to show off all these things that we can do. It's a different language [SCI]. For a while I either learned a different language, a different computer, a different operating system or more than one of the above

*[*Sierra Creative Interpreter—Editor's Note]*



with every project. I remember when I first started; when we did a game on Apple, I'd learn Apple Assembly language. When we did Commodore, I'd learn Commodore Assembly language. I did Winnie in 'C'. It just keeps changing. SCI* is another language, so I had to learn that and learn what it can do and what it doesn't do. Basically it makes a lot of things . . . let's see, what was Heitman's line . . . 'It makes the extremely difficult trivial, and the easy things impossible.' Those are the differences between the two, and you can footnote Bob Heitman.

You composed the music for Larry 1 and 2. Who is the composer on Larry 3?

Mike Dana — he's done a lot of what we call 'jingles' for national ad campaigns. The thing I liked about his music is that he's done a wonderful job of composing 'funny' music — that's not easy to do. The music is as tongue-in-cheek as the story line. I found that if I designed and programmed the game and composed music for it too, we could expect a release date sometime in late '92!

Many of our readers want to be Al Lowe when they grow up...

I don't believe it.

What advice do you have for readers longing to get into creating and/or programming computer games?

Get a LIFE! Practice safe coding. Are you serious — do you want a serious answer? They can take me as a perfect example: Don't study computers. Don't learn anything about software. *Never* take a course in programming and spend your time playing music in bars . . . I'm the wrong person to ask about this!

(Al was obviously overwhelmed by the above question, so I let him off the hook. For your information however, 4 out of 5 Sierra programmers surveyed recommend a college education.)

What kinds of skills helped you to become the legend you are today, Al?

Well, if you take all those things — think about it; if you take reading a lot, watching a lot of movies, a little stage experience, a little music experience - there's really no other occupation for me except this. I mean I'm *not qualified* to do anything else! When you think about it, how else can you get qualified for this — how do you learn to do this? That's why it came easy for me.

If you could design the game of your dreams, what would it be?

I've already done it!



Do you have any interest in programming other types of games?

I want to do a couple of games. In my contract for Larry I, the title was supposed to be 'Money Quest'. It was supposed to be a game about Wall Street, financial advisors, money matters and things like that. I still want to do that project. I also want to do something about show-biz — there hasn't been a show-biz game yet, and I've always been interested in the movies.

Will we ever see 'The Jazz Musician'?

You know, I'd love to do a game about music. I think that's a likely subject too. I also enjoy doing kids games, I really do. I wouldn't mind doing a kids game — like 'Mother Goose' maybe . . . nah, I think that's been done.

Let's get back to your music for a moment. What role does it play in your life now?

I still play professionally, in fact I have a gig tomorrow night. But I don't work as much as I used to because I don't have to. I do it now because I just enjoy playing.

Could it be called a 'Stress Reliever'?

Very much so. It's also a lot like a 'men's club' or a hobby. I play with a big band, there's 12 and sometimes 15 of us — we've been together for years. It's almost like a social club. We get together and kind of ignore the people we're playing for, and we enjoy ourselves.

Do you have time for any hobbies?

I read a lot, I snow ski, and I'm a photographer. I watch a lot of movies. Roberta [Williams] goes to the theater all the time but I'm too cheap to do that, so I wait six months and rent the video. I have to wait, but I do see almost every film (if it's any good at all).

Do you enjoy playing computer games . . . do you have time to play computer games??

I try to devote at least 12 hours a day to playing computer games. What are you laughing at? I said I try.

You're a famous man now, Al. Are you ever recognized in public?

Actually my mailman thinks I'm a hero. He's a big fan.

Do people you know react differently to you now?

Most people can't believe that a grown man can make a living doing this!

I have a hard time imagining an authority figure in my life creating a game like Larry. What kind of school teacher thinks like Al Lowe?

Even when I was a teacher I tried to keep people laughing. The band had good discipline, we did a lot of work, but we also had a lot of fun. Both sides of me were reflected in the classroom because we were organized; everything had its place. We followed strict schedules and we'd always pull off a performance when we had to, but at the same time we could always laugh. I had a lot of kids who would make jokes in class, but the deal was that if they weren't funny they

got in trouble. If they could crack me up then they usually got away with it.

What can you tell us about your family?

I have a very understanding wife . . .

It's a good thing!

. . . and two great kids. My son Brian is 13 and has been playing computer games since he was four.

Do you let him play 'Larry' games?

Yeah, I do. Well, parts of them I don't. A lot of it he doesn't understand, so I'm okay for another year, I think. My daughter Megan is six. My wife's name is Margaret and she's a music

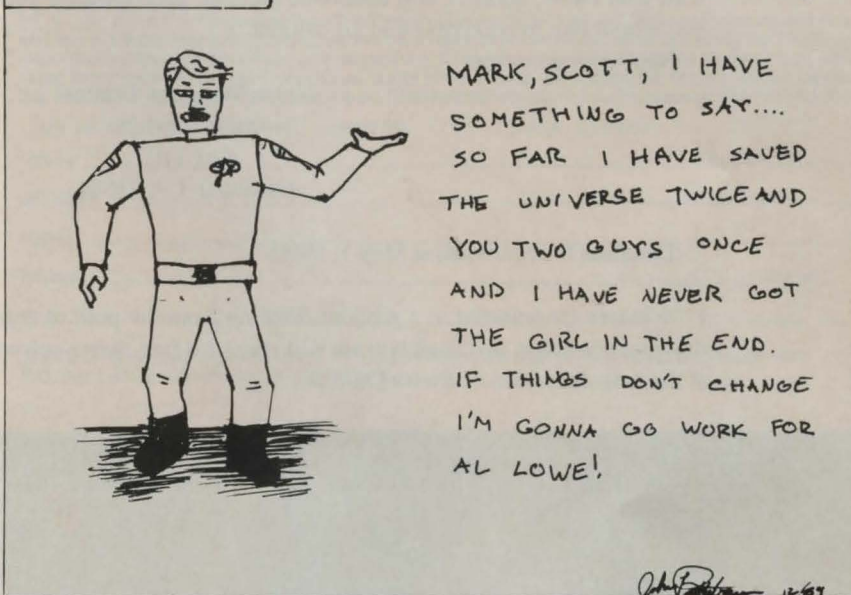
teacher. We met in college band, we sat next to each other. We both played saxophone and were just friends for a couple of years. I had a party one night and I invited her, and that was it — we've never dated anyone else since. We've been married 21 years. No single swinger, not me — a happily married old man.

What did Little Al want to be when he grew up?

That was a long time ago, kid. I think my ultimate goal when I was growing up was to be bearded, bald and overweight.



WILCO SPEAKS OUT... Cartoon submitted by James Pottebaum, Washington



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News Magazine Contest

The picture below is an actual screen shot from *The Colonel's Bequest* — Laura Bow at the scene of a crime. The picture on the facing page has been altered by items added, removed, moved or changed. Identify the differences — there are twelve in all. Make a list of the names of the items that have been changed. The first letter of each item will combine to spell the name of something. Be sure to consider different words for any object if you have trouble —for example, is it a sofa or a couch that changed color in the second picture? (By the way, Laura Bow is *not* one of the changed items.)

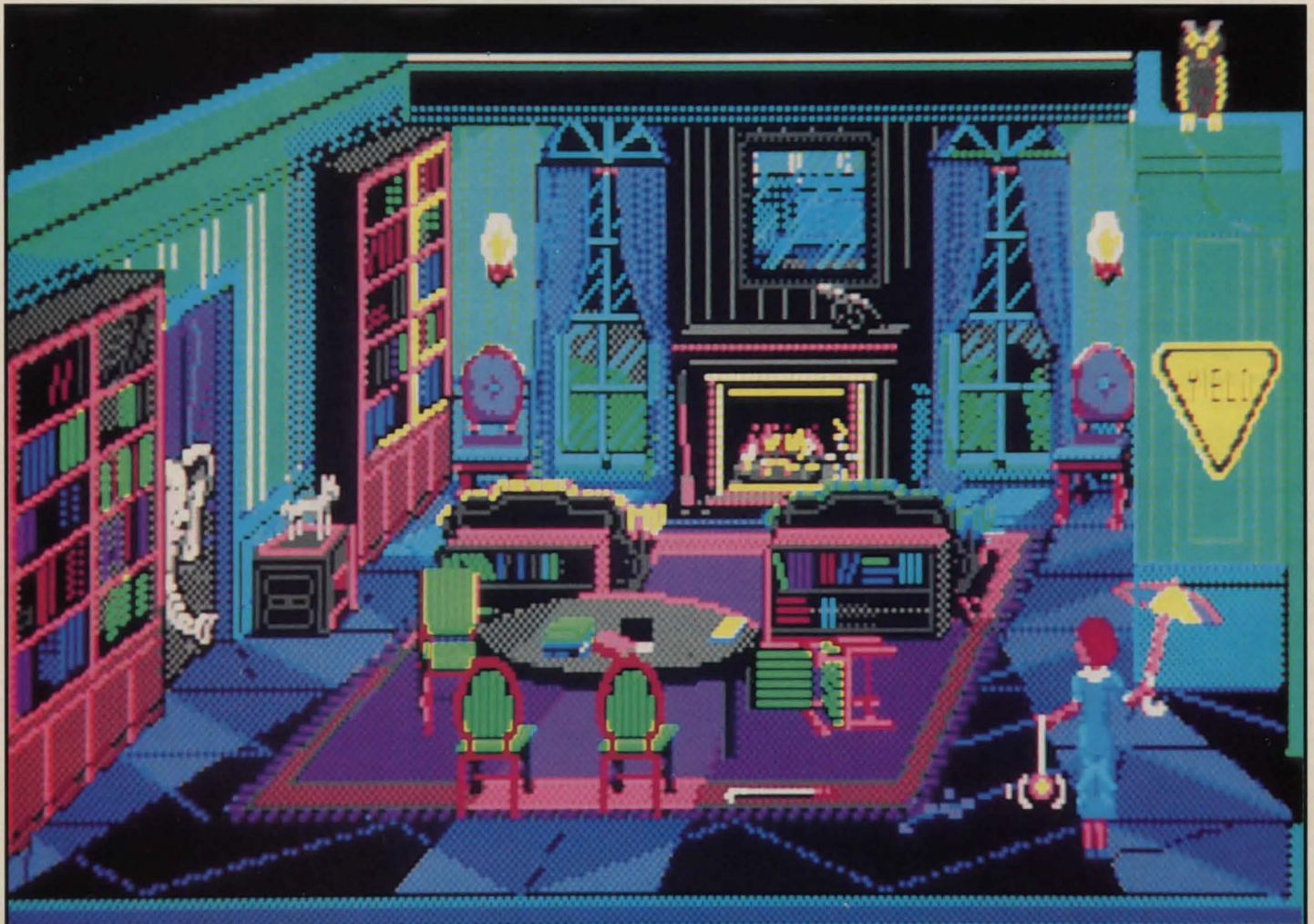
When you have solved the contest, write the answer — two words — on a sheet of paper together with your name, address, and telephone number. Also indicate your computer type and the product you would like to receive if you are winner.

Mail your entry to:

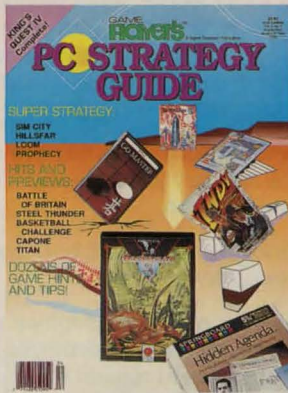
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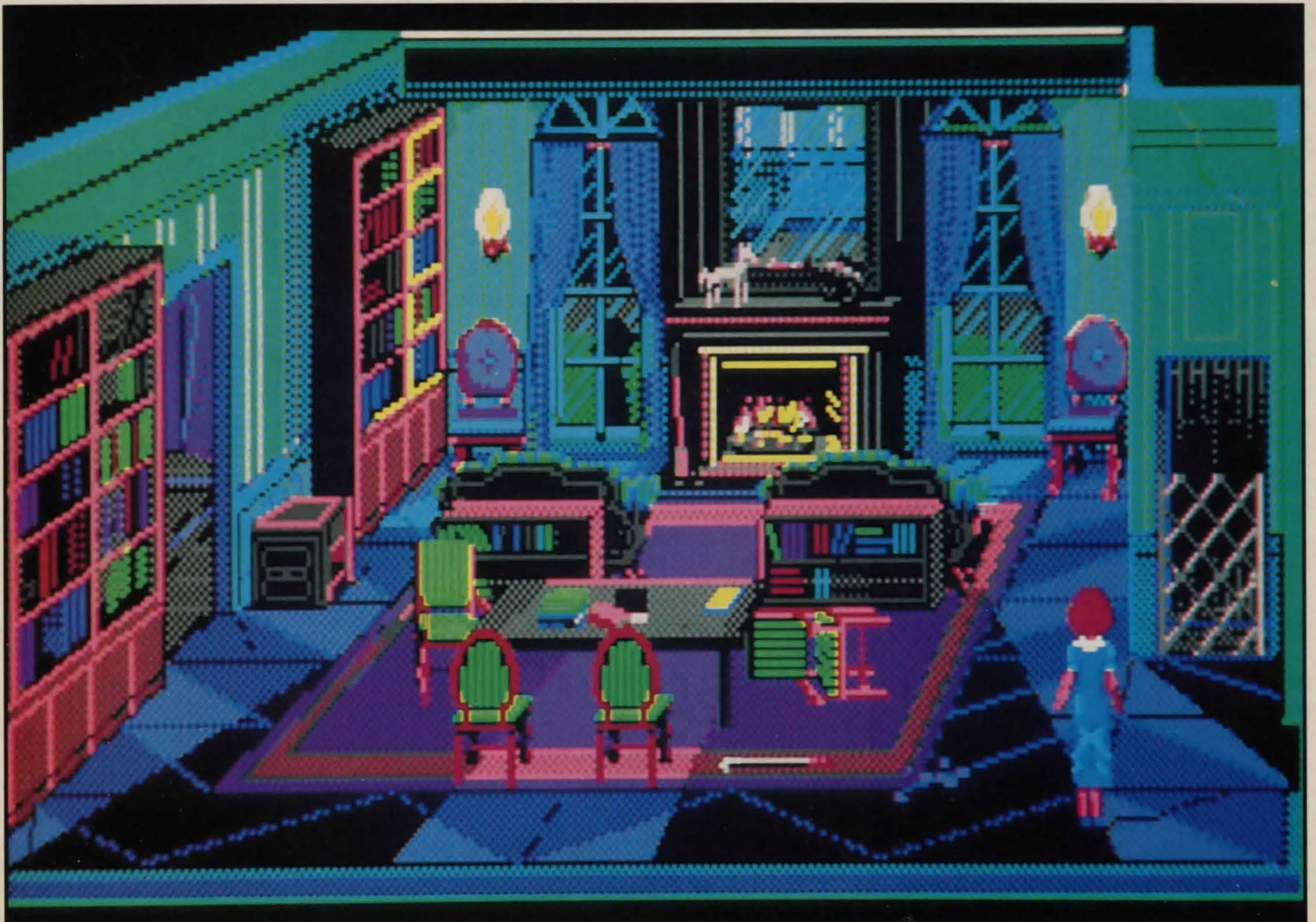
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On the brighter side

In November we shipped our first Japanese product (in Japan), *Police Quest II*. We are well underway translating *Hero's Quest* and look forward to a successful future in Japan. I've been trying to learn Japanese, without much success. We also began development of our first product in German, *Space Quest III*. It's not clear whether or not we'll introduce these international versions in the U.S. but if you are interested write and let us know. They're a great way to learn a foreign language as they can be played in English or the international mode.

As some of you know, we became a public company just over a year ago. None of my nightmares about stock market crashes have occurred nor have meetings with investment bankers so consumed my time that I can't get any work done. Our stock began the year at \$9 and finished over \$20. I'm not complaining. I asked several employees how being a public company had changed their lives. No one could come up with anything except that their company's President seemed to have adopted a new Corporate look (hairstyle).

At Sierra, 1989 was the year of growth. We entered the year with 110 employees and finished with over 225. Along the way we outgrew our "new" building and started reoccupying space we had outgrown in our "old" building.

Many of all these new people are put to use duplicating disks and putting them into boxes (over a third). You may have noticed a pattern emerging with your Sierra products recently—they're growing! In 1988 we averaged around five disks in each box. In 1989 we averaged over eleven! I recently purchased Lotus 1-2-3 (\$495) and discovered that it contained only eight disks. I don't know about Lotus but our products undergo several layers of compression before they go out the door. As we work towards our goal of true interactive films you can expect our boxes to keep getting heavier.

Although it doesn't have much to do with Sierra, 1989 was the year that laser printers became affordable. The Hewlett Packard IIP is available widely for around a thousand dollars. Who could believe a laser printer for that price? I

paid more than that for my "letter quality" dotmatrix printer! I've bought several IIPs for the company and will probably get one at home before too long. Unbelievable.

BBSs entered a new phase last year. It wasn't that long ago that only a few homes had modems. Now, according to our statistics almost 50% of you have taken the step. Expect us to put your modem to work in the months ahead.

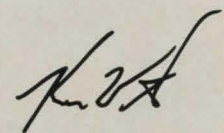
The most exciting thing of last year is among the items I can't talk about—but will anyway. Our first optical product is almost done and it reaffirms my faith in the long-term potential of the personal computer entertainment software to become a HUGE industry. Those of you who have experienced our games with an MT-32 know how much of a difference a stereo soundtrack makes. Having real character voices and no text represents an even more significant step in a game's ability to draw you into the story. My opinion is that a game is only as good as the emotional reaction that you have to the plot as the story unfolds. Adding real speech and stereo soundtracks to what we do is the same exact leap that motion pictures took a hundred years ago when they started making "talkies." How big would the film industry be today if not for this step?

Having dissected 1989, I'll now make a few projections for 1990 which you can judge along with me as the year unfolds. It'll be fun to see just how wrong I am.

- » MS-DOS will gain even more marketshare. However, Amiga will continue its strong growth. I'll go way out on a limb and project that the Mac will "turn it around."
- » MS-DOS shells will become a big business. MS-DOS is impossible to learn to use. Anything which makes it even slightly comprehensible would be greatly appreciated.
- » 1.2 megabyte 5.25" disks and 1.44 megabyte 3.5" disks will become the new standard. So far, no game has shipped requiring either of these types of disk drives. 1990 will be the year. Start saving your nickels if you don't have one of these two types of drives, although 720K 3.5" will stay a viable format longer than 360K 5.25".

- » Most optical product which ships will be floppy based product stuck on a CD-ROM. Some products will ship which will show the true power of optical but not enough to generate wild excitement (much to my disappointment).
- » Epyx marks the beginning of a trend. The industry just feels like it's in for consolidation.
- » Videogame sales will be flat or down from 1989.
- » In spite of better graphics on just about every other videogame system Nintendo will remain the dominant videogame format.
- » Lynx will be a hit.
- » The simulation category of software (flight simulators, racing simulators, etc.) will accelerate its present decline. Are there any planes, tanks or automobiles this industry hasn't done fifty times already?
- » Someone besides me will start recognizing that Sierra is part of the Entertainment industry—not the Computer industry. Financial industry reports which compare us to Software Publishing and Lotus seem wrong. I always think of the world as books, records, films and then interactive films.
- » Prodigy will be a hit.
- » Music Cards will be the hottest new peripheral. They'll even spread to non-MS-DOS systems, especially Mac and Amiga.
- » Computers will become easier to use. I hate to admit it but computers are incredibly difficult to use. We NEED better user interfaces for our software and we need better hardware. And, more importantly, software publishers need to spend more time talking to each other. Doesn't it seem silly that we can't agree on how to configure or install software, much less on how to use it?

See you next time . . .



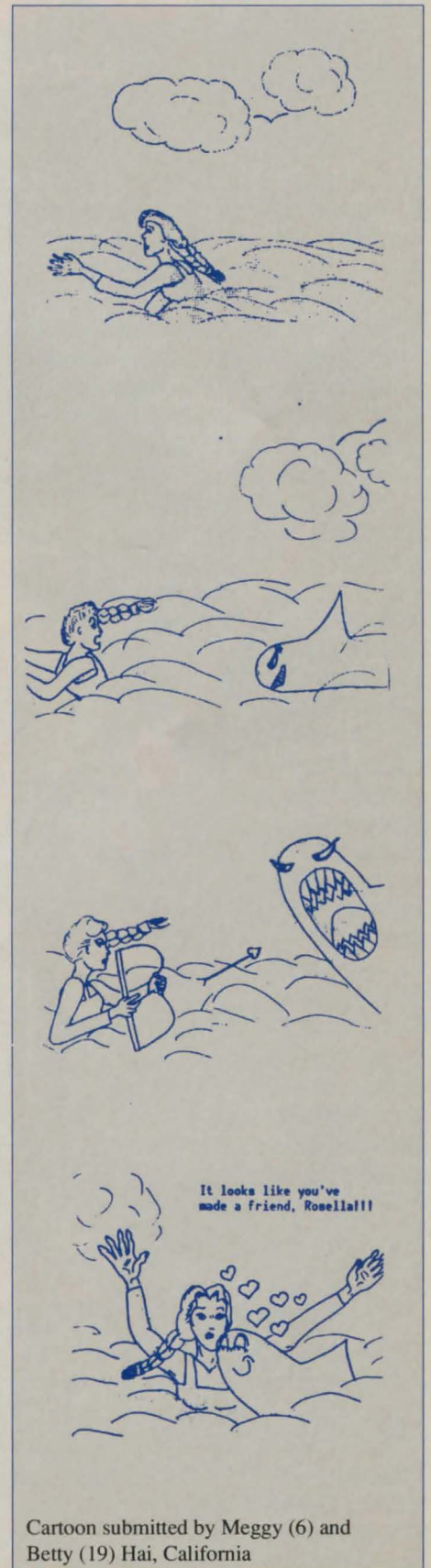
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	VERSION # & How to find it *		INTER- PRETER #	REASON
AMIGA				
Black Cauldron	2.1	ALT D	2.333	Amiga 500 Issues
King's Quest I	1.0U	ALT D	2.180	Remove Copy Protection
King's Quest II	2.0J	ALT D	2.316	Remove Copy Protection
Leisure Suit Larry	1.05	ALT D	2.176	Remove Copy Protection
Space Quest I	1.2	ALT D	2.179	Remove Copy Protection
Space Quest II	2.0F	ALT D	2.328	Remove Copy Protection, Fix minor bugs
APPLE IIe/IIc				
Leisure Suit Larry	1.0M	CTRL V	0.080	Fix minor bugs
Space Quest I	1.0Q	Title Screen	0.071	Fix minor bugs
Space Quest II	2.0F	CTRL V	0.099	Remove Copy Protection, Fix minor bugs
ATARI ST				
Leisure Larry II	1.002	ESC & About LSL2	1.001.008	MT-32 support & Fix minor bugs
APPLE IIGS				
King's Quest IV	2.0H	Option D	2.007	Fix minor bugs
Police Quest I	2.0B	Option D	1.007	Handcuff problem in Bar
Smart Money	1.5	Title Screen	n/a	Bug fixes
Thexder	2.7	n/a	n/a	Add Save Game, Better Joystick control, & Minor bug fix
MACINTOSH				
Gold Rush	2.01	Select	1.78	Support for Mac SE-30
King's Quest I	2.0C	Globe	1.50	Color on Mac II
King's Quest II	2.0R	ICON	1.50	Color on Mac II
King's Quest III	2.14	then	1.52	Color on Mac II
Leisure Suit Larry	1.05	select	1.55	Color on Mac II
Manhunter NY	1.22	"Ask	1.79	Support for Mac SE-30
Space Quest I	2.2	About"	1.64	Color on Mac II
		for		Fix known bugs
Space Quest II	2.0F	version	1.73	Hard disk install & minor bugs
MS-DOS				
Helicopter Sim.	2.0BH	Title	n/a	New Features
King's Quest III	2.14	Screen	2.936	MCGA Support
King's Quest IV AGI	2.3	Press	3.002.086	Hercules Mono Support
		ESC		IBM PCjr Support
King's Quest IV SCI	1.006.004	then	0.000.502	Hercules Mono Support
		"Ask		Fix Waterfall on 386s
		About"		IBM PCjr Support & GameBlaster Support
Hero's Quest	1.001		0.000.056	Patch for "Dag-Nab-it" & Game instructions
Leisure Larry II	1.002		0.000.409	IBM PCjr Support & Hercules Mono Support
HomeWord II	1.11	Title Screen		Memory Problems some computers
Manhunter S.F.	3.03	Alt D	3.002.149	Disk swapping problem
Police Quest II	1.002.011	ESC	0.000.490	HerculesMonoSupport
		then		IBM PCjr Support
		"Ask About"		Gameblaster Support, minor bug fix
Silpheed	2.4	Title Screen	n/a	PCjr Support
				Gameblaster Support
Space Quest I	2.2	ALT D	2.917	MCGA support
Space Quest II	2.0F	ALT D	2.936	MCGA support & minor bug fix
Space Quest III	1.0U	ESC then	0.000.453	Fix minor bugs
		"Ask About"		
Thexder	Rev.C	n/a	n/a	1.2MB Drive support

* In some cases the version number appears on the Title Screen, in others you follow instructions from the Title Screen. In all other cases, you follow instructions from within the game. When a vertical line appears, read down the column for the instructions.



Cartoon submitted by Meggy (6) and Betty (19) Hai, California

SUCCESS

—Users React to The Colonel's Bequest

'Ken, Roberta did it!!! My mother, the woman who didn't even know how to change directories on a computer, has finally gotten hooked for a game.

The experiment worked! She loves Colonel's Bequest!! I have to fight with her or leave my room so I can use Prodigy or go to sleep. I don't know how you did it -- I tried to get her into KQ but no luck. I guess it's because she loves mysteries so much. She wants a sequel!!

I have never, never seen her like this, I think she needs help. She didn't make dinner tonight!! She is determined to solve this one. I have coffee rings on my desk from her sitting at my desk playing the game while I'm in school. Please tell me there won't be a sequel. If so, I'll have to hide it!! I can't wait 'til I get a chance to play . . . that could be a loooooonnnng time.

Got to go, guess who needs the computer, yep good ol' mother Laura Bow . . . she is getting the t-shirt too.'

*Danny Milano,
The Sierra Pest!*

'Can someone tell me about this game? So far I hear it's very good. Is it that good? . . . I want a real challenge, is this it?'

C. Lew

'It is tough. It will bring Sierra fans to their knees. It is also probably the best game that Roberta has developed.'

A. Kloforn

'As a childhood fan of Nancy Drew and Agatha Christie, I am excited about this game . . .'

J. Mira

'This is my second time to play the game . . .'

J. Hasha

'Try using the toilet when you're in the bathroom.'

M. Busby

'I am playing Colonel's Bequest for the third time now, and still finding out new things. Being able to play with interest more than one time adds to the value of the game . . .'

N. Vance

'We haven't solved it yet, but are working and it's FUN!!'

R. Blossom

'Go for it!!

I think it's a great game.

The style and quest are unique, and the graphics are superb!! I love the way the characters are so well developed. The plot is so much fun to follow, it's addictive. I really think you should get it.'

S. Zaloom

'In my opinion, Colonel's Bequest is the best yet. The graphics are superb, the puzzles are challenging, and the story is great.'

J. Dorough

' . . . keep EVERYTHING about CB! I love the personal interaction of the characters. This is the REAL future of object oriented programming!!!! . . . Keep up the great work!'

Susan

' . . . if you enjoy a good Mystery, get CB . . .'

M. Becerra

'It is hard to give clues to this game because things don't necessarily happen at the same time or in the same order as someone else's game. Good luck . . .'

Terry

'I've been playing for three weeks now and it is fantastic. Each time I go through I notice something different. The last time I went through I even got stumped for a couple of hours on a part that I whizzed through previously. It is a very addictive game.'

B. Roberts



LETTERS

King's Quest Helps MS Sufferer

I was introduced to *King's Quest* while bound to my home with Multiple Sclerosis. Playing this adventure game saved my sanity, as when periodic bouts of the disease flare up, I can't do much of anything. In the Winter of 1985, fearing the possibility of mental vegetation, I took the challenge of mastering Sir Graham's quest through Daventry. This one game occupied my mind so much that by the time I completed it, I was through the MS exacerbation and on my feet again. The original *King's Quest* will always hold a special place in my heart...no matter how far computer games progress.

It's not only the 3-D Animated Adventures that I enjoy so much, but the fact that Sierra is supporting me with every facet of computing. I still use the original HOMEWORD word processing program you produced years ago! And now that I'm thinking of purchasing a modem...here comes Sierra with On-Line.

I now hear that Sierra will add more to my programming capabilities on the Roland MT-32 Sound Module with an upcoming sequencing program. This, too, is just another reason I'll always judge other software publishers by the head-of-the-class: Sierra On-Line, Inc.

Tom Lewandowski, Michigan

Extra Baby-sitting Jobs Buy Games

I love the games and a lot of other software Sierra products. The only problem is you produce them too darn fast! I have had to take up extra baby-sitting jobs and other odds and ends to make enough money to buy some of the new games (I especially have my eye on *The Colonel's Bequest*)! I even got my dad to upgrade our computer system to VGA so I could relish the graphics of your games (of course we do use it for other things), and I'm working on a Roland or Ad Lib music card.

Andrew Pendray, Connecticut

Hero's Quest Battles a Hit

I would like to congratulate you on a job well done. When it comes to adventure games, you've got the competition licked. I've only been using a computer for a year or so now and I have managed to collect eight of your adventure games so far.

I have recently purchased a 286 SVGA running at 16MHz. It was a whole new love for me and your games. I can really appreciate my VGA with your games. Oh, by the way, whoever came up with the idea of close-encounter battles in *Hero's Quest* is a genius. I LOVE IT!!!!!! I hope you include that in every game possible.

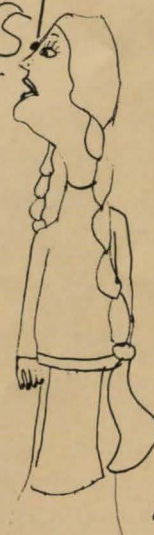
Adam Ray Taylor Sr., Delaware

Dear Roberta I wonder what
Kings quest 5 is going to be?

Love Tanya Richardson

I Love Oceanside, C.A.
92056

computers!



Age 7

Tanya Richardson and her Rosella doll.

P.S. I hope all of your sequels go on forever. I am quite frightened that Larry settling down with one woman will cause AI to end the series. How about Larry Jr. with his polyester diapers.

P.S.S. I have never looked forward to sequels until I met Sierra On-Line.

This Whole Family Plays Together

I wanted to take time and convey to you the difference your company has made on my family. After playing *Black Cauldron* on my business computer with my wife and two children, my wife & I realized that as a family we were not only entertained by your software, but we contributed to the game's solutions equally regardless of age. To a child it means a lot to be regarded as an equal and have respect given to their views.

I'm enclosing 17 warranty cards so that we can receive any updates or drawings. I know I should have done this 2 years ago, but when you buy something and it never breaks down or fails to bring enjoyment, you don't think about this.

Terry Kiser & Family, Ohio

Games assist disabled seven-year-old to learn

The T-shirt for David was a wonderful surprise. He's so excited about it that I have to sneak it away and smuggle it into the laundry while he's out playing so he'll find it at night. He loves to sleep in overgrown t-shirts.

David and I have played computer games for two years and he loves them—but it seems that no one else his age has the same love and ability to problem solve (or maybe they don't have a mother sitting at the keyboard helping to spell words!!).

I've had a book accepted by a Boston publisher. It's the story of how we taught David to speak and listen and be a "normal ol' kid" despite all the professionals who told us to give up and teach him sign language. I intend to spend some time talking about how we've used the computer and your games as a learning tool for vocabulary and problem solving as well as the best motivator for learning to read.

Debbie Stage, Maine

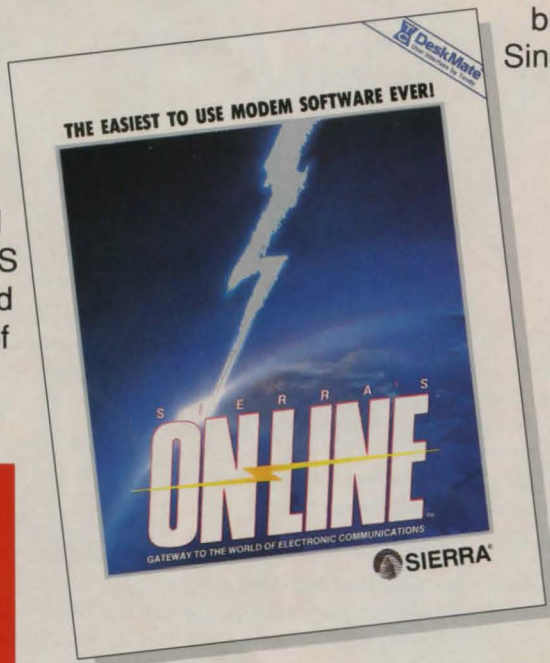
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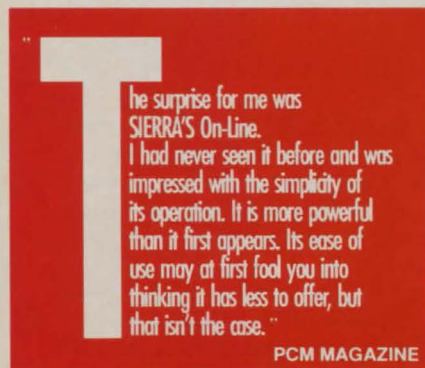
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	UPS Ground	2nd Day Air
Roland MT-32	\$12.00	\$20.00
Ad Lib Music Card	\$6.00	\$10.00
Game Blaster	\$6.00	\$10.00
LAPC1	\$6.00	\$10.00
Soundblaster	\$6.00	\$10.00

Alaska, Hawaii, Puerto Rico and Canada

International Shipping Policy applies (see below)

INTERNATIONAL SHIPPING POLICY

Software and Hardware

Due to the large variation in shipping costs for various international destinations, and the fluctuating cost of delivery to some locations, all international orders will be by credit card only. Actual shipping and handling charges, including a small fee for customs stickers and insurance (when necessary) will be added to the credit card total. Most orders are delivered by air mail/parcel post.

Total Merchandise	
California residents add 6.25% sales tax	
Massachusetts residents add 5% sales tax	
Priority Shipping and Handling (optional)	
Music Card Shipping and Handling	
TOTAL PAYMENT	

Free MS-DOS software with any music card order

Offer ends March 31, 1991.

Roland MT-32 Select any two games from the order form.	Enter product names 1. 2.
Any other music card	Circle one: Silpheed Hoyle's Book of Games

Free T-SHIRT if your order totals \$75 or more

Offer ends December 31, 1990; postmark January 31, 1991

Circle the size desired S M L XL

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(Required for credit card orders; desired for all orders)

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METHOD OF PAYMENT

Check/Money Order (payable to Sierra On-Line Inc.)

Visa MasterCard American Express

Account Number

Expiration Date

____ / ____

Authorized signature (required for credit card orders)

COMPUTER(S) OWNED:

- Apple IIe/IIc+/Laser 128 Atari ST
 Apple IIGS Apple Macintosh
 IBM and compatible PCJR
 Tandy 1000 Series Commodore Amiga
 PS/2 Model 25 & 30

Number of Sierra products owned _____

Do you have a mouse? YES _____ NO _____

Do you have a hard disk? YES _____ NO _____

Do you have a modem? YES _____ NO _____

Do you have a joystick? YES _____ NO _____

Do you have a music card: YES _____ NO _____

If yes, what brand? _____

What type of graphics card do you have? _____

IBM owners, will your machine accept (check those applicable):

5.25" 1.2 meg _____ 360K _____

3.5" 1.44 meg _____ 720K _____

What is your computer's internal processing speed?

AT_ XT_ 286_ 386_ I don't know_

What is your computer's memory capacity?

256K_ 512K_ 640K_ 1+ meg_ I don't know_

CONTINUE NEWS MAGAZINE? Do you wish to continue to receive the Sierra News Magazine at your home? If so, please complete this form and mail it to us as soon as possible. (NOTE: This will not be necessary if you have sent in a Sierra product registration card in the last 12 months.)

Last Name

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City

State

Zip Code

Country

Telephone (Area Code)

Customer # (see label)

Cartoon/Drawing Contest

Winners in this issue:

Charles Babbage, this page
Meggy & Betty Hai, page 37
L.R. Harskjold, page 23
Michel Hooymans, page 31
Heather Kennedy, page 21
Nathan Lynch, page 10
Randall Miller, page 30

James Pottebaum, page 33
Anthony Roach, page 19
Max Turner, page 13
Jennifer Wagnon, this page
B.J. Willingale, page 29
Herbert Yang, page 46

Sierra's Cartoon and Drawing Contest is an ongoing event, so send in your submissions now! Winning entries will be published in the Sierra News Magazine, and winners will receive a Sierra software product of their choice. The number of winners will depend on the quality of the entries, and are chosen at the sole discretion of Sierra On-Line.

Cartoons or drawings must be original ideas, in black ink (not in pencil or in color) on white unlined paper (please do not fold). Bear in mind that large entries will have to be reduced for space considerations. Each entry should relate to one or more of Sierra's products. All submissions become the property of Sierra On-Line, Inc.

Submit entries to Sierra On-Line, Box 1103, Oakhurst, CA 93644, Attention: Cartoon Contest, and indicate the product desired and type of computer you have in the event you are a winner. Please include your phone number, and if you are one of our younger entrants, your age. Good Luck!



ORB DISGUISE

Submitted by Charles Babbage, Oregon

Watch for a book of cartoons. Coming soon.



Submitted by Jennifer Wagnon, Utah

COMING IN THE NEXT ISSUE

Sierra's Tenth Anniversary

An Interview with Bill Davis
Creative Director for Sierra

A First Look
at
KEEPING UP WITH JONES

SIERRA'S TOP TEN BEST SELLERS

August 1 - December 31, 1989

King's Quest IV
Hoyle's Book of Games
Leisure Suit Larry III
Hero's Quest
Space Quest III
Silpheed
Manhunter II
Mixed-Up Mother Goose
Police Quest II
Roland MT-32

SIERRA'S AUTOMATED HINT LINE SYSTEM

You may reach the hint system by dialing **1-900-370-KLUE**. Our California customers need to call **1-900-370-5113**.

ALL hint questions MUST be directed to the previously mentioned "900" numbers, as there will be NO hints given on our Customer Service lines. This service is available 24 hours a day. The charge for this service will be 75 cents for the 1st minute and 50 cents for every additional minute. Long distance charges are included in this fee. **Callers under the age of 18 must get their parent's permission before calling the hint line.** At this time, the automated hint system is only available within the United States.

All other questions will be answered by calling our new Customer Support number at area code (209) 683-8989. Again, please note, ALL hints must be obtained by dialing 1-900-370-KLUE and for California 1-900-370-5113. **ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES.**

The contents of the Sierra Automated Hint Line are solely the responsibility of Sierra On-Line.

See page 17 for several alternate FREE methods for getting hints.

Thank you for buying Sierra products.

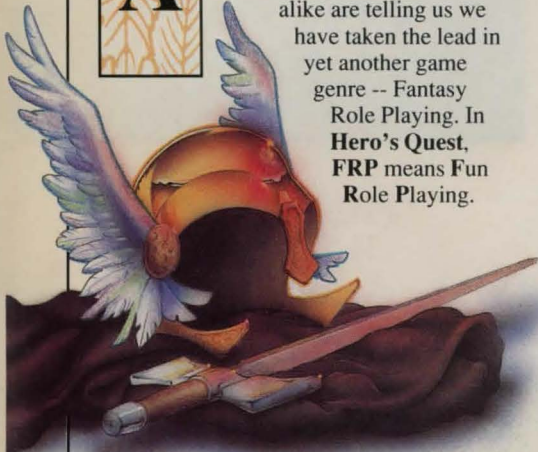
Cartoon by Herbert Yang, California



SIERRA TAKES A NOT-SO-SERIOUS STAB AT FANTASY ROLE-PLAYING...

SIERRA PRESENTS: THE ROLE-PLAYING ADVENTURE

After years of leading the field in 3-D Animated Adventure Games, players and critics alike are telling us we have taken the lead in yet another game genre -- Fantasy Role Playing. In **Hero's Quest**, FRP means Fun Role Playing.

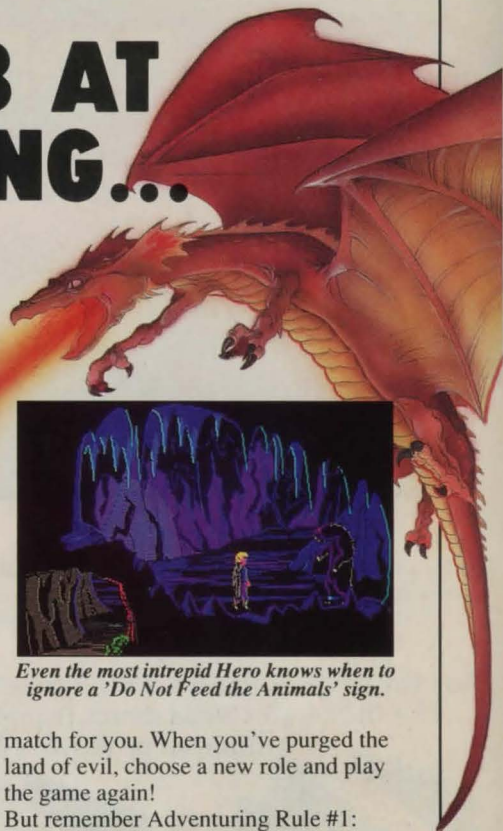


THREE GAMES IN ONE!

Play the game as your Hero-of-Choice. Will you become the Fighter? The Magic User? The Wily Thief? In **Hero's Quest** the choice is yours...and **Hero's Quest** can be played over and over again using different skills and different solutions to game puzzles.

THIS IS FRP SIERRA STYLE...

As a recent graduate of the *Famous Adventurers' Correspondence School for Heroes*, you're more than qualified to battle brigands, massacre monsters and rescue royalty. If you're eager to exercise your new credentials, you've come to the right place. The barony of Spielberg is in dire need of a champion, and you just might fit the bill! Life's not easy for a wanna-be hero, but for every grueling battle, for every hour of work, for every day of adventuring you can only get stronger, swifter and more skillful -- not to mention rich! Soon even the most powerful monsters will be no



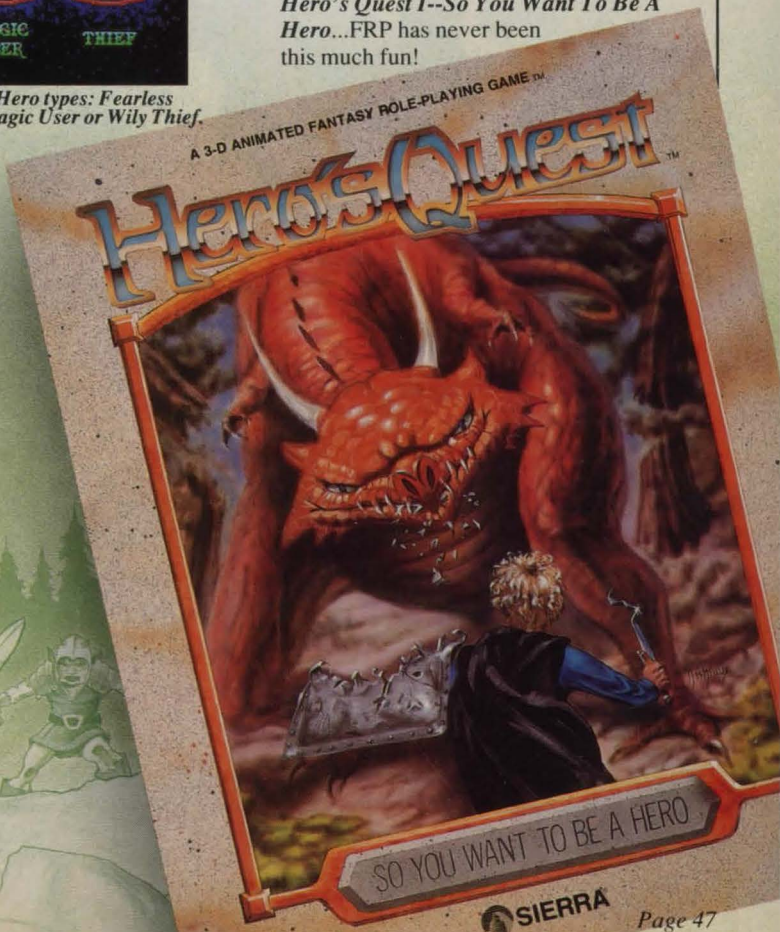
Even the most intrepid Hero knows when to ignore a 'Do Not Feed the Animals' sign.



Choose from three Hero types: Fearless Fighter, Inscrutable Magic User or Wily Thief.

match for you. When you've purged the land of evil, choose a new role and play the game again! But remember Adventuring Rule #1: When in doubt, run away! So you want to be a hero? Well, here's your chance -- **Hero's Quest I--So You Want To Be A Hero...**FRP has never been this much fun!

MS-DOS • AMIGA • ATARI ST
1-800-326-6654
or call your local Software Dealer



Hero's Quest players tell us how it is...

'Just got HQ yesterday and am very pleased...some of the humor is priceless.

'...this one has more humor than most CRPG's I've played!'

'The fairies were a riot! Great characterizations in this game, better even than Space Quest III, and that's going some.'

'...much of the humor is a great deal more subtle...the sub thing brought me right out of my chair.'

'I like that ending a lot!!! I want to go back and replay...SOON!'

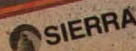
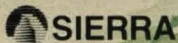
'...one of the best of all of Sierra Games...I play the game every chance I get. I highly recommend it to anyone who likes games by Sierra.'

'We can't wait to play HQ II!! Sierra is getting too good at this stuff. It's getting to the darn point where no other computer games are worth buying. Keep it up...just make MORE games.'

FREE
★ PRODIGY
Interactive Personal Service

Start-up Kit and one month of service (a \$50 value)

See details in selected Sierra products.



TAKE ANY TWO SIERRA GAMES FREE!

Buy a Roland MT-32 Sound Module direct from Sierra and get 2 Sierra games of your choice, FREE!*



The Roland MT-32 is perhaps the finest sound module available for home computers. Its 32-voice synthesizer features 128 preset sounds for the most enhanced game experience possible today. EASE software package, included, is designed to help you compose your own songs.

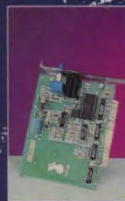
Buy the **NEW** Roland LAPC-1 Sound Card or the Sound Blaster or Ad Lib Sound Cards direct from Sierra and get your choice of *Silphed* or *Hoyle's Book of Games*.*



Roland's new **LAPC-1** Sound Card is a full-size computer card with a full 32-voice synthesizer. All the music and sound capacity of the Roland MT-32 on a card.



Creative Labs' **SOUND BLASTER** card starts with an AdLib compatible 11 voice FM synthesizer, then adds 12 C/MS and Game Blaster compatible stereo voices. Digitally samples voice and other sounds. Includes MIDI interface and joystick port.



The **AdLib** Personal Computer Music System makes your computer come alive with music and sound. Half-size card featuring an 11-voice synthesizer, volume control and audio jack. Listen to your favorite games or compose your own music.

Enter a whole new dimension of excitement and realism with one of these fine sound products, and receive your choice of great Sierra product(s) FREE when you order direct from Sierra. See our Music Card advertisement (on page 26) in this issue of the Sierra NewsMagazine for more details.

*Please specify the product(s) you choose to receive when you make your order. If ordering by mail, use the area marked FREE MS-DOS SOFTWARE.

TOLL FREE
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1-800-326-6654

24 HOUR HINT LINE

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**FREE T-SHIRT
WITH YOUR
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SEE DETAILS ON
PAGE 44.**



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