

QUESTBUSTERS™

The Adventurer's Newsletter
November, 1986

Vol. III, # 11

Leather Goddesses of Phobos

Despite the titillating title, *Leather Goddesses* is more risqué than R-rated, and is far from X-rated--unless you've got a thing about kneecaps and toe-sucking. Instead this is Meretzky's madcap humor at its unbridled best, and he often pokes as much fun at some familiar aspects of adventuring as he does at the Fifties' pulp science fiction he takes aim at in this all-text game. Even so, Meretzky's theme for this parody is "adult-oriented." If it were a film, *Leather Goddesses* would be rated PG even in the most forthright of its three "naughtiness levels."

In case you weren't around in the Fifties, sex was a major fixation with science fiction authors and the artists who so luridly illustrated the covers of paperback novels. They were called pulps because of

the cheap paper on which they were printed. So sex was the obvious angle for this parody, which at times reminded me of a certain Robert Crumb comic book. (If you remember its name, congratulations, your score just went up 12 points.) In this story, the Leather Goddesses are plotting to invade earth and "turn it into their sexual playground." Your goal is to stop these fiends--and have a good time while you're at it! You enter the story in 1937, when you are teleported from a bar in Sandusky, Ohio, to a cell on the miniscule Martian moon of Phobos.

You have been snatched by the Leather Goddesses, who have been kidnapping and experimenting on humans to prepare for the invasion. Wearing only a brass loincloth, you will not want to hang

around for the experiments; luckily, the cell door is unlocked and you can escape without a severe cerebral struggle. You'll soon meet another prisoner, who will be male or female depending on your sex (which is cleverly determined in the opening scene). Upstairs you'll find an observatory with a grand view of the Goddesses' Pleasure Palace. On the floor you'll notice the first of many strange black circles.

Going Around in Circles

These are teleportation portals. Step on one and you might suddenly have to outrun a huge Venus fly-trap plant through the steamy Venusian jungle. Another black circle sends you to the Martian desert, where you can ride a royal barge down the canal to one of the red planet's polar caps. The black circles give the game a similar feel to *Hitchhiker*, which used the Improbability Drive for the same purpose. They are scattered throughout the game to connect distant locations, and you can use them like an instantaneous subway to return to the cell, jet over to Venus and visit other places.

Your travelling companion suggests the Leather Goddesses' plan can be thwarted with a "Super-Duper Anti-Leather Goddesses of Phobos Attack Machine." Much of the game is spent collecting the machine's bizarre components: things like a white mouse, six feet of rubber hose, and

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Starflight

by Stephen King

Have you ever wished you were Captain Kirk of the Starship Enterprise? Or perhaps Commander Adama of the Battlestar Galactica? If the answer is yes then you will be pleasantly surprised when you discover *Starflight*, the new fantasy role-playing game from Electronic Arts. It puts you in charge of an interstellar spaceship in the year 4619 and turns you loose to explore the biggest universe ever funneled into a computer game.

Programmed in Forth by Binary Systems, *Starflight* represents the equivalent of fifteen man-years in development time. This statement becomes less incredible as you begin to realize the breadth and complexity of the universe that unfolds when you head out into space. There you'll find 270 star systems with a whopping 800 planets to be explored. Some of them look tiny from space, but even the smallest would take hours of real-time exploration to cover completely. There are 1.9 million unique

locations per planet, which adds up to over a one and a half billion. [That's one map you won't be seeing in *QuestBusters*.]

Right away you'll notice that *Starflight* is very colorful, something that's seen far too infrequently in IBM-compatible games. The array of lava planets, ice planets, ocean worlds and other exotic destinations are portrayed with medium low-resolution fractal graphics because of the number of colors necessary (color becomes very important at the planetary level), but the space encounters with alien creatures of the seven different races are beautifully done in extreme hi-res. Sound effects enrich the atmosphere as you walk around, teleport, maneuver an all-terrain vehicle and participate in other engaging activities.

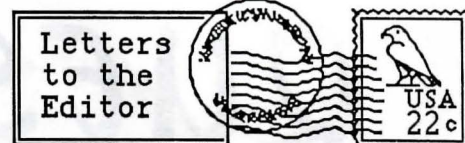
If you're beginning to get the idea that *Starflight* is literally studded with all the details that make games interesting and exceptionally playable, you're right! There are alien artifacts with special properties to be found on the various planets, as well as messages from ancient civilizations. Space seems filled with fluxes, which are a kind of interstellar gateway. Who knows?

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Adventure Hotline



Wrath of Who?

Sierra has released their first RPG in a long time, *Wrath of Denethenor*. Denethenor, a figure from an ancient Nordic myth, was a prince who made a pact with the devil so he could take over the kingdoms that neighbored his own land. Written by 20-year-old Christopher Crim, it is a single-character game that covers both sides of two disks and may be the first of a series. Sierra's John Williams calls it "an honest to goodness hack and slash, have a good time fantasy role-playing game." *Wrath* will be selling at unusually low prices: \$29.95 for the Apple, \$19.95 for C64/128. Sierra is wrapping up final bug-checks on *King's Quest III*, which will be shipping for the IBM any day now, and the Mac version of *King's Quest I* is already out. So is *Space Quest*, a \$49.95 graphic adventure in the *KQ* style for the IBM and MS-DOS compatibles. The first title in the series is called "The Sarien Encounter," which will eventually be converted for the ST, Amiga and Apple's new IIGS.

Detectives Needed

Accolade has a new twist on the murder game. In *Killed Until Dead* the goal is to prevent a murder rather than solve one. It has over 20 plots, joystick & icons interface, and a 24-minute time limit. And in order to break into a room to search for clues, you must first answer mystery-related trivia questions. The C-62/128 version is already out; Apple is set for March.

Clarification

Contrary to an item in the October issue, Electronic Arts is not publishing *Questron II*. They may be publishing another fantasy role-playing game by the authors of *Questron* sometime next year.

Original Adventure

Instead of playing *Original Adventure* on-line and racking up a huge bill as you would on most networks, Commodore gamers can download the program from QuantumLink's public domain library.

No Dogs Allowed

It's a sad day in Tonetown: the Amiga, ST and Macintosh versions of *Tass Times in Tonetown* don't show the most important

character--Ennio the dog does not appear in the graphics. He is referred to in the text, but this is no way to treat a legend, especially in his own time.

This Way to Mad God

In part one of our *Bard's Tale* solution in the last issue, the APAR location of the Mad God's Statue was incorrectly stated as 1 north, -1 east, 1 up. The correct location is 1 north, -1 east, 2 up. We overlooked mentioning it last time, but the maps in the walkthrough were done by Brad Wright, who is getting *AutoDuel* for sending them in. Mike Bagnall contributed the actual solution, and he got *Ultima IV*. If you've got a complete solution to a recent game, let us know about it and you may win the game of your choice.

Wizardry V?

Strange as it seems, *Wizardry V* is going into beta-testing before the long-awaited *Wizardry IV*. Another surprise: the first version is for the IBM, not the Apple.

More New Games

Gemstone Healer is SSI's latest sequel to *Warrior*. The first batch of the C-64 version of *Roadwar* were so flummoxed by a disk duplicator that the program would crash after about an hour. SSI recalled the games, but if you've already got one you should return it to SSI's Customer Service for replacement. Datasoft is bringing over some British games: *Swords & Sorcery*, a maze-based RPG; *Saracen*, an arcade-style adventure; and *Black Magic*, also an action-adventure. These are set for the Atari 8-bit, C-64/128 and Apple in the first part of 1987. Datasoft also has a supplemental game for *Mercenary--The Second City*. *Baker Street Detective*, *Gunfighter* and *Dungeon* (the first *Alternate Reality* sequel) are supposed to be out by now. Sir-Tech's *Mines of Qyntarr* should be ready for the IBM and Apple by Christmas. *Bard's Tale II: Knight of Destiny*, originally scheduled for October, has been pushed back to the end of the year. (The original is still a best-seller.) Datasoft's *Alternate Reality: The City* has been converted for the IBM, ST and Macintosh. Other recent conversions include: Origin's *Ultima IV* (IBM) and *Ultima III* (Amiga and ST). Electronic Arts has an Amiga *Bard's Tale*.

Dear QuestBusters:

I realize you want to review just new adventure games. But I think it would be really great if you could begin reviewing one "oldie but goldie" in each issue. There were many very good, very playable games produced from 1980-84, and many of us didn't have computers back then.

Karen M. Lee

Now that we've got 12 pages to work with, we will have space for occasional reviews of classic games. Any suggestions?

Dear QuestBusters:

Shard of Spring should have been rated a Novice level game in your review. It's one of the easiest I've played.

Aaron Chou

Right, it was. Determining an adventure's difficulty level is often the hardest part of the review. But we usually pin it down pretty closely and will publish updates on this and other aspects of a new game.

Dear QuestBusters:

I wish you would print some hints for *Hitchhiker's Guide* in the next "Keys to the Kingdom."

Billy Lage

We focus on clues for games whose solutions have not yet been published. [Check "Passport to Adventure" to order books with walkthroughs to older games.] If you've got any tips, strategies or outright answers to share with other adventurers, send them to "Keys".

QuestBusters™

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LABYRINTH: The Computer Game

Based on the Jim Henson Muppet film, *Labyrinth* was produced by Lucasfilm Games. A short all-text game serves as an introduction, in which you must locate the theatre where the film is showing. A couple of simple problems must be solved before a bordered box like those seen in silent movies fills the screen and announces "The Movie Begins." Then you see an almost Amiga-quality illustration of the Goblin, who calls you by name when he speaks to you from the screen. (Before the game you type in your name and other information.) The Goblin says he has imprisoned you in his Labyrinth. You have thirteen hours of game-time (not real-time) to find the center of the maze and vanquish the Goblin, or remain locked away forever. You can type "time" to find out how much you've got left.

Into The Labyrinth

Next another box announces "The Labyrinth," and the next part of the program is loaded. The graphics and general presentation are reminiscent of Lucasfilm's *Habitat*, the online game that is supposed to start up on QuantumLink sometime this month. In the middle of a long brick-lined hall you see a two-and-a-half inch tall character. It may be male or female with hair and a shirt matching the colors you indicated before the game by answering prompts. The interface consists of a simple parser for commands and joystick controls for moving your character. You can move forward and backward in the hall as well as left and right, which is handy for entering doors; this provides a sense of depth that borders on 3-D.

Graphics cover most of the screen. Most of the time you'll be walking down a long hall, solving object-oriented puzzles, entering doors that lead into more halls, and so on until you finally reach the center of the maze. Below the graphics a long thin bar represents the immediate hall and shows your current location in it with a blinking square. Black ones show where objects lie on the floor, and white ones point out other people who are hanging around in the hall. You'll also see the locations of any vending machines in the hall, from which you may be able to buy some handy items. Doors leading into the maze are also shown, and you can tell whether they are open or closed. This bar can be copied on paper, which simplifies the task of mapping the

maze--and *Labyrinth*, as the name suggests, is practically all maze.

The parser occupies two small windows at the bottom of the screen. You can scroll through the left one to see all the verbs; the right holds nouns. It's easier to just type the first letter of a word and watch the list skip to the first word beginning with that letter: type "t" and the word "take" is highlighted. To move into the noun window you hit a cursor key, then follow the same process to find the object you want to grab. (You can just hit return or the joystick button to take an item if it is the only one in sight.) It's basically a kiddie parser with a limited vocabulary, sufficient for this game but apparently less intelligent than even a Scott Adams' parser. Besides the size of the characters and the animation, another thing that reminded me of *Habitat* was the way the game's text responses were often shown in a colored, comic book-style bubble at the top of the screen.

Crystal Balls and Cowbells

The halls are strewn with crystal balls and other objects that will prove valuable as you penetrate the depths of the maze. But when you hear a cowbell clanging, it's time to run for it. If you're caught by the man in armor, whose footsteps cause this odd sound, he'll spring a trap door that dumps you in a pit. There are ways to escape, but once you're out of money the only way out is to say a magic word that also costs you an hour of time. If you get caught in the pit and escape, the game restarts at the entrance to the maze; you don't have to repeat the text phase of the story. When you quit, your position is automatically saved. Three games can be saved on the program disk, and your name is recorded so it's easy to keep track of them.

If you're familiar with Jim Henson's imaginary worlds--the Wise Man's Garden, the Hall of Stone Faces, and others--you'll enjoy the opportunity to actually visit them in *Labyrinth*. Sir Dydimus, Hoggle, and the Fireys are typical of the Muppet characters you will encounter. Unfortunately, the limited parser won't permit you say anything except "Speak Hoggle," so there is no genuine, satisfying character interaction. But young players will probably be happy enough just to meet Hoggle. The majority of the puzzles are centered on manipulating objects.

Animation and graphics are well-done, but don't expect to see any of the fractal graphics that were the hallmark of the first Lucasfilm games. Frankly I'm glad: those 3-D effects were the most realistic I've seen, but they were slow and got boring after a few days. The intricate full-screen illustrations woven into the game here and there are good enough to qualify as true computer art. In addition to various sound effects, you will hear well-orchestrated and music at appropriate times.

Conclusions: Built around a kiddie parser and joystick interface, this game is best suited for adventurers thirteen and under. You don't have to be a Muppet fan to enjoy *Labyrinth*, but it helps. An all-maze game, *Labyrinth* requires a lot of mapping, but it's easy and doesn't interfere with the fun.

System: C64/128, Apple [64K]

Skill Level: Novice

Price: \$34.95, C; \$39.95, Apple

Company: Activision

Contest Winner

The winner of this month's contest was Gayle Stanford, who gets SSI's new *Gemstone Healer*. If you've just subscribed, your name has been already added to the contest, which is a random drawing from the subscription list.

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A Walkthru Trinity

by Rev. William E. Carte

This is a step-by-step solution. For inventory purposes, you'll be storing objects at the bottom of the stairs leading to the sundial. The numbers in brackets indicate your new score each time it changes.

Palace Gate

North. Buy crumbs. [1]. Get crumbs. Feed birds. Examine ruby. East. East. Read sign. South. Take ball [2]. Northwest. Unscrew gnomon. Take gnomon [7]. North. Take bird. [10]. Unfold paper. Read paper. Northeast

Lancaster Gate

Wait until woman walks away. Throw ball at umbrella. Take umbrella [15]. West. West. Push pram east. Push pram east. Push pram south. Open pram. Climb in pram. Open umbrella. Take all but pram. Enter water. Enter door.

Meadow

North. East. North. Take log. Take splinter [16]. South. East. Southeast. West.

At Arboretum

North. Up. Take axe [17]. South. Down. (At this point your east-west directions are temporarily confused by the Klein bottle effect. Don't panic.) East. Northwest. North. Up. Up.

Vertex

Put gnomon in hole [22]. Examine sundial. Wait until the shadow clicks on the third symbol. Push lever. Down. Down. Put paper and coin in pocket. South. Southeast. West. North. Up. South. Down. (Directions will be restored to normal.) East. Northwest. North. Drop axe. West. West. North. North. North.

Ossuary

Enter door (on mushroom). Take lantern [23]. West. Take walkie talkie [24]. Turn on lantern. Drop lantern. West. Put splinter in crevice. Take skink [27]. Put skink in pocket. East. Take lantern. Enter door. Search fertilizer. Take key [28]. South. Put key in hole. Turn key [29]. Down. Turn lantern off. Hit icicle with umbrella. Take icicle [30]. East. East. East. Up. Up. Down. Down. East. Northeast. East.

Crater

Put icicle on lump [33]. West. Southwest. West. Drop lantern, walkie talkie and umbrella. Up. Up.

Vertex

Pull lever. wait until shadow falls on fourth symbol and brass rings clicks. Push lever. Down. Down. Take axe. East. North. West.

Chasm's Brink

Cut tree with axe. Push tree north [36]. North. Enter door. Down. Open box. Push toggle. Push button. South. Northwest. Wait until coconut begins to float in water. Point at coconut. Take coconut [39]. Southeast. North. Up. Enter door.

Mesa

South. East. South. West. Drop axe and coconut. Up. Up. Pull lever. Wait (until you hear a click and the shadow falls on fifth symbol. Push lever. Down. Down. East. Northeast. Northwest. Open door. East.

Cottage

Wait several turns until you hear the magpie give complete instructions. Open back door. Open cage. Take cage [40]. East.

Herb Garden

Search refuse. Take garlic [41]. Enter white door. Down. Northeast. Northeast.

Cliff Edge

Examine fissure. Take lemming. Put lemming in cage [42]. Close cage. Southwest. Southwest. Up. Enter door. West. West. Southeast. Southwest. West. Drop cage and garlic. Up. Up. Pull lever. Wait (until shadow falls on sixth symbol and ring clicks). Push lever. Down. Down. Take umbrella. East. East. [Moor] Enter door.

Thin Air

Open umbrella. Take bag and umbrella. Wait (until girl notices you). Give umbrella to girl. East. Take spade [43]. Take paper from pocket. Give paper to girl. West. Climb on bird. Enter door.

West. West. Drop spade. Up. Up. Pull lever. Wait (until ring clicks three times and finger is on second symbol). Push lever. Down. Down. Take axe. East. Northeast. East.

Crater

Take lump [47]. West. West. West. Northwest. Enter dish. Wait two turns until you're on ground in bubble. South. Southwest. (The waterfall, a good place to save the game.) Enter door.

In Orbit

Take skink. Kill skink [50]. Wait three turns (when satellite is headed directly at white door). Cut bubble with axe.

East. East. Up. Up. Pull lever (final time). Wait until ring clicks five times and the shadow is on the seventh symbol. Push lever. Down. Down. Take coconut and garlic. Northeast. Reach in hive. West. West. East.

East. Reach in hive [53]. [You got honey.] East. Northwest. East.

Cottage

Drop coconut. Cut coconut with axe [54]. Take coconut. Pour milk in cauldron [55]. Put hand in cauldron [56]. Put skink in cauldron [57]. Put garlic in cauldron [58]. West. Drop coconut. Wait (until explosion). East. Look in cauldron. Take emerald [59]. West. Southeast. Southwest. West. Drop axe. Take spade. West. West. North.

Cemetery

Open crypt with spade [62]. Look in crypt. Examine corpse. Take red and green boot. Wear red boot. Wear green boot. Take shroud [63]. Wear shroud. Take bandage. Wear bandage. Look in mouth. Take silver coin [64]. Drop spade. South. East. East. Put emerald in pocket. Take cage, walkie talkie and lantern. (This is a good place to save.) Southeast.

The River

Wait until ghosts enter vessel. Enter vessel. Give silver coin to oarsman. South (after you arrive at sand bar). Enter door.

Be sure you have the bag, lantern, walkie talkie, birdcage and emerald in your possession before continuing.

Shack

Open book. Drop lantern. Take cardboard [65]. Examine cardboard. Read diagram [68]. (You may want to write down this information.) Put cardboard in pocket. Take lantern. (The people outside should have left by now.) West. Down. Down. Drop cage. Take ruby [69]. Put ruby in red boot [70]. Take emerald. Put emerald in green boot [71]. Take cage. Northwest. Northwest. Northwest.

Paved Road

Enter jeep. Examine radio. Examine dial [74]. Exit jeep. Push slider to (whatever number the radio dial was set to). Pull antenna. Turn rocker on. Southeast. Southeast. Southeast. Southeast. Southeast. Open gate. Southeast. South. Open door. East.

Assembly Room

Drop lantern. East. North. Enter closet. Close door. Open cage. Put bag in cage. Close cage. Open door [80]. (Snake eats the lemming.) Exit closet. Search workbench. Take screwdriver [81]. Put screwdriver in pocket. South. West. Take knife [82]. Put knife in pocket. Take lantern. East. Open door. East. East. Southeast.

South of Reservoir

Drop all but lantern. Northeast. Turn lantern on. Up. Take binoculars. Down (after you fall in water). Take binoculars [83]. Up. South. Down. Take all. Open cage. Take bag. Drop cage. West. West. West. West. South. South.

Behind Shed

Look at shelter with binoculars [86]. Wait (until roadrunner shows up). Point at key [89]. Take key [90]. North. North. North. North.

Base of Tower

Unlock box [91]. Examine panel. Examine breaker. Open breaker. (Listen carefully to conversation on walkie talkie. Write down the phrase "ask the kid if he connected the line..." and make note of which line he is talking about, because it changes in every game.) Close breaker. Southwest. Southwest. Southwest. Southwest.

Outside Blockhouse

Wait (until roadrunner appears). Drop bag. Northeast. Northeast. Northeast.

Northeast. Up. Up. East.

Shack

Turn on light. Examine box. Examine panel. Take screwdriver. Open panel with screwdriver [95]. (There are four wires in the panel. Use the diagram on the cardboard to determine the color of the wire that the man mentioned in the quote after you opened the breaker; it's either blue, red, white or striped.) Wait (until auto-sequencer takes effect; for example, until countdown reaches fifteen seconds.) Take knife. Cut (proper) wire with knife [100].

You have just achieved a perfect score and saved all of New Mexico!

Rev. Carte got a copy of Amnesia for sending in this walkthru. If you've solved a recently released game let us hear about it and you'll get the game of your choice if we publish it.

Mercenary

by Tim Snider and Shadow

Mercenary is the first attempt to cross-breed two of the most popular forms of computer gaming: the adventure and the flight simulator. It does this admirably. Instead of saying "go north," as you would in other adventures, you have to actually walk, fly or drive to the locations involved in this highly original scenario.

Stranded on Targ

You start the game as a pilot on his way to Gamma Five following a heated battle with your planetary foes. The alarm sounds as the on-board computer warns you of a guidance system shut-down due to battle damage. Your ship is locked on a collision course with the planet Targ. Crashing on the surface, you find out that

you have landed in the middle of another war, this one between the humanoid Palyars and the robotic Mechanoids. Your only thought is to escape from the middle of this mess. But as a true mercenary, you feel you could make big bucks for your services to either side. Thus begins your quest for a way home and a positive cash flow.

The game presents you with a first-person view of all your surroundings. That means everything is seen through the eyes of your on-screen persona. This gives the game a strange 3-D effect that enables you to wander around, through and into many of the buildings that litter the landscape. The scenery is done with the standard vector graphics seen in most flight simulators. But this was necessary for the awesome effects of the game.

Helping you on the stopover is your portable computer companion, Benson. This ninth-generation PC monitors and reports your status, acts as interpreter between you and the aliens, doubles as your in-flight navigator and keeps you company during those long walks. Without the help of this computerized Tonto, your stay on Targ would be a long one.

A Dual Interface

Your movements are directed with the joystick, while actions are selected from the keyboard. The flight simulation, though not as complicated as others on the market, is not as "jumpy" as most. The crafts you are able to buy (or steal, if you're that kind of person) are extraordinarily responsive, and each is enabled with its own style of movement.

The sleek Dominion Dart has all the aerial capabilities of a Stealth fighter, while the enemy Hexapod handles like a real flying saucer. You can zip along the ground in a Sprintcar, or prepare for space travel in the Interstellar Ship. . . if you can

find it. You can choose the type of vehicle you prefer, but certain ships must be used to win.

As for the adventuring aspects of *Mercenary*, I'm glad the manufacturers enclosed the solution. I really don't see how anyone can accomplish some of the goals. At one point you must fly to a secret base halfway around the globe. Since most of the action takes place on a 16 x 16 grid, this is the last thing a lot of us would do. There are other examples of this kind of hidden logic, but I can't disclose the information without spoiling the game for those who decide to tackle it.

Alternative Conclusions

It boasts three different endings. I like this idea, because it gives an adventure something that most of them lack--replayability. Once I've solved an adventure, it usually gathers dust on the shelf. This one lets you experiment with a variety of actions. Should you work for the Palyars? Are your services worth more to the evil Mechanoids? This gives you the opportunity to play space knight or evil intergalactic scuzzoid. And after you've exhausted every possibility, you can get the recently released sequel, *The Second City* (\$14.95), which requires this program in order to play.

Conclusions: As a flight simulator, this program is pretty amazing. As an adventure game, it's pretty difficult. As a combination, *Mercenary* offers a new gaming experience. You play a pilot, fly a ship and attempt to choose the side that can do the most for you. Just don't forget whose side is *most* important in this game--your own.

System: Atari 8-bit, C64/128
Skill Level: Advanced
Price: \$29.95
Company: Intellicreations

Bard's Tale Walkthru: Part Two

Mike Bagnall

If you missed the last issue, here's all you need to do to catch up: Build up a strong party, then go to the Cellar to get the name of the Mad God. On level three of the Catacombs, get the Mad God's eye. Then get the Silver Square and kill the Mad God, both in the Castle. In Kylearean's Tower, find the Crystal Sword and accept the onyx key from Kylearean. [Copies of the October issue containing part one, with maps, are still available for \$2.00 each.]

Before continuing, you will need one or two Wizards who know at least level five spells to deal with the demons that haunt Mangar's Tower. It's also good to have at least one, hopefully two, who can cast Death Strike (Magician 7). If all your characters are not up to at least level ten, advance them quickly by defeating the

Berserkers in Harkyn's Castle; this nets you about 60,000 experience points per character, and after defeating them you can APAR to the main entrance of level one and right back up to fight them again. Repeat this until your spell points run low. The smoothest way to beat them is to summon up a Red Dragon with at least 100 hit points, have a pair of LO armor class fighters behind him, and a couple of Spellcasters tossing MIBL spells from the back. DRBR is also handy, and your Bard should sing a three or a five. You should have already collected the Silver Triangle and Square, which are necessary in order to reach Mangar. An Exorwand will also prove handy, though it's not mandatory. And though this is a walkthrough, you'll still have to do a lot of fighting to survive.

To Mangar's Tower

To reach the evil one's Tower, go to the Scarlet Bard on Rahkir Street and order wine. After entering the cellars, APAR 16 north, 17 east, 3 down and take the stairs that go "a long way up." You will emerge outside Mangar's Tower. Enter the center building, which is red. You'll be booted out if you don't have Kylearean's onyx key. The first two or three levels of Mangar's Tower should be completed in one session. Take at least 50,000 gold with you.

Mangar's Tower, Level 1

There is nothing of any value on this level, which is full of traps. Teleport one level up: APAR 0 north, 0 east, 1 up.

Mangar's Tower, Level 2

Here you must first get the Silver Circle, which can be found by teleporting to 15 north, 4 east, 0 up. The answer to the riddle is CIRCLE. If you have room in your inventory you'll get the Silver Circle. Now APAR to -15 north, -4 east, 1 up to the third level.

Mangar's Tower, Level 3

An important level, this one holds eight vital objects: the seven words of the Mad One and the Master Key. (The Master Key allows you to go through the locked gates of Kylearean's Tower and Mangar's Tower so you no longer have to go through the Sewers to reach Mangar's Tower.) To get the master key, APAR to 12 north, 19 east, 0 up. Give 50,000 gold to the old man and you'll get the Master Key if your inventory has room for it.

Now APAR to -8 north, -9 east, 0 up. Here you must type in the seven words: LIE WITH PASSION AND BE FOREVER DAMNED. This opens the secret stairs, which may be found by teleporting to

5 north, -7 east, 0 up. Then take the stairs up.

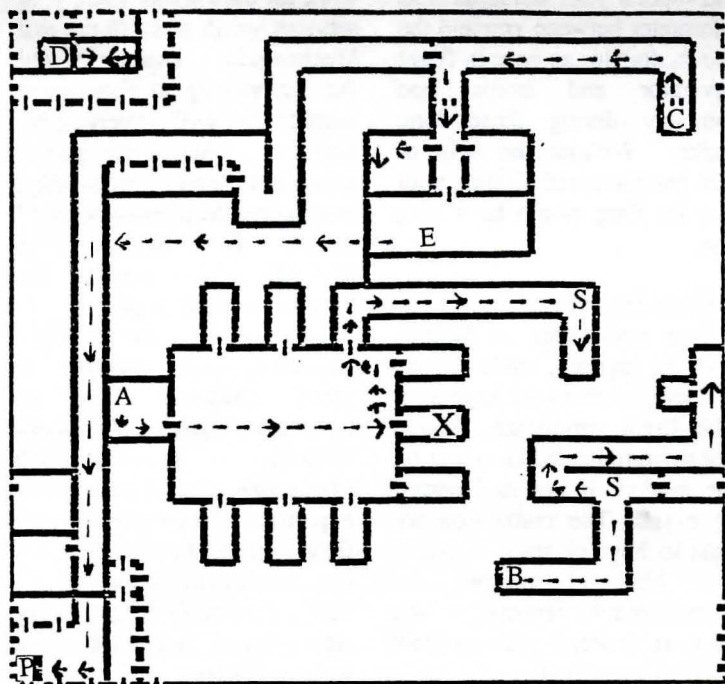
You may need to leave the Tower before proceeding to the level four. To return to this location from the main entrance: (a) APAR to 4 north, 10 east, 2 up (b) type in the seven words (c) APAR to 5 north, -7 east, 0 up. (d) take the stairs up.

Mangar's Tower, Level 4

You begin in a room with one door, position "A" on the map. Go out that door and continue east 8 spaces, looking for traps, until you find a coffin. Open the coffin and kill the Vampire Lord (who must be killed each time you go through this level). Then go west, north till you hit a wall. Turn on a light (LERE), go west once then north through the door and north again. Turn east and follow the corridor till you land on a Spinning Square. Spin till you see the picture of the wall IN THE DISTANCE! Then follow the corridor south till you find a skull etched on the floor and are teleported to position "B".

Go east until the lights go out, then north once. Cast LERE and go north till you hit another Spinner. Spin till you see the picture of the wall in the immediate distance, not the door or the far wall. Follow the corridor west, north, east and then north until you meet a pair of Red Dragons. Kill them and go north until you're teleported to position "C".

Move north until you hit a wall, then go west till you reach a door (but don't go through it). Instead, face south and go through that door three spaces, west twice, and south. You'll be teleported to position "D". Go east once, west twice and you'll be teleported to 14 north, 12 east, position "E". Now go 10 spaces west (till your standing in front of a door) and 14 spaces south (watch for



Mangar's Tower, Level 4: "A" is your initial position at top of the stairs. "X" is the coffin, "S" indicates a Spinner. Your goal is to reach the portal, marked "P" at position 0 north, 0 east.



message "tracks lead south"). Cast the LEVI spell and go west twice to position "P". Type "E" to go up through the portal to level five. If you get lost, the portal is at 0 north, 0 east. Watch the ceiling for it.

Mangar's Tower, Level 5

You are on the last leg of your quest in Skara Brae. From position "A" on the map, go east twice. You'll be teleported to "B". Go north, east twice and south, then east and defeat the Storm Giants. Go east until you hit a wall, then north once. Suddenly one of your characters will be possessed. You can save him with an Exorwand. If you don't have one then kill him and then resurrect him.

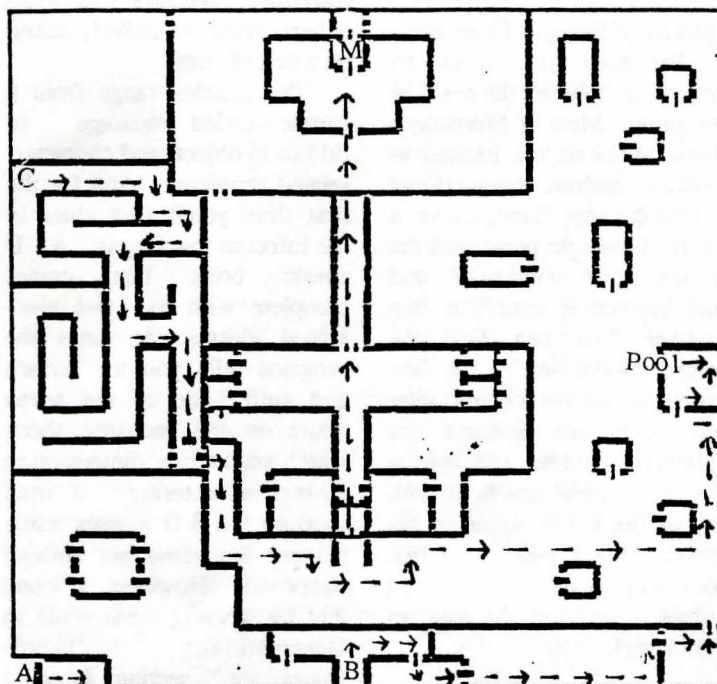
Now go east, then north a space. You'll be teleported to position "C" on the map. Recast all the necessary spells, then go east till you hit a wall. Go south, then east, south, and finally west twice. Move south three times and east until you

hit a wall. Go south four times, then east one space. Go south until you come to a wall, then east till you come to a wall. Go south once, east three times. Go north once and go east until you reach a wall. Go north to until you come to a wall. Go west, then north twice, then east once.

Dive in the pool and go north until you fight the Spectres. Run from them if you can and continue north. If you keep going north you will find Mangar at position "M" on the map. Kill him and his henchmen. The Death Strike is a potent spell to use on Mangar.

Mangar Dies!

After you kill Mangar, you'll get a reward. The game, as they say, is over. To get back to Skara Brae, APAR -20 north, -10 east, -4 up. Go down the stairs and exit the tower. Save your characters at the Guild--after all, you'll need them soon for *Bard's Tale II*.



Mangar's Tower, Level 5: From "A" you move east and get ported to "B". Then east past the Storm Giants. Get ported to "C". Go to the pool. Dive in and head north for Mangar, marked by an "M".



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In this sequel to Gemstone Warrior, you have restored the fractured Gemstone to its rightful place in the temple. But because the five pieces have lost their magical powers, you must return to the demons' lair, locate the Healing Tools, and heal each part of the Gemstone. Only then can you fuse the pieces back into a complete working Gemstone.

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Suggested retail price \$29.95

Strategic Simulations, Inc., 1046 N. Rengstorff Avenue, Mountain View, CA 94043
(415) 964-1353

Goddesses

Continued from page 1

a picture of Douglas Fairbanks.

By now you must be wondering "where's the sex?" in this game. Most of Meretzky's sexual allusions are limited to double entendres: towers thrust up into the sky, domes curve, a "shaft of sunlight penetrates the stained glass windows," and your partner is confident that together "we can lick the Leather Goddesses." The first sexual encounter occurs after you solve the Sultan's (or Sultranness') riddle and win a chance to spend one hour with any of the 8,379 wives in his harem. What you do in that hour is up to you. If you want to fool around with the wife, go right ahead.

Tame to Lewd

The program's responses will depend on which of the three play modes--tame, suggestive or lewd--you are using. This can be changed at any time during the game, and a prompt asks your age if you request the lewd mode. The game won't talk dirty unless you type dirty: certain four-letter words will not be used in the game's responses unless you have previously typed in the word. (If you have correctly guessed the first such word, congratulations. Your score just went up 10 points.)

For an idea of how this works, I said "examine wife" in each of the three modes. In the tame mode I learned there was "nothing eye-catching" about her. The suggestive mode's response said her looks "turn you on." And the lewd replay gave a more explicit description, one that some parents would probably find offensive, even though it's nothing today's youth hasn't already heard in movies like *Porky's*. It's not arousing in the least, triggering a cheap laugh, not a sexual thrill. Another example: A tame look reveals that "Sultan's wife #123

is here." In the same situation a lewd look elicits this response: "Sultan's wife #123 is here, lying seductively naked on a bed of furs."

The puzzles range from a simple coded message to riddles to object- and character-related problems. And for the first time you'll find clues in the Infocom packaging, a 3-D comic book that comes complete with red- and blue-lensed glasses. At times the program tells you to "scratch and sniff" one of the seven odors on the enclosed sheet, which adds a new dimension to all-text adventuring. (I tried wearing the 3-D glasses while playing the game but nothing happened. However, I found that by wearing them while in QuantumLink's "People Connection" section I could read secret messages being beamed in from a quasar in the Andromeda galaxy.) This is one of Infocom's easiest "Standard" level games, and I've heard of one person who finished it in ten hours.

Mapping is required but not too demanding, since most parts of the game are compartmentalized: you travel to one area and gain access to several locations, then on to the next area and its rooms. There is a diabolical maze with two levels, and the packaging provides a map of the catacombs. Even with the map you'll still spend a lot of time in the catacombs, which are stocked with canal beetles, sand crabs and alligators. Escaping calls for some eccentric actions.

I found the funniest parts of the game were Meretzky's shots at certain aspects and familiar elements of interactive fiction. When you quit, the program announces your score in this manner: "In 240 turns, you have achieved a score of, um, oh, call it 24 out of 3149 points. This gives you the rank of Sandusky Stablehand." The Sultan's riddle itself is a parody of the riddle as a type of puzzle. Meretzky's non-stop puns kept

me smiling too. The first dock I found on the Martian canal was called "Royal Dock" in the upper left-hand corner of the screen. Further downstream, the names of other docks grew progressively sillier: Baby Dock, My Kinda Dock, Wattz-Up Dock.

Conclusions: Not as difficult as *Hitchhiker's Guide*, *Leather Goddesses* is even funnier. It is recommended, with the precaution that some parents may want to observe the action to make sure younger players don't "accidentally" shift into lewd mode.

System: All

Skill Level: Novice

Price: \$34.95, C & AT 8-bit; \$39.95, others

Company: Infocom

Starflight

Continued from page 1

During the course of the game you may even find that most precious of things, a habitable planet to colonize.

Your main objective is to stabilize the star in the Arth system, which is being mysteriously destabilized from afar. But as with other role-playing games, *Starflight* scatters many lesser goals throughout the game: to seek out and explore strange new worlds and civilizations, to find the mythical planet earth, to bring back non-sentient alien life-forms and alien artifacts for analysis and--most of all--to keep from getting brutally killed.

Starport Arth

The game begins in Starport, a space station in the Arth solar system. Here you'll get your assignment and starship from Interstel. Many options are waiting: you can check for notices in Operations, create and train new players in Personnel, make crew assignments, buy or sell minerals or alien artifacts in the Trade Depot, check your bank

account, or outfit your ship in Ship Configuration. The different areas of Starport are comparable to the Guilds, Temples and other places in a fantasy RPG. Keyboard commands enable you to choose from the various options, which are displayed onscreen.

You will need at least six officers to handle tasks such as Engineering, Navigation, and Communications. These are created in much the same way characters are generated in other role-playing games, then trained by paying a fee. Five of the seven races are available for recruitment to your ship's crew. Each has its good and bad points, and the enmity between two of them is so intense that you won't be able to deal with either race if you have members of both in your crew. Mechanoids are robots who are already half-trained, which makes them useful crew members in the early stages.

There are five major skills: Science, Communications, Navigation, Engineering and Medicine. Humans excel in science, while Thrynn are good at communication. Each race has its weaknesses, so forming a balanced crew is as essential as in a magic-oriented game. You have to train each crew member to be excellent in at least one of his respective fields of expertise, and should probably train each of them to the maximum in all fields--just in case an interstellar death occurs during an intergalactic battle. Then you face the choice of outfitting your starship and must choose between all the little trade-offs: let's see, should I get powerful engines or shields first? How about lasers or missiles? Will I need armor?

A window on the left side of the screen serves as your viewscreen throughout each phase of the game. In StarPort's Ship Configuration department you see a diagram of the ship as the parts you add

appear in the proper places; when talking with an alien you'll see its picture; during combat a radar-like view of the ships fills the viewscreen. Other information appears in the bottom of the screen and on the right.

In outer space you'll get reports like "movement detected at x-1, y1." Travel to these coordinates and you'll be dropped out of hyperspace when you arrive, and the scanners will indicate a UFO. If your Science officer is sufficiently skilled he can scan the other ship and see its outline, which can be recognized by its shape, for each race of aliens flies a distinct design. Your Communications Officer can hail the aliens, in which case you must adopt a diplomatic posture of hostile, friendly or obsequious.

Then you can ask a question or make a statement. Choose the latter and the program spits out a statement based on your posture for the aliens to react to. Ask a question and you'll be prompted for a category: general information, other races, the Old Empire. Each race of aliens possesses different information, consequently much of the action centers on successfully interacting with the aliens. If communications break down, battle commences. That means it's time to raise those shields, then maneuver your ship with the cursor keys and hit the space bar to fire. The flight paths of missiles and lasers are traced onscreen with animated effects. It's usually possible to outrun the aliens if you decide to flee.

Keep a pad of paper and a pen handy while playing, because you never know when you will find an important clue that will start you shuttling across the galaxy. Many clues turn up when you read the notices in Starport Operations. Since these won't be available to reread when you return to Starport, you should write down anything that sounds

important. The program offers a Captain's Log that can be pulled down like a mini-notepad; but the memory is limited, hence the need for pen and paper.

As with many fantasy RPGs, most of the early part of *Starflight* is dedicated to generating enough revenue to properly outfit your ship and train your crew for the confrontations in the latter part of the game. This is accomplished by mining the planets for precious minerals, analyzing and selling alien artifacts, selling bio-data and non-sentient alien life-forms captured on other planets, and recommending viable colony worlds. Watch out for this last one, for there are very few habitable planets, and they conform strictly to a set of guidelines laid out in the manual. Checking them out is expensive, so make sure a planet is habitable in all respects before recommending it, or you will pay a heavy fine.

The package consists of two 360K disks, a short "getting started" manual, a play manual with information that proves helpful in the early stages, a stellar map that points out nebulae and spheres of influence of your alien neighbors, and an Interstel security access code wheel. The wheel represents the copy protection, which has been worked into the program very inobtrusively by making it part of the game. Once I was approached in space by interstellar cops wearing trench coats, who asked me to identify myself by showing my knowledge of the wheels.

You have a choice of monitor types, including two monochrome and two color standards. According to the manual, best results are obtained on a composite monitor, but the Tandy 1000 I played it on worked equally well with RGB. The program is compatible with Borland's *Sidekick*, the best way to keep track of your discoveries. It can

also be copied to a hard disk, since it is not protected.

Conclusions: *Starflight* gets my highest recommendation. Colorful and very graphic, it offers all the complexity of most fantasy role-playing games and then some. Even the usually tedious job of building up the necessary attributes is interspersed with enough novelty that it isn't unduly boring as with many games of this type. If you like *Ultima*, *Wizardry*, *Bard's Tale* or similar games, you can't go wrong with *Starflight*.

System: IBM & compatibles, Tandy 1000

Conversions: Maybe Amiga & ST

Skill Level: Advanced

Price: \$49.95

Company: Electronic Arts

HACKER II

I didn't like *Hacker*, and I don't like the sequel--which is not really an adventure game no matter what Activision's marketing department decides to call it. The game commences with a text sequence giving the impression you have just logged onto an information service. Suddenly the transmission is interrupted with a message about the Doomsday Papers, a top secret Soviet for taking over America. Your assignment is to steal the plan from a safe in a Russian base in Siberia.

Four MRUs--Mobile Remote Units with TV cameras--have been placed inside the building, and you are to direct their actions via remote control in an effort to find and open the filing cabinets containing parts of the safe's combination. After retrieving the papers, you're supposed to give them to an agent at the front door. The obstacles are roving guards (human and electronic) and TV surveillance of the halls and rooms.

When the graphics appear, they divide the screen into four

quarters and showing a TV monitor in each. A row of buttons runs along the bottom. You can fiddle with them to change the channel and view of each MRU, adjust the pictures, and record and play videotapes of anything seen by them. You've got to figure out how to operate the MRUs and other gear, which is supposed to be part of the challenge.

One monitor can be switched to show an aerial view of the part of the building where your MRU is located. Other controls let you move it around, hopefully avoiding the guards and electronic surveillance. The first problem is figuring out the controls, the second is how to get your MRU out of the room without being detected, and the rest of the game involves exploring the building and mapping it. Besides mapping, you must keep track of the patterns and timing of the guards. In the monitors you will see them walking down the corridors. If detected, your MRU is wiped out by the Annihilator and the next MRU is activated.

There's no score in this game. You can get hard copy of some parts of the game. There is no way to save a game in progress, so you have to get everything right in one session. The sound effects are minimal, while the graphics and animation are well-done.

Conclusions: Though not a true adventure, this unorthodox puzzle may intrigue some adventurers. But if you have trouble setting your VCR to tape the Letterman Show, forget it. Not recommended unless you have a remote control mind and a good sense of timing.

System: C64/128, Mac, Amiga, ST, Apple, IBM & jr, Tandy 1000

Skill Level: Advanced

Price: \$34.95, C64/128; \$49.95, Mac, Amiga, ST; \$39.95, others

Company: Activision

KEYS TO THE KINGDOM

Starflight:

Train the officer who does scans and analysis as fully as possible early in the game. If not sufficiently skilled he will miss important discoveries when analyzing things. An engineer can repair some equipment in space, but will need six kinds of metal in order to do his job. So when you find these metals, don't sell them all back at StarPort--keep a supply for the engineer. It's easier to earn money by mining than other activities. Look for planets with a high percentage of minerals, then head for the higher altitudes. Don't sell plutonium at Arth. Instead, take it to the Thrynn (just don't have an Elowann onboard). They'll trade fuel worth twice its value.

Sell alien artifacts here too, after having them analyzed to see if you need to keep them. In battle, get as far away from the enemy ship as possible without disengaging completely. At close range you can't dodge the lasers, but at long range can maneuver to sidestep incoming missiles.

Tass Times in Tonetown

Buy everything (you have enough picks). The newspaper is especially helpful. The Blobo will dig up a card so you can get access to the place where Gramps is being held. Talk to Ennio for some clues. Put a red devil in a jar for a light.

Uninvited

When you find your brother give him a good slap. When you reach the dogs they will leave if you bring on a storm (thunder and lightning).

Shard of Spring

In Islanda, Greyhair wants to know the names of four people. You can get them by visiting the tombs, or just say Lothian, Vaniguard, Murthin, Cercion. Don't worry about the forcefield key...you will find it in the last castle, the one surrounded by fire. To enter you must first get past the Gate Keeper's Tower to the east. You characters should be at least 6th level when you enter.

Leather Goddesses

To get the hose from the cage, eat the chocolate while in the ape's body. Now you are strong enough to bend the bars. To get the cotton balls, start in the royal barge. After checking out the first two docks from the barge, push the purple button to accelerate, thereby gaining access to the dock on the east side of the canal (My Kinda Dock). Get out of the barge here & push the orange button to let the barge flow down the canal (at top speed). Enter the circle in the tower to make a circle in your original cell. Enter this to go back to the palace. The clothes pin is for plugging your nose at the frog. Wait awhile for the barge to reach the South Pole, then climb down the well to teleport to the barge. Give the coin (from Vizicomm booth) to the penguin, who will give you change to buy an exit, and go south to Gypsy Camp. Put the baby in the basket and cover it with the blanket. Put the basket on the stoop of the Orphanage to the south and wait for it to be found. The matron will be too busy to lock the door, so you can sneak in and get the cotton balls. (This might not be the exact order to do these things in order to solve the game.)

This month's clues were contributed by Stephen King, Julia Durrance, Mark Valentine and Aaron Chou. Send in the answers and strategies you've discovered in new games -- and help rescue a lost adventurer somewhere from wandering around in a maze looking for a radiation suit and a piece of rope for the next three years.

Waiting for Duffy

Duffy's lost in space, so if you're stuck in an adventure send in a brief ad.

Tass Times: How do I get past the gate with the eye and nose without getting killed? Aaron Chou, 7032 Stratford Rd., Woodbury, MN 55125.

Nine Princes in Amber: Need any help you can give. Jeff McLellan, Rte. # 1, Box 2490, Waterville, ME 04901.

King's Quest 2: How can I cross the poisonous lake? What's the cloth for? Where's the 2nd key? Also need help badly in Hitchhiker and Deadline. Ahmad Jassem Al-Nusif, POB 38305, Dahia, 72254 Kuwait.

Can help with Phantasie, Ultima 3, Bard's Tale, Oueston & many others. Need help with Perry Mason, Dragonworld, Mindshadow. Need someone to play Lords of Midnight, Dragonriders of Pern with. If you live on Staten Island & want to play get in touch. S. Bugaj, POB 1997, E. Hampton, NY 11937. No collect calls!

Need help! Wizardry, Knight of Diamonds. Need solution to last riddle on level 6. Mike Bertrand, 5213 Windsor Ave S., Edinu, MN 55436.

Send SASE for free help in Zork 3, Hitchhiker's Guide, Black Cauldron, Witness, King's Quest 1 & 2, Witness, Enchanter. Jennifer Shulman, 12 Ardmore Rd., Scarsdale, NY 10583.

Moebius: Can't get off Earth Plane. Am 10th level, all lives. Phil Raino, POB 750, Randolph AFB, TX 78148.

Bard's Tale: Need help! Can give help with Amazon, Cutthroats, Zork 3. H. Stecker, 406-S. Dellwood, Cambridge, MN 55008.

Ultima 3: need help. Can help with Zork 1, Planetfall, Cutthroats, King's Quest 1 & 2, Black Cauldron, Amazon. Todd Draper, POB 4366, South Bend, IN 46634.

Have maps & hints for Zork 1-3, Enchanter, Sorcerer, Infidel, Witness, Deadline, Planetfall, Starcross, Original Adventure.

Sherwood Forest. David Aulfather, 13209 Dessau Dr., Austin, TX 78753,

Need help with Bard, my first game ever. Jeff Kidder, 2050 Scenic River Rd., Baxter, MN 56401.

Crimson Crown: After Eric gets & wears crown in last room, how do I survive vampire? Brian Smith, 3035 Montego, Plano, TX 75023.

Fantasic Four: How does Thing escape tar pit? King's Quest 2: How do I cross poison lake? Have 69 points, no keys. Can give graduated hints for Essex, Spellbreaker, Franktured Faebles, Below the Root, Alice & Crimson Crown. T. Walsh, 116 Homestead Cr., London, Ont., Canaa N6G 2E8.

Ultima 4: What is pure axiom? Is this the answer to last question, "What does thou possess if everyone may relay on your every word? Spellbreaker: What do you do in octogonal room? Can help with most Infocom games, Amazon and Ultima 2,3,4. A. Lucyshyn, 239 Stevenage Dr., Longwood, FL 32779.

Bard: Can't find onyx key in Harkyn's Castle or entrance to Kylarean's Tower in sewers. Eric Muery, 1408 Forest Lane, Sulphur, LA 70663.

Zork 1: Can't find ancient parchment. Have all treasures. C. Jacobs, 12 Spring Ave., Wakefield, MA 01880.

Can give free help in Black Cauldron, Witness, Enchanter, King's Quest 1 & 2, Zork 3 & Hitchhiker. Send SASE to Jennifer Shulman, 12 Ardmore Rd., Scarsdale, NY 10583.

Can give serious help with Bard's Tale. Need help with Hitchhiker, Zork trilogy, Rama. Willing to trade information. Mike Bagnall, RD #1 Box 1025, New Freedom, PA 17349.

Expedition Amazon: How do I solve final 1-person maze? G. Stanford, 3281 Foxgate Dr., Memphis, TN 38115.



Got a houseful of old adventures? Trade 'em off with a free ad. [Adventures only, no more than ten games per ad.]

APPLE

Trade or sell: Spellbreaker, \$30. Ballyhoo, \$25. Will trade for originals of Mindshadow or Raodwar 2000. Aaron Chou, 7032 Stratford Rd., Woodbury, MN 55125.

Will swap Wizardry, Knight of Diamonds, Zork 1, Hitchhike, Ultima 4 for war and strategy games. Jeff McLellan, Rte. 1, Box 2490, Waterville, ME 04901.

Will trade complete package of Ultima 3 for same of Questron. Ahmad Jassem Al-Nusif, POB 38305, Dahia, 72254 Kuwait. Sale: \$20 each, Zork 1, 2,

Deadline, Amazon, Mask of Sun. \$18 each: Strange Odyssey, Voodoo Castle, Murder by Dozen, Mindshadow. All original with docs. Andy Lucyshyn, 239 Stevenage Dr., Longwood, FL 32779. (305) 869-6571 (not collect).

Macintosh: \$15 each, Ultima 3, Enchanted Sceptres, Legacy, Hitchhiker's Guide, Hacker. All originals w/docs. Call or write Mark L. Bowman, 190 North Ave., Frankfort, IL 60423. (815) 469-3936.

Wanted: Crystal Caverns. Write first. T. Walsh, 116 Homestead Cr., London, Ontario, Canada N6G 2E8

Have 2 unopened packages: Ultima 3 & Hitchhiker's. Will trade for AutoDuel & Bard's Tale (complete packages.) Write first to Ahmad Jassem Al-Nusif, POB 38305, Dahia, 72254, Kuwait, Arabian Gulf.

To trade: all four Ultimas, the Zorks, Moebius, Transylvania, Fahrenheit 451 & more. Looking for ACS, Questron, Sorcerer & others. Write 1st: Paul Berland, 4430 N.

Francisco, Chicago, IL 60625.

Games to swap, just request list. Am very interested in Questron & Original Adventure. Frank Lee Linne, POB 45, La Vernia, TX 78121.

Ttrade! Have 250+ games, adventures and utilities. Want anything good. Send list of your programs. Jon Champlin, Moffat Rd., Nelsonville, NY 10516.

\$15 each: Interactive Fiction, Sands of Egypt, Gemstone Warrior. \$20 each: Mystery House, Cyborg, Empire of Overmind, Wizardry 3, Shadowkeep, 7 Cities of Gold, Suspended. \$25: Ultima 3. All are originals w/docs. Will buy or trade for Questron, Timeship, Zork 3, & Prisoner 2. Write 1st. G. Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

Want Amazon, Dragonworld, & Indiana Jones. Send for list of 300+ games. K. Kraus, 33 Fox Hill Rd., Shrewsbury, 01545.

Interested in trading all types of adventures and FRPs. Send list

of what you have to trade and games you want. Ba Ha, 4111 Sunset Dr. # 24, Los Angeles, CA 90027.

To trade (all originals): Enchanter, Nine Princes in Amber, Perry Mason, Fahrenheit 451, Rendezvous with Rama, Below the Root, Swiss Family, Alice in Wonderland. Write for list of these & some strategy games like Rails West. Scott Huang, 14 Equestrian Ct., Huntington, NY 11743.

COMMODORE 64/128 Will trade or sell original of Phantasie, Questron. Roland Lopes, 3466 Laddie Cres., Mississauga, Ont., Canada L4T 1N1.

40+ games to sell/trade. Many current adventures, looking for really good copy program, Ultima 1 or anything good. Bob Bowen, 3 Peekskill Rd., Nelsonville, NY 10516.

\$20 each: Bard's Tale, Wizard's Crown, ACS, Phantasie, 7 Cities of Gold, Ultima 2, 3 & 4 & more. Send SASE to Continued on back page

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Broad St. \$15 each. Questron,
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Many others, will trade on
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Bugaj, POB 1997, E.
Hampton, NY 11937. 516-324-
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Raudonis, 45 Pelham Rd.,
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Will buy original adventures
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to J. Muxlow, 8957 Burnside
Rd., Brown City, MI 48416.

Games for sale or trade: write
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adventures. Kevin Kraus, 33
Fox Hill Rd., Shrewsbury, MA
01545.

Sell or trade: 64 Boot [for
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Mike Bagnall, RD #1, Box 95,
New Freedom, PA 17349.

IBM & Quest-alikes
Want to buy Wishbringer,
complete with docs & box.
Jennifer Shulman, 12 Ardmore
Rd., Scarsdale, NY.

Trade or sell [\$25 each]: Apschai
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Planetfall, Suspect, Enchanter,
all Zorks, Sorcerer, Rendezvous
with Rama. Will trade for The
Quest, Ballyhoo, Wizardry 1,
Amazon, Witness, Infidel &
many more. Byron Byrd, 5160
Verdun Ave., Los Angeles, CA
90043. 213-294-9216.

Will trade Ultima 2 & 3 with
docs, also Zork 1 & King's
Quest. Want any good
adventures. Write or call, not
collect, before sending game.

Thane K. Sherrington, RR #2,
Port Hood, N.S., Canada B0E
2W0. 902-787-3387.

ATARI

For sale, \$15 each: Realm of
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Hitchhiker, 7 Cities of Gold,
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