

The Premier Adventure Game Journal



Enchanted Realms™

An Exhaustive Resource
Devoted Exclusively to the
Amiga & MS-DOS Adventurers



Issue 11

May-June 1992



The Premier
Adventure
Game Journal

Enchanted Realms™

Editors

Executive Editor

Chuck Miller

Associate Editor

Millie Miller

Contributing Editors

Michael J. Ballenger

Rick Henly

Zach Meston

Marci Rogers

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It's a known fact that not all pirates come with patches, peg legs and parrots, or sail the seven seas. Copying software illegally is more than just a shame. It's a crime. Please be a responsible user and support the software entertainment industry. Don't be a pirate!

I Corinthians 10:31



Enchanted Realms™

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Adventure Experience

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[Editorial Comment: As you will note, there are less full adventure reviews in this issue than usual. This is due in part to our decision to now cover most strategic and action-oriented adventures as mini-reviews. However, the major culprit has been the lack of new adventures released during that past few months. Several major games have still not shipped, or have shipped too late to be covered in this issue.]

* These adventures have received the *Enchanted Realms™ Distinctive Adventure Award*. This recognition is only granted to adventures that have earned an Overall Score of 95 or above (games reviewed in *Conversion Castle* and *Taleteller's Sanctum* are exempt from this award).



Proclamations

MUSINGS FROM THE LORD OF THE REALMS

Upping the Adventure Ante

The quality of adventure games, as a whole, has increased significantly in the past year. Though the most noticeable improvements have been of a graphical nature, all game elements are seeing advances in technology and design. Images are becoming more detailed, animation more fluid and lifelike thanks to 256-color VGA graphics and rotoscoped animation. Musical scores and sound effects are crisper and contribute additional depth and atmosphere, by-products of improvements in sound technology. Plots are becoming richer in many cases, as well, though most still revolve around saving the world or universe from some Ultimate Bad Guy. There is honestly little of major consequence to criticise in the newer adventures now hitting the market. Although still not perfect, the quality of most new releases is really quite outstanding.

All of this, as I'm sure you know, has some very definite impact on the consumer — both temporal and economic. To put it more succinctly, computer games take a great deal longer and cost significantly more to produce now than they did just a year ago. This means that the consumer must endure longer delays before games finally reach dealers' shelves (take for example *Ultima VII*, *Crusaders of the Dark Savant* and *Magic Candle II*, all of which have seen significant delays of as much as a year) and, when they do eventually arrive, bear the burden of higher prices (most adventures released this year will weigh in somewhere between \$59.95 and \$79.95). The truth of the matter is that game manufacturers simply can't afford to release a game that does not at least meet or exceed current state of the art quality. To do so would be to commit economic suicide.

So, what do we do as adventurers? Well, for the most part, we sit back and anxiously wait, wallet in hand, for the next Academy Award adventure to be enveloped in cellophane and proudly displayed for all to see (and scramble after). What else can we do? I believe the most important thing that we can do is be very selective and informed in our purchases, casting our "financial" vote only for those products that truly deserve it. That involves responsibility on our part to continue to supply you with the most accurate and complete information we can on each new adventure and responsibility on your part to be informed buyers who invest their dollars as wisely as possible.

I have seen the term *Technolust* used several times in recent days, a term which is defined as "an insatiable desire to buy ever more powerful electronic devices" (*MPC World*, April/May 1992). I know that I find myself all too susceptible to this affliction. Another similar malady, experienced by those of us who heavily invest our time in digital worlds of wonder, I would like to term *Adventurelust* — "the insatiable desire to purchase every adventure game produced, regardless of the actual time or ability to either begin or complete it, simply because it is a new adventure." I know all too many gamers who have to purchase almost every new adventure released whether they really need it or not (the same holds true for other genres). These players seldom ever complete an adventure. They play it for a while, until the next new

"blockbuster" hits the shelves, then relegate it to some dusty corner, unfinished and forgotten, in order to begin playing their newest quest.

In light of the current state of the computer entertainment industry, the economic concerns we face and just plain common sense, I would like to encourage our readers to do the following. First, carefully investigate each adventure prior to purchase. Make sure that the adventure you are planning to buy is worth the substantial investment you are being asked to make. Read up on the game in several periodicals, those you find most in tune with your likes and dislikes as a gamer, before making the purchase. If you support a local computer reseller for your game purchases, ask to see the product up and running before plunking your money down on the counter. In other words, be an informed buyer. Vote carefully with your hard earned dollars.

But don't stop there. Second, vote with your opinion. Take the time to write to game manufacturers and tell them why you didn't purchase their latest release (a customizable form letter will suffice). Or, if you did buy it and wish you hadn't, write them and let them know about your disappointment, and what they must do in the future to regain you as a customer. However, and I stress this strongly, always be positive and offer constructive criticism. Don't send them a letter in anger telling them their game is "Dragon Dung" and that you will never buy one of their games again. This type of correspondence does no good whatsoever.

We will do our part, as well. *Enchanted Realms™* will continue to provide as unbiased, honest and complete a review as possible of each new adventure and adventure conversion received. In addition, we have made a change in the requirements necessary for an adventure to receive our *Distinctive Adventure Award*. While all the games receiving this award in the past year were worthy adventures, we feel that when too many products receive an award of distinction, that the award itself is devalued. Thus, due to the increasing quality of adventure games overall, and with the desire to restore to the *Distinctive Adventure Award* its former value and status, adventures that earn this award must now receive an Overall Score of 95% or above. We believe that an award of distinction should be bestowed only upon a select few. Otherwise, little, if any, distinction exists.

Well, another editorial draws to a close, though there is always much more to convey than time or space permits. The future of adventuring is very bright, only to be enhanced by the products currently in development. We look forward with great anticipation to the upcoming Consumer Electronics Show in Chicago this May, and to the announcement of new quests now waiting in the shadows for their opportunity to emerge into the light of day. If you see us there, be sure to stop us and introduce yourself. We would certainly love to meet you in person. In the meantime, and as always,

Happy Adventuring!

Chuck Miller
LORD OF THE REALMS



Audience Hall

LETTERS FROM THE CITIZENS OF THE REALMS

Dear ER:

I just got my first issue of **Enchanted Realms™** yesterday and I am VERY happy! Please send me the Amiga **Eight Pack Plus** (with disks).

Also, one small suggestion. Now that you're not exclusively an Amiga Journal, why not consider adding a section (perhaps just analogous to **Taleteller's Sanctum**) on console games? I know that many computer gamers look down on them, but with *Might and Magic*, *Faery Tale Adventure* and *The Immortal* already out for Genesis; *Drakkhen* on the Super NES; *Black Crypt* and who knows how many SSI games coming for the Genesis; *Dungeon Master* coming for Super NES (or at least the Super Famicom); and on and on...

I don't think anyone can deny that these systems have moved into the realm of "serious" gaming — not to mention the many (typically more simple) games designed particularly for these systems. It would be nice to know how these games compare in features and playability (for example, no mouse!) to their computer counterparts. It would also be good to know which of the console-specific games are worth the trouble. I know many people own both (a) computer(s) and one or more consoles. Anyway, it's something to consider. In the meantime, keep up the EXCELLENT work!

John Emmer
State College, PA

*Thanks for the order, John. We are pleased that you're VERY happy with **Enchanted Realms™**. We expend a great deal of effort on each issue to make our publication as informative and enjoyable as possible.*

We, too, have been keeping our eye on the adventures being released on the console machines, and have indeed given some thought to providing coverage of these products and systems. However, there are some concerns and reservations we have with regard to the console systems. Up until now, the adventures released on the gaming consoles have been severely lacking in depth of play and graphic quality. Most have been nothing more than arcade-style, side-scrolling adventures with little more to do than kill everything in your path on the way to do in the UBG (Ultimate Bad Guy).

This is changing somewhat now with the release of numerous RPGs which are being converted from their computer equivalents. Graphics have been significantly improved of late, as well, especially since the release of the newer 16-bit game systems and the improved cartridges which are capable of storing even greater amounts of data. The future of console gaming holds even more promise with the pending introduction of CD-ROM drives for the major contenders.

*Yet, as I mentioned, we do have our reservations. There is already a great mass of console-specific publications servicing this area of gaming. In addition, the great majority of console gamers are comprised of teenagers and pre-teens, while the primary readers of **Enchanted Realms™** are adults. We know that many of our subscribers have multiple computers in their homes, but I am not aware that very many also have a console system (we have a Nintendo here that has seen little action since *Legend of Zelda*, *Metroid* and *Kid Icarus* — *Shadowgate* on the Nintendo was a major disappointment). Furthermore, we do not want to spread*

ourselves too thin and lose our focus, or further reduce the amount of space devoted to reviewing computer-based adventures.

*We know that technology is changing, and we do want to meet the needs of our readers and subscribers. So, **Citizens of the Realms**, if you would like us to provide adventure game coverage of the growing console-based market, let us know. Would you like a regular column devoted to these machines and the adventures for them? How about an occasional full review or mini-review? Or, would you rather have us keep **Enchanted Realms™** "pure" and limit our coverage to computer-based products alone? The rune is in your pouch!*

Dear ER:

Anita Greene from Sierra On-Line has forwarded the **Distinctive Adventure Award** for *Conquests of the Longbow* to me, so I thought I'd drop you a quick note of acknowledgement and thanks.

I really appreciated the excellent review by Zach Meston. It means a lot to have fourteen months of hard work and creative sweat receive this kind of recognition.

By the way, I've received very supportive feedback from consumers on the piracy issue. It's definitely made people stop, think, and re-evaluate. That's all I can ask.

Two small points: the back of the box is in error when it says there are five endings to the game. There are four.

And Queen Eleanor of Aquitaine was Richard's mother, wife to two kings, mother of two kings, and one of the most powerful women in history.

Were she more mythical and less historical, I'd consider doing a game about her. I haven't decided on the subject of my next game yet. Currently, I'm busy writing for animation again. I've developed Conan for production as an animation series (in conjunction with a toy line from Hasbro), and am writing four and story-editing nine episodes which will air in syndication in September 1992.

Thanks again for the award. The tough part is trying to make each new game better than the last one!

Regards,
Christy Marx
Oakhurst, CA

*We firmly believe in giving credit where credit is due, Christy. *Conquests of the Longbow* is an adventure worthy of numerous awards. In fact, for those who didn't know, it also won our **Best Animated Adventure Award** for 1991. Whatever it is, Christy, we look forward to your next game.*

We also stand firm against piracy and appreciate when others in the industry take efforts to make the public more aware of the costs involved to all parties concerned, as well as the consequences should piracy run unchecked. Not only is it criminal to steal software (that doesn't sound as "nice" as pirating, does it?), but it's depriving someone, many people in fact, of their livelihood. In effect, it's like someone strolling into your living room, unplugging your T.V. and walking out with it. Theft is theft no matter what garb you cloak it in. Everyone, please do your part to stop piracy!

IER



Court Herald

TIDINGS OF NEW ADVENTURES FROM HITHER AND YON

Here we are once again with the latest update on new adventure releases. As usual, there is also information on revised release dates for delayed products. Our advice? Take major adventure release dates with at least several grains of salt. Product development time is increasing rapidly.

New from Origin and destined to be in stores as you read this are the long-awaited MS-DOS releases of *Ultima Underworld: The Stygian Abyss* and *Ultima VII: The Black Gate*. Little more needs to be said concerning these adventures. All true dyed-in-the-wool FRP gamers should plan on buying both. We have already seen *Underworld*, and it is quite a unique gaming experience. Both games require a minimum of a 386SX, 2 MB memory and VGA, and retail for \$79.95.

Origin is also releasing *Ultimas I-VI* on CD-ROM (imminent), *Ultima: The 2nd Trilogy* (games IV-VI on MS-DOS, 2nd Qtr) and *Ultima VI* on the Amiga *SURPRISE* (1st Qtr), plus two more *Quest for Clues* volumes — *The Book of Orbs* (2nd Qtr) and *The Book of Staffs* (4th Qtr). Look, as well, for a new title this summer, *The Serpent Isle*, a spin-off of *Ultima* focusing on the magical arts.

Interplay has been busy, too. *Star Trek* has shipped and is reviewed in this issue, as is the Amiga version of *Out Of This World*. The Amiga conversion of *Castles* is now available also. *Lord of the Rings, Volume II: The Two Towers* is set to ship at the end of April. In addition, Interplay has just licensed RealSound technology for use in upcoming software releases for the benefit of gamers without sound cards.

News from SSI includes a special discount on the first Buck Rogers game, *Countdown to Doomsday*. While supplies last, you can order it direct for \$19.95. *Gateway to the Savage Frontier* is now available for the Amiga. For MS-DOS, *Prophecy of the Shadow*, a new in-house single character FRP, looks like a May or June release, with *Eye of the Beholder III* set for fall.

Accolade has shipped the Amiga version of *Elvira II: The Jaws of Cerberus*, while their U.S. Gold division has released *Virtual Reality Studio* for MS-DOS computers.

Obitus, Psygnosis' first action adventure for MS-DOS compatibles (converted from the Amiga) is now available. *Shadow of the Beast III* has still not arrived.

Prolific with Amiga conversions of late has been Sierra On-Line. Amiga versions of *King's Quest V*, *Space Quest IV* and *Larry I Enhanced* are now available. *Castle of Dr. Brain* will have shipped in its Amiga incarnation by now as well. For more info on Sierra conversions, see the *Space Quest IV* conversion review. Other news from Sierra includes two adventure packs for MS-DOS gamers. The *Space Quest Trilogy* is now available for \$69.95 and includes *Quests I-III*. Also available is the *Adventure Start-Up Kit* for the same price which includes *Larry I*, *Space Quest I* and *King's Quest I*. We are STILL waiting on the CD-ROM version of *King's Quest V*.

Sierra's *Laura Bow II: The Dagger of Amon Ra* is due out any day now and looks graphically stunning. *King's Quest VI* is pegged as a Christmas '92 release.

Activision has released both the MS-DOS and Amiga versions of *The Lost Treasures of Infocom*. *Leather Goddesses of Phobos 2* is scheduled to ship for PC compatibles by the end of March. It's supposed to include a special offer on *LGOP 1*.

LoRemaster, employing 256-color VGA animations and Super VGA static images, is scheduled for an end of March release by Creative Software. This MS-DOS FRP adventure set in a 3D gameworld will retail for \$59.99.

From Electronic Arts, look for *Black Crypt* (Amiga) which is now available. It's reviewed this issue and is recommended highly. *The Lost Files of Sherlock Holmes* is set to reach PC compatibles sometime between June and August (depending on whether digitized voices will be employed). From EA's affiliates, look for the following. *Magic Candle II* has shipped from Mindcraft for MS-DOS, with the Amiga version of *Keys to Maramon* also out on shelves as we go to press. *Planet's Edge* (New World) has finally arrived, too. *Rules of Engagement* has released for the Amiga; and for many eager gamers, *Might and Magic III* has appeared on Amiga screens, as well.

Other news from the "Holmes" front comes from ICOM Simulations. *Sherlock Holmes, Consulting Detective* (\$69.95) is now available on CD-ROM. The digitized animations and speech are quite impressive.

Dusk of the Gods is available from Event Horizon (MS-DOS), reviewed in this issue. Next on their agenda is *DarkSpyre 2*, significantly enhanced from the original *DarkSpyre*. It should be available sometime around May.

From the recesses at Legend Entertainment, *Gateway* (Frederik Pohl's *Heechee Saga*) should be available by May 15th, and exhibits some quality improvements to Legend's adventure interface. VGA graphics have been added, as well as new dialogue and operations screens. Set to follow *Gateway* is *Spellcasting 301*.

Spring should bring several releases from MicroProse. *Darklands* is first on their list, an FRP adventure set in Medieval Germany. Next in line are *Sea Rogue*, a game of undersea exploration, and *Johnny Crash*, a space opera.

The Latest news from Sir-Tech on *Crusaders of the Dark Savant* is that if it reaches stores by May, they will be lucky. Development time has run significantly longer than expected (the original release was scheduled for last November).

Other postponements includes UBI Soft's *Koshan Conspiracy (B.A.T. II)* and the PC version of *Celtic Legends*. Both are now destined to see light sometime in May or June.

The current CD-ROM wizards look to be The Software Toolworks. At present, they have over 40 titles on CD-ROM, quite a few being games. They will be distributing CD-ROM titles both for Origin (as listed above) and for Lucasfilm Games, the first being the *Loom* "talkie" with completely new art and animation (it should be in stores at present).

Speaking of Lucasfilm, *Indy Atlantis* is still looking like an April release for MS-DOS. Look sometime thereafter for the Amiga conversion of *Monkey Island 2*.

Last, but not least, Virgin has an impressive list of titles which are either new or have new release dates. Included are *The Magnetic Scrolls Collection* (May), *KGB* (September), *Warriors of Legend* (July/PC - November/Amiga), *Dune - the French version* (April/PC - June/Amiga), *Dune* by Westwood (October), *Fables and Fiends: Legend of Kyrandia* (August), *Legacy of the Necromancer* (May/PC - April/Amiga), *Realms* (May) and *7th Guest* on MPC CD-ROM (November). EIR



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Enchanted Realms™

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Issue 11



Charted Sectors

About The Companion Disk

ORDERING INFORMATION

Each issue of **Enchanted Realms™** is available by subscription with a disk of software for the Amiga computer and/or MS-DOS compatible. These disks are also available direct for those who purchase **Enchanted Realms™** through retail channels. If you did not receive the disk(s), you can use the Order Form on this page to place your order.

ISSUE 11 COMPANION DISK - AMIGA

The Amiga companion disk for **Issue 11** of **Enchanted Realms™** features an *Ultima*-style adventure called *Legend of Lothian*. This fantasy adventure game, presented in the classic *Ultima* aerial perspective, lets the player assume the role of a poor shepherd who has been chosen to save the King of Mercia, now lying suspended in a magical sleep. Your journey across this continent will provide ample opportunity to talk with the many inhabitants of Mercia, solve numerous strange puzzles and, of course, battle fierce monsters — many, many monsters!

Legend of Lothian provides full mouse and keyboard support with almost all functions having an appropriate hotkey within easy reach. This adventure has been prepared in advance to play from floppy disk. However, we recommend copying it to a hard drive if your system has one. To do so, just drag the whole *Lothian* drawer to the appropriate location.

Full instructions for the operation of *Legend of Lothian* are provided on disk. Please take the time to read them before beginning your exploration of Mercia. In addition, prior to running the game for the first time you **MUST** copy the appropriate game font into your fonts directory. A convenient script has been provided on disk for this purpose.

Legend of Lothian may have problems running on systems with only 512K RAM, especially if anything else at all is running in the background. We recommend at least 1 MB of RAM for proper operation. Enjoy your quest. And by all means, save the King!

ISSUE 11 COMPANION DISK - MS-DOS

The MS-DOS adventure featured on the companion disk this issue, *The Rescue of Lorri in Lorrinitron*, is a shareware adventure, also of the *Ultima*-style, created for use with the *DC-PLAY Adventure Game Player*. If you enjoy playing *Lorrinitron*, please send the author his requested contribution of \$5.00 and register the game with him.

In *The Rescue of Lorri in Lorrinitron*, you are sent on a special quest to rescue the beautiful princess, Lorri, who has been kidnaped by a terrible creature, and is now being held in a secret location. You will need to enlist the aid of many of the individuals that you meet. Plus, you will face untold dangers in the adventure that awaits you. Be sure to gain all the support you can, even if it means bribing a local barkeeper. It's surprising what you can learn for the cost of some gold coins.

Full documentation is provided on disk for *Lorrinitron*. Please refer to the READ1ST! textfile before doing anything else. To do so, simply change to the drive containing this disk and type READ1ST! [Enter] at the prompt.

The *Rescue of Lorri in Lorrinitron* will operate on all MS-DOS compatible systems with EGA and VGA monitors (it will automatically select the highest supported resolution — EGA, VGA Low Resolution or VGA High Resolution). If you need support for CGA, MCGA or Tandy graphics, you can write to the author for the necessary drivers.

To install the adventure, you will need a hard drive or high density drive and floppy (5.25" disks are already installed and ready to play). Playing from a hard drive is **HIGHLY** recommended as floppy drive access can be quite long. We hope you enjoy your rescue mission, and that you and the princess live happily ever after!



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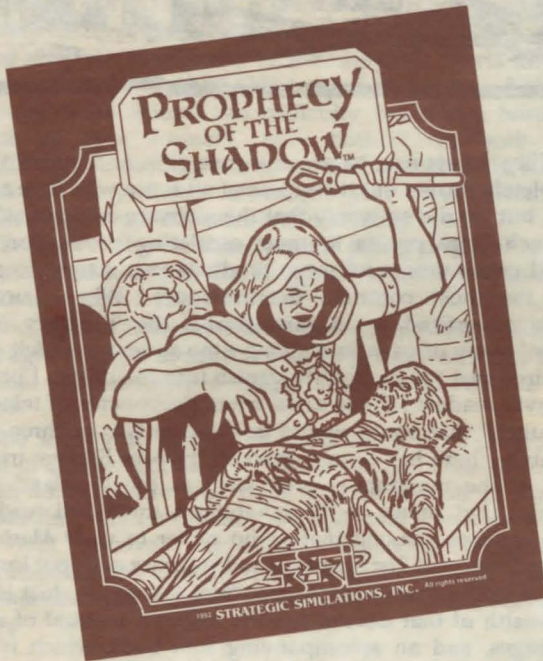
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Dimmer Dungeons

The Lost TREASURES of Infocom

Reviewed by Marci Rogers



You gaze at yourself in the mirror, turning side to side, and then twisting yourself at an angle to get a glimpse of the back. You think about changing, then change your mind, reconsider, and then finally decide that you look just fine. Besides, apparel, no matter how luxurious or how homespun, is bound to make no difference to Morggon. He is, after all, a dwarf, and a royal dwarf at that, although Maeve has told you never to mention that in his presence as there is a tragic story in his past. Unfortunately, she has never told you that story, and Morggon is hardly the talkative sort. He is, however, a fearless warrior and a steadfast friend, and everyone at the **RealmsHead** is devoted to him, so you would like to be on his good side.

Maybe the present you selected for his birthday will help. Anxiously, you glance once more at the sealed chest in the corner. It isn't overly large, but it weighs a great deal.

"Small but muscular," the salesman at the Shailan Bazaar told you, "just like your dwarven friend. You've got a real bargain there, that's for sure. Oh, by the way, don't open it yourself. You might let its secret out, and that would ruin the surprise. See ya!"

You might feel better, if the salesman hadn't vanished in a puff of smoke two seconds later. Still, the chest is compelling.... If only your magic skills were a bit better, you could test it for traps. Your hand reaches out, touches the lock, then draws back at the sound of footsteps in the hall. They are light steps, almost airy, the sound of elven boots. On an impulse, you throw open the door and confront the walker.

Lariel fails to look even mildly surprised. She simply smiles at you, an action which leaves most mortals breathless. You are no exception, as you still haven't grown used to her beauty.

"You look worried," she continues, "and Maeve is already downstairs. Could I help?"

"Yeeesss," you stammer as you point toward the chest. While she moves closer to it, you recover enough to explain your concern.

"From the bazaars of Shaila?" she says, stretching her tapering fingers along both sides of the leather bindings. "Morggon should be most flattered that you traveled that far for his sake. Be at ease. There are no traps here, and I sense an inner light that gleams truly golden. I would hurry down with it, for I believe it is a treasure fit for any Dwarven Prince."

Later that evening, you reflect on how right she was as you and Maeve sit comfortably watching Morggon decide which adventure he will begin first.

"Wherever did you find that wonderful package?" she asks. "You couldn't have pleased Morggon more. He's always complaining that so many adventurers assume that great dwarf strength means tiny dwarf brain, and he is a great lover of puzzles. Oh, to think we thought Infocom might have died forever.

"Silly, I suppose, to assume that glitz and speed would completely drown out the voices of all those who love a good story, but we did so worry that the software companies' need for such large profits to meet escalating production costs would create more and more products that sought to please only the most common denominators. When Lucasfilm boldly advertised, a bit sarcastically, the 'illiteracy driven parser,' many of us who are long-time adventurers felt so old and tired that we thought to vanish into the mists. I imagine that avid readers felt the same when proponents of television announced that books would be dead in two or three years. Certainly, there has been a marked drop in literacy in some parts of the mundane world, such as the Westland called America, but many of the inhabitants there still read, and there are those among them who prefer to view *Masterpiece Theatre* instead of *The Simpsons*, so I suppose all is not lost."

She smiles toward Morggon. "Not lost at all. Just look at the wealth of that documentation alone; a manual of nearly 300 pages, and an accompanying hint book which is even larger! But of course, it would have to be to properly support the full twenty adventures contained in the oversized box. Before Morggon opened it, I would never have guessed it contained software!

"A great many favorites lay within, all the excursions into the world of *Zork*, the *Enchanter* trilogy (which Marco and Lariel are fairly itching to try), mysteries from *Moonmist* to *Deadline*, some of the most compelling space epics, and such offbeat charmers as *Infidel*, *Ballyhoo* and *Lurking Horror*.

"Yet, despite the quantity, the whole set will take up very little of anyone's hard drive, and as much or as little can be installed as you would like. That is one feature of the beauty of text games, although *Beyond Zork* has a few graphic elements, and *Zork Zero* does feature some very nice illustrations. Most of the pictures, however, must exist in the players' minds, the greatest canvases of all. Fortunately, the inclusion of all those wonderful map sheets eliminates the need for having to create those in our heads, and they're such fun to read!"

Morggon is juggling the two sets of disks now, mumbling to himself and staring intently at both monitor screens. He gives a decisive nod, pulls on his dark beard, and begins loading the Amiga disks on to his hard drive. Lariel and Marco pounce on the MS-DOS version and boot up *Spellbreaker*.

Maeve laughs. "I also think it was so sweet of that salesman to include both formats in your package, although others will not have that luxury and will have to decide when they buy. The day I freed my 486 monster, I thought I should own a rare combination indeed, but it seems the Amiga/MS-DOS pairing is wending its way into many domiciles of both nobles and merchants. In fact, several pilgrims passing through the **IR** have asked us to provide advice on format

selection. It does seem as if Morggon has made the prudent choice in this case. The Amiga format allows text and background to be rendered in any color combination by tailoring the Workbench. This is a welcome relief from the harshness of the MS-DOS white text on black. Also, if you own a larger machine with a faster processor, you will need to install ANSI.SYS in the CONFIG.SYS file, which will make the Infocom adventures run quite smoothly, but may wreak unexpected havoc with other denizens on your hard drive, particularly if NANSI.SYS is also present. For example, the graphics in *Civilization* became quite uncivilized, and the sound effects of *Shanghai II* turned dragon's snorts until one tester removed the ANSI.SYS from the start up. Naturally, there are ways around this difficulty, but if you have your choice of both formats, why bother? In both cases, installations to hard drives is simple, and there is no copy protection anywhere, although you will need that wonderfully lavish documentation in many cases.

"Enough of this technical prattle, young one. Tell me how you managed to acquire the King's ransom it must have taken to purchase such a find."

You tell her honestly that it cost you nowhere near what she might guess, that the price on its placard was only \$69.95, and that you were able to haggle the salesman down to under \$55.00.

She laughs at that. "No wonder he disappeared in a cloud of smoke. Let us hope Shaila's bazaars teem with such chests, for I believe that there will be a rush of travelers headed that way on the morrow, and well worth the trip, for they will discover the endless vistas of intrigue and imagination open only to those, who, in spite of profiteers and marketeering, hold on to their ability to read, reason and rejoice."

The cursor on the Amiga monitor blinks eagerly, but Morggon pauses, rises and crosses the room to stand before you.

"For many reasons," he says in his gruff yet kind voice, "I never entered the original lands of Zork. Since you are new to adventuring, I thought the same might be true in your case."

You nod agreement, afraid that speech might cause him to stop talking.

"Then, since it is my birthday, and I am told I am to be indulged, might I have the pleasure of your company on this excursion? There is much to find and do, and two great minds are surely better than one."

You see the twinkle in his eyes, and realize that he is not as grim a character as you thought. Maeve squeezes your hand and pushes you forward. As you head off to the Great Underground Empire, you can feel her pleasure. There are all sorts of treasures in these Realms, some visible, some hidden, some bought in the Shailan Bazaars and some, those most worth having, beyond them all.

[Reviewer's Note: It was impossible for me to rate this package under the current system, as there is no sound, and

no actual "graphics." However, these truly are treasures, and I believe every adventurer, new or old, should own this package in the format of his or her choice (Amiga, MS-DOS or Mac). It is an incredible bargain not to be missed, and it has my HIGHEST recommendation! Even though the **Distinctive Adventure Award** has become fairly commonplace, I think this is one adventure package that truly deserves it.

Also, for those interested, the package contains: *Zork*, *Zork II*, *Zork III*, *Beyond Zork*, *Zork Zero*, *Enchanter*, *Sorcerer*, *Spellbreaker*, *Deadline*, *Witness*, *Suspect*, *Lurking Horror*, *Ballyhoo*, *Infidel*, *Moonmist*, *Planetfall*, *Stationfall*, *Suspended*, *Starcross* and *Hitchhiker's Guide to the Galaxy*.

Yes, this does mean that some of my personal favorites, such as *Wishbringer*, *Border Zone* and *Hollywood Hijinx* are missing, along with the rest of the Infocoms that also deserve notice. Okay, we can forget about *Nord & Bert* — a painful memory at best. I hope that this means that we can look forward to a second Infocom collection. Register your support now — buy this one!!

IER

Enchanted Realms™
DISTINCTIVE
Adventure Award



Overall: 95 **The Lost Treasures of Infocom** Price: \$69.95

Category: Text

Action

Difficulty: Apprentice

The Lost Treasures of Infocom stands in a category all by itself, containing many adventure classics. Since this package cannot be properly rated under the current system, only an Overall Score is provided here.

Required: 512K; PC, XT, AT and All Compatibles or Amiga 500-3000; Workbench 1.3, 2.0; 512K RAM
Supported: Hours and Hours of Fun
Protection: None Options: Hint Book Included

STAR TREK®

25TH ANNIVERSARY™

Reviewed by Chuck Miller



Beginning life as a pilot episode over 25 years ago, *Star Trek* has not only survived the ravages of time and the foolishness of more than a few detached-from-their-audience television executives, but it has become a phenomenon in and of itself.

Filming commenced on the T.V. pilot, *The Cage*, in December of 1964 with Jeffrey Hunter as Captain Christopher Pike. In February of 1965, NBC in their ultimate wisdom rejected it as "too cerebral." In 1966, NBC accepted the second pilot, *Where No Man Has Gone Before*, and announced the series' debut for September of that year. Since then, we have "explored strange new worlds" with *Star Trek* through a popular series and six movies. Plus, we have signed aboard for duty with its spawned sibling, *Star Trek: The Next Generation*. I guess we can thank NBC, in a way, for the earlier refusal and delay in *Star Trek's* release. Had this not been the course of events, James T. Kirk may never have captained the Enterprise.

Space...The Final Frontier

Numerous *Star Trek* games have appeared over the years, with several commercial offerings showing up on 8-bit computers. A varied collection of *Trek* games have also appeared in the public domain, some noticeably better than others. However, no developer has ever really been able to capture the atmosphere and tenor of the original *Star Trek* series. At least, not until now.

With the release of *Star Trek: 25th Anniversary* from Interplay, *Trek* fans can finally indulge themselves in full measure at the computer screen and become a part of the *Star Trek* experience, taking on the role of Kirk and picking up where the television series left off so many seasons ago. That's right! Playing Interplay's *Star Trek* is just like tuning in a collection of unreleased episodes of the popular T.V. series. I will state it right up front. Interplay is to be commended for being the developer to finally provide adventure gamers and *Trekkies* with a quality *Star Trek* computer game. It has been far too long overdue. With that said, "Energize, Mr. Scott." (Of course, you knew that Scotty was the original "energizer," not the Eveready bunny!)

These Are the Voyages of the Starship Enterprise

Star Trek: 25th Anniversary is comprised of seven episodes in all through which you, as James T. Kirk, must captain the U.S.S. Enterprise. As the first episode, *Demon World*, unfolds, you find yourself and your crew are on the Bridge of the Enterprise, one of the two primary "sets" for the game.

On the Bridge, you initiate command decisions. Kirk has direct access to the Captain's Log, Transporter and Command

Options (Save, Load, Music, Sound and Quit). Spock provides information from the ship's computer, which you can also access directly by typing in subjects relating to your mission. Other functions are handled through Scotty (Damage Control and Emergency Power), Uhura (Communications), Sulu (Orbit and Shields) and Chekov (Navigation and Weapons). It's from the Bridge that you issue commands to your crew, communicate with StarFleet, travel to new worlds and engage in combat.

The second "set" in *Star Trek* is the Landing Party. This is employed when transporting to a planet or another ship. The party itself is lead by Kirk, who is always accompanied by Spock, Bones and the traditional "red shirt" (Security Officer). If Kirk, Spock or McCoy die as the result of your actions, the game is over. The "red shirt," of course, is expendable. However, his death will serve to lower your efficiency rating.

This two-part game system, though it may sound limiting, actually comes across very well in practice, and lends to the feel that you are playing out one of the T.V. episodes. Probably the most accurate way to describe the interface would be to think of the Bridge as a Space Combat Simulator and the Landing Party as an Animated Adventure. *Star Trek* is really a combination of the two genres, though decidedly (and thankfully) bent toward the latter.

Interaction with the game world is intuitive and easy. A combination of mouse and keyboard input makes controlling the Enterprise and its crew an effortless affair.

Its Five-Year Mission: To Explore Strange New Worlds...

In the original *Star Trek* television series, the Enterprise was never really able to complete its five-year mission. The series' abrupt "ending" left us all hanging (blame the network executives again on this one). Well, *Star Trek* the game sort of does the same thing. In essence, it picks up where the series left off. However, it seems to end too abruptly, as well. Don't get me wrong, now. What's there is good, very good. It just seems to become another memory all too quickly, leaving the player in want of more.

Actually, there's a perfectly logical reason for this (thank you, Mr. Spock). Each episode had to be cleared through Paramount, a long and time consuming process. Additional episodes were planned, but waiting for the final approval would have significantly delayed the release of the game. I think, in light of the options available, that Interplay made the right decision. I, for one, enjoyed playing the game now, rather than waiting another six months for it. The only gripe I will enter into the log on this regard is that the seven episodes included are completed in far too brief a period of time. They should have had a little more meat, more in the way of puzzles and logic problems, than they contained.

To Seek Out New Life and New Civilizations...

Star Trek provides the opportunity to captain the U.S.S. Enterprise on seven original missions, or episodes, containing a mix of space combat sequences and animated adventure. While some are decidedly better than others, all are enjoyable to play. My favorite missions were *Demon World*, *Love's Labor Lost* and *Another Fine Mess*, the latter featuring an appearance from Kirk's "beloved friend" Harry Mudd.

My preference toward these episodes is primarily due to the high degree of puzzle solving contained in them. I definitely preferred the episodes that stressed these elements over the arcade elements of the space combat sequences. Yes, it's true. I'm an adventure purest at heart and detest arcade intrusions. However, I am somewhat tolerant of action elements when there is the option to adjust the difficulty level (which, unfortunately, *Star Trek* does not employ) or bypass them. I simply don't like it when all my feats of mental dexterity are thwarted because I'm not quick enough on the draw. Fortunately, I know that I'm not the only adventurer out there with the same feelings. So many pleas have already reached the "pointed ears" at Interplay, that they have just released an upgrade to *Star Trek* which is available on the national telecommunication networks. This updated version now allows the player to "auto-destruct" all enemy ships during the combat sequences. Thanks, Interplay!

I will confess, I did enjoy most of the combat sequences. I even purposefully navigated off course just so I could have some additional time battling Romulan Warbirds and Klingon Battle Cruisers (personally, I didn't care much for the Elasi Pirates). Yet, I must admit. The final episode left a little bit of a sour taste in my mouth. I feel that it's unfortunate that *Star Trek* ends with a rather difficult space combat sequence. Again, preface my remarks above. Not only do you have to "shoot it out" to finish the adventure as a whole, but the final episode is the shortest of the seven, and several elements of the story are left unresolved. Ah, well. Maybe when the sequel comes out...

To Boldly Go Where No Man Has Gone Before

Interplay has taken a bold step with their release of *Star Trek: 25th Anniversary*. Pulling off a capable game based on such a popular series was no easy feat. Yet, in spite of its flaws, Interplay has every right to be proud of their efforts.

Graphics and sound have been handled very well. The Enterprise and its crew have been digitally rendered in a form true to their television originals. Digitized 3D models have been used for the Enterprise and enemy vessels, while the musical score and sound of photons, lasers, transporters and other familiar Trek paraphernalia are true to those of the series. I was, however, a little disappointed with the game's introduction. The lack of an audible recitation in Kirk's own

voice of those immortal words "Space...The Final Frontier," the rather "bitmapish" look of the Enterprise and its somewhat "jumpy" movement left me wondering. Fortunately, the game comes off much better than the intro forebodes.

To its credit, *Star Trek* provides an extremely playable experience, drawing heavily on the milieu and background of the original series. Banter among the crew is faithfully reproduced and, though conversation is only displayed on screen, you can actually hear Kirk, Spock and McCoy in part as they speak. Hopefully, someday *Star Trek* will emerge in a CD-ROM version employing the voices of the original cast (I can hear Bones now, "He's dead, Jim.").

Character animations are smooth and true to life, the game's interface is seamless, sound and action are well matched and puzzles are, appropriately, quite logical.

On the down side, *Star Trek* does have its fair share of "tribbles." More careful proofreading of text is required as numerous typos appeared. In one case, during episode two, Kirk asks Spock to disarm a bomb. To which Kirk, rather than Spock, responds, "I'll do my best, Captain." Oops!

Other weaknesses include a limited number of saves per game. Okay, this is for ALL game designers out there. Enough of this nominal save game nonsense! Saves should only be limited by available disk space!

One of the most annoying problems that I experienced, though, was the inability to access the Restore or Load Game option when first booting the game for a playing session, or after doing something which led into a game controlled sequence. I don't remember how many times I've had to sit through the opening sequence of the first episode, or watch one episode end and the next begin, before I could restore to an earlier point to try a different action or dialogue choice. This was VERY annoying!

Again, one final point I would restate is that the episodes seem too short, especially the final one. More could have been done to increase the length of each episode to allow more play for the investment. As it stands now, a good player can probably complete all seven episodes in a matter of about 15 to 20 hours (employing the space combat bypass and possibly receiving less than the total available number of commendation points). Play time, though, runs a bit longer if all combat sequences are played out and if the episodes are replayed for the highest possible score.

Captain's Log

Though not without its faults, I believe that even James T. Kirk would enjoy serving aboard this Enterprise. *Star Trek: 25th Anniversary* offers the most enjoyable and true-to-the-original experience of any *Trek* game to materialize to date. I, for one, am glad that I beamed aboard! EJR

We offer our tribute to the creator of *Star Trek* for the vision and years of entertainment that his child of legend has spawned - Gene Roddenberry 1921-1991.

Overall: 92

Star Trek: 25TH Anniversary

Price: \$59.95

Category: Animated

Interplay

Difficulty: Novice

Gameplay: 92

Graphics: 90

Required: VGA, MCGA, EGA and Tandy; 286/10 MHz or Better; 640K; and Hard Drive

Interface: 90

Audio: 88

Supported: Roland, Ad Lib, Sound Blaster & Pro Audio

Atmosphere: 92

Innovation: 86


Protection: Manual Options: 5.25" HD or 3.5" DD

Documentation: 82

Mechanics: 80

BLACK CRYPT

Reviewed by Marci Rogers

ortunately, there are a few things in life, besides death and the IRS, that mere mortals can count upon with a fair degree of security. The back halls of the *Realms* are certainly no exception. Our harried editor is going without sleep, as usual, Mack is arguing with Zach, as usual, and I, wearing my Maeve guise, am headed for the nearest dungeon, also as usual.

Role-players everywhere can share the familiarity of this scenario, and the combined excitement and comfort a new adventure brings. Paladin or Cleric, Half-elf or Half-Orc, we are a common lot, and a dearth of quests can send us into a bout of "dungeon deprivation," a malady curable only by a good dose of programming. Or perhaps I should have said a dose of GOOD programming, since a mediocre adventure can leave us frustrated while a program such as *Dungeon Master* leaves us crying for an encore.

Song of the Raven

Weep no more, Knights and Ladies. Your requests have been answered by the first product from Raven Software, a 3D dungeon adventure reminiscent of the classic *Dungeon Master*. In fact, *Black Crypt* is such a glamorous clone that it outshines *Chaos Strikes Back* by an ogre's country mile, and best of all — at least for those of us tired of "out of memory" messages — it's an Amiga product!!

Innovations are not an issue here. The plot is so creaky it made me chuckle in a few places, although the background *Lore of the Black Crypt* is enlivened by the engaging prose of Marti McKenna, author of the informative game manual, and the dramatic art of Randy Berrett.

Briefly stated, your stalwart band of four is the second quartet of heroes to face Estoroth Paingiver, a renegade Cleric who has managed to escape from the double dimension rift into which he was banished by the first Guild team. Naturally, they all died in the attempt, leaving their magical weapons behind for the next group to find. Yes, I know that was sloppy of them, but with a Druid named Oakraven, what can you expect? Nay, I do NOT jest, that was his name, but you have to admit it beats Rowancrow.

Another Bride, Another Groom

Admittedly, the structure is ho-hum, with no character interaction, unless you count scrolls left on the floor by unsuccessful adventurers and the taunting villain (who has decidedly prepubescent overtones). Puzzle solving is also limited to pushing buttons and throwing levers, and figuring out the correct strategy for each monster's demise. However, to say that *Black Crypt* is just another SASTEW is like saying that Michelle Pfeiffer's version of *Making Whoopee* is just another song.

On all levels except innovation, Raven soars above the crowd. The graphics are varied and astonishing, from oozing

green walls to opulent purple corridors, with my personal favorite being the bubbling domain of the Waterlord (and a nasty overgrown wartytoad he is, too!) All of the monsters are so entertaining that you may forget to fight for a few seconds (SAVE! SAVE!). Even the doors open and close in ways that make you believe they are alive as well. The music capabilities of the Amiga are mostly ignored, but the sound effects do add to the atmosphere.

Mad About You

Incredible as the graphics are (Raven has employed the Amiga's extra half-bright mode to provide a palette of 64 captivating colors), they are not the best feature of *Black Crypt*. That honor goes to the concern for their audience displayed by the programmers. The intuitive interface is so easy to use that anyone who spent time with *Dungeon Master* won't even have to read the related manual section. A brief perusal of directions will suffice for those new to these types of commands, and even the most entrenched "Mouse Klutz" will be hard pressed to fail.

In addition, there's a mapping spell available to your FIRST level Sorcerer, and a location "spell" that's part of your Fighter's standard equipment. If that isn't enough, the back section of the game manual is actually a cluebook that contains complete maps of every level, showing the location of all important items!

Raven could have stopped there, but they didn't. The program runs on any Amiga configuration, installs flawlessly to a hard drive using a built-in installation program and has only a few "spot checks" built into the plot for copy protection. No mistake about it; Raven loves its audience.

Boys 'N the Hood

Unfortunately, some of the audience has been less kind to Raven. Over a month before the program was released, it was being offered on the so-called "elite" bulletin boards. In fact, a roundtable discussion was started on GENie while the game was still in final Beta testing! The folks in customer support at Electronic Arts were getting large numbers of calls per day asking for hints on these pirated versions, which may have been leaked by the program's Beta testers.

There have been many discussions on piracy, often led by some self-appointed member of the "Rogue's Guild" who sees himself or herself as some sort of Robin Hood redistributing the wealth of the rich. DRAGON DUNG! These pitiful excuses for human beings are thieves, plain and simple, and there isn't anything noble about ripping off someone's paycheck.

In my mundane persona, I am the Computer/Math specialist for an inner-city school located in a city famed for its percentage of gang members. My current position is a pleasant step removed from my last assignment, a bilingual Sixth Grade in a neighborhood so tough the police refuse to

take night calls there. Last year, one of my students came to class sporting a real "badge of honor," a bullet wound collected in an argument over "turf." He was proud that he had been able to "get down for his colors."

The "Homeboy Hacker" has a lot in common with this pre-adolescent "vato," particularly the same rationales for theft. "They got more than I do;" "I got to impress my friends;" "Ain't like I beat up on nobody;" — you name it, as long as it evidences a sense of pride about crime. As any urban core teacher will sadly tell you, there isn't much reasoning with these kids, and very little hope of altering their values. Still, every school runs prevention programs to address those who may get unwittingly caught up in something they don't fully understand.

Software Piracy is this same kind of web, although it seldom brings the same penalties. Those who embrace its damaging values won't change. To them, I am the Witch-with-a-B, or worse. But to those others in the Amiga community (and MS-DOS and MAC, who have no less a degree of piracy, just a larger base) who are basically honest people, I leave these thoughts.

Piracy is theft. It is the taking of someone else's creative product, and a direct removal of the honest wages they would receive for their efforts, which usually include over a year of hard work. *Black Crypt* is Raven's first product, created not by corporate executives, but high-school teachers and graphic artists. It is a labor of love for a machine we cherish, a machine that takes endless pundit bashing, and weathers it all to bring us completely addressable memory, glorious music and voices and endless graphic horizons (even disguised as a Macintosh and MS-DOS compatible peripheral by the people at New-Tek).

Small developers such as Raven exhibit the courage that the large firms, with their demanding stockholders and board-appointed V.P.s who have never seen a game can't afford, and they may well be the future of Amiga — if not all disk-based machines. (Check out the industry push for CD-ROM units to compete with cartridge machines and VCRs if you don't believe me.)

Treat Yourself — You're Worth It

So, whether you currently "own" a copy of *Black Crypt* or not, pick up a copy at your local dealer or favorite mail-order house. Treat yourself to Randy Berrett's package art and Marti McKenna's outstanding documentation, as well as Raven's fantastic product. Many arduous hours await you, filled with grueling monsters and convoluted mazes (consider a character editor!), along with the feeling of satisfaction you'll gain from not only returning Estoroth to the Otherworld-Dimension-for-Evil-Clerics, but also knowing that your support will keep Raven going.

Well, I see that Maevie is returning to the *Realms* now, a bit battered and weary, yet triumphant again, thanks to intelligence, skill and the intercession of Restora. Time to kiss

Zach, hug Mack, wish our bleary-eyed editor a fond goodnight, and head up to the turret to wait for the sequel. Maevie and I leave the discovery and enjoyment of *Black Crypt* to you, and wish you happy adventuring.

[Editor: Every now and again, the issue of piracy seems to flare to a head. This issue is no exception. Maybe what contributes so much to piracy is the somewhat "intangible" nature of software. It's just data on a disk. You don't drive in it, cook with it, sleep in it or watch movies on it. It's just data on a... Or, is it?

Software is more than data on disks, more than labels and manuals. It's thousands of countless hours of time and creativity, invested in the hopes of sharing one's ideas and abilities with others, as well as deriving an income from the investment. Software piracy — THEFT — is no less a crime than stealing someone's car, microwave, bed or T.V. It only appears so because of our own mental and ethical gymnastics.

Let's all help put an end to software piracy before it puts an end to the form of entertainment we enjoy so much. If you have any information on individuals or groups engaged in piracy, please contact the Software Publishers Association Piracy Hotline at 1-800-388-7478. If you request it, they will also send you information on the legal use of software.]



Overall: 91

Black Crypt

Price: \$49.95

Category: Role-Play

Raven Software

Difficulty: Apprentice

Gameplay: 95

Graphics: 97

Compatibility: Amiga 500-3000; Workbench 1.3, 2.0

Interface: 96

Audio: 85

Required: 1 MB RAM

Atmosphere: 80

Innovation: 60

Recommended: Hard Drive or Multiple Floppy Drives

Documentation: 95

Mechanics: 88

Protection: Manual Options: Clue Book Included

DUSK OF THE GODS™

Reviewed by Michael J. Ballenger



Last thing you knew, your enemy had dealt the final blow that left his sword sheathed tightly between your ribs. A death with honor, surely to result in your transport to the hall of Valholl (often incorrectly called Valhalla). The next thing you know, you are in the presence of old Graybeard, himself, the all-father. Odin, appropriately, rewards your bravery and battle prowess with that which any warrior would covet: immortality as an einherjor, one of the personal warriors of the all-father. As such, you are guaranteed the glory of many battles, but also you are charged with a quest of ultimate import by Odin.

By Odin's Beard...

Odin has foreseen the "Dusk of the Gods," Ragnarok — the coming end in which the gods will fight their climactic battle with the forces of evil. He has also foreseen his own end, and the defeat of the gods. Although the gods must lose, he hopes to promote the dawn of a new age. To this end, he is sending forth his einherjor to manipulate the outcome in any way that they can.

The primary quest assigned to you, oh noble einherjor, is obtaining the Horn of Fate, the Gjaller-Horn. Delivering the Gjaller-Horn to Heimdal, starts the final battle between the giants and the armies of Asgard. Although it is unlikely that you will discover the Horn of Fate early in your quest, you could easily bring Ragnarok as soon as you do. There are, however, numerous other quests and tasks to concern yourself with.

"A" is for Askar, "B" is for Baldur

Although the game premise as stated above sounds relatively simple, this adventure is only as simple as Norse mythology. If you are not a student of this mythos, you will soon become one when playing this game. I confess to knowing little more Norse mythology than what I picked up from the old Thor comic books, but have been assured by those in the "know" that this game is historically (mythologically?) accurate. Whether accurate or not, the number of characters and the complex relationships between them is mind-staggering.

Dusk of the Gods is thoughtfully arranged to try to reduce the confusion that you would likely experience if totally unfamiliar with Norse mythology. In general terms, it is like many other quests in that you maneuver your character around a 3D screen viewed from above. Interiors of buildings, caves, et cetera, remain dark to your character until entered, even though the privileged vantage point of the player would ordinarily permit viewing. A Character Status Screen is available (about 30 percent of it is visible at the bottom of the screen) and easily pulled up with a mouse or the keyboard controls. On it a crude representation of your character appears holding whatever you have put in his

hands and wearing whatever armor, spells and other items you have acquired and are using. The character seems to be left-handed, for when objects are placed in its left hand, they are acted on (boxes and sacks are opened in this hand, for instance). The de rigueur Strength Bar is cleverly represented as the World Serpent, Jormungandr, encircling the world and swallowing his tail. If he loses all his green coloration, you have gained too many hit points, been slain and will presently awake again in Valholl. A kindness of the game permits you to take all of your current possessions to Valholl; bad enough that you must start from the beginning of the quest to return to the point of your death.

The Life and Death of a Viking

The art is rendered in full VGA, but is somewhat crude to my eye. On the other hand, the interface as described above works very well and provides an enormous amount of flexibility. I found that the mouse was very helpful in transferring belongings from hand to sack. However, when moving my character around on the action screen, I used the keyboard. As is often the case, although the mouse is active, and a joystick can be utilized if you have one, the perspective at which the 3D action screen is tilted makes it hard to move the character any other way but with the keypad.

The music for the game is quite good on my Sound Blaster Pro, and changes for every location. I spent enough time in some locations, though, that I was glad for the option to turn the sound off. I particularly enjoyed the music in the Character Creation sequence.

Character creation deserves special mention, as it is different from most of what is out there in adventure game land. If you decide to generate a character rather than using one of those provided with the game, you must first choose a face. The character creation process is entirely graphic driven and transpires in real time like a game preceding the game.

Your life bar, displayed at the bottom of a map, gradually shortens as you move your character around the map choosing to join in raids, study at towers of learning or worship the various gods. As in a true mortal life, lifetime achievements determine the qualities present at the time of death. If you have indecision, your character is weak in all qualities, for the life bar shortens whether you move your character around to participate in the various activities of a busy, fulfilling Viking life or not. The character abilities are easy to assess: status bars represent Warrior and Sage abilities and markers appear to show the degree that the gods favor your character. Strength of magical powers from spells is related to the degree the gods have been worshipped during your character's mortal life.

If this all sounds complicated, let me summarize by saying that this is without doubt the SIMPLEST character generation process I have ever seen (unless you count those random number generator things that work entirely like rolling dice). It dovetails seamlessly with the overall scenario of the game (and, as noted above, the music is terrific!).

Details, Details

Dusk of the Gods is not lacking in any of the details necessary for playability. Attention to such important considerations as the degree of the characters encumbrance are attended to, and a warning appears when your character is getting too overloaded to travel or fight well. The characters are capable of carrying a lot more than is prudent, so you have to make some choices pretty early on.

If you chose to play as a female character you will be glad to know that the Norse seem to believe in equality of the sexes. There is NO difference between the way male and female characters work other than your choice of character picture and name.

If you are a Norse mythology buff, I think that the level of detail in the adventure and the accompanying documentation will meet any reasonable standards (and maybe even some unreasonable ones). I found the glossary of Viking terms at the end of the documentation to be absolutely indispensable while questing.

With this degree of complexity, you should take plenty of notes. However, if you are like me, you hate to interrupt the flow of the game to put pencil to paper. Fortunately, there is provision for printing the verbal interaction between your character and the non-player characters (NPCs). This feature has a toggle because the responses of the NPCs vary little unless you have new information for them.

Your character can select from a list of key words to guide conversation and can also type in additional words to which the NPC may or may not respond. The response to a particular key word remains pretty much unchanged no matter how many times it is brought up. But otherwise, this method of interaction seems to work well enough and results in little typing required (frequent readers in the *Realms* will know that I am a great proponent of the point-and-click interface). I would have liked some kind of automapping facility, too. However, I suppose that is too much to ask, and in the end, I found my way around with only the most rudimentary of maps.

Is There No Limit to the Bounty of the Gods?

Although I like *Dusk of the Gods* very much, like anything else forged from these mortal coils, it is imperfect. My biggest complaint is the crude graphics. They are clear enough that characters and regions remain easily recognizable, but the characters, in particular, are not represented in what I feel is a pleasing perspective. Of course, this may be a peculiarity on my part and I note again that the character status screen is very easy to use and shows a very high degree of flexibility.

Another shortcoming is that *Dusk* only allows nine save games, which the designers obviously feel is adequate. It probably is, but I prefer the limitation of saves to be the space available on my hard disk.

Symbol-based protection is employed. Four runes must be entered in the correct order at the beginning of each session. Although this is easy enough and presents no real obstruction to gameplay once it's been completed, I am a fan of protection schemes that are blended into the game. At least this is MUCH easier than those schemes where you must enter the third word in line three of paragraph two on page ninety-nine....

Dusk of the Gods takes up only a little more than two megabytes on my hard drive, and can also be played from floppy disks. An additional save disk must be provided by the user when playing from floppies, but this is no big deal.

But Nearly 60 Dirhems Worth?

Although my first impression of the game was hurt by the crude looking graphics and animation in the opening sequence, the more I played it the more I liked it. Its detailed atmosphere and easily used interface sucked me in. I feel that it may seem a little pricey for many, but it is particularly worth it for enthusiasts in Norse mythology. I also recommend it to any who enjoy careful attention to internal consistency; it must have been no small task for the designers to achieve such depth of detail. You don't suppose they were einherjor, do you? Naaaah...

[Reviewer's Note: FYI, Askr was the first man created by Odin and his brothers; Baldur was the shining son of Odin, the most beloved of all gods (his death at the hands of Loke heralds the coming of Ragnarok); and a Dirhem is an arabic coin that remained the Viking currency for some time. You knew all this, right?]

ER



Overall: 85

Dusk of the Gods

Price: \$59.95

Category: Role-Play

Event Horizon Software

Difficulty: Apprentice

Gameplay: 80

Graphics: 65

Required: VGA, EGA, TGA; 640K; PC Compatibles

Interface: 95

Audio: 80

Recommended: 286/12 MHz, Hard Drive and Mouse

Atmosphere: 88

Innovation: 88

Supported: Roland, Ad Lib, Sound Blaster and Tandy

Documentation: 90

Mechanics: 85

Protection: Symbol Options: 5.25" and 3.5" DD Disks

MATRIX CUBED

Reviewed by Alfred C. Giogetti



The Buck Rogers games developed by SSI are produced using a modified version of the award-winning, best-selling ADVANCED DUNGEONS AND DRAGONS® Gold Box computer fantasy role-playing game system. *Matrix Cubed* represents the tenth game produced with this game engine which, as the package states, has been "enhanced" to include better sound and better graphics, while being reliably entertaining, and having reassuringly similar controls and features. How do you improve on a classic with a dedicated following whose loyalty rivals that of those who worship at the altar of a cult film?

Character References

The heroes of *Countdown to Doomsday*, the first Buck Rogers game, can be transferred to this sequel with all non-conflicting equipment and artifacts. You also have the option of rolling up a new set of characters, using the quick start party which comes with the game or using the "modify" function to change the statistics to conform with a favorite character from any other game, whether it be of the computer or paper-and-pencil variety.

Character generation includes the character icon customization routine, which has proved to be highly popular with game players in personalizing the characters and the gaming experience.

Matrix Cubed employs 6 bioengineered twenty-fifth century races, 2 genders, 5 mutually exclusive careers, 7 attributes and 55 skills which are divided into 8 career skills and 47 general skills for each character. It is also a mixture of a first and second generation role-playing game where levels are attained, and along with the levels the game player is allowed to allocate 20 career skills and 40 general skill points to the 55 skills for each level attained. In addition, one new skill can be acquired per level, but only a maximum of 15 points may be allocated to each skill per level. Those people who enjoy very complex and comprehensive character statistics will love these characters. Those who do not are strongly advised to ignore them and just use the pre-rolled characters.

Skill points represent percentage points of probability of success at one try of a particular skill, which are in turn augmented by the points in an associated attribute. For example, an intelligence category skill of 20 points (percent) is increased to a total point value of 38 points (percent) by an intelligence point score of 18 points (percent). The combination of first and second generation role-playing elements in one game is consistent and logical. The skills are varied enough that a full team should have at least one character from each of the five careers (one career per character) in order to insure ample coverage of the 44 needed skills for this game.

Sequence of Events

Matrix Cubed incorporates a non-linear plot and portions of the game can be completed in almost any sequence desired. It does, however, have a linear hint and assignment routine, where the characters return to Sanctuary Base on the moon of Earth to receive and be reminded of assignments. The assignment-based adventure is similar to the first Gold Box game, *Pool of Radiance*, where the party returned to the clerk of Phlan for a list of assignments. I particularly like this type of plot, where one or several locations are used to offer assignments to the party, which eventually lead the party to discover one or several evil intelligences, a main plot and other sub-plots. The multilayered effect of plots and sub-plots gives *Matrix* a depth and complexity similar to that seen in the best novels and, as such, *Matrix* is interactive fiction.

Plot Device

The adventure begins with the team of six player characters being sent to Mercury where they become involved in Mercurian politics and must attempt to foil an assassination coup by PURGE, a radical new terran group. PURGE, which stands for Prevention of Unwanted Research and Genetic Engineering, and Sid Refuge, a Cyborg human, believe in the purity of human-cyborg engineering and support the genocide of the genetically engineered human races of the twenty-fifth century.

In this sci-fi adventure, it is the hero's task to put together a team of five scientists to manufacture the Matrix Device which has the capacity of transmutating matter. The transmutation of pollutants and rubble which dominate the earth have the potential of returning the earth to a new golden age. Along the way, the group can add non-player characters, which, unfortunately, are in short supply. *Matrix*, regrettably, does not have any hirelings (which have been absent from all Gold Box games since *Pool of Radiance*).

Combating Fatigue

The plot is long, involved and entertaining. The average game player will take 40 hours to finish this game. *Matrix* is very heavy on combat, which occasionally obscures the plotline. But to its credit, experience is awarded for exploration, successful use of skills and attainment of minor goals along the way. The combat is of the not-real-time, rounded type which uses a hexagonal combat area display similar to the best wargames.

Combat involves the use of melee weapons (knives and swords), ranged weapons (lasers and bolt guns), area effect weapons (plasma throwers and rocket launchers) and various types of grenades (chaff and stun). The grenades can be made more effective and versatile by the use of a grenade launcher. The combat is very similar to the style in the ADVANCED DUNGEONS AND DRAGONS games, save that ranged

weapons and spells are replaced by high-tech weapons, the destructive potential of which is equally as satisfying, complex and varied as that of the ADVANCED DUNGEONS AND DRAGONS magic system.

One of the main deficiencies of *Matrix* is the flawed autocombat system. While using autocombat, the characters will often try to equip with an area-effect heavy weapon that takes one full turn, delaying the firing of any weapon until turn two. At turn two, the enemy invariably throws chaff which prevents the effective use of heavy weapons, requiring the team to de-equip the heavy weapon and equip a smaller, non-area effect beam weapon. This also takes one turn. As a result, most of the characters are prevented from firing until the second or third turn, which is very unrealistic to say the least. Surprise me with chaff grenades one time, maybe two times, but every time is ridiculous. Strategic Simulations has also not corrected the tendency of autocombat-directed characters to miss the enemy and hit companions. Characters still tend to run erratically toward the enemy and get stuck out of the action behind obstructions. The Gold Box autocombat routine must be improved in some way to make this feature more useful.

Graph (Paper) and Corruption

Automapping still is inactive in many locations in the game world. Players will need plenty of graph paper to map these un-automappable sections of the game. Paper maps definitely make this process easier. There are 21 maps of roughly 16x16 squares (or moves) in size, which add up to a lot of paper and pencil mapping. Even when the automapping function works, you have no idea where special features or doors are located. Automapping, as with autocombat, needs to be improved.

It's Not the Size That Counts

The graphics in *Matrix Cubed* reflect an extension of the old 16-color EGA graphics of the earlier Gold Box releases like *Pool of Radiance* to the new 256-color VGA palette and Super VGA resolution. The character scale in combat is still small, resulting in less realistic character icons. However, the combat perspective is maintained better with these small characters, as situational awareness is enhanced by their minute size. Many adventures have come out with very attractive, larger characters, but have suffered in regards to situational awareness. The tactical playability of the game is also affected by size. With larger graphics, the success in battle is less dependent upon tactical skill and more dependent upon chance factors. Combat aficionados will enjoy the retention of the tactical combat look, feel and satisfaction. Nothing is as satisfying as the smell of laser fire in the early morning air....

One area where *Matrix Cubed* has taken a quantum leap forward is in the area of sound support. Strategic Simulations

has hired new sound personnel to compose, digitize and integrate a sound track of stings (small musical compositions designed to evoke emotion), mood music, background music and sound effects in addition to the musical score at the beginning of the game. *Matrix Cubed* shows the first stirrings of this new game design effort, with appropriate music heard at critical points in the game. Not only is a new "musical" treatment employed, but for the first time sound effects and music emanate from accessory sound boards. Most major boards are supported, such as Sound Blaster, Ad Lib and Roland. This music is designed to be consistent with, and sets the mood of, the successes and disappointments of your team of adventurers.

Familiarity Breeds...

Matrix Cubed has the standard game save, pause and load functions of all previous Gold Box adventures, with no improvement over previous versions whatsoever. You are limited to only ten save games which are listed as "A" through "J," with no facility for user-definable names, or change of drive and directory from within the save routine.

This RPG installs easily from convenient high density disks that reduce the amount of time necessary and the amount of annoying "floppy flipping" required. Once installed, *Matrix* loads faster than earlier Gold Box offerings, but still does not allow you to escape out of the demo mode at the beginning of the game. You still need to have your finger poised over the correct key to start the game throughout the initial load sequence.

Matrix Cubed has manual-based, key-word, off-disk copy protection. The rule book, log book and version card are well written and easily understandable, with the 59-page log book loaded with tables, explanations and plot dripping paragraphs, for those who like interactive fiction and all the details of a paper-and-pencil, role-playing game. The story line to this science fiction role-playing game is well written, with the log book saving a great deal of note-taking. You simply indicate the correct paragraph from the book on your maps to keep track of what is going on. However, to make the going less tedious, I highly recommend Strategic Simulations excellent 44-page clue book which provides a full contingency of maps.

Favored Son

Matrix Cubed has more of the same old Gold Box game features that we have learned over time to love so well, completing an even ten game mega-seller list. *Matrix Cubed* is still residing in the Dark Ages where game save, autocombat and automapping are concerned, but shows the desire of Strategic Simulations to keep up with the times as far as graphics and music. Basically, if you like the other games in this series, you will love this latest, enhanced version of an old favorite.

Overall: 87

Matrix Cubed

Price: \$49.95

Category: Role-Play

SSI

Difficulty: Apprentice

Gameplay: 92

Graphics: 82

Required: VGA, MCGA, EGA, TGA; 640K; Hard Drive and High Density Floppy Drive

Interface: 85

Audio: 82

Supported: Roland, Ad Lib and Sound Blaster; Mouse

Atmosphere: 87

Innovation: 82

Protection: Manual Options: Clue Book Available

Documentation: 93

Mechanics: 90

Distant Moorings

UBI Soft's Celtic Legends

Reviewed by Zach Meston



I thought that dongles were dead and buried (a dongle is a piece of hardware that you plug into one of your computer's ports). Was I ever wrong! The dongle is making a big comeback in Europe, where there's a major piracy problem, and *Celtic Legends* was scheduled for one. UBI Soft wised up and removed the dongle protection before the game shipped, but I've still got my beta version of the game — with dongle — as evidence. Let me tell you, NOTHING is more annoying than fumbling about the rear of your computer, unplugging one dongle and wedging in another, just to play a game! It's the most obtrusive form of copy protection there is. So, here's my plea to game companies: NO DONGLES! Okay, with that out of the way, on to the review...

You Say "Cel-tic", I Say "Kel-tic"

The place is the magical land of Celtika. The time is...um...a long, long time ago. The situation is grave. The Great Master has passed away, and two of his students are preparing to battle for control of the world.

In the good corner, wearing the blue trunks, is Eskel, Grand Commander of the Armies of Celtika, assigned to stamp out the forces of evil. While in the evil corner, wearing the red trunks, is Sogrom, self-proclaimed Demog (supreme magician). In his quest for power, he has aligned himself with evil forces. Unless he is stopped, Celtika will fall into an age of darkness the likes of which has never been seen!

Nice Intro, Shame About the Docs

Celtic Legends' opening sequence really sets the game's mood. As a dramatic animation begins, a nice theme tune, featuring war chants and bagpipes, plays in the background. Once the intro's over, you swap disks and start the game.

Unfortunately, your first few games will be quite a chore thanks to the awful manual, filled with typos and stilted grammar. You'll have to learn about the gameplay the hard way — by losing repeatedly.

Hexagon Warfare

The land of Celtika is comprised of 23 islands. To win the game, you've got to defeat Sogrom's forces, one island at a time. The first few islands are easily conquered, but later islands are very tough!

Eskel and Sogrom take turns moving their forces around a hex-grid map of the island. When two units move onto the same hex, a battle ensues, taking place on a small hex grid. There are several terrain types, so battles might take place in the mountains, on a flat plain or in a boggy swamp.

The goal of the game is to find and kill Sogrom, but you must build up your magical strength if you want a chance of beating him. To do so, you've got to find Castles and Cromlechs (pentacle areas similar to Stonehenge). Station your forces at these locations and you'll soon be unstoppable.

The islands you're fighting over also have a native population. These natives, called Savages, despise magic-users and will attack any party (good or evil) with a mage. They are generated by the Cromlech hexes, so it's a good strategy to occupy these hexes to stop the flow of Savages!

Celtic Legends comes on two floppies (the intro sequence takes up Disk One, while the game is on Disk Two) and is NOT hard drive installable. You can save a game in progress, although the save function isn't well implemented. You've got to insert your save disk BEFORE clicking on the Save button. If you don't, the game will lock up. There should have been a simple "Insert Save Disk" prompt when you clicked on Save.

A Wargame In Adventure Clothing

Celtic Legends is a strategic wargame with a fantasy setting, something I've seen before (an example is *Warlords*, reviewed in *Issue 7* of *Enchanted Realms™*). I'm somewhat dubious about the combination. Wargamers usually aren't into fantasy/role-playing environments, and adventurers usually aren't into hex-grid games. There is definitely some fun to be had here, but this product is more for wargamers and less for "pure" adventurers.

Overall: 78

Celtic Legends

Price: \$49.95

Category: Strategic

UBI Soft

Difficulty: Expert

Gameplay: 82

Graphics: 78

Compatibility: Amiga 500-3000; Workbench 1.3, 2.0

Interface: 81

Audio: 80

Required: 512K RAM and Mouse

Atmosphere: 79

Innovation: 77

Recommended: 1 MB RAM

Documentation: 61

Mechanics: 82

Protection: Dongle (European Release Only)

Innkeeper's Timepiece

ADVENTURES IN LEARNING: Education Sierra's Way

By Chuck & Millie Miller



Just mention the word "education" to most people and you will immediately conjure up numerous adjectives similar to "boring" and "dull." Unfortunately, education has been traditionally associated with hard work as opposed to fun, and the uninteresting as against the imaginative. This is due, in many respects, to the fact that for most of our years of formal schooling we've been saddled with teachers who were, to say the least, boring, dull and uninteresting. Oh, I can remember a few teachers and professors who stood out as being just the opposite — imaginative and creative individuals who made learning a fun and interesting experience — but they are by far in the minority.

Tools for Learning

So, what does learning have to do with adventure games? Well, a lot, actually. Adventure games have been used as learning tools for some time now by educators in an effort to help children improve their reasoning skills. Our own Marci Rogers and John Olsen have both employed adventures in class to aid in the learning process. Marci, in fact, was instrumental in the founding of the Computer Learning Project at the Martin Van Buren School in Stockton, California where computers have been employed to increase the learning abilities of 4th, 5th and 6th graders through interactive adventures (for more information on this project see the article *Kids and Computers* in the Fall 1990 issue of the *Sierra News Magazine*, now known as *InterAction*.) Many of the children exposed to adventure gaming in the classroom have shown dramatic increases in test scores over those without this exposure. As we all know, it takes much more than quick reflexes to play adventure games. It takes mental skill — the ability to reason our way out of difficult situations rather than always fighting our way out.

It's taken for granted that most adventures are created with entertainment, rather than education, in mind. Even so, every adventure provides the opportunity for learning in some form or other. At the very least, adventures broaden our outlook on life and relationships, and increase our ability to solve problems. The better efforts provide even more in this regard.

"Educational" Efforts

Sierra, one of the leaders in adventure gaming for several years now, has just recently begun to design adventures with education as their primary thrust, conveyed through the vehicle of entertainment — *edutainment* as they call it. We believe that these new educational adventures deserve some special recognition.

There are presently four titles in the Sierra edutainment lineup. We will take a look at them all here, including: *Mixed-Up Mother Goose*, *Mixed-Up Fairy Tales*, *The Castle of Dr. Brain* and *EcoQuest: The Search for Cetus*.

Ma Goose

The first of these games, *Mixed-Up Mother Goose*, is really not a new title. However, the CD-ROM version, a relatively recent release, introduces children to the classic rhymes associated with that name in a fully vocalized and orchestrated environment. This interactive adventure for children ages 4 and up introduces them to famous characters such as Bo Peep, Miss Muffet and Old King Cole, all of whom have misplaced something of great importance. The object of the game is for the child to help Mother Goose straighten out the mix-up that has occurred in this fantasy world.

Mother Goose is definitely a game for the younger set, pre-schoolers especially, and makes for an excellent learning experience for parents to share together with their children. Randomly located objects provide for repeat playability, as well. In addition, the CD-ROM version of *Mother Goose* is multi-lingual and can be toggled between Japanese, German, French, Spanish and, of course, English. Both the voices and music are of good quality and well synced to the actions of the animated characters on screen.

Still Mixed-Up

Another title for younger aged children, and the sequel to *Mother Goose*, is *Mixed-Up Fairy Tales*. Its appeal is broader than that of its predecessor, targeted toward pre-adolescent children, 7 years of age and up, who have already developed basic reading skills. Reading and problem solving feature heavily in this educational adventure comprised of five mini-quests which include: *Jack and the Beanstalk*, *Bremen Town Musicians*, *Cinderella*, *Beauty and the Beast*, and *Snow White*. Playing themselves, and referred to by name throughout the game, each child must help a dragon named Bookworm correct the mischievous deeds of the villain, Bookend, by sorting out and restoring the fairy tales which have been hopelessly mixed-up. Problems include a maze and the usual put-the-right-object-in-the-right-place type of puzzles.

Like *Mother Goose*, *Mixed-Up Fairy Tales* is lavishly illustrated and animated. It also features a stereo soundtrack comprised of the works of such great composers as Bach, Beethoven and Mozart. It's truly a visual and audible treat, and definitely our favorite in the *Mixed-Up* series thus far. Also included in the game box is an illustrated storybook, a coloring book and a box of crayons. Up to 20 children can save games by name, making *Mixed-Up Fairy Tales* an ideal adventure for family and classroom use.

If I Only Had a Brain

Sierra's other two edutainment titles are definitely geared for older children, including adults (the oldest children of all). *The Castle of Dr. Brain*, which is now available for both Amiga and MS-DOS computers, is the most cross-generational of the games mentioned here. It's designed for all those who derive enjoyment from puzzle and logic oriented games (all of you who regularly purchase puzzle magazines should definitely pick up this game). Replayability is high as there are three levels of play available — Novice, Standard and Expert. Even many adults will find Novice and Standard Modes sufficiently taxing, let alone the more difficult Expert option. (Neither of us have yet been able to get past the Hourglass Puzzle at any level above Novice Mode. Has anyone?)

Dr. Brain will provide hours of puzzling play for both children and adults alike. Puzzles range from the logic-based teaser to the familiar hangman-style word game. I would strongly recommend, however, that you save your progress after each puzzle is completed. That way, you can zip back to your favorite puzzles without the need to play all the way through each time. (Oh, just for your information, there is a sequel to *The Castle of Dr. Brain* planned. We are eagerly looking forward to it.)

In addition to the puzzles included in *Dr. Brain* itself, Sierra has placed a puzzle book inside the game box. The *Fantastic Book of Logic Puzzles* by Muriel Mandell is a nice little extra for some of the more traditional away-from-the-computer puzzling. *The Castle of Dr. Brain* comes to you with our highest recommendations!

A Recyclable Adventure

EcoQuest: The Search for Cetus is the final of the four edutainment adventures mentioned here. It's the most recently released of the quartet, and is the most ecology conscious game I have seen to date. It, too, is primarily designed for more mature children, 10 years of age and older (we must still be kids because we really enjoyed playing it — but I won't tell you our ages!).

Graphics and audio, as in the other games listed here, are exceptional. Hand-painted backgrounds and an upbeat soundtrack, presented in a sort of Jacques Cousteau meets Flipper environment, draw the player into *EcoQuest* very quickly. Humor clearly indicates that this adventure is designed to be enjoyed by all ages. We especially liked Adam's gerbil. When looking closely at its cage, you find the

gerbil standing there holding out his little cup, waiting anxiously for a drink of water. Once his thirst is quenched, the curtain drops, raises and the little fellow presents you with an appreciative dance number. Very cute!

EcoQuest is definitely a fun and challenging game, filled with ecological puzzles to solve. From the first look in the box, which contains a copy of *Adam's EcoNews* and the book *I Helped Save the Earth*, the stress on environmental awareness is evident. Sierra is to be congratulated on producing a game so well focused on one of the many problems we face today, as well as on the extent of careful research and time that has gone into making *EcoQuest* both a fun to play and accurate adventure. Sierra also stresses the need to be ecology minded by donating a portion of the proceeds of each game purchased to the Marine Mammal Center. Even the

packaging used for this adventure is ecologically safe!

You Know, I Actually Learned Something!

Well, I know we learned something from this brief look at how Sierra On-Line is addressing the need for quality education through adventure gaming. I hope that each of you did as well. It just goes to show you that learning can be interesting and enjoyable, as well as educational.

We offer our encouragement to Sierra and other game manufacturers to continue to place their efforts on the field of computer

education. Computers will only play a more significant part in our lives and in the lives of our children in the future. We can't afford to neglect the impact that can be made in this area. Let's all put forth the necessary effort to make the learning experiences ahead ones that will be remembered in a positive light — unlike a good many of those that we have had. Education can be entertaining, and entertainment can be educational!

All of the above games require 640K, VGA/MCGA graphics, a 286 or better PC compatible computer and a hard drive. All major sound boards are supported and a mouse is recommended. EGA/Tandy versions are available direct. In addition, *Mixed-Up Mother Goose* requires a CD-ROM drive and a mouse or joystick. *The Castle of Dr. Brain* is presently available for the Amiga, with *Mixed-Up Fairy Tales* and *EcoQuest* scheduled for availability in April. Amiga releases require 1 MB RAM and a hard drive or two floppy drives. Accelerated Amigas and hard drives are recommended.



Sage Advice

POINT-AND-CLICK PARADOX: Oversimplified?

By Jeff James



If you've been playing computer games as long as I have (since the dawn of the Apple I and the Commodore PET), you've probably witnessed the alarming growth of the computer gaming industry. From the first text adventures which operated snugly within 48K to hard drive-sprawling epics such as Origin's forthcoming *Ultima VII: The Black Gate*, computer gaming has definitely come a long way.

Indeed, computer game development now has more in common with a Hollywood production than with its own humble beginnings. Thanks to the continually increasing power of microcomputer hardware, computer games have become more visually stunning, musically adept and impressively complex than we might have imagined back in the days of *Ultima I* and *Castle Wolfenstein*.

To allow players to control these increasingly complex games, software developers have begun refining the interface the player uses to direct his on-screen persona. While a slick, transparent interface is the goal of any software developer, a disturbing trend has begun to emerge in several recent game releases. Simply put, game interfaces are becoming oversimplified.

[Click Here to Continue...](#)

Perhaps the best example of an interface which limits a player's range of options is Sierra's new gaming interface. Unveiled in *King's Quest V*, this interface has been used in all of their major releases since. Designed for use with a mouse, Sierra's new interface changes the mouse pointer into action icons with which the player can interact with the game environment. Clicking the right mouse button toggles through the action icons, which represent such activities as walking, looking, eating, using, getting and dropping. When the pointer changes to the action you want (such as an eye for looking, or a grasping hand to grab an object), you then click on the object upon which you want to perform the action. Undeniably an ingenious development, Sierra's interface surely makes adventure gaming a much less arduous process to undertake. In my opinion, however, this simplicity and ease of use comes at the cost of limiting the player's options and pushes computer gaming one step closer to becoming nothing more than interactive page-turning.

For an appropriate comparison, look at the differences between Sierra's first release of *Leisure Suit Larry I* and the new version with the point-and-click interface. In the old version, you had to take Larry by the nose and tell him exactly what to do (such as, USE THE BATHROOM, KISS THE WOMAN, BLOW UP THE DOLL, et cetera). If you managed to word your request correctly, Larry performed the action indicated. If not, the program either told you it didn't

know what you were talking about or came back with a biting commentary on your typing ability. In the new *Larry I*, upgraded with full VGA support and the new point-and-click interface (which wags call grope-and-click), you simply toggle through the action icons then click on the desired action. In the old version, you had the opportunity to try something unusual, explore something from a different angle, or simply say something to a character that might be a tad too graphic for an icon to represent, especially for Sierra's younger gamers. Indeed, the area most adversely affected by the new interface is conversation with non-player characters. In the new *Larry*, conversation consists of toggling through to the talk icon, clicking on the character with whom you'd like to chat, and then reading what transpires — forget about changing the subject. In the old *Larry*, you could type something like ASK THE WOMAN ABOUT THE BED and get a witty response. In the new version, you hear what Sierra thinks you should hear.

Why Do I Feel So GUI?

Don't get me wrong — I think Sierra's new interface makes playing the game much easier for new users, and it is obviously a well-designed interface. I'm also not advocating that everyone toss their new games in the trash and return to banging out commands on the keyboard with a frustrating "I DON'T UNDERSTAND THAT COMMAND" text adventure. I simply believe that some new game interfaces restrict the player's range of action, a range limited by an intolerably small choice of icons.

Despite all of my complaints, a polished point-and-click interface does have its merits. Game developers have not just blindly leaped to all of these fancy interfaces simply because it was the politically correct thing to do. Perhaps if we understood the reasons (other than the obvious) why game interfaces are developing the way they are, we might get a glimpse of where we might be headed.

Possibly the biggest (and most blatantly obvious) reason that interfaces are developing the way they are is for the sake of new users. A game played with an interface consisting of icons is much easier to learn and play, especially for computerphobes. Novices who abhor laying hands upon a keyboard are well-served by this development, able to point-and-click to their heart's content. Another factor is surely the universal appeal of an icon-based interface, which makes preparing games for worldwide distribution much easier. A well designed icon-based interface often requires no explanation or introduction.

The success of the Graphical User Interface (or GUI) for general computer operating environments such as the Macintosh, the Amiga and MS-Windows (for MS-DOS users) puts pressure on game developers to conform to the

programming guidelines of that GUI. Imagine a Macintosh game developer who neglects to adhere to Apple's guidelines for programming on the Mac — not only would his actions be frowned upon by Apple, but by most Mac users as well.

Although not a strong factor for the arrival of icon-based game interfaces a few years ago, the lure of the colossal video game console market is developing into yet another reason for game developers to simplify game interfaces. While a best-selling computer game for the Amiga and MS-DOS systems might sell a little over 200,000 combined units, the same game on the Sega Genesis or Super Nintendo might sell well over a million copies. Given the limited number of buttons and controllers that each of those gaming systems have, a simplified playing interface is a must. Factoring in the astronomically increasing cost in producing computer games, developers are looking for ways to maximize their investment by making their offerings run on the widest range of systems possible. Given the fact that the console gaming market is so large, traditional game developers are being forced to look strongly into the cartridge market in order to remain competitive and generate the revenue necessary for increasingly complex game offerings.

It's no secret that Electronic Arts has heavily invested in the console game market, as has Accolade (under the Ballistic label). Some of Accolade's latest offerings show the degree with which computer games are being designed with the cartridge market in mind. A quick comparison between Accolade's *The Games: Winter Challenge* on an MS-DOS machine with the Sega Genesis version reveals only minor interface changes. Sierra and Origin have reportedly signed up as Sega licensees for the new Genesis CD-ROM system, with plans to bring *King's Quest V* and *Wing Commander* to that unit, respectively. A cursory look at both of those games running on an MS-DOS computer reveals simplified interfaces which will undoubtedly transfer well to a console system without too much trouble.

Bucking the Trend

Contrary to the opinion of some game developers, many computer gamers admire rich, intricate storylines which allow a wide range of gaming possibilities. Activision's recently released *The Lost Treasures of Infocom*, which bundles twenty of the best text-only games of all time (like the *Zork* series, *Hitchhiker's Guide to the Galaxy* and others), has reportedly been selling well beyond their expectations.

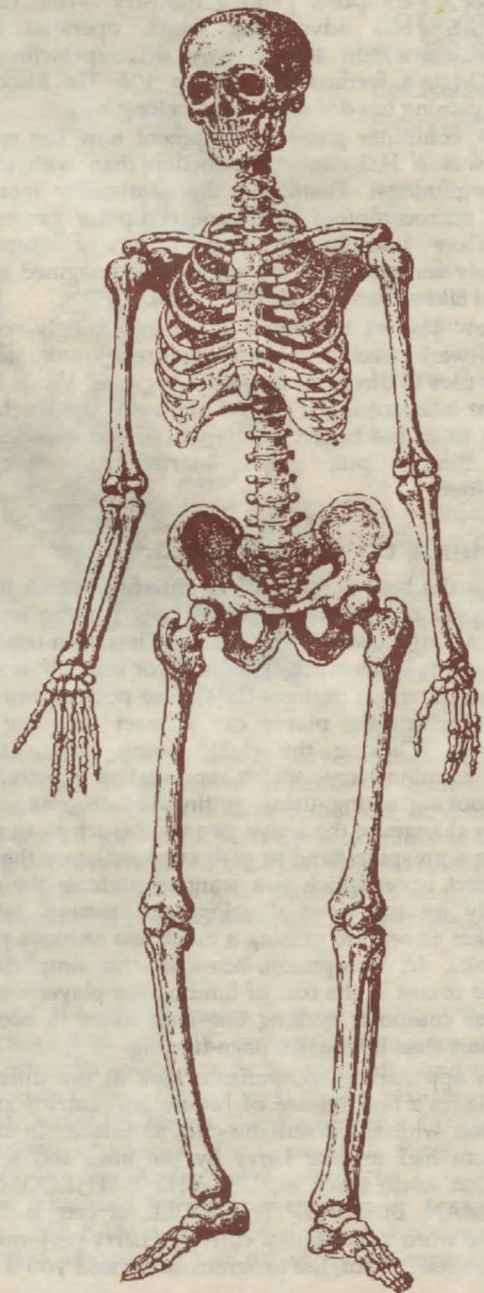
Several recent game offerings have bucked the trend towards action-limiting interface design. Sir-Tech's *Wizardry VI: Bane of the Cosmic Forge* teams a traditional 3D maze concept with a *Zork*-like parser for conversing with non-player characters. And Lucasfilm's *The Secret of Monkey Island* and *Monkey Island 2*, while both offer a limited number of player actions, allow players a substantial amount of freedom when conversing with non-player characters. Legend Entertainment Company, primarily known for such text-based graphic adventures as *Time Quest*, *Spellcasting 101* and *Spellcasting 201*, has approached the problem from the opposite direction. Beginning as text-based games, Legend then adds full support for sound and graphics, blending them with an innovative point-and-click system for selecting actions and objects.

Too Much of a Good Thing...

Polished, understandable interfaces are definitely the way computer gaming should go, although it shouldn't be at the expense of game richness. My suggestion to Sierra would be to add a full-blown text parser to their new games. The word

balloon icon should still be used to initiate a conversation, but once that conversation has begun, the player should be given much more control. A combination requester which offers a few default topics for novices (which can be "clicked" upon) in addition to a textual entry parser for more advanced gamers would be ideal. Direct actions (such as fighting someone, or walking to another location) would still be well-served by icons.

I'm strongly in favor of having a polished, point-and-click interface. What I disagree with is limiting an advanced player's options for the sake of helping a gaming neophyte learn the ropes. I think support for all levels of gamers can be accomplished if game developers are simply willing to try. If the trend towards oversimplified game design continues, I'm afraid that adventure gaming will develop into nothing more than a glorified spectator sport — and gamers looking for richer plots, thornier puzzles and more game control will simply have to look elsewhere.





Conversion Castle

A PROVING GROUNDS FOR ADVENTURE CONVERSIONS

The Collector's Edition

Reviewed by C. Albert Scott

The advantages of CD-ROM for game development are evident — greater complexity and higher quality graphics and sound. Another advantage is portrayed by *The Collector's Edition* from Access — the compilation of several games on a single volume. Not only does this save a great deal of space and materials (floppy disks and boxes, primarily), but it also makes games more affordable, reduces clutter and keeps that ever precious hard drive from filling up too quickly.

The Collector's Edition is a compilation of four games — *Crime Wave*, *Mean Streets*, *World Class Leaderboard* and *Echelon* — converted from floppy disk to CD-ROM. *Crime Wave* offers the opportunity for some genuine side-scrolling arcade destruction, complete with digitized "meanwhiles" between game segments. All in all, a lot of blasting for the buck.

Mean Streets pegs you as Tex Murphy, an investigator, in an interactive detective adventure which takes place in the year 2033 around San Francisco. Digitized graphics and voices are effectively employed to lend an air of realism to the game. This, by the way, is the only adventure game in this collection. However, if you enjoy any of the other genres included, this CD-ROM is worth a look.

The third offering, *World Class Leaderboard*, provides the opportunity to "putter" around the house. While not up to the standards of golf simulations like *Links*, *Leaderboard* is a fine addition as part of this package. Especially so, if you are not a golf fanatic, but would like the chance to take a few swings.

Echelon, the final selection on this ROM disk, provides some experience at the controls of a 3D space flight simulator. It is definitely the most dated product in the collection, as well as my least favorite.

Overall, I found this collection of games an interesting compilation. If you are interested in at least two or three of the games in this set, and want to put your CD-ROM to use, you may want to check out this offering. At a retail price of \$79.95, however, you may first want to check the bargain bins for individual titles at clearance prices.

The Collector's Edition requires a CD-ROM drive and VGA graphics. While disk access is rather slow, this is primarily a problem with present CD-ROM technology.

Elvira II: The Jaws of Cerberus

Reviewed by Chuck Miller

Last issue, we saw Elvira make a return performance on MS-DOS computers in *The Jaws of Cerberus*. Now, in a rather brief period of time, Elvira has returned to the Amiga, as well.

Actually, very little has changed in the conversion process. Graphics are almost identical to those of the PC version. In fact, it appears that the original art may have been done on the Amiga, even though the MS-DOS version of the game appeared first. They are that close!

Music, however, is entirely different in the Amiga release. I personally liked the music on the PC more than that of the Amiga conversion. I must admit, though. After a while, I did

grow to enjoy the new music. Sound effects, for all practical purposes, are identical.

As good as *Elvira II* is, and it's very good, I must issue this caution. I found several glitches, some more serious than others. Occasionally, if you select another function after selecting the Save/Restore icon, the game will appear to lock. What actually happens is that the Save/Restore data is "painted over." To continue, you will have to click on one of the now "invisible" selections from the Save/Restore options.

Other glitches, I'm afraid, are a bit more serious. I have been unable to enter the Bathroom in the Haunted House. Each time I have tried, the system has crashed. It's as though no room exists. I have also experienced several lock-ups during play. Once it occurred while fighting a giant caterpillar in the Spider Maze; once upon entering the Haunted House. In addition, even though the box claims that *Elvira II* is Amiga 3000 compatible, there is at least one major system related problem: the Save/Restore function does not work on many A3000s, those which load ROM from an image on the hard drive (it's supposed to work fine on systems that have the 2.04 ROM chip installed, but I have not been able to verify that for myself). This effectively renders *Elvira II* unplayable on many Amiga 3000s.

I have spoken to Accolade about these problems, and they are aware that they exist. However, as the adventure now stands, I cannot recommend it wholeheartedly until the above-mentioned problems are corrected. Actually, knowing Accolade's and Horror Soft's track records, I am truly surprised that *Elvira II* slipped through with these problems.

Had it not been for the "bugs" detailed here, the Amiga conversion would have rated identically with that of the PC version — a strong 90%. In its current form, though, I don't feel I can really rate it any higher than 80%, and with some reservation at that. Hopefully, these problems will be corrected quickly. We will keep you informed on this situation and let you know when Accolade confirms that these matters have been rectified. Unfortunately, as it stands, these deadly software spectres make the Amiga release of *Elvira II* an unnecessary disappointment. If you do pick up a copy, make sure you can return it if for some reason it does not run properly on your particular system.

[Note: You should be able to complete the game without any of the items located in the Bathroom (it contains a Sponge and Towel). However, because of the problems encountered, I have discontinued playing the Amiga version until the above problems are corrected. So, I don't know how many, if any, other rooms are inaccessible at this point. Be warned!]

King's Quest V

Reviewed by Chuck Miller

Back in *Issue 9* of *Enchanted Realms™*, I previewed *King's Quest V* for the Amiga. Though available for some time now, we had not yet reviewed the Amiga conversion. Actually, we were holding off for the "imminent" release of the CD-ROM title so that we could do a full comparative

review of all three *KQV* versions. Unfortunately, the CD-ROM release is still not shipping (a small number shipped, but distribution has been held pending some problems with the music drivers), and will not ship in final form for another 30 to 45 days. So, here's the update on *King's Quest V* Amiga.

As reported in the preview, Sierra has improved its Amiga conversions from what was offered in the past. While still not up to the quality that I would like to see, it's a noticeable improvement over previous *King's Quest* games (refer to the *Space Quest IV* review below for more on this whole graphic conversion issue). Sound effects and musical accompaniment have always been good, and *King's Quest V* is no exception.

The main problem that resulted in the first release of the Amiga conversion being halted, extremely slow operation on stock Amigas, has been corrected to some degree. The current release, while improved, is still slow at points, especially in scenes with a great deal of animation. Your only option here to get acceptable speed is to set the level of detail to minimum. On accelerated Amigas, the problem all but disappears.

With the inclusion of better graphics, the accustomed high quality sound and Sierra's new icon-based interface, *King's Quest V* provides the Amiga gamer with another fun and entertaining adventure in the land of Daventry that's sure to tickle the fancy of *King's Quest* fans everywhere. In spite of its shortcomings, this *Quest* comes highly recommended.

Might and Magic III

Reviewed by Ralph P. Daltry

Amiga RPGers can again don their questing attire and explore the game world popularized by Jon Von Caneghem as the third installment in the *Might and Magic* series has now arrived. If you enjoyed the previous two adventures, you won't be disappointed in the least as the conversion from MS-DOS has been handled quite capably. (Please refer to **Issue 9** for a full review of the initial MS-DOS release.)

Comprised of a series of mini-quests, *Might and Magic III: The Isles of Terra* leads you on an adventure to thwart the plans of the evil Sheltem whom you met in *Might and Magic II*. It won't be an easy task either as the game is quite large, covering thirteen major islands and various smaller ones. The requisite amount of dungeon delving is also provided, with some sixty-four mazes to tackle. Fortunately, automapping is provided to assist in the process.

As mentioned above, the conversion of *Might and Magic III* to the Amiga has been handled in a very capable fashion. Music and sound effects are very good. Graphics, while not as good as the original 256-color VGA images, are still rendered attractively in 32 colors, conveying a rich feel to the adventure. Access times are average, with keyboard and mouse response acceptable, but not as quick as their PC equivalents. If I had my choice of systems on which to play *Isles of Terra*, I would opt for the MS-DOS version just because of the nicer graphics. Though, it's really not any less entertaining on the Amiga. Just be sure that you have at least 1 MB of RAM and two floppy drives or a hard drive. It will not operate on any less.

If you enjoyed the previous games in this series or would like to tackle a challenging RPG, *Might and Magic III* may be just the mug of brew you've been waiting for. However, be warned. The denizens of these isles are a very lethal bunch.

Obitus

Reviewed by C. Albert Scott

Way back in **Issue 6** of *Enchanted Realms™*, Mack MacRae reviewed *Obitus* when it first appeared on the Amiga. At that time, Mack gave it a rather scathing review. His

complaints revolved, in part, around the claims made on the game being a role-playing adventure, when in actuality it was really an action adventure with only a moderate amount of role-playing elements included. On the same point, I would concur. *Obitus* is NOT an RPG. It is an action adventure with an RPG feel. So, if you are looking for a true role-playing game, take your dollars elsewhere.

However, if you enjoy action adventures like *The Immortal*, but prefer a little more in the way of role-playing elements, check out *Obitus*. You will probably find it an enjoyable diversion with its mixture of first-person perspective, 3D scrolling exploration and side-scrolling shoot'em up action.

Since its Amiga release, *Obitus* has gained some of the more standard PC accoutrements. Unlike the Amiga version, it can be installed on a hard drive. The documentation has been noticeably improved, as well. In addition, the problem with the failure to restore saved games seems to have been corrected. Overall, a fair amount of clean-up has taken place during conversion. Graphics are still quite good by today's standards. Music adds tremendously to the atmosphere of the game, even though it sounded rather muffled and a little garbled. All in all, *Obitus* is a good first effort for Psygnosis in bringing its games to the PC platform. (*Obitus* supports Hercules and CGA through VGA, popular sound cards and low density drives. A mouse or joystick is recommended.)

If you enjoy more hack-n-slash than character interaction, *Obitus* could very likely find a comfortable place on your hard drive. I do hope, though, that if Psygnosis brings out a sequel, that more emphasis is placed on role-playing elements.

Shadow Sorcerer

Reviewed by Jeff James

Judged solely on the grounds of originality, SSI's *Shadow Sorcerer* is quite a piece of work. Alternately relying on a three-dimensional, isometric view of your characters and a large scale strategic map, *Shadow Sorcerer* attempts to fuse several disparate gaming elements into a complete, enjoyable whole.

Shadow Sorcerer is rooted in the fertile soil of TSR's DRAGONLANCE® fantasy novels, in the world of Krynn. As the story goes, your group of heroes must flee from the evil Draconians while shepherding along a large party of refugees. Along the way you must fight monsters, avoid the Draconians and keep the sometimes obstinate refugees moving.

I have seen *Shadow Sorcerer* on an MS-DOS computer (reviewed in **Issue 10** of *Enchanted Realms™*), and I must say that the Amiga conversion didn't go so well. Most of the full-screen graphics seem smudged and blurry, while some of the more fearsome monsters came across strangely colored, such as the pink-hued "red" dragon.

The Amiga version does support hard drive installation, though it only recognizes one floppy drive — the internal one. It also refused to run on my A3000, and the **LORD OF THE REALMS** reported similar problems on his 3000 and 2500/20.

Problems with accelerated machines and conversion quirks aside, *Shadow Sorcerer* is an intriguing addition to SSI's AD&D® role-playing series. Gamers expecting something more along the lines of *Pools of Darkness* or *Eye of the Beholder* might be advised to look elsewhere. But for fans of the DRAGONLANCE gameworld with pretty basic Amiga configurations, *Shadow Sorcerer* might be worth a look.

Space 1889

Reviewed by Jeff James

An amalgam of 19th Century science fiction and Victorian-era English history, Paragon Software's *Space 1889*, now

available for the Amiga, is an ambitious departure from the role-playing norm of "hit points and dungeons" adventuring. While Paragon should be applauded for trying something different, *Space 1889* is really somewhat of a disappointment.

It's not that *Space 1889* is based upon a weak foundation — far from it. Drawn from the fiction of such legends as H.G. Wells, Jules Verne and Edgar Rice Burroughs, *Space 1889* places the player in a world which might have been — a world where specially modified sailing ships of the late 19th Century could journey across the interplanetary void to visit the inner planets, carrying world-hopping explorers.

The adventure begins on Earth with the player seeking the lost tomb of King Tutankhamen, buried beneath the shifting Egyptian sands. One adventure soon leads to another, from the pyramids of the Aztecs to the secrets of Atlantis. Interspersed between these main quests are dozens of mini-plots, mainly consisting of finding items for non-player characters. Eventually the story draws you to the inner planets — and beyond.

As mentioned previously, *Space 1889* is heavily influenced by the work of H.G. Wells and Jules Verne. H.G. Wells' insect-like Selenites inhabit the Moon along with Verne's moon men; Edgar Rice Burroughs' barbaric Martians battle for glory on Mars, while Venus is cast as a steaming jungle rife with dinosaurs and giant insects. While I admit I found trading persiflage with many of those author's creations entertaining, it seemed as if Paragon placed them into the game without much thought — just to have them there. A heterogeneous mix of differing fiction and ideologies at best, *Space 1889* tries to simply offer too much all at once.

While the ending of the game is unique, too much time seems to be spent running hither and yon, much like an interplanetary scavenger hunt. Dedicated fans of classic Sci-Fi may find *Space 1889* worth the trouble — less dedicated gamers would be well-advised to play before buying.

Space Quest IV

Reviewed by Chack Miller

I had eagerly awaited the release of Sierra's conversion of *Space Quest IV* to the Amiga. Well, it finally arrived. I tore open the package (carefully, of course) and quickly installed this long anticipated adventure on my hard drive. As soon as the install was complete, I wasted no time in double-clicking the *SQIV* icon. Then followed the traditional Sierra "Dah, Tah Dah Dah!" Oh...what disappointment!

I couldn't believe my eyes when *Space Quest IV* booted up. It's graphically the most disappointing conversion I have seen from Sierra in a very long time. *King's Quest V* for the Amiga lacks the beauty and depth of the PC version, but it still looks quite good. *Larry I* enhanced also comes across with a look

that's quite pleasing. But *Space Quest IV* is plain ugly (choice of colors, that is)! Don't get me wrong. The play of the game is quite good, especially on an accelerated Amiga. Music and sound effects are superb. Plus, the story is great! The graphics, however, leave much to be desired — even if you haven't seen the 256-color VGA version.

After satisfying my curiosity and doing some screen grabs and conversions of my own, taking the 256-color MS-DOS images and converting them to Amiga 32-color images, I phoned Sierra to find out what went wrong on their end. I wanted to know why their images weren't at least as good as the conversions I had made here. Here's as brief and as simplified an answer as I can provide in the space available.

The MS-DOS versions of Sierra's games use a variable palette to keep the animated characters consistent in color as they move from screen to screen. Thus, Roger Wilco looks the same while standing before a predominantly red background as he does in front of a predominantly blue and green one. This is easily accomplished with 256-color VGA images. On the Amiga, however, Sierra only employs 32-color graphics. For this, they chose to use a fixed palette to maintain a consistent look for the animated characters. Unfortunately, this limits all screens to the same 32 colors and, as a result, severely "muddies up" the images. That's why the stunning graphics of *Space Quest IV* look so drab on the Amiga.

Well, Sierra has begun to tackle the problem and is now employing a split palette for the Amiga. Rather than fixing all 32 colors, only 16 colors are fixed to provide consistency for animated images. The other 16 are variable and can change to better reflect the original 256-color image. The first Amiga conversion to employ this change is *Castle of Dr. Brain* (which just arrived today, Next Day Air). The results, I am glad to report, are much better than with previous conversions. Certainly, Sierra would be able to do even better if they employed the Amiga's extra half-bright mode (a move they are presently considering). However, the increased number of colors does pose additional problems with game speed for Sierra. Access time on 33 MHz 386 MS-DOS compatibles is nowhere near the concern as it is with the Amiga's 7.14 MHz 68000 processor (where are you, Commodore?).

So, where does this leave us with regard to *Space Quest IV*? Well, if you have an MS-DOS compatible with VGA graphics at your disposal, by all means play it on that system. I believe that you'll enjoy it much more if you do. However, if the Amiga version is your only option to race through time and space with Roger Wilco, you will still find *Space Quest IV* an entertaining game (especially if you play from a hard drive). Hopefully, Sierra will employ their new split palette on an upgrade to this Amiga conversion. It would certainly make the gaming experience a more enjoyable one. However, I wouldn't recommend that you wait for it to happen.

Conversion Castle Adventure Summary

Adventure	Category	Publisher	System	Price	Score
Collector's Edition, The	Combination	Access Software	PC/CD-ROM	\$79.95	72
Elvira II: Jaws of Cerberus	Role-Playing	Accolade	Amiga	\$69.95	80
King's Quest V	Animated	Sierra On-Line	Amiga	\$59.95	86
Might and Magic III	Role-Playing	New World	Amiga	\$59.95	86
Obitus	Action	Psygnosis	MS-DOS	\$49.99	78
Shadow Sorcerer	Role-Playing	Strategic Simulations	Amiga	\$49.95	73
Space 1889	Role-Playing	Paragon Software	Amiga	\$49.95	75
Space Quest IV	Animated	Sierra On-Line	Amiga	\$59.95	78



Taleteller's Sanctum

CAPSULE REVIEWS OF QUESTS FROM THE PAST AND PRESENT

Are We There Yet?

Reviewed by Marci Rogers

Although they've never been lucky before, the Mallard family has just won a dream vacation across the United States, or maybe we should say nightmare. Anyway, what might have been an entertaining graphic adventure filled with puzzles turns out not an adventure at all, but a set of various word and logic games loosely connected by commentary from four boring and generally unpleasant people. If they're supposed to represent "average" Middle America, this country's in more trouble than even Bush can ignore!

While the Mallards would have been better left out of the game entirely, the puzzles themselves are entertaining, and buffs will enjoy the various types of mind-benders that lead to an absolutely boggling jigsaw at the end.

Music and sound effects are so-so, and the VGA graphics are pleasing, although they lack real depth. However, the game installs beautifully on your hard drive, and can provide many pleasant breaks when you're bored or hassled. In fact, it's probably best taken in small doses.

Electronic Arts has done a nice job of supporting most systems. The game runs just fine on a friend's 386 with Ad Lib, and on my 486 with a Thunder Board. (We're both running at 33MHZ, so I'm not sure about other speeds. The music garbles in Turbo mode on my ZEOS.)

This type of game showed real adventuring promise in *The Fool's Errand*, but later renditions such as *The Puzzle Gallery* and now *Are We There Yet?* don't really fit into this genre. However, they do make pleasant diversions and are recommended as such.

Last Half of Darkness: Part II

Reviewed by Chuck Miller

In *The Last Half Of Darkness*, featured on the *Issue 9* companion disk, *Part I* ended with the awaking of a beautiful young woman who you found asleep on a stone table in the passages beneath your Aunt Martha's house. Now, you find yourself in unfamiliar surroundings, unsure how you came upon this place. The last thing you remember was being led through a stone doorway by the girl you rescued. After that, you must have blacked out.

Thus begins *The Last Half Of Darkness: Part II*. Your journey commences in a Strange Room with only a Torch in hand (though a Book is within close reach). Since the only way out of this location is down a ladder to the passages below, you grab the Book and descend into the darkness. In these stone corridors you will come across numerous creatures both friendly and not quite so friendly (mostly the latter). Among the denizens you will bump into are a vampire, Frank, a chained girl, a snake and the Caretaker's dog (remember, he has a bone to pick with you!).

The interface has been spruced up a little from *Part I* in this graphic horror. Graphics are modest. Sound effects, though, leave a bit to be desired, as what comes out of the PC speaker is somewhat distorted. The real fun and challenge of

the game, however, is not found in its presentation, but in the nature of its puzzles and in the atmosphere conveyed.

If you enjoyed *The Last Half Of Darkness: Part I*, you will certainly enjoy *Part II*. All you need to do to procure it is register *Part I* with the author. When you do so, you will receive *Part II* and a Hint Booklet with much of the information you need to complete both parts of the adventure (*Part II* is the more difficult of the two). Just send your registration fee of \$20.00 to SoftLab Software Laboratories • 2012 Gregory Street • San Diego, CA 92104. Be sure to indicate if you need the CGA, EGA or VGA Version.

Out Of This World

Reviewed by Rick Henly

Delphine Software, along with Interplay Productions have released a very innovative and challenging action adventure in which you assume the persona of a professor whisked away during a lab experiment to worlds unknown. In other words, prepare yourself for an *Out Of This World* experience.

Character control is handled with a joystick. Walking, kicking, jumping and firing a weapon are easily attained. The documentation, however, is overly sparse, except for a single page of the professor's journal. It tells of the different firing modes for the weapon he finds. Pressing the trigger fires one shot. Holding the trigger momentarily releases a force field in the direction the weapon was aimed. And holding the trigger for longer periods creates a large ball that, when released, will blast through almost anything. You will need to be quick on the trigger to get past the many enemies and pitfalls of the world to which you have been accidentally transported.

The graphics are fairly average. The ability to change the graphic display, however, is quite unique. Using the function keys, standard, Cinemascope, vertical and high resolution screens can be achieved. Playing the game in standard mode is my suggestion. On a full screen, it's easier to spot small areas or objects.

There is no ability to save your progress. Though, after completing a certain amount of the game you will earn access codes. When your on-screen persona dies, you can restart play from the last access code. This feature is one that, unfortunately, most action adventures omit. (How many times did you have to play the original *Dragon's Lair* before you beat it? I rest my case.)

Where *Out Of This World* really shines is in the animations and transitions from scene to scene. Rotoscoping has been used to tremendous advantage to provide exceptional fluidity of movement. As a result of this lifelike animation, the atmosphere of this game is intense. After seeing the remarkable intro at the start of the game, you can hardly wait to control your character past anything thrown at you. Because of the sparse documentation, these experiences are heightened. You REALLY don't know what will happen next.

Out Of This World has no on-disk copy protection, and can be hard drive installed. A codewheel must be used at the start to get the program to boot. Once up and running, it can be put away as no other references are made to it. Playing from

floppy disk is acceptable, with disk swaps kept to a minimum. Although the program only recognizes one disk drive, systems with one drive and 512k will have no problem running it.

I thoroughly enjoyed playing *Out Of This World*. If you like joystick adventures, I highly recommend you add this game to your software library. In addition, the ending animation sequence leaves you wondering whether there will be a sequel. *Out Of A Different World?* It could happen!

[Editor: *Out Of This World* received our **Best Action Adventure Award** for 1991.]

Populous World Editor

Reviewed by Jeff James

One of the most popular computer games ever, Bullfrog's *Populous* allowed gamers to assume the role of a simulated supreme being, armed with an impressive arsenal of supernatural powers. Although plenty of powers with which you could mold landscapes and smite infidels were available, you couldn't create your own worlds from scratch. Now, Bullfrog and Electronic Arts have rectified that oversight by releasing the *Populous World Editor (PWE)*, which allows you to create your own *Populous* worlds and edit existing ones.

With *PWE's* included editors you can create your own terrain, edit animated sprites, and alter the appearance of the tiny folk which inhabit your world. *PWE* supports the Amiga's IFF graphic format, allowing you to load your pixelized creations into *Deluxe Paint* for some touchup work. And that's not all: *PWE* also lets you set the birth and death rates of your population, adjust their intelligence, set their mana levels and allows you to tinker with dozens of other game parameters. As a bonus, *PWE* includes two new *Populous* worlds and an original 500-world conquest game.

PWE requires the original disk from *Populous* and will run on any Amiga computer with at least 512K and Kickstart 1.2 or greater. It supports hard drive installation, isn't copy-protected and works fine on accelerated and AmigaDOS 2.04 equipped machines. *PWE* isn't perfect — some of the editing screens are confusing, the hard drive installation routine is a kludge and you can't add any custom sound effects to the worlds you create. Also, NTSC Amiga users will notice that some of the screens are larger than the monitor, making you scroll around to see the edges.

Quibbles aside, *PWE* is a must-buy for any devoted fan of the original *Populous*. It may not be perfect, but it definitely makes playing *Populous* an even more heavenly experience.

Rules of Engagement

Reviewed by Alfred C. Giogetti

Imagine you're the commander of a small space freighter in the federation of planets under attack by ships of a rival consortium of planets. Within your small ship, all you see of your deadly enemy is the icon driven displays of your computer console. All you can hear are the clicks and beeps from your computer, while the noise of battle is deadened by the vast vacuum of space. Sterile commands are issued through the touch sensitive screens of the computer to activate the weapons of destruction that seal the fate of your now out-gunned adversary. The only indication of the snuffing out of their lives is the sensor read-out of failing life support systems. Somewhere inside your mind, you think you can still hear the scream of your enemy.

Rules of Engagement comes from the fertile mind of Tom Carbone who owns and operates Omnitrend, a software

company that has produced such hits as *Breach* and *Breach 2*, *Paladin* and *Universe I, II and III*. *Rules of Engagement* is the second in a series of games which utilize their innovative Interlocking Game System. Each game is modular and can be loaded into the same directory on your hard drive.

These interlocking games are stand-alones which can link to the other modules for specific functions such as space combat (*Rules of Engagement*), ground or boarding melee combat (*Breach 2*), and exploration (the next Interlocking Game title). Another plus is that the Interlocking Game System will have add on modules which will give your game more playability in the future.

Rules is a ship-to-ship space fleet battle simulator which does not use any flashy graphics or stereophonic sound. The game designers have opted instead to display the mechanics of space combat on stylized, gaudy screens that resemble those used on the television show by the late Gene Roddenberry, *Star Trek: The Next Generation*. Tom Carbone brings years of experience in developing ship-to-ship combat to the design of *Rules of Engagement*. The result is a game that is more like chess than *Wing Commander*, creating a world for the mind not the senses.

The interface uses a combination of simultaneously active icon and hotkey driven commands from the screen displays which are disguised menus that give complex functionality to space combat. All game functions are well thought out and perform adequately.

The real gem in all of Tom Carbone's games is the Scenario Editor which allows you to create and trade with other game enthusiasts custom combat situations, giving the game a new dimension of play. *Rules* comes with 21 scenarios, but many more can be constructed or downloaded from national bulletin boards like GENie.

Available now for both MS-DOS and Amiga computers, little really differs between versions. On the PC side, CGA to VGA graphics are supported as are the top three sound boards (Roland, Ad Lib and Sound Blaster). It requires 640K, 8 MHz performance or better and dual floppy drives or a hard drive. The Amiga version requires 1 MB RAM and supports hard drive installation.

All things considered, I liked *Rules of Engagement*, but it is definitely different than most of the new games which have sacrificed complexity of play for splashy graphics and sound. Be careful and check this one out. You may find a gem of a game hidden behind those functional combat displays.

Sleeping Gods Lie

Reviewed by Zach Meston

Two years ago, my life was drastically different. I was working in a bookstore and editing a fanzine/newsletter called the *Amiga Games Guide* (which is actually how I met the **LORD OF THE REALMS**, but that's another story). One day, I ordered a copy of a game that was getting positive reviews in British Amiga magazines. That game was *Sleeping Gods Lie* (of course!). I enjoyed the game immensely. Finished it, even.

Fast-forward to January 1992. I get the American version of *SGL*, released by Empire/Readysoft. I boot it up and start squirming in my chair. Time has not been kind to *SGL*. And that means my review won't be very kind, either.

The game's main attraction is its graphics. *SGL* combines scaling bitmap graphics (for objects and NPCs) with plain vector graphics (for the surroundings). The real-time scaling effect is pretty neat, but some of the graphics become extremely ugly at close range — something that a more recent, though yet to be released, scaling game, *Ultima: Underworld*, doesn't suffer from.

SGL's gameplay is also quite limited. The game consists mostly of wandering around and picking up stones to throw at attacking creatures (the combat is real-time), while you search for objects to give to friendly NPCs. Character interaction is nonexistent, and the non-stop combat will certainly hinder adventurers without good reflexes.

The MS-DOS version of *Sleeping Gods Lie* is particularly bad. The installation procedure described in the manual doesn't work properly (and why couldn't Readysoft have written a simple HD installation routine?). There is NO sound card support. The graphics are ugly 16-color EGA. The Amiga version of SGL is better, graphically and sonically, but that's not saying much.

In 1990, SGL would have received thumbs up from me. In 1992, SGL is dated, ugly, and not worth your cash. Wait for *Ultima: Underworld* instead.

Ultima Underworld

Reviewed by Chuck Miller

Speaking of *Ultima Underworld*.... It was undetermined for some time now which of the next adventures based in the world of Britannia would surface first — *Ultima VII: The Black Gate* or *Ultima Underworld: The Stygian Abyss*. It appears that the latter received the nod, as it's now out on the shelves. However, a full review will be withheld until next issue to allow for a sufficient amount of *Underworld* wandering.

First impressions of *The Stygian Abyss* are good. Actually, I was quite pleased with what I saw, as my only previous exposure to the game was through a videotape produced for the Consumer Electronic Show. Though I found the tape uninspiring to say the least, the actual game is another story.

Ultima Underworld is the first game in the *Ultima* series that is based around the world under Britannia, rather than that of the surface. The player begins the adventure wrongly accused of kidnaping Baron Almeric's daughter, while the real perpetrators make a convenient escape. The only way for the player to prove his (or her) innocence is to enter Britannia's infamous Stygian Abyss, locate and rescue the Baron's daughter and then return safely to the surface with her. The player, actually, has little choice in the matter.

Clearly, the most significant feature about *Ultima Underworld* is not the underground setting itself, but the implementation of it. *Underworld* offers the first true continuous-motion, modeled 3D world to appear in a role-playing game. Other games have employed similar interfaces, but none with the detail or atmosphere created in this product. The player's character actually moves through a 3D environment where he or she can jump, fly, peer around corners and even swim through underground streams. It can actually be a little nauseating to watch the screen as you

bounce up and down in the water. Which brings us to the main weakness with the interface — movement. I found it all too easy to end up somewhere that I really didn't want to be because of overshooting the location. Hopefully, future products using this interface will provide keyboard support to allow taking actual "steps" for situations which are more precarious than others. As it stands, movement control could use a little refinement.

Overall, it appears that Origin has a sure winner with *The Stygian Abyss*. We'll let you know next issue whether Origin's new *Ultima* is the *ultimate* in role-playing action or not.

Virtual Reality Studio

Reviewed by Zach Meston

Back in *Issue 9*, I reviewed a European product named *3D Construction Kit*, giving it an Overall score of 79. To quote from that review: "*3D Construction Kit* is a very good program that will be even better (at least ten points better, using the *Realms'* rating system) in its U.S. version." Well, the U.S. version is here, and it's called *Virtual Reality Studio*.

If you don't have *Issue 9* (and why not?), *Virtual Reality Studio* (VRS) is a "construction kit" from Incentive Software that allows you to create 3D vector games. The tools in VRS were used to create all of the Incentive games (*Space Station Oblivion*, *Dark Side*, *Total Eclipse* and *Castle Master*).

The packaging for VRS is much the same as *3DCK*, with a tutorial video, a small manual and one (Amiga) or two (MS-DOS) disks. (They did forget to change the text from *3D Construction Kit* to *Virtual Reality Studio* on one part of the box — check the lower-left corner of the back side).

The tutorial video for VRS is completely different from the hellish European original. The video is much easier to follow, with superior narration and sharp visuals. A beginner would learn much more about the program by watching the VRS video than he would by watching the *3DCK* video.

The VRS manual is only slightly better than the *3DCK* version. They've added a large tutorial session in the back of the book, which is actually the same tutorial used in the European video! However, there still aren't enough big, meaty programming examples to be found.

There are things I don't like about VRS — its weedy Ad Lib sound effects (Amiga users can import sound samples), its inability to play musical scores and its inability to import 3D objects created in ray-tracing programs — but these are minor complaints.

I said the American version of *3DCK* would get 10 more points, and that's what it's getting. *Virtual Reality Studio* is not a perfect product, but it can do things that other construction kits can only dream of. ER

Taleteller's Sanctum Adventure Summary

Adventure	Category	Publisher	System	Price	Score
Are We There Yet?	Puzzle	Electronic Arts	MS-DOS	\$49.95	65
Last Half of Darkness II	Graphic	SoftLab	MS-DOS	\$20.00	70
Out Of This World	Action	Interplay	Amiga	\$59.95	95
Populous World Editor	Editor	Electronic Arts	Amiga	\$24.95	85
Rules of Engagement	Strategic	Mindcraft	MS-DOS/Amiga	\$59.95	85
Sleeping Gods Lie	Role-Playing	Empire/ReadySoft	MS-DOS/Amiga	\$49.95	57/61
Ultima Underworld	Role-Playing	Origin	MS-DOS	\$79.95	NA
Virtual Reality Studio	Language	Domark/Accolade	MS-DOS/Amiga	\$89.95	89

Dragomon's Journals

ADVENTURE WALKTHROUGH: Monkey Island 2

By Chuck Miller



ye, me hearties! 'Tis time once again fer a bit o' *Monkey* business. LeChuck 'tis back and he's foul as ever — both in body and spirit! So, strap on ye sword, grab a mug o' grog and foller me, Walt and Jojo on yet another swashbuckling tale of high-seas adventure as we search for Big Whoop.

[NOTE: The following walkthrough is for Regular Mode. If you're playing the Easy Mode and need help, shame on you!]

PART ONE: THE LARGO EMBARGO

Arrival on Scabb Island

Upon your arrival, Look At and Pick Up the Sign to the right of the bridge to acquire the Shovel. Go either west or east. Largo LaGrande will appear and deprive you of your wealth. Now, exit right. On the Map of Scabb Island, click on the Beach located at the northeast corner.

The Beach

On the first screen you will see a Stick which you need to Pick Up. Exit stage left and return to the...

Town of Woodtick

Cross the bridge and board the first ship on the right. Talk To the Woodsmith. Exit and enter the next ship in line, which belongs to Wally the Cartographer. Talk To Wally, then Pick Up the Paper off the floor. When Wally rests his eyes, Pick Up his Monocle and exit.

Next, cross the boardwalk to the Bloody Lip Bar & Grill. Talk To the Barkeeper. After Largo decorates the wall, Use the Paper with the Spit. Exit to the Upper Deck and Walk To the window on the left. You're now in the Kitchen. Pick Up the Knife on the table and leave through the window.

Head to the far west end of the boardwalk and enter the Swamp Rot Inn. Talk To the Innkeeper. Then, Use the Knife with the Rope to release the pet alligator. Look At the Bowl and Pick Up the Cheese Squiggles. Now, Open the door on the left and enter Largo's room. Pick Up the Toupee from on the dresser before Largo arrives and scam.

Once back on the boardwalk, go to the ship at the end of the boardwalk and Talk To the Men of Low Moral Fibre. Pick Up the Bucket. Now, return to the bridge and the Map of Scabb Island. Head for the Swamp on the eastern shore.

The Swamp

Look At the Sign, then Use the Coffin and head east. You will arrive at the International House of Mojo. Row under the Skull. Once inside, Pick Up the String on the table. Then, go

right. Talk To the Voodoo Lady, who will give you a Voodoo Shopping List. Give her the Toupee and Spit. Hop back into the Coffin and row back to shore. Before leaving the Swamp, use the Bucket with Swamp to obtain some Mud. Return to...

Town of Woodtick

Head for Largo's room. Use the Bucket on the door once inside and hide behind the screen. Head to Mad Marty's. After Largo leaves, Open the Box on the left. Use the Stick with the Box. Now, Use the String with the Stick. Use the Cheese Squiggles with the Box and stand back. When the Rat starts eating the Squiggles, Use the String. Now, Open the Box, Look at the cowering Rat and Pick Up the little fellow.

Next, proceed to the Bloody Lip and enter by the window. Use the Rat with the vichyssoise. Exit and enter the Bloody Lip by the stairs. Talk To the Barkeeper about the Stew. When he asks you if you want the job, ask how much it pays and accept. Once in the kitchen, leave through the window and return to the Inn. Enter Largo's room, Close the door and Pick Up the Laundry Claim Ticket. Return to Mad Marty's.

Use the Claim Ticket with Mad Marty and retrieve Largo's laundry (hmm?). Now, return to the bridge and the Map of Scabb. Click on the Cemetery in the southeast corner.

The Cemetery

Walk to the top of the far hill and Look At the gravestone in the center. You will find the grave of Largo's grandfather. Use the Shovel and retrieve a Bone. Proceed to the...

International House of Mojo

Give the Voodoo Lady the Bone and Pearly-white Bra. After she do her voodoo, she will give you the Voodoo Doll of Largo and some Pins. Return to Largo's room at the Inn.

Town of Woodtick

Once inside, Use the Voodoo Doll with the Pins. After some seat-of-the-pants prodding, Largo will leave — but with LeChuck's beard. You now appear back at the Voodoo Lady's House of Mojo where she explains the situation and gives you a book on Big Whoop. Look At it, then head for the lower west peninsula and Captain Dread's. Talk To Dread, then Use the Monocle with him. Charter his ship and prepare for...

PART TWO: FOUR MAP PIECES

Jolly Rasta

On board Dread's ship, Pick Up the bag of Parrot Chow. Then head inside and ask where Dread can take you. Make your first selection Phatt Island.

The Wharf

As soon as you hit shore, you'll be taken into custody, and thrown in jail. Pick Up the Mattress and Pick Up the Stick under it. Use the Stick with the Bone in the adjoining cell. Now, Use the Bone with Walt the dog. Pick up the Key and Use it with the Lock. Next, Pick Up the two Envelopes on the shelf and Open them. Exit the jail and go right.

Enter the first alley to the left. After the ruffian wins at the Wheel, follow him to the next alley and do as he does. Use the Slot on the door. When Bruno shows you the Hand Sign, count the number of fingers shown. The password is always this number. Return to the game and win! The only prize you need is the Invitation to Elaine's Party.

Next, go to the Phatt Library. Open the door and enter. Then, Open the Model Lighthouse and Pick Up the Lens. Now, Talk To the Librarian and get a Library Card (you have to lie). Then, Use the Card Catalog and Remember *Great Shipwrecks of Our Century* (under D for Disaster), *Dumb Pirate Jokes* (H for Humor) and *The Joy of Hex* (R for Recipes, Voodoo). Talk To the Librarian and check out these books.

Next, stop at the Dock outside the Library. There you will find a Fisherman. Talk To him and make him a wager for his Fishing Rod. Return to the Jolly Rasta and go to Booty Island.

Ville de la Booty

First, Talk To the Old Man. Then, head for the Antique Dealer's Shop on the left. Once inside, buy (Pick Up) the Sign, Horn and Well-polished Old Saw. Use the Parrot Chow Bag with the Hook where the Sign was hanging. Now, Pick Up the Mirror. Exit and head right, to the Costume Shop. Give the Invitation to the Shopkeeper and claim your Costume. Then, go outside and Talk To Captain Kate. Ask her for a Leaflet.

Governor's Mansion

Your next stop is Elaine's Mansion. Head west out of town, and proceed to the northwest corner on the Map of Booty Island. When you reach the Guard Kiosk, Give the Guard your Invitation and put on your Costume.

Now, head east. When you reach the Mansion, enter and Pick Up the First Piece of the Treasure Map from the frame over the mantle. Go back outside. The Dog, Guybrush (yes, named after you), will sniff out the Map and you'll appear before Elaine. After she throws the Map out the window, you will find yourself on the steps. Quickly go back upstairs and Pick Up the Oar on the wall over the bed. Go back down and out front. Try to Pick Up the Piece of the Map. It will blow away for now, but you will get it back later. Pick Up the Dog. Now, head around back and Pick Up the Garbage Cans. The noise will bring the Cook outside. Make him chase you around the Mansion. Then, before he reaches the Kitchen, duck in and Pick Up the Fish. Exit the Mansion grounds.

The Big Tree

From the Map of Booty Island, go east to the Big Tree. Use the Oar with the second hole from the bottom on the Tree. Use the Plank (in the first hole). Then, Use the Oar (in the second hole). Enjoy the dream sequence. When it's over, the Bone Song will appear on the Spit-encrusted Paper. Pick Up the Broken Oar and return to the Jolly Rasta.

Phatt Island

Make a quick stopover at the Wharf on Phatt Island to acquire the Rod from the Fisherman (Give him the Fish). Then, board the Jolly Rasta and head back to Scabb Island.

Town of Woodtick

On Scabb, stop in the Woodsmith's Shop and Give him the Broken Oar. He will fix it for you. Now, head to Mad Marty's. While the Men of Low Moral Fiber are sleeping, Use the Saw with the Pirate's Peg Leg. This will allow you access to the Woodsmith's Shop while he is out making a "houseboat" call to repair your handiwork. Pick Up the Hammer and Nails.

Before leaving Scabb Island, drop into the Bloody Lip for a grog. Talk To the Barkeeper and show him your Library Card for ID. Order a Yellowbeard's Baby and a Blue Whale. Next, Use the Banana with the Metronome. Jojo, who is playing the piano, will become mesmerized so that you can Pick Up the little monkey. Now, return to Booty Island.

Ville de la Booty

Upon your return to Booty, go east past Captain Kate and stop to visit Stan. Ask about a "Good Used Coffin." Leave and he will give you a complimentary Hankie. Go back inside and ask Stan to show you the Coffin again. While he's inside, Close the Lid and Use the Hammer on it. Now, Pick Up the Crypt Key on the wall behind the counter and leave.

The Cliff

Head west out of town and go to the Cliff at the southern shore. Use the Fishing Pole with the Map. Now, return to...

The Big Tree

At the Tree, Use the Reinforced Oar with the second hole. Then, Use the first Plank. Next, Use the Reinforced Oar. Pick Up the Plank, Use it with the third hole, then Use the first Plank. Continue until Guybrush gets the idea. When you reach the Treehouse, go to the platform in the upper left and Pick Up the Telescope. Return to the Treehouse and enter it. Use the Dog on the Pile of Maps. He will chase the Gull away and retrieve the First Piece of the Map for you.

Ville de la Booty

Return to town and join in the Spitting Contest. Go to the right past Stan's Previously Owned Coffins and Talk to the Spitmaster. Choose any name and take your first spit. "Ptooie!" is the only selection you need. The rest are just for atmosphere. Next, Use the Yellow Drink with the Blue Drink. Then, Use the Horn. When everyone looks away, Pick Up one of the Flags. Now, Use the Crazy Straw with the Green Drink and Talk To the Spitmaster. Wait for the wind to blow (watch the Waist Scarf on the woman to the right) and then "Ptooie!"

Take your newly won prize, the Spit Plaque, over to the Antique Dealer. Give it to him and convince him of its worth. You will gain 6000 Pieces of Eight. Talk to him about the Second Piece of the Map and the Mad Monkey. Then, return to Captain Kate and charter her ship. Before leaving, Look At the book, *Great Shipwrecks of Our Century* to locate the coordinates of the sunken Mad Monkey (they're randomized).

Captain Kate's Charter

Set sail with Kate to those coordinates. Then, dive in and Pick Up the Monkey Head. When you have it, Use the Anchor and return to Booty Island.

Ville de la Booty

Return to the Antique Dealer, Give him the Monkey Head and claim the Second Piece of the Map. Now, return to the Jolly Rasta and proceed to Phatt Island.

The Wharf

Use the Leaflet with the Poster, putting Kate's picture over yours. Then, exit down the path to the west.

Phatt's Mansion

Head for the Mansion on the southern side of Phatt Island. Enter and Talk To the Guard. Dupe him into leaving, then go upstairs. Next, Use the Book of *Dumb Pirate Jokes* with the book of *Famous Pirate Quotations* on Phatt's bed.

The Wharf

Return to town and release Kate from jail. Use the Small Key on the cell door. When she leaves, Pick Up the Envelope on the shelf and Open it to reveal the Near-grog.

The Waterfall

Travel to the Waterfall in the northwest corner of the island, then up the path to the top of the hill. Use Jojo with the Pump and shut off the water. Next, head back down the path and into the Newly Discovered Gaping Hole.

Rum's Cottage

Go left until you emerge on a small island, then up the path to the Cottage. Once inside, challenge Rum to a sword fight. He will propose a drinking contest instead. When he brings you a Mug of Grog, Use it with the Tree in the pot. Then, Use the Near-grog with the Mug.

With Rum out cold, Use the shutters to the right of the door to open them. Next, Use the Mirror with the Mirror Frame on the back wall. Go outside and Use the Telescope in the Statue's Hand. Watch which Brick the light hits, then go back inside and Push or Pull that Brick (but, save first). When you have landed in the cellar, Pick Up the Third Piece of the Map and exit through the chute. Walk To the path and click on Dread's Ship. Now, it's back to Scabb Island and...

The Cemetery

Use the Crypt Key with the Crypt and go inside. Look At the Book of *Famous Pirate Quotations* to determine which Coffin contains Rapp Scallion (this is random with each game also). Open the correct Coffin and Pick Up the Ashes. Now, return to the Swamp and the...

International House of Mojo

Look At the shelves until you spot the Ash-to-Life. When you try to Pick Up the Jar, the Voodoo Lady will take the Ashes you brought and use your copy of *The Joy of Hex* to mix you up a batch of Ash-to-Life.

The Cemetery

Return to the Cemetery and Use it on Rapp's Ashes. Offer to check on the gas for Rapp and he will give you a Key.

The Beach

Go to the Steamin' Weenie Hut and Use the Key in the door. Enter, Use the Knob on the stove and return to...

The Cemetery

Use the Ash-to-Life on Rapp's remains again. He will now give you the Fourth Piece of the Map. With all four Pieces of the Map to Big Whoop in hand, return to Scabb Island.

Town of Woodtick

Head straight to Wally the Cartographer. Give him the Lens from the Lighthouse Model and the Pieces of the Map. Then, run his errand to the...

International House of Mojo

When you arrive to get the Love Potion, the Voodoo Lady, will tell you of Wally's abduction. Make a quick trip back to Woodtick to learn of his fate, then return to the Swamp. Open the Crate and Use it. You are now ready for...

PART THREE: LeCHUCK'S FORTRESS

Inside the Fortress

Once outside the Crate, proceed right and up the staircase. Keep going right 'til you reach the Dungeon and find Wally. Talk To him, then return to the Stone Archway you passed earlier. Enter the Archway and go right. Continue right until you find a panel with the bones in the same order as the first verse of the Bone Song on the Spit-encrusted Paper. Push the panel and enter. Now, go right until you find a panel that matches the second verse. Do the same as before, and continue until you reach the door to LeChuck's Office. Skip the locks and just Open the large Doggie Door in the center.

LeChuck's Office

Inside the Office, try to Pick Up the Jail Keys. LeChuck will appear and both you and Wally will end up in the...

Torture Chamber

After LeChuck leaves, Use the Crazy Straw with the Green Drink and Spit at the Candle. Didn't work did it? Instead, Spit at the Shield on the right, then at the Pan below. Now that the angles are right, Spit again at the Shield.

In the Dark

You will need to Open the Juju Bag to find some Matches. Then, Use the Matches and...

PART FOUR: DINKY ISLAND

On the Beach

Start by Talking To Herman Toothrot, then the Parrot. Pick Up the Crowbar, Bottle and Martini Glass. Use the Glass with Ocean Water, then Use it in the Still to distill it. Next, Open the Barrel and get the Cracker. Give the Cracker to Polly. The Parrot will give you the first part of the directions to Big Whoop. (I'm not certain, but I believe these directions are also randomized elements. Whatever the case, always follow the Parrots directions). Walk To the Jungle.

The Jungle

Take the first path to the left until you come to a Tree with a Bag hanging from a Limb. Use the Crowbar with the Bottle to break it. Then, Use the Broken Bottle with the Bag. Pick Up the Box of Cracker Mix. Use the Distilled Water with the Cracker Mix to make two more Crackers.

Next, head east until you reach the Pond. Pick Up the Rope from the Box, then use the Crowbar on the Box to open it. Now, Pick Up the Dynamite.

Follow the Parrots directions. Once there, Polly will arrive. Give the Parrot another Cracker and follow the second

set of directions. Polly will meet you again. Give the Parrot the last of your Crackers and follow the final set of directions to the Treasure, Big Whoop. As might be expected, "X" does mark the spot!

The Big "X"

Use the Shovel on the "X" to dig until you reach cement. Now, Use the Matches with the Dynamite (you only have one match left), and Use the Dynamite in the freshly dug hole. BOOOOOOOM! At this point, you will need to use the Rope with the Crowbar to make a Grappling Hook. Then, Use it with the Twisted Metal Rods in the ceiling above. You now find yourself in the precarious position where the game first began, relating the course of events to Elaine.

In the Dark...Again

Search around the right half of the screen until you find a Light Switch. Use it. As you will see when the lights come on, LeChuck is waiting for you. After you learn the dreadful truth about LeChuck and he gives you the first in a series of Voodoo treatments, enter the doorway just to the east of the Elevator. Among other things, you will find a Helium Tank and Grog Machine in this Storage Room. (Since LeChuck shows up quite frequently, you may need to do a fair amount of backtracking to accomplish everything you need to do.) Use the Coin Slot and leave the fallen Coin on the floor. Wait for LeChuck to arrive. When he bends down to pick up the Coin, Pull his Shorts. This is the first item you need to create your own Voodoo Doll of LeChuck, and stop his attacks.

After your next out-of-room experience, locate the Storage Room to the east of the room with the Grog Machine. You need to Open the Boxes there containing the generic Voodoo Dolls and Balloons. Pick Up a Doll and a Balloon.

The end room to the right is the First Aid Room. In here you will find your parent's remains seated on the couch. You need to Pick Up your Dad's remains — particularly his Skull. Then, Open the Trash Can in the corner and Pick Up the Surgical Gloves. Next, Open the Medical Drawer and Pick Up the Syringe. With these goods in hand (and inventory), return to the first Storage Room.

Now, Use the Balloon and the two Surgical Gloves with the Helium Tank. Next, go to the Elevator and Use the Call Button on the wall. Step into the Elevator and wait for LeChuck to arrive. When he appears, Use the Lever. Upon your arrival on the second floor, Pick Up the Crispy Beard Bits. (Just for an interesting, though very short, excursion, Open the door and step outside for a look see.) Next, Use the Doll, Crispy Beard Bits, Underwear and Skull with the Juju Bag. You still need one more ingredient. So, Use the Lever to return to the lower level and the next time you meet LeChuck, Use the Hankie on him. Finally, take the Used Hankie and Use it with the Juju Bag. Voila! One Voodoo Doll in the grotesque likeness of LeChuck.

End Sequence

The next time LeChuck appears, Use the Syringe with the Voodoo Doll. The first time you use it LeChuck will leave the room unscathed. Pursue him, however, and use it again. From here on out, the game is driven to its conclusion entirely by dialogue choices. Unfortunately, even at the end of *Monkey Island 2*, you still don't know the "Secret of Monkey Island" or what lies in store for "young" Guybrush.

See ya' next time me hearty! Where, ye ask? Why, in *Monkey Island 3*, of course. Arr!

ER

ADVENTURE WALKTHROUGH: STAR TREK®

By Alfred C. Giogetti

Star Trek is a hybrid starship combat flight simulator and graphic adventure game and, in essence, is a television series episode simulator with seven new episodes for *Star Trek* fans and adventure gamers to experience. Between each episode is a combat flight simulator sequence, which uses the Constitution class starship from the T.V. series, the original NCC-1701 Enterprise.

One of the main criticisms of *Star Trek* (the game) is that those who like flight combat simulators do not like graphic adventures and vice versa. Surveys have shown that there is only a 10% overlap of those who like both adventure games and flight simulators. Unfortunately, Interplay has not programmed a bypass into *Star Trek* for those who wish to play one type of game or the other. Rather than improving gameplay, the hybrid presentation has alienated most of the people to whom the game was designed to appeal. One goal of this walkthrough is to help those who like one type of genre, but not the other to complete the adventure.

[Editor: Interplay has just released an update to *Star Trek* that allows the player to bypass the combat sequences. Please refer to the *Star Trek* review for more information.]

The Combat Flight Simulator

Immediately after booting the game, you are challenged to fight a simulated battle with the starship Republic. This initial sequence can be used to practice for the later sequences. First, the Enterprise must turn to face its opponent. Then, aim its weapons, firing ahead of the target. Leading the opponent with your weapons is required. The Enterprise should be turned to face the enemy at a dead stop (1 on the keyboard). The Enterprise turns fastest when it is going the slowest. If the target is a long distance away, maximum speed (0) should be used to shorten the distance, while firing a combination of phasers (left mouse button) and photon torpedoes (right mouse button). When you are close to the target, go back to dead stop or slow speed and keep up constant, accurate firing. Fire ahead of it, to where you expect the target to be when reached by the phaser beam or torpedo.

Whenever you are up against a cloaked ship, turn the brightness of your monitor up to maximum and the silhouette of the cloaked ship will become clearly visible. In this way, you can pursue, overtake and continuously fire on the cloaked vessel which cannot defend itself.

The mouse seems to be the best peripheral to use, since you not only have to turn the ship by moving the cursor, but must also aim the weapons by pointing. View (V) opens up the full screen to your view and allows easier targeting, but it does make the action slow and causes erratic movement of the mouse and display. See if you like the view, but its use is not required. Main screen magnification can be enlarged (>) or decreased (<) in combat. The ship can be rolled counterclockwise to the left (Insert) and clockwise to the right (Delete). Study and know the potential of all commands. Pausing (P) the action will allow you to catch your breath. Damage Control (D) functions can be used to repair damaged systems while in battle. Emergency Power (E) can give you the edge to win a battle.

Once the arcade sequence is won, you can proceed to your objective via the navigator, Sulu (N). If you wish to avoid further combat flight simulator arcade action, be very careful to study the star chart in the manual. Make sure you have the name and location of the destination star correct by taking notes on the Star Fleet admiral's briefing of the captain at the beginning of every episode. Always save the game at least after completing each episode. Flying to the wrong star system will result in immediate attack by hostile starships.

The Episodes

This advice applies to all episodes. Before beaming off the Enterprise, always talk (T) to Spock to get his advice and analysis. Use the computer (C) to search for information on all key words from the admiral's briefing and related computer searches. Have Uhura hail (H) a ship, planet or station only after using the computer and talking to Spock. After hailing, talk to Spock again and use the computer to research other key words mentioned in the hail conversation. At this point, you should beam down (K) AFTER saving.

The landing party should look at (L), scan using the science tricorder (U), scan using the medical scanner (U) and try to pick up or get (G) everything. Some items are very small and hard to see, like the android hand in the *Demon World* episode. Other items must be examined or require correct conversations with planet inhabitants before they can be picked up, such as the key in the display case in the same episode. Have Spock and Bones examine items by using them on the items. Talk to everyone, especially Spock, Bones and the Security Man in the red shirt. Your inventory is large enough to accommodate all available items, and no essential item can be dropped and lost. Many times, using Kirk rather than Spock or Bones on an object or control panel is easier, but the results may not be the same.

Take notes on the computer searches, briefings and conversations. Especially make note of any formulae (for compounds) and keywords (systems, planets or names). If you forget where your orders take you, talk to Uhura (H) and Spock (T) and they will suggest courses of action and restate your orders. While on the planet, in addition to talking to everyone, scanning everyone and everything, and looking at everyone and everything, use the communicator periodically (in every room and after every discovery).

Episode One: Demon World

The landing party is called to Pollux 5 to investigate demons. Talk (T) to Spock. Use the Computer (C) to investigate the following key words: Pollux, Acolytes, Prelate and Angiven. Take notes. Navigate (N) to Pollux V. Orbit (O) the planet and beam (K) down. Talk to Prelate and select Conversation Choice #1. Enter the door to the Storage Hut on the right front of the screen. Look at, Talk to and Medical Scan all acolytes. Go outside to the beam down site and take the second door to the Laboratory. Use Kirk on the top left corner of the Glass Cabinet. Select Conversation Choice #2 and the acolyte will allow you to take the Artifacts. The Artifact on the right is a Key and the Skull is that of an alien. Exit and take the brown path leading back toward the mountain.

Quickly use the Green Phaser (stun) on the three Klingons who appear. Get the Android Hand. Scan, Look At and use Spock and Bones on the Klingons. Click on the path near the entrance to the Mine Shaft. Get the Red Berries hanging to the left of the opening. Enter the shaft. Use the Red Phaser (kill) on the Rocks blocking the door at the center of the screen. Shoot the Rock at the top of the pile on the left of center first, or the "red shirt" will be killed ("He's dead, Jim!"). Return to

the Storage Building to right of the beam down site. Show the Berries to the acolyte dressed in black. Go to the Lab. Use the Berries on the ARDAK-4 Molecular Synthesizer (upper right) to produce the Serum. Then, Use the Android Hand on the multipurpose work space. Use the Serum on the bandaged man in the Storage Building. Talk to the acolytes there.

Return to the Mine Shaft and Use the Repaired Hand on the Panel to the right of the door. When the door opens, move deeper into the new tunnel. Use Kirk on the Panel below the abstract art at the center of the machine just to the right of the door (on the left). When the pop-up screen appears, Use the three Slide Switches, aligning them all in their path of travel one level up from the bottom. An alien will now appear from a hibernation cell. Talk to the alien and Use the Skull on it. Then, Use the Key on the alien. Your score should be 97-100%.

Episode Two: Hijacked

This mission takes you to the Beta Myamid system. Talk to Spock (T) and Uhura (H). Computer search (C) the following key words: Beta Myamid, Masada, Elasi Andorians, and Menalvagor. Take notes and write down the Prefix Code. Save, then Navigate to Beta Myamid where you will have to fight an Elasi pirate ship. Orbit (O) the planet and Hail (H) the Elasi captain on-board the Masada. Use Conversation Choices #2, #2 and #2. Talk to Spock again to activate the Prefix Code on Uhura's Hail. Use the Computer to look up Masada, even if you did it before. However, don't hail the Elasi pirate twice or he will kill a crew member. Hail and send the Prefix Code. Use the upper row of numbers on the keyboard, NOT the numeric keypad, to enter the Code. Then, hit return. Lower the shields (S) and beam over to the ship (K).

Use the Medical Kit on the "red shirt." Get the Tools hidden in the lower left access panel. Use Spock on the left side of the Transporter Console. Exit through the door on the right. Get the Debris from the right hand side of the corridor. Use the Phaser Welder on your Phaser, and vice versa, to charge the Welder (when charged, two small tanks will appear). Use the Phaser Welder on the silver colored Metal Rods to make a Fork-shaped Attachment for the Runic Transmogrifier. Use the Attachment on the Transmogrifier.

Off the corridor to the right is a door to the Brig. Science Scan the Brig door and enter. Use your Stun Phaser on the two Elasi guards. Then, Use Spock on the Wires below the square-shaped Control Panel to the right of the Brig door (Spock will cut the wires with a wire cutter, which he just happens to have gotten out of thin air). Use Spock on the Brig door Control Panel. Get the Wires and the Bomb just inside the Brig door.

Next, return to the Transporter Room and use the Transmogrifier on the Transporter Console. Use the Wires from the Brig on the Console. Then, Use Spock on the Console. When you appear on the Bridge, immediately Talk (T) to Cereth, the Elasi pirate seated in the Command Chair and promise his men their lives and freedom (Choice #1). Use your Communicator. The mission score should be 97%.

Episode Three: Love's Labor Jeopardized

There has been a Romulan raid on the ARK-7 Research Station. Talk to Spock and Uhura (H). Computer search ARK-7 and Marcus. Take notes and save the game. Navigate to ARK-7 where you will face one cloaked Romulan Bird of Prey. After the battle, Orbit ARK-7. Hail the Romulan leader and beam over to ARK-7. When you materialize, Use Spock on the Computer Terminal. Then, Use Bones on the Computer

twice. Use the Computer to investigate the following key words: Oroborus Virus, TLTDH Gas, Nitrous Oxide, Ammonia and D-Hydrogen Oxide. Go through the door at the rear to the Synthesis Room. Use the door of the Storage Cabinet on the left. Get the Anti-grav Device. Exit Synthesis Room to the right and enter the Main Laboratory. Use the door to the Freezer Unit. Get the Virus Culture. Exit the Lab to the rear and enter the Engineering Center. A Fusion Drive is located here. Get the Wrench and Use it on the Engineering Access Panel on the lower left. Get the Electrical Insulation that falls out. Now, Use the Wrench on the Ventilation Screen on the right wall. Then, Use the Access Panel next to it. Use the wrench on the N2 Cylinder Valve Stem. Use the Anti-grav on the N2 Cylinder and return to the Main Lab.

Use the Insulation on the Distillator located in the foreground to create Polycarbonate. Go back to the Synthesis Room and Use the Polycarbonate on the Synthesis Chamber. Use wrench on the O2 and H2 Cylinder Valve Stems to turn the gas on, and Use Bones on the Synthesis Control Panel to the left of the Chamber to make TLTDH Gas. Get the TLTDH Gas from the Chamber. Next, Use Bones on Synthesis Chamber to produce a Bottle of Water. Get the Water. Now, Use Wrench on O2 Valve Stem to turn off gas. Use Anti-grav on O2 Cylinder. Use N2 Cylinder on now empty Valve Stem Attachment. Use Wrench on N2 Valve Stem to open Valve. Use Bones on the Synthesis Control Panel and Get a Bottle of Ammonia from the Chamber.

Return to the Main Laboratory. Use the Ammonia Bottle on the Nozzle of the Anti-agent Device at the rear center of screen. Then, Use the Virus Culture on the Chamber of the same machine. Use Bones on the Anti-agent Device and Get the Virus Culture. Go back to the Synthesizer Room.

Use the Virus Culture on the Synthesis Chamber. Then, Use Bones on the Control Panel. Get the Hypo containing the Virus Vaccine and Use it on Spock.

Go to the Engineering Room and Use the TLTDH Gas on the Ventilation Shaft. Next, Use the Ladder under the Neutron Accelerator in the Main Lab. Cure all the Romulans by using the Vaccine on them. Look at, Talk to, Medical and Tricorder Scan all items and persons in the room. Use the door at back to enter the Restricted Research Lab. Notice the Genesis Device in the rear center of the screen. Use (Untie) Dr. Marcus and her assistant. Then, Use the Vaccine on the Romulan Commander and Give him the Water Bottle. Respond politely and with respect to the Romulan Commander. Your score for this mission should be 97%.

Episode Four: Another Fine Mess

This episode features Harry Mudd, who has hijacked an ancient vessel belonging to an advanced, powerful and long-dead race. Following his stereotype of an ignorant and bumbling would-be con-man, Harry has misunderstood the advanced technology and is selling these priceless artifacts at discount as toys and trinkets.

After your conflict with the Elasi, Computer search the following keywords: Mudd, Elasi, Harlequin and Harrapa. Beam over to Mudd's ship and Talk to your old "friend." Look at, Scan and Get the Miracle Degrimer, Dodecagon (Multi-sided Yellow, Spherical Object) and Small Lens. Use the Degrimer on the dirty pile to the right of Mudd. Use the Lens on the Miracle Degrimer. Use the assembled Degrimer on anything. Talk to each member of the landing party. Then, leave the Storage Room by the rear door.

Look at, Scan and Use Spock on the Canisters on the floor of the Weapons Room, and on the rack above the Weapons Control Console. Now, Use Spock on the Blue Buttons, the

Red Button, and then on the Yellow Buttons. In conversation with Spock, select Choice #2. Exit through the door on the left, just above and behind the Control Console. In the Computer Room, Look at, Science Scan and Use Spock on everything. Take the door on the back wall to the Bridge.

Use Kirk and Spock on the Bridge Console. Look at and Science Scan it. Get the Repair Tool from on the panel to the right. Now, return to the Computer Room (to the lower left) and Use Spock on the large Dodecagon in the center of the room. Talk to each crew member, then Use the Science Tricorder on it. Both Tricorders are now hooked together to scan the Computer Data Banks. Use Spock on the Dodecagon two more times, then Use the small Dodecagon on the large one. Return to the alien Bridge.

Use the Bridge Console to communicate with Mr. Scott on the Enterprise. Select Conversation Choice #1. Then, activate the View Screen. Use Spock on the Console and access the Sensors, Navigation and Engineering.

Exit to the lower right hand side of the screen into the Medical Facility. Get the Green Flask from center Console. Then, leave and immediately return to the Medical Facility. When Harry drops a Green Flask, use Spock on him. Then, Use Bones on Harry. Now, Use the Green Flask on the Medical Console below the flask rack. Use Bones on Harry again and return to the Bridge.

Use the Bridge to access communications and select Choice #3. Talk to Harry and select Choice #1. Mr. Scott will now beam you aboard the Enterprise. You should have a perfect score of 100%.

Episode Five: The Feathered Serpent

Search the Computer on the following key words: Klingons, Digifal, Kenka, Vlict, Zamphor, Hrakkour, K'lirta, Organian and Kallarax. Then, navigate to Digifal. Talk to Klingon Admiral. Select Choice #2, then Choice #1. Orbit the planet and Talk to Spock. Next, beam down and Talk to Quetzacoatl. Take Choice #1 all three times.

When you arrive in the pit, Get the Rocks and Use one on the hole in the back wall. Now, Get the Snake. Use Rocks on the Vines suspended over the pit, then Use Kirk, Spock, Bones and the "red shirt" on the Vines to climb out. Exit to the left.

When you meet the Priest, Use the Snake on him, then on Kirk. Get the Knife and head left. On the next screen, go to the extreme back. Next, Use the Knife on the Plant at Kirk's feet after you Use the Tricorder on it. Throw the Plant at the creature in the water, then cross the log and head left. Now, Use the Tricorder on the Dilithium Crystals on the ground in the center. Use the Knife to get them. Look at the Stalactites and select Choice #2. Proceed left. Talk to Quetzacoatl and be agreeable. Select Choices #3, #2 and #3.

After beaming up, three Klingon ships will intercept the Enterprise. When talking with Admiral Vlict, select Choice #2, then #1. You are now escorted to Hrakkour.

Save your game, then walk to the center and stand on the Klingon Empire Seal. Answer Vlict with Choice #1 both times to intervene on Quetzacoatl's behalf, and face the Test of Life.

Use the Tricorder on the Electrical Creature. Get the Wooden Beam and Use your Red Phaser on the floor. Use the Beam on the Melted Iron. Then, Use it on the Creature.

Use the Tricorder on the Panel left of the door. Communicate with the Enterprise and select Choice #2, then Choice #1. Use Spock on the Panel. You will now appear in a room with a table containing nine Gems and a Console with three Gem Sockets. Get the three Green Gems and Use them

(Continued on page 40)



'Starr Light

HELPS BROUGHT TO LIGHT FROM THE RUNES OF ESTARRA

Elvira II: The Jaws of Cerberus

Some parts of *Elvira II* can be trickier than others. These hints should help guide you through them.

Frankenstein: Take the Copper Rod from the Boiler Room behind the Indian (you'll need to throw a Fireball into the room first). Outside the Red Bedroom with the female Ghoul, cast Courage. Enter and get the Pillow and the Tuning Fork. Take the Ladder from the Storage Room and proceed to the Attic at the end of the hall. Use the Tuning Fork on the window when the Vampire has just emerged from his coffin. Drop the Ladder into the room and climb it to the roof. Use the Rod on the Chimney and Cast Summon Storm. Go to Frankenstein's Room, but don't click on him yet (if you're just carrying the Wire Cutters, this will result in your cutting the Wires, and you don't want to do this yet). Move the Right Lever up and hit the Left Switch. Click on the Wires when Frank takes two steps forward (you did get the Wire Cutters from the Trunk of Elvira's Car, right?).

Fish Tank: In the Play Room, get the Blocks. Go to the Living Room and face the Ghost. Move back one step and drop the Block. Click on the door, open it and enter the Library. Get the Formula and read the book on Demons in the Humor section. In the Freezer, use the Curling Iron from Elvira's Dressing Room on the Wall Sensor. Outside the Lab, disguise yourself as a Lab Assistant by wearing the Lab Coat, Wig, Moustache, Eyebrows, Glasses and False Teeth (look at the Photos you found under the bed in the room with dead man). Tell the Scientist that you want to help him, then ask for the Poison. In the Freezer, pick up the Meat. Use the Poison on the Meat. Now, use the Poisoned Meat on the Fish in the Fish Tank. Get the Key and open the Safe behind the picture.

Escaping Kitchen Area: Get the Specimen Jar containing the Brain in Frankenstein's Room. Mix the Turn Undead Spell. Mix the Courage Spell. Cast Courage. Confront the Zombie and hit him with the Turn Undead Spell. **Fred J. Philipp**

Magic Candle II

This adventure commences with no overarching objective clearly identified. Begin by talking to the inhabitants of Telermain, Oshcrun Castle and Ketro to determine the course of events before you. The following should assist you in the early stages of the game.

Identifying the Objective

Hire Garlin. Visit Ziyx, get the Message and take it to Maalaq. Build your party, then proceed to kill some orcs. Read the Sign to Deraum.

Invite Subia to join your party of adventurers. Sail to Misor and search for Llendora.

Locate the Temple. Get the Word and visit the god in Oshcrun. Sail to the Isle of Winds, conquer Shann, whisper the Word to Maalak and get the Crystal Key.

Enter Deraum and talk to the Ghost. Find out what happened to the Eldens.

Magic Candles and Their Locations

- Candle of Despair:** Located in Dorak (Zifar is trapped in it).
- Candle of Pain:** Located in Ruz (Zulain is trapped in it).
- Candle of Anguish:** Located in the Tower of Namaz (Zewinul is trapped in it).
- Candle of Slow Death:** Located in Castle Katarra (Zidoni is trapped in it).

Scrolls and Their Locations

- White Scroll:** Located in Deraum (Horann offers it in exchange for the Soulspeak Spell).
- Gray Scroll:** Located in Maratul (Ermethra offers it in exchange for the Soulspeak Spell).
- Pink Scroll:** Located in Drakhelm (Phokos offers it in exchange for the Soulspeak Spell).
- Blue Scroll:** Located in Wanasol (Zewinul offers it during the Three Eldens scene).

Other Items and Their Locations

- Crystal Key:** Located in the Tower of Shann (Maalaq offers it when a Word — provided by Ziyx — is whispered).
- Iron Key:** Located in a Chest in the Caverns of Mandarg.
- Dreadslayer Sword:** Located in Ruz.
- Brennix Sword:** Given by Rebnard.
- Nalanduir Axe:** Located in Namaz
- Orcbane Axe:** Located in Drakhelm (Dwarves only)
- Rhokadur Axe:** Located in Dorak (Dwarves only)
- Darkfinder Bow:** Located in Deadwood (Elves only)
- Pearl Plate Armor:** Located in Dorak and Maratul
- Orb of Light:** Located in Altesin Village (Zakhad's Bane)
- Horn of Ardor:** Located in a Chest in Maratul (Elicits the help of Barbarians in the Tundra Regions).
- Conch of Calm:** Located in a Chest in Deadwood (Calms the waters of the Altesin Sea).

Mindstone Locations

- Rebnard (4) - He gives 3 to Lukas and keeps 1.
- Ben (1)
- Stref (1)
- Treasure Chest in Shann (1)
- Treasure Chest in Maratul (1)
- Treasure Chests in Drakhelm mines (2)
- Treasure Chests in Dorak (2)
- Treasure Chests in Ruz (2)
- Treasure Chests in Namaz (2)

These hints should be enough to help you get started in *Mindcraft's Magic Candle II*. **Arthur Williams**

Matrix Cubed

Ship Combat Tactics

When combat first begins, put the character with the best Pilot Rocket Skill in charge. If you want to increase your

salvage chances, close in on the enemy as quickly as you can and board his ship (it must either be without Controls, Engines or Fuel). This, for one, will prevent the enemy from fleeing. Ships which are allowed to retreat beyond Range Eight will escape.

The pilot should always target the enemy's Control System each round that he is within range, using Missiles and the K-Cannon. Other characters should target the enemy's Weapon System only and use Lasers. Be sure to ALWAYS keep the K-Cannons and Missiles fully loaded. You will need them. Damaged K-Cannons and Missiles should be jury-rigged immediately. Engine, Control or Hull Systems should be jury-rigged when they reach half of their starting value.

Tactical Combat Tactics

In combat, always protect the Medic on your team. Without him you are in dire straits! None of your characters can regain hit points between battles if you don't have a live and conscious Medic. Of course, that spells disaster.

If the enemy is using any Plasma Throwers, Grenade Launchers or Rocket Launchers, spread your group out or, if you prefer, intersperse them among the opposition. If your team has any of these weapons, pull back and use them against concentrated groupings of the enemy. If opposing forces do not have Grenades, close in for short range combat and employ Guns. Since an enemy with one hit point can fire just as effectively as one with full hit points, always concentrate your fire on the same target, and move characters with weak armor behind cover.

Of course, the best weapons to use are those having multiple shots. Needle Guns work against anything, with six shots per round, making them very likely to inflict damage. Rocket Pistols inflict the most damage, although their smart shells can often be fooled by the opposition.

Use Aerosol Grenades to protect your team when the enemy has Lasers and you do not. Chaff Grenades should be employed against them when they are using Rocket Pistols, Rifles, Grenades or Plasma Throwers, and your team is not equally equipped. If combat is not going well for your team, try pulling them through a doorway and out of sight. Then, set all characters to Guard Status. The enemy will trickle through the doorway, allowing your team to pick them off one at a time. Clean and neat!

Peter Angelo

Might and Magic III

Many of you are still struggling through *Might and Magic III*, especially now that the Amiga version has hit store shelves. Following are some helps to aid you in this quest.

Portal Passwords

Air
Doomed
Earth
Freeman
Fire
Home
Redhot
Seadog
Water

Destinations

Mutant Mountains
Swamp Town
Buzzard Bluff
Wildabar
Isle of Fire
Fountain Head
Blistering Heights
Baywatch
Swamp lands

Key Cards

Blue Priority Pass Card: Awarded after giving eleven King's Ultimate Power Orbs to one of the Kings of Terra. It is needed for the maze below the central pyramid on the Isle of Fire.

Golden Pyramid Key Card: This card allows access below the five ancient pyramids. It's hidden in a Glass Box that can only be shattered by a character who possesses Fantastic Strength. This Key Card is located in Area A4.

Hologram Sequencing Cards: Six of these Cards are needed, with one found in each of the six locked dungeons. They're required to access the final secrets of Terra and follow Corak into additional adventures. All six of these Cards must be collected and taken to the innermost part of the maze below the pyramids.

Keys

Black Terror Key: It opens the door to the Tomb of Terror and is located in the Cursed Cold Cavern.

Blue Unholy Key: It opens the door to the Cathedral of Carnage and is located in the Arachnoid Cavern.

Gold Master Key: It opens the door to the Maze from Hell and is located in the Magic Cavern.

Green Eyeball Key: It opens the door to the Halls of Insanity and is located in the Cyclops Cavern.

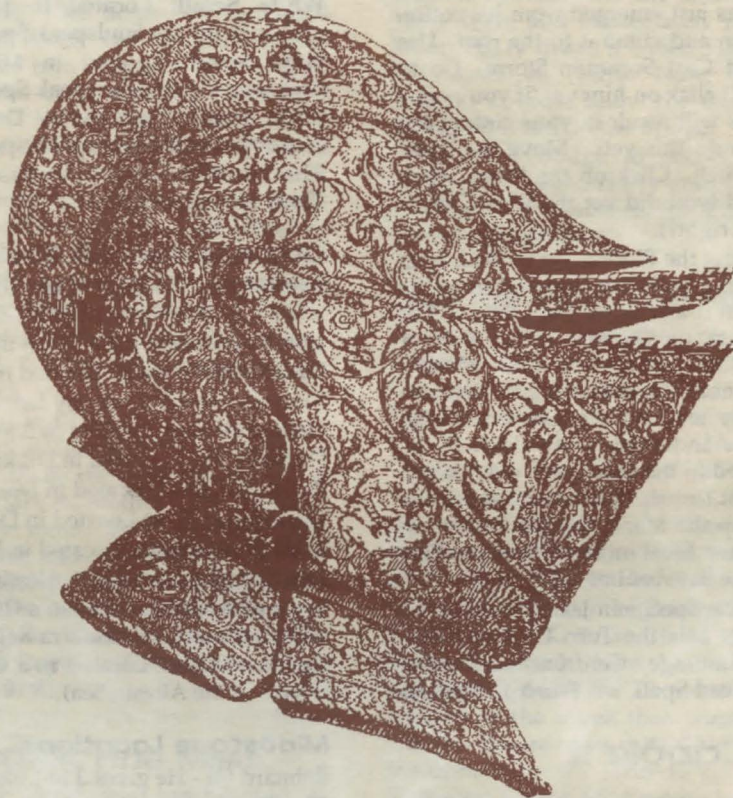
Red Warrior Key: It opens the door to the Dark Warrior's Keep and is located in the Cyclops Cavern.

Yellow Fortress Key: It opens the door to the Fortress of Fear and is located in the Arachnoid Cavern.

Quest Items

Alacorn of Icarus: This item is needed to release the last Unicorn from his curse. Seek out the help of Princess Trueberry. This item is located in Area E2. Then, proceed to the Shrine in Orc Meadow.

Ancient Artifacts of Good, Evil and Neutrality: These Artifacts must be returned to the keepers of the Shrines in the three Castles to receive great reward. They are located in Blistering Heights, Castle Blood Reign, Castle Dragontooth, Castle Whiteshield, Cursed Cold Cavern, Cyclops Cavern,



Dark Warrior's Keep, Fortress of Fear, Slithercult Stronghold, Swamp Town, Swamp Town Cavern and Tomb of Terror.

King's Ultimate Power Orbs: There are 31 Orbs in all, but only 11 must be given to a single King. They are located in the Aft Storage Sector, Alpha Engine Sector, Beta Engine Sector, Cathedral of Carnage, Dark Warrior's Keep, Dragon Cavern, Halls of Insanity, Main Engine Sector and Tomb of Terror.

Precious Pearl of Youth and Beauty: These are located only in Blistering Heights Cavern, Cursed Cold Cavern and Slithercult Stronghold. They calm the plundering soul of the Pirate Queen.

Sacred Silver Skulls: These Skulls are located in the Ancient Temple of Moo, Baywatch Cavern, Cyclops Cavern, Fountain Head Cavern and Slithercult Stronghold.

Sea Shell of Serenity: This is located on Rainbow Island in Area D4 (on Day 99) and will stay the fleeing spirit of Athea, Nymph of the Great Sea.

These will go a long way to increasing your success in *Might and Magic III*.
Steven Cathcart

Out Of This World

How To Work Your Gun

Normal Shot - Quickly hit your fire-button.

Shield - Hold down your fire button for a second. When you get a small fireball, tap your button to make a shield. Note: Shields only last a short while, but you can make multiple shields.

Blast - Hold your fire-button for a few seconds. When you get a LARGE fireball, tap your button to blast! This is used for blasting through rocks and metal doors. (There is a limit to the initial charge in your gun. So, use discretion.)

Passcodes

EDJI - Just after the Introduction

HICI - Waking up in a Cage

FLLD - Rolling through the Air-shaft

LIBC - Recharging your Gun

CCAL - In the Caverns

EDIL - Going left to exit the Cave

FADK - At the Huge Rock

KCIJ - Going left and down to the Stairs

ICAH - Jumping into the Water

FIEI - Caring for Unfinished Business

LALD - Jumping down a Level

LFEK - Landing in the Harem

To enter any of the above Passcodes, hit the "C" key during the game's introduction. Enjoy!!
Ralph P. Daltry

Space 1889

Getting off to a good start in *Space 1889* is essential to doing well in the rest of the game. The game begins in London, where you've just heard rumors of a German expedition to uncover King Tutankhamen's treasure in Egypt. A German named Claus Von Schmelling has some Papers you need for the journey, and you must somehow get the Papers from him. As soon as the introduction ends, leave the Museum and head directly to the Weapon Shop (southwest of the Museum) where you should arm and equip all of your characters. Thereafter, head northwest to the Food Store and stock up on Foodstuffs. After buying several batches of

Gunpowder, a Rope, Shovel and Lantern at the Pawn Shop, you're ready to search London. Like most adventure games, it is absolutely imperative that you talk to all the characters you meet, preferably with a party member having high linguistics and bargaining scores. You should eventually run into Claus Von Schmelling, who is the gentleman that holds the Papers you need. Unfortunately, he wants 2000 pounds to hand over the document. Fear not, hale and intrepid adventurer — the answer to your problem is roaming about the streets of London. More specifically, police inspector Doyle informs you he will pay 2000 pounds for proof of Jack the Ripper's demise.

Finding Jack is tricky — if a male is leading your party when you speak with him, he will act calmly. Place a woman at the lead of your party and he will attack her, drawing him out. Finish off the Ripper, collect his sharpened belongings, and give them to Inspector Doyle. Now with a much heavier coin-purse, find Claus Von Schmelling again and use the Money to buy the Paper from him. Reading the Paper directs you to go to New York for more adventures. You're well on your way!
Jeff James

Space Quest IV

Hopefully, you have gotten farther along in *Space Quest IV* than where we left off several issues back. If not...we last left our hero in Ulence Flats.

Are you having trouble getting zapped (not that you can't get zapped, but that you can't keep from getting zapped)? Well, don't go where you get zapped. The only place you really need to go is the Bar. So, go inside.

Did the Monochrome Boys toss you out on your cannister? Don't go back inside just yet, get even first. Click the Hand Cursor on their Motorcycles. Now, with the Monochrome Boys out of your hair, head back into the Bar. Grab the Book of Matches on the Bar Counter and exit. That's all for Ulence Flats. Return at this point to your Time Pod and proceed back to Xenon (you will need the coordinates that were on the screen when you first entered the Pod on Xenon. You did write them down, didn't you? If not, you will have to restore to an earlier save position).

Now that you're back on Xenon in the Dome, there's this locked Door that you just can't get past, right? Hopefully, you grabbed the Jar that was on the table in the room under the streets of Xenon earlier in the game. This Jar should contain the Acid you gathered at that time while in the Sewers. (If not, restore to an earlier game, or just hop back into the Shuttle and return to the surface. Then, enter the Sewers, get the Jar, collect the Green Goo and return to the Dome.) Use the Acid on the Locked Door.

So, do the Laser Beams keep ventilating your suit while you're still in it? If so, select the Matches from your inventory and Use them on the Cigar Butt (the one you found on the floor at the Mall outside Monolith Burger). The smoke will make the Laser Beams visible. Next, click the Eye Cursor on the Control Pad. Determine the correct rotation for each of the Beams and enter that code (multiples of twelve should help you get them aligned properly). You should now be able to safely walk down the Tunnel.

In the Computer Room you have no time for sightseeing. Stand still too long and you won't have to worry about reaching retirement. The Security Droids will punch your clock for you. First off, click the Eye Cursor on the nearest Terminal Box. It will show you the Adaptor you need for your PocketPal. Make a drawing of the Adaptor and get out fast. Jump in the Time Pod and head back to the Galaxy Galleria Mall, and Radio Shock. Get the correct Adaptor, select it from inventory and Use it on your PocketPal.

Return once again to the Dome and the Super Computer Room. Then, Use your PocketPal on one of the Terminal Boxes. You can now monitor the movement of the Security Droids. Next, you must find your way to the Programming Chamber. It's all the way to the west on level two. Getting there alive will be a trial and error procedure. So, be sure to save at several critical positions.

Once in the Programming Chamber, enter the Code from the Hint Book you bought at the Software Store in the Galaxy Galleria Mall. In case, you didn't buy the Book (shame on you!), the code is 69-65-84-76-69. When you get past the door, you will need to disable the Security Droids. To do so, click on the Droid Icon and then drag it to the Toilet. Now, you need to format Vohaul. This is accomplished by dragging the Brain Icon to the Toilet. When you have done so, the meter starts running, so you will have to act fast. Make your way to Vohaul's Chamber, located on level three, where you must rescue your son.

Actually, I think you can make it the rest of the way through by yourself. You're almost finished at this point anyway. So, I won't spoil the ending for you! **Chack Miller**



Adventure Game Drawing

Subscribing to **Enchanted Realms™** entitles you to the benefit of being automatically entered in our **Adventure Game Drawing**. Every issue, we select TWO subscribers at random who will each receive a FREE adventure game. Free games? Yes, that's right. FREE! All you have to do to qualify is become a subscriber, which entitles you to additional benefits (see the subscription data page for more details). It's that simple.

This issue, we extend our congratulations to winning subscribers **Harry Graves** of Scottsdale, AZ who won a copy of *Elvira* and **David Hall** of Tahoe Paradise, CA who won himself a copy of *Cardinal of the Kremlin*. Thanks, guys, for subscribing to **Enchanted Realms™**. We hope you enjoy the adventures ahead of you!

Tournament Winners

Another **Tournament of Wits** contest has drawn to a close. In **Issue 10**, we featured our **SSI Lil' Bit-o' Trivia Contest**, held in conjunction with Strategic Simulations, Inc., from which we have selected six lucky winners. We extend our most sincere congratulations to: **Carlos Alonso** of East Elmhurst, NY; **Gil Chambers** of Eagle River, AK; **Bret Cline** of El Paso, TX; **Richard A. Cosner Jr.** of Bethlehem, PA; **Bob Schreur** of Portage, MI and **Jeffrey Wong** of Willowdale, Ontario, Canada.

Each of our contest winners will receive their choice of any single adventure from among those listed in SSI's 1992 Catalog.

Again, we offer our congratulations to each of our contest winners! And remember, contests in the **Tournament of Wits** are open to everyone in the U.S. and Canada. Your chance of winning is based upon the total number of correct entries received. Entries which arrive after the contest deadline are not eligible. So, don't miss out!

Also, we have been receiving a good number of entries from Amiga adventurers, but very few MS-DOS gamers have been taking the time to enter the contests. We encourage everyone to enter for it takes very little time, and your chances of winning are actually quite good. What do you have to lose?

NOTE: **Estarra** is always pleased to receive adventure hints, those precious little gems which add a needed glint of hope in a difficult quest. This is your opportunity to provide these splendid baubles for other adventurers and receive another precious commodity in return. If we publish your hints here in **'Starr Light**, you will have an additional issue of **Enchanted Realms™** credited to your subscription. Simply forward your original hints to Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • Attention: **'Starr Light**. Please do not submit hints to **Enchanted Realms™** that you have submitted to any other publication.



Shrine Of Restora

SACRED ARTIFACTS FROM THROUGHOUT THE REALMS

Adventure resources have really been backing up at **Enchanted Realms™** for the past few months. So, of necessity, we are combining multiple offerings by publishers into single reviews to help relieve the backlog. Here goes!

Accolade Clue Books

In accord with their two newest adventure releases, *Elvira II* and *Les Manley in: Lost in L.A.*, Accolade has made available the associated clue books. Both of these handy helps sport the familiar "red ectoplasm" method of divulging clues, including an appropriate red viewer to decipher those strange markings.

The *Lost in L.A. Clue Book* (\$12.95) is definitely the "less" endowed of the two offerings, weighing in at a mere 24 pages. Still, it includes the necessary data to guide Les successfully to the adventure's conclusion, featuring hints which pertain to the more tricky puzzles, plus a step-by-step walkthrough for the completely befuddled. Though this adventure is not all that difficult to complete, those new to adventures may find they need some extra assistance, more or less.

At the other extreme, Accolade's *Elvira II: The Jaws of Cerberus Clue Book* (\$12.95) is an absolute must have. Chances of success without a help of this nature are very slim. Those who detest mapping mazes should be the first to grab a copy of this 65-page booklet at their earliest convenience (available from the **Guild**). Full maps are provided for the Studio, Haunted House, Catacombs and Spider Caves. Plus, the full complement of helps are available in simple Question and Answer form, a Guide to Spells and Potions, a listing of Useful Objects and a complete Detailed Guide to the entire adventure. No "Stud Muffin" should be without it.

Might & Magic III Clue Book

New World Computing \$19.95

It's been a long time coming, but New World's *Might and Magic III Clue Book* is finally available. If you've not finished the adventure yet, this bound clue book packs an enormous amount of information for the price into its 240-page length.

In this tome of helps, you will find Maps of all key locations. A complete Monster Index and Descriptions list is provided, as are complete references for all spells and items. In addition, the reader is provided with exact locations for Spells, Statistic Modifiers, Awards, Power Orbs, Sequencing Cards, Hirelings, Passwords and numerous other special items, including instructions on How to Win the game.

The *Might and Magic III Clue Book* is one of the most comprehensive resources devoted to a single game to date (the only other that comes close is the *Bane Compendium*). It's definitely worth the investment if you're about to begin, or are still roaming, the Isles of Terra (available from the **Guild**).

Official COMPUTE Books

Two more "Official" releases have made their way past the doors at COMPUTE Books. *Spellcasting 101: Sorcerers Get All the Girls*, *The Official Hint Book* (\$9.95) and *The Official Book of*

Leisure Suit Larry, Second Edition (\$14.95) are COMPUTE's latest offerings for the adventure weary gamer.

For your bucks on the *Spellcasting 101 Hint Book*, you get a complete walkthrough to the game. Plus, you get an interview with the author, Steve Meretzky, and a humorous Secret Diary of Ernie Eaglebeak. Also included are a complete List of Spells, Lecture Transcripts, Class Notes and 68 Fun Things to Try. If you need help with *Spellcasting*, or simply want to see what you missed, check out this "Official" help.

In addition to the above, your second source of "Official" assistance is from the Second Edition of *The Official Book of Leisure Suit Larry*. The *Official Larry* has been expanded to cover *Larry I-V* and has been updated with new art and cleaner text. Part One is devoted to The Story of Leisure Suit Larry, including behind the scene information from the series' designer, Al Lowe. Part Two is given over to General Hints and a "conversational" walkthrough for each adventure. Those who have completed the games but have not scored all the possible points can even find out where they missed some action, as all points and associated events are listed. There is even a short appendix describing the *Laffer Utilities*.

The final word is that both of these latest resources from COMPUTE will provide more than ample assistance, be it for the adventures of Ernie or Larry. And, that's official!

Sierra Hint Books

Three more handy little hint books have rolled off the Sierra/Dynamix presses: *Leisure Suit Larry 5*, *Police Quest 3* and *The Adventures of Willy Beamish*. All three feature the familiar "red ectoplasm" and special red-window viewer we have all grown so accustomed to. Each also features game maps, complete solutions and object location lists. In addition, each hint book features an introductory section describing the creation process of the game under question, an added extra I wish more game publishers would provide. These handy resources are all well worth the \$9.95 asking price.

SSI Clue Books

We have received numerous clue books from SSI of late. They cover *Secret of the Silver Blades*, *Pools of Darkness*, *Gateway to the Savage Frontier*, *Shadow Sorcerer*, *Matrix Cubed* and *Eye of the Beholder II*. All exhibit the usual quality to which SSI gamers are accustomed. Complete maps and descriptions are available, as are pointers for character creation and combat.

The two newest offerings, *Eye of the Beholder II* and *Matrix Cubed*, reflect the new pricing on SSI clue books of \$14.95 (as we are well aware, the costs of publication are rising). What you get for your money, though, is worth the increase in cost. This is especially true of the *Eye II Clue Book*. It contains 72 pages packed with vital information to surviving Temple Darkmoon. Until SSI includes automapping in their FRP releases, the maps provided are essential to alleviating cartographer's cramp.

We have never had any trouble recommending SSI's clue books to our readers. The same still holds true.

Starflight 2 Clue Book

Electronic Arts \$13.50

If you enjoy clue books with humor and style, you will find the *Starflight 2 Clue Book* not only helpful, but very enjoyable reading as well. Well illustrated and conveyed in story form, this resource provides all the essentials to success in your adventure to thwart the plans of the Spemin.

In addition to the planet-by-planet guide to victory, appendices are provided to Colonizable Planets, Trade Route Maps, G'Nunk Warship Manual, Flux Nodes and an Excerpt from the Autobiography of Nergnerj Bemfblunk. *Starflight* fans, whether you've already completed the game or not, may want to pick up this resource just for the fun reading it provides. It could be just the nostalgic treat needed, with hopes for a *Starflight 3*.

Virgin Hint Books

For those of you still struggling with *Conan the Cimmerian* or *Vengeance of Excalibur*, help is available in the form of hint books by the same names, available direct from Virgin Games. These ministrations of aid offer assistance in the form of Item lists, Strategies, General Questions and Walkthroughs by Episode. In addition, the hint book for *Vengeance* provides maps for each episode, while the one for *Conan* gives information on the minor quests.


So, if you're stuck somewhere amidst the pages of Arthurian Legend or deep within the world of Robert E. Howard, Virgin may have just the answer to your needs. At \$5.00 each (including shipping and handling), you could hardly go wrong. Send a check or money order to: Virgin Games, Inc. • 18061 Fitch Avenue • Irvine, CA 92714.

Ultima: Worlds of Adventure 2 Martian Dreams Clue Book

Origin \$16.95

One of Origin's more difficult adventures has been the second in its Worlds of Adventure series, *Martian Dreams*. Those of you still struggling with this quest can find balm to soothe your weary bones in the *Martian Dreams Clue Book: The Lost Notes of Nellie Bly*.

This attractively illustrated and well detailed volume is a dream come true to the adventurer stranded on Mars. Presented in journal form, the *Martian Dreams Clue Book* provides complete maps of Mars (at least those sections pertaining to the game), maps and explanations of the Dream World, illustrated descriptions of the Creatures and Machines of Mars (attack, speed, armor, damage and health), a guide to Survival on Mars, including items found on the planet and brought from Earth, and a History of the Martians. Also provided is an exploration guide which details the steps of the first party of adventurers who arrived on Mars, plus a comprehensive index to the clue book.

If your boots have been full of red sand for much too long a time, Nellie Bly will be able to guide your footsteps more productively. You may want to avail yourself of her help before your dreams turn into nightmares. 

NOTE: Resources reviewed in the *Shrine of Restora* are available through normal retail channels unless indicated otherwise. Select products reviewed here are also available through the *Adventurers' Guild*. If you market an adventure resource you would like reviewed, please send two copies via U.S. mail to Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • Attention: *Shrine of Restora*.

(Continued from page 34)

in the Gem Sockets (other combinations will elicit interesting results). Next, Use Kirk on the Yellow Ellipse at the far right. Bialbi will speak and transport Vlict to the room. Vlict will now be tried and found guilty. When given the option, select Choice #3. You should receive a perfect score of 100%.

Episode Six: That Old Devil Moon.

Use the Computer to investigate Proxima, Scythe, Sofs, Lucrs, Base Three, Base Four, Proxtrey and Gazel. Take notes and Navigate to Alpha Proxima. Orbit the planet, then Talk to Spock and Uhura. Beam down to the asteroid.

Get the Rocks near the beam down site and move to the large Door. Use the Tricorder on the Door and the Panel. Then, Use Spock on the Panel and enter the Code: 10200. Move into the Security Lock. Now, Use the Tricorder on the Computer Terminal and the Control Panel. Use Spock on the Computer, then on the Panel. Enter the Code: 122.

Proceed and Use Spock and the Tricorder on the door at the back, and on its Keycard Slot. Exit to the right into the Laser Drilling Room. Use the Tricorder on all items. Use Kirk on the Box in the center and get the Wires. Use the Tricorder on the Laser Console. Next, Use Spock on the Console and select Choice #3. Now, Use the Rocks you picked up on the card-shaped depression cut into the wall. Use Spock on the Laser Control and select Choice #2. Get the Keycard.


Exit to the left and Use the Keycard in the Keycard Slot. Enter the Weapons Control Room and Use the Tricorder on all items in the room. Then, Use Spock on the two Computers in the foreground, one on the right and the other on the left. Use the Wire on the Computers. Now, Use Spock on the Computer to the left. Your score should be 100%.

Episode Seven: Vengeance

Upon arrival, Orbit the planet and beam over to the Republic. Use Bones on the dead crewmen. Then, Use Spock on the Bridge Consoles and the Captain's Chair (Captain's Log). Exit at the bottom left of the screen to the Sickbay.

Use Bones on Marta, the woman on the left bed. Talk to her and then to Bones. Look at Status Panels. Now, Use your Communicator and select Choice #1.

On your return to the Enterprise, you will find yourself in pursuit of the Enterprise 2. When Bredell hails you, select Choice #2, then Choice #3. The Enterprise is now engaged in combat with its evil twin and two Elasi Pirate vessels.

Get as many hits as possible before the Elasi arrive. Then, concentrate on destroying them, before going back after the Enterprise 2. This is a difficult sequence and will probably take several tries to successfully complete. Once won, the game ends. The score for this final mission should be 100%, with a total performance of at least 82% or better. 

NOTE: *Dragomon's Journals* is the place to submit your original adventure walkthroughs. All walkthroughs should be approved by *Dragomon* prior to submission. Simply contact us to verify interest in the walkthrough you would like to write and submit. If your walkthrough is published by *Enchanted Realms™*, you'll receive three complimentary issues added to your subscription. For approval and submissions of adventure walkthroughs, contact Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • Attention: *Dragomon's Journals* or call us at (216) 582-0910 from 9:00 - 5:00 Eastern Standard Time. Please do not submit walkthroughs to *Enchanted Realms™* that you have submitted to any other publication.



SORCERER'S DEN

A CONJURER'S ADVICE ON THE FABRIC OF TALES

Point and Click Adventures

Gil Chambers of Eagle River, Alaska writes, "I want to create a click and move graphic adventure with some keyboard interface with the player." He says that he has completed his story line, drawn his room maps, studied the manual and *Programmers Handbook*, but is still having trouble getting the actual programming started. He asks for a walk through of the steps.

Before I address his request, let me point out that *Visionary* is quite capable of creating this type of adventure, as well as others. It can create text-only games in a variety of styles. The language has extensive graphic and sound commands that allow you to create wholly graphic adventures, as well. And again, these can be done in any style you wish, from a button-type game, where the player clicks on buttons to accomplish actions, to an animated game where the player moves a character on the screen. *Visionary* also allows you to create a hybrid graphics-text game where the player employs "clicks" and the keyboard to accomplish actions. Although *Visionary* can be used to create all these types of adventures, I will narrow my view to that specified by Mr. Chambers' question.

Assuming the story line and maps are complete, you must decide how your game will look on the screen. Will there be a compass? Will there be buttons? What actions will be taken when the buttons are pressed? Will you employ a text window? Will text input be allowed in this window, as well as text output? Is the window going to be fixed or will it open up to print out some text and then close again? Where will the graphics for the locations be? Will they be animated? What about objects that the player can pick up? Will they be referred to in text only or will they be shown? And where? Will they appear moving visibly on the screen? These are just a few of the questions you must ask as you plan your game.

At this point, you should have a visual picture of the adventure. Not a vague picture, but a crystal clear picture of exactly how the game will look and how it will play. You should know how it will react when the player moves the mouse. You should know how and where the player can input text. When you have reached this point, you are ready to begin work at the computer. But you won't be working with *Visionary* yet, you will be doing some artwork first.

Next, you should sit down with your paint program and design some of the basic artwork. Don't worry about designing your title screen yet, or even animated characters. Your first job is to design the main interface, the one the player will see most of the time. When I wrote *The Magic Potion*, I designed this template first. This image was the one that the player always saw. It contained my compass, buttons, text window and scenery window. The text window and scenery window were left blank, to be filled in by the program. I had the template saved on disk where I could refer back to it when needed. And believe me, when you program your own games, you will find yourself going back and referring to this image many times. From it, you will read exact pixel locations for the scenery window, so you can move the scenery into the proper location. You will read the pixel locations of the buttons, so you can detect when the mouse is clicked in their

regions, and so you can show alternating pictures of the buttons being depressed. And finally, having completed your main graphic screen, you are ready to load your text editor and begin your actual *Visionary* program.

The first thing to work on is the .ADV file. It contains your game title, password, variables, names of files and the name of the room where the player starts. Do as much of this file as you can, but realize that you will constantly come back to it and add things as development progresses. Every time you create a new variable, you will return to define it. Every time you create a new file of objects, rooms or subroutines, you will come back here again. For now, fill in as much as you can. Then save it and create your next file, the ROOM file.

The ROOM file contains a list of the rooms or locations that the player can visit. I have found this file a good way to program *Visionary* games. Remember, there are thousands or maybe even millions of different ways to create games with *Visionary*. The limit is your own imagination. Hence, when I tell you that the ROOM file is the next file to create, I only mean it is the next file to create if you are employing this same means of programming. Don't feel this is the way that you HAVE to use *Visionary*. However, this is my choice. I write a ROOM file containing a list of all the locations, the default directions and the text that will be printed in my text window. If this file becomes too big, you can split it into several smaller files. Just be sure to go back to the .ADV file and list all the file names in the proper section. Finish the ROOM files and save them. You will come back to them many times to add things later. But for now, you have done as much as you can.

I realize that I have covered all this in very broad strokes, even though Mr. Chambers asked for specific step-by-step instructions. Such specific instructions for an entire game, even a small one, are way beyond the scope of this one-page column. It could easily fill an entire book and, as a matter of fact, it has. My book, the *Visionary Programmers Handbook*, has a specific step-by-step explanation of nearly every routine in my sample game *I Was a Cannibal for the FBI*. The first half of the book covers the game design BEFORE any programming is done. The second half describes how I programmed my own game. Each source code routine is examined, and frequently a line-by-line explanation is given for each command. For more detailed information on the above topics, you should see the *Visionary Programmers Handbook*, starting with Chapter 18.

What's next? In the next issue I will answer questions such as, how do you make the buttons work, and how do you make the pictures change when the player moves around? Until then, adventure on!

John Olsen

NOTE: The **SORCERER'S DEN** is the place to direct your questions or comments concerning adventure game design, especially as they relate to **Visionary**. Questions may be general or specific in nature. Please forward your letters to Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • Attention: **SORCERER'S DEN**.



Mortaine's Caldron

A MYSTIC COLLECTION OF ODDS AND ENDS

Further Visions

Last issue we mentioned the upgrade available for owners of *Visionary*. There's now another upgrade available. Owners of *Visionary's* predecessor, *T.A.C.L.*, can upgrade to *Visionary* for \$49.95. You must supply proof of purchase and a copy of the disk label or manual title page with your name, address and phone number included on it. Mail your upgrade request to: Oxxi Sales Department • P.O. Box 90309 • Long Beach, CA 90809-0309 or call (310) 427-1227 for more information.

Ex-Spyred Assistance

As you know from a previous issue, Electronic Zoo has vanished from sight. Unfortunately this leaves owners of products distributed by them out in the cold. An exception applies to *Darkspire* owners. Event Horizon, creators of the adventure, offer full support for it. Any technical questions or cries for assistance can be directed to their attention. They are pleased to offer support for this and all of their other products. You can contact them at: Event Horizon Software • 825 Western Avenue • Jeannette, PA 15644 • (412) 527-1519.

Circuit City Report

Numerous gaming periodicals have come and gone over the past few years, both U.S. and abroad. Some have taken on the more customary newsletter format; others have appeared as on-line, text-based publications distributed on national and private Bulletin Board Systems. (One of our favorite gaming newsletters was the *Amiga Games Guide*, edited by Zach Meston, a very familiar name around here.) One of the more recent endeavors, *The Circuit City Report*, has survived through its eighth issue, albeit with some noticeable changes. Originally providing coverage for the Amiga, MS-DOS and Genesis gaming platforms, it now is relegated to PC compatible gaming alone.

CCR is basically a PC gaming newsletter, the current issue (Issue 8, Volume 1), being twelve pages in length. It's edited and published by Danny Han with the aid of Restless Editor, Terrence Yee and Contributing Editor, Zach Meston (his *Tids & Bits* column from the *Amiga Games Guide* has been resurrected in the pages of CCR). Each issue features the usual editorials and columns, covering gaming news, tips and tricks. All genres of MS-DOS games are reviewed from arcade to adventure, and simulation to strategy. Issue 8 features 11 reviews, each review receiving a half-page treatment.

If you would like to check out CCR, one-year, twelve-issue subscriptions are \$16.00 (Canada \$22.00, foreign \$28.00), payable in U.S. funds only. Send a check or money order made payable to: *Circuit City* • P.O. Box 240523 • Honolulu, HI 96824-0523.

A Katt With Nine Lives

If you've been enjoying SoftLab's *Last Half of Darkness*, you may also want to check out another of their interactive adventures, *The Nine Lives of Secret Agent Katt*. It's available

direct for \$22.50, including hint booklet, and requires EGA (VGA compatible) and a hard drive. SoftLab • 2012 Gregory Street • San Diego, CA 92104 • (619) 2-TERROR.

A Missing Byte

One item that we failed to convey to the reviewer of *Battle Isle*, was to include the name of the design team in his coverage of that product. Our apologies. Credit for the development of *Battle Isle* goes to the folks at Blue Byte.

A Missing Award

Okay, here's another correction that needs to be made. Somehow, we inadvertently missed placing the **Distinctive Adventure Award** on the final page of our review of *Eye of the Beholder II: The Legend of Darkmoon*. It did earn one; we just slipped up in the layout of the publication. We extend our apologies to Strategic Simulations, Inc.

New Game Pack Available

Digital Expressions has added a new game pack to its growing collection. The *Apogee Arcade Adventure Pack* contains five disks of Apogee Software's best shareware offerings for MS-DOS compatibles. Featured are *Commander Keen: Goodbye Galaxy*; *Commander Keen: Invasion of the Vorticons*; *Crystal Caves: Troubles with Twibbles*; *Duke Nukem: Shrapnel City*; and *Secret Agent: The Hunt for Red Rock Rover*. This collection of arcade adventures requires EGA/VGA graphics and is available direct for \$15.00. Separately, the five disks would cost \$25.00.

Digital Expressions also has two Amiga game packs available: the *Arcade Action Pack 1* and *TableTop Treasury Pack*. Both five-disk compilations are packed with the best in public domain and shareware games. These sets are also available for \$15.00 each, plus \$3.00 shipping and handling per order. If you buy two or more game packs at the same time, you can deduct an additional \$1.00 per pack, reducing the cost to \$14.00 each. Contact Digital Expressions to place your order. Please send checks or money orders only, in U.S. funds drawn on a U.S. bank and made payable to Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • (216) 582-0910.

Price Correction

Last issue we announced the new cost for disks purchased from our **Adventure game Treasury**. However, an error slipped by on us, so here's the correction. Single disks are \$5.00 each for non-subscribers, \$4.00 each for subscribers as previously explained. Two-disk sets, though, are \$7.00 each for non-subscribers and \$6.00 each for subscribers — NOT \$6.00 and \$5.00 respectively as indicated in **Issue 10**. This change in pricing is effective immediately. Thanks for your understanding and support!

In addition, keep your eyes on the **Adventurers' Guild** over the next few issues. We will be adding quite a few new adventure games and resource disks to the collection. We have been busy scouring all possible sources for more top

notch games and helps in an effort to broaden the selection of quality products available to our readers. We hope you will check them out.

I Want My CDTV

Some of our readers may be wondering why we have not provided any coverage of CDTV or its adventure titles, especially when we are now reviewing CD-ROM games. Well, the reason is summarized in a single word — Commodore!

For well over a year, we have tried unsuccessfully to get Commodore and their representatives for CDTV, Rogers & Associates, to supply us with an evaluation unit. I have made innumerable calls during that time and been given many false promises. Rogers & Associates claims that there just aren't enough evaluation units to go around, and that Commodore has failed to provide an adequate supply. And, since we are a very small publication in comparison to most of the computer periodicals, we are continually pushed to the end of the list for receiving an evaluation unit.

A final call of desperation (and exasperation) was placed to Commodore in February (eleven months after our first contact with Rogers & Associates) and was met by a promise to return our call in a week with the status on a CDTV unit for short-term loan. It is now the first week of April and no response has been forthcoming. As an editor and publisher with numerous responsibilities, both to other vendors and especially to our readers, I can no longer justify additional time or expense in pursuing discussions to acquire a CDTV unit for evaluation. Nor can we consider the purchase of a unit just for testing purposes (you, our readers, would ultimately have to pick up the tab for the expense).

If this is how Commodore is promoting its new product across the board to the press, then I seriously doubt that anything much will ever come of CDTV. I do know, however, that other publications which have no intention of providing coverage for CDTV titles have evaluation units in house. Meanwhile, **Enchanted Realms™** is more than willing to cover CDTV and cannot even acquire an evaluation unit for short-term testing purposes.

As you can tell, I share this information with a great deal of frustration. However, I also share it for I believe it's my responsibility to do so. Many people have already invested in CDTV. They are going to be the ones to suffer unless Commodore and Rogers & Associates make more substantial efforts to provide for its success.

So, I call upon our loyal readers and **Citizens of the Realms** for assistance. If you would like to see coverage provided for CDTV in the pages of **Enchanted Realms™**, please take a few minutes to jot down your feelings and drop a letter in the mail to Commodore and to their public relations firm (a form letter directed to both will do fine). In a polite and positive way, let them know that you are not satisfied with their efforts to promote CDTV and that you would like to see them support **Enchanted Realms™** in keeping you up to date on CDTV and its growing array of adventure titles. The individuals to write to are as follows:

Sherri Snelling
Rogers & Associates
2029 Century Park East, Suite 1010
Los Angeles, CA 90067

Gail Wellington
Commodore International
1200 Wilson Drive
West Chester, PA 19380

Back Issue Bonanza!

Many readers have taken advantage of our **Combo Packs** to acquire back issues. We're glad to know that such a demand exists. However, we also know that many of you have friends who might like to receive a copy of **Enchanted Realms™**, or perhaps you would just like to do a little "evangelizing" for us and pass along a back issue to someone you know. Well, we have a special deal for you!

For a limited time, we are making select back issues of **Enchanted Realms™** available to subscribers for a very special price in an effort to enable you to share us with friends and family around the world. This offer is based upon availability and includes only those issues on which we have an overstock. Issues prior to **Issue 7** are available for \$3.00 each and those following and including **Issue 7** are \$4.00 each. This offer is for Journals ONLY and does not include a disk. We will also waive the customary \$3.00 shipping and handling charge as long as you identify your order for these issues as from the **Back Issue Bonanza!**

Issues available through this special offer are:

Issues 3, 4 and 6	\$3.00 Each
Issues 7 and 9	\$4.00 Each

As indicated, this is a limited time offer. We only have a set number of the back issues listed above available at these special prices. So, if you would like to take advantage of this super deal to help spread the word about **Enchanted Realms™**, don't delay. (By the way, the **Combo Packs** are still the most economical way to acquire back issues. This special is primarily designed to allow you to share us with others for a very nominal cost.)

Friendly Subscribers

While we're on the subject of deals, here's another offer we would like to make you — hopefully, one that you can't refuse. Between now and June 30, 1992, we are running a **Friendly Subscriber** promotion. Of course, I'm sure that all **Citizens of the Realms** are friendly subscribers. What we have in mind here is something a little different.

Here's how the promotion works. For every friend that you convince to subscribe to **Enchanted Realms™**, you will earn you an extra issue added to your subscription. So, if you sign up just one friend, you will earn yourself an extra issue of **Enchanted Realms™** for your efforts. However, if you sign up six friends, you will earn a whole extra year of **Enchanted Realms™** absolutely FREE!

Sound good? Okay, here's what to do. Photocopy the form below and sign your name in the Friendly Subscriber blank. Then, have your friend fill in the subscriber information and mail the form to us with payment in full by check or money order in U.S. funds only, drawn on a U.S. bank and made payable to Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133. Upon receipt, we will credit your subscription and send you a thank you. This offer applies to new subscriptions only. No renewals. IER

FRIENDLY SUBSCRIBER ORDER FORM

NAME: _____

ADDRESS: _____

CITY: _____ STATE: _____

ZIP: _____ PHONE: (____) _____

FRIENDLY SUBSCRIBER: _____



Adventurers' Guild

WHERE OLD FRIENDS MEET AND NEW ADVENTURES BEGIN

Adventure Products

Adventures And Resources Available

ADVENTURE GAME TREASURY

All products listed in the *Adventure Game Treasury* are freely redistributable, being either public domain or shareware in nature. These select adventures and adventure resources have been chosen for inclusion here because of their quality and value. Though many are not of "commercial" stature, all products listed are worthy additions to your adventure library. And remember, please reimburse shareware authors for their efforts. This support encourages them to continue their endeavors.

Please Note Update Below

COMMERCIAL PRODUCTS

Commercial adventures are NO LONGER AVAILABLE through the *Adventurers' Guild*. In *Issue 7* of *Enchanted Realms™*, we added commercial adventures to the *Guild* on a trial basis as a means of providing both a one-stop-adventure-shop for our readers and as a means of helping subsidize the costs of producing *Enchanted Realms™*. Well, it became apparent to us during the six month trial period that the great majority of our readership and subscribers would rather purchase their adventure games elsewhere. Thus, we were never able to sell enough adventures to allow us to lower our prices to a truly competitive level. The cost of offering commercial games through the *Guild* was not offset sufficiently to continue providing the service. The investment in resources far outweighed the return. We have, however, decided to continue offering commercial clue books and other resources through the *Guild*, at least for the present. If sales of these items grow during the next few months, we will continue to make them available. Otherwise, the axe may fall once more.

Since we no longer offer commercial adventures through the *Adventurers' Guild*, this leaves us with quite a few new adventures still tightly shrink wrapped and sitting on the shelves. Rather than returning them to the distributors, we are first going to make them available at super special prices to our readers. A list of all the adventure games we still have in stock is available on the following pages. Quantities, however, are VERY limited. So, call before placing your order. If we still have the game you want when you call, we will put it on hold until we receive your check. Please do not send payment until you have verified that the item you want is still available. Thanks!

We hope you take advantage of this special one-time offer on some quality adventures. We would rather sell them to you at cost or less, than ship them back to the distributor. This way, we save the hassle of return authorizations and credit, and you make out like a bandit on a new adventure.

Enchanted Orders

Ordering Information

PURCHASES AND NOTES

In the *Adventurers' Guild*, we offer only select merchandise, products which stand out above the rest for the quality and value they offer. With each purchase of one of these products from the *Guild* (not including back issues and *Combo Packs*), you will receive *Notes of the Realms* to use toward extending your subscription. For each freely redistributable item purchased, you will receive *One Note* (two-disk sets count as a single purchase). Multiple-disk sets of five disks or more earn *Two Notes*. The purchase of commercial merchandise earns *Notes of the Realms* as follows: handbooks and clue books which cost over \$15.00 each, *Two Notes*; and handbooks and clue books which cost under \$15.00 each, *One Note*.

Here's how it works. When you buy products from the *Adventurers' Guild*, we will send you the appropriate number of *Notes* for that purchase. When you have acquired a total of *SIX Notes*, simply return them to us and we will extend your subscription by *ONE* additional issue at no extra charge — our way of saying thanks! In fact, by making regular purchases from the *Guild* and sending in your adventure game hints to *Starr Light* each issue, it's possible to extend your subscription to *Enchanted Realms™* indefinitely — FREE of charge! So, take advantage of these subscriber benefits today.

SHIPPING AND HANDLING

A \$3.00 shipping and handling charge is required per order on freely redistributable products, and on back issues of *Enchanted Realms™* and *Combo Packs*, plus \$2.00 additional for Canadian orders (a total of \$5.00). Shipping and handling charges on commercial merchandise, including handbooks and clue books, is \$3.00 per order for the first item, plus an additional \$2.00 on multiple product orders. Canadian orders require an additional \$4.00 charge per order for commercial products to cover the increased costs involved in shipping merchandise "north of the border." (Products offered through the *Guild* are NOT available outside of the U.S. and Canada, except for back issues of *Enchanted Realms™*, available worldwide.) Please note that a street address is REQUIRED on commercial merchandise! We cannot ship commercial products to P.O. Boxes. In addition, Ohio residents MUST add the appropriate sales tax as indicated on the order form. Please include your subscriber number on your order (found on each issue's mailing label).

It's always our goal to ship your orders on a timely basis. However, if an item is out of stock and there will be a delay in shipment, we will immediately notify you of that delay in writing. If you have any questions concerning the status of your order, call (216) 582-0910 from 9:00 - 5:00 EST.

ENCHANTED BACK ISSUES

Issues 1-6 (Original Edition)

Issue 1: (July-August 1990) **Journal:** (Converted to Disk -AMIGA ONLY) Reviews - Dungeon Master, It Came from the Desert I & II, Drakkhen, Starflight, Elite, Federation, Swords of Twilight, Hound of Shadow, Rings of Medusa and The Adventure Construction Language. **Disk:** Dungeon Master Characters, Spell Chart, Level 4 Map, and Jungle Adventure.

Issue 2: (September-October 1990) **Journal:** Reviews - The Faery Tale Adventure, Might and Magic II, Day of the Viper, Universe 3, Future Wars, Champions of Krynn, Keef the Thief, Maniac Mansion, The Island of Lost Hope, Beyond Dark Castle and The Third Courier. Walkthrough - Drakkhen. **Disk:** The Attic Adventure Game, Maps for The Faery Tale Adventure and Drakkhen, plus Faery Tale Character Editor.

Issue 3: (November-December 1990) **Journal:** Reviews - The Bard's Tale, The Colonel's Bequest, Imperium, Chamber of the Sci-Mutant Priestess, Arthur, Conquests of Camelot, Loom, Neuromancer, Heart of the Dragon and Indiana Jones and the Last Crusade. Walkthrough - Future Wars. **Disk:** The Secrets of Funland Adventure, Maps for Faery Tale and Future Wars, plus The Bard's Tale Character Editor.

Issue 4: (January-February 1991) **Journal:** Reviews - PIRATES!, The Immortal, Dragon Lord, Sword of Aragon, Police Quest II, Code-Name: Iceman, DragonStrike, The Fool's Errand, Shadow of the Beast II, Pool of Radiance, Captive and Elvira Preview. Walkthrough - Neuromancer. **Disk:** The STEALTH Affair Demo, Character Editor for PIRATES!, Previews of Chaos Strikes Back and Bane of the Cosmic Forge, plus Game Screenshots.

Issue 5: (March-April 1991) **Journal:** Reviews - Zork Zero, Chaos Strikes Back, Bane of the Cosmic Forge, Elvira: Mistress of the Dark, Curse of the Azure Bonds, James Bond: The STEALTH Affair, Space Rogue, Cadaver and AMOS: The Creator. Walkthrough - Shadow of the Beast II. **Disk:** Rings of Zon: Dungeon Adventure Game, Enhanced Character Sets for Might and Magic II, Elvira and Chaos Strikes Back, Game Screenshots and Obitus Hints.

Issue 6: (May-June 1991) **Journal:** Uninvited, Leisure Suit Larry 3, Obitus, Legend of Faerghail, Countdown to Doomsday, Nightbreed, Dragon Wars, PowerMonger, Infestation and B.S.S. Jane Seymour. Feature - Character Editors: Just What the Doctor Ordered? Walkthrough - Loom. **Disk:** Zerg 1.0, SCombat, Infestation Cheat, Hint file for 244 Amiga Games and Chaos Hints.

Issues 7-8 (Enlarged Edition)

Issue 7: (July-August 1991) **Journal:** Reviews - Bard's Tale III, The Secret of Monkey Island, Warlords, Search for the King, Breach 2, Trial by Fire, B.A.T. and Corporation. Previews - Visionary and Eye of the Beholder. Features - Interview with Roberta Williams Part I and Rilian Rogue Chapter I. Walkthrough - Trial by Fire Part I. **Disk:** Elvira, Altered Destiny and Search for the King Demos.

Issue 8: (September-October 1991) **Journal:** Reviews - King's Bounty, Eye of the Beholder, Wonderland, Centurion, Mean Streets, MegaTraveller 1, Overlord, Renegade Legion and Visionary. Features - The Old Timer, Interview with Roberta Williams Part II and Rilian Rogue Chapter II. Walkthroughs - The Secret of Monkey Island and Trial by Fire Part II. **Disk:** Crypt Arcade Adventure, Maps for Bane, AmiGraph: Mapping Utility and Hints for Fool's Errand, King's Quest IV and The Colonel's Bequest.

Issues 9-10 (Expanded Edition)

Issue 9: (January-February 1992) **Journal:** Reviews - Altered Destiny, Lord of the Rings, Secret of the Silver Blades, Rise of the Dragon, Death Knights of Krynn, Might and Magic III, MegaTraveller 2, Police Quest 3, The Adventures of Willy Beamish, Martian Memorandum, Leisure Suit Larry 5, Gateway to the Savage Frontier and 3D Construction Kit. Features - The Kristal, SUMMIT Games Network and Rilian Rogue Chapter III. Walkthroughs - Rise of the Dragon and Police Quest 3. **Amiga Disk:** I was a Cannibal for the FBI. **MS-DOS Disk:** The Last Half of Darkness.

Issue 10: (March-April 1992) **Journal:** Reviews - Monkey Island 2, Battle Isle, Spellcasting 201, Eye of the Beholder II, Hard Nova, Pools of Darkness, Elvira II, Conquests of the Longbow, Starflight 2, Les Manley in: Lost in L.A., Heart of China, Populous II and The Bard's Tale Construction Set. Features - Burried Treasures, Heimdall and 1991 Adventure Awards. Walkthroughs - Conquests of the Longbow and King's Quest V. **Amiga and MS-DOS Disks:** UHS Hints (Solutions to 40 adventure games).

Issues 1-10 (With Disk*)

Price*

<input type="checkbox"/> Issue 1: July-August 1990	\$10.00
<input type="checkbox"/> Issue 2: September-October 1990	\$10.00
<input type="checkbox"/> Issue 3: November-December 1990	\$10.00
<input type="checkbox"/> Issue 4: January-February 1991	\$10.00
<input type="checkbox"/> Issue 5: March-April 1991	\$10.00
<input type="checkbox"/> Issue 6: May-June 1991	\$10.00
<input type="checkbox"/> Issue 7: July-August 1991	\$10.00
<input type="checkbox"/> Issue 8: September-October 1991	\$10.00
<input type="checkbox"/> Issue 9: January-February 1992	\$10.00
<input type="checkbox"/> Issue 10: March-April 1992	\$10.00

*NOTE: **Issues 1-8** are only available with an Amiga Disk! In addition, the **Issue 1** Journal is now out of print and only available on disk for the Amiga. A disk-based version for MS-DOS computers will be available in the near future.

Issues 1-10 (Journal Only)

Price*

<input type="checkbox"/> Issue 1: July-August 1990 (Amiga Disk Only)	\$7.00
<input type="checkbox"/> Issue 2: September-October 1990	\$7.00
<input type="checkbox"/> Issue 3: November-December 1990	\$7.00
<input type="checkbox"/> Issue 4: January-February 1991	\$7.00
<input type="checkbox"/> Issue 5: March-April 1991	\$7.00
<input type="checkbox"/> Issue 6: May-June 1991	\$7.00
<input type="checkbox"/> Issue 7: July-August 1991	\$7.00
<input type="checkbox"/> Issue 8: September-October 1991	\$7.00
<input type="checkbox"/> Issue 9: January-February 1992	\$7.00
<input type="checkbox"/> Issue 10: March-April 1992	\$7.00

Combo Packs (Amiga Only)

Price

<input type="checkbox"/> Six Pack Plus: Issues 1-6 (With Disk)	\$35.00
<input type="checkbox"/> Eight Pack Plus: Issues 1-8 (With Disk)	\$44.00

Combo Packs

Price

<input type="checkbox"/> Six Pack: Issues 1-6 (Without Disk)	\$26.00
<input type="checkbox"/> Eight Pack: Issues 1-8 (Without Disk)	\$32.00

*PLEASE NOTE: Prices on individual back issues (with disk) and Journals only DO NOT reflect the subscriber discount. Subscribers may deduct \$1.00 each from the price shown above when ordering these items. This, however, does NOT apply to any of the **Combo Packs**.

ADVENTURE GAME TREASURY

- | Amiga Graphic Adventures | Price* |
|--|---------------|
| <input type="checkbox"/> Hacklite - Dungeon Role-Play Game | \$5.00 |
| <input type="checkbox"/> I Was a Cannibal for the FBI - Visionary Game
(Companion disk for Issue 9) | \$5.00 |
| <input type="checkbox"/> MechFight 1.0 - Excellent BattleMech RPG | \$5.00 |
| <input type="checkbox"/> MechForce 3.65 - BattleTech-style RPG | \$5.00 |
| <input type="checkbox"/> Moria 3.0 - Excellent Dungeon RPG (1MB) | \$5.00 |
| <input type="checkbox"/> NetHack 3.0 (2 Disks) - Dungeon RPG (1MB) | \$7.00 |
| <input type="checkbox"/> Omega 1.3 - Dungeon Role-Play Game (1MB) | \$5.00 |
| <input type="checkbox"/> PopWorlds - 9 Excellent New Worlds for <i>Populous</i> | \$5.00 |
| <input type="checkbox"/> Rings of Zon - Excellent D&D Maze Adventure
(Companion disk for Issue 5) | \$5.00 |

- | Amiga Text Adventures | Price* |
|---|---------------|
| <input type="checkbox"/> Golden Fleece - Infocom-style Text Adventure | \$5.00 |
| <input type="checkbox"/> Holy Grail - Infocom-style Text Adventure | \$5.00 |
| <input type="checkbox"/> Midnight Thief - Graphic Enhanced Text (1MB) | \$5.00 |
| <input type="checkbox"/> TACL Adventures - Assorted Text Adventures | \$5.00 |

- | MS-DOS Graphic Adventures | Price* |
|--|---------------|
| <input type="checkbox"/> Commander Keen - Sci-Fi Arcade Adventure | \$5.00 |
| <input type="checkbox"/> Cosmo's Cosmic Adventure - Sci-Fi Arcade Adv
(Requires 286 or Better) | \$5.00 |
| <input type="checkbox"/> Crystal Caves - Quality Sci-Fi Arcade Adventure | \$5.00 |
| <input type="checkbox"/> Dark Ages - Fantasy Arcade Adventure | \$5.00 |
| <input type="checkbox"/> Duke Nukem - Quality Sci-Fi Arcade Adventure | \$5.00 |
| <input type="checkbox"/> Goodbye Galaxy - Excellent Sci-Fi Arcade Adv | \$5.00 |
| <input type="checkbox"/> Last Half of Darkness - Uninvited-style Adventure
(Companion disk for Issue 9) | \$5.00 |
| <input type="checkbox"/> Maze Quest - Might and Magic-style RPG | \$5.00 |
| <input type="checkbox"/> Paganitzu - Excellent Dungeon Maze Adventure | \$5.00 |
| <input type="checkbox"/> Vampyr - Nice Ultima-style Fantasy RPG | \$5.00 |

- | Amiga Adventure Resources | Price* |
|--|---------------|
| <input type="checkbox"/> AmiGraph III - Dungeon Mapping Utility
(Update to version included on Issue 8) | \$5.00 |
| <input type="checkbox"/> Dungeon Master Resources - Maps & More | \$5.00 |
| <input type="checkbox"/> UHS Hints - Solutions to 40 Adventure Games
(Companion disk for Issue 10) | \$5.00 |

- | MS-DOS Adventure Resources | Price* |
|---|---------------|
| <input type="checkbox"/> Infocom Solutions Disk - Numerous Solutions | \$5.00 |
| <input type="checkbox"/> QuestMaker - Animated Graphic Adventure Maker | \$5.00 |
| <input type="checkbox"/> UHS Hints - Solutions to 40 Adventure Games
(Companion disk for Issue 10) | \$5.00 |

COMMERCIAL PRODUCTS

- | Adventure Clue Books | Price |
|--|--------------|
| <input type="checkbox"/> Bane Playmaster's Compendium | \$12.00 |
| <input type="checkbox"/> Elvira Hint Book I or II (Circle Your Choice) | \$12.00 |
| <input type="checkbox"/> King's Quest Companion, 2nd Edition | \$14.00 |
| <input type="checkbox"/> Might & Magic III Clue Book | \$18.00 |
| <input type="checkbox"/> Official Guide to Roger Wilco | \$14.00 |
| <input type="checkbox"/> Quest for Clues IV | \$22.00 |

COMMERCIAL CLOSEOUTS

Please call to verify availability on the following items as our supply is VERY limited. Order two or more games and take an additional \$5.00 discount. A \$3.00 shipping and handling charge is required. All sales of these items are final!

Amiga Adventures

- | | |
|--|--|
| <input type="checkbox"/> Chaos Strikes Back (\$15) | <input type="checkbox"/> Corporation (\$15) |
| <input type="checkbox"/> Dungeon Master (\$15) | <input type="checkbox"/> Hard Nova (\$15) |
| <input type="checkbox"/> Iron Lord (\$10) | <input type="checkbox"/> Keys to Maramon (\$20) |
| <input type="checkbox"/> Leisure Suit Larry 5 (\$25) | <input type="checkbox"/> Mean Streets (\$15) |
| <input type="checkbox"/> Might & Magic III (\$30) | <input type="checkbox"/> Rise of the Dragon (\$25) |
| <input type="checkbox"/> Space Ace II (\$10) | <input type="checkbox"/> Wrath of the Demon (\$10) |
| <input type="checkbox"/> Wrath...Demon CDTV (\$10) | <input type="checkbox"/> Visionary (\$45) |

MS-DOS Adventures

- | | |
|--|---|
| <input type="checkbox"/> Bard's Tale Const. Set (\$25) | <input type="checkbox"/> Castles (\$25) |
| <input type="checkbox"/> Elvira II - 3.5 (\$30) | <input type="checkbox"/> Lost in L.A. - 5.25 ^{HD} (\$25) |
| <input type="checkbox"/> M & M III - 5.25 ^{HD} (\$30) | <input type="checkbox"/> Millennium - 5.25 (\$20) |
| <input type="checkbox"/> Obitus - 5.25 (\$25) | <input type="checkbox"/> Rules of Eng. - 5.25 (\$25) |
| <input type="checkbox"/> Space Ace II - 3.5 (\$10) | <input type="checkbox"/> Star Trek 25 TH - 5.25 ^{HD} (\$30) |
| <input type="checkbox"/> Willy Beamish - 5.25 ^{HD} (\$25) | <input type="checkbox"/> Wonderland - 3.5 (\$25) |

*PLEASE NOTE: We have adopted 3.5" disks as our standard media. All freely redistributable MS-DOS adventures and adventure resources are provided on 3.5" disks unless 5.25" disks are requested. Failure to specify the need for 5.25" disks will incur an additional charge of \$3.00 to exchange media.

In addition, the price indicated for **Adventure Game Treasury** disks DOES NOT reflect the subscriber discount. Subscribers may deduct \$1.00 each from the price shown above on freely redistributable software. This, however, does NOT apply to any commercial products. Price and availability are subject to change without notice. Not responsible for typographical errors. Please refer to **Enchanted Orders** for information on placing your order. Thanks!

Enchanted Realms™ Product Order Form

NAME: _____ ADDRESS: _____
CITY: _____ STATE: _____ ZIP: _____ PHONE: (____) _____

*Please include proper shipping and handling charges for your order (\$2.00 extra required on multiple product orders of commercial merchandise). Street address required on all shipments of commercial goods. All payments MUST be in U.S. funds, drawn on a U.S. bank and made payable to Digital Expressions. Checks and money orders only. Canadians, please use postal money orders in U.S. funds and add additional shipping charges of \$2.00 on freely redistributable products and back issues, and \$4.00 on commercial merchandise.

Subscriber Number: _____ Amiga MS-DOS
Disks: 3.5" 5.25" Graphics: VGA EGA

Total Merchandise	
Subscription Renewal	
Ohio Residents Add 7% Sales Tax	
Shipping and Handling	\$3.00*
Additional Shipping and Handling	
TOTAL PAYMENT ENCLOSED	



Tournament Of Wits

CONTESTS OF KNOWLEDGE AND CHANCE

Contest Rules

Entering contests is very simple. If you like, you can fill out, detach and mail us this page. Of course, if you don't want to deface your copy of *Enchanted Realms™*, you can always send us a photocopy instead.

Some contests require you to match answers, solve a wordsearch or answer multiple-choice questions. Others require no more than filling out and mailing a 3" x 5" card. In either case, we require your full name, address and a phone number where you can be reached. Please use a pencil or pen to indicate the correct words or answers. Or, if you prefer, you may use a highlighter. Entries should be addressed to: Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • Attention: **Tournament of Wits.**

NAME: _____
ADDRESS: _____
CITY: _____ STATE: _____
ZIP: _____ PHONE: (____) _____

All entries for this issue's contest **MUST** be received by **MAY 30, 1992**. Late entries not accepted. Contests are limited to readers and subscribers in the U.S. and Canada.

Contest Information

Greetings and welcome to this issue's **Tournament of Wits** Contest, brought to you, once again, courtesy of *Enchanted Realms™* and Strategic Simulations, Inc.

For those who have not yet heard, SSI will soon release their own in-house single-character fantasy role-playing game, *Prophecy of the Shadow* (see the ad on page seven for more information). The player's goal in this point-and-click RPG with a focus on magic is to find and warn the Magic Council of the imminent return of the Shadow Lord, and to prevent him from unleashing his evil upon the world.

So, SSI and *Enchanted Realms™* have teamed up to help you get into the mood for this new adventure release. Hidden below are fifteen magic spells from *Prophecy of the Shadow*. To enter the contest, you must locate and identify each of these fifteen spells (listed on the right) hidden in the wordsearch puzzle. We recommend that you photocopy this page and circle or highlight the correct words. When finished, send us your entry, but make sure you mail it early enough so that you don't miss the contest deadline of **May 30, 1992**. That's all there is to it! **FIVE** lucky winners will be selected from all the correct entries to receive a free copy of *Prophecy of the Shadow* (prizes are courtesy of, and will be sent directly from, SSI as soon as available). So, get to it now!

Prophecy of the Shadow Contest

D	N	H	B	N	X	U	U	Q	U	O	C	U	L	A	R	U	M	S	J
Z	S	K	I	H	M	C	O	E	L	P	B	Y	S	L	V	U	S	B	G
E	E	H	F	M	N	E	C	A	R	E	X	G	C	X	M	R	D	R	O
P	U	F	C	Y	X	X	Z	C	L	E	A	Z	J	P	L	E	Y	A	H
N	J	C	R	G	D	C	J	J	U	N	B	K	S	U	G	P	B	A	C
M	F	K	E	C	O	D	T	Y	O	R	V	K	U	M	R	E	Q	U	O
D	J	T	M	N	V	S	L	M	F	C	A	Y	B	B	D	T	N	Q	K
D	T	L	A	U	B	X	L	X	U	Y	X	R	A	R	E	E	V	I	R
K	P	X	R	O	L	X	A	I	V	Q	I	H	E	A	T	R	X	S	Q
E	H	W	E	P	M	F	S	F	E	M	U	T	A	R	E	E	S	O	W
N	Y	J	-	Y	M	V	W	M	H	A	Y	P	J	D	X	A	G	Z	E
I	D	M	M	Z	E	E	E	L	T	E	M	P	E	S	T	A	S	E	V
C	Z	Y	A	A	M	H	P	F	B	B	G	Y	D	B	M	T	P	K	R
T	T	A	G	Y	O	T	I	N	C	I	N	D	I	E	R	E	O	U	L
A	C	G	N	O	R	R	V	R	E	S	P	I	R	A	R	E	Y	D	D
R	C	J	U	N	I	R	Z	Q	E	M	H	O	U	N	X	A	X	V	A
E	N	D	S	N	A	D	A	K	O	S	I	O	F	Q	F	F	M	M	G
V	V	G	O	Y	I	M	D	Y	I	N	L	U	S	T	R	A	R	E	T
F	L	A	M	I	A	Y	R	H	Q	W	R	D	Q	K	M	P	Y	Y	D
I	B	Y	B	V	A	W	T	E	R	R	A	E	-	M	O	T	U	S	C

Prophecy of the Shadow Spell List

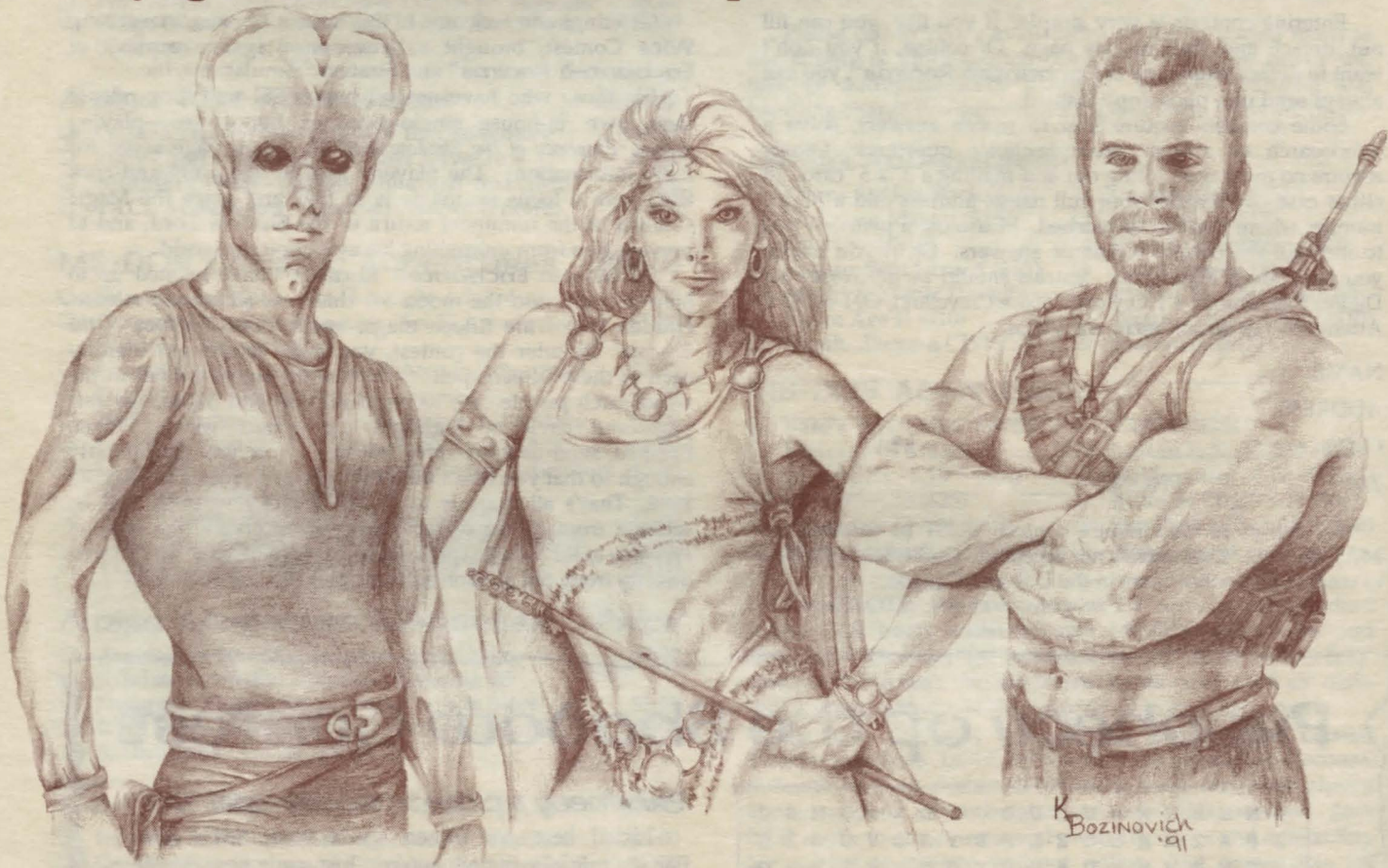
Listed here are fifteen spells from SSI's new fantasy role-playing adventure. Just use a pen, pencil or highlighter to identify the location of each spell in the wordsearch puzzle to the left.

- | | |
|----------------|--------------|
| CREMARE MAGNUS | CURARE |
| INCINDIERE | INLUSTRARE |
| LAMIA | MEMORIA |
| MUTARE | NECARE |
| NICTARE | OCULARUM |
| REPETERE | RESPIRARE |
| TEMPESTAS | TERRAE MOTUS |
| UMBRA | |

Once you have completed the wordsearch, send it to us at Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • Attention: **Tournament of Wits**. Winners will be announced in the next issue. One entry per person please.

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Adventure Game Rating System

Adventure Ratings

Enchanted Realms™ employs a categorical rating system designed to convey data concerning the quality of an adventure based upon its individual components, as well as its overall quality. Each standard adventure review concludes with a game rating chart. This chart displays the scores received by each adventure and additional data pertinent to that game. Mini-reviews receive a simplified version of the rating chart, providing the overall score an adventure receives, its category, publisher, system (Amiga or MS-DOS) and suggested retail price. For you to have a proper understanding of how to interpret the data provided in the game rating chart, an abridged version of the guidelines used by our reviewers is reproduced here. This information is divided into the four following sections: **Adventure Categories**, **Adventure Difficulty Levels**, **Adventure Elements** and **Adventure Scores**.

Adventure Categories

Text Adventure - Adventures based entirely upon a text parser with little or no graphic enhancement.

Graphic Adventure - Games ranging from text adventures with significant graphic enhancements to cinematic or interactive adventures which incorporate multiple game elements and/or object manipulation.

Animated Adventure - Adventures where the player manipulates one or more animated on-screen personae.

Role-Play Adventure - Graphic adventures which emphasize character development and growth, usually involving more than one character.

Strategic Adventure - Adventures placing a strong emphasis on military defense, combat and diplomacy.

Action Adventure - Arcade-oriented adventures which stress hand-eye coordination.

NOTE: Please keep in mind that adventures often include elements of more than one category. For review purposes, only the adventure's primary category is indicated in the game rating chart.

Adventure Difficulty Levels

Novice - Adventures easily played by beginning adventurers and above.

Apprentice - Adventures requiring the skills of players who have several quests under their belts and who are accustomed to some of the more difficult aspects of adventure gaming.

Expert - Quests demanding expert level skills for successful completion, or the use of a clue book by less skilled adventurers.

Master - Adventures requiring the highest level of experience and skill, almost to the point of being impossible to complete.

NOTE: Most adventures will naturally fall into either the Novice or Apprentice classifications.

Adventure Elements

Gameplay - Storyline of the adventure, character creation and manipulation, variety and level of difficulty in play, nature and variety of puzzles to be solved and the ability to maintain the player's interest.

Interface - Success in the implementation of the user interface whether it's graphic or text-based, seamless interaction with the game world.

Atmosphere - A game's feel, its unique ability to draw the player into its world and provide a true-to-life experience, one of actually being there.

Documentation - Quality and clarity of the printed and on-line documentation, support and development of the storyline, automapping features and extras like cloth maps, magic stones or parchments.

Graphics - Visual excellence, selection of images and colors, style of art and quality of animation.

Audio - Quality of music and sound effects included, number and appropriateness of selections employed.

Innovation - Creativity, revolutionary technology, unique elements or new concepts.

Mechanics - Product stability, form of copy-protection employed, provision for hard drive installation and bug-free operation.

Overall - Overall quality of the adventure.

NOTE: Since most games are either better or worse than the sum of their individual parts, the overall score does NOT reflect an average of the scores from the other eight categories. It stands alone as a final summation of the adventure as a whole.

Adventure Scores

Excellent (90-100) - State of the Art Quality

Very Good (80-89) - High Quality

Good (70-79) - Average Quality

Fair (60-69) - Acceptable Quality

Poor (50-59) - Unacceptable Quality

Dragon Dung (0-49) - Don't Step in It!

Much careful thought and planning has gone into the design and implementation of our game rating system. We believe that it enables us to provide our readers with accurate adventure reviews, as well as enabling us to remain consistent in the reporting of pertinent data within each review. However, we will be the first to acknowledge that it is not, by any means, a perfect and foolproof system. Therefore, when looking at the scores an adventure receives, keep in mind the components that you consider most important in a game. Also, be reminded that each reviewer has his or her own personal likes and dislikes which will be reflected in their reviews. These should be determining factors on your part in the decision of whether or not to purchase an adventure. In either case, we trust that the information provided in *Enchanted Realms™* will enable you to increase the enjoyment you receive from your adventure dollars.

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Enchanted Realms™

is devoted exclusively to the pursuit of adventure gaming, an experience which endures unchallenged in its ability to transport one into worlds and experiences otherwise untouched in an ordinary lifetime, and to transform one into persons such as those recorded in the annals of history, as well as those transcending the bounds of time and space. Adventures enable one to relive history, unravel the mysteries of the universe, defeat the minions of evil, fight for what is true and good, and weave oneself into the fabric of eternity itself. Furthermore, playing adventure games provides a key to understanding one's own self, too. And, if all this were not enough...adventures are just plain fun!

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