The Premier Adventure Game Journal

Enchanted Realms

™

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

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Correspondence

All correspondence should be addressed to: Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133. Please direct all letters to Attention: *Audience Hall;* contest entries Attention: *Tournament of Wits;* hints Attention: *'Starr Light;* and walkthroughs Attention: *Dragomon's Journals.* We can also be reached by telephone Monday - Friday from 9:00 am - 5:00 pm Eastern Standard Time at (216) 582-0910. EMail can be left to our attention care of "E.Realms" on GEnie and "Enchanted" on the SUMMIT Games Network.

Contributions

Enchanted Realms™ welcomes submissions of written material, artwork and software programs, especially adventure games and character editors. All submissions must be made on disk as textfiles, graphic images or executable programs. Artwork may be submitted on paper. However, please contact us prior to submitting your work for our approval, and to avoid duplication. All submissions must be the original work of the individual contributing them. Guidelines for writers and artists are available upon request. Please include a self-addressed, stamped envelope when requesting guidelines. *Enchanted Realms*™ is not responsible for unsolicited materials and reserves the right to refuse publication of any submission.

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Software Piracy

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

* These adventures have received the *Enchanted Realms* Distinctive Adventure Award. This recognition is granted to adventures that have earned an Overall Score in the "Excellent" category in the process of receiving a full review (games that have received mini-reviews in *Taleteller's Sanctum* are exempt from this award).

Proclamations

Greetings, and welcome to the new, expanded edition of **Enchanted Realms**™, the Premier Adventure Game Journal! We want to extend a warm reception to all our new readers, as well as welcome back all our faithful regulars. It's because of your support that we continue to exist, and that we are able to expand and improve. We have journeyed a great distance in just the short year-and-a-half since our first, and very modest I might add, Premier Issue rolled off the presses. Thanks for your support!

Well, we have numerous concerns I would like to turn your attention to in this issue. Enough so, that this editorial column has been allotted an additional page. Let's dive right in and get to it!

Twice for the Price

This issue marks the beginning of our coverage of adventures and adventure resources for the MS-DOS gamer, as well as expanded coverage for the Amiga adventurer. **Enchanted Realms**™ now offers twice the adventure coverage as before without any increase in cost. We think that's an exceptional value, and hope you do, too. **Issue 9** is a full 20 pages thicker and, due to a change in typeface, contains twice the information of the previous issue. This means you get double the "adventure" for the dollar as before.

In expanding **Enchanted Realms**™, we have actually been able to increase the amount of space devoted to Amiga adventuring, while providing an equal amount of adventure coverage for the MS-DOS adventurer. We are quite pleased with the results and trust that you will be equally delighted.

As You Wish...

Many of you have taken the time and effort to fill out and return the surveys we sent you over this past year. We have listened to your wishes and concerns and, in some cases, have already made changes that you suggested. However, we felt that many of you would like to know the results of the surveys we conducted, and have decided to share the more pertinent results with you here. Realizing that percentages can be made to say almost anything you want them to, we have tried to represent the results of our polls as accurately and clearly as possible. Please keep in mind that some percent totals will equal a number greater than 100 simply because the questions asked were not always exclusive in nature.

So, here we go. On our first survey, we asked for your opinion on the issue of copy protection. From the results, we found that 58% of you favor copy protection as a means of game vendors securing their investments, while 42% prefer doing away with copy protection as a deterrent to piracy. Some manufacturers have been listening to your arguments and we are seeing a few products arriving sans copy protection entirely. As far as the question goes concerning the form of copy protection employed, a very strong 90% of our readership prefers manual-based protection as opposed to other options. A notable 80% of you find the disk-based method to be the most detested and disagreeable form. We heartily agree with you on both counts!

Our second survey asked whether you would be interested in having **Enchanted Realms**™ offer Play By Mail or On-line games. Most of our readers had no interest in these game options, or didn't care one way or the other. A clear decision to bypass these ideas resulted. However, concerning the matter of whether to make the included disk optional or drop it altogether, the results were not as conclusive. Of those who responded to our survey, 69% asked that we keep the journal and disk together, 20% approved of making the disk optional and 11% indicated that the journal was more important to them than the disk. As a result, with the release of **Issue 7**, we decided to continue providing subscriptions with disk (99.5% of our subscribers elect this option) while making a subscription without disk available. Beginning with this issue, **Enchanted Realms**™ will now be available with disk by subscription alone. Retail versions will only be available without disk. Those who purchase their copy off the newsstand can still get the disk, but they will have to order it direct. This decision has been based primarily on cost concerns and the multiple disk format options we are now working with (Amiga, MS-DOS 3.5" and 5.25").

We have definitely found our latest survey to be the most interesting to date. It tells us that 69% of our subscribers first heard about us from inserts placed in adventure game packages, confirming that this form of advertising is very effective. We also found that 15% of our subscribers first learned about us by purchasing a copy from their local newsstand, 13% discovered **Enchanted Realms**™ through other promotional means and 3% heard about us from a friend. (What's the matter? Don't all you adventurers out there have any friends?) We also surveyed our Amiga subscribers to find out what model Amiga(s) and peripherals they owned. The Amiga 500, as we fully expected, is the predominant model owned at 67%. The next highest percentage, 30%, goes to the Amiga 2000. Only 7% of our subscribers have an Amiga 1000 and a smaller group, 4%, have an Amiga 3000. (The total is greater than 100 because some gamers own two Amigas or more.) A surprising 99% of you have 1MB of RAM or more, 81% have a printer, 64% own hard drives and 56% have modems. Another surprise is that 26% of you also own MS-DOS compatible systems, most of which are used for adventure gaming!

Well, that about sums up the most pertinent results from our surveys. They have proved beneficial for us, and hopefully for you as well. We want to especially thank each of you who participated.

The Menu Please...

As you know, if you've been with us any length of time, we act upon the results of our surveys, and your letters to us. There have been many pleas for increased coverage in the areas of hints and walkthroughs. Your wishes have been granted. We have doubled the space devoted to both. From now on, it's our goal to provide TWO walkthroughs each issue as often as possible. We will also do our best to keep the hints to at least four pages. However, we still need your help. After our last plea for hints, several of you kindly responded.

Then...nothing! Okay, I guess we will have to bribe you. (Check the "NOTE" at the end of the walkthroughs and hints sections.) Send us your hints! If we publish them, we will credit your subscription an additional issue. In addition, if you send us a walkthrough and we publish it, you'll receive a three-issue extension. Please note, however. Submissions to **Enchanted Realms**™ MUST be your own work. Do NOT copy hints or walkthroughs from any published sources. That's an infringement on copyright. Thanks!

We have also added a new feature column, **Innkeeper's Timepiece**. It's no ordinary timepiece, either. For, turning its hands backwards transports the user back in time. Moving them forward has the reverse effect. As such, this is the place we will turn to discuss adventure technology past, present and future. This time, we'll look at the **SUMMIT Games Network**, a new telecommunications network devoted to gaming, and the technological advances that it offers its users.

Holiday Shopping

This Christmas season will see some exceptional prices on computer hardware. Commodore has announced price reductions on many Amiga models including the A500DS (512K) $399.00; A500P (1MB) $499.00; A2000C $999.00 (1MB); A2000HD/1 (1MB, 50MB HD) $1,299.00; A2000HD/P $1,299.00 (1MB, 50MB HD); and A3000-16/40 $1,849.00 (2MB, 40MB HD, 16MHZ). While these reductions are a step in the right direction, they are only effective through year-end.

The MS-DOS clone market is another story. New technological advances, like the 386/40s and 486 machines, are driving the cost of 386DX and SX systems down quickly. SuperVGA boards have also served to lower the cost standard VGA enough to eliminate any thought of choosing a lesser video standard. In fact, the first 386SX systems with VGA and hard drives for under $1,000.00 have already appeared. Next generation sound boards have effectively achieved the same results for the previous generation of music cards.

Entertainment software, however, is a much different story. Technological advances have brought with them the increased costs involved in bringing new games to market. It is courting financial disaster to release anything less than a technologically brilliant product in what has become a very intense and fierce marketplace. This is one of the reasons that so many adventures have been delayed in recent months. A great many games have been pulled back into development to further hone them prior to release. The game industry is becoming more like Hollywood with each passing day.

Of course, the improved game quality that results from such production measures comes at the cost of increased prices for the consumer. Adventures retailing at $49.95 are becoming more of a rarity. Manufacturers are placing a suggested retail of $59.95 to $69.95 on most new games coming to market. By no later than the first of next year, some adventure games will hit the $79.95 price point. As the old adage says, you get what you pay for. Technology, dazzling graphics and sound, are driving the market.

These new ground-breaking adventures carry another price tag, too. Many will require VGA graphics, plus additional system memory and hard drive capacity. Amiga owners are not exempt, either. It has already become a standard practice to require 1MB of RAM on Amiga conversions. Well, get ready to see the words "Hard Drive Required" on many new adventure releases. In fact, many of the new adventures that don't require you to have a hard drive, will be next to impractical to play without one — even with multiple floppy drives. Improvement doesn't come without its attendant costs.

Enchanted Game Reviews

One of the issues we have had to deal with in expanding **Enchanted Realms**™ is how to handle adventure reviews now that we are covering both MS-DOS and Amiga products. After much discussion and consideration, we have decided to handle reviews in the following way so as not to appear to "shortchange" anyone or "favor" one system over the other, and to assure that each adventure receives the recognition it deserves in both its Amiga and MS-DOS versions.

Adventures will receive a full review on the system they are initially released on. If, as in most cases, an adventure ships first for MS-DOS systems, it will receive a full review for that system. The same holds true on Amiga releases. If an adventure ships simultaneously for both platforms (or at least close enough to be reviewed on both systems in the same issue), it will receive a cross-system review, highlighting the advantages and disadvantages of both versions. Adventures which ship in their conversions at a later date, will receive an update review for that system at that time. The format and length of the update will depend entirely on the quality of the product and differences between versions, if any. To my knowledge, there is no other publication that consistently takes either the time or interest to follow such a procedure and provide conversion or cross-system reviews.

Since this is our first issue under this new system, all adventures reviewed here have been treated as "first releases" on their respective system. Full implementation of the system described above will take place over the next few issues as we "catch up" with the adventures which are appearing that we have not previously reviewed.

A Pocket Full of Lint

There are a few miscellaneous comments I need to make before closing for this issue. Some questions have arisen concerning our **Note** system and ordering products from the **Adventurers' Guild**. **Notes of the Realms**, used to extend your subscription, are only earned on the purchase of products not directly produced by Digital Expressions. In other words, **Notes** are earned on purchases from the **Guild** of commercial adventure games and languages, clue books and public domain software. **Notes** are NOT earned on the purchase of back issues, including the **Combo Packs**, or on products advertised outside of the **Guild**. Thanks.

Also, each order from the **Guild** requires that you include the appropriate amount of shipping and handling. When more than one commercial product is purchased, there is an extra shipping and handling charge required to cover the additional shipping charges. Please be sure to read the ordering information carefully. In addition, we ask that our Canadian subscribers note that there has been a slight increase in shipping to cover actual costs of sending products "north of the border." Thanks for your attention on these matters.

Do Not Open 'Til Christmas

Again, we want to thank you for your support. We wouldn't be here without you! We also want to wish you all our best for the holiday season. May the holidays provide you with a truly memorable time of adventuring both at your computer and away from it. As always,

Happy Adventuring!

Chuck Miller
Lord of the Realms

Dear ER:

I just received **Issue 8** of **Enchanted Realms**™ and am pleased to see it's continuing so well. Give my special appreciation to Marci Rogers for providing the bonus hints for **Eye of the Beholder**. I'd got a couple, but I'm sure I'd never have worked out some of those on the deeper levels.

Concerning games reviewed [in **Issue 8**], I've attempted to play **MegaTraveller**, but have been put off by the arcade combat system and the free (for-all) solar system movement. Despite the ability to give orders, combat seems to require one walking tank character and arcade skills. An anomaly is that the artwork shows solar systems with a "location grid" of concentric rings that are not on screen. This is unfortunate as you (or at least I) need all the help you can get in spotting where a planet is when you're tumbling through space. A pity... [since] it's light on plot, [for] the game looked interesting and the **Traveller** system a good one to adapt to Computer Role-playing.

I have included my reply to your latest survey and also enclosed six **Notes of the Realms** for the kind favor of your extending my subscription. I much appreciated the unexpected bonus you gave me for submitting those few notes about **Captive**. One magazine you should look out for from the UK is **Amiga Format**. It does games reviews and hints, but also has solid articles on hardware, and music and graphics software. It provides coverdisks and these have included such as MED 3.0 and Chris Crawford's **Balance of Power**.

Anyway, all the best.
Bern Entriken
NSW, Australia

Thanks for the kind words, Bern. We always enjoy hearing from you. We have passed along your appreciation to Marci Rogers. She has a real knack for playing adventures and solving ALL the puzzles involved.

As always, we appreciate the effort expended by our subscribers in completing and returning the surveys we send out. They are very helpful in enabling us to gain a better perspective on who subscribes to our publication, plus they assist us greatly in improving the quality of **Enchanted Realms**™. That's why we "reward" those who return their surveys by sending them a **Note of the Realms** in appreciation. As a matter of fact, check out **Proclamations** this issue for the results of the surveys we have conducted this year. (This information is also being provided to software vendors to assist them in better meeting your needs as an adventurer.)

It's our pleasure, Bern, to extend your subscription another issue for the return of the six **Notes** you had accumulated. We are also pleased to extend your subscription an additional issue for the contribution of the **Captive** hints we published in **Issue 7**. Our best source of game helps to pass along to other adventurers is through the contributions of those faithful citizens of the **Realms** who write us regularly and send in their hints. (Let me take this opportunity to encourage all of our subscribers to send in their hints. If we publish them, we will add an additional issue to your subscription as well (please see **'Starr Light** for further details).

We are well aware of **Amiga Format**, which by the way is a very popular Amiga publication throughout Europe, but we really don't consider them competition to **Enchanted Realms**™. They cater to a very broad base of readers, and have to in order to survive. We specialize in a select market (our subscriber base is comprised primarily of U.S. and Canadian adventurers). **Amiga Format** also, like most publications, is comprised of more advertising than anything else. Our advertising is very limited, and we plan to keep it that way. We do charge more than other publications (we have to since we lack the advertising income to balance things out), but I believe we also provide more, and in a very distinctive package to boot!

Thanks for staying in touch, Bern. Please keep those hints and letters coming!

Dear ER:

Many years ago, I played and solved adventures on my Commodore 64. Later on I moved to the Amiga for professional use, but the adventures followed me on this machine. So, I was very pleased to find a "pure" adventure magazine I had never heard about. When I received my [first] copy (**Issue 6**), I knew this was the kind of magazine I always wanted to read. I ordered the back issues and a subscription for **Issues 7-12**. I enjoyed very much **Issues 3-5**, but it was incomparable to **Issue 7**. What an improvement!!! Congratulations for this great journal.

For the moment, I still am missing **Issues 1** and **2**. I just read that **Issue 1** will be reprinted. When will it be available?

Anyway, it is a real pleasure to receive regularly your journal and I wish you all the best.

Yours sincerely,
Weyens Gay
Belgium

Hi, Guy! Thanks for the compliments. We're glad you finally found the adventure journal you've always wanted. Yet, after over a year in production, we find that the great majority of adventurers don't even know we exist. We're taking steps to correct this, but it's more difficult to spread the word on subscription-based publications than on those that are widely displayed on newsstands. Of course, the best publicity we have is satisfied (even enthusiastic) subscribers like yourself who show us off to all their friends, computer dealers, users groups, neighbors...well, you get the idea.

As for **Issue 1**, it's now available again, both separately and in the **Enchanted Realms**™ **Combo Packs**. Though the paper journal is out of print, it has been converted to disk format with all text files intact. Now, everyone who missed **Issue 1** can get their own copy. As other issues go out of print, we will follow the same procedure.

Firmly into Winter's Grasp

As you will note in the news following, many "fall products" have slipped into the icy grip of winter. It seems that as the ante is raised in the software industry with the demands of improved graphics, sound and gameplay, that products get pulled back into development to better enable them to compete in a very tight marketplace. We have seen this happen more this year than previously. So, let's look again at what we can expect in the coming months.

Soft Touch for the Holidays

New on the slates at Sierra are an enhanced **Quest for Glory I: So You Want to be a Hero?** and **Police Quest 1**. VGA MS-DOS versions are scheduled for next spring. **Police Quest 3: The Kindred** has shipped for MS-DOS computers as has **Leisure Suit Larry 5**. **Conquests of the Longbow** is still scheduled for release by the end of November. Future titles in the works are **King's Quest VI** (a team is now being assembled for a projected '92 release), **Laura Bow II: Dagger of Aman Ra** (also a '92 project), **Quest for Glory III** (undetermined) and a gothic horror by Roberta Williams (in the planning stages). Amiga conversions are temporarily being held while the programmers sort out some problems with game speed. **King's Quest V** should be ready for release soon with other conversions to follow. Graphics for the Amiga versions have received noticeable attention, and both music and sound effects are among the best. On another related note, the CD-ROM version of **King's Quest V** is scheduled for release prior to Christmas, with other CD-ROM products to follow. The most significant news at Sierra with regard to CD-ROM, however, is their long-awaited support of a multimedia (MPC) standard. Sierra has elected to support Media Vision's Multimedia Upgrade Kit which includes the Pro AudioSpectrum board, an internal Sony CD-ROM drive, Microsoft **Windows**™ 3.0, **Multimedia Extension 1.0**, the **Hyperguide** CD-based on-line user manual for **Multimedia Windows**, **Compton's Multimedia Encyclopedia** and Sierra's own **Jones in the Fast Lane**. The SRP on this package is $995.00. However, Sierra will soon be offering it for $795.00. You will need at least a high speed 286 or better PC compatible, VGA, a hard drive and at least 1MB of system memory or more. To order the MPC Upgrade by phone, call 1-800-326-6654. More details will appear in the next **Sierra/ Dynamix News Magazine**.

Dynamix, Sierra's affiliate, has finally shipped the Amiga version of **Rise of the Dragon**, an excellent cinematic adventure with multiple plot branches. Look for the review in this issue, and order yourself a copy (but only if you have a hard disk or multiple floppy drives!). **The Adventures of Willy Beamish** has been released for MS-DOS machines. The Amiga version should arrive in December (should, that is). Look forward to Disney-style graphics and animation in this interactive adventure for both children and adults. In fact, the advanced sales of **Willy** have been so good, that a sequel is already in the works. A sequel to **Heart of China** is also in development. Look for a release in '92.

Sir-Tech's **Crusaders of the Dark Savant** has officially been delayed until January. This much enhanced sequel to **Bane of the Cosmic Forge** will be debuted (to the press) at the Winter Consumer Electronics Show in Las Vegas. Graphics, as we have said before, are stunning. Gameplay is promised to be up to typical Wizardry standards.

Accolade is in contention again for one of our adventure awards with their sequel to **Elvira**. **Elvira II: The Jaws of Cerberus**™ is scheduled for release in late November for the PC, with the Amiga version shipping in January. It boasts above 100 hours of gameplay with over 4000 locations — five times as large as **Elvira I**! Suggested retail is now up to $69.95 (look for many more products in this price range — and above — from here on out). However, we have been enjoying a pre-release version here and I will venture to say that it will be worth every penny. Graphics have been improved, featuring 256 color VGA imagery. Very nice! The interface has also been spruced up and made much more user friendly and informative. There will definitely be no disappointed players with this adventure. Both Accolade and Horror Soft have another winner here. (You may be a winner, too. Be sure to enter this issue's **Elvira II Contest**. Also, look elsewhere in this issue for an adventure preview.)

Another new title by Accolade, **Les Manley in: Lost in L.A.**, should be on shelves for the PC by this time. Les has received much attention since his first adventure with the move to an icon-based parser and digitized imagery. No current plans exist, however, for an Amiga conversion. If Amiga fans want to keep up with Les, write to Accolade! Also, under their Distribution Partners Program, Accolade will be distributing DoMark's **3D Construction Kit**. **Virtual Reality Studio** will be the name given to the U.S. version. It should be available, at the latest, by the first of '92. Check out the review of the European release of this game language in this issue. Versions will be available for the Amiga and PC.

While on the subject of languages, Oxxi will be releasing two additions to supplement **Visionary**. These include the **Aegis Interactive Environment** and **Visionary Programmer's Handbook**. The **Interactive Environment** is a menu-driven upgrade to **Visionary**, allowing editing, compiling and linking all from within the same program. The **Programmer's Handbook** provides additional assistance with the more difficult aspects of adventure game creation using **Visionary**. Both should be available as you read this.

Might & Magic III: Isles of Terra ($59.95) has finally arrived. An Amiga version should be available early next year. This latest sequel has added much "might and magic" to previous efforts. Graphics, sound and interface have been substantially improved. A clue book is also available.

Lucasfilm has seen delays on both **Monkey Island 2** and **Indiana Jones and the Fate of Atlantis**. Look for **LeChuck's Revenge** before Christmas. However, don't expect **Indy** to arrive before the first of the new year. Both adventures will ship first for PC compatibles, with Amiga versions following by several months. Lucasfilm is also getting onto the CD bandwagon with several conversions. **Loom**, **Indiana Jones and the Last Crusade** and **The Secret of Monkey Island** are

all scheduled for CDTV by the end of the year, as well as for CD-ROM. However, with slipping production schedules, these titles may not make it to market before the first of 1992. Don't worry. But, if they do show up for Christmas, be happy!

Electronic Arts has **Populous II** coming this winter for the Amiga. An MS-DOS version will follow. Many new ways of destruction have been added including tornadoes, tidal waves, whirlpools, lightning and brimstone. You can also now rain down multiple disasters simultaneously. Graphics have been improved as well; trees actually grow before your eyes. From all appearances, if you enjoyed **Populous**, you will simply love the sequel. In addition, **Hard Nova** and **Starflight II** have both shipped for the Amiga.

In the near future from Electronic Arts are several other new titles, including the first **Powermonger** data disk for the Amiga, **World War I**, by this Christmas, and early next year you can look for **Powermonger** itself to arrive for the PC. **Black Crypt** for the Amiga is still hovering around a 4th quarter '91 and 1st quarter '92 release (see the preview in **Taleteller's Sanctum**). For the "visionaries" among you (those who have purchased Oxxi's **Visionary** adventure game language), EA has released **Deluxe Paint IV**. This is still the premier paint program for the Amiga.

According to FTL Games, it looks as though MS-DOS adventurers will finally have the chance to take on their classic game, **Dungeon Master**. Christmas '91 is their "hopeful" target release date. Several other titles are in the works with support planned for all major platforms. Lips are very tight, however, on these super secret projects (though we still hear rumors of an RPG in space).

Virgin Games has become very prolific of late with a long list of new products in the works. Unless noted otherwise, all releases are scheduled for "almost" simultaneous release on both the Amiga and MS-DOS systems. The **Magnetic Scrolls Collection** should finally be on the shelves in time for Christmas. It will feature **Fish**, **Corruption** and **The Guild of Thieves**, using the same windowing system as **Wonderland**. **Conan** has been released for MS-DOS with the Amiga version scheduled for November. A sequel is planned for next year. **Corporation** has shipped for MS-DOS with an Amiga version close on its heels. **Vengeance of Excalibur** has also shipped, with an Amiga version to follow. In addition, **Vengeance** is scheduled for CD-ROM (early '92) with the prequel, **Spirit of Excalibur**, hitting CD-ROM by Christmas, and arriving about the same time on CDTV. Other projects on the agenda include two versions of **Dune**: a French one based on the movie, and due out mid-1992, plus an American version, **Dune: The Battle of Arakkis** (by Westwood), based on a setting that predates the movie by about 2000 years. Also scheduled are **Heimdall** (June '92); **Kyrandia** (June '92), a Sierra-style adventure about a young magician and based on the on-line game of the same name (a CD-ROM is also in the works); **Floor 13** (June '92); **Realms** (February '92), an isometric perspective, **Populous**-style game of conquest; **Guest**, a 3D interactive adventure taking place in a haunted house, destined only for CD-ROM; and **Legacy of the Necromancer** (February '92), an **Eye of the Beholder**-style FRP.

And, speaking of **Eye of the Beholder**.... SSI is ready to release the sequel for MS-DOS computers everywhere — **Eye of the Beholder II: The Legend of Darkmoon**. It sports a larger adventure with travel through forest, temple, catacomb and several towers. Graphics have been improved and spell casting made easier. Characters can be transferred from **Eye I**. Look for an **Eye** full this Christmas (an Amiga version is to follow around January or February). **Shadow Sorcerer** has shipped (MS-DOS), but has already met with mixed reviews. It is very different from any other **AD&D** product with an unusual isometric viewpoint and realtime combat. A review will follow in the next issue. An Amiga version of **Shadow Sorcerer** has not officially been released yet. However, a European Amiga version has been released and imported through grey market channels to the States. Don't purchase this version! SSI has issued a warning to stay clear as it does not work on our NTSC-based Amigas. Wait for SSI's official conversion and release. On a final note, other Amiga conversions have seen delays. **Gateway to the Savage Frontier** will most likely not be available 'til the first of the year, with **Pools of Darkness** sometime thereafter.

Interplay has finally shipped the Amiga version of **Lord of the Rings** (reviewed this issue). Other product releases due out by now have been delayed. By the time you read this report, **The Bard's Tale Construction Set** and the first **Castles Campaign Disk** should be available for PC compatibles. Amiga conversions are scheduled for early next year. **Star Trek: 25th Anniversary** is scheduled to ship December 5th in its MS-DOS incarnation. However, **Lord of the Rings II: The Two Towers** has been delayed until after Christmas. For the future, look near the end of next year for **Castles II**.

Legend Entertainment has shipped the sequel to their popular **Spellcasting 101**. **Spellcasting 201: The Sorcerer's Appliance** follows in the raucous footsteps of its younger sibling with "More Babes. More Brewskis. More Bad Jokes."

Microillusions, king of adventure vaporware, has been working on a new Amiga adventure all year. However, they still won't disclose any info or release date (year). Could it be that the "vaporous" **Land of Legends** is still around?

Paragon has indicated that the Amiga version of **Space 1889** is near completion. It has been held over from its August release date. Their remake of **Millennium**, however, has shipped for both MS-DOS and Amiga computers, with **Twilight 2000** and an Amiga **MegaTraveller 2** next in line.

Origin, as many of you already know, is only developing now for the PC compatible market, and imposing some pretty hefty standards there. Next on their list of releases is **Ultima VII** which looks like it's slipped to a January-February ship date. Also, look for **The Stygian Abyss**, Origin's entry in the **Dungeon Master**-style FRP category (December '91). It features a 3D setting in a vast underground labyrinth with real-time action. In addition, watch for **The Serpent Isle**, an Ultima spin-off focusing on the magical arts (Summer '92).

Several anticipated titles from Psygnosis are about ready to ship. Scheduled for a November release are **Obitus** for MS-DOS and **Barbarian II** for the Amiga. **Leander** should follow on about the 18th of the month, but don't hold your breath for **Shadow of the Beast III**. It won't hit the shelves until at least February or March of next year.

Just What It Sounds Like

If you own a PC compatible and are looking to make a "sound investment," there are some new alternatives to choose from with the release of several next generation products. Ad Lib has announced their new **Ad Lib Gold** cards - the **Stereo 1000** ($299.95) and **2000** ($449.50). The **1000** is a complete 22 voice music system with a 12 bit stereo DAC/ADC, supporting voice recording and playback. The **2000** goes a step beyond with the addition of a SCSI interface and CD-ROM support. Both include a game port, microphone input and are fully downward compatible with current Ad Lib standards; the **2000** also comes in a micro channel version. Surround sound ($89.95) and telephone adapter ($99.95) daughterboards will be available for both, with a SCSI

Enchanted Realms™

The Premier
Adventure
Game Journal

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Charted Sectors
About The Disk Supplement

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 9 CONTENTS - AMIGA

It's not easy working for the FBI, or any other government security force. However, wait until you've had the chance to work undercover for the FBI — as a cannibal! This issue of **Enchanted Realms**™ for the Amiga features the mini-adventure **I was a Cannibal for the FBI**, a game created with **Visionary** and included with the **Visionary Programmer's Handbook**. In this adventure, your real identity has been discovered by the cannibals you had infiltrated, and you're now stranded on a desert island awaiting their forthcoming feast. Incidentally, you're the main course. As such, you only have a limited amount of time to secure your escape before you're up to your ankles in hot water — head first! This short adventure will give you an idea of just one of the many styles of games you can create with this new language. We hope you enjoy it.

To get started, boot with your Workbench disk as usual. Then, insert the **Issue 9** disk, open the disk window and double-click on the **ReadMe1st!** icon. Here you will find the necessary instructions for preparing and playing **I was a Cannibal for the FBI**. WARNING: Make sure you read this file BEFORE trying to play the game. You'll be glad you did! Several housekeeping chores need to be accomplished before booting up **Cannibal**.

ISSUE 9 CONTENTS - MS-DOS

This issue marks our first available with an MS-DOS disk. As such, we have arranged a special treat for all our new PC compatible readers and subscribers. "Aunt Martha has gone to her grave with a secret. A secret that no one can live without!" Your goal is to discover her secret as you play **The Last Half of Darkness**™, a haunting adventure by SoftLab Software Laboratories.

The Last Half of Darkness is an adventure in the gothic horror tradition. As the game begins, you find yourself at the ghostly mansion of your deceased aunt, a scholar in witchcraft and dark magic. You, her only living relative and heir to her estate, must now unravel the secrets locked up in her house. We wish you all success!

The version of **The Last Half of Darkness** provided on this disk is the new enhanced version just released by SoftLab with digitized sounds (PC speaker, Covox Speech Thing or Sound Master II) and VGA graphic support. Mouse support is also provided. This version REQUIRES VGA. An EGA version is also available. Please specify if you need that version when you order. Otherwise, there is a $3.00 exchange fee.

To install **Last Half**, place your **Issue 9** disk in the appropriate drive (A: or B:), change to that drive and type "Install". Follow the on-screen prompts. When you are asked to insert DISK B, simply hit the "Enter" key again. When the installation is complete, you will be in the Lasthalf directory. Type "Lasthalf" and your adventure begins!

We are able to bring you this adventure through special arrangements with SoftLab. However, **The Last Half of Darkness** is a shareware adventure. If you enjoy playing it, we ask that you register with the author. In doing so, you will receive a Hint Booklet and a completely packaged version of the sequel, and conclusion to the story, **The Last Half of Darkness II**. The registration fee is $20.00 and should be sent by check or money order to SoftLab Software Laboratories • 2012 Gregory Street • San Diego, CA 92104.

We believe you will enjoy this chilling adventure. But be careful. "Strange things begin to happen once *the last half of darkness approaches*..."

Mortaine's Caldron

A MYSTIC COLLECTION OF ODDS AND ENDS

Attack Of The Euro-Mags!

In the **Caldron** this issue we have some information on several overseas adventure publications that may be of some interest to you. We especially found the first publication listed below to be of high quality and a worthy investment.

Red Herring

There's nothing fishy at all about **Red Herring: The Adventure Magazine**. It's a very professionally produced A5 size (5.75" x 8.25"), comb-bound adventure periodical out of London. Marion Taylor, editor and publisher, is attempting to change the image of traditional UK "fanzines," which are produced, for the most part, as inexpensively as possible because of the limited readership (Hey, we understand that here, too!). From the first issue of **Red Herring**, I'd say she is doing just that. I am very impressed with this product and look forward to receiving future issues.

As for the contents, you will find much of the same that **Enchanted Realms**™ is known for: adventure news, reviews, features, hints, solutions (walkthroughs) and select maps. While many of the games reviewed in this first issue are not available here, or are older U.S. releases, **Red Herring** does offer a good selection of helps and solutions to recent and older adventures, plus an extensive solution database (covering over 1000 adventures) and a public domain library. A variety of 8- and 16-bit computer systems are supported in this 80 page plus, bimonthly adventure magazine. A good portion of reviews were of PC adventures, with some for the Amiga and ST. Of course, there were quite a few Spectrum reviews, too. **Red Herring** is available direct from Marion Taylor • 504 Ben Jonson House • Barbican, London EC2Y 8DL • UK. Subscriptions are £2.95 per single issue (UK and Europe), £4.50 (via airmail) for the rest of the world. To order more than one issue, simply multiply the cover price by the number of issues required. Please make checks and postal orders in pounds sterling payable to Marion Taylor.

The Adventure & Strategy Club

Another publication out of London is comprised of **The Adventure & Strategy Club Reference Book**. Membership in the **Club** entitles you to receive bimonthly updates to the **Reference Book**, which itself is comprised of A5 size loose-leaf packs of adventure-related news, reviews, solutions and helps (an optional binder is available). While not up to the same finished quality of **Red Herring**, the information provided is helpful. As with most European adventure publications, coverage is system wide with a high emphasis on 8-bit Spectrum products. Subscriptions are £24.00 UK, £30.00 Europe, £30.00 for the rest of the world by surface mail and £48.00 by airmail. A Sample Pack is also available for £5.00, which is the route we recommend if you want to check out this publication. Please send checks and postal money orders in pounds sterling, made payable to **The Adventure & Strategy Club** • 17 Sheridan Road • London E12 6QT • UK. Telephone 081-470-8563.

SynTax Adventure Magazine

Here's number three for this issue. **SynTax** is a bimonthly disk magazine for the Atari ST which will run on the Amiga with a PD Atari emulator (external drive required). When the emulator, included with your first disk, is run, "Your Amiga [is] down-graded to an ST!" All text files on disk are then accessible, but graphics are not. **SynTax** includes the same collection of adventure related materials as listed above. Plus, a PD library of ST, Amiga and PC adventure games, solutions and demos is available. Please send checks and postal money orders (pounds sterling), made payable to S. Medley, to: **SynTax** • 9 Warwick Road • Sidcup, Kent DA14 6LJ • UK. Indicate if you want the ST or Amiga version.

What's An Arp.Library?

Some of you experienced a problem trying to view the maps on **Issue 8**. When loading them you were greeted by a requester saying you needed the arp.library. Well, if you didn't find it yet, it is on disk. Go to the AmiGraph drawer and double-click on the InstallArp icon. This will copy the arp.library into your Libs: directory on Workbench. Sorry for the lack of info!

Change Of Address

For those who have enjoyed playing **Rings of Zon** (Amiga), there is a new address for sending in your shareware registration. Apogee Software Productions • P.O. Box 476389 • Garland, TX 75047 • 800-852-5659. Also, for those who own a PC compatible, you will find several excellent arcade-oriented adventures produced by Apogee available from the **Adventurers' Guild**.

Zoo Closed

During the period of July through September 1991, we tried unsuccessfully to reach Electronic Zoo personnel. After placing six phone calls on six different occasions, and leaving six messages for them to return our calls, we have yet to hear from them once. Since July, they have had an answering machine taking all their calls. Though the message given is that they are just "out of the office," and that if you leave a message they will "return your call," we can only assume that they are out of more than just an office. At this time, we have had no official word that they are out of business. However, they have failed to return even one of our calls, and we suspect that they have, for all practical purposes, "shut off the lights and locked the door." We would certainly recommend that you be cautious about purchasing any products marketed by the Zoo, as customer support most likely receives the same degree of attention that we have been afforded.

We sent a copy of the above to Electronic Zoo several weeks ago and, as of press time, have yet to receive a reply. We have also received a report from one of our contributors, who actually drove to their headquarters, that "the offices were dark" and that no representatives were on the premise.

Dimmer Dungeons

Cinemaware's
The Kristal

By Marci Rogers

he old knight, Sagramell, has travelled to his next waystation, but the glow of his aura lingers in the taproom, lending a golden sparkle to Maeve's delicate features. For a few moments she sits lost in reverie, then she notices that you have lingered near her. She smiles softly at you, her unspoken words louder than any shout.

"I would go adventuring," you tell her, "right now, this moment, through time, or space, in search of noble deeds."

Her smile widens. "I do believe a bit of the Paladin lingers in you, young one, and I do happen to know of one adventure that does speed you through the distances of time and space in pursuit of a beautiful lady and a crystal that will save the universe; an adventure in which you have only a sword, your wits and the forces of Good to aid you...

A Little Fancy Dancising

In Cinemaware's **The Kristal**, you become Dancis Frake, an erstwhile space pirate who wakes up after a riotous night on the town to find himself on a strange planet and suffering from a memory loss to boot. "What is happening?" Dancis asks, and it's a good question. Repeating it will glean a lot of information from the characters you encounter, and you must be able to communicate successfully to win in this adventure.

The plot is the typical swashbuckler. A magical Kristal which could save the universe has disappeared, the beautiful princess is being forced to marry a man even his mother couldn't love and only a hero born in a certain birth "dek" can save the day — and the world. Guess who? Aw, you guessed.

As heroes go, though, Dancis dear, you're not exactly perfect, and your career as a space pirate has been less than successful. However, once you find your way into the Kring's palace and hear Nedrod's interesting story, you decide to give the hero business a try. Your resolve is bolstered by the Kring's skringles, and your-mutual-love-at-first-sight meeting with the Princess Feydle Beydle.

Space Operetta

If the plot is beginning to sound like a musical-comedy, your perception is improving. **The Kristal** is a European import based on a long-running British musical. Since some of the characters you meet are very intriguing, but your interaction with them remains superficial, you'll wish you had tickets to the show before the game is over. The software, however, limits you to a few pertinent questions detailed in the manual and sends you from planet to planet collecting the objects required to solve the not-so-difficult puzzles and defeating sword welding opponents in order to gain the physical and psychic strength you need to overcome the trio of villains and rescue Feydle at the end.

Pretty Pictures

The backgrounds are lovely, although Dancis simply moves across them for the most part, and the impeccably digitized British narrator in the starting sequence is simply smashing. I only wish the end of the game had echoed the beginning instead of the simple "Well, you won," screen.

Overall though, the game is extremely attractive, both in graphics and ease of play. It's joystick based, with dialogue and game functions controlled by function keys. Even though it suffers from the European penchant for an overabundance of on-disk copy protection (all four disks in this case!), you won't be plagued with too many disk swaps if you have two drives. With one drive, the swaps can be tedious, and, obviously, it's not hard-drive installable.

Sound effects are only average, and music is non-existent, ironic considering the plot's source. Also, while the package claims it will run on a 512K system, it's subject to crashes with that memory limitation, although it has no problems with 1MB or more. It will run on Workbench 1.2 as well as 1.3, but doesn't do well under 2.0.

No Experience Necessary

The greatest virtue of this game is its entertainment value. It really is fun to play, and is accessible by all levels of adventurer, including the complete novice. Even the experts who finish it quickly will have fun doing so. Only die-hard arcaders are advised to look elsewhere. The sword sequences and the space battles with the monsters that fly in predictable circles are just not tough enough for true "joystick jockeys".

For Once, a Helping Hand

Cinemaware is no more, and that usually means an exhaustive search for an out-of-print software product. However, in this case, Amiga players will get a boost, for once, from an MS-DOS conversion. **The Kristal** was developed first in the Amiga format, with the PC compatible version following much later. This late release spurred a renewal of interest, and this has been enhanced by the current interest in swashbuckling themes in other media. Therefore, a copy of the program should be fairly easy to track down, and is well worth the effort. You may even find it on sale.

Buckle on That Swash

Maeve pauses to wait for your reaction, but you are already halfway up the stairs to your room at the RealmsHead. That outfit you wore for **Pirates!** *is right on top of the chest in your closet, and Morggon ought to be able to hone and polish your sword before sunset. Adventure awaits out there in space, and Dancis is counting on you.*

ALTERED DESTINY

™

Reviewed by John E. Gray

It's amazing what technology can do these days. There are telephones that allow us to talk to anyone in the world from our automobiles, and stoves that cook without the burners getting hot. Machines can even be controlled via wireless remotes, and computerized watches do much more than just tell the time. In fact, strange, new developments have taken place in the video industry. Have you ever seen a television that also has the power to transport you to another universe? A universe who's very existence and survival depends on you? Well, P.J. Barrett would have scoffed at those last two lines until one night...

You are My Destiny

In **Altered Destiny**, you are P.J. Barrett and your adventure begins innocently enough. Finishing up a tough day at work, your best gal, Trudy Foxlitner, calls and promises "something special" for the two of you later that night. Hardly able to control your libido, you rush home, stopping only to pick up your television set from the repair shop. As you enter the store, you hold the door for a Conan-like guy with a sword slung on his back, carrying a television. After making sure that you're seeing properly, you enter the store to get your own set.

Unfortunately, you're told that there has been some kind of mix-up and that the man who just left had gotten your TV by mistake. The bad news is that he is going to be out of town for quite some time. The good news is that you're given his set as a loaner, and it's one of those newfangled "hi def" sets. You acquiesce and take it home to begin your evening with Trudy.

Something Special

Trudy arrives and shows you the "something special" she had promised — a little hint of a garment. She slips into the other room to put it on, while you plop yourself down in front of the TV. Then, to your surprise, as you turn the set on via the remote control, you experience a sudden vertigo and begin to feel quite ill. You close your eyes until this sensation passes. Upon opening them again, you look about in confusion. No longer in your living room, you are instead floating in the middle of nothing.

You sense a presence, and suddenly in front of you, an apparition appears. It is Jon Quah, the being who brought you here. However, he is quite taken aback by your presence. It seems that more than just the television sets were switched by the repair shop's incompetence. Had you been given the proper TV set, you'd be home with Trudy right now, and the neanderthal for whom you'd held the door would be here. Unfortunately, Jon Quah has not the power to send you back and correct the mistake. You will have to suffice.

So, Jon Quah tells you of a Jewel of Light and its power for holding his universe together. He tells you how his brother,

Helmar, has taken this Jewel, and that its power has become too strong for Helmar to control and still maintain a firm grip on reality. The universe that you are now in is crumbling apart and cannot be restored until that Jewel is removed from Helmar's control. The only hope is for someone from another universe to recover this jewel, a warrior that Helmar cannot sense. You are that warrior.

Looking down at your "battle clothes," the pajamas you had put on for Trudy, a million questions come to mind. As you draw the breath to speak them, your surroundings suddenly change. You're "adrift" on a rocky cliff of some sort, and must decide on your own just what to do.

Step Right Up to the Platform

Altered Destiny, from Accolade, features "Enhanced 32 Color Graphics." What this means is that the game was originally created for the MS-DOS gaming environment, but when ported to the Amiga, was altered accordingly to take into account the Amiga's strengths and weaknesses over the other platform.

For the most part, Accolade has succeeded in doing this. The game does not have that "ported" look. Animations are smooth, graphics are colorful, and ambient music is nice. This adventure looks like it was created ON the Amiga, rather than just looking like it was created FOR the Amiga.

This is not bad, either. I recommend **Altered Destiny** as a great game to play while waiting for **Dungeon Master III**. It is difficult enough to keep the seasoned adventurer happy, yet easy enough to capture the attention of a beginner. Created by Michael Berlyn, the designer behind **Infidel**, **Suspended** and **Oo-Topos**, this is a competent adventure. The characters are intriguing, and the situations puzzling.

Puzzling Graphics

One must pay close attention to the animated graphics that occur in **Altered Destiny**. There are several instances where there are no clues given to direct you to the solution of a puzzle, with the exception of animated objects designed to lead you to the correct answer. You will find that many puzzles in this adventure are graphically oriented in one sense or another.

The interface is modeled along the Sierra line. P.J. is controlled with the cursor keys, or by pointing the mouse where you would like him to go. A control is provided to speed up or slow down the animation of P.J. as he walks. This is very useful, as it gets to be a bit tedious to wait for your character to get from point A to point B. You can also elect to turn the music on and off as you like.

Interaction with other characters in the game world is provided by a type in text-entry window. Unlike some of the newer adventures, conversation is still handled in the old-fashioned way by asking questions, rather than simply choosing between several preset responses. Depending on your perspective, this could be a positive or negative feature.

Seeing Red

Altered Destiny comes on six disks and is hard drive installable. Included with the Amiga version is a free clue book. Using the provided red filter, you can get help in subtle ways through hints, or you can make use of the maps and complete walkthrough. The choice is yours. Bought separately, by those who purchased the MS-DOS version, this clue book retailed for $12.95. Amiga counterparts, however, receive it as part of the package, along with an **Altered Destiny** art print.

Copy protection appears in the form of a codewheel which represents an ancient Divination Aid. This "aid" plays no part in the storyline at all, and just succeeds in getting in the way of playing the game. At least it's used only once at the beginning and can then be put away for the duration of the play session. My favorite off-disk copy protection scheme was **Rocket Ranger's**, where it at least played a vital role in moving the game forward. It required that you enter the amount of fuel needed in your jetpack to fly to a certain location. This was information available only on the codewheel. In addition, the more you played the game, the less you needed the wheel, as you learned how much fuel was needed to move about. Copy protection that slowly fades over time! I wish **Altered Destiny** had used the wheel a bit more intuitively.

The game installed properly on my hard drive with no problems whatsoever. I even installed it on a Syquest removable hard drive and it didn't burp at all. **Altered Destiny** runs on stock and accelerated Amigas. It also worked fine on release 2.0.4 of the new 2.0 system software, the finalized version of Workbench 2.0.

Slip into Something Comfortable

All in all, **Altered Destiny** is a game worth spending some time with. Kudos go to Accolade for not abandoning the Amiga marketplace, and for putting some extra effort into conversions from the PC world.

Enchanted Realms™
DISTINCTIVE
Adventure Award

Overall: 91		Altered Destiny		Price: $59.95
Category: Animated			Accolade	**Difficulty:** Apprentice
Gameplay:	89	Graphics: 85	**Compatibility:** Amiga 500-3000; Workbench 1.3, 2.0	
Interface:	91	Audio: 84	**Required:** 1MB RAM	
Atmosphere:	90	Innovation: 79	**Recommended:** Hard Drive or Two Floppy Drives	
Documentation:	94	Mechanics: 90	**Protection:** Codewheel **Options:** Clue Book Included	

The Lord of the Rings™

Reviewed by Millie Miller

Bilbo Baggins, being that it was his eleventy-first birthday, has decided to throw the biggest birthday party ever, both for himself and also for his nephew Frodo, who had "come of age" at 33 on the very same day. Every detail was planned right down to the tiniest one — food, music and fireworks (complements of Gandalf). Everyone who was anyone came to be entertained by the owner of Bag End. However, little did anyone know what Bilbo had up his sleeves (or in his pocket) that day — except for Gandalf and Frodo, of course. As Bilbo stood to give his birthday speech, his hand was poised just inside his pocket. Having said his good-byes, he slipped his finger into the Ring and disappeared much to the surprise of his audience. All of Bilbo's possessions were now Frodo's, including the Ring.

> Three Rings for the Elven-kings under the sky,
> Seven for the Dwarf-lords in their halls of stone,
> Nine for Mortal Men doomed to die,
> One for the Dark Lord on his dark throne
> In the Land of Mordor where the Shadows lie.
> One Ring to rule them all, One Ring to find them,
> One Ring to bring them all and in the darkness
> bind them
> In the Land of Mordor where the Shadows lie.
>
> —J.R.R. Tolkien

Frodo lived on at Bag End for quite some time. Then, one day many years later, Gandalf showed up in the Shire again. Thus, the adventures of Frodo Baggins begin...and so begins Interplay's **The Lord of the Rings: Vol. I**.

Packing Your Bag

You begin by slipping into the role of Frodo, who has just sold Bag End and all of his possessions (except for the Ring, naturally) to Lobelia of the Sackville-Bagginses. When the game commences, you are standing outside of your home with Sam and Pippin. Recruit them right away and then enter Bag End one last time before you have to relinquish the key to Lobelia who, if you don't give her the key, will cause you much grief.

Lord of the Rings employs an easy to use point-and-click interface. The terrain of the game world is shown from a birds-eye view and fills the entire screen, with each member of your party being represented by its own icon. Travel, which covers over 9000 screens of Middle Earth terrain, is accomplished with the keyboard arrow keys or by mouse, using the left mouse button. The right mouse button brings up a menu which covers the lower third of the screen, and from which you can select a leader, recruit or dismiss party members, trade, equip, purchase weaponry or other items and employ magic. Checking your party's stats and handling character interaction are also accomplished through this pop-up menu. In addition, it automatically appears during combat sequences so that you can equip your characters, attack or utilize magic.

Talking in Circles (or Is That Rings?)

Character interaction in **Rings** is crucial. As you encounter other characters (hobbits, elves and dwarves), you must "listen" to what they have to tell you. By questioning them for "news," they will give you little hints, warnings or just plain old gossip. Occasionally, you may gain an item or acquire magic or other skills.

Questioning other characters consists of your typing in one- or two-word leads in the Talk menu. As they give you information, this will provide you with more from which to question them about. Some characters will provide you with very little information, while others will keep going on and on and on...and some will just be very cantankerous. Always remember to question a character as thoroughly as possible before you try to recruit him. For if you recruit a character without talking to him, you may lose your chance of gaining vital information.

On the Scram

As mentioned above, combat scenes automatically bring up the menu from which you can choose to attack an enemy, utilize magic or equip your party. You can also decide to pass on a move if necessary. In the combat area, you must move into position before you can attack your enemy (hopefully before he attacks you). If I found my party of characters in combat too early in the game, before I had a sufficient party assembled, I found it best to flee (by moving off the combat screen), if possible, or hide. However, you don't want to run away if you have any unconscious characters as they will die. In addition, some hostile enemy characters, like Ringwraiths, will hunt down your characters even if they flee.

During combat, a character will take damage to his life point total. If his total should drop between one and five points, he will become unconscious. Less than that, of course, results in death.

Developing Good Hobbits

Each character is equipped with a number of skills at the start which may include: Jump, Perception, Hide, Charisma, Hobbit Lore, Brawl, et cetera. The skills listed for each character may be a mixture of active skills (jump, hide, picklocks), lore skills (Hobbit, Elven or Dwarf lore) or combat skills (axes, bows, swords). The only skills that need to be triggered by the player are the active skills. All other skills are automatically used when the situation requires them. During gameplay, skills may be acquired in a couple of ways — by chance encounters (very rare) or by learning from an expert (the most common way). Make sure to take advantage of acquiring all the skills you possibly can.

Stop, Look and Listen

The game graphics in **Lord of the Rings** are nice, though the characters are very small in order to be able to move about the landscape. Graphics employed in the introduction, however, are a little bit better due to the size of the images used. The introduction is presented in a slideshow fashion with text and "life-size" characters sliding onto the screen. This same style is also used very effectively as a transition from one portion of the game to the next.

Music adds a nice audible touch when something special has been accomplished; however, the sounds or beeps when clicking on menu selections do become quite annoying. Luckily, there is a selection on the options menu to turn off these sounds. This selection turns off all sounds, however, including any music provided. There should really be separate controls for turning off sounds or music or both. (This feature is effectively employed by Dynamix and other game vendors in their adventures.)

Lord of the Rings comes with a very extensive manual which includes everything except a hobbit's pipe. It contains lists and explanations of all skills, magic, weaponry and armor. There are also lists of the people and places found in the Shire and throughout Middle Earth. If you are unfamiliar with Tolkien's works, there is a history section to update you on what has taken place prior to the beginning of the game. The manual also includes paragraphs that the game will instruct you to read on occasion which are important to gameplay. It even includes a complete map of the Shire, plus a separate, though very simple, map of Middle Earth from the Shire to Mordor.

Breaking Some Bad Hobbits

I do have a few gripes with the game, but only a few. The first (and most tedious during gameplay) is that you cannot travel diagonally. The game has many roads that you will want to follow — roads that run in a diagonal line. Trying to following these entails a lot of up-and-over-and-up-and-over type of movements. Being able to move on a diagonal slant would make travel through Middle Earth much less painful.

Sometimes, a quirk or bug surfaces in that a non-player character can appear in multiple places simultaneously. My party came to a portion of road upon which two NPCs were "posted." These two characters could be seen standing there quite clearly. They stopped to talk to the first NPC. His name was Daddy Twofoot. They then went on and spoke to the second...Daddy Twofoot. After speaking with this second Daddy T, they entered a nearby house where they found...Daddy Twofoot. And, at the next house...another Daddy Twofoot (I believe that's about eight feet I've run into by now). Another NPC by the name of Anson Goodbody also appeared in two places at once which almost lost a reward I was to receive for returning his lost dog. The dog was to be taken to Anson in his home. When I saw Anson Goodbody on the road, I gave him his dog...nothing. I reloaded the game, took the dog to the house (Anson was still standing by the road, and in the house) and received my reward. Upon reloading again, I did not run into this identity crisis.

The third and final shortcoming of **Rings** is that you only have two game saves. On a floppy disk set up, you can have multiple save game disks onto which you can save these two games. However, on a hard drive, you can only save two games — period. To remedy this, I created a directory to copy my saved games into. This way, if I botched up, I could restore an earlier saved game. However, if you are like me at all, you will want to save quite often, and to various files. **Rings** makes this an unnecessarily difficult task. For an adventure game, this is a severe shortcoming.

A Familiar Ring

Overall, even with the few above-mentioned gripes, **Lord of the Rings** is well worth your running out and buying a copy. It is an adventure true to Tolkien lore. So, grab your pipe and pipeweed, fetch a bowl of mushrooms and sit yourself down in front of a nice, toasty computer screen this winter for an adventure through Middle Earth.

Overall: 88		Lord of the Rings		Price: $54.95	
Category: Role-Play		Interplay		Difficulty: Apprentice	
Gameplay:	92	Graphics:	90	Compatibility: Amiga 500-3000; Workbench 1.3	
Interface:	88	Audio:	82	Required: 1MB RAM	
Atmosphere:	92	Innovation:	89	Recommended: Hard Drive or Two Floppy Drives	
Documentation:	96	Mechanics:	89	Protection: Manual Options: Clue Book Available	

SECRET OF THE SILVER BLADES

Reviewed by Ken St. André

Secret of the Silver Blades is an AD&D adventure in the Gold Box series from SSI. Originally released in 1990 for MS-DOS and C-64, there is finally an Amiga version. That's one good thing about SSI games — they eventually support all the major platforms.

As adventures go, **Secret** is hack-and-slash dungeon delving at its finest. There are a good 200 hours of play in this game, 195 of which will be spent in slaying monsters. I must have depopulated an entire nation of minotaurs while turning displacer beasts, mobats and phase spiders into endangered species. In a sense, the **Dungeons & Dragons** combat is both the strength and the weakness of all the Gold Box games. If you don't like to fight, then stick to Lucasfilm games instead.

Summoned to New Verdigris

The game begins with your stalwart party of adventurers summoned by the Well of Knowledge to aid a town of miners who are being overrun by monsters from the deeper levels of their gem mine. (I wonder why it's a generic gem mine. Couldn't it have been a diamond or opal mine? It wouldn't hurt to be specific once in a while.) You can either use a preset party of adventurers, import your own intrepid party of characters from **Curse of the Azure Bonds** or make up an entirely new set of characters. In any case, this magical summoning is a good excuse to strip you of any potent magical objects you may have owned after finishing earlier adventures. You arrive in the nude and must settle for a few low-grade pieces of armor and weaponry that the town can dig up. That hardly matters. You will take better equipment from your first few conquests as you begin the struggle.

In the best tradition of the Magnificent Seven, these townies prefer to let you fight the monsters while they continue with their mundane lives. The monsters, of course, are only a symptom of the deeper problem. As you wander through town and the nearby ruins of Old Verdigris, the town that was in this location 300 years ago, you will start to pick up clues to the real problem.

Well, Well, Who's Got the Well?

As you learn the story of the Castle in the Ice and the Dreadlord Lich who was imprisoned in a glacier 300 years ago by a band of heroes known as the Silver Blades, you'll begin to realize the true magnitude of your task. Killing a few million monsters isn't all you have to do. There's a well to liberate from an ancient Red Dragon, a network of teleportation gates to reactivate, an organization of evil magicians and warriors known as the Black Circle to defeat and the priests of the evil god Bane to thwart. Plus, there's at least a three-way power struggle going on for control of the frozen castle. Are you actually working for the beleaguered townsmen, or are you pawns in a deeper game? Actually, you've got to seek and slay an evil wizard. Sound familiar?

Before you get too far into the adventure, you'll have to face the dragon that guards the well. Killing the dragon will free the Well of Knowledge and give you more clues to what you need to continue your quest.

Mine, All Mine!

If you wander in the ruins long enough, you'll find the entrance to the jewel mine. Inside the mine, there's a temple where an ancient dwarf will tell you about the Silver Blades and set you on a quest that will cause you to explore every level of the jewel mine. You may have to leave it and return to town, but try not to do so too often. It's guarded by the Black Circle, and every time you return to the surface, you're in for a tougher battle than the last time. Try to stay in the mine, and go on to the dungeons below the castle, and finally the castle itself.

Quibbles and Technicalities

It's a shame that SSI doesn't really develop games for the Amiga. **Secret** is an excellent port, but it looks like it. You can customize the characters to suit your fancy, but they don't look any better than they do on the C-64 or PC compatible. Adding the mouse interface makes it a little easier to choose colors, but doesn't really improve the sprites any. Pop-up pictures show townsmen, scenery and treasure. The art is

excellent, but not very logical, and much too repetitive. The mazes in town, mine and dungeon are just walls. I'd like to think that after all this time, a game company could do something to individualize the scenery.

There are places where you can repeat the same action infinitely. For example, there are spots in the mine where you can dig gems out of the wall. I get bored easily, so I stopped after excavating a few dozen gems, but one could easily stay there and dig for hours until your characters couldn't move under the weight of gems.

I also can't help wondering about the armory in town. They don't have much equipment to sell, but they have an infinite supply of gold and platinum. Even after you sell them hundreds of magical weapons, armors, spells and jewelry (and you will — it's almost the only way to make any money), the objects for sale are limited to the same few ordinary weapons and things that they started with. It is little things like this that may make for easy programming and quick gameplay, but I think a little effort invested in giving the shopkeepers a personality and memory would improve the gameplay immensely. NPCs should be able to surprise or delight characters once in a while.
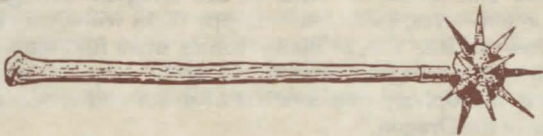
Secret is installable on a hard drive, and that's a good way to play it, although it only takes two disks so there's not much swapping required. Mouse, joystick and keyboard are all supported. There is no physical copy protection, but you will need keywords from the Adventurer's Journal and also from the rulebook every now and then. You can ignore the rulebook — the interface is self-explanatory — but you will need the journal. All of the most interesting parts of the story are contained in print there.

I also had some trouble with the program crashing on me in certain places, and with characters suddenly deciding to act on their own. I don't understand why characters sometimes seize control of their own actions. If they fought intelligently like the NPCs in **Ultima VI**, it wouldn't be bad, but they don't. I advise against using the auto-combat feature. Your characters, especially the mages, may do more damage to each other than to the foe.

Sworded Conclusion

Secret of the Silver Blades is the third in a four volume saga of evil that began with **Pool of Radiance** and will conclude with **Pool of Darkness**. If you love D&D combat, then you should love the game, but in truth, there is nothing very new in this "exciting" episode. It is just two hundred hours of monster hacking without any real puzzle solving, in order to "seek and slay an evil wizard." Play at your own risk.

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 **Scott Bowen** of Los Alamos, NM and **Tom Reiter** of Bloomington, IL. **Scott** won a copy of **Spell Bound** and **Tom** acquired a copy of **Wonderland**. Thanks for subscribing to the Premier Adventure Game Journal, **Enchanted Realms**™. We hope you enjoy your new adventures!

Tournament Winners

The time has arrived to announce our regular **Tournament of Wits** contest winners. **Issue 7** of **Enchanted Realms**™ featured two contests: **Wonderland** and **Visionary**. From the entries to the **Wonderland** Contest, we had five very fortunate winners: **Dan Barber** of Colorado Springs, CO; **Robert Pearson** of Mt. Jewett, PA; **Lance Peel** of Robinsdale, MN; **Richard Rebich** of Michigan City, IN; and **Bill Roufs** of San Diego, CA. Those who won a copy of **Visionary** include **Art Asin** of Cardiff, NJ; **Jon Bertrand** of Salt Lake City, UT; **James R. Davis** of Clermont, FL; **James M. Lovett** of Tempe, AZ; **Roderick Grant McDonald** of Valley Springs, CA; **Scott A. Slingsby** of Perkasie, PA; **John Edwin Speg** of Brooksville, FL; **Robert D. Swan** of Edmonton, Alberta Canada; **Lynelle Van Horn** of Reston, VA; and **Stefan W. Zurakowski** of Warsaw, IN. And, in addition to all these winners, we had five other winners in our **Lord of the Rings** Contest from **Issue 8**. They are: **Adam Altson** of Spring Valley, NY; **Michael L. Barta** of Houston, TX; **Carl Lund** of Bruno, MN; **David Palmer** of Williston, SC; and **Lynelle Van Horn** of Reston, VA (winner of two consecutive contests). 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. So, be sure to enter!

Overall: 82		Secret of the Silver Blades		Price: $49.95
Category: Role-Play		SSI		**Difficulty:** Apprentice
Gameplay:	85	Graphics:	80	**Compatibility:** Amiga 500-3000; Workbench 1.3, 2.0
Interface:	90	Audio:	70	**Required:** 1MB RAM
Atmosphere:	85	Innovation:	70	**Recommended:** Hard Drive or Two Floppy Drives
Documentation:	90	Mechanics:	75	**Protection:** Manual-based (Keyword Look-up)

Rise of the Dragon

Reviewed by Rick Henly

The year is 2053. Los Angeles has become a city of pollution, drugs and decay. Politicians possess a "who cares" attitude and you, William "Blade" Hunter, have been forced into early retirement from the L.A. police force because you didn't follow the rules. No, you followed a special set of rules, Blade's rules.

So, you're a private investigator now. You live in a small two-room apartment waiting for your next case, wondering how you'll pay the bills. Clothes lie in a heap on the floor and you haven't shaven in days. You seldom see early morning hours, since you usually sleep 'til noon. The one person who could change your lifestyle, Karyn, works somewhat more regular hours at City Hall in the Records Office.

Just Another Drug Overdose?

A young girl buys a special "patch" from someone off the street one evening. Walking into a deserted alley, she applies it to her neck while wishing the cares of her life would pass silently away. Once the drug begins to work, she realizes something is wrong. Screaming in agony as her body changes into something grotesquely inhuman, she dies, alone, in that alley. Wanting to obtain a release from everyday troubles cost this girl her life. She had no way of knowing just how important her death would become.

Just Another Pretty Face?

The mayor of Los Angeles, Vincent Vincenzi, has a young daughter that, as it turns out, was involved with some not-so-nice individuals. The police found her deformed, lifeless body that night in the alley and immediately contacted him. Other reports had already been filed relating to mutated or deformed drug addicts who had overdosed. Now, it was personal. Mayor Vincenzi had to find who was responsible for his daughter's death and bring them to justice!

An offer He Can't Refuse...

Blade Hunter! The mayor knew Blade had always used a brash, wisecracking personality to get the job done. Now, as a private eye, he knows his way around the seedier parts of town where a police officer might not be able to go — like the Pleasure Dome. Anything can happen inside those walls. Blade will do quite nicely. I'll offer to take him back onto the force and reinstate his pension. How could he possibly turn the mayor down? And if he doesn't help, well, it's a rough town out there.

No Leisure Suit Now

Sierra and Dynamix have come up with a unique blend of adventure and arcade in **Rise of the Dragon**. The game comes on ten — yes, I said ten — floppy disks with over eight megabytes of data. You, as Blade Hunter, must find the killer of the mayor's daughter, and in doing so, stop the events leading to a prophecy that foretells of death and chaos, and the "Rise of the Dragon."

Dynamix indicates that this adventure is the first to use the DGDS (Dynamix Game Development System). There is nothing to type in; the game uses a point-and-click mouse sequence for objects and actions. The left mouse button allows you to "use" an object while the right button enables the "look" feature. It took me some time to become oriented to this during play of the game.

An inventory of objects can be accessed in two different ways. Clicking the left mouse button while the cursor is over the Inventory Icon in the lower right part of the screen gives a Quick Inventory, while clicking the right button provides a picture of your character, as well as his objects — the Main Inventory. While the inventory is being viewed, time can be accelerated either in minutes or hours by clicking on VCR-type buttons at the top of the window. Thus, you can get to a meeting early and just click off a few minutes until your "friend" shows up.

The cursor changes in different locations on the screen to indicate the actions available, like when a conversation can be held or where an exit is located. A small arrow indicates that an "action" can be performed to an object on-screen. You might want to flush the toilet in Blade's apartment as an example. Just pull the handle down. This type of control is reminiscent of **B.A.T.** by Electronic Arts. Many things could be accessed by the cursor on each screen.

Rise of the Dragon can be played from floppies or a hard drive. Because of the number of disks involved (ten), gameplay is a little frustrating from floppies. With all the graphics, music and scene changes, numerous disk swaps are required. The manual recommends installing the game on a hard drive. After playing 10 to 20 minutes using floppy disks, I do too.

The graphics in **Dragon** are good, while the music is exceptional. The detail in individual scenes is a nice touch as well, with small animations and sound effects adding to the atmosphere of the game. The bits of paper blowing in the breeze at the Pleasure Dome or the horns honking at City Hall make this game a level above most adventures. There is, however, a price for quality. A critical fact of the game is

memory. You must have at least one megabyte to run **Dragon**, and the more you have the better the game will look during play. Detail in the graphics and the number of animations will be greater with more memory.

The most interesting part of the game is what happens while Blade is doing something else. These "meanwhile" segments, with their own numerous animations, give life to the story and even though you, the player, see them, Blade has no knowledge of them until gained through experience during the game. Travel from one area to another is accomplished by means of the Em-Way, a futuristic subway linking all of Los Angeles. A three-dimensional map of the city can be viewed showing destinations of the futuristic train. More destinations become available to Blade after completing certain tasks or talking with specific people. Or, he could always go down to Momar's Hovercars and pick up something sporty of his own.

This adventure differs from many in that there are no points to be earned and no way to tell exactly how you stand in the adventure. You can really get wrapped up in the situations thinking that your next conversation or action might be setting up the final confrontation with "The Dragon." The game has an on-screen clock, so you can make it to an appointment on time or know when it's time for Blade to get some rest. As a rule, it's best not to sleep just anywhere. Friendly surroundings are easier to wake up to, or next to.

Not a Kids' Game

Rise of the Dragon is written as an adult adventure. In many situations, the programmers tried to use language or actions as they thought would actually take place between characters in future Los Angeles. You should be careful about young people playing this adventure. There are a lot of colorful metaphors, and it could be considered suggestive. There are drugs, death, sex and a moral statement. Is this just a game, or a glimpse into the future?

Just the Facts, Ma'am

As you wander through future Los Angeles, you can interact with many people. Some are helpful if questioned correctly, while others are such that you should avoid all efforts to anger them. Your personality, as being reckless and brash, could get you into trouble with the wrong people. Documentation boasts that the characters you interact with will remember what you say. So, you may only get one chance to make a good first impression. Sometimes, however, if you have the right item in your possession, that person could become an ally. Or, just not break your neck.

Many areas require investigation, and many items must be located and used during the game. In fact, **Rise of the Dragon** has been written to allow different ways of reaching the same conclusion (by means of plot branches). What I do to win the game might not be the same as the next person.

However, whatever course is taken, save regularly. **Dragon** has a save game feature that is very useful during the investigation process. Up to twenty games can be saved in each directory. Additional directories can be made for the frequent game saver (or several different players). The documentation is written with a sense of humor as wry as Blade's. There's even a comic book to read before you start. Check out that ad for the World War 3 Action Set. Two hundred-four pieces for 19.95 credits. What a deal!

A No-lose Situation

This adventure also includes three arcade sequences which all occur near the end of the game. The point-and-click mouse method is used here as well. This method of control seemed awkward to me, being a joystick jockey, but after losing numerous lives, I finally got the hang of it. Another point about these arcade excursions is that you can't lose. Once you make it to these sequences, the game, in my opinion, loses a little. It recognizes that some adventurers are not arcade junkies, pardon the pun, and allows you to automatically win the arcade sequence if you don't do very well repeatedly. The chief problem encountered here is that the final arcade sequence is the battle that the adventure has been leading up to since Blade took the case. If you choose to auto-win, it seems to take some of the fun out of the game.

Overall, **Rise of the Dragon** kept my attention in front of my monitor. The game has replayability because you can go back and try doing different things to see what happens. The only drawback to the game, other than too many floppies, is once I was finally getting into it, and actually beginning to think like my on-screen persona, the game ended. I saved the world from an inhuman demise, but I had a little unfulfilled feeling in my stomach. I think Dynamix wants me to feel that way. I wonder...? Is there going to be a sequel? Will Blade and Karyn tie the knot? Will Mayor Vincenzi get re-elected? Will Blade ever have to shave? I don't know. However, my wife wants me to help her clean up the house. Seems she can never find the vidphone remote, and she continually tells me how hard it is to clean those moisture rings on the computer desk from cans of bio-pepsi.

Overall: 88		Rise of the Dragon		Price: $59.95
Category: Graphic		Dynamix		**Difficulty**: Novice
Gameplay:	83	Graphics:	88	**Compatibility**: Amiga 500-3000; Workbench 1.3, 2.0
Interface:	85	Audio:	95	**Required**: 1MB RAM
Atmosphere:	92	Innovation:	90	**Recommended**: Hard Drive or Multiple Floppy Drives
Documentation:	85	Mechanics:	85	**Protection**: None **Options**: Hint Book Available

DEATH KNIGHTS OF KRYNN

Reviewed by Marci Rogers

Here We Go Round the Mulberry Bush...

Wizard (magically): Let us sally forth on great adventure.

Knight (valiantly): Yea, verily.

Rogue (apathetically): We did that last week.

Knight (boldly): Let us conquer vast gatherings of vile monsters, with my sword.

Wizard (proudly): And my magic.

Rogue (yawningly): We did that last week, too.

Wizard (excitedly): Let us face the cruelest necromancer known to man, in the highest tower.

Knight (quiveringly): Where terror may conquer our hearts.

Rogue (sleepily): We did that last week, and the week before.

Knight (testily): Then let all who reek of evil be undead.

Wizard (scathingly): And let my best spells fail against these minions.

Rogue (snoringly): Zzzzzzzzzzzzz.....

The Mulberry Bush, the Mulberry Bush...

When I interviewed Roberta Williams, she spoke of a need for software companies to maintain focus. While it seemed a good and valid point, I don't think either of us realized that she was about to rival the prophetess, Cassandra, before the Trojan War. Software sales figures for 1991 have been depressing in most areas, and many companies have "taken steps" to alleviate this condition, a process which approximates chickens running around with their heads cut off to those of us "outsiders" who remain observers. Personnel departments for some software houses resemble revolving doors, even interchangeable revolving doors, which may explain why the plots for some of the current role-players look interchangeable as well. (An MS-DOS adventuring friend of mine calls them "retarded".) Has role-playing died as a genre, to be replaced by endless simulations? Or perhaps good writers are as rare and unappreciated as they generally have been? Naw, couldn't be that — must have been the Gulf Crisis.

A Drop Dead Hit

In all fairness to SSI, the plot of **Death Knights** is better than the rest of the "seek and slay the already slain" plots. It retains the flavor of the best-selling tales, and provides enough mini-quests in addition to the main storyline to keep the plot interesting. Your characters begin by attending a commemoration ceremony during which the beautiful dragon, Maya, gives a tribute to her dead lover, Sir Karl, the noble Solamnic Knight who perished in the first scenario. In true adventuring style, however, Sir Karl refuses to stay dead, and arrives to steal the dragonlance and replace it with a collection of cursed weapons. Anyone who touches these weapons will turn immediately evil and must be subdued in order to regain his or her true nature.

Karl's "resurrector" is no goddess Restora, but the evil Lord Soth, assisted by the ever-present Kitiara. (Tanis never did know how to get rid of those old girlfriends.) Naturally, you must regain the dragonlance, save as many of the cursed as you can, retrieve valiant corpses before more Death Knights can be created, and finally defeat Lord Soth.

This is all pretty much in a routine week's work, but the plot has been enhanced by a variety of clever characters, such as a mysterious Dream Merchant, a village full of gnomes which are funnier than the Keystone Kops and the truly well-named Dread Wolf (a wolf-like undead creature which is immune to most magic). The side adventures really do add to the fun, and are well worth the "detours." The plot also proceeds to a logical ending, unlike a current "whack the undead" role-player, where the optimum ending required either an act of stupidity or a hint from the manufacturer.

A Few Bugs at the Picnic

This Gold Box installment has most of the SSI features that gamers have come to expect as well as appreciate. It runs on any configuration, installs effortlessly to a hard drive and has type-in copy protection from the story manual for a minimum of disruption. It also has the same marvelously clear documentation, and the accompanying Adventurer's Journal (that SSI adventurers have come to expect) which expands the plot and adds to the flavor.

For those who despise mapping, (and I'll confess it's not my favorite occupation), the Clue Book is well worth the extra investment, and can help you to find all those mini-quests I mentioned earlier. It also provides some handy tips for monster bashing.

Lest things get too cozy, however, there are a few things which could have been better. The programmer/designer from **Champions of Krynn** evidently left before this module was done, according to SSI customer service, and so icons from the first game can be imported but can't be altered. That's not so bad, but any character you generate in this module can't be altered either, and you spend the whole time changing colors on the default icon, giving you the feeling that you're playing with the "clone squad".

Graphics are also "ho-hum," especially if you've just finished **Eye of the Beholder**, and music beyond the catchy title tune is noticeably absent. The sound effects are standard, and if you liked the "monster moans" before, you'll like them now. If not, there's always volume control.

There is also supposed to be a "killer-challenge" maze that opens up when you successfully finish the game. I know it exists in the MS-DOS version because several of my friends have played it, but I surely couldn't find it in the Amiga rendering, and I tried sliding through every square in that upper left section. If someone did locate it, would you PLEASE tell me how and where?

But It's Better Than...

An interesting ploy that some reviews have been using recently seem to center on the "but it's better than..." clause, where one product is compared with a similar one as a reviewer's "plus." **Secret of the Silver Blades** has taken a drubbing as a "hack-and-slash" in this regard, and has suffered by comparison with both **Eye** and **Death Knights**. However, I have not played **Secret**, so I will refrain from making such unfair judgements. I will say that the combat in **Death Knights** seems to be quite well balanced, and is intermixed with some puzzles and "good deeds." I did not care for the ending battle, but that is because I would rather use magic than whack it out with brute force, but that is a personal preference and will obviously not apply to everyone.

Overall, I enjoyed this adventure, though it is certainly not the best of the Gold Box line. However, it does hold its own, and will provide hours of interesting and productive diversion, which is exactly what gaming products are supposed to do. Just as all video cassettes that you rent for home viewing aren't Oscar material, all software adventures aren't "top of the mountain" material, but that doesn't mean they aren't enjoyable entertainment. Those who enjoy role-players will probably feel they've gotten their money's worth if they purchase this product, and I recommend they do just that.

Tournament Winner

In **Issue 8** of **Enchanted Realms™**, we ran a **Free Subscription** Contest in our **Tournament of Wits** segment. Basically, what we asked you to do was send us a letter of 100 words or less telling us how fabulous **Enchanted Realms™** really is (of course, you should have had no problem there). It was an easy chance to win a free one-year subscription. Although only a small portion of our readers entered this contest, we still had several very good entries to choose from. However, when it came to making the final selection, there was really only one choice for the winning entry. We extend our congratulations and a free one-year subscription to **Charles F. Cavanaugh** of Waitsfield, VT. Thanks for the excellent contest entry reproduced below!

Dear Friends,

As I tore open the frayed envelope of my first issue of **Enchanted Realms™**, a puff of dust emerged and filled my nostrils with the scent of ancient oak-leaves and aloe-wood. My mind cleared and beheld a marvelous vision of wonderous worlds of time, space, and magic unfolding in a vast community of readers.

And then I knew...We are all joined in a grand coliseum of the imagination: **Enchanted Realms™** is not merely a journal, but a guidepost, an ancient inn at the crossroads providing the weary traveler with rest, refreshment, and good conversation. The vision will persist.

Thank you.

Yours truly,
Charles F. Cavanaugh
Waitsfield, VT

Overall: 78	Death Knights of Krynn		Price: $49.95
Category: Role-Play		SSI	**Difficulty:** Apprentice

Gameplay:	72	Graphics:	76	**Compatibility:** Amiga 500-3000; Workbench 1.3, 2.0
Interface:	81	Audio:	73	**Required:** 1MB RAM
Atmosphere:	84	Innovation:	68	**Recommended:** Hard Drive or Two Floppy Drives
Documentation:	92	Mechanics:	76	**Protection:** Manual-based (Keyword Look-up)

Distant Moorings

Incentive Software's 3D
Construction Kit

Reviewed by Zach Meston
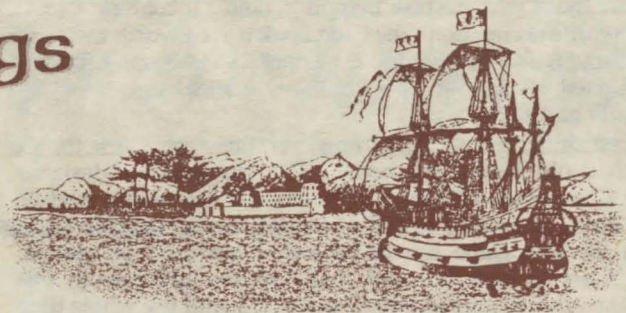
ertainly, many of you are familiar with the Freescape series of games. This gaming system from across the Atlantic has been used to produce four 3D vector-graphic adventure games, one of which was great (**Castle Master**), two of which were good (**Space Station Oblivion** and **Total Eclipse**), and one of which was pretty naff (**Dark Side**). Since the completion of the last of these games, Incentive Software, the programmers of the Freescape line, have taken their development tools, polished them up, and combined them into their latest release, the **3D Construction Kit**.

England's Funniest Tutorial Video

When you violently rip open the packaging for the product, you'll find a single program disk, a rather weedy-looking manual and a tutorial video. Since this is a European product, I was worried that the video would be in PAL format, and therefore incompatible with my VCR. Luckily, the video worked, and I was treated to some unexpected laughs.

The tutorial is narrated by Ian Andrew, the president of Incentive. Whenever he is on camera, his facial expression is exactly like Homey the Clown's: a slight frown that looks more like a pout. I realize that a serious product like **3D Construction Kit** shouldn't have a gag-filled video, but I've had more fun watching info-mercials. Seriously.

The tutorial video covers several different computer formats, so you get to see how all the other versions of the program pale next to the Amiga. The video takes you through the creation of a simple 3D vector house, showing you numerous commands and functions along the way. After the video's over, you can play it again to laugh at Ian, or you can check out the manual.

Where's the Beef?

As anyone who has experience with European Amiga stuff knows, most European documentation is a waste of trees. **3D Construction Kit** is several steps above the usual Euro-manual, but it could still use some improvement, particularly in length. It's too short! Out of 68 pages, most of the pages just explain the menu options and commands. Only two and a half pages give actual programming examples! I would have liked many more examples of how the commands work, within programs and by themselves. Because of the manual's skimpiness, I learned many things about the commands through the time-tested method of trial and error. I don't expect to have to do this with an $80 program! I hope that when **3D Construction Kit** is imported into the U.S., that the manual gets beefed up with plenty of useful examples.

Fun with Vectors

When you load up **3D Construction Kit**, you're presented with a plain-looking screen. There is a small menu bar along the top of the screen and a large panel of buttons and controls along the bottom of the screen. The menu bar gives you access to almost every feature of the program, while the buttons give you quick access to the object-creation commands.

The first step in creating your 3D game is to create your 3D objects. Click on the CREATE button and choose the shape of your object. Then click on the EDIT button to alter the size, shape and color of the object, along with its position within your 3D world. You can also take several 3D objects and group them together into one large object. Switching back and forth between many different viewpoints is provided, and you can also set a few viewpoints of your own with free-floating "cameras." You'll find yourself switching around a lot to get the object positioning just right.

Now, I know that it's probably pretty silly to expect a game creator like **3D Construction Kit** to be able to import complex 3D objects from one of the many Amiga 3D programs on the market, like Sculpt 3D or Turbo Silver. It doesn't. And yet I still would have liked to have had this ability. Maybe someday...

A Kinda-Sorta Programming Language

Once you've built all of your objects, you've got to string them into a game with the Freescape Command Language (FCL). The manual says it's not a true programming language, but FCL has enough commands and variables involved to make it pretty darn close.

I'm not going to reproduce the manual in this review (although that sure would have saved me some writing!), but I'll mention a few tasks that FCL can perform. You can set 3D objects to be doors that lead into new 3D areas. You can make objects react when they are shot or manipulated. You can make shapes move and disappear. You can even create animation effects!

Once you've got the objects and the programming done, it's time to add the frills. First, you should add the control panel. The control panel is the interface between the player and the game; he clicks on the panel to move through your 3D world. You can load in any 320 by 200, 16-color IFF image to be your control panel.

The second frill is a fancy border around the window into the 3D world. Once again, you pull in a previously drawn IFF image to be the border.

Finally, you set up some tasks to score points for the player, like finding a hidden object or shooting an enemy.

Once you've done this, it's time to copy your game onto its own disk, where it's ready to be distributed to the unsuspecting public!

Tomorrow on Geraldo: The Horror of Screen Cutoff

3D Construction Kit was programmed for PAL screens, which are 256 lines high. Our girlie-man NTSC screens are only 200 lines high. Therefore, you can barely see some of the buttons along the bottom of the screen. If you've got one megabyte of chip RAM, you can run one of those public domain PAL emulators before running 3D Construction Kit. Otherwise, you'll need to mess around with the vertical hold on your monitor to get as much of the bottom of the screen as you can. This is a real pain in the backside, and one that the American version will surely fix.

Another graphic problem has nothing to do with PAL, NTSC or girlie men. It's the speed of 3D Construction Kit. The speed of movement around the 3D worlds can be pretty slow at times, downright pathetic at others. The more objects there are on the screen, and the more complex they are, the slower you move. Accelerated Amigas won't have this problem, but bare-bones Amigas will. After seeing lightning-fast vector games like Armour-Geddon, HoverForce and others, 3D Construction Kit really looks bad.

The sound support is okay. You're allowed to use 32 sampled sounds in your game, for explosions, laser fire and the usual spot effects. Music is not supported; you can't load in Sonix, SoundTracker, MED or any other soundtracks. This is too bad, because I felt that one of Castle Master's best features was the marvelous music. I'm really hoping for an update that can handle this.

Freebie 3-D

3D Construction Kit's program disk has several pre-constructed objects that you can load into the program. You'll find a Space Shuttle, Indy race car and a palm tree, among others. There is even a sample game on the disk, named the 3D Kit Game. You wander around, shoot objects and score points. The 3D Kit Game is a good example of 3D Construction Kit's game-creating potential, but it also shows how much effort goes into a good game. I recommend checking out the Kit Game code and snagging a few routines for use in your own nightmarish 3D experiments.

It's Not 3D — It's Virtual Reality!

I buy a lot of European games, even the ones I know are going to be imported, simply because I hate to wait! So I find it pretty funny that I'm going to tell you to do what I don't. Wait! I've got a good reason, though. Rumor has it that Accolade will be bringing in 3D Construction Kit. Rumor also has it that the damnable marketroids will change the

name to something with "Virtual Reality" in the title. Anyway, this version of 3D Construction Kit will be NTSC, which means no screen cutoff, and it will almost certainly have better documentation. (I hope they leave the video in so you guys can laugh as hard as I did.)

To sum up: 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.

[Editor: We have confirmed with Accolade that they will indeed be distributing the 3D Construction Kit in the U.S. for DoMark under their Distribution Partners Program, with the stateside version being titled the Virtual Reality Studio. Look for a release sometime in the 4th quarter of 1991 or the 1st quarter of 1992.]

Overall: 79		3D Construction Kit		Price: £49.99
Category: Language		DoMark		Difficulty: Apprentice

				Compatibility: Amiga 500-3000; Workbench 1.3
Useability:	78	Extras:	71	
Interface:	83	Support:	65	Required: 512K RAM
Features:	81	Innovation:	85	Recommended: Hard Drive
Documentation:	68	Mechanics:	85	Protection: None Options: Demo Game Included

Might and Magic® III

Reviewed by Alfred C. Giovetti

The smell of leather and the weight of armor feel good after all this time. Your sword and spellbook have a familiar heft to them. You walk Fountain Head's streets with a careful eye to the alleys and unlit corners. Just outside the city gates lurks many dangers and treasures. Below the city, more than darkness hides in the earth. After a few hours, you know that the great computer magician Jon Von Caneghem has placed you in a world to match the original Might and Magic. You taste adventure and excitement ahead. You are not disappointed.

A Quest(ion) of Necessity

Might and Magic III has a kill-the-evil-wizard plot. Sheltem, the villain, was not killed in the climax of Might and Magic II, and now returns to plague us in this sequel. He has pursued us from Varn to Cron, and now to the Isles of Terra. The climax reveals all, including many of the mysteries surrounding Corak, Sheltem's enemy and your ally.

This third installment of Might and Magic is composed of a series of small quests, woven into the overall quest's tapestry. In the best tradition of interactive fiction, very few of the sub-quests are necessary to the main quest. The game player can pick and choose which to complete. No longer do you need to complete one quest before you can go on another. The "current quest" icon keeps a running track of the progress of all your quests and can be used to obtain a "Corak clue." (I do miss going into the service of the nobles and returning to their castle audience hall to receive a reward.)

Generating Interest

You begin Might and Magic III with a party of six well-equipped, pre-rolled adventurers. You would be well advised to keep the robber and the paladin; replace the other four with three archers and a ranger. The archer, ranger and paladin are fighters who have access to all the mage, druid and cleric spells at a lower level of spell points acquired per level. The combination of fighting with all three types of magic used in the game makes for a very powerful party; which you will need to win this game. Creating your own characters develops the bond between game and game player. Role-playing games are more enjoyable when the game player gets personally involved with the development and progress of his characters. You can also hire two more characters in the inns for a set fee per day, which is linked to the non-player character's level.

In order to add the ranger and archers you will need to become proficient at Might and Magic III's very satisfying character generation routine. Character generation begins after you sign the register at one of the five inns in the five towns of Terra. You can select face icons, re-roll attributes, exchange attributes, select character class and name your character. A pointing device can be used for all commands save typing in the character's name. The feature for exchanging attributes is particularly nice — if you get a roll which has high numbers, but in the wrong areas, you can readjust the values to your liking.

Beyond the normal crop of seven attributes, Might and Magic III has skills and awards. The eighteen skills include seventeen basic skills like cartographer and mountaineering, and one class specific skill, thievery. The cartographer skill is available in the first town and is a very important addition to the wizard's eye spell that reveals the immediate area surrounding the party. Swimming skill is necessary to move around in the shoals, one hex of water out from the land, and to go from the island with Fountain Head city to the second island with Wildabar city. Awards show the progress of the adventurer and some of the quests completed and magic guilds joined.

No Adventurer is an Island

Might and Magic III is very large in size and in scope. There are thirteen major islands as well as some very small islands. Getting between these islands requires the water walk spell or swimming for the islands that are close together. There are sixty-four mazes scattered about the islands, as well. The game has an automapping system using the cartography and wizard eye spell, but you still may have to put pencil to graph paper to make sense out of the simplistic system provided. The auto-map shows your party as an arrow in the empty corridors, but does not show any details that would indicate the location of the teleport "mirror," stores, temples, up and down pits, and other essential information.

A Window on the World

Adventuring presents the game player with a unique, stylized display. The display has a view window, an options window, a character portrait window and a display window. It is along the edges of the display window where clever graphics and animation are apparent. A gremlin, gargoyle and bat to the right, left and top of the display window wave if there is a secret passage, flap wings if a levitate spell is active and open and shut jaws if the party is near monsters that may attack. Gems in the corner of the display glow if protection spells are active on party members. A gem in the bottom of the display shows the compass heading and serves as the icon activating the disk access icon menu.

The view of the dungeon through the display window is very unique. An almost life-like, three-dimensional display of

the wilderness, interiors and other characters is seen through the window. The view is very similar to **Dungeon Master** and **Eye of the Beholder**. There is good use of the color palette with the cartoon-like and highly stylized animations and graphics. Both inside and outside graphics, and colors are well done and pleasing to the eye.

Where **Might and Magic III** goes beyond the other three-dimensional adventures is the artistic depiction of the wilderness. The **Might and Magic** games have taken wilderness travel seriously, and they have produced one of the best heads-up-display wilderness travel systems. Many games do not even attempt wilderness travel, while other games use only a top down map display, making the wilderness only a wasteland between cities, castles and dungeons. **Might and Magic** gives you the you-are-there feel both inside and outside.

Putting Up a Good Fight

All of the maps are laid out in traditional checkerboard fashion. The coordinates and sector that your party presently occupies are displayed on the auto-map for those with cartography skill.

The interface shows responsiveness to every player's preference. Mouse and keyboard hot-keys can be used with equal effect to activate the icons. The interface allows the typist to use the keyboard to achieve lightning speed and the non-typist to use the mouse-activated icons for all functions of the game. Those gamers who prefer to use a combination of mouse and keyboard to enhance play will be very happy with this interface. Its use is explained on a clearly-written, easy-to-understand, tri-fold user reference card that is included with the game.

Combat involves the use of magical weapons, armor, artifacts and magic. The nine combat icon commands encompass all the usual fantasy role-playing options for rounded combat. Instead of autocombat, **Might and Magic III** has substituted a "Quick Fight" command. Quick (F)ight can be selected individually for each character, which provides for a preset fight option to be carried out. Unlike autocombat, there is no artificial intelligence routine for your team. You must push at least one key for each of the eight adventurers for each round of combat. While use of the Quick Fight command usually limits the battle to several key presses, a regular autocombat option would have been appreciated by my sore fingers.

There is also a more involved tactical combat option which allows targeting of specific opponents, blocking or casting spells. While adventuring, you can fire ranged weapons at visible enemies who are actually many "squares" away from your group. You are not permitted, however, to fire bows when you are in the same square with an enemy. There is also no back rank that can fire ranged weapons over the backs of the front line warriors. Unlike bows, spells can be cast in melee or combat mode.

How Do You Spell...

Magic is composed of 29 druid, 36 cleric and 36 sorcerer spells. To make full use of spells, you must have at least one character who can cast each type of magic. Each of the three classes of magic has its own set of many unique and essential spells, which can only be cast by two character classes. There are three classes of pure magic users (druid, cleric and sorcerer) and three classes of mixed magic and fighter classes (ranger, paladin and archer). The mixed fighter-magic classes can wear armor, wield weapons and cast spells.

I found the spell casting routine a little cumbersome, in that it requires a few more key presses than what I would prefer. But, once you get used to it, the icon-based system works well, allowing you to cast the necessary spells from a list, using hot-keys or mouse for the whole process. Spells are of sufficient quantity and variety to satisfy even the most discriminating magic user.

Saving Features

The save game routine appears to have an adequate number of save games for any situation, with a numeric code, and the ability to customize the game saved under any name or description the user may choose. The game installs easily, taking up a little over 4MB of hard drive space, while each save game takes up about 200K of space. Documentation is very brief and cryptic. I still do not know the use of all the spells and have no idea where to find out what the spells do.

The bottom line on **Might and Magic III** is that the game is well thought out, well executed and, above all, fun to play. It's a must-have addition to any collection of role-playing adventure games. **Might and Magic III** is a sequel that lives up to and surpasses the tradition that was established in **Might and Magic I**. I was just as excited about this sequel as I was with the original **Might and Magic** many years ago.

Overall: 88	Might and Magic III		Price: $59.95
Category: Role-Play	New World Computing		Difficulty: Apprentice

				Required: VGA, MCGA, EGA, TGA; 640K; Hard Drive
Gameplay:	92	Graphics:	92	Required: VGA, MCGA, EGA, TGA; 640K; Hard Drive
Interface:	81	Audio:	92	Recommended: 286 or Better; Mouse
Atmosphere:	90	Innovation:	92	Supported: Roland, Ad Lib, Sound Blaster and Tandy
Documentation:	75	Mechanics:	92	Protection: Manual Options: Clue Book Avilable

MegaTraveller 2
QUEST FOR THE ANCIENTS

Reviewed by Michael J. Ballenger

The video tape monitor shows your colleagues the amazing events you experienced earlier. Your visit to the Ancient's site on Rhylanor was more eventful than you wished. The monitor displays the activation of the facility; but, what is its purpose? As the age-old machines came to life, the ground shook furiously and a bizarre, toxic slime began to ooze from the structure. As you made for safe ground, your video camera caught a brief glimpse of two people, not from your touring party, running from the structure. Could they be responsible for activating the Ancient's machines?

Slimed Again?

The sudden awakening of this sleeping behemoth is no laughing matter, as there seems to be no way back into the structure to turn it off. As your party grimly watches a news report, experts predict that the entire planet of Rhylanor will be rendered uninhabitable within two years. The ruling aristocracy pleads for assistance in saving even a small part of their world from complete destruction by the toxic slime.

Your adventure, an amazing interstellar quest to discover the secrets of the ancients, begins outside your hotel in the Rhylanor Startown. Only by unearthing information about this extinct race and the artifacts that they have left behind, can you hope to save Rhylanor from being submerged totally in the obnoxious, purple slime oozing from the Ancient's timeless structure.

You Role Your Own, or...

The main scenario, described above, greets the player after generating a character or characters for the game. A party may contain up to five characters, and a default party is provided for the impatient among us. Throughout the character generation process, you are asked to choose from options in the lists displayed on screen. These lists of options can be scrolled through with the arrow keys on the keyboard, the mouse or a joystick. When a particular option becomes irrelevant (say the "add character" option, after you have five characters in your party), it disappears from the list. I appreciate housekeeping details like this programmed into a game, to save me time trying to enter illegal input.

Player controlled characters can be from two of the **MegaTraveller** races: Human or Vargr. The human characters are pretty much what you would expect, likely having a significant amount of experience at being human yourself. Vargr characters, being non-human, interested me. The Vargr are an intelligent race resulting from the genetic manipulation of terran canines. They are bipedal and have hands, but in many other ways, are dogs. Generally, they had more dexterity, but reduced strength and endurance compared to the human characters. As you might expect, they have

increased acuity of almost all their senses. A very interesting difference is in the sixth attribute of all characters. In Humans the sixth basic attribute is social standing, but in the Vargr this attribute is called charisma. There is no limit on Vargr charisma, and no matter what the financial or social standing of Vargrs, they will always follow a Vargr with superior charisma. Obviously, a Vargr with a high charisma rating makes a very fine member of the party.

I have never played the paper and pencil version of **Traveller** or **MegaTraveller**, but I know these must be very thorough and detailed games since the character generator for **MegaTraveller 2** has many options that are unimplemented at present in the game. Evidently, it is possible to generate detailed player characters for use in the multi-player, non-computer version of **MegaTraveller**. There is even an option for printing out a character's profile once it has been completely generated.

Beyond attributes, your characters need careers. About 20 careers are available for your selection, but I recommend one navy officer (it gets additional cooperation from other military beings), a doctor (if you get your characters as banged up as I always get mine), a member of TAS (the Traveller's Aid Society; kind of like the Automobile Association only better), and a Vargr aristocrat (they tend to have plenty of ready cash, a very helpful commodity). You can spend an enormous amount of time on creation of characters, which won't be wasted. If you have a large pool of characters, they will be available for recruiting if someone in your original party gets snuffed.

On the minus side, though the interface is clear, the depth of character development can be overwhelming for many. If it seems too much, the default party provided is just fine.

Get Travelling...

Of the available options for character control, I found the mouse the best (You don't have a mouse? Well, get one and enter the '90's!). My characters were visible on an overhead display when I left the hotel room, and followed the mouse pointer. NPCs (Non-Player controlled Characters) are color coded so that it is not difficult to get an idea of who might be useful to the quest. Additionally, when you have interviewed a useful character and acquired what they have to offer to help you solve the puzzles in the game, they change colors to remind you not to waste time approaching them again (sort of like an auto-mapping feature for interaction). The display can be zoomed in and out, which is of considerable help in determining where you are on a planet.

On the surface of a planet, you can rent vehicles to travel between cities and visit other locations. Depending on the climate, you may also need to buy protective equipment like vac-suits.

There is NO arcade component in **MegaTraveller**. Combat is resolved by a random number generator within the

program code that examines the attributes of your attacker and your party, and generates results based on this information. Your leader merely targets the foe, and with the game's PAL system, the rest of you party does whatever would be logical for a pal who is trying to help out.

This PAL feature is helpful in other ways. When boarding a ship to move in space, your party will assume the most logical stations for their roles and attributes, saving you the time and trouble of deciding who is best utilized where. This feature really is a "pal" indeed!

If you encounter other ships during travel in space, you are given options for chatting or attacking. Again, there is NO arcade component. The battle will be resolved based on the type of ship and equipment available to your enemy, and what your party's ship and equipment are like in relation. This can be frustrating to the joystick happy arcade player, but I greatly prefer it. In games where an arcade component is included, I often find myself going down to greatly inferior foes because I'm just not much of an arcade-style player.

Where's the Beef?

Generally, I liked **MegaTraveller 2**, and may live long enough to complete it. Along those lines, every time I quit the program, an advertisement appears for helpful playing aids including maps and hint books; I will probably spring for these, particularly the maps. Those provided with the documentation require a good magnifying glass and some patience to use.

There are some problems, particularly with hardware. I have played the game on a 386SX system with Sound Blaster, 4MB extended memory and VGA; I have also played it on an unexpanded XT. The most serious deficiency of the game on a "basic" MS-DOS machine is its memory utilization. Using DOS 4.01 with about 575K of memory available at boot up, often produced out of memory errors. Carefully editing the autoexec.bat or using an earlier version of DOS (3.2) that left more system memory available pretty much solved these problems. [Editor: The newest release of MS-DOS, Version 5.0 also clears up any memory problems encountered with this adventure, and is a recommended upgrade.]

On my more capable system, I had no such problems. The music seems limited to a weird kind of jazz score that plays during character generation. There are sound effects during the opening sequence, and throughout the adventure (notably during combat), but they have a little way to go before they truly enhance the game. The screams of pain and the like during combat are actually a little comical (if you have a sinister sense of humor like mine). I admit that these sound effects are steps in the right direction in adding to atmosphere, but a little work is still needed.

I kidded earlier in the review regarding a mouse, but in all fairness, I suspect this game is best played with one. The ease of use that this peripheral offers really impressed me. I am a Windows user and the owner of an Amiga, both heavily mouse dependent systems, and I hate mouse interfaces that don't work well. No one can justly accuse **MegaTraveller 2** of this fault.

I think that to really enjoy this quest, you need at least a 16 color system (although the 256 color palette is easily 16 times better). A hard drive is critical (about 3MB of space is needed), even though the game can be played from floppy disks. However, I am a little critical of the sound. **MegaTraveller 2** is much more enjoyable with a sound enhancement like the Sound Blaster card.

In These Times of Recession...

Although I have not played **MegaTraveller 1**, based on its review in a previous edition of **Enchanted Realms**™ (you mean you can't refer to previous editions? Tsk, tsk!), I believe **MegaTraveller 2** is very much improved. There are numerous options beyond combat for dealing with the NPCs and a vastly huge arena in which to interact. I can really advise you to plunk down your hard earned credits on this one, unless you really like arcade action sequences of which this quest is devoid. For my money, that alone may make the game worthwhile.

If you are a fan of the first **MegaTraveller**, or of the paper and pencil RPG, I suspect this game will cause you to experience major changes in regional blood flow, with the accompanying excitement. It is distinctly better than the first in terms of simple scope, and it provides a wonderful aid for character creation if you still play the non-computer version of the game. I'd buy it, but you always have the option to disagree with me.
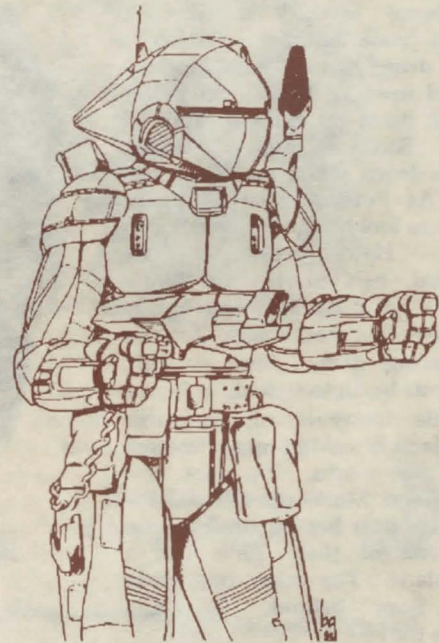
Overall: 85		MegaTraveller 2		Price: $59.95	
Category: Role-Play		**Paragon Software**		**Difficulty:** Apprentice	
Gameplay:	85	Graphics:	80	**Required:** VGA, MCGA, EGA or TGA; 640K	
Interface:	80	Audio:	70	**Recommended:** Hard Disk; Mouse	
Atmosphere:	78	Innovation:	80	**Supported:** Roland, Ad Lib, Sound Blaster and Covox	
Documentation:	90	Mechanics:	89	**Protection:** Manual **Options:** Clue Book Avilable	

POLICE QUEST 3™

THE KINDRED

Reviewed by Zach Meston

The **Police Quest** adventure series isn't very funny. No surprise, since the designer, Jim Walls, retired from police work after being shot during a routine traffic stop. Nearly dying would probably dampen my sense of humor, too. **Police Quests** aren't based in a unique fantasy world, either; everything that happens in these games could happen in real life. So, why are these games so darn popular? Don't ask me, I'm just a reviewer (grin)!

"You Have the Right to Know the Storyline..."

In **Police Quest 1**, Sonny Bonds (our hero) tracked down and arrested Jessie Bains, the head of a major drug cartel based in the peaceful town of Lytton. In **Police Quest 2**, Bains got out and captured Marie, Sonny's honey. Sonny tracked down Jessie and shot him dead. As **Police Quest 3** begins, things are looking good for our boy Sonny. He's recently been promoted, he's married to Marie and he's got a bitchin' new house. Of course, this would make for one extra-boring game. Sure enough, evil events begin to unfold.

While Sonny is out on traffic duty, Marie is locking up at the store where she works. It's dark and spooky, and Marie doesn't see the two thugs near her car until it's too late. One of them pulls out a switchblade. The other one grabs Marie from behind. You can imagine the rest.

By the time Sonny arrives on the scene, Marie is being taken away in an ambulance. Sonny travels to the hospital with Marie and finds out the bad news: she's in a coma and may never come out of it. Now, Sonny's bent on one task: to find the scumbags who hurt Marie and make them pay! So, after the attack on Marie, you, as Sonny, are assigned to Homicide. Your new partner, Pat Morales, is a short-tempered woman with a nasty streak. (In fact, as the game progresses, you'll start to learn some nasty secrets about her — heh heh.)

Gameplay in **Police Quest 3** is broken up into time segments by days. During each day, you've got to deal with the problems that are thrown in your face. On Day 3, you'll have to convince a homeless woman to come to the station and help you construct a composite picture of the man who knifed Marie. On Day 4, you have to testify in a court case against a man you pulled over and gave a ticket to earlier in the game. By the time you reach Day 6, the final day, you'll be ready to burst into the hide-out of Marie's attackers and put them away for good! (By the end of the game, you should have a good idea of where Pat's loyalties lie. Though, you'll probably still be surprised at the ending. I know I was.)

Saying too much more would spoil the plot (which is the best I've seen in an adventure for months), but here are a few game highlights. During your **Quest**, you'll get to administer a sobriety test and have a drunk driver puke on your shoes; subdue a crazed man running around in his underwear; and stumble upon a Satanic drug cult. It doesn't get any weirder than this!

"You Have the Right to an Interface..."

Sierra's interface switch from hunt-and-peck to point-and-click has been in effect for some time, but I think it's taken me until now to accept it! While there are some facets of Sierra's system that I think could stand improvement, it still works quite well.

Improvements, I said? Well, yeah. In my opinion, the icons are too small and poorly drawn, which makes them difficult to recognize as the actions they represent. I also find that the character interaction under the new system is horribly limited. All you can do is use the Talk icon and let the game speak for you — not the ideal way to have a conversation.

On the positive side, though, the point-and-click interface does make the game more user-friendly — by a mile (which was Sierra's motive for creating it in the first place). This new style of interface, graphic driven with the use of icons as opposed to entering text from the keyboard, is the current trend in adventure game design. And, at present, there seems to be no doubt; adventures without these point-and-click interfaces have gone the way of the all-text adventure. That is, they're history. Simply put, the keyboard-interface adventure is dead.

[Editor: Some of us believe that the text adventure is due for a comeback, provided that the game's plot and storyline are rich, and that it's accompanied by excellent prose (not just text-for-text's-sake. Of course, the "Next Generation" text adventures must have the appropriate graphic and audio enhancements, too.

We also believe that many of the new "point-n-click" interfaces, while beneficial in most regards, are actually becoming over simplified, and are leading adventure gaming toward being more of a spectator sport than an interactive, thought provoking experience. We will be discussing these issue in more detail in the future.]

"You Have the Right to Graphics and Sound..."

Police Quest 3's VGA graphics are real stunners. There's lots of spot animation, and even better, none of that jerky "scrolling" (for lack of a better word) from screen to screen that occurs in **Leisure Suit Larry 5** and **King's Quest V**. In this game, the old screen fades out and the new screen fades in. Much more attractive (and faster).

Police Quest 3 relies heavily on digitized graphics to represent the characters you encounter. When you complete the game, you get a list of credits showing the "actors" and the characters they played! "I'm not a doctor, but I play one in adventure games..." (Inside joke for frequent TV viewers — if you don't get it, just watch more TV!) I was also quite pleased to read that the music for this game was composed by Jan Hammer, the same guy who did the totally hummable theme song for **Miami Vice**. The music is catchier than the normal Sierra tunes, even on a Sound Blaster (which is sounding more and more to me like an AM radio with really bad reception).

"You Have the Right to Finish Reading This Review."

This **Police Quest** is the first game in its series to benefit from Sierra's new 256 Color VGA graphics and their brand-spanking-new point-and-click interface. **Police Quest 3: The Kindred** is also the most enjoyable of the "new" Sierra games I've played. It doesn't have the humor instilled in **Space Quest IV**, or the beautiful fantasy setting of **King's Quest V**, or the sexy babes of **Leisure Suit Larry 5**, but it does have tricky puzzles and an intriguing story that kept me hooked from start to finish. What more can I say? Buy it!

Enchanted Realms™
DISTINCTIVE
Adventure Award

Overall: 92	Police Quest 3		Price: $59.95
Category: Animated	Sierra On-Line		Difficulty: Apprentice

Gameplay:	91	Graphics:	89	Required: VGA; 640K; 286 or Better; Hard Drive
Interface:	85	Audio:	84	Recommended: 10 MHZ or Faster; Mouse
Atmosphere:	90	Innovation:	82	Supported: Roland, Ad Lib, Sound Blaster, Pro Audio
Documentation:	78	Mechanics:	90	Protection: Manual Options: EGA/Tandy Available

THE ADVENTURES OF
Willy Beamish

Reviewed by Alfred C. Giovetti

Once in a long while something truly innovative comes along in any field. **The Adventures of Willy Beamish** is a feature length animated "film" produced in the tradition of the Walt Disney Studios, the result of the work of 40 animators who worked on **Jonny Quest**, **The Simpsons** and Walt Disney's **The Little Mermaid** before being hired by Dynamix for this project.

What a Day for a Daydream

The plot of **Willy Beamish** starts on the last day of school before summer vacation at Carbuncle Elementary School. Our hero, Willy, finds himself in a daydream while in the auditorium listening to the boring oratory of his principal, Mr. Frick. Then, Willy's pet frog, Horny, who he carries around in his back pack, takes a jump at the principal, knocking off his toupee, and earning Willy detention on this final school day.

After Willy finds his way out of detention with the humorless and somnambulant Ms. Glass, he must sneak out of school and get home to intercept his report card. During the next few days, Willy must take care of his dog and little sister, deal with a baby sitter, earn some money, practice Nintari and tackle a slew of other situations and puzzles. If Willy is careful he will even stop Leona and Louis Humpford from polluting and sludging his home town of Frumpton, prevent Humpford World from being built on the former site of his home and save his father from being flushed.

Willy's Background

All of the elements of an animated feature film have been put together to produce **Willy Beamish**. The idea was developed on a story-board, which involves the placement of individual scenes on a large board or wall, with brainstorming sessions employed to work out the plot and scenes used in the final story. Detailed backgrounds were then drawn and painted in a style to set the overall mood. Next, these renderings were scanned into the computer to serve as the scrolling background for the animated characters that walk across the scenes in the final product.

Each character that appears in this "interactive film" has been extensively developed using a variety of perspective drawings which depict them from many different angles. Like the characters in **Snow White and the Seven Dwarfs**, a personality has been given to each character that allows those playing the game to get involved with the on-screen action.

Each and every scene within **Willy Beamish** is the result of the creation of many cells of animation that involved the rough drawings, cleanup and finished drawings which were then transferred to the computer. These cells were then hand colored using a computer paint program, with progressive cells used to give the characters movement over the matte background paintings.

And so, perhaps the only true animated computer game is born out of thousands of hours invested in producing hundreds of drawings. The result is stunning. The characters have a fluidity of movement and a true artistic feel of substance. You get the impression that this interactive animation has actually been produced for the big screen by Walt Disney or Don Bluth.

The Eyes and Ears Have It

Music composer, Chris Stevens, used a computerized production system to integrate digitized music and sound effects into the final product. **Willy Beamish** has a real musical score (without singing) which sets the mood for each different scene. The music is engaging and quite entertaining. Perhaps when the CD-ROM version of the game comes out they will add voices to some of the music.

The colors used in this adventure are bright and cheerful. Bright yellow, blue, red, orange and green are employed to set the cartoon-like feel of this interactive movie. These colors brighten up the action and make the scenes more interesting and engaging to the eyes.

It's Not Polite to Point-N-Click

The interface is very simple and easy to use. For menu selections, one should use a combination of cursor keys and the spacebar to select. In order to pick up and inspect items of interest, a pointing device, such as a mouse, may be more efficient. A joystick is not supported by the game. You can use the shift-tab and tab keys to jump around the active portions of the background. The right mouse button emulates the return key and the left mouse button emulates the spacebar. Many people prefer two-handed play, and **Willy Beamish** leaves both the keyboard and the mouse active simultaneously.

Hot-keys allow for the direct access of many game functions. A quick inspection of the help facility will give you a comprehensive list, which you may wish to write down since no command summary sheet is provided with the game. Other functions, though, such as selecting from among several numbered alternatives, is not supported, but would have been very simple to allow for by also making use of hot-keys. Just the ability to press the number preceding the response would have been all that was necessary to make one's choice. This use of numbered hot-keys would have been much easier than highlighting the selected alternative.

The cursor in Willy Beamish resembles the interactive cursor seen in other Dynamix games. When you move it around the screen, the cursor changes from a simple arrow to a large red action activation arrow, to a conversation bubble, to a throwing or aiming crosshair, or to an exit sign. Simply clicking while these special function cursors are active will allow you to access certain items or exit the screen.

Items can be inspected by activating the magnifying glass with the right mouse button or the return key. Inspection gives you additional information about items, or hints on how they are used. (While in Willy's room, click several times on the Starship Enterprise mobile and you will be rewarded with a dialogue between Captain Kirk and Engineer Scotty, who seem to be involved in a space battle.)

For mundane chores, the function screen is just an Escape key away. It allows you to save, restore, quit, pause and resume your game. The function screen also allows you to toggle the music and sound effects on or off, if these begin to get on your nerves, and gives you access to the extensive on-line help facilities to be discussed later.

Save Me, Willy!

Willy Beamish has a very sophisticated, Sierra-like save game screen. You are allowed to change the directory and to save games under any name you would like. Though you are limited to 20 save games per directory, as many directories can be set up as necessary, providing for infinite saves. In addition, only two kilobytes are needed to save each game, allowing for the storage of hundreds of games on one floppy disk. However, Dynamix should have provided some means to keep track of and/or create directories from within the game, or to allow for infinite games within the same directory. As it stands, you must exit **Willy** when you need to create additional directories.

Bottomless Backpacks

Willy's inventory is his school backpack, which appears to have an infinite capacity. I really tried to load it up, and I never ran out of room. Items are picked up and brought off the bottom of the screen to be used in the area around Willy. From within the backpack, the time can be advanced by minutes or hours simply by activating the single right arrow or double right arrows at the top of the inventory display. Inadvertently dropped items are not lost, but are automatically placed back into Willy's inventory.

When in Doubt...

The help facility in **Willy Beamish** is very sophisticated and can be accessed by activating the question mark bar from the functions screen. A very colorful screen with Willy pondering over a question, while surrounded with colorful question marks, is quickly overlayed with a help menu which can be used to access the features.

This on-line help takes the place of print based documentation. Willy comes with only a small spiral bound notebook including some scribbled hints and background information, a pizza menu and instructions on how to install the game. Most of the instructions on how to use the game itself are located in the help facility. A quick inspection of this area before you begin to play the game is advised.

Sequence of Events

The beginning sequence is well worth the time it takes to look it over once and listen to the entertaining music. After that, the spacebar can be used to bypass the introduction and restore a saved game.

In addition to the help system built into **Willy Beamish**, Sierra has provided additional assistance for the gamer who gets stuck (for both Sierra and Dynamix products). They have established an Automated Hint Line for those who want extra help, at 75 cents for the first minute and 50 cents for each additional minute. The real bargain, however, is the 72-page hint book for $9.95, which includes ten pages on the making of **Willy Beamish**.

Two arcade sequences have been included in the game: the Tootsweet Frog Jump Contest and the Sludge Works Tub Tray Tram Tunnels. I was very disappointed that you cannot bypass these arcade sequences as you could with earlier Dynamix animated adventures like **Rise of the Dragon**. The arcade sequences, called action sequences by Dynamix, are well integrated into the plot, however, and are not terribly difficult to complete.

A Puzzling Story

The puzzles used in **Willy Beamish** are the kind that involve searching for and acquiring items, and then figuring out how to use these items to progress to the successful conclusion of the game. However, **Willy Beamish's** puzzles are more difficult than those of any prior Dynamix effort.

Once you have the answers to the puzzles, this adventure takes about 10 hours to complete if you avoid the numerous side plots and scenes. There are many unnecessary sequences that you may simply want to try out just to see the results (like going to the anatomically amazing nurse).

A Classic Adventure

Willy is a true classic. It teaches some basic principles like honesty is the best policy and that responsibility avoids trouble. **Willy** also contains no pornographic content, so it can be enjoyed by children and adults alike. In fact, it resembles the classic animated films in that both transcend the generation gap by appealing equally to children and adults. Here is a game that both parents and their children can enjoy together, regardless of their ages. Other than the minor annoyances mentioned above, I highly recommend **Willy Beamish** to all who enjoy animated films and those who enjoy animated adventures.

Enchanted Realms™
DISTINCTIVE
Adventure Award

Overall: 91	The Adventures of Willy Beamish		Price: $59.95
Category: Animated		Dynamix	Difficulty: Apprentice
Gameplay: 89	Graphics: 95	Required: VGA, MCGA; 286 or Better; 640K; HDrive	
Interface: 92	Audio: 95	Recommended: Mouse	
Atmosphere: 91	Innovation: 95	Supported: Roland, Ad Lib, Sound Blaster, Pro Audio	
Documentation: 85	Mechanics: 89	Protection: None Options: EGA/Tandy Available	

MARTIAN
memorandum

Reviewed by Zach Meston

Mack MacRae, famed **Enchanted Realms**™ reviewer and coffee achiever, may be known as the Canadian Curmudgeon, but they call me the Martian Man. Between this adventure and Origin's **Martian Dreams**, I don't know which planet I'm on any more (not that I ever really did...).

Tex Murphy, Cyberpunk Detective

Martian Memorandum is the unofficial sequel to **Mean Streets**, the first of Access' line of adventure games. In this new release, you resume the role of Tex Murphy (who you played in the above mentioned game), a private investigator working the post-holocaust city of San Francisco in the year 2039. Marshal Alexander, one of the richest men in the world and the president of Terraform Inc., has hired you to find his missing daughter, Alexis. As the story unfolds, you find yourself standing in your office, with absolutely nothing in your inventory and a lot of items just lying around, waiting to be picked up.

Start by searching the office and expanding your inventory. You especially want to locate the Comlink (on a chair by the desk). With it you'll be able to communicate with your secretary. This is how you'll uncover many of your leads in this adventure. By discovering new names and places, you can then travel to them, and find out more names and places. The more you investigate, the more leads you'll turn up.

All interaction in **Martian Memorandum** is accomplished through the interface commands, lined up along the bottom of the screen. From left to right, they are: Look, Move, Open, Use, Talk, Travel, Help and Disk. The Use command doesn't let you use something in your current location; it only lets you use something from your inventory. The closest command to the traditional Use that you have is Move.

The only other command that requires further mention is Help. **Martian Memorandum** provides on-line hints for every puzzle in the game through this Help command. I know that on-line hints have been programmed into other adventures, but I still find the idea repulsive! What ever happened to thinking about a puzzle and coming up with the answer yourself? Are adventurers really that impatient? I guess that in the long run, a player would rather figure out the answer to a problem instead of being stuck indefinitely on it. However, it's just too tempting to click on the Help feature and spill the guts on every location, completely robbing yourself of the adventure experience.

Mars Needs Proofreaders

It's time to mention my MAJOR beef with this game: the spelling and grammatical errors! From the start of the game to the end, my sensibilities were offended by incorrectly spelled words, misplaced punctuation marks and just plain sloppy writing. You bet I'm going to give some examples! "YOUR not close enough." (My capitalization.) "He leaves for a minute and RETURNES." "I work with LEGITIMENT producers." And, here's a whopper of a sentence: "Thats a hangout for mutants and roughnecks a dangerous place and Castros a wicked man." This may seem like nit-picking, but I played through a recent Sierra game without seeing a single typo (and I looked for 'em).

Another problem with the text is the way it's displayed. Instead of breaking up the text description of each location into smaller paragraphs, you get a mass of text printed on screen at once. The text is also printed very close together! The designers really should have put more space between each line of text, and separated the text into smaller, more easily digestible paragraphs. Access knows how to do good graphics and sound, but they really need someone who can improve their written text.

Scan-O-Rama

The graphics in **Martian Memorandum** are almost entirely digitized. Only a few locations look "computery." Most of the time, it looks like a real picture. And yet...the graphics are too "fuzzy." They lack a noticable degree of detail. I discussed this with the Lord of the Realms and he mentioned the possibility that Access' ultra-compression techniques (which effectively squashes 24 megabytes of data into 7 megabytes) might result in the loss of some graphic quality. I don't know if this is possible, but it's an interesting theory nonetheless.

Sound is a mixed bag. The music is below average; it sounds more like some kind of bizarre clock than it does a song. The sound effects, however, are superb; many characters in the game talk to you with sampled speech that can be played through the internal speaker or through a Sound Blaster. Which brings up yet another problem. The configuration program for **Martian Memorandum** will not recognize some of the hardware settings in your Sound Blaster. What does this mean? It means that if you want to use your Sound Blaster, you must first use a program on the Sound Blaster support software to find out a few technical numbers, then plug them into the configuration file for **Martian Memorandum**. What a royal pain! If every PC

game made me use the Sound Blaster driver software to find out strange hardware information, I'd stop using the thing!

Mixed Emotions

From what I can tell, Access is trying to impart the effect of a CD-ROM game (full-motion graphics and digitized speech) without the CD-ROM. They're close, but not quite close enough. The graphics need to be digitized better, or at least touched up considerably. They're just too "fuzzy" right now. The sound routines need to be MUCH more friendly, as well. Almost every other game I have will automatically recognize the Sound Blaster and use it. Why does this game force me to figure out the hardware settings? Sloppy programming, perhaps?

Another suggestion? Get rid of the help function! Out! Out! Out! Why the heck should you play an adventure if you've got all the answers in front of you? If you buy a new book, do you turn to the last page and read the ending? Of course not! That's the best comparison I can make to this game's help function. (This may be a bit hypocritical, since I've contributed walkthroughs to **Enchanted Realms**™, but that's different...I think!)

Martian Memorandum's problems became more apparent as I played it for longer periods of time. It's a very interesting game, with great audio-visuals, but I didn't enjoy it nearly as much as I thought I would. Some of the humor in the game made me laugh out loud, but other gags were uninspired, and sometimes just plain stupid. On the planet Mars, you'll meet up with "Big Dick Castro," the son of Fidel. At another point in the game, you have the opportunity to call someone a "doo-doo brain." What is this, preschool or adventure gaming?

Martian Memorandum has an interesting storyline, and the graphics and sound are excellent. I've still got some of the more memorable speech samples running through my head. Now, what Access needs to do is give their games some polish. If they just clean up the text, clean up the graphics and clean up the configuration system in future products, they'll be hard to beat.

Adapter Kit ($79.95) available for the **Gold 1000** to add CD-ROM access (at a total cost of $379.90).

The Sound Blaster Pro ($299.95) is also available now and features many improvements over its predecessor. It includes, among other features, a stereo DAC, 22 voice stereo synthesizer, MIDI interface, CD-ROM interface and joystick port. It also comes packed with a MIDI sequencer and cables, voice editor and CD music player.

Media Vision has also entered the arena with their **Pro AudioSpectrum** board. It is available both separately and in their new **Multimedia Upgrade Kit** detailed above. The **Kit** is available from Media Vision for $995.00 with internal drive and $1,295.00 with external drive (we will be reviewing this package in an upcoming issue). Also available from Media Vision is their lower-end **Thunder Board**, a 100% Sound Blaster/Ad Lib compatible music card.

If you're in the market for a pair of amplified speakers to improve the quality of your computer sound system without making too monsterous of an investment, you may be interested in the **Persona**™ **PC Game Speakers** ($229.95) available from Persona™ Technologies, the Monster Cable people. Though definitely near the high end of the market price wise (but less than a quality amplifier and bookcase speakers), this hi-fidelity speaker system is designed specifically for computer use where the speakers are close to the user and close to each other. Controls are provided for Volume, Image and Bass. The Image Control allows the user to engage and adjust the Persona's Ambience Recovery System (ARS), thus changing modes from Mono to Stereo to Super Sonic Stereo. The latter mode allows for the adjustment of depth or ambience recovery. The speakers can be placed next to your monitor, mounted on it or placed on optional tripod stands. The quality of sound from our evaluation units is really quite impressive, on both an Amiga and PC compatible. If you would like to get yourself a pair for Christmas (or simply because your a nice person), a special discount order form is available in select Electronic Arts games carrying the "Power To Play" stickers. The offer is good through March 31, 1992 at the special price of $199.95. We will provide a review next issue on these units.

An Epilogue (of Sorts)

Other new adventures that have shipped since the last issue include: **Altered Destiny** (Amiga), **Leisure Suit Larry I** Enhanced Version (PC) and **Space Quest I** Enhanced Version (PC). Other new releases are expected sometime between iminently and eventually (Ah...yep. It'll be shippin' by the end o' next week fer sure).

Thus ends this issue's rather extensive look at upcoming adventure releases and related products. Tune in next time for a full report of the new titles for 1992 fresh from the Winter Consumer Electronics Show in Las Vegas. 'Til then... Happy Adventuring and Happy Holidays!

Overall: 81	Martian Memorandum		Price: $59.95
Category: Animated		Access	Difficulty: Novice

Gameplay:	76	Graphics:	88	**Required**: VGA, MCGA; 640K; 286/10 MHZ; HDrive
Interface:	78	Audio:	90	**Recommended**: Mouse
Atmosphere:	80	Innovation:	78	**Supported**: Roland, Ad Lib, Sound Blaster, Realsound
Documentation:	65	Mechanics:	75	**Protection**: None **Options**: On-line Help Built-in

Leisure Suit LARRY™ 5

Passionate Patti Does A Little Undercover Work

Reviewed by Michael J. Ballenger

I am a male "humanimal" who has just turned 40. Throughout my life, I have observed my brains battling with my hormone levels for control of my body. I suspect that all males (and possibly all females) have a similar problem. When I sit down for a session with one of Sierra's **Leisure Suit Larry** games, I just let my hormones go and Larry's pitiful body follows. Yes, if you want to indulge in safe sex and dangerous fantasies, Larry is for you.

Welcome to Porn Prod, Inc.

In the latest installment of the **Leisure Suit Larry** (LSL) series, our hapless hero is the chief tape rewinder and sterilizer for Porn Prod. His position is so lowly, that no one can remember his name: "Larry, Larry Laffer" (how quaint, his first and middle name are the same, notes his boss, Silas Scruemall). The company, hoping to break into the main stream of entertainment, is looking for a woman to be hostess of their new show, America's Sexiest Home Videos. They want a woman "virginal and untouchable, yet sexy and slutty." Such a woman would be so sexually alive she would turn on to the lamest loser imaginable. Thus, a dork of unbelievably low character is required to audition the three finalists in their home environments. The man in the leisure suit, the prince of polyester, the lounge lizard king is just the man for the job.

Where are the Babes?

Larry has his assignment, but as usual, getting him into the required position for him to perform is the main puzzle. After leaving Scruemall's office, Larry has a miniature video camera (disguised as plastic pocket protector) and nothing else. You must search Porn Prod for video tape, a recharger, the dossiers of the three contestants, plus other necessities. When you have found what you need, it's off to the airport. Even getting on the airplane is a problem (Hint: don't bother with the ticket counter). When he's finally on the plane, Larry will fall asleep and dream of a woman he thinks he once knew; but then, he's been having a little trouble with amnesia lately. As he dreams, his dreams become more real and...

A Sex Change

...Passionate Patti, piano chanteuse extraordinaire is finishing her last set of the night in a little dive in Washington called The Piano Pit. Her sleazy boss, however, gives her the sack; it seems that the shady criminal figure, Julius, feels she is too good a performer to be economical. The patrons of The Piano Pit are listening too much and not buying enough

liquor (Funny, Patti thought just the opposite). Out on the street, jobless and penniless, Patti is recruited by the FBI who plans to use her as an undercover agent in their relentless war against the sleazy purveyors of sex, drugs and rock 'n' roll.

Getting Patti through her indoctrination at the bureau and indeed, through all her adventures seems a little easier than getting Larry anywhere. This seems like the opposite of real life where a woman is made to work about five times as hard as the average man to go the same distance. No one said that computer games accurately reflect reality. Certainly, this game reflects only the most carnal fantasies and nothing else.

New Look, Eh?

This is the first of Sierra's "new look" games that I have played. It's in 256 color VGA, supports more sound boards than I knew existed and barely runs on less than a 10 MHZ 286 processor. This reflects the new philosophy at Sierra to support the MS-DOS machines that approach multimedia capability and let those with older, slower machines ponder the need to upgrade. There is a 16 color version of the game that will run on slower, less capable machines, and I am currently (out of curiosity) sending for a copy. I suspect that you will still need either a good, fast CPU to enjoy it or an incredible, nearly Zen, form of patience to really play it.

The new look is completely successful, as far as I am concerned. Gone are the blocky, crude, computer-like images of Larry and Patti from previous efforts. They have been replaced by a hilarious cartoon image of the leisure-suited one and his various companions. Patti actually saunters with a blistering imitation of Jessica Rabbit (**Who Framed Roger Rabbit**). Backgrounds are also very well rendered. So much so, that it can be a little tricky finding the various objects needed to complete the game, as everything blends in so well.

The interface completely does away with keyboard entry (Yeah! Wahoo! Applause! Applause!). Everything can be done with the mouse. When the pointer is brought to the top of the screen, a menu strip of icons appears. Click on an icon and an action can be performed. These icons include a walking figure (for walking places), a hand (for doing things), an eye (for examining objects), a speech balloon (for talking), a suit case (for checking your inventory), a control panel (to altering game aspects like sound level, speed of movement, saving games), a fast forward button (to skip narrative sequences with no character interaction) and a zipper (this is LSL, remember; if you don't know what you might need the zipper for in one of these games, don't buy it). Try reading the previous sentence in one breath; it'll give you a sense of how much you can do without touching the keyboard once.

I particularly enjoyed putting the walk pointer at the end of a maze, clicking and watching Larry or Patti negotiate the

maze intelligently. I don't know about you, but I grew tired of trying to figure out where to go on each screen of LSL3.

Maybe you like to type a lot when playing these games. Worse yet, maybe you don't have a mouse. This game can be played from the keyboard, but it's worth the price to invest in a mouse. Although you can direct the pointer with the arrow keys, and open the menu bar instantly with the ESC key, it's pretty awkward. There's really no two ways about it; this is a "grope and click" game, and a mouse is the perfect tool.

I'm playing the game with a Sound Blaster Pro card and, again, although you can play the game without a sound board installed, it may be worth your money to upgrade. Using the PC internal tone generator, you do get an amazing variety of tunes. However, the sound card adds immeasurably to the game, giving not only stereo music, but many sound effects that greatly enhance the atmosphere of play. Imagine if you will the sounds made by a beautiful babe making suggestive play with her banana split dessert while Larry (and you) watch, enthralled.

The gameplay depends on Sierra's Command Interpreter accessing really large, compressed files called resource files. These will take up about 8.1 megs on your hard drive. If you are stuck for space, a small install will put the necessary files for the Command Interpreter on your drive using only about 1 meg. You will have to access the resource files from floppy disk (aaaggh! Painfully slow...Larry will never be able to keep it up that long...) What?! No hard drive? Then, you're out of luck. You cannot play the game from floppies alone; sorry.

The Command Interpreter will make use of additional memory, if available. It recognizes Expanded, Extended and XMA memory. To use XMA memory, though, you need to have your XMA memory manager (such as HIMEM.SYS) installed when you run the game. Using added memory does speed up the adventure.

What's the Catch?

There are a couple of things about LSL5 that need to concern you if you are thinking of buying it. Probably the most important is the subject matter. As implied in the opening of this review, I am a somewhat frustrated adult with an adolescent sense of humor. Therefore, I LOVE this game. The box cover contains the dreaded words "WARNING! Parental Discretion Advised!" I think you should heed these words. Although there is no nudity or overt display of the act of sexual intercourse, achieving it (with just about everyone) is, in fact, the object of the game. This may be offensive to some adults, and probably needs to be interpreted in relation to real life if played by children. Yet, I think that Al Lowe has again successfully trod the fine line between tasteful, if racy, humor and pornography; others might not agree.

Your best index for deciding if this game is offensive is to read the box and look at its illustrations (including accurate renderings of the least daring screens from the game). If you think you would blush if someone looked over your shoulder while you're doing this, you had best put it back on the shelf. If you find yourself nudging your neighbor to show him/her the box while cackling with glee, you are beyond being offended by this game. Buy it, even though you might be bored. Most of us, however, fit somewhere in-between these two extremes, and will enjoy the adventure, even if we do occasionally blush or groan at Larry and Patti's adventures.

Another matter for concern is your system. The limitations discussed above truly apply. Although you might get this to run on an old XT with a VGA card, you will probably die of old age before you finish the game.

Finally, although the interface is close to perfect, it still is only close. Probably the most difficult thing about it is using the hand and eye pointers to do things and look around. If you are trying to touch something or look at it, you may get feedback telling you that you missed. You see the pointer right where you think the interesting object is, but you are told something like "you carefully smooth the wrinkles out of your clothes; you spend longer in some locations than others." To avoid getting yourself entangled in the pointer, move away from objects and then touch them with the hand or eye pointer. If at first you don't succeed, try again. Sometimes you really have to get amazingly lucky to do something.

This clumsiness with handling things sounds like it would be a killing defect, but it isn't really all that bad. The top left portion of each pointer is the active part, and I found a learning curve that I rapidly ascended until I had little trouble. Every time I sat a friend down at the game, though, they started by "groping and clicking" uselessly at the wrong stuff. This will only be a REAL problem for you if you are using the keyboard, instead of a mouse, for controlling game action (come on, they're not that expensive; get a little rodent for your computer, already!).

Finally, although I really enjoy this game, many experienced adventurers might find it too simplistic. The basic rules of adventuring apply here without exception: 1) take it, you probably need it; 2) examine everything; 3) keep a log and map locations; and 4) save your game often!

Put This on Your Charge, My Sewer?

All of Sierra's new generation games are going for $59.95. That might sound pricey, but I submit that there is a lot of game being bought. The graphics, sound, animation and storyline are all top flight. The interface, although not quite perfect, is undoubtedly a major leap forward. So, unless you're a member of C.A.N.E. (Conservatives Against Nearly Everything), I recommend you check this one out.

Enchanted Realms™
DISTINCTIVE
Adventure Award

Overall: 96	Leisure Suite Larry 5		Price: $59.95
Category: Animated		Sierra On-Line	Difficulty: Apprentice
Gameplay: 95	Graphics: 98	Required: VGA, MCGA; 640K; 286/10 or Better; HD	
Interface: 99	Audio: 95	Recommended: Mouse and Sound Card	
Atmosphere: 92	Innovation: 92	Supported: Roland, Ad Lib, Sound Blaster, Pro Audio	
Documentation: 85	Mechanics: 90	Protection: Manual Options: EGA/Tandy Available	

GATEWAY TO THE SAVAGE FRONTIER

Reviewed by Alfred C. Giovetti

Playing a familiar sequel is like going home for the holidays. If my count is correct, **Gateway to the Savage Frontier** is the ninth game to be produced by SSI using the Gold Box game engine, and one of five currently available set within the **AD&D Forgotten Realms** fantasy game world. The now classic game engine has had a few improvements and refinements, but it just keeps turning out hit games. If it ain't broke, don't fix it!

A New Beginning

The story begins with a new group of novice adventurers banded together to take on the evil alliance of Zhentil Keep and the Kraken Society, a cult that worships the evil Sea Kraken who devour ships and their crew. Lord Mansoon, an agent of the evil god, Bane, and the agents of the Kraken and Fire Knives oppose your group of six player characters and up to two non-player characters as they thwart the evil plot that threatens the forces of good on the Continent of Faerun.

Surprisingly, some of the agents of the god Bane assist the adventurers in their attempt to subdue the alliance. The alliance intends to openly conquer the north Sword Coast from the trackless sea to the great desert of Anauroch. Some of the evil factions are repulsed by the vulgar display of power attempted by the alliance and feel that evil's ends are furthered better by more subtle acts. These agents of Bane fear the results of the alliance's lack of finesse and praise the well-placed, silent and poison dagger.

The plot was engaging and kept my interest. Characterization was well developed, with some depth and personality. The interactive fiction was enhanced by a 43-page Adventurers Journal with paragraphs. I prefer off screen paragraphs, because they save me writing down the long passages in my notes. The less writing I have to do while playing a game, the better.

Of Epic Proportions

Gateway comes with a pre-rolled group of six adventurers who have some nice equipment that is stolen in a brawl at the beginning of the game. Part of your quest is to recover that stolen equipment.

This game is part of a new **Savage Frontier** series or "epic." Thus, your characters are limited to low levels. They begin at the second level and can advance up to the sixth to eighth. As they progress through the "epic" series of games, they will be allowed to progress to higher and higher levels, with their advancement in the last game being unlimited.

Due to the low character levels in **Gateway**, multi-classed half-elf characters, such as a cleric-fighter-mage or cleric-fighter-thief, are highly recommended for their versatility and battle effectiveness. These characters may be required to win the end game sequence, which is one continuous battle, and may involve fighting multiple battles with large numbers of high level monsters. Map paper and a good strong group of adventurers will be needed to prevail in the difficult and

confusing end game sequence. If **Gateway to the Savage Frontier** has a weakness, it is this end game battle.

Accustomed Customization

Character generation allows for the rolling or modification of hit points and the six basic ability scores of the player character, such as strength, intelligence, wisdom, dexterity, constitution and charisma. Modify allows the game player to transfer a character from any other fantasy game simply by giving the new character the same statistics as the old character, as long as those ability scores fit within the constraints of official **Advanced Dungeon & Dragons** rules.

Gold Box games allow you to pick and customize the player character icons that will be used in the combat portion of the game. You personalize your characters by selecting colors, weapons, head shape and other specifics. Character customization continues to be an extremely popular feature. In many quests, the character icon customization and the character creation routines are enjoyable enough to be a game in themselves.

Auto-mapping works in many areas throughout the game, except the endgame sequence and some other inconsequential areas. Keep trying the auto-mapping function as you play. Some areas within a single map will allow for automapping of the entire map while other areas will not. Some areas will enable the auto-mapping function only after all the set encounters have been cleared from that area.

The game also has a very convenient "fix" function that can be selected from the camp menu. Fix will cure all of your characters automatically and does not require you to throw any spells. The fix or automated heal command was added to the game system to save the game player from typing repetitive commands. Your party will be allowed to camp anywhere, but may not be allowed to rest or fix without interruption, except at specific rest areas. Some rooms become a rest area after being cleared of all monsters.

Well Rounded Combat

Combat is of the rounded type with turns for each character and monster. Rounded combat is more suited to tactical combat with a large group of characters who are in different locations on the hexagonal combat grid. Real time combat with groups tends to cause problems with those game players who have less than sharp reflexes.

The combat display is an overhead oblique view of a matrix of hexagonally placed spaces, emphasizing tactical movement. You can be ambushed and outflanked by groups of enemies on the large map-like playing board. I especially enjoy the importance of establishing and maintaining a flexible line of defense and the use of team tactics to defeat the enemy.

The auto-combat system in the Gold Box games uses an artificial intelligence algorithm that handles unassisted combat with one key stroke (Alt-Q). Another key stroke (Alt-M) toggles the use of cleric and mage spells by the party

on and off. Auto-combat does allow some characters to use bows, while the other characters charge ahead and engage the enemy in melee combat. Caution, however, should be exercised in using the auto-combat mode since the artificial intelligence routine is not that intelligent. Some characters will run behind barriers and get stuck. Some characters will throw spells that may hit other party members and the monsters.

Artifacts, weapons and armor in the game top out at the +1 and +2 level of magical enhancement, save a +3 sword obtained via a special quest. A wand of defoliation will help with the end game battles against the shambling mounds. Adventurers are novice level in this game, with items to be found of relatively low level.

Lack of Characters

This RPG only utilizes six non-player characters, who must be found within the game. Of the six non-player characters, two are working for the evil alliance and should not be allowed to join your party. The lack of non-player character hirelings in **Gateway** is a great disappointment. It would have been better if the party of adventurers were allowed to interview and hire at least one additional adventurer to travel along with them.

Wilderness travel screens employed in **Gateway** are reminiscent of those used in **Pools of Radiance** (my personal favorite of the Gold Box games). You actually move a party icon across the screen display of a map-like rendition of the wilderness. The view is of the aerial top-down variety. In comparison to the heads-up wilderness view of other games — the advantage is perspective — the disadvantage is the loss of realism.

Travel to the islands west of the Sword Coast is accomplished by a special graphic screen display of the stern of a boat with a text description of the voyage. Any encounters while on the voyage are resolved without input from the user. The outcome is predetermined by circumstance and timing.

Sights and Sounds

Graphics appears to be a little better in the current batch of Gold Box games than the earlier offerings. VGA graphics appear clearer and better defined. The color palette employed is much more diverse and uses complimentary colors better. There is even more detail and better rendition in the art. Both non-player characters and monster icons have been thought out better and refined.

Sound was digitized for the major sound boards, with differences in quality depending on the version of sound board used on your machine. Sound Blaster and Ad Lib appear to do an adequate job on digitized sound effects and other audio used in the game, adding atmosphere to the graphics. Digitized music, however, was limited to the introduction. Many people would like to have an appropriate sound track accompany gameplay, but SSI has yet to incorporate it.

In the Bag (Make That Box)

Gateway to the Savage Frontier comes on high density diskettes which makes installation of the program on a hard drive much less tedious than before. SSI should be congratulated for meeting the needs of users. You will see four choices in the future for disk format to accommodate high density users.

Documentation was well written and easy to understand. The manuals explain all spells, artifacts, races and other essential elements of **AD&D** Second Edition Rules and paraphernalia. The manuals are accurate and complete from the Adventurers Journal down to the version data card.

One word of caution is in order, though. The end-game has given many people fits. The map presentation is fine for combat, but not for exploration. It is highly disorienting. I recommend that you obtain a copy of the map of the end-game area before attempting this on your own; or, just remember to keep going north and never turn back. There is a comprehensive clue book available directly from SSI or from **Enchanted Realms™**. The suggested retail price is $12.95. The necessary map can be found in this clue book. [Editor: Check out **'Starr Light** for some excellent end-game assistance with this adventure!]

Gateway to the Savage Frontier is fun to play and has all the award winning features of earlier Gold Box games. Aside from the small number of problems with auto-combat, auto-mapping, no background music, few digitized sound effects, the unremarkable graphics and the difficult end-game, I highly recommend this adventure.

Overall: 86	Gateway to the Savage Frontier	Price: $49.95
Category: Role-Play	SSI	**Difficulty:** Apprentice

Gameplay:	92	Graphics:	80	**Required:** VGA, MCGA, EGA, CGA or Tandy; 640K;	
Interface:	85	Audio:	75	Hard Disk or Two Floppy Drives	
Atmosphere:	87	Innovation:	85	**Supported:** Ad-Lib, Sound Blaster and Tandy	
Documentation:	93	Mechanics:	90	**Protection:** Manual **Options:** Clue Book Avilable	

Innkeeper's Timepiece

SUMMIT
Games Network

By Chuck Miller

Are you inflicted with modem madness? Do you hear strange tones and static-like sounds whenever the telephone rings? Does your phone bill look like the national debt of a third world country? Well, if any of the above sounds familiar or rings a bell, there's a new national telecommunications network on-line and ready to contribute to your affliction — the **SUMMIT Games Network**.

New on the Horizon

It was at the Consumer Electronics Show in Chicago this summer that we first heard about the **SUMMIT Games Network**, a telecommunications network devoted exclusively to games. If you want to talk spreadsheets or download the latest macros, look elsewhere. **SUMMIT** is currently the first and only multi-vendor supported national network designed just for game players. There are, of course, other telecommunication networks that support on-line gaming (The Sierra Network comes to mind — look for a feature article on this network in a future issue), but **SUMMIT** is the only national games network that is not vendor specific.

All Together Now...

SUMMIT is most definitely slanted to a specific category of gamers — those with strong leanings toward fantasy role-playing and wargaming. This network, however, is not limited to computer gamers. In fact, **SUMMIT** currently provides a greater degree of support for avid role-playing devotees, those who participate in the more traditional non-computerized pen-and-paper variety of role-playing, than to computer gamers. However, more computer game manufacturers are in the process of being added, and plans are also in effect to have their first on-line multi-player role-playing game in operation by December.

Numerous vendors are represented on **SUMMIT** in their Game Manufacturers section. These include, among others, TSR, Origin Systems, Sierra On-Line, West End Games, White Wolf, New World Computing, Chaosium, Flying Buffalo and DarkTower Enterprises. **SUMMIT** is also adding a Game Publications section to the network where you will be able to contact **Enchanted Realms™**, as well as other select publications. (We should be on-line with **SUMMIT** by the time you receive this issue. You can contact us in the Game Periodicals section under **Enchanted Realms™**. Please direct EMail to our membername, "**Enchanted**".)

On-line Multitasking

The **SUMMIT Games Network**, while still very much in its infancy, has much to offer the avid gamer. From the support available, there is on-line conferencing, software databases, message bases and on-line shopping. What I have found to be the most impressive feature of **SUMMIT**, however, is not the diversity of support offered, but the ability to access a large percentage of it simultaneously! The **SUMMIT Games Network**, with its proprietary software, Network Communicator™ (sporting a very intuitive menu-driven interface) allows the user to multitask on-line. In fact, it multitasks so well that I can initiate more activities than I can keep up with. This network allows complete control of up to four active windows at one time, while allowing you to upload or download in the background. Imagine being in a public conference, playing a game, reading the latest game news, shopping from an on-line catalog and downloading a file all at the same time! On **SUMMIT**, you can do it. You can even send private messages while everything else is running (a very nice feature for comments directed to one individual that you don't want everyone else to "hear"). There's no more waiting to check messages, conference with a friend or send EMail until you finish downloading a file. Now, you can do them all at once!

Approaching the SUMMIT

At present, the **SUMMIT Games Network** only supports MS-DOS compatible computers. However, an Amiga interface is planned and will be instituted in the future. For now, though, Amiga users will have to be patient (though it wouldn't hurt to give some courteous prodding).

All you need to get on-line with **SUMMIT** is a PC compatible computer, Hayes compatible modem (MNP level 5 error checking is highly recommended) and a copy of the Network Communicator™. If you would like more information, simply contact the **SUMMIT Games Network** at the address or phone number provided in their ad on the adjoining page. There is a one-time fee for Lifetime Membership of $15.00 and a monthly minimum charge of $12.00. Complete information on network access, features and fees, including the Member Handbook and the Network Communicator™, is available direct from **SUMMIT**.

For Whom the Bell Tolls

If you are interested in on-line gaming and game support, and you have a fondness for fantasy role-playing of any kind, it would be well worth your while to check into the **SUMMIT Games Network**. However, let me warn you now. You'll probably not be content with traditional networks once you do. Not when you can have access to all that **SUMMIT** offers, and much of it simultaneously!

Black Crypt
Previewed by Chuck Miller

Dungeon Master move over. There's a new kid on the block, and his name is **Black Crypt**. It has been a long time in the making, but now Electronic Arts is about to release what looks to be the best Amiga Dungeon FRPG since the introduction of **Dungeon Master**. **Black Crypt**, programmed by Raven Software, uses the familiar **Dungeon Master**-style interface, and even incorporates the same keyboard keys for movement that worked so well there. Graphics are beautiful 64 color extra half-bright renderings (though I do find the walls a bit drab). Animation is relatively smooth, but the best parts of the game appear to be the superb sound effects and special effects that accompany the use of magic. As usual, the party is comprised of four members: fighter, cleric, mage and druid. Over twelve interconnected dungeons are provided for your exploration pleasure, plus the wilderness above. One warning is in order: the denizens are nasty, very nasty! Suggested retail is $49.95; 1MB RAM required. A full review will appear in an upcoming issue.

Elvira® II: The Jaws of Cerberus™
Previewed by Chuck Miller

Okay. It's late at night and the gates to Black Widow Productions are locked. For some reason, the guard's not on duty either. So, now what, Stud Muffin? (That's Elvira's little nickname for you. "Yes, you. With the cute tush".) Elvira told you to meet her here tonight. But, you can't get in. Thus begins the latest installment in the macabre life of Elvira, Mistress of the Dark.

We've been playing with a beta version of **Elvira® II: The Jaws of Cerberus™** for some time now, and had planned on reviewing it in this issue. Unfortunately, the final release, which was originally scheduled to ship in October, has been delayed 'til near the end of November. Since we only review "finished" products, we will have to suffice with just presenting a preview here. Actually, about the same thing happened with the previous **Elvira®** adventure. And, we are going to do pretty much the same that we did then — tell you NOT to bother waiting for the full review, but to grab **Elvira®** (**Elvira®** II the game, that is) as soon as possible. Like it's predecessor, **Elvira®** II is a "killer."

So, what do you get for $69.95? From the looks of it, a lot! Graphics, soundtrack and gameplay have all seen noticeable improvement. 256 color VGA graphics adorn the MS-DOS version. Animation is smooth. I am especially impressed, though, with the musical accompaniment. It significantly adds to the atmosphere, providing a good variety of theme music. Gameplay, however, has received the greatest degree of attention. Weapon, spell and inventory management have all been improved over the previous effort. Hit points are visibly displayed on screen. Spells available have been almost doubled in number. And, an Enemy Detection and Tracking System has been added. There's also an additional contingent of creatures to battle in real-time combat.

As big as **Elvira®** was, **Elvira®** II is over five times as large! It boasts more than 4,000 locations and over 120 hours of playtime. It's definitely not a weekend adventure. The catacombs and underground passages below the cemetery are quite expansive, and will most certainly require mapping.

Based on preliminary documentation, PC adventurers will need 640K of memory and a hard drive. A mouse is STRONGLY recommended (no PC owner should be without one of these friendly little rodents). Amiga gamers will need 1MB of RAM. The Amiga version will be playable from floppies, but a hard drive is STRONGLY recommended. If you have a PC compatible, you will be able to spend some time with Elvira real soon. Amiga owners, however, will have to wait 'til early in the new year for some excitement with the Mistress of the Dark.

Overall, I believe that both Accolade and Horror Soft have another exceptional adventure on their hands (yes, it's already on our list of candidates for this year's adventure awards). We will follow up this preview with a full review in the next issue. However, in the meantime, I would venture to say that graphic adventurers and role-players alike should find **Elvira®** II to be more than suitable company for those cold, dark winter nights ahead.

Kingdoms of England II
Previewed by C. Albert Scott

The Vikings are coming! The Vikings are coming! Yes, and you must become the sole ruler of England and defend her from the invading hordes. Based in part on the history of medieval England, **Kingdoms of England II, Vikings: Fields of Conquest** is a fantasy-based strategy/simulation game for up to six human and/or computer players. It features nicely illustrated 64 color extra-halfbright Amiga screens in overscan, with smooth, fast animation and map movement. Of course, all this requires an Amiga with 1MB of RAM or more, with 1MB CHIP RAM adding additional speed to play. Amigas with accelerators are supported, as is hard drive installation. It is also Workbench 2.0 compatible.

This game of land conquest has options for both historical and random play. (A demo version with random play only is available.) In your conquest of England, you need to manage armies comprised of seven different troop types, flotillas, castles and catapults. Taxes must be levied and raised. Raw materials must also be managed.

So, if you have a hankering to reach out and crush someone, you just may want to put **Kingdoms of England** II on your Christmas list. A review will be provided of the finished game when available. Scheduled release date: November 15, 1991.

King's Quest V
Previewed by Chuck Miller

Normally, I pay little attention to cigarette commercials (I can't remember when the last time was that I even saw one). In fact, my usual response to cigarettes is an immediate

feeling of nausea, followed almost instantaneously by a mental and emotional reaction of disgust as my personal rights to breathe clean air are infringed upon. So, what do cigarettes and **King's Quest V: Absence Makes the Heart Go Yonder** for the Amiga have in common? Upon booting up this latest Amiga conversion from Sierra, I'm reminded of the old Virginia Slims commercial "You've come a long way, Baby!"

Until recently, Sierra's attempts at converting their adventures to the Amiga platform have been, to put it mildly, disappointing. While the quality of play has been there all along, the graphics have been little more than a computerized version of children's crayon renderings. Well, sound your trumpets and let the bells ring forth! With **King's Quest V**, Amiga graphics are finally coming into their own at Sierra On-Line. Gone are the blocky 16 color images of the past, replaced with 32 color renderings more on par with their 256 color VGA cousins. The improvement is significant. I will say, however, that when compared side-by-side with the MS-DOS VGA version, there is a NOTICEABLE difference. This, of course, is inevitable when you reduce the available color palette by almost 90 percent. However, how you use the colors you have can make a big difference. Sierra is still doing the fine tuning on Amiga graphics. So, I expect the differences to become less pronounced with each progressive conversion. Most Amiga adventurers will, I believe, be quite pleased with what Sierra's new conversions have to offer. Now, if Commodore would only push Amiga technology back into the forefront once again, we would see an even more impressive generation of new "graphic" adventures. The Amiga NEEDS standard support for greater graphic resolutions and available colors, and it needs to be backward compatible for Amigas currently in use. Not an easy task, but necessary nonetheless. It will most likely entail a "Next Generation" Amiga.

But, back to **King's Quest V**. Music and sound effects are up to the same high standards of Sierra's most recent Amiga offerings. However, the type-in parser is gone! This new **Quest** is totally icon driven (with the exception of entering names for save games). If you want to "talk" to someone now, you simply select the Talk Icon and click the cursor on that individual. To examine someone or something, use the Eye Icon. They are all really self-explanatory.

The rest of the details will be left for the review. Suffice it to say, however, that if you've been a fan of **King's Quest**, you will certainly find this latest installment the cream of the crop.

[NOTE: The release of **King's Quest V** for the Amiga has met with several delays throughout this year. Although some copies have shipped, Sierra is currently holding further release until some problems with speed of execution, on Amigas with the standard 68000 processor, are corrected. In other words, it runs too slow on unaccelerated systems. However, the problem may be corrected, and the adventure shipping, by the time you read this preview.]

Knights of the Crystallion
Reviewed by Michael J. Ballenger

It is rare that a humble vassal of the **Realms** like myself would differ in opinion with the **Lord of the Realms**, but in the case of **Knights of the Crystallion**, I would have preferred to give it more than this mini-review. Why? Because there's so much to say about this unusual game.

At first glance, the game may seem more suited for a **Lemming**-minded arcade player, rather than for the mature adventure gamer. Au contraire, mon frere! Although there are many action sequences in this game, it is for the thinking man of action. In the simplest arcade-like sequence, the player maneuvers his character through a maze collecting the crystals

that add to the power of his armor. The animation and artistic level are outstanding. A card game for improving your abilities in telepathy and teleportation is available (the cards occasionally reshuffle themselves, otherwise the game is much like the old standby, **Concentration**). A stone and board game that is difficult to describe and challenging to play is included. There is a beautiful action sequence where aligning the crystals acquired in a previous sequence with moving objects will recharge your armor with bolts of lightning. Finally, there is a trading sequence which is strictly strategy city. Although these scenarios sound disparate, they all link together to form a coherent and subtle whole.

This brief description of **Knights of the Crystallion** does nothing to convey the visual excitement of this game (produced in HAM mode) or the appropriate music and sound effects. This game is a little different than most, and requires some hand-eye coordination with the mouse, but on the whole is tasty and well worth the asking price of $59.95.

[Editor: While **Knights of the Crystallion** has received a very high rating, I believe a caution must be added. The unusual mixture of elements makes this a very different type of game. Action and strategy are very pronounced in this product. As such, hard core RPG and graphic adventure players should carefully check out this game prior to purchase.]

Medieval Warriors
Reviewed by Ken St. Andre

Twelve heavily armed soldiers move through a green and verdant countryside; twelve others, exact counterparts of the first crew except for the color of their surcoats and their names, await them. These two "armies" maneuver and fight until one side is wiped out. This is the basic premise of **Medieval Warriors**.

Unfortunately, the game is not as exciting as it sounds. Only the warriors are animated, and they all look alike, moving slowly from place to place. Even arrows in flight are slow. Warriors get one move, and one attack per turn. Each action is described with a hokey, pseudo medieval phrase such as "Thine axe clefts the skull of thy foe." Obviously, the writer got his idea of medieval narrative from reading too many Marvel Thor comic books. You get four minutes per turn, which means you only have 20 seconds to spend on each warrior. The battlefield is about 15 by 24 squares, too big to see all of it on the monitor at one time, so it is difficult to move strategically. The computer, however, doesn't seem to have that problem. It knows exactly where your forces are, and never wastes an arrow. Although the animation of the warriors is very smooth, it cannot be called exciting, and the sound effects that accompany the combat are the weakest I have ever heard.

The only saving grace is that the game can be played against another human foe via modem. The computer AI for the fighters is quite good — it beat me soundly every time I played, so finding a human foe sounds like a good idea. You can exchange comments with your on-line foe in windows at the bottom of the screen. You might as well — you won't be that enthralled with the on-screen action.

The game's copy protection is of the look up the word, type in the first letter variety, and the disk can be freely copied. Programmer/designer Scott Lamb seems to have done a competent job on the programming, but the game concept and execution lacks excitement. The game suffers from the lack of a story. If you just want to fight and win, a rousing game of Battlechess is guaranteed to be more entertaining and amusing.

Medieval Warriors might be okay as a public domain game, but as a commercial product, I wouldn't recommend that anyone spend $49.95 on it.

Space Quest IV
Reviewed by Chuck Miller

While **Space Quest IV** has been out for some time on PC compatibles, several factors behooved us to present this mini-review: the quality of the adventure itself, its "soon" release for the Amiga (look for a full review when the Amiga version is available) and our entrance into the MS-DOS arena.

Roger Wilco's latest adventures, in the tradition of the series, are fun. In this quest, Roger finds himself bouncing back and forth in time trying to foil the plans of his archnemesis Sludge Vohaul, while avoiding the ever deadly Sequel Police. I thoroughly enjoy a lighthearted romp between the more serious D&D style games and, for this diversion, **Space Quest IV** fit the bill very well. My only real complaint is with the regularity with which Roger meets with his own demise during the game. But, this is much a hallmark of the Sierra adventures. However, I wish it was less pronounced in their more "comical" quests. Death shouldn't have to be lurking around every corner. (If this were the case in "real" life, I don't think I would step foot outside my own front door!)

Graphics and sound are superb. (If you don't have VGA and a sound board, you are missing much of the pleasure the game affords. Save your bucks and get them both!) I must admit, though, it took me a while to adjust to the new icon-based interface that Sierra has implemented. Even toward the end of the adventure, I still "stumbled over it" at points. Yet, it does make adventuring much more simple, though possibly a little more limited as well. Personally, I would like to have a text parser available at least for conversation (when you select the speech icon).

The storyline is well thought out and entertaining. I also enjoyed the game within a game that the arcade sequences provided (they are not mandatory for those who would rather not play them). **Ms. Astro Chicken**, located in the arcade at the Galaxy Galleria Mall, was probably played almost as much as **Space Quest IV** itself. Nothin' like a little mindless diversion every now and then. Bombs away!!! (Or, is that eggs away?)

If you haven't played **Space Quest IV** as of yet, and you have even the slightest sense of humor, run out to your local software shop (or, better yet, the **Adventurers' Guild**) and grab yourself a copy. Amiga gamers should put it on their wish list now. However, heed this warning. Watch out for the Sequel Police. Roger Wilco, over and out!

Wrath of the Demon
Reviewed by Zach Meston

Y'all remember **Shadow of the Beast**? It was the most graphically stunning arcade-adventure game ever released for the Amiga when it came out in 1989, and it's still gorgeous today. A large part of that gorgeousness is due to the multiple-level parallax scrolling. When the Beast runs back and forth on the screen, the graphics in front of him move quickly, while the graphics behind move slowly. It creates a mondo cool illusion of depth.

I jabber about **Beast** because **Wrath of the Demon** is a pretty blatant **Beast** knockoff, at least part of the time. **Beast** was a side-scrolling adventure, but **Wrath of the Demon** is broken down into many different arcade sequences. Some of these sequences use parallax, while others take place on still screens.

The cookie-cutter plot line has you saving the Kingdom from an evil Wizard named Anthrax, which also happens to be the name of the programming team. Incredible coincidence or overinflated egos? You decide! Anyway, you get your booty into motion and jump into the first arcade sequence, a parallax jobbie with you on horseback.

The graphics are quite nicely drawn, but don't even come close to the sharpness of **Beast**. The music is the best indicator that this game is a wanna-**Beast**; the sound programmer is David Whittaker, the same dude who did the **Beast** soundtracks! Miscellany includes a save game feature with multiple save positions that are named after the area you saved at, a great opening sequence and heavy-duty disk protection.

Wrath of the Demon is 95 percent arcade and 5 percent adventure. I recommend it to joystick jockeys who need to feed the **Beast** in themselves.

## Taleteller's Sanctum Adventure Summary

Adventure	Category	Publisher	System	Price	Score
Black Crypt	Role-Play	Electronic Arts	Amiga	$49.95	NA
Elvira II: Jaws of Cerberus	Role-Play	Accolade	MS-DOS	$69.95	NA
Kingdoms of England II	Strategic	Realism Entertainment	Amiga	NA	NA
King's Quest V	Animated	Sierra On-Line	Amiga	$59.95	NA
Knights of the Crystallion	Action/Strategic	U.S. Gold	Amiga	$59.95	94
Medieval Warriors	Strategic	Merit Software	Amiga	$49.95	58
Space Quest IV	Animated	Sierra On-Line	MS-DOS	$59.95	91
Wrath of the Demon	Action	ReadySoft Inc.	Amiga	$49.95	83

Turret Of Tomes

Territory Tales:
Rilian Rogue

By Marci Rogers
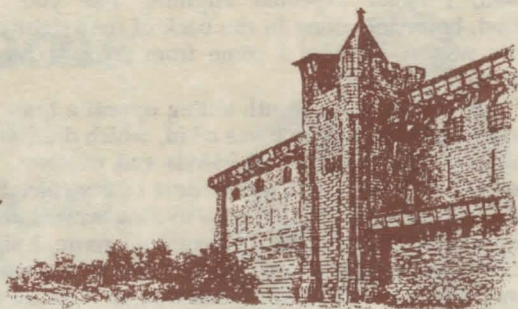
Chapter Three: Dark Lady of the Sonnet

"Why two scrolls?" Vestir mused as they navigated the narrow rock steps leading down to Subsola's East Gate. He was familiar with the emerald wax on the first. The color was routinely used for travel permits, although this seal was enhanced with the Queen's silver star. The second parchment confused him. Its wax seal was dark purple carved with runes the goblin guide could not read. He had shown the markings to Alairic, but the young drow was as ignorant of the language as Vestir himself.

"Stand account, Vestir," smiled the dwarf at the guardpost. "I see you're offering tours for children now."

"Only on odd Resdays, Garmonn," Vestir returned.

The grizzled guardian winked at Feeflier as he reached for the travel scroll. "How old is your elf friend, young lady? He doesn't look a day over fifty."

"I'm one past sixty," Alairic replied testily.

The dwarf chuckled. "Scarcely dry behind the ears."

"He's only teasing," Feeflier whispered as the guard broke the green seal and counterstamped the parchment. "Geordy always said dwarves had strange senses of humor." She returned the guard's wink.

"Pretty little thing," Garmonn said to Vestir. "Looks as if she might have a touch of faerie in her. Keep her in the light if she does. Subsola will go hard on her after a few hours." He started to crack the purple seal, but a flash of amethyst fire leapt from the wax.

"Slag!" the guard swore, letting the parchment drop as he blew on his scorched fingertips. "Why didn't you tell me that wasn't for my eyes?"

"I didn't know," Vestir answered honestly.

"So that's the way of it. One parchment with the Queen's grace, and the other with the King's magic. I'd fare cautiously with these charges if I were you. You might not return."

Alairic tucked the scroll into his pack, as Vestir refused to handle it again. Goblins were superstitious creatures with no love for magic, and the guide's greenish complexion took on a sallow cast as they passed through the gate. He spoke nothing to them until they reached the main boulevard, where Feeflier's delight at the sounds and sights of the street bazaar seemed to revive him.

"This is the Gipsy Quadrant," he explained. "See how the streets twist and turn like the cities of the Orient? You can buy anything here, or so 'tis said, if you know where to search and how much to offer."

"It smells wonderful!" Feeflier said, skipping several steps ahead to pause in front of a cloth seller. "There are oranges here somewhere. I can just catch the scent."

"We're not shopping, Feef," her brother said gently, aware how much she enjoyed the treat of a fresh orange.

"But if we happen across some...?" She turned her most beseeching glance on him.

"Two lanes north, and then twist back to the southwest, missy," said the cloth seller, turning for the first time.

Feeflier froze and stared at him. He was ugly and misshapen, with a hideous ebony wart full of hairs on the bridge of his nose.

"I won't hurt you, you know," he told her. "You've probably never seen a deep cave troll before. Sunsiders seldom do, unless they're hunting us."

"Why do they hunt you?" she asked, still rooted to the spot, but dissolving her fear in curiosity.

"Is that not the nature of Adventure, to kill that which hides in the dark? Is it not a means of advancement, to eliminate efficiently, without thought, without understanding?"

"Not to some of us," Alairic said, placing a protective arm around his sister's shoulders.

"Pass freely, Healer," the troll's scowl lessened. "You are more welcome here than you will be in many places that know the sun. Subsola was founded for those who chose to flee rather than become the same sort of murderers as those who pursued us. Our bodies are grotesque to your eyes, but not our souls. Still, you are wise to guard her. The underground depths breed few children, and she is a flame to those of us who flutter like moths in the bazaars of night."

"You were a bard once, weren't you?" Alairic asked, watching as the troll's face softened with memory.

"And no place for my songs among parties of heroes. To them, my ballads were a waiting monster's howls." He twisted one horny hand into a pile of gauze scarves and pulled them forward past his face, masking any mist that might have gathered in his eyes.

"Here, little candle," he offered them to Feeflier. "Choose a gift of color to shine with your light."

"May I?" Fiona asked Alairic, not quite sure what to do.

"Yes. Do you see one you like?"

"I like them all," she replied, and it was the right thing to say. A warmth reached the troll's eyes and he was no longer ugly, simply different.

"I shall remember," Alairic thought. "Healers must."

"But I like this one best," Feeflier finished, selecting a deep rose clustered with pastel flowers.

"Don't forget," the troll rolled it into her hand. "A monster gave it to you."

"No," she shook her head. "You did."

"Well, I never expected anything like you," Geordy admitted, bouncing along in the back of the brightly painted caravan wagon. "Where I come from, Wizards are almost always old."

"I know," sighed the youth sitting opposite him, "but I've been doing this stuff since I was a kid, which didn't make me too popular with my parents' friends and relatives. Nobody wants the punch to boil in the middle of a picnic. So, when this caravan came through and the touring wizard decided he wanted to buy the old Sharlak farm and retire, I signed on. Mom and Dad took it pretty well. I think they were relieved in a way, and they had to agree that human lives are too short to spend thirty or forty years in an apprenticeship. So, Marc Treadwell became Marco the Mystic and here I am."

"Do me a favor, will you? Actually, two. First, drop the 'Mystic'. Just Marco will serve very well. Second, try to focus your concentration or you'll burn half the planet before you reach Sorcerer level."

"I was afraid you'd say that. I've tried, but I never learned the art of narrow concentration. We didn't even have a shaman in our town. We were too 'civilized'."

Geordy studied Marco thoughtfully. His thick hair lay smooth against his head like the wrap of a raven's wing, and his eyes were nearly as black. He had an easy smile that flashed white contrast against his olive skin. His hands were very long with tapered fingers that flashed quickly enough to fool even Feeflier.

"There were tales," Geordy said, "about a human tribe forced by their neighbors to flee into the outer lands or be killed because they inspired so much fear. You see, any child born lone among them was by birthright a master or mistress of magic. I don't recall that you spoke of your siblings."

"I don't have any," Marco replied, "I'm an only child."

"Hmmm. Then perhaps I shall train that wild gift of yours a bit. There are not so many differences between healers and wizards. We both have ways beyond common ken. Besides," the old gnome smiled, "I owe you one for saving my life."

Marco laughed. "I accept. You have a way with you. You must have children."

Geordy started to shake his head, then stopped. "Two," he answered, "a boy and a girl."

They were being followed. Vestir could feel it, although he couldn't locate the tracker. Whoever it was had been waiting at the orange stand, obviously primed for their appearance by a spy who had heard the cloth seller give directions to Feeflier.

"I told them there was good and bad in all races," Vestir muttered to himself, "but all they heard was the 'good'."

He looked behind again, but it was impossible to separate the sinister presence from the entranced creatures who had followed Feeflier for blocks, feasting their eyes on the merry child so full of life's joy. The old orange peddler had refused any coin and was walking arm in arm with the girl, even though she leaned heavily on the cane in her other hand, and each step must have cost her pain. Even Alairic was distracted by the old woman's infirmity, and Vestir knew his mind was racing to find a way to ease her discomfort.

"Nobody alert but me, and our stalker nearer; I can feel it."

Recognizing a familiar bend, he slid quickly northeast, dragging his charges behind him. Only a bit further, and they might be safe. He pulled them faster. The old woman stumbled as she tried to keep up, jarring her bones so that she cried out.

Feeflier turned back immediately. "Here, Aged Mother," she reached out her arms, "lean on me."

The arrow flew from the doorway then, straight and true toward the easy target. Vestir saw it, and felt his stomach turn as he realized he couldn't reach the child in time. He could not, but the old woman could. Whatever afflicted her limbs had not dimmed her sight.

"No!" she screamed, flinging her cane aside as she forced her body in front of Feeflier's.

The arrow caught her full in the chest and she went down heavily, turning her face toward Fiona as she fell, so that her last sight on earth would be that sweet face.

Feeflier cried out in horror, and would have thrown herself on the old woman, but Alairic scooped her up in his arms.

"This way, quickly!" growled Vestir, motioning down the alley that curved behind a row of taverns.

They dashed into the torchlit safety as quickly as they could, heading for a pile of discarded crates. Their attackers were close behind. Two arrows barely missed them; the third caught Vestir in the shoulder. He staggered, but forged on.

A door opened just ahead of them, the sign above it proudly displaying a white quill pen and the word "Sonnet" in elaborate script. Alairic swerved to avoid being knocked flat by the woman that rolled from the entrance. Before he could determine whether she was friend or foe, she somersaulted down the alleyway, and flipped up in the faces of their pursuers. The assassins would have registered astonishment, but they had no time. She seized each of them by the hair, crashed their heads together, and then calmly rotated each in turn until both necks were snapped. Dumping them in the refuse pile with the other garbage, she turned around, shaking her head in disgust at Vestir.

"Good thing gossip travels faster than you do, mate," she observed, "or I might not have been ready when you needed me. Is this the half-drow? Very pretty, and the girl, too, though she is much less to my taste."

She laughed then, a hearty guffaw that ended with a slap on the back for Vestir. The goblin winced at the contact with his wound, but went meekly though the tavern door. Alairic followed, still stunned.

"We'd better shove a mug of my best grog down your throat before we get that arrow out and let the pretty Healer have a go at mending you," the woman said as she bustled ahead of them.

"Who is she?" Alairic managed to choke.

"Netalli. She's an old friend. This is her place."

"But she's incredible! She fights like an assassin, and she must have the strength of an ox to do what she did, and yet she's...she's...."

"Absolutely beautiful," Vestir finished for him. "More beautiful than an elf? Quite possibly the most beautiful woman you've ever seen?"

"In a word, yes."

"That's easily explained, my boy. She's an ogre."   ER

Dragomon's Journals

WALKTHROUGH: BLADE HUNTER
Rise of the Dragon

By Chuck Miller

Rise of the Dragon, the first in the **Blade Hunter Mysteries** by Dynamix, offers the player the opportunity of solving a mystery from several different avenues. This is accomplished through "plot branches" and results in multiple storylines. The walkthrough presented here follows just one of the possible paths to the game's conclusion. Others are left open for your experimentation. In addition, you will want to talk to EVERYONE that you can at each location. Though many offer no essential information, they all do add to the atmosphere of the game world. Only the VITAL contacts and locations are included here. Also, SAVE before talking to each person. Otherwise you may make a verbal "faux pas" and have to restore an earlier save to get the information and contacts you need. I will leave the flow of the conversations themselves to your unraveling so that the fun of discovery is not completely lost.

In addition, time plays an important part in this adventure. If you find that you cannot complete this walkthrough in the exact order indicated, it's because you took longer or acted more quickly than I did. Simply go on to do something else and return to finish previous actions when they are possible. (A perfect example is that you will only find City Hall open at certain hours.) If you are early for certain actions or events, it's an easy matter to advance the time. If you're too late.... The best advice I can offer is SAVE often and EXPERIMENT! NOTE: If you follow this walkthrough EXACTLY and do nothing more, you will miss much of the fun of exploration in the game, and will finish it well ahead of schedule, requiring you to "pass time" until the necessary events transpire. So, explore!

Blade's Apartment

Here's where the action begins. Grab the Clothes off the floor and the Coat from the hook on the wall. Access the Main Inventory and drag the Clothes and Coat onto Blade (nudity on the street is still a no no). Now, examine the VidPhone. Grab the Ammunition off the desk. Then, press the On Button on the VidPhone and click on the Remote. Select Play and get your messages. Make sure you take the Photo FAXed to you by the Mayor (from the slot on the left by the blinking red light). Select "Done" from the Remote after playing all messages, Press the Red Button to eject your ID Card from the ID Slot on the Vidphone and turn it off. EXIT (when EXIT is used, it means select the EXIT option to enter or exit a room, or to exit close up screens). EXIT to the Bathroom (check out the Shower and Toilet). Open the Medicine Cabinet and retrieve the First Aid Kit and NoPent. EXIT. Then, look under the pillow on the bed. Take your Gun and, from the Inventory Window, load the Ammunition into

it. SAVE. EXIT Apartment, EXIT to Hallway and press the Down Button on the Elevator. Now, access the Em-Way Map and select City Hall.

City Hall

Outside City Hall you will see a Flower Stand. Talk to Bliss and procure some Roses for Karyn. Bliss will ask for your ID Card (you did take it out of the VidPhone, didn't you?). Give it to her and retrieve the Card and Roses. Talk to the Bum, then EXIT left to City Hall. EXIT into the Main Building. Once inside, talk to Jenni, the Mayors secretary. But, don't take her up on her "offer." EXIT to the Records Office on the left.

Records Office

Talk to Karyn. She will be "steamed," however, the Roses should cool her off. Accept her date for tonight, and make sure you keep it. Take the Keys she gives you and head for the Em-Way and back to...

Blade's Apartment

For a quick entry without using your ID Card, click on the Valve on the pipe to the upper left just outside your apartment (ZAP! Crackle! Pop!). Use the Keys to open the Cabinet over the sink. Take the Fisto Bar, Mini-bombs and ACME "Little Giant" Wire Tester Kit. Close the Cabinet and retrieve the Keys. EXIT to the Em-Way and head for the Pleasure Dome. SAVE.

Pleasure Dome

You will need to check your Gun before entering. Be cooperative and make sure to give Slen your Fisto Bar. He will take kindly to you (his wife just loves Fisto Bars) and give you a Claim Check. EXIT into the Pleasure Dome. EXIT to the Bar in the far back righthand corner. Several people here can offer information you need. Several can also get you in trouble. However, the "gentleman" at the far end of the Bar is your main concern. Tell him that you want to see The Jake, and about the Mayor's daughter, Chandra. Be ready to show him some proof — the Photo the Mayor FAXed you. SAVE.

The Jake's Office

O.K. So, he's The Jake. You found him, but you now need to convince him to help you locate Chandra's killer. Actually, the information you need is Chen's address. Make sure you don't cross The Jake, however. You may need his help again later in the game. Once you have the address, take off. EXIT the Pleasure Dome and give Martha your Claim Check. Pick up your Gun and head for...

City Hall

EXIT right to the Warehouse District. EXIT center between the buildings. You will see a rat run into the building on the left. EXIT into the same opening and meet Chang Li. You will need to return here later for more assistance. EXIT to the Em-Way and head for Chen's.

Chen Lu's

EXIT into Chen Lu's Apartment. The guy you "bumped" into in the hall has just tried to "patch" things up with Chen. Chen, however, has "lost face" with his peers (as well as everything else). SAVE. Examine Chen's VidPhone. Turn the power on and get his ID Card from the VidPhone. EXIT to the Bathroom and take the Patch. Now, scram before the police arrive. At the Em-Way, immediately select Chen Lu's and return. The police will be gone. Now, use Chen's ID Card to get back into the apartment. After opening the door, remove the Card and EXIT inside. Examine the VidPhone. Insert Chen's Card and check out his message. EXIT center of screen to the Bedroom. Click on the Eye in the Dragon Statue and examine the Safe. Use a Mini-bomb to blow it open. Then, take the Fisto Bar and the Note. Now, EXIT to the Em-Way before the police arrive again. SAVE.

Meanwhile

About this time, if you worked quickly, you will find that you either have to meet Karyn for your "second" date or spurn her again. Unless you want to lose her help, choose to meet her. If you mess up again, RESTORE an earlier game.

Blade's Apartment

Well, if you choose to keep your date with Karyn (you did, didn't you?), you will end up back at your apartment. SAVE. EXIT and head back to City Hall and the...

Warehouse District

Return to Chang Li in the Warehouse and give him the Note from Chen's. He will translate it and give you several essential items to completing the game. He will also inform you of the date and location of an upcoming confrontation you MUST NOT MISS. Take the Fortune Cookie, Bullet Proof Vest, Rock of Life and Tome of Ancient Wisdom (Be Happy Book). Take off your Coat, put on the Vest and replace your Coat. Head back to City Hall.

City Hall

Talk to the Bum once more on your way into City Hall. If City Hall is still open, visit Karyn and have her look at Chen's ID Card. This will give you the location of Jonny Qwong. Also, give her the Patch and she will have the lab run a test on it. You will need to stop back "tomorrow" for the results. If City Hall is closed, stop back when it is open and do the above. SAVE. Next stop is Jonny Qwong's.

Jonny Qwong's

From the Em-Way, select Jonny Qwong's. Once you arrive, DO NOT touch the fence! EXIT down into the Sewer and SAVE. Examine the VidPhone Maintenance Access Panel. You might also want to examine the Wiring Diagram on the outside. Now, use a Mini-bomb on the lock and open the Panel. All this should be done quickly for time here is very limited (you don't want to become Rat Chow, do you?). Take out your ACME "Little Giant" Wire Tester Kit and select the

Red Lead. Watch the Power Meters. When the needle is in the green zone, place the Red Lead on the Positive Battery Terminal (in the upper right with a Red Wire attached to it). Now, take the Blue Lead and do the same placing it on the Ground Terminal (at the lower right with a Black Wire attached). Finally, place the Yellow Lead on the Second Brass Wire Terminal counting from the bottom up (on the right about midway down). Close the Panel and EXIT to the street and the Em-Way.

Blade's Apartment

You now need to return to Blade's Apartment and check the VidPhone. Power it on, insert your ID Card and advance through the messages until you find one to Jonny Qwong (your tapping worked!). After viewing the message, retrieve your ID, power off the VidPhone and head for the...

Warehouse District

Go to City Hall and EXIT east to the Warehouse District. The Gate to the right will now be open. "Peek" in the Window to see what's happening. SAVE. Then examine the Reactor Cooling System Sub-panel. It's time to pull out another Mini-bomb and do your part to "slow" production. From here, head for your apartment.

Blade's Apartment

Check out the VidPhone. You will find another message to Jonny Qwong. EXIT to the Em-Way and return to the...

Pleasure Dome

Check your Gun and be sure to get the Claim Check. Then, visit the Bar and talk to The Jake. He won't tell you much now, but will contact you later with necessary information. EXIT the Pleasure Dome, retrieve your Gun and make tracks (Em-Way tracks, that is) for your apartment again.

Blade's Apartment

Next, bring up the Inventory and advance the hours until it's time to sack out for the night. When you awake, SAVE and head straight for City Hall and Karyn.

Record's Office

Talk to Karyn. She will now have the lab results for you in the form of a Video Tape. Take the Tape from Karyn. Then, tell her there is something you want her to look at. When she asks what it is, give her the Stone of Life. Also, ask her to run a trace on Deng Hwang. Now, EXIT to the Reception Area, SAVE and ask Jenni to see the Mayor. Tell her the matter is urgent and be persistent until you get in!

Mayor's Office

SAVE before doing anything. Now, talk to the Mayor, but don't threaten him too much. Play on the election year issue. What you want to do is give him the Tape, and get the L.A.P.D. Armory Pass from him before leaving.

Armory

EXIT the Mayor's Office and EXIT to Police Headquarters, east of Jenni's desk. Show Deputy Van Halen the Armory Pass and head for the Armory behind him. Take the Assault Rifle. SAVE and return to...

Blade's Apartment

About this time, Karyn will be kidnaped and you will find a message on your VidPhone from Deng Hwang. If the message has not yet appeared, it will shortly. (If you want a little fun, go to the Record's Office and check out Karyn's replacement.) You now need to advance the time again until you get some much needed sleep. When you awake, arm yourself with the Assault Rifle and SAVE. (If you are running ahead of schedule, you may need to advance the time enough to sleep twice.)

Reservoir

You will need to arrive at the Reservoir on 8/04 at 20:00. This initiates the first arcade sequence in the game. Make sure to save prior to this segment. When the gunfire is over, assess your condition (by the number of bullet holes on the left of the screen) and use the First Aid Kit if necessary. (I encountered more difficulty, and damage, with this sequence playing the PC version than on the Amiga.) EXIT to the Hovercar (yes, you no longer have to use the Em-Way) and head for City Hall and the...

Warehouse District

Here you will enter the adventure's second arcade sequence. Your mission this time is to rescue The Jake. When you do so, he will reward you with an ID Card. (Fortunately, this arcade sequence is not mandatory for those who dislike having these elements in adventure games. However, I did successfully complete it, even though I would rather not have this kind of intrusion in an adventure.) You can now use either the Em-Way (one last time) or take the Hovercar to Deng Hwang's

Deng Hwang's

If you took the Em-Way, show the guard at the main gate The Snake's ID Card. He will now let you inside. If you took the Hovercar to get here, after landing it on the roof, EXIT to the Elevator and enter the...

Receptionist's Office

Now, greet the Receptionist and either sweet talk her or hit her with the NoPent. SAVE and EXIT to the Security Room.

Security Room

Examine the Security Panel. Make sure the Break Lock Switch on the right is up (green activator light on) and that all the others are down (red activator lights on). Now, try to move the Security System Throw Switch (the large one on the bottom right) to the down or off position. It won't go, but it will activate the colored buttons on the left. You must now input the correct color sequence to deactivate the Security System. To find the code, examine the Fortune Cookie the old man gave you. The letters represent the color sequence of the buttons. Make sure to work quickly for time is critical at this point. When finished, the Security System Switch will automatically drop down. However, be sure to turn the Laser Gate Switch, in the center of the panel, off before you leave.

Receptionist's Office

EXIT down the hall to the right and enter...

The Janitor's Closet

The first door on the right is the Janitor's Closet. EXIT inside and open both of the Access Doors on the Electrical Panel. Flip the switch behind the top panel off (to the right). Now, take the Screwdriver from the sink and use it on the lower panel. Take the Wires and EXIT.

Interrogation Chamber

Behind the second door on the right you will find Karyn. Place the Wires over her body. Then, carefully examine the Arterial Injection Collar. Disconnect the Three Wires on the Collar and prepare for...

The Finale

You are now "locked" into the game's end sequence, leading up to the final arcade encounter with the evil Bahumat. Just watch the story until you regain control of Blade, then blast away!

[For all practical purposes, you have now finished **Rise of the Dragon**. Joystick jockeys will probably enjoy the final confrontation. I believe, however, that most adventure gamers will experience a significant "let down" at this point. Your reward, if you are good with arcade sequences, is a final, and hopefully victorious, showdown with Bahumat. If you dislike these "intrusions," your reward, after several unsuccessful attempts, is to bypass the game's climax and simply sit back and watch the epilogue. This is a clear case of a game that is more enjoyable to play than to complete. If arcade segments are going to have such a significant role in an adventure, it would not be asking too much to at least let the player "watch" the end sequence acted out (if he elects not to play the arcade segments), rather than simply showing the outcome without a clue as to what happened in the final confrontation.]

Police Quest 3

By Zach Meston

You've gotta know how to get around the Lytton Police Department building if you're gonna use this walkthrough. If you don't know where to go, here's a summary of the locations on each floor of the building.

Ground Floor: Evidence Booking Room, Jail and Parking Lot
First Floor: Locker Rooms and Storage Closet
Second Floor: Briefing Room, Homicide Office, Sergeant's Office and Vice Office
Third Floor: Electronic Systems Control

Day One

Sergeant's Office

You start on the second floor of the Police Station. Go into the Sergeant's Office and walk to the desk on the right wall. Take the Note inside the In/Out Basket on the desk. A Disciplinary Action Form? You're busted! (Just kidding!) Leave the Sergeant's Office and go to the Briefing Room.

Briefing Room

When you enter the room, talk to Officer Morales (the one in the middle). Take the Clipboard hanging on the left side of the podium and give the briefing. When you're done, everyone will walk out (except the nerd in the back of the room). Return to the Sergeant's Office and Morales will be waiting for you.

Sergeant's Office

Talk to Morales in the Office. It's pretty obvious she's got a chip on her shoulder the size of Montana, so when the form comes up, click on Sustained. Now it's time for the most exciting part of every adventure — collecting stuff your character should have had in the first place! Go to the elevator and ride down to the first floor.

First Floor

Walk into the Locker Room (the Men's Locker Room, that is, unless you like being slapped). Your Locker is the middle one in the middle row. Open it and take your equipment: Flashlight, Nightstick and Notebook. Leave the Locker Room and open the Storage Closet on this floor. Snatch some Batteries and Flares. Go back to the elevator and head up to the second floor.

Sergeant's Office

Return to the Sergeant's Office and take the Requisition Form from the In/Out Basket. Move back to the elevator and ride up to the...

Third Floor

Give the Form to Mike, the head technician. He'll give you an Access Card for the computer (you wouldn't have an Access Card after years of being on the force? Most unlikely!). Take the Card off Mike's desk. Go down to the...

Sergeant's Office

Try out the Computer. When you're paged (and we all know how painful that can be), pick up the Phone at your desk and call Dispatch. Take the elevator down to the ground floor and get into the black-and-white. It's time for the driving sequence!

"We now interrupt this walkthrough for some driving hints. Turn on the Lights and Siren only when you're pulling somebody over, or are rushing to a crime scene; click the Walk icon on the Door to get out of the car (you can only get out when you're at a location you need to visit); don't take the corners too fast or you'll eat it. We now return you to your regular walkthrough."

Aspen Falls

Drive Eastbound on River Road until you see the Aspen Falls sign. Stop the car and get out. Talk to the woman holding the child, then walk one screen right to the river. You'll see a guy doing the Funky Chicken in his BVDs. (If you're a sick puppy like I am, save the game at this point, then use your Gun on the poor sap. Restore the game after witnessing the carnage.)

Use the Action icon on the weird dude. He'll grab your badge and throw it into the river, then dive in himself. (Save again and shoot the guy when he's in the water for another gruesome sequence. Yuck!) Search the guy's Clothes and you'll find his License and Keys. Throw the Keys into the river and the crazy dude will climb out of the drink to attack. Select your Nightstick and click on the guy as he attacks. You'll knock him to the ground!

Use the Handcuffs on the nutcase immediately. If you take too long, the guy will wake up and attack again. You'll walk him back to the car. Search the guy and you'll find a Knife. Open the passenger-side door, then get into the car yourself. Drive back to the Station.

Police Station

When you get out of the car, click on the Gun Lockers near the door to the Jail. Click on the Locker with the Red Key to open it, then put your Gun inside. Walk into the Jail and up to the Booking Window. Put the Knife and Driver's License into the Property Drawer. Click the Action icon on the door and enter the Penal Code from the manual (which I can't repeat here 'cuz it's really the copy protection, but I can tell you to look on page 4 under Possession of a Concealed Weapon).

Okay, you've booked the wacko. Get your Cuffs from the Property Drawer and walk back out to the Gun Lockers. Get your Gun from the drawer and enter the car. Drive onto Highway 41. When you get close to the 7th Avenue on-ramp, you'll automatically pull over to deal with Officer Morales.

Traffic Duty

Talk to Officer Morales, then talk to the woman inside the car. Talk to Morales again, then click on Signature. Talk to the woman inside the car again, then get back into your car and begin patrolling the Highway.

The first car you see will be going too fast. Speck out the License Plate. It will be an exempt plate. This guy's a cop, so don't pull him over! Instead, wait for the next car, a White Mercedes. This car will also be going too fast. Turn on your Lights, hit the gas and catch up to the guy. When you're close behind him, drop back down to 85 MPH. Soon, you'll pull the car over to the side of the road.

When the Time appears in the upper-left corner, WRITE IT DOWN! You'll need to use it later. Walk to the passenger side of the Mercedes (not the driver's side or you'll get run down by passing traffic). Talk to the suspect (notice how bogus the excuse sounds from the cop's point of view?) and get his License. Return to your car and use the License on the Computer. Select Form 900. Enter the Time you wrote down and the Violation Number from the game manual. Pick up the Ticket and License, then return to the suspect and talk to him. You'll give him the Ticket and License and return to your car.

Your next encounter will be with a car slowing down traffic. Drive one car length behind him in the right lane with your Lights and Siren on. You'll catch his attention and he'll pull over. Note the Time in the upper-left corner! Use the same procedure with the driver of this car that you did with the first guy. Walk to the passenger side, talk to the guy and get his License, return to your patrol car, use the License in the Computer and fill out the Ticket. Return to the low-rider and talk to the driver again to give him his Ticket.

The third driver you pull over will be weaving back and forth on the road. Get behind the guy, then drop to 55 MPH and turn on the Lights. He'll pull over. Walk to the passenger side, then talk to the driver twice. Man, that's a mean lisp he has (grin)! After talking to him for the second time, you'll get to give the Field Sobriety Test! Oh joy! (I have so much more respect for cops after playing through this game!)

Move the Finger back and forth from the extreme left side of the screen to the extreme right. Do this until the game remarks on how wasted the guy is. Then, get ready for a lovely graphic effect as the drunk guy vomits onto the ground! Search the drunk, then use the Handcuffs on him. Click on the passenger door of your car to put him inside, then get in yourself and drive to the Police Station.

Police Station

Lock your Gun into the Gun Locker and go into the Jail. Remove the Handcuffs from the drunk and administer a Breath Test with the Gas Chromatograph. Click the Action icon on the Property Drawer and the drunk will empty his pockets. Click on the Jail door and charge him with the proper Code from the manual. Now sit back and watch the noninteractive graphic sequence.

Sergeant's Office

Walk outside of the Jail and get your Gun from the Gun Locker. Enter the Police Station and ride up to the second floor. Call Dispatch from the phone at your desk in the Sergeant's Office. Go back down to the car and drive past 300 East Rose. Pull into the Oak Tree Mall. When you see Marie, take the Gold Chain from her hand. You'll ride with her to the Hospital. After talking to the doctor, look at Marie, talk to her, then leave and return to the...

Oak Tree Mall

When you arrive back at the scene of the crime, talk to the reporter there and get his Business Card. Put the Batteries into your Flashlight (you're an experienced cop, and you can't remember to keep new batteries in your flashlight? Geez!), turn the Flashlight on, and carefully look in the shadows on the side of Marie's car, down near the driver's side door on the ground. You'll see a Medallion glisten when the light from your Flashlight hits it. Take the Medallion (which is a Bronze Star) and look at it. Write down the Serial Number you see engraved on it. Then, turn off your Flashlight, get back into your patrol car and drive home.

Day 2

Bedroom

Get dressed, walk to the Closet and take the Music Box. Leave the room and drive to the Station. On the second floor, enter the Homicide Office (across from the Sergeant's Office).

Homicide Office

Write down the two Case Numbers that Captain Tate gives you. Sit down at the Computer and use your Access Card. Select the Homicide Option, then Serial Number. Enter the Number on the back of the Bronze Star. Hmmm! The plot thickens! Review the Case Number you got from looking at the Serial Number, then review the other two Case Numbers.

When you're done, talk to Earl (the guy reading the paper). Look at the Business Card, get the Phone Number and call the reporter. Then, leave and go down to the ground floor.

Evidence Booking Room

Enter the Evidence Booking Room and book the Bronze Star and Broken Chain as evidence for case 199144. After booking both items, you'll automatically go to the Hospital.

Hospital

Talk to the Receptionist twice to get Marie's Room Number. Go into the Flower Shop and talk to the Florist. When she holds up the Rose, select your Wallet and click it on her to pay for the Flower. Go to the elevators and you'll ride up to Marie's Room. Give her the Rose and the Music Box. Use the Action icon on Marie to kiss her, then leave the Hospital.

Day 3

Homicide Office

When you enter the Homicide Office, take the Note from your In/Out Basket. Go to the ground floor and get into the unmarked car. Drive to 325 S. 2nd Street, stop the car and get out. You're in a disgusting Industrial Area! (You will have to judge the approximate location, stop by the side of the road and get out of the car.)

Industrial Area

Walk up to the pile of Papers behind the Shopping Cart. Use the Action icon on the Papers to rouse the woman (Carla Reed) sleeping underneath them! Select your Wallet from the inventory and click on Carla. She'll be ready to go with you, but won't leave without her Cart. Time for a bit of ingenuity. Use your Handcuffs on the Cart and lock it to the pipe.

Homicide Office

Now, you're back at Homicide, but Carla's not talking! Give her the Lunch Bag from the desk on your left. Next, talk to her, then sit down and access the Computer. Select Tools, then Drawing Composite. It's time to play with facial parts!

Adjust each part so that Carla says "The so-and-so looks okay." (For the face, Carla will say "Yea his face looks right.") Carla will also tell you if you need to adjust the current part. When all the parts are correct, click on Search. You'll come up with information on Steve Rocklin. Quit out of the Computer and talk to Carla. Drive her back to the Industrial Area and grab your Handcuffs from the Cart before you leave.

Oak Tree Mall

On the way back to the Station, Morales will ask you to stop at the Mall while she makes a phone call. Get out of the car and look around. You can go into Zak's and the Army Recruiting Center, but you can't do anything at either location yet. Return to the car and you'll wind up the day's action.

Day 4

Homicide Office

When you enter the Homicide Office, check your In/Out Basket. You've been given a Subpoena! Next, head for the...

Third Floor

Click on the head technician's desk to ruffle through his drawers, and take the Tracking Device. Go to the ground floor and enter the black-and-white police car.

Police Car

Open the Glove Compartment and take the Calibration Chart. Then, drive the unmarked car to the Courthouse.

Courthouse

When you are called onto the stand, keep using the Talk icon on the prosecutor to answer his questions. (Quick aside: the prosecutor sure looks like Ken Williams, the founder of Sierra On-Line, doesn't he?) Give him the Calibration Chart when he asks for it. If you didn't enter the correct time on the ticket when you gave it to Jose, you'll find out during cross-examination!

Oak Tree Mall

When you get back into the car, Morales will ask you to stop at the Mall so she can make a call (again). This time, she'll leave her Purse in the car. Grab the Key off her Purse and get out of the car. Go into Zak's and give him the Key. When he asks for $2.50, click on your Wallet then click on Zak. Rush back to the car and place the Key back on Morales' Purse before she returns to the car.

After Morales returns to the car, you'll get a call on the radio to drive to 300 West Rose. Put the pedal to the metal and go there! (Go west on Rose and stop just past 3rd.) When you get out of the car, you'll be in a dingy back alley.

Back Alley

After Morales takes her photos, open the trunk of your car. Open the Suitcase and take the Envelopes, Scraper, and Toothpicks (dental hygiene is important even at a murder scene). Look at the Body in the dumpster. Use the Action icon on the guy's Pants to find his Driver's License. Click the Notebook on the Driver's License. Now peek at the victim's Fingernails and use the Toothpicks on them. Click on the guy's Shirt to lift it up, then click the Notebook on his Chest.

Look at the rear of the Abandoned Car and you'll see some Paint. Use the Scraper on the Paint to get a sample. Return to your car trunk and put the three items you took back into the Suitcase. Get into the car and drive back to the Station.

Homicide Office

When you've reached the Station, enter the Homicide Office and take the Note on your In/Out Basket. Use the

Computer. Access Homicide and start a New File (note the Number, 199145). Quit the program and go to the Evidence Booking Room and book the Envelopes you got from the murder scene to the New File Number. Get into the unmarked car and drive to the Hospital. Take the elevator to...

Marie's Room

After the doctor gives you the bad news, take the Chart at the foot of Marie's bed. It says her dosage should be .005. Now look at Marie's IV Machine. It says .015. Hmmm! Press the call button to summon the nurse. Talk to the nurse and she'll get the doctor. The doc will admit the mistake and fix the IV Meter. I think you've got grounds for a malpractice suit here! When the IV is fixed, go home.

Day 5

Homicide Office

Enter the Homicide Office and look at the Bulletin Board. Use the Computer to review Andrew Dent's Case. Look at the Evidence/Analysis to identify the type of car the gold paint came from. Turn off the Computer and use the Phone to call Dispatch. You'll put out a BOL (Be On Lookout) for the car.

Use the Computer again. Select Tools, then City Map. Plot the locations of the three murders, and Marie's attempted murder (found in the Homicide files under each case). Place a fifth plot on Palm Street between 200 East and 300 East. Finally, draw lines connecting the points to form a Pentagram. If the game brings up a message when your Pentagram is done, you know where the next murder will take place. If you didn't get a message, clear the Map and try again.

Psychologist's Office

Leave Homicide and drop into the Psychologist's Office. Read the File on the desk, then leave the office and go to the ground floor.

Police Car

Get into the unmarked car and drive to the 200 East block of Palm. Stop the car and get out (just past 8th going east on Palm). You'll be in front of the Old Nugget Saloon.

Old Nugget Saloon

Look at the left rear of the car parked in front of the Old Nugget, then pop your trunk and open the Suitcase. Take the Envelopes and the Scraper. Return to the car and plant the Tracking Device. Next, use the Scraper to get a Paint Sample. Then, go into the Saloon.

Morales will walk into the back. Wait at the bar until the second pool player walks onto the screen. Look at him with the Eye icon, then select your Gun from the inventory. (Save the game at this point and shoot the guy if you're in the mood for completely unnecessary violence.) Look at the guy again. He'll recognize you, draw his gun and fire! When he flees, get into you car and turn on the Tracking Monitor.

Pursuit

Pursue the crook. The blip will eventually stop moving on the freeway. Drive there. Open the trunk of the Police Car and take out the Flares (if you took them earlier, they'll be in your inventory). Place the Flares on the road. Look at the dead driver and take the Keys from the ignition. Talk to the Coroner when he appears. Use the Keys to open the trunk of

the car. Oh-ho, what's this? Cocaine! Five Packets in all. Click on the Cocaine with the Action icon, and you and Morales will get back into the car (she will get the Cocaine).

Homicide Office

Drive to the Station. Morales will leave for her car. While she's busy, rush to the Homicide Office and open her desk with the Key you made. Look inside her drawer and note her Locker Combination. Close and lock the drawer, take the Note from the In/Out Basket, then take the elevator to the...

Ground Floor

Put the Envelopes and Scraper back in the Suitcase in the trunk of the car, then book your evidence in the Evidence Booking Room under file 199145 or 199144. Before calling it a day, you need to go to the Hospital (in the unmarked car), visit Marie, give her a smooch and leave.

Day 6

Homicide Office

Enter the Homicide office and talk to Captain Tate. Take the elevator to the first floor and walk into the...

Mens' Locker Room

Stuff the Roll of Toilet Paper into the Toilet (the water will overflow) and leave the Locker Room. Next, talk to the janitor and he'll go clean up the mess. Now, walk into the Ladies' Locker Room (don't be embarrassed, it's just a game).

Ladies' Locker Room

Open Morales' Locker (the rightmost locker on the top row). You'll spot several Packets of Cocaine! Click the Notebook on the Packets and close the Locker. Return to the...

Homicide Office

Talk to Captain Tate again. Then, take the elevator to your car and drive to the Coroner.

Coroner

Open the various drawers and read the Toe Tags. When you find Steven Rocklin's body, the Coroner will show up. He'll give you a News Clipping with your face surrounded by a Pentagram. When the Coroner leaves, get the Manila Envelope and open it. Go outside and get into your car. You'll automatically drive to the Hospital.

Hospital

Give Marie the Locket and her eyes will open! Marie's going to be all right! Now it's time to stop the cult before they do to someone else what they did to Marie! Leave the Hospital and get back into your car. After you receive a radio call, drive to the address given (500 West Peach).

Cult House

When you arrive, open the trunk and take the Envelopes and Scraper. Talk to the fire chief and enter the house.

Take the Photograph from underneath the pile of debris. Look at the address on the Pole (which is partially covered by Michael). Can't figure it out? No problem! It's 552 West Palm Street. (Thank goodness for blatant walkthroughs!)

Enter the Altar Room and use the Scraper to get a Sample of Blood and Hair from the middle of the Pentagram. Return to your car and you'll automatically drive to the...

Oak Tree Mall

When you arrive, go into the Army Recruiting Center. Show the recruiter your Wallet, then show him the Photo. He'll print out a File for you. Take the File from the printer and read it. Go back to the car and you'll drive to the Station.

Police Station

Visit the Psychologist's Office and give him the Military File on Bains. He'll give you a rundown of Michael's psycho psyche. Return to your car and drive to 552 West Palm.

Crack House

Knock on the door. It's obvious that they aren't going to let you in. You'll need to use legal means!

Courthouse

Drive to the Courthouse and show Judge Simpson the News Clipping and the Photo. She'll fill out a Search Warrant. Take the Warrant and walk back out to the car. Return to the...

Police Station

In the Evidence Booking Room, book the Cult Book, Ring, Photo and the Sample of Blood and Hair under case 199144.

Courthouse

Go back to the courthouse and talk to the Judge. This time, she'll authorize a team to assist in serving the Warrant.

Crack House

Drive back to the Crack House. The battering ram and backup unit will be in place. Select your Gun, then click it on yourself. You'll run up to the door and let the battering ram knock it down. Enter the house.

Wait at the doorway for a gunman to appear on the left. Shoot him before he shoots you! Michael Bains will now surrender. Cuff him and a policeman will come into the house and take him away. You're not done yet! (Step outside if you want and get Spike to come in and help you.)

Look under the Cushions on the Sofa and you'll find a Remote Control. Use the Remote on the TV and press 8. The Chimney will open to reveal a Secret Door! Draw your Gun, click it on yourself and go through the door. You won't see the gunman appear until you start to walk back up the stairs. He'll pop out from the left side of the screen. Shoot him fast, then sit back to soak up the ending sequence!

'Starr Light
HELPS BROUGHT TO LIGHT FROM THE RUNES OF ESTARRA

Conan the Cimmerian

Need a little help getting started in **Conan**? Begin by gaining the respect of the people of Hyborea. Start at the Main Gate in Shadizar and find the Tavern on the Map in the game box. Be sure to speak to everyone you come across on the way there, and gain familiarity with the layout of the city. Seek help at the Tavern in locating the master thief, Taurus. Next locate the home of Master Quan Yo, trainer in sword fighting, and learn the Thrust and Overhead Chop from him. (The Overhead Chop is essential for killing Guards.) Then, find Ninook at the Red Dog Tavern. He will give you a map to Taurus. However, before heading out in search of Taurus, be sure to procure some Torches from one of several local merchants. You will need them when underground. Also, get some rope and a stronger sword if funds are available. (Check prices. Some merchants charge less and can be haggled down in price.)   **C. Albert Scott**

Death Knights of Krynn

Here's a little help for Death Knights, the location of the Major Magic Weapons!

Composite Long Bow+3	Throtl Keep
DragonLance	Dragon Pit
Hoopak+3	Tunnels under Tower
Long Bow+3	Kuo-Toa Slave Ship
Long Sword+3	Vingaard Keep
Long Sword+4	Dulcimer
Mace+2	Gargath Outpost
Mace+4	Kuo-Toa Slave Ship
Mace+4	ShipWreck
Mace of Disruption	Cerberus
Quarterstaff+2	Cekos
Short Bow+3	Dragon Pit
Short Sword+2	Turef
Short Sword+4	Tunnels under Tower
Staff Sling+3	Tunnels under Tower
Two-handed Sword+2	Dargaard Level 1

The locations of Quazle, Kuo-Tao Slave Ship, ShipWreck, Fun House, Cursed Village and Father of Trees are not necessary stops in **Death Knights** in order to complete the adventure.   **C. F. Shaffer**

MegaTraveller 1

Here are some general hints for this space RPG. In order to purchase items at the lowest possible costs, be sure that your character has a Trader or Streetwise skill of at least four (necessary for selling goods, too). Also, be sure to purchase an electric torch, some demolition charges and, by all means, a medical kit at the start of the game. When you sell items, don't sell too quickly. Higher profits may be gleaned elsewhere later.

Vehicles are very important for ground travel. Not only do they make movement faster, but they take the brunt of damage when under attack.

When fitting your characters with armor, always get the best you can afford. The TL 12 Vacc Suit, TL 12 Combat Armor and TL 13 Battle Dress are the best. Probably the most convenient and available of these pieces, however, is the TL 12 Vacc Suit.

Here are some goodies you should find. On Efate, there are Emeralds on the ground in the mountains north of the Starport. On Llun, you will find a Power Pick on the ground beside the Pond. Stur sports several items. A Solaman Musket is lying on the ground southwest of the Starport, across the bridge by some bushes. In the Marsh south of the Starport, you will find some Battle Dress and a Helmet, plus a Plasma Gun and some Coynes. There are also some more Emeralds southeast of the Starport.   **C. Albert Scott**

The Kristal

Here are some general tips for this Space Operetta. Interaction with other characters, except for combat, takes place in Meltoca and Zapminola, and you must have several vital items in order to complete the quest. Getting these items requires a special word, so make sure you enter it correctly, and ALWAYS keep a second back-up disk. You can't get back to several places if you "blow it," and each disk will save only one game. The second part of the game is basically combat, and the space flight part is easy. The axes have a tendency to go in predictable circles, and the skeetoids hover, so just aim and blast your cannons.

Sword fighting is a bit different. I'd advise ignoring the instructions in the manual and heeding the "Stay cool in a duel" method. This is most easily done by holding the joystick at a diagonal right angle downward, and making minor adjustments when you're losing strength. Always repress the fire button when you do, and keep it down. This will make your arm ache after a while, but it's very effective on both opponents. The "Mean Greens" do more damage, but also run into your sword more frequently, while the pirates are very athletic, making them less deadly but harder to damage. Fight Reginald (Redhead) by the pirate method, but try to get a big lead if you can. He rallies when he's losing and comes on strong.   **Marci Rogers**

King's Bounty

There are two ways to find the Scepter of Order, your goal in **King's Bounty**: the kinder, gentler Exploration Method or the bloody, gory Brute Force Method. Choose a method and read on!

The Exploration Method

At the start of the game, rent a boat at Hunterville. Now view your army and use Dismiss Army to reduce your force to the cheapest, smallest army possible. You won't be getting into any fights if you can help it.

Start sailing around, grabbing any chests you find. Distribute most of the gold to the Peasants to increase your Leadership. This is a necessity as you must have high Leadership to command larger, more powerful armies later.

Check out all the cities along the way to find out who is in which castle and keep track of where these villains are located. Look for locations where you can buy the Castle Gate, Town Gate and Time Stop spells; you'll want to buy these spells later in the adventure.

On Continentia, you can safely explore the desert since nothing will follow you into it. There are several chests (and hopefully other items) located in the desert.

When you find the Map to Forestria (which is usually, but not always, located on the coastline), sail away from land in any direction until you're asked which continent you want to go to. Choose Forestria and repeat there the process of exploration you used on Continentia.

Don't get into any battles! If a chest is being guarded, you can usually lure the guardian away and trick him if you're clever. If you're unlucky enough to be attacked, choose Give Up from the menu. You'll lose your troops, but that isn't a problem at this point since you're traveling light. You will, however, have to start over from the Castle.

Keep going until you reach Saharia. Here, you can get an Archmage, Dragon, Demon or Vampire. However, you may have to enter the desert to find a place where you can buy one.

Once you've got your flying creature, dismiss all your other armies. Now you'll be able to fly over the landscape, dropping down to get chests and other items by landing briefly. Explore and get all the objects, maps and money you can find. Try to get the eight Power Items since they give you pieces of the Scepter Map.

Once you have the eight Power Items, you'll have eight pieces of the Map. You can look for the Scepter now, or you can hire some Dragons and attack the castles in Continentia. They'll fall easily to the Dragons and you'll gain more pieces of the Map.

Continue to attack enemies, building a stronger army, or beat enemies until you find enough of the Scepter Map to locate it. Remember, if you keep using your Dragons, they'll start to die in battles. They're very expensive, so you may want to use other creatures in your army.

Brute Force Method

Begin at the initial Castle and buy all the Pikemen and Archers you can afford. Then buy any Militia you can. Attack a few armies and return to the Castle for more troops. Keep building your army, using the boat and eventually some flying armies to wreak destruction. You should be able to conquer all of the continents and all of the generals (except Arech Dragonbreath, who you're better off avoiding).

These strategies were originally published in a videogame book I co-authored entitled **Sega Genesis Secrets 2**. It's a great book, filled with hints and tips on many of the hottest Genesis games around, including **Might and Magic** and **Shining in the Darkness**. Check it out at your local bookstore. **Zach Meston**

Space 1889

If you're struggling from a "lack of character" in **Space 1889**, follow these guidelines. In creating your characters, the traits most useful are Fisticuffs, Throwing, Close Combat, Trimsman, Stealth, Crime, Marksmanship, Wilderness Travel, Tracking, Observation, Engineering, Science, Bargaining, Linguistics, Piloting and Medicine.

If you decide to create your own characters, do not take the first set of attributes. You can get 32 points. Seek at least 6 points for Strength, Intellect and Endurance; 5 points for Agility; 6 points for Social; and anything for Charisma. The higher the number of points you have for Social, the more money you will receive. After selecting your Career, do not select a second one. Instead, buy points. You will have 12 more to distribute. **C. F. Shaffer**

Leisure Suit Larry 5

Your first task is to take Coffee into the board room. If you don't at first succeed at picking up the Coffee Urn, keep trying. It's there; trust me.

Things you will need before leaving Porn Prod include: a Battery Recharger (in a drawer in Larry's Workroom), Tape for his Video Recorder (found near a monitor in the Workroom), an AeroDork Airline Gold Card (found in the File Room), and the Files on the Three Finalists (also in the File Room, in the drawers to the right). Make sure you erase the tapes on the Tape Degausser in Larry's Workroom and recharge the Video Recorder at any convenient outlet. Open and look at each of the Files for additional clues.

As a little added extra, the 8-track Tape Player in Larry's Workroom at Porn Prod has the soundtrack for the entire game. Select any tune you want to hear and it will play as long as you remain within the Workroom. Just click on the Tape Player with your "hand" and pick the Songs from a menu that appears.

When Larry goes to the Airport, don't enter the Terminal until you stop at the Automatic Ticket Machine located just to the right of the entrance. You buy a Boarding Pass at this machine. (You will need the docs that came with the game; yep, this is where the manual protection fits in.) To get Larry onto his flight, show the Security Camera the AeroDork Card and go into the VIP Lounge. While waiting for the boarding signal, click on the Chair in the Lounge with your hand pointer; its not worth points, but its worth a laugh.

While Patty is being indoctrinated into the FBI, click your eye pointer on every experimenter in Commander Twit's Lab; again, no points, but yuk it up. When she is finished with her physical, pick up everything you can in the lab; there is a DataMan, two DataPaks, and the Brassiere Cannon (a kind of Hooter Shooter).

When Larry goes to New York, read all the signs in the Airport to find a phone number for the Limo. Steal from the Charity Coin Depository near the VIP Lounge to scrounge a Quarter for the Phone. Don't give up on the Phones — one of them works.

In the Limo, pick up the Address Book on Larry's left. When you arrive at the Hard Disk Cafe, use the Money you find in it to bribe the Maitre d'. Then, take the Entrance Pass he gives you and use it on the Music Box in the lower left hand area of the Hard Disk's lobby. The resulting damage to your Pass makes it able to admit you to the Private Lounge area where you will meet a Finalist.

Make sure to turn on the Video Camera at the last second and off at the first opportunity when Larry finally scores.

When Patti goes to Des Rever Studios, you can grab the Champagne Bottle in the Limousine. On arrival, read the Sign in the lobby. Talk to the Guard until he lets you on the Elevator. Be quick about it, or he falls back to sleep. When you enter Des Rever Studios, you can grab the Gold Record (mounted) on the way in.

To get into the Control Booth with Reverse Biaz, you have to play a session. Do your best, even though it's awkward fingering the on-screen keyboard with your mouse. The game

will make you do several takes, but then the game starts playing for you. At the end of the tune, Reverse Biaz invites you back to the Control Booth.

That's all for now, look for more help in the next exciting issue of **Enchanted Realms™**!   **Michael J. Ballenger**

Gateway

This help is for those who are having problems with the Final Battle after Ascore in **Gateway to the Savage Frontier**. If you have the Four Statuettes, you will be able to enter the Final Maze (please refer to the map).

Enter at Point A and proceed to the Exit at Point B. Follow the Arrows for the easiest route through the Maze. This Eastern Route provides several encounters, but they are nothing like those you would experience by going the Western Route. Points C, D and E indicate easier confrontations. Points F, G and H identify difficult confrontations. When you exit at Point B, you have won the game. At this point, the computer takes over.

You cannot save during this Final Battle. If you take the Western Route and fight in the Northwest Corner, you will probably have to reboot and start again. Backtracking results in having to fight the same creatures over and over. It is best to follow the Eastern Route described here.

When you encounter Shambling Mounds and Ettins, use Fireball Spells on the Ettins and Defoliation Spells on the Shambling Mounds. With Goblins, use Sleep Spells on those in front and Fireballs to kill the balance. When fighting the Kraken Mages and Zhentil Commanders, use Hold Person and Charm Spells, plus Fireballs. You will encounter these creatures along the Eastern Route.   **C. F. Shaffer**

Gateway
to the
Savage
Frontier

Last Battle
After Ascore
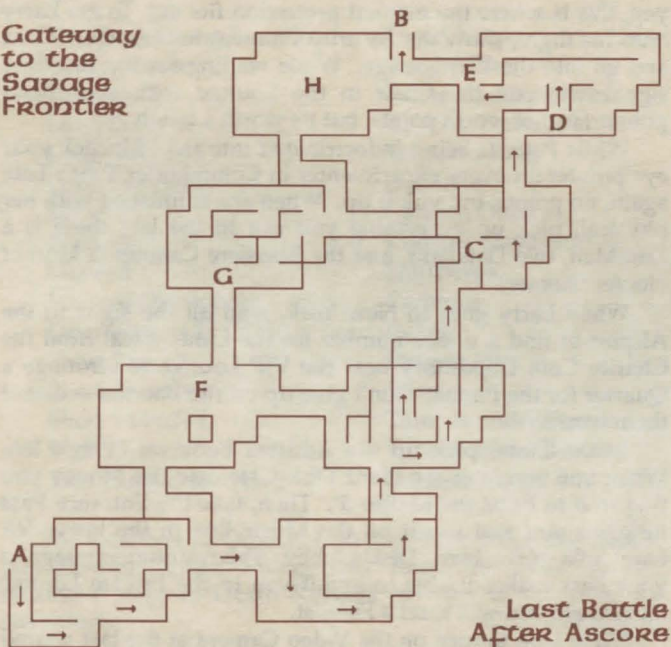
Space Quest IV

Is the Eveready Bunny annoying you to no end? Well, one screen to the east of the Starting Screen you will find a piece of Rope. No, don't hang yourself. Find a nice place to hide (like behind a White Pillar two screens to the north). Then, take the Rope from your inventory and place it on the ground. When the "cute" little Bunny steps into the Snare, grab him!

Are you going to pieces lately? Like especially when you try going underground in the Sewer System? Well, the cure is simple. DO NOT take the Unstable Ordinance with you! You don't need it.

Having trouble escaping from the Sequel Police at the Galaxy Galleria Mall? Don't think negatively. However, thinking Zero is fine, if it's Zero-G. Head for the Skate-O-Rama. Enter the right-hand screen and head Up. (There is another screen above the Skate-O-Rama, but it's hard to get to it. The Icon Bar at the top of the screen gets in the way.) Keep trying until you get Roger up there without being shot. Then head one screen to the left. (This is a good point at which to save the game.) Now, go back Down and exit the Skate-O-Rama to the left. Return to the Arcade, "borrow" the Timepod and head for Ulence Flats.   **Chuck Miller**

Buck Rogers

Your adventure begins in Chicagorg as new members of NEO. As you are being prepared for transport, the base is attacked by RAM Troops. Your first mission is to activate the Manual Control Console to save the base. After several battles, you will get inside the Main Building. Using Area Mapping, go all the way east to the Medical Center. From here, go north to the first door on your right. After a battle, you will see a Technician working on the Console. Charge him. When he pulls the pin on a Grenade, throw your highest hit point character on it. He will live, and you will have won.

When you leave the base at the Ceres Asteroid Area, you will be stopped by "TALON," a pirate who orders you to surrender and disables your ship. You will attack thru the Boarding Dock, but will be rendered unconscious. When you come to, you are in a Prison Cell.

In the Cell, you should be able to bypass the security and get out. If not, Buck Rogers will let you out. He will have all your old gear, plus some additional items.

The Pirate Ship is Log Entry 14. Rogers will suggest that you go to the Captain's Quarters. He knows the entry code. From Level 6, the Cell Level, take the Connecting Tunnel to the 12th Level. If you see any pirates, hide. (The 12th Level is not shown on Log 14.)

On the 12th Level, go out of the Tunnel. You will be heading north. Go west, then south. You will see two doors; the one to the south is the Armory, the one to west is the Captains Quarters. Enter the Armory using BYPASS or OPEN DOOR Skills; otherwise, you will set off alarms. After taking all the gear you can carry, enter the Captains Quarters. You will find a full set of Plans there. After studying them, you will discover that if you blow up the Galley on level 10 (shown on Log 14), you will disrupt the entire ship and make it easier to destroy the Engineering Section.

After mining the Galley, head for Engineering on Level 1. What you want is to destroy the sections shown with dots which are the computers. You will have some fighting, but as soon as it is accomplished, head for Level 11 through the Boarding Tube and back to SALVATION.   **C. F. Shaffer**

Lord of the Rings: Volume I

Having problems helping Young Maggot? (What a name!) First, you will need to find a healer and bring him to Farmer Maggot's house. Don't enter Young Maggot's room without the healer or the dogs will attack the Fellowship. If you kill these dogs, the boy will die too. Instead, head directly north from Farmer Maggot's house and cross the bridge. Then, immediately head west and search carefully until you find the house of a healer. This healer will join the Fellowship and

return with you to heal Young Maggot. GET the Mushrooms that Farmer Maggot offers you in appreciation.

Is Old Man Willow trying to smother you with "affection"? Well, if so, you have two recourses. First, try the word of power !Helphelp to summon the Master of the Forest, Tom Bambadil. He is more than willing to come to the aid of elves, and will rescue anyone that Old Man Willow has captured. Your other option is to make use of the Perception Skill to reveal a secret entrance so that you can rescue those being held by this obstinate tree. However, don't neglect the valuable items that Old Man Willow has hidden within. You will want to get the Silver Pennies, a bow and the Smith's Ring. Once you take the Ring, though, Old Man Willow will begin to flood with water. Use the Climb Skill to make your way to the surface before the Fellowship drowns. Also, the Smith's Ring is broken and will need to be reforged. Take it to the Smith in Lorien, Curudol.

When in the "Great" Library of Bree, don't fail to find the valuable information hidden amongst all the useless books on cuisine and geography. Use the Perception Skill between the third and fourth shelves from the top of the bookshelves. You will find a hidden parchment. READ it. Follow the same procedure between the seventh and eighth shelves.

Weathertop Caverns is an extremely dangerous stomping grounds and should only be tackled with a party at full strength. You can gain access from one of two locations: a sinkhole near the spring of a stream coming from Weathertop or from a secret passage in Thadred's Crypt. While in the Caverns, be on guard against orcs and spiders. Using the Sneak Skill can help you out in some instances. You will need to cross a Troll Bridge and use a Raft. To cross the lake on the Raft, use a Boat Skill. Then use the Climb Skill to enter a shaft where you will find the Broken Wing of Narsil. This is one of three pieces of Aragorn's broken sword. Warning! You will need the Spider Sword from Withywindle's Cave to get through the spider webs in this part of the Cavern. Once through the webs, you will be attacked by a large group of spiders. Defeat them and use the Picklocks Skill to reach to the Broken Wing. GET it.

In Eastern Eriador, located in the far southeastern corner, you will find an open dale. Hidden here is the Hollin Gate to Moria. If you have Gandalf in your party, the Gate will automatically appear. If not, you will need to employ a countermagic spell to reveal it. Then, use the word of power !Mellon to open the Gate. Tentacles will now appear, and you will only have a few moments to go north into Moria. If you miss your chance, more tentacles will appear. Each time, you will have a chance to enter.

At the end of the First Level in The Mines of Moria, you will find Durin's Bridge. Here you will be attacked by the Balrog (unless he has been killed elsewhere in Moria). Again, you have two options. Both, though, will result in loss of life. If you choose to fight, several party members will probably die. However, your only other option is for Gandalf to sacrifice his life. If you choose the latter, employ the Golden Wheel or Wizard Staff. **Millie Miller**

Ultima VI

In case you need some help finding certain locations, or simply want to alleviate some wasted time in traveling from point A to point B, here are some handy coordinates.

Location	X Coordinate	Y Coordinate
Britain Armory	160	17C
Castle Blackthorn	313	3C5

Location	X Coordinates	Y Coordinates
Cove	223	162
Empath Abbey	091	0DB
Ephemeries	3B2	19A
Jhelom	097	37B
Lord British	133	15D
Lycaeum	37A	1AB
Minoc	27B	063
Moonglow	388	1F3
New Magincia	2E0	2A3
Paws	174	244
Sawmill	2A3	063
Serpent's Hold	223	3B2
Skara Brae	051	1F3
Trinsic	19B	2E4
Yew	0FB	0A8

When travelling, make use of Moon Gates as often as possible. They are the preferred means of travel. (Lord British can help you with information on the Red Moon Gates — ask him about the Orb of the Moons.) They are, however, limited in the locations to which they can transport you. If the Moon Gates can't take you there, you will have to hoof-it or take a ship to your intended destination. Still, some Moon Gates may get you pretty close to where you want to be, with the rest of the trip completed by other means. **Ralph P. Daltry**

Adventures of Willy Beamish

Here are some hints to help get you started with **The Adventures of Willy Beamish**. First, to get out of detention, wait 'til Ms. Glass falls asleep, then sneak out by clicking the Exit cursor on the door (don't let her find out about your frog, Horny). You will need a Hall Pass, however, in order to get by Coach Beltz. So, before leaving the room, check out your school desk and Use the White Crayon with the Piece of Wood. Instant Hall Pass! You can now give this to Coach Beltz when he asks you for it. Also, be sure to select the "bathroom" option when he asks you where you're going.

Does Spider keep beating you up in the bathroom? Choose the "I don't think so, Spider" response when permitted. If you want, you can give him the Game Buddy to avoid getting beat up. However, even if you don't give him anything, being thrown through the bathroom door won't hurt Willy. You'll just be sent to the nurse's office (and you will want to see the nurse while you have the opportunity). Besides, you can always restore an earlier saved game.

If you placated Spider, you can now head out the main door and you'll be on your way home. When you arrive there, you will find the Mail, including your Report Card, still in the Mail Slot. Either leave it there or pick it up and give it to Gordon at the earliest opportunity. Otherwise, if you get caught trying to hide your Report Card, you will be sent to military school. **Chuck Miller**

NOTE: **Estarra** is always pleased to receive adventure hints, those precious little gems that add that needed glint of hope in a difficult quest. This is your opportunity to provide these splended 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 hints to Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • Attention: '**Starr Light**.

Amiga Character Editors
Gosselin Computer Consultants $19.95

Two more Amiga character editors are now available from Gosselin: the **Pool of Radiance Editor** and the **Bane of the Cosmic Forge Editor**. Character editors are a rarity in the Amiga market (both commercial and freely redistributable), so it's good to see that Gosselin has several more of them converted. Both offer the ability to edit character attributes, spells, possessions, condition and items. However, the **Bane Editor** goes one step further by allowing the editing of skills and elemental points.

Both editors will get the job done, and done well. My only real criticism is that I would like a little more "flash" for the cash. While not essential to functionality, a nice introductory screen and mouse support would both be much appreciated and welcomed features. Available direct from Gosselin Computer Consultants • P.O. Box 1083 • Brighton, MI 48116 • (313) 229-2453. **Chuck Miller**

Cosmic Forge Resources
Sir-Tech Software, Inc.

Two very helpful resources from Sir-Tech for **Bane of the Cosmic Forge** are the **Quick Hints Guide** and **Playmaster's Compendium**. The **Quick Hints Guide**, available only from Sir-Tech, provides all the basics for success in this involved adventure. It follows a location-by-location and point-by-point approach to solving the game, plus includes all the necessary maps. However, if you want a more thorough and augmented approach, I would suggest you opt for the **Playmaster's Compendium**. The **Compendium** is an expansive, 98-page guide to **Bane** which includes help on character creation and combat, an interview with the author David W. Bradley, plus maps, hints, messages, and lists of monsters and items encountered in the game. The work is nicely illustrated and indexed, with a detailed table of contents. Overall, it's an excellent value and highly recommended to all Wizardry fans. **Quick Hints Guide** $5.00 (direct only), **Playmaster's Compendium** $12.95 (available from the **Adventurers' Guild**). **C. Albert Scott**

Hard Nova Clue Book
Electronic Arts $12.95

Subtitled **The Starkiller Merc Combat Journal**, this handy clue book for **Hard Nova** may be the "ultimate mercenary handbook" for this space combat adventure. Unlike most clue books, it is quite expansive, weighing in at 104 pages. It also comes perfect bound like a small paperback novella, rather than following the more customary saddle-stitched (folded and stapled) approach. A very high-class little product.

Among the many topics covered in this "journal," it deals with financial issues like smuggling and gun running; hardware concerns like automated medical lining, protective armor and weapons; combat issues concerning your ship, false signatures, countermeasures, weapons and tactics; tips for hovership and ground combat; and skills. It also provides a complete walkthrough in the form of a story titled "The Story of My Life; Or, How I Kicked Butt in the Four Systems," which, by the way, has been written in a very readable and enjoyable style. Maps are provided when necessary, and a Locations and Items List has been provided in an appendix.

If you are at all enamoured by **Hard Nova**, this clue book is a must purchase. It adds immensely to the game's atmosphere, and is simply good reading. **Ralph P. Daltry**

Hints, Maps, And Solutions...
COMPUTE! Books $16.95

Although **Hints, Maps, and Solutions to Computer Adventure Games** was published back in 1989, it still has some value for the adventurer who has some older, unfinished quests lying on the shelf, or for those who finally bagged an older adventure they had been looking forward to playing. Numerous maps and walkthroughs are provided for some classics such as **Beyond Zork, Deja Vu II, Guild of Thieves, Jinxter, King's Quest III, Leisure Suit Larry I** and **Space Quest III**. The information given is very useful and clearly presented. Twenty-two adventures are covered in all, and a special hint coding system has been employed for all maps to help avoid the "accidental" glimpse of specific help before it is really needed. If you are interested in helps to newer adventure games, look elsewhere. But, if you have some "oldies" lying around that you would like to finally complete, this book may be just the help needed. You may even find a copy at discounted prices. **Chuck Miller**

Lord of the Rings Clue Book
Interplay $12.95

What? You say you're stuck in the Old Forest and you can't get out (similar to I've fallen and I can't get up). Well, wait right there for help is on its way. Interplay hasn't left you out in the dark. They have produced a very thorough clue book containing 59 pages of clues, hints, and maps, plus 5 blank pages for your own notes. The walkthrough is handled by area: the Shire, Old Forest, Bree and Weathertop, Eastern Eriador, the Mines of Moria, et cetera. Each location is treated point-by-point. And, for locations that require it, you will find helpful maps with key points identified. All in all, this clue book is a handy little resource to have around.

So, if you're about ready to pull your hair out, save yourself some scalp and pick up a copy of the **Lord of the Rings Clue Book**! **Millie Miller**

MegaTraveller Clue Book
Paragon Software

For those stuck somewhere in the world of **MegaTraveller** I, help is available direct from Paragon Software in the form of a 45-page, 8.5" x 11" clue book. This useful compilation of hints, charts and general information covers matters from the all important character creation process to ground and space

exploration and combat. Also provided are the specific locations of planets, NPCs and objects, plus maps of mazes and caves. If you need assistance in defeating the Zhodanis, place this help high on your list.   **C. Albert Scott**

Might and Magic III Editor
Gosselin Computer Consultants $19.95

Might and Magic III is one of those games that I start and soon find I don't have the determination to really play. At least not while SLOWLY building up my party of characters to a merely survivable level. However, a character editor can often turn such an initially "discouraging" adventure into a very playable and enjoyable experience. Such is the case with **Gosselins Might and Magic III Character Editor**. If you think that using a character editor is cheating, read no further. But if you don't mind, even require, a little extra help, follow along.

As with most commercial character editors, this one has all the bells and whistles when it comes to manipulating your characters' abilities, skills, possessions, spells...well, I think you have the picture. It even goes one step further, you have an almost limitless ability to enhance the items in this game with any number of attributes, even to the point of creating items not included in the game itself, but fully usable in it. To try and detail all the options here, is beyond this column's scope. Of course, don't get the idea that this editor will win the game for you. It won't. However, it will certainly equip you to do the job yourself.

Again, as I have said before with regard to Gosselin's editors, they accomplish what they set out to do, and do it well. Yet, I would like a little more in the way of a polished interface, and most importantly, the incorporation of mouse support. As it stands, though, I can heartily recommend this product. With it, you get a lot of character editing ability for the dollar.   **Chuck Miller**

Might and Magic III Hint Book
Gosselin Computer Consultants $9.95

It appears that Gosselin has actually beaten New World Computing to market with a hint book for **Might and Magic III**, and done a good job as well. Not only does it provide a complete solution to the game, but it also provides ancillary information that should have actually accompanied the adventure itself (found in the **The Might and Magic III Hint Book's** appendices). The only thing this resource really lacks is a table of contents and complete index.

In this handy 52-page hint book, you will find a comprehensive walkthrough by location; complete, detailed maps for the whole game with items and points of interest identified; and the appendices containing lists of Key Words, Interspatial Transport Box Locations, Racial And Class Modifiers, Spells And Skills, Items And Item Qualifiers and Awards And Teleporter Passwords.

If you need assistance with **Might & Magic III**, you won't do much better than by getting a copy of this resource. That is, unless you get the Character Editor too.   **Chuck Miller**

Quest for Glory Hint Books
Sierra On-Line $9.95

The Sierra Hint Books have always proved to be both helpful and humorous. Those for the **Quest for Glory** adventures are no exception. Though a little "small" for comfortable use in my hands (4.5" x 6"), these hint books contain complete walkthroughs and maps. They also cover all solutions, hidden rooms and characters you will encounter in

the game. Each hint book contains its own little red viewer card for revealing the helps hidden beneath a layer of that familiar red ectoplasm you either love or hate.

These little hint books are a definite plus to help avoid those late night frustrations that keep you awake and puzzling long past your bedtime. Save yourself some sleepless nights and get a copy.   **C. Albert Scott**

[Editor: You can also save some "sleepless nights" by getting Issues 7 & 8 of **Enchanted Realms™** which contain a complete walkthrough to **Quest for Glory II**.]

Space Quest IV Hint Book
Sierra On-Line $9.95

Another very useful hint book from Sierra is their little offering for **Space Quest IV**. I especially found the map for the Super Computer Landing Bay helpful. There are times I would rather not stumble around trying to map, and this was one such time. Until you reach the Programming Chamber and neutralize the Security Droids, you have to play a game of "map-and-die," one of my least favorites. I also found the background information and sketches interesting. Sierra (and Dynamix) have begun to put these little extras about game design in their newer hint books — a very nice addition. So, if you find yourself stuck and in need of some extra assistance, the **Space Quest IV Hint Book** is an entertaining and practical way to get it.   **Chuck Miller**
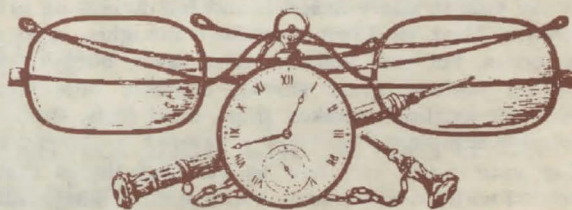
NOTE: Resources reviewed in the **Shrine of Restora** are available through normal retail channels unless indicated otherwise. Select products reviewed here are also available through the **Adventurers' Guild**. If you market an adventure resource you would like reviewed, please send two copies via U.S. mail to Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 • Attention: **Shrine of Restora**.

Sorcerer's Den

A CONJURER'S ADVICE ON THE FABRIC OF TALES

Writing your own adventure is not as simple as sitting down to the computer and entering data. You must take some preliminary steps. Even when using **Visionary** as your gaming language, those preliminary steps are necessary. Though **Visionary** takes much of the work out of your game writing, it still doesn't create the plot, the setting or the puzzles. These are all things you must do in advance, before you can start writing the source code.

Designing on the Fly

How tempting it is to sit down at the computer and start writing your game immediately. You may tell yourself that you will design the game as you go, writing the program on your computer and creating the rooms, setting, puzzles and the rest of the story as the inspiration strikes you. Don't! Writing a game in this fashion will take you longer. It will result in a poorer game. And, it will be more frustrating to create. So, don't sit down at your computer until you have your game properly planned out in advance. Let's consider what type of planning is necessary.

Watch Your Language

Before you even start plotting the story, there are things you must do. First, choose how you will program your game. Will you be using BASIC? If so, your game design must take into consideration the inherent weaknesses of the language. Do you plan on using **ADL**? Then tailor your story line to what **ADL** is capable of doing. Maybe you are using **AmigaVenture**? It's limited in what it can do, so you must custom design your plot to best fit that system. I recommend you use Aegis' **Visionary**, which allows graphics, sounds, music and animations. By using this product, you will rarely have to limit your game's plot due to language restrictions.

Once Upon a Time...

After you have chosen your adventure language, you should start putting your story together. Start by selecting a setting and listing as many items as can pop into your mind. Let's say you choose a desert island for the setting of your adventure. Next, jot down any related thoughts: sand, palm trees, ocean, hot sun, volcano, lava, caves, bubbling pools of water, natives, grass shacks, bamboo, blue lagoons, underwater locations, sunken ships, coral reefs, sharks and pirates for example.

Let your mind run free as you list things that are associated with a desert island. Many of these things will find a place in your final game. Look for inspiration. Read **Treasure Island**. Watch some old movies with an island theme. Check library reference books. Even watch cartoons. As you check these sources of inspiration, you will add more items to your list of objects and locations that could be used in your adventure.

Now, start drawing a mental picture of the storyline in very general terms. At this point, you are concerned with the goal of the game. What is the player going to do? Will he be seeking treasure? Will he be marooned, seeking escape from the island? Will he be trying to lift a curse? The goal of your game basically defines the plot. Perhaps you choose to have your player escape before the mountain explodes in a volcanic fury, sinking the island. Now, the plot has started to take form. You have the setting of the game and the final goal.

It All Began...

The next step in designing your game is to choose the starting location and loosely plot the story from beginning to end. You will not actually have to design any puzzles at this point, although if some pop into mind, jot them down so you can use them later. Let's say you decide to start the game on the beach. The player has just awakened on the shore of a desert island. All that he remembers is swimming ashore after his yacht was caught in a violent storm. The game has now begun. Next, you need to start plotting out the rest of the story that will lead to the adventure's conclusion. What do you want the player to do? What things will he encounter on his way to escape from the island? Will he encounter a native village? Will the natives be friendly? Will he have to explore the caves in the volcanic mountain? What will he find there?

It's at this point that a map becomes necessary. It may start out rough and inaccurate. But, as you design your game's plot, you will find your map starting to take shape. By using a map, you will be able to keep locations in a logical order, and allow the creation of your new world in a consistent manner. This map doesn't have to be fancy. Simple boxes containing location names connected by lines to indicate paths will be quite sufficient. Such a map will help you keep directions straight, and may also inspire additional sub-plots in your story line.

Such a Predicament

You've made good progress thus far, but your story is not yet complete. The next thing is to design the puzzles, an integral part of any adventure. These will be sub-plots in which your player will have to trade with the natives, kill a shark or navigate across a lava pit. The puzzles help the player attain the final goal of escaping from the island. We will examine this process of puzzle creation in detail in the next issue of **Enchanted Realms™**. 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**.

Adventurers' Guild

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COMMERCIAL PRODUCTS

Commercial adventures and adventure resources are now available through the **Adventurers' Guild**. However, we wish to make it perfectly clear that we are not striving to compete with the mailorder discount houses in offering these products to you. They are being made available as a service to our readers and subscribers, by providing a one-stop-adventure-shop, and as a means of subsidizing the costs of producing **Enchanted Realms**™ (we are a user-supported publication, not an advertiser-supported one). While many of the products we offer are available for "less" elsewhere, you would be hard pressed to locate some items through other sources. Actually, when you consider the cost of purchasing your adventures elsewhere (shipping, handling and other hidden fees) as opposed to supporting the **Guild**, you really don't save much, if anything, in the long run. However, by ordering through the **Guild**, you help us keep the cost of **Enchanted Realms**™ down and earn **Notes of the Realms** to use toward extending your subscription. In fact, if you made all your adventure purchases through the **Adventurers' Guild**, you could receive your subscription to **Enchanted Realms**™ for FREE (it only takes 36 **Notes** per year to earn a free subscription) and save in the process!

Each issue, we will offer through the **Adventurers' Guild** the best adventure games and resources available, and will offer them at reasonable prices. As newer adventures hit the market, older titles will of necessity be dropped from the listing. This, however, does not mean that they are no longer available, but simply that space is at a premium. In addition, though we do list a fair number of adventures for you to choose from, there are many more worthy additions that we just do not have the space to include here. So, if there's an adventure, clue book or any other adventure product that you're interested in ordering and you don't find it listed in the **Guild**, please call us for information. We can special order most products from older classics to more recent titles, and can usually do so within several days. So, if you don't see something listed, call and ask us about it. And, by the way, thanks in advance for your support!

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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: adventure games and languages, Three **Notes** each; clue books and other resources, Two **Notes** each.

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There is a $3.00 shipping and handling charge 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 adventure games 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 **Adventurers' Guild** are not available outside of the U.S. and Canada, except for back issues of **Enchanted Realms**™ which are available worldwide.) Please note that a street address is REQUIRED to ship 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.

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.

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Issue 1: (July - August 1990) **Journal**: (Converted to Disk) 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 Character Set, Spell Chart and Level Four Map, plus 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) Contents

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.

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*PLEASE NOTE: Prices on individual back issues (with disk), journals only and disks only do not reflect subscriber discounts. Subscribers may deduct $1.00 each from the price shown when ordering these items. This does NOT apply to **Combo Packs**. Also, **Notes** are NOT issued on purchases of back issues or **Combo Packs**.

ADVENTURE GAME TREASURY

Amiga Adventures   Price

☐ **Hacklite** - Dungeon Role-Play Game $3.00
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☐ **Star Trek** (2 Disks) - Tobias Richter $5.00

TREASURY (CONTINUED)

☐	**TACL Adventures** - Assorted Text Adventures	$3.00
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MS-DOS Adventures*
		Price
☐	**Commander Keen** - Sci-Fi Arcade Adventure	$3.00
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☐	**Duke Nukem** - Quality Sci-Fi Arcade Adventure	$3.00
☐	**Maze Quest** - Might and Magic-style RPG	$3.00
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Amiga Adventure Resources
		Price
☐	**Dungeon Master Resources** - Maps & More	$3.00

MS-DOS Adventure Resources*
		Price
☐	**Infocom Solutions Disk** - Numerous Soultions	$3.00
☐	**QuestMaker**- Animated Graphic Adventure Maker	$3.00

*PLEASE NOTE: We have adopted 3.5" disks as our standard media. All freely redistributable MS-DOS adventures and adventure resources will be provided on 3.5" disks unless you request 5.25" disks. If you fail to specify your need for 5.25" disks, there will be an additional charge to exchange media.

COMMERCIAL PRODUCTS

Amiga Adventures
		Price
☐	**Altered Destiny**	$44.00
☐	**Eye of the Beholder**	$46.00
☐	**Elvira: Mistress of the Dark**	$44.00
☐	**King's Bounty**	$40.00
☐	**King's Quest V**†	$44.00
☐	**Les Manley in: Search for The King**	$44.00
☐	**Lord of the Rings: Volume I**	$42.00
☐	**Rise of the Dragon**	$44.00
☐	**The Secret of Monkey Island**	$46.00
☐	**Wonderland**	$38.00

MS-DOS Adventures
		Price
☐	**Conquests of the Longbow** (VGA)†	$42.00
☐	**Crusaders of the Dark Savant**†	$47.00
☐	**Elvira II: The Jaws of Cerberus**†	$47.00
☐	**Eye of the Beholder II**†	$47.00
☐	**Gateway to the Savage Frontier**	$42.00
☐	**Heart of China** (VGA)	$42.00
☐	**King's Quest V** (VGA)	$46.00
☐	**Les Manley in: Lost in L.A.**†	$42.00
☐	**Leisure Suit Larry 5** (VGA)	$42.00
☐	**Magnetic Scrolls Collection**†	$42.00
☐	**Might & Magic III: Isles of Terra**	$47.00
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☐	**Police Quest 3** (VGA)	$42.00
☐	**Space Quest IV** (VGA)	$42.00
☐	**Star Trek: 25th Anniversary**†	$42.00
☐	**The Adventures of Willy Beamish** (VGA)	$42.00

†PLEASE NOTE: These adventures had not shipped at press time, but are scheduled for release no later than January 1992. Please call in advance to verify availablilty. Thanks!

Adventure Languages
		Price
☐	**The Bard's Tale Construction Set** (MS-DOS)	$40.00
☐	**Visionary** (Amiga)	$70.00
☐	**Visionary Programmer's Handbook** (Amiga)	$22.00

Adventure Clue Books
		Price
☐	**Bane Playmaster's Compendium**	$12.00
☐	**Chaos** or **Dungeon Master Handbook**	$12.00
☐	**Elvira Hint Book**	$12.00
☐	**King's Quest Companion, 2nd Edition**	$14.00
☐	**Quest for Clues II**	$22.00
☐	**Quest for Clues III**	$22.00
☐	**SSI Clue Books**	$12.00

PLEASE NOTE: When ordering MS-DOS adventures, indicate disk size required (3.5" disks will be shipped, if available, unless specified otherwise) and whether you require the VGA or EGA version (VGA will be sent, if available, unless you indicate the need for another version). Prices and availability of all products listed are subject to change without notice. Not responsible for typographical errors.

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 software). Street address required on shipments of commercial adventures. 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. Canadian orders, please add additional shipping charges of $2.00 on freely redistributable products and back issues, and $4.00 on commercial merchandise.

Disks: ☐ 3.5" ☐ 5.25"   Graphics: ☐ VGA ☐ EGA

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Tournament Of Wits
CONTESTS OF KNOWLEDGE AND CHANCE

Contest Rules

Entering contests is very simple. We have designed this page so that it can be filled out and detached. Of course, if you don't want to deface your copy of **Enchanted Realms™**, you could photocopy the page 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 JANUARY 31, 1992. Late entries not accepted. Contests are limited to readers and subscribers in the U.S. and Canada.

Contest Information

Welcome to this issue's **Tournament of Wits** Contest, brought to you courtesy of **Enchanted Realms™** and Accolade. This time you have the opportunity to snatch a copy of **Elvira® II: The Jaws of Cerberus™**, and/or including up to as many as THREE Accolade adventures. Excellent!

So, here's the deal. Below you will find the **Elvira® II** Contest Questionnaire, containing some real ghastly multiple-choice questions. After reading each question carefully, take a 3" x 5" card and clearly print your complete name, address and phone number at the top of it. Next, print the numbers one (1) through five (5) down the left-hand side. Then, place the letter of the correct answer for each question next to the appropriate number. When finished, mail your entry to us. Simple, huh? Just make sure you mail it early enough so that you don't miss the contest deadline of January 31, 1992.

From all the correct entries received, we will select FIVE winners. Our first place winner will receive THREE Accolade adventures of his or her choice; our second place winner will receive TWO Accolade adventures of his or her choice; and our third, fourth and fifth place winners will each receive any SINGLE Accolade adventure of their choosing. All games in this contest are provided courtesy of Accolade and will be sent directly from them to the contest winners.

Elvira® II: The Jaws of Cerberus™ Contest

1.) When we last left Elvira (at Killbragant Castle), she had just been rescued from the clutches of her evil, undead look-alike, Great-Great Grandmama:
- A. Endora
- B. Emelda
- C. Morticia
- D. Brunhilda
- E. Alvera
- F. Hagatha

2.) In the meantime, Elvira has become President, CEO and Chairman of the Board of her very own Hollywood movie studio. This "set" for **Elvira® II: The Jaws of Cerberus™** goes by the name of:
- A. Black Widow Productions
- B. Black Spider Productions
- C. Black Spider Studios
- D. Black Widow Studios

3.) **Elvira®** and **Elvira® II** (the RPGs) both originated in the strange, demented minds of the programmers and designers at:
- A. Horror Works
- B. Horror Workshop
- C. Horror Soft
- D. Horror Software
- E. Horror House
- F. HorrorWare

4.) By what surname (and trademark) is Elvira, queen of Queen "B" Productions, affectionately known?
- A. Mistress of the Night
- B. Mistress of the Dark
- C. Mistress of the Evening
- D. Mistress of the Living Dead

5.) **Elvira® II: The Jaws of Cerberus™**, our famous femme fatale's most recent adventure, transpires in a:
- A. Graveyard
- B. Haunted House
- C. Catacomb
- D. Movie Studio
- E. A, B, C, & D
- F. None of These

Answers to these questions, if you need them, can be found in Accolade's advertisements and our Elvira Preview.

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, auto-mapping 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 an adventure. 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 a game. 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.

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!