

QuestBusters™

The Adventurer's Newsletter

September, 1985

Vol. II, # 8



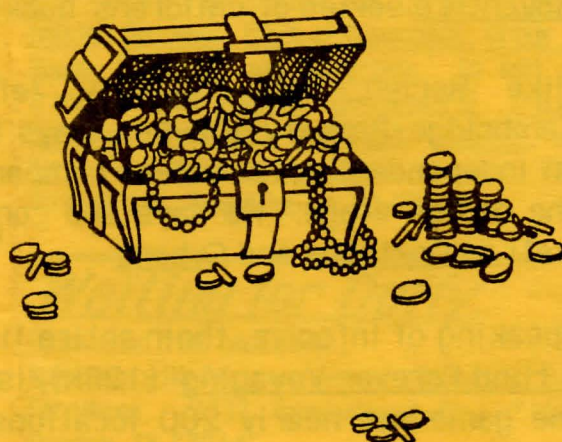
TREASURE ISLAND



Original Adventure, with its treasures of silver and jade, of gold coins and rare spices -- from this adventure sprang scores of others that adopted the treasure hunt theme. Zork, Crystal Cavern, and Cutthroats are just a few that immediately spring to mind. Some are funnier, most are more difficult, but few are as captivating as this adaptation of Robert Louis Stevenson's classic novel, the ultimate treasure hunt.

TRUE INTERACTIVE FICTION

The appeal has something to do with the way the puzzles come across as elements of a situation, not merely a series of individual, isolated problems. A strong emphasis on character interaction reinforces the sense of "playing a story." Peopled with characters faithfully recreated by scriptwriter Ann Weil, artfully illustrated by John Pierard, the world of Stevenson's Treasure Island strikes me as one of the relatively few adventures that qualifies as genuine interactive fiction.



Black Dog, Ben Gunn, Captain Smollet, and the most cunning cutthroat of them all, Long John Silver -- these are the good guys and bad guys you'll have to deal with in your search for treasure on a desert island. You'll view them through the eyes of young Jim Hawkins. In the first "chapter," your goal is to retrieve the treasure map from Billy Bone's sea chest before the pirates show up. Each chapter has a similar sub-goal, with various puzzles to solve. No points or score are involved.

[CONTINUED ON PAGE 3]

Adventure * Hotline

Big news from Bantam Books: they're adventurizing Frederick Forsythe's thriller, The Fourth Protocol as a graphics game, complete with windows. They're involved in the imminent release of Imagic's first games, I, Damiano and the Sherlock Holmes scenario, Another Bow (in which the computer plays the role of Dr. Watson). These two are set for Apple, C-64/128, PC and Mac. Bantam's also turning their Choose Your Own Adventure series of childrens' books into computer adventures this fall.

Mike Berlyn, who recently left the "Circle of Enchanters" at Cambridge-Park-by-the-Sea, says he and his wife, Muffy, have started an independent development company and already have two adventures in the design stage. He says she contributed extensively to Suspended as well as Oo-topos and Cyborg.

Speaking of Infocom, their entire line will be available for Amiga and ST. A Mind Forever Voyaging (128K), is slated for September. Meretzky says the game has nearly 200 locations and a 1,700+ word vocabulary. It casts you as the world's first thinking computer. Much of the four-phase story occurs in the city of Rockvil, where you're to study the long-range effects of a Plan devised to save the world from a global crisis.

Spinnaker's doing Perry Mason: The Case of the Mandarin Murder, which takes place in the courtroom and retains your services as counsel for the defense -- it's the logical step beyond Deadline. (And the next step, I suspect, will have to be Quest for Justice: People's Court.)

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TREASURE ISLAND

[Continued from page one]

Mapping is easy, and you get a general map of the island with the manual. Problems aren't too demanding, and require talking with people. Only after doing so will you be able to find necessary objects and figure out what to do with most of them. This results in a pleasing balance of character- and object-oriented puzzles.

PARSING IT LIKE IT IS

The parser lets you "talk to Dr. Livesy" or other characters, who may spin a yarn or relate a sea tale. Then you can "ask Livesy about" something he mentioned in the story, or "tell" him about what you've learned elsewhere. Sometimes a character will ask a question or offer advice. If you're completely stuck, a feature called "WordWindow" proves much more convenient than thumbing through a manual for coded clues. Just type "words," and a window appears in the top right corner and reveals a scrolling list of words applicable to the immediate environment.

Vocabulary consists of about 300 words, all listed in the manual. You can't use prepositions such as "at" or "in", but most of the time I didn't find this an insufferable inconvenience. The most serious flaw in the parser is its speed -- or lack of it -- when interpreting multiple commands. You might as well not bother, for little time is saved.

Graphics are presented in the same fashion as in Dragonworld and Fahrenheit 451. A horizontal band composed of three pictures shows three different mini-scenes of the current location. Instead of the entire picture changing when you type in a command, sometimes only one of them changes to show a new scene, perhaps a

character who just walked in. Occasionally several panels merge to roll out a panoramic view of a location. The Preiss approach to graphics remains the single most dramatic innovation in the field of illustrated adventures, unlocking the door to greater visual variety and makes room for more text (12 lines).

AND THE BAND PLAYED ON

The well-orchestrated music adds depth to the sense of "being there." Spooky melodies heighten the suspense in the cemetery; invigorating sea ballads such as "What Do You Do With a Drunken Sailor?" convey the spirit of sailing the seven seas. Contrapuntal arrangements and harmony make the C-64 version a musical tour de force. (In fact, Spinnaker adventures have no competition in this area.) Occasionally, the music continues playing *during* disk access, which is certainly more interesting to hear than a whirring disk drive.

Though Windham recommends it for players 10 to adult, Treasure Island shouldn't be discounted as a "kids only" adventure. It is an absorbing tale, even for forty-year-olds who read the book (or "Classics Illustrated Comic") long ago. It would also be perfect for the family to play together, with one person doing the typing. Of all the classic literature transformed into adventures games, this two-disk game is my favorite. It's even better than some of Spinnaker's more expensive Telarium games, particularly Rendezvous with Rama. **SA**

Computer: Apple II family, IBM PC/PCjr, C-64/128

Planned Conversions: Atari

Skill Level: Novice/Intermediate

Saves: 10

Price: \$26.95

Manufacturer: Windham (Spinnaker)

Romancing the Throne: KING'S QUEST II

In King's Quest, you assumed the role of Sir Graham and eventually became king of the fabled land of Daventry. The sequel's subtitle explains its plot: find a bride to become your queen. (No, you can't go on Love Connection, or resort to personal ads in the "Daventry Gazette.")

Only one woman will do: Valanice, a damsel whose stunning beauty immediately wins your heart. But she isn't readily available, for like all good adventure game princesses, Val is being held hostage -- not by Shiites in Beirut, with whom you might be able to negotiate, but by an evil witch who has locked her in a quartz tower in an enchanted land. So off you go to the land of Kolyma, seeking three keys necessary to gain entrance to the enchanted land where Val waits.

And what a way to go, directing a wonderfully animated King Graham around double hi-res illustrations of the most lushly painted and highly detailed scenery I've seen since... well, since King's Quest I. As he ducks behind a tree, then dashes in front of a boulder, the 3-D effects are superb. Graham's joystick or keyboard-controlled actions are versatile, and he can even swim. This is nothing new to those who have seen the first game, but will startle anyone else; it's like playing an animated cartoon.

The animation techniques have been cleaned up, for King Graham never became irretrievably stuck on a tree or bush. This sometimes happened when he brushed against an object in early versions of the original game; the only remedy was to power off and restart the game. (And if you hadn't saved your progress recently, too bad.) Sound effects are equally effective. Hopefully, the conversions will be enhanced to take full advantage of the Commodore sound chips.

Parser watchers who played KQ I will quickly detect significantly improved parsing at work. Not only does this one stock a larger vocabulary, it also understands adjectives and certain other parts of speech more intelligently. It even interprets the word "and" in context, recognizing the difference between "get the rope and the key" and "get the sword and kill the monster." This represents an amazing evolution from the old Sierra games' "get rock" parser.

Problems are mostly object-oriented (though you can "talk to the girl" and other characters, who are also animated, and get appropriate responses in many instances), and have alternate solutions. The number of points you get for solving one hinges on how you solve it. This gives the game more replay value than most adventures, since you can finish it without achieving the maximum score of 185 points, then try it again to find more solutions and go for the top score. Sierra has provided plenty of incentive to do so: the adventurer who sends in a save disk with the highest score wins one of five "real life adventures," among them a spelunking trip to a famous cave. Or you can grab \$1,500 in cash. (This is serious treasure-hunting!)

I'd like to comment more on the depth and nature of the puzzles, but only had access to a PC for a couple of hours (we have an Apple, Commodore and Macintosh at the QB cave, but no IBM). If any PC, jr or clone-owners would like to contribute reviews of games initially released for this machine, send in a single-spaced, one-page writing sample (preferably a review of a recent adventure game). There's no pay for reviews, but you will get to keep the game. **SA**

Computer: IBM PC, PCjr & clones

Planned Conversions: Apple II+, IIe (with 128K) & IIc, Commodore-128, Amiga

Skill Level: Advanced

Saves: 26

Price: \$49.95

Manufacturer: Sierra Software

The Lost Ark of the Covenant

Just when you think the age of "zip-lock software" is gone forever, along comes a program that proves it still alive and well. A self-published game by John Botti, this graphic adventure was obviously inspired by Raiders of the Lost Ark -- the opening screen, in fact, dedicates the game to Stephen Spielberg, George Lucas and Harrison Ford.

As might expected in self-published software, there are a few rough spots in the program. But the artwork (hi-res color illustrations that were done with Penguin's Graphics Magician) is acceptable -- as good as the art in most of the Sierra titles that preceded Dark Crystal -- and the puzzles are interesting and fair. (If you do get stuck, a \$2.00 tip sheet with map is available.)

ON THE BEACH

Equipped with a leather whip, you begin on a barren beach and proceed through the jungle, desert, and a convoluted "maze in a cave" in search of the Lost Ark. After finding and retrieving it (which involves manipulating a collection of different colored gems in a manner that reminded me too much of Serpent's Star), you must haul it aboard a cargo plane and return the Ark to civilization.

Mapping is definitely a must, for there are more than 60 different locations (not counting the maze), each with a unique illustration. You can move in the standard four compass directions, plus up and down. No sound effects or spot animation are employed. Inventory management is important, for you are restricted to carrying more than eight items. When you

drop an object, it reappears in the picture, and disk access is fast.

Lost Ark could be improved in several areas. The main problem is that no text (except the command line) is displayed below the current picture. In order to discover which items and visible exits are present in a location -- or even read the name and brief description of a place -- you have to hit the return key to view the all-text screen. (As I'm sure you are aware, virtually all graphic games display at least four lines of text below a picture.)

A FEW STRINGS ATTACHED

Also, the 150-word vocabulary could be expanded to reduce the need for thumbing through a thesaurus on yet another "quest for synonyms." Finally, the program takes the "I'm your puppet in the adventure" approach. I've always felt that this intrudes on the adventuring experience, that the game should transport *me* to another world -- not ask me to pull the strings on an interactive puppet who tells me what he sees and does in response to my commands.

Even so, I enjoyed Lost Ark of the Covenant more than any of the Scott Adams' graphic adventures, which are based on the same "puppet mentality" but sell for more than twice the price of this game, and -- with the reservations noted above -- recommend it for all hardcore fans of the "Indiana Jones is Alive and Well in an Adventure Game" sub-genre. Especially those on a "see Europe on \$5 a day" budget. **SA**

Computer: Apple II+, IIe, IIc

Planned Conversions: None

Skill Level: Novice/Intermediate

Saves: 4 (on game disk)

Price: \$12.95

Manufacturer: Microscan, 1384 Lyon Place,
Wantagh, NY 11793

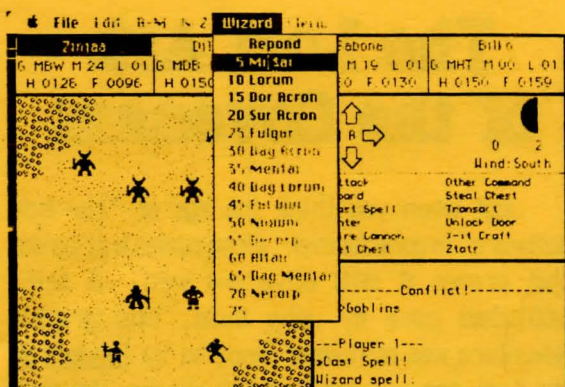
MAC ULTIMA III

Lord British's Macintosh conversion of this engrossing classic takes full and perceptive advantage of the machine's exotic capabilities (except for music). Animation and sound effects are effectively implemented, but the program stands out by offering a freestyle interface: you can use one-keystroke commands (no option key needed) and/or pull-down menus for the 26 main commands and 32 magic spells. And click-on buttons are available for the dozen most frequently chosen actions. You are free to play strictly with the mouse, keyboard, or both.

A "default action" often simplifies making choices. On land, the default is "attack," and can be chosen by clicking on the party icon using one of the other interface options. This lets you focus on the playfield and reduces the distance you must roll the mouse. The default action is always the most commonly used action in the current environment and is indicated in the middle of the arrows (see illustration) that can be used for indicating movement or direction of attack. The "hand" option outshines every other facet of the interface. By pressing a series of buttons, you can smoothly transfer weapons, food, and other gear among characters. (A "join gold" feature also saves time when pooling the crew's assets.)

For newcomers to the world of Lord British, a synopsis of the scenario is in order: From the Castle of Death, Exodus unleashes waves of orcs, giants and other creatures to prey upon the land of Sosaria. You must organize a band of up to four wizards, fighters, rangers, and other characters to wipe him out. This requires exploring the land, sea, towns, and multi-level dungeons of Sosaria to find the Mark of Kings and three others, a series of "cards" and other tools of the trade: torches, exotic weapons, magic armor. And there are mysteries to unveil, like the moon gates and the vanishing city of Dawn.

On the surface, your party is shown as a single fighter icon; during combat, each member is represented by a detailed image and is controlled individually. Together they can sail the ocean, travel by horse, walk or teleport



around the globe. The screen scrolls in four directions: position the pointer, hold down the button and your character or the party seems to move in that direction. In the 3-D mazes, you move an arrow-shaped cursor and click once to move left, right, forwards or backwards. Enter a town or castle to browse the shops and hit the pubs, and new graphics are loaded from disk.

Nitpick Dept.: you won't hear any of the original game's polyphonic music. Because it is played on the program disk rather than on a copied scenario disk, you can't make multiple saved games. And the documentation (three manuals, a reference card, and an ornate cloth map of Sosaria) advises against using the notepad during the game. Aside from these minor points, this is an excellent conversion that is far more playable than the original. I've always favored Ultima II over II because in III exploring the mazes is vital. In II, you can waste a lot of time underground before realizing there's nothing there but gold and monsters. Also, a multi-character game I always find more challenging. (And if you hate mapping as much as I do, you'll appreciate the fact that, by using a certain item, you can display an aerial view of the maze, then trace it on paper.) Mac owners who haven't played an Ultima should find III more approachable and less frustrating. **SA**

Computer: Macintosh

Skill Level: Advanced

Saves: 1 (on game disk)

Price: \$64.95

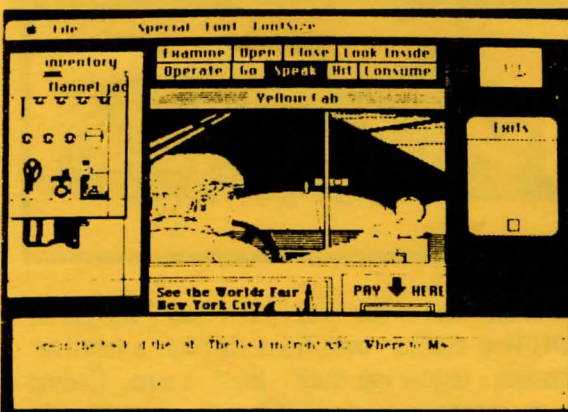
Manufacturer: Origin Systems

Adventure Hotline

[Continued from page 2]

CGW STILL ALIVE & WELL

Apparently someone misconstrued a recent "Hotline" item about the death of the last of the slick computer game magazine, Computer Entertainment -- and called Computer Gaming World to ask if it had folded. Not so, says editor Russel Sipe, who called recently to find out what the flying grudnik was going on. The confusion derived from a misunderstanding of the term "slick," which refers to a magazine whose pages are all glossy, expensive paper, and sometimes to the overall quality of its artwork, design, etc. Even though it's not slick, CGW still provides the finest wargaming coverage available and also does a pretty good job with other computer games.



SNEAK PEEK: Mindscape's Mac-Only Deja Vu

ACS FAN CLUB

The creator of "Tunnels & Trolls," a classic fantasy role-playing game that predates home computer RPGs, is organizing a club for users of Electronic Arts' Adventure Construction Set. Ken St. Andre, with the blessings of EA and ACS author Stuart Smith, plans to establish a library of games created with the system so members may exchange their creations for others. He'll also publish a catalog and a newsletter offering

tips and techniques on using ACS. I've already joined, and anyone interested should check out the first "Swap Shop" ad. He says archives will be established for people with Apple and future conversions of the system. By the way, it seems some copies of the Apple version were released before it was mysteriously pulled off the racks.

THREE FOR THE PRICE OF TWO

Spinnaker Software is offering the bargain of the month -- or year, rather. Each of the games in the Windham Classics line includes a coupon. With two coupons, you're entitled to a free game from the Windham series. (Expires April, '86.)

CONTEST WINNER

Ron Lichty, won the August contest and a copy of Pyramid of Peril (Aegis Development). To enter next month's contest, don't do *anything* at all -- we'll just pick a name at random. . . .

BACK ISSUES!

November '84: Hitchhiker's Guide, Amazon, Cutthroats, Xyphus, Robots of Dawn. (This is the premier issue.)

Jan. '85: Timeship, Elysian Fields, Ripper, Mindshadow, Tracer Sanction, Cyborg (Mac), Serpent's Star (C-64).

Feb. '85: Adventure Construction, Shadowkeep, Sundog, Hulk, Rendezvous with Rama.

July '85: Ringquest, Wishbringer, Original Adventure, Sherwood Forest, Alice in Wonderland, AdventureDisk.

Back issues of QuestBusters™ cost \$2.00 each.

Ultimore: A World Divided

The inherent drawback to most adventure and role-playing games is their lack of replay value: after collecting all 20 of Zork I's treasures, why would anyone ever want to play it again? (A good shoot-'em-up, however, can last forever.) Manufacturers often suggest using a smaller party to provide more challenge when replaying a multiple-character role-playing game; but this delivers no suspense, no fun, no jolt, because you've already covered the territory and know where to find the gold and monsters.

Epyx extended Temple of Apshai's life by designing data disks (Curse of Ra and Upper Reaches of Apshai) containing new mazes and monsters, which could be played with the original program. Now Apple adventurers, with a line of data disks designed for use with Ultima III, can get more fun from that program. I recently ventured inside one of the worlds available in what's called the Ultimore line.

A WORLD DIVIDED

First I booted the Ultima III program disk. When it asked for the scenario disk, I slipped in A World Divided instead of the player disk the program expected. (The program didn't notice the difference -- but I soon did.) The program that runs the adventure, you see, loads into RAM when it is booted. Then it accesses the data disk for maps of the towns, monsters, and other elements of the game. In addition to writing new scenarios and designing a fresh face for the layout of Sosaria's surface, its towns, castles, shops, and dungeons. Backstreet Software's Joel Fenton has dreamed up an imaginative scenario that will give orc-slaying zealots good reason to boot up that Ultima III once more. In this story, the evil legacy of Exodus has been revived by Maxman, a Priest of the Snake described as a "shape-shifted balron."

Maxman has built a castle stronghold and erected a force field of fire that separates the northern and southern hemispheres of Sosaria. Civil war looms between the north and south as Maxman attempts to wrest the throne from its rightful heir, the Viceroy Faerdin. Lord British is out of the picture; in his castle, the Viceroy sits on the throne and performs the same role. The quest, you learn there, is to find and slay Maxman, which I assume (though I didn't finish the game) means getting past the force field.

KILL THE UMPIRE!

Ultimore's game mechanics -- character creation, animation, sound effects (but no music) spells and combat, travel and similar features -- are identical to the original game. They have to be, for the original program runs



the show. And in the long run, victory hinges on fulfilling similar conditions through a familiar process: exploring multi-level mazes, finding cards, marks and a "rod of force" -- bashing in the heads of ogres and blasting pirate ships out of the water every inch of the way. These activities are as exciting as ever, but Ultima III consists of more than this; central to the original game is the player's recognition of resources and tools and figuring out where and how to apply them. Here you already possess at least some of this knowledge.

The major difference lies in the entirely new towns, dialogue, and other aspects of Sosaria itself. Fenton has cobbled up towns like Amu Darya and the Monastery of St. Elmo, and

other effects. Instead of heading for a Healer's Kiosk when a party member is near death, you can check him into the local M.A.S.H. unit. My favorite was a "town" configured as Wrigley Field, where the Cubs were playing the Giants. At last I fulfilled the fantasy of every hard-core baseball fan: after bribing a few guards, unlocking some doors that led into the bull pen, and rushing home plate with my team of fighters and spellcasters -- I killed the umpire! (A solitary Ranger who hardly even put up a fight.) Naturally, the guards wiped out my crew as they tried to sneak out through the Cub's locker room.

If you're wondering what to do with your old Ultima III, A Divided World may be worth exploring. Or you may prefer one of the other Ultimare games: Pirate World, Spaceship Crash, Egypt, and Rule of the Slave Lords. There's also Scarlet Brotherhood of Hsi Ho, a data disk that works with the Wizardry program. (Ask for the catalog for details on the scenarios.) My only reservation? Even though they are set in new places, offer new goals, and include numerous clever surprises, you'll be reenacting an essentially similar experience. But for those whose motto is "getting there is half the fun," this may be a shortcut to happiness. These games unarguably deliver their promise of getting "more" fun out of your old Ultima III. (More than anything else, however, playing Ultimare merely intensified my desire to play Ultima IV.)

Fenton obviously devoted countless hours to deciphering the Ultima III program and devising compatible data. The game never crashed or suffered any other noticeable bugs during the four-five hours I played it. Equally significant, his work displays a lot of originality and humor. I can't help wondering why he doesn't concentrate his talent on creating a role-playing game he can truly call his own. Unless this is just his way of warming up for the main act. **OM**

Computer: Apple II family
Planned Conversions: none

Skill Level: Intermediate

Price: \$20

Manufacturer: Backstreet Software,
Department O, 7929 Townsend Ave., Des Moines,
IO 50322. (515) 278-2503



Dear QB:

Thanks for running my ad in the Swap Shop; I've sold the games, so please delete it. Can I advertise my non-adventure games in the Swap Shop?

Daniel H. Antolec

There are so many ads now, that we would hardly have enough room for the reviews if we did that. Sorry about that.

Dear QB:

The newsletter is great -- I just wish I could find out where to buy the latest games you review. No one has them in stock, and it usually takes a month or more to get them in. And by then, you're already reviewing something new that I want!

Robert Lamb

To remedy this, we've just begun a "Passport to Adventure" service that allows subscribers to advance order certain games. The first is Ultima IV, which is going for \$49.95, nearly 20% off retail. We get them directly from Origin, so many people will receive their orders before they reach local stores. (And your check will not be deposited until the program is ready to ship.) Currently, only Apple versions of Ultima IV can be ordered; if you're interested in future conversions, send a postcard and state type of computer.



SWAP SHOP

Got a houseful of old adventures? Trade 'em off with a free ad in the next issue. (And let us know when to delete it.)

Wanted: Adventure Construction Set games for C-64. Send ACS game & blank disk for 2 adventures in return + membership in ACS fancub. Also, two games for sale: Tunnels & Trolls, an ACS adventure based on the FRP by Ken St. Andre, and Dreamworld, an ACS game based on H.P. Lovecraft's Dream Quest of Unknown Kadath. And for \$4, Barsom Construction Set, using ACS. Ken St. Andre, (authorized ACS fancub leader). 3421 E. Yale, Phoenix, AZ 85008.

C-64 games for trade or sale: Write for free list of about 15 games (mostly Penguin & Infocom). Most come with map & some answers. All have box & manuals. Very cheap! I also want to buy or trade for any of the Ultima series and Sorcerer. Send SASE to Andrew Bundschuh, 635 E. Comstock, Glendora, CA 91740.

C-64 games to trade: Amazon, Enchanter, Hitchhiker, The Quest, Telengard, Gothmog's Lair, Zork I, II, III. Looking for any Infocom. Christy Turtzo, 526 W. Moorestown Rd., Nazareth, PA 18064.

C-64 game for sale. 12 Infocom, 2 Telarium. Original packaging. Dana Clapp, 207 W. Waupansie, Dwight, IL 60420.

Numerous C-64 games to trade or sell. Send \$2 and SASE for complete list. G.M. Shearer, 1500

Iceplant Rd., Suite 7F, North Versailles, PA 15137.

Apple games for sale or trade: Quest & Murder by the Dozen, \$20 each). Both are original disks with manuals. (Quest has hint book.) Will trade for Fahrenheit 451, Mindshadow, Transylvania, Wishbringer, Ring Quest, Ultima III, Sherwood Forest, Witness. (Must have original documentation.) Write first: William Hall, 1110 44th St., Sacramento, CA 95819.

Almost interested in buying any of your better C-64 adventures. State game and price. Shaun MacIntyre, 45 Chapple Dr., Glace Bay, Nova Scotia, Canada B1A 4C3.

Want to buy original copy of Scott Adams TEXT adventure package containing numbers 4, 5 or 6 or the graphic versions of 5 and 6. (Apple) Write to: Bob Snow, POB 211, APO NY 09053.

C-64 adventures for sale: Questron, Telengard, Sword of Fargoal, Aztec, Death in the Caribbean. \$10 each. Dan Antolec, 5204 Midmoor Rd., Monona, WI 53176.

Apple games for sale: Mystery House, Empire of the Overmind, Invasion Orion, Ultima, Time Zone, Cyborg, Mask of the Sun, Interactive Fiction, Blade of Blackpoole, Creature Venture, Legacy of Llygarnyn, and a set of paddles. All are originals with documentation. Write first to Gayle Anne Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

For C-64, I have Death in the Caribbean and Enchanter to trade or sell. Am also interested in purchasing your C-64 adventures. Chris Raudonis, 45 Pelham Rd., Hudson, NH 03051.

PC games: Will trade Ultima II and III (complete with documentation). Also Zork I and King's Quest. Am interested in any good adventure games.

Write or call (not collect) before sending game:
Thane K. Sherrington, RR #2 Port Hood, Nova
Scotia, Canada, B0E 2W0. (902) 787-3387

C-64 games to trade: Deadline, Zork I,
Transylvania, Dragonworld, Mask of the Sun,
Amazon, The Hulk, and Indiana Jones. Joel
Wright, 2341 Charboneau, Waco, TX 76710.

Will trade or sell Planetfall, Serpent's Star,
Cutthroats, Deadline or Seastalker. Have hint
books for all but last. Looking for any Infocom or
Telarium, Mask of Sun, Time Zone or Adventure.
(Apple only) Write first: John Lema, 431
Alphabet St., Holbrook, NY 11741.

Will trade complete copies of Sorcerer or Gruds
in Space for complete copy of Fahrenheit 451,
Shadowkeep, Dragonworld, Adventure
Construction Set, Timeship or Robots of Dawn.
(Apple only.) Mark Fujimoto, 1646 Komo Mai
Dr., Pearl City, HI 96782.

Will trade most of the Infocom games (12 of the
14), all three Wizardrys, Ultima 3 and others.
Send list of what you want and I'll try to fill the
order. All are for Apple. Thomas Blake, 3002
Pendell Lane, Ft. Smith, Arkansas 72901.

Interested in trading off *original* Apple copies of
Zork I, Enchanter and Starcross, complete with
documentation but no boxes. Can also trade
Infocom maps and clue hint books for these
games. Looking for *original* Apple copies with
documentation of: Sorcerer, Hitchhiker's Guide,
Infidel, Cutthroats, Sundog or Coveted Mirror.
Write before sending game. Philip R.
Christensen, Academy for Educational
Development, 1255 23rd St. NW, Suite 400,
Washington, DC 20037.

I'm looking for Infocom games for CP/M 8" disk.
Will buy or trade. David Aultfather, 13209
Dossau Rd., Austin, TX 78753.

I have the following Apple games for trade or
sale: The Mask of the Sun and Serpent's Star
(\$30 each), Coveted Mirror (\$20), Oo-topos
(\$24), Transylvania (\$22), The Wizard & the
Princess (\$20), Xyphus (\$22), Escape from
Rungistan (\$25), Time Zone (\$65), Eamon
Master with utilities & a new adventure (\$5), 5
fully packed adventure/game disks (\$25),
Suspended (\$20). Scottie Freeman, Knott Route,
Big Springs, TX 79720.

For C-64, I'm looking for Serpent's Star,
Infidel, Sorcerer, Blade of Blackpool, Gruds in
Space, Planetfall and Cutthroats. To sell or
trade, I have Amazon, Dragonworld, Tracer,
Sanction, Starcross, Suspended, Deadline, all
Zorks, and Mask of the Sun. Tim Fox, 734
Strobel N.W., Grand Rapids, MI 49504.

Waiting for Duffy

[Continued from back cover]

Need help with PC jr version of Ultima III. Bud
Ferrieken, 2331 Bammelwood Dr., #105,
Houston, TX 77014.

I can help anyone with Mask of the Sun, Wizard &
Princess, Ulysses, some Secret Agent 1 & some
Serpent's Star. Stanford Lin, 1702 Aftonshire
Dr., Greensboro, NC 27410.

When I try to work on something with Adventure
Master, it always ask for a password. What's
this mean? Can help with Amazon, Dragonworld,
and Mask of the Sun. Tim Fox, 734 Strobel N.W.,
Grand Rapids, MI 49504.

How do you solve the final 1-person maze in
Expedition Amazon? Gayle Ann Stanford, 3281
Foxgate Dr., Memphis, TN 38115.

Questron: What other use does the magic powder
have? T. L. Earnest, Jr., POB 329, Athens, W.
VA 24712-0329.



Waiting for Duffy

Duffy's at a vaporware convention this week. But if you're stuck in an adventure, send in a brief description of the situation. And let us know when to delete it, too.

In Amazon, how do you get across the bridge? In Sundog, how and where do you buy the ground scanner? Can help with Quest, Mask of Sun, Zork I. William Hall, 1110 44th St., Sacramento, CA 95819.

Need help in Hitchhiker's. How do you get the common sense particle? Also need help on Dragonworld and Amazon. Andrew Bundschuh, 635 E. Comstock, Glendora, CA 91740.

Where do you get keys in Ultima III? I'm up to level 50 & still haven't found any. In Mask of Sun, what do I do in room with the large boulder? Dale Angelotti, 600 Primrose St., Haverhill, MA 01830.

Robots of Dawn: How do you open the safe? Is the desk important? Where is time strip? Can help with Amazon and Dallas Quest. Samuel Newman, 1917 North Edison St., Arlington, VA 22207.

Questron: I have got to the castle. But if I do anything I get killed shortly by guards. What do I do next? Any help will be appreciated. Chris Raudonis, 45 Pelham Rd., Hudson, NH 03051.

In Amazon, I need all the help I can get. Will pay for answers. Can help with Planetfall, Deadline, Seastalker, Cutthroats and Serpent's Star. John Lema, 431 Alphabet St., Holbrook, NY 11741.

Can help with Enchanter, Zork & Original Adventure for \$5 + map. Need clue on Ice Maze in new Adventure. Am looking for CP/M Infocom games for 8.5" disk. D. Aultfather, Stuck in King's Quest II. Anyone know how to get across dead lake or into antique store? Jan McKenzie, 202 Jananna Dr., Berea, OH 44017.

In Zork II, I've created the demon and given him all but 1 treasure -- the one I gave to man in bank to let me out without being stopped by alarm. Is there a way to exit bank without giving it to him? Gordon A. Winters, 2 Charles St., Swanton, VT 05488.

[Continued on previous page]

Next Issue:

It looks like Ultima IV and Crimson Crown: Transylvania II (the first of Penguin's Comprehend series) will finally make the line-up. Also scheduled is Wizard of Oz from Windham. Other prospects: AutoDuel, Starman Jones, and maybe Inca. Return of Werdna? Still another month or three....

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