

MAJOR PLAYERS READY FIRST QUARTER RELEASES!

January heralds the Consumer Electronics Show, so game manufacturers are pulling out all the stops to have their software ready to display at the exposition. Industry sources indicate that translations will take up much of the companies' attention during the first quarter. Here are some of the items which are not translations which certain companies hope to release in the first quarter of 1987.

Accolade: Expects to release their football game, 4th and Inches, at the show. The company also plans to release a murder mystery entitled, appropriately enough, Killed Until Dead. Their "Advantage Series" will be strengthened by the addition of Power, loosely described as a space game. Almost ready for release, but expecting to be retitled before January, is a new adventure game using comic/cartoon situations.

Avalon Hill: The microcomputer games division is expecting to have Dark Horn ready for both Apple and C-64. This is the long-awaited fantasy game by Tom Cleaver, author of Galaxy Guderian is still undergoing revision and would be a longshot for first quarter release.

Electronic Arts: EA's Interplay affiliate is releasing a translation of The Bard's Tale for the Amiga which is much more than a port. The new version has six different songs (used in spellcasting) for the bard with four different instrumentations.

It features 90 different animated graphics of characters/monsters and 85 different spells. Bard's Tale II: The Destiny Knight is nearing completion and features ranged combat. Also, creatures can be converted and made a permanent part of the adventurer's team. They also plan to release Michael Stackpole's (Mercenaries, Spies and Private Eyes) new roleplaying game, Wasteland, which is similar to the Mad Max films.

Mindscape: The distributors of Master Designer Cinemaware and Balance of Power aren't simply resting on their laurels. They are pinning positive hopes on their new Thunder Mountain Division (see below) of discount software, but aggressively releasing other titles, as well. Parallax, a fast-paced space arcade game with a three dimensional effect leads the way, followed by a judo simulation (Uchi-Mata) and a karate adventure. They are also expected to preview Trailblazer, a bouncing ball arcade name with some new twists, at the Consumer Electronics Show. Also possible for the first quarter is the yet untitled, third issue in the Macventure series.

Sir-Tech: The official position at Sir-Tech is that there will be no official release date on Wizardry IV: The Return of Werdna or Wizardry V until they are ready to ship. The company does plan to release two other titles in January however: Space Combat Simulator and The Seven Spirits of Ra. The former will be similar to Skyfox, but set in space and

featuring 3D shapes with color and Newtonian physics (suggested \$39.95). The latter, based on Egyptian mythology, is a mixed adventure/RPG which takes place inside and outside of pyramids.

Strategic Simulations, Inc.: Gary Grigsby's War in the South Pacific should be available on the Apple by the time you read this and the C-64 version is expected in late January. This is the only new release definitely set for first quarter, 1987, but there are over 26 conversions in the works, including Kampfgruppe for IBM and Amiga and Rings of Zilfin, Shard of Spring, and Wizard's Crown for the ST.

Strategic Studies Group: One thing which is as dependable as death and taxes is that SSG won't put out a game they're not pleased with. The good news is that Road to Appomatox will be an exciting and revolutionary product. The bad news is that it's not certain for the first quarter. Russia, an eastern front game, has been moved ahead of RTA on the production schedule and should be available in early 1987.

BRAINWAVE CREATIONS FORMED!

Mike Berlyn, author of Suspended and other Infocom adventure games (as well as the recent Tass Times in Tonetown which he co-authored with Brian Fargo), and his wife, Muffy, are rumored to be millimeters away from penning a deal with a major publisher for a line of text adventures that

Continued on pg. 60

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SNEAK PREVIEW:

WASTELAND

In January of 1987, *Wasteland* was described as a potential Mad Max type adventure game to be written by Michael Stackpole (author of the *Mercenaries*, *Spies and Private Eyes* roleplaying system and **Mayfair Games'** sourcebook on *Batman* for their *DC Heroes* roleplaying game) and programmed by the CRPG experts at **Interplay Productions**. As this article is being written, *Wasteland* has just passed its first

week in "Quality Assurance" at **Electronic Arts** with no major problems encountered. This should mean [Ed.: *Anyone who has observed this industry very long knows why we put a "weasel word" in this sentence!*] that the game is on the shelves by the time this preview hits the stands.



Nevertheless, the game is certainly superior to the original concept. Instead of being a "Mad Max" role playing game presented on the computer, this post-holocaust game has a unique plotline all its own. Players want to find out what the "Servants of the

Mushroom Cloud" are up to, among other matters. In fact, the game contains 250K of text to present this plotline. However, at least 100K of the text which is vital for successfully completing the adventure is "off-line" in a book which comes with the game and serves as a non-technological copy protection. The



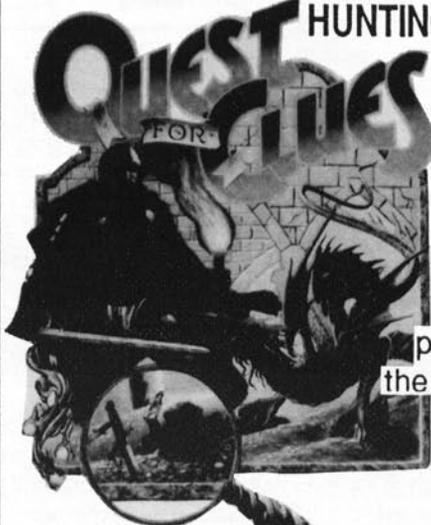
story itself is so huge that there are many possibilities which the player may not find, while still able to win the game. The story-line is non-linear and there are always, at least, two ways to get around a problem.

Interplay insists that the game should be rated PG-13 because of the personalized violence in the adventure, as well as the sexual hints. We must agree that there is an undeniable visceral response when the description window describes someone as being turned into "blood sausage," reduced to a "fine red mist," or pulverized into "unrecognizable gore." However, it seems to fit the model of a post-holocaust society gone rabid with barbarism.

At first glance, the game looks like the *Bard's Tale* products (which should be no surprise since both produced are designed by Interplay). There is an animated "window" for viewing in the upper left hand corner of the screen and a description "window" on the right. The lower portion of the screen is devoted to a quick reference sheet on the adventuring party itself. Like its sister products, the game boasts crisp graphics and limited, but effective, animation. The graphics "window" has over seventy different pictures.

Yet, the game is improved over its sister products. The game system in *Wasteland* is dynamic. Once something on the map is changed, it is changed. Further, an old role-playing concept enters into the picture when players can "hire" non-player characters to fill out the party. Of course, they do *not* always do what they are ordered. Also, a new feature enables players to "Disband Party" into four different active parties. This option enables ranged combat to occur and helps in the solution of some puzzles, but also means that each party can have up to four encounters at a time. Finally, this game features only one "Save Game" instead of the ability to have multiple saves.

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Wasted In The WASTELAND™

by William "Biff" Kritzen

The moisture dripping from the subterranean cavern's ceiling echoed eerily in the shrouded distance that loomed ahead of Hell Razor and his battered party. Retracing their path back up to the surface was out of the question as long as An-

gela Death was still unconscious. Snake Vargas had used his medical skills to stabilize her condition but time was the only healer for Angela now. Until she came to, no one dared go forward or back. After all, Angela's perception and climbing skills had gotten them this far. Hell Razor vowed to

build up his own skills so this wouldn't happen again. (If they got out of this mess alive!)

Wasteland is **Electronic Arts'** new interactive role play-

ing game based on a pseudo Road Warrior future, set in the southwest deserts of a post-holocaust United States. The player directs a party of Desert Rangers, out to protect survivors and rebuild some semblance of society. While undergoing this often arduous task, you come upon several situations that hint at sinister goings' on that are beyond the scope of your original assignments. It's up to you to then follow the various leads to a fitting conclusion, or death. It's rough out there! Dozens of monsters, machines and criminals are just waiting to add a few scalps to

their credit and it's been a while since you've been to the barber, hasn't it?

You start the game with four pre-generated characters or create four characters of your own. Each character is rated for strength, intelligence, luck, speed, agility, dexterity, charisma, skill points, rank, constitution, money, sex and nationality. Each characteristic enables you to do certain things.

Intelligence is the most important because it allows the characters to learn invaluable skills that are necessary to complete the various tasks in the game. Strength helps in opening closed doors, moving obstacles, hitting people, etc. Killing monsters gives you experience points as in most role playing games. At certain experience point levels you get promotions. Each promotional level gives you two intelligence points that can then be cashed in to gain skills and raise skill levels. For example, with two intelligence points you could add two skills such as assault rifle and picklock, or you could raise your skill levels on forgery or medical from two to three. This is the heart of the character generation system and having the proper mix of skills is absolutely necessary to overcome the many obstacles and problems in the game. The various other characteristics affect combat, negotiating ability, physical task solving, etc. The party of four the computer gives you initially is a well rounded group that I used to finish the game, but you have the ability to customize your own group if you like.

Exploring dangerous catacombs was not Hell's idea of a good time, but being a Desert Ranger was not the safest of jobs in this post-holocaust world. Hell, along with Angela, Snake and Thrasher had volunteered to solve the mysterious deaths in the region and the trail led into a cyborg ambush hundreds of feet below the Las Vegas country club. Fortunately, Angela's Kevlar vest had stopped the killer cyborg's spray of bullets from penetrating and killing her, but when she awoke she would be bruised and sore. If Thrasher's Uzi hadn't jammed on his first shot the party probably could have gotten by without much damage, but Snake's AK 47 stunned the metal monster long enough for Hell's well thrown grenade to finish it off. "There really is safety in numbers down here", thought Hell. This comforting thought was quickly dispelled as the echoes of a Slicer/Dicer rang out up ahead. "Grab Angela and let's blow!", snapped Hell to no one in particular. "I'll give back cover, Snake, take point. Let's move, now!"

Each player-character can carry up to thirty items, including weapons, ammunition and armor. These can be bought, sold or traded as players see fit. Matching the proper tools with the proper skills is important. The ability to use assault rifles doesn't help much if you're using a submachinegun. The types of useable weapons cover a wide range. There are pistols, rockets, submachineguns, laser weapons, grenades and other modern weapons in your arsenal and they all come in handy. To finish the game your crew will probably be using some



TITLE:	Wasteland
SYSTEMS:	Apple II, C-64 (soon)
# PLAYERS:	Solitaire
PRICE:	\$49.95
DESIGNER:	Alan Pavlish
PUBLISHER:	Electronic Arts San Mateo, CA

heavy weapons. These don't come cheaply, in terms of money or blood.

Ramming his last clip into the NATO assault rifle, Hell had a glimmering thought of how lovely the desert must be right now - hot, radioactive and full of mutant lizards. Maybe it wasn't so bad down here after all! Just then, Hell heard Snake's cry of despair. Turning quickly, he saw a glittering hulk of metal towering over Snake, its laser tipped arms locking in on the ravaged party. As they scurried for cover, Hell heard the reassuring chatter of Thrasher's Uzi. "Unjammed at last," Hell thought, moments before a stream of bullets threw him against the crumbled remains of the sewer wall. Darkness drowned out the party's cries and shouts as Hell drifted down into the first rest he'd had in weeks.

This is a bloody game. You'll meet a wide variety of nasties out there, ranging from radiation rats to mutant metal monsters. Knowing when to gun and when to run will keep you alive, for a while.

You'll also be interacting with many non-player characters. With the proper charisma or skills, you may even get some of them to join your party. There is room for three more in addition to your original four and there is safety in numbers in this game. Don't count on finding solitary monsters out there, they travel in packs and you should too!

Once your party is assembled it's out into the great unwashed desert. The first community you visit should be Highpool, a nice quiet little community that should get your party acquainted with the surrounding countryside and its inhabitants. There you'll pick up the first pieces of the puzzle. There are several courses open to you at all times and there is always more than one way around every puzzle in the game, so you're not locked in to any particular order of missions, except in the broadest sense. You will need certain items to get to different stages of the game, but there are always several ways to get what you need. It is a great feature that makes the game move swiftly. In fact, the 80-100 hours it takes to finish the game really do move along rapidly. I spent many nights awake until 1:30 or 2:00 AM before grudgingly powering down to await the next day's session.

Wasteland uses a paragraph system to flesh out the clues given by NPCs in the game. It really gives a nice depth to the plot. These paragraphs are printed in a booklet which is included with the game and they save plenty of disk space without sacrificing plot depth. It's a nice hybrid that you will probably be seeing in most games of this genre in the future. Also, if you decide to peek at the paragraphs out of order, there is a false subplot hidden in them that makes it very difficult to cheat. In fact, when finished, the paragraph book is "must" reading.

I like the fact that there is no magic or food to deal with in this game! You don't have to scrounge around for food every twenty minutes and you need not spend time thumbing through a book of arcane magic to find the right spell to throw. Those features may add atmosphere to some

games, but it is refreshing to play a game that concentrates on being skillful enough to disarm an alarm, instead of putting monsters to sleep.

If you like sophistication in your simulations, grab this one. Its ease of play, richness of plot, problem solving requirements, skill and task system, and graphic display all make this one of the best games I've ever played. It wins my vote for "Adventure Game of the Year."

The desert really is quiet and peaceful at sunset, reds and purple blend into a cool black, hiding death below the ground.

Desert Ranger Survival Handbook:

1. Don't be in a hurry to waste everyone you meet. Some of those unruly looking characters can really help by joining your party.

2. Always make sure you have plenty of ammo. When you run low, get more. AK47s are great weapons, but clubs are just as good if you're out of ammunition.

3. Try to get your party to have all the skills between them. You'll need almost all of them to solve the game. Also, you can never have too many members with medical skills.

4. Practice makes perfect, if you try a skill that should work but it doesn't, keep trying. Eventually it will and your levels will go up with successful use.

5. Write down everything anyone tells you. You'll need the clues they give to solve problems downline.

6. When low on constitution, go into the deepest part of the desert to recover. No one will bother you out there while you're healing. Just be sure you have plenty of water with you!

7. Be careful of diseases and radiation sickness. Doctors are expensive and your medical skills only work for wounds. Radiation suits are worth their weight in gold!

8. Go everywhere, clues are hidden in the least likely spaces.

9. Save the game often! It's easy to die and you'll be restored to your last save when the game restarts. Back up your disks! The game writes to disk whenever you enter a new location, so keep that in account when venturing into unknown territory with a depleted party.

10. Use the print utility on the key disk to keep a list of personnel and their skills. It makes it easy to quickly see who should be attempting various tasks.





This month, Wasteland takes center stage as adventure's four star rated innkeeper weaves her regular tale of mystery and suspense.

Summer is sneaking up on us (the year does seem to be moving along, doesn't it?); time for those long, lazy days of computer gaming under the air conditioning. It gets pretty hot in the summertime (except, perhaps, around here), and where you're going, it's hotter yet . . . in fact, you might even say it's radioactive.

Wasteland was reviewed in the last issue of CGW (May '88), so what we have here are tips to help you make it (more-or-less) safely through the dangers of post-nuclear catastrophe.

The manual is quite vague about your assignment, simply saying that your team of Desert Rangers is being sent out to investigate disturbances in the desert. That could be almost anything, so it's best to be prepared for everything, including mutants, monsters, unfriendly people, voracious animals, death machines, and other things too horrible to contemplate (like radiation poisoning and sewer rot).

You can start with the team of four that comes

with the game, or create your own characters. I made my own, but other people have finished with the originals, so do whichever pleases you. Either way, make sure as you go up in rank (which substitutes for level) to add a point now and then to Intelligence.

Skillful Recruiting

What you're aiming for is

to get everyone (including the NPC's in the party) up to an IQ of 23. There are some skills out there that the manual doesn't tell you about, and one or two of them are extremely important as you reach the latter half of the game. These skills do not show up in libraries unless the character actually has the necessary IQ.

One problem with the listed skills is that some are not necessary at all, while others are useful only at one specific place (as far as I can tell). Metallurgy, for example, is pretty much a waste. I found only one spot where it does anything (geology would have made more sense in that instance), and not very much even then.

The skills you absolutely want everyone to have are: clip pistol, submachine gun, rifle, assault rifle, anti-tank weapons, energy weapons, climbing, and

swimming. Skills that two or three in the group should have are perception, demolition, medic (very important), and picklock. Beyond that, it's up to you what skills to take, although I never found a use for things like bureaucracy, sleight of hand, forgery, and gambling.

There is one point in the game where swimming is extremely important, and this is based not only on your swimming skill, but also to some degree on the character's strength and agility. Make sure that these attributes are not too low for each person in the party.

Many skills will go up over time as you use them, so it's generally not necessary to start out with more than the minimum ability in any particular skill, although you might want to put some extra points into Medic.

Open Hostility

Once you have your initial party set up, it's off to the great outdoors of the partly-irradiated deserts of Arizona and Nevada. Fortunately, you won't need to do any mapping; the outdoors is actually quite a small place, in spite of the distances you cover. The towns and such are also small, and no mapping is really needed there, either.

You can pretty much expect that anything you run across in the outdoors is hostile, ready to rip you to shreds or blow your guts out, so don't hesitate to shoot first and ask questions later. You won't get any treasures from these encounters, but the person who gets in the killing hit will receive some experience points.

Indoors (towns and the like) are a bit different. Most of the inhabitants will be hostile, but not all of them. Several will give you information. Some can even be added to your party (good ones to have are Ace, Christina, Covenant, and Metal Maniac; since you can only add three, you'll have to make a choice somewhere along the line).

You also need to be on the alert for clues contained in diaries, scraps of paper, scrawlings on walls, etc., so it pays to go over an area thoroughly. Most of the buildings in the towns are abandoned, however, so you needn't go over them with a fine-tooth comb. A few steps inside is usually all it takes to tell you whether or not the place is worth exploring.

Your first stop is likely to be Highpool, followed by the Agricultural Center (while you can go to the towns in any order, they become progressively more difficult, so on your first tour it's best to do em in order). Highpool doesn't have too much of interest, but it's a good place to get some practice with the game, being relatively safe to walk around in. The Ag Center is another matter, and you probably won't want to spend much time there until you have some good weapons and armor.

Mayor Problem

So it's off to Quartz. Plenty of encounters here, and many opportunities to pick up some good stuff. Rescuing the mayor and his wife should be high on



your list of things to do, although not the first thing, as there are a number of clues and hints to pick up on first. By the way, don't bother about the broken jeep outside town. While it can be fixed by Ace, you'll only have it for a short while, and driving is automatic (only takes you to certain places, whether you want to go there or not).

There are at least two ways into the building where the Mayor is held, plus at least three ways of getting to his actual location, so the rescue itself, when you're ready, should not be much of a problem. With the mayor, his wife, and Ace in your merry band, as well as better weaponry and armor, you should be in pretty good shape to go back and clean out the Agricultural Center.

With that taken care of, a jaunt over to Needles is next. Inhabited by a lot of weirdos, including a variety of Jerks (yep, that's what they're called) and a mysterious cult, this is not the healthiest place in the world. You can be sure that most people are out to get you, so get them first. Somewhere in Needles you'll run across Christina; don't make the mistake of killing her (this is a good place to dump the mayor's wife).

Terror in the Temple

The major activity in Needles will be snooping around the Temple of Blood. Be careful here; much of the area surrounding the Temple is radioactive (from time to time you may see radiation cannisters on the ground nearby....DO NOT step on them, unless everyone is in rad suits), although the interior is fairly safe . . . from radiation, anyway.

There's a lower level to the Temple, which can be reached only by going across the giant chessboard pattern. This is essentially a matter of trial and error; no clues are available to help you find the safe path through it. Once you've made it across (and answered the question; you may want to map the path), be prepared for additional nastiness beyond and below. Bring lots of ammo with you.

Also bring LOTS of ammo (and rockets, like LAW rockets and RPG-7's) with you to Las Vegas, home of the death machines. They're all over the place, and are extremely unpleasant to meet. Burning full clips (assault rifle clips) is about the only way to handle them (although grenades often work well on lesser devices, like Chopters and such), but save your rockets for the really mean machines, like the Scorpion (no relation to yours truly!), and the Mark I, II, and III tanks.

Before entering Las Vegas (I recommend coming in from the NE corner of the city the first time), you might want to dump the Mayor so you'll have room for Covenant. Remember to take back everything the Mayor has first, as Covenant will not come with any weapons or armor.

Of course there will also be the human element to deal with, but they are easy to dispose of, compared to the machines. Eventually you should make it to Faran Brygo (if the name sounds familiar, it is) and hear his little tale.

Sewer Thing

Soon after, you'll be taking a little pleasure trip through the city sewers. For this, make sure you bring even more than lots of ammo, plus as many rockets as you can get your hot little hands on: the sewers are a nasty place, infested by Cyborgs of all descriptions (none of them friendly). You'll also want rope and a pickax (the sewers, by the way, is where swimming skills are essential; be prepared for sewer rot).

The best way to fight the Cyborgs is the same as with death machines: using full clips and rockets. As before, some of the Cyborgs are easier to kill than others (Tazels, for instance, are real wimps, and the Cybertrikes are pretty easy, too), so don't waste precious rockets on them. Just spray 'em with hot lead and keep moving.

While there are a lot of random Cyborgs wandering around down below, some of them are fixed in one place. These are the ones that will give you loot after being defeated. Among the loot from various encounters you'll come across odd things like servomotors, rom boards, power converters, and the like. Make sure you take all of these items with you, as they are extremely important.

Now, you'll probably want to investigate the Sleeper Base, which does not appear until after you've successfully completed the sewers. It's a pretty safe place; aside from a couple of mechanical guards, there are no monsters or machines wandering around inside it.

There are some neat things in the place, including a couple of vaults that hold some very good stuff. One vault you won't be able to open right away (the one with the blue barrier inside it), so leave that alone for awhile. The other one, which contains the more mundane items, should not be much of a problem for you, and makes for a nice personal arsenal.

Devolution in Darwin

Around about now you may want to visit the town of Darwin (if you haven't come across it before). The one thing you have to keep in mind is that you should always approach Darwin from the north, as it is surrounded on the other three sides by radioactive cannisters (which are sometimes visible, and sometimes not).

Darwin itself isn't all that interesting a place (although the black market there sells a few rockets), but it will lead you to another area that is much more important where you can obtain what you need to open up the second vault at Sleeper Base. Just watch out for the Humungous Coyote (he's a mean one!).

(Continued on page 53)



(Continued from page 23)

When you're done with that, you should be about ready for the Citadel. It is never made entirely clear as to why it's necessary to assault this place, as there is nothing to indicate that the Guardians are particularly evil (strange, yes). However, they too have a vault, with some very good armor in it, and you'll be needing that armor for the end game (boy, will you need it!). Rockets and energy weapons will be most helpful in dealing with the Citadel denizens. Don't forget to poke around the other places in the Citadel; you might find a few interesting items.

You'll want as many power packs as you can possibly carry for your journey through the end game, and these are not for sale anywhere, so don't waste 'em. Use regular weapons (Uzis, assault rifles, etc) for the piddling monsters in the desert or towns. Stocking up on rockets is another good idea, and you'll probably want to bring along some plastic explosives for contrary doors, as well as a rad suit or two.

The final base (once you get inside) may not seem to have much, but as we all know, looks can be deceiving. A perceptive person might just discover a secret or two that will lead you onwards to destiny or *something*. At the penultimate moment, remember that there's a reason for that disband command and I *hope* you can run fast. Grin!

Write On!

One more thing: while the game writes often to disk, and there are many one-time items, almost nothing is truly irrevocable. If you make a mistake on disks 2, 3, or 4, you can always create a new copy and try again (there is really no reason why anyone should have to restart the game). The only time you can run into trouble is if you make a mistake on disk 1.

Then you might have problems, so it's good practice to backup disk 1 every so often. This can be done easily (for you Apple owners) with good old COPYA. While this isn't able to make a new disk (you have to use the utility that comes with the game), it works perfectly in creating backups of existing play disks.

Well (peeking at the invisible clock), I see that it's about that time again. Remember if you need help with an adventure game, you can reach me in the following ways:

On The Source: send SMail to ST1030. On Delphi: Visit the GameSIG (under the Groups and Clubs menu). On GEnie: Stop by the Games Roundtable (type: Scorpia to reach the Games RT). By US Mail (those living in the United States must enclose a self-addressed, stamped envelope if they want a reply): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

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Well, it's August, and Fred is off at the annual Grues Convention being held (as usual) in the Dark Room of Colossal Cave. I understand that this year they're going to try and get Daylight Savings Time repealed (grin). Anyhow, with Fred away and the dog days of summer upon us, this is a good time to trek into the cool back room and peek into the (overflowing) mailbag.

Before we get to the letters, though, I'd like to remind everyone that it really is necessary, if you live in the United States, to enclose a self-addressed, stamped envelope with your questions. Otherwise, you aren't going to get a reply (a SASE is not necessary if you live outside the US).

Also, I really do try to get a reply out the day after I receive a letter, and usually can manage that. However, mail service has been very erratic lately. Sometimes a letter can take as much as a week or more to reach me, when another letter from someone else in the same state (or even city) will arrive in my box in only a couple of days. I have never figured out why this is so, but it is. So when you write, keep in mind that a response could be delayed by the vagaries of the US Postal Service. Finally, I am not able to provide

back issues, or copies of articles that appeared in previous issues, of CGW. You have to write directly to the CGW address to order back is-

Wasteland (clues carefully irradiated over a glowing atomic pile): A number of people are having some problems with opening the

cylinders at Base Cochise. What is needed here are some keys (NOT secpasses); if you don't have one for each cylinder, it's very likely that you missed something at the Citadel. Go over each room thoroughly. Also, there is a pattern involved here, which can be figured out only by trial and error.

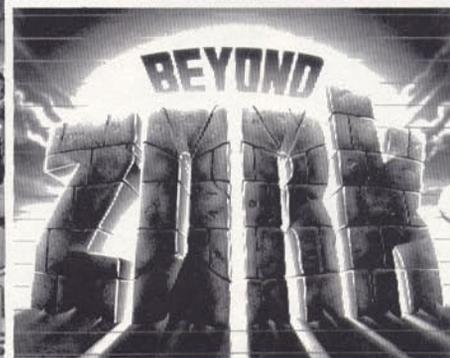
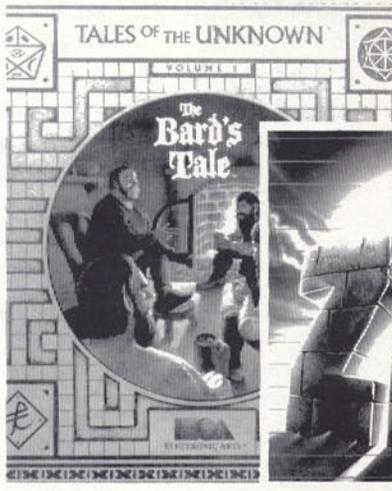
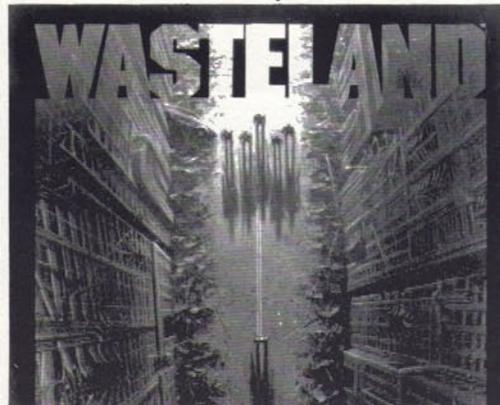
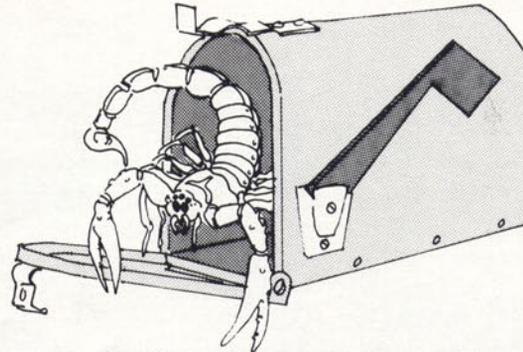
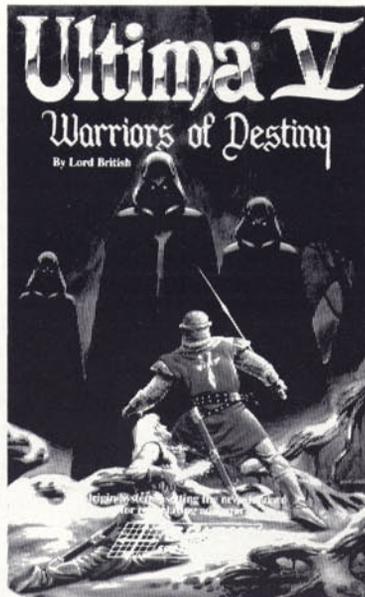
Bard's Tale I (answers served "on the rocks"): Some folks are being puzzled by the "one of cold" riddle in Kylearan's Tower. This one is actually simple to answer, if you've paid enough money to the bartenders at the taverns.

Bard's Tale III (hints displayed on a bed of "iceberg" lettuce): The Ice Keep in Gelidia seems to be a popular problem these days, specifically getting past the wards of the three towers. If you don't mind freezing a bit (or even if you do), wander

around the outdoors until you locate the hut. Inside you will find something to put you on the track of the solution. Don't overlook the phrases by the wards, and keep your manual handy (you'll be referring to it often).

Beyond Zork (silken solutions with a dash of color): Caterpillars

Scorpion's Mail



sues (copies of individual articles are not generally available). Check the listing of back issues before ordering anything. Some back numbers become sold out and if the issue you want is not listed, it is no longer available (photocopies of articles from out of print issues run \$1.00 each). Now, on to the games!

Summer is behind us at last, and what a long, hot summer it was; hardly any new games came out (sigh). Even Fred was depressed. Now, we can look forward to all the new releases coming out for Christmas (yeah!). While we're waiting for these goodies to arrive, let's take a trip to the back room and see what the mailbag has to say about current favorites.

Wasteland

I've been getting a lot of mail on this one lately, and several questions have been showing up with great frequency. Many people are having a great deal of trouble reaching the door located in the teleport room (in Finster's brain). This one isn't so much hard as tricky. You can think your way out of this one, but only after you've been trapped. Another popular question concerns the night terror. A lot of folks have been wasting precious ammo on him. He really is indestructible, so just leave him alone. Finally, there is the problem of servo motors when repairing Max. A number of people have reported needing more motors than they can find. Not everyone has this problem, but the easiest way around it is to make a new disk 3 and try again. If that doesn't work, make a couple more and collect as many servo motors as you can. Eventually, you will put enough into Max to make him work (and if Max isn't fixed, you can't get to the endgame, so you really have to do it).

Ultima IV

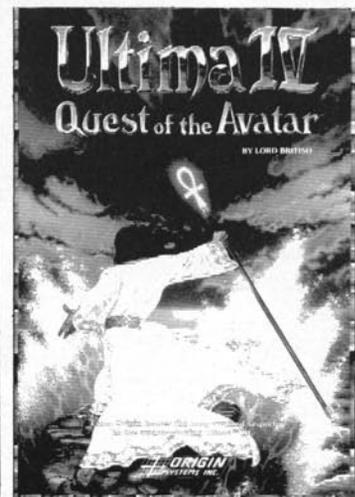
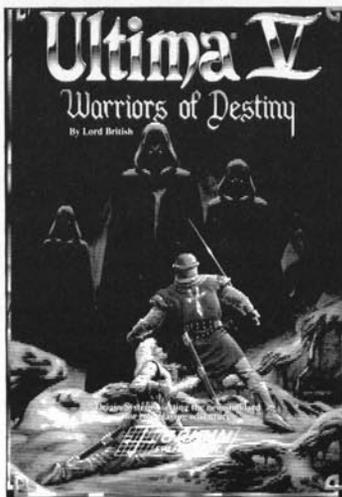
Many people do not realize the importance of having a complete party of eight when going into the Abyss. Without a full party, you won't be able to complete the game. I've had several people write to me about being denied entry at the Codex Door, and that is the reason why. Unless you have all eight (including yourself, of course), the game won't let you in. In fact, note that all eight must be alive (corpses don't count!).

Which also brings up the matter of the shepherd, who some folks have found to be rather elusive. Remember that each town represents one of the attributes, and thus provides one member of the party (don't forget to include yourself there!). If you think about it, you'll realize there is only one place the shepherd can be, and that's where to look . . . you just have to look very carefully.

Ultima V

After mentioning in a previous Mail that it's bad to take crops from the fields, I've been receiving letters asking if it's ok to take the crops from lolo's field. The answer to that one is "No!" Even though lolo may be in your party, you still can't take the food. This may not be logical, but that's the way it is. Also, people have been looking in vain for an airship (balloon) and/or a ship's wheel. Despite the fact that these objects are mentioned, they are not in the game. If you've been trying to find them, forget about them and go on to more important things.

Scorpion's Mail



Game of the Year Awards

On September 3, 1988, *Computer Gaming World* presented the *Computer Gaming World*

Game of the Year Awards at the Los Angeles Airport Hyatt Hotel during the Gateway 1988 gaming convention. Editor, Founder, and Publisher Russell Sipe was the Master of Ceremonies and

the program began with an audio-visual stroll down CGW's memory lane. Then, some candid shots of the staff and work environment at the magazine's offices were shown. After these brief presentations, the nominees for **Adventure Game of the Year** were presented: *Electronic Arts* for **Bard's Tale III: The Thief of Fate**—Bill Heineman, Michael A. Stackpole, and Bruce Schlickbernd (designers), Todd J. Camasta (graphics), Kurt Heiden (music), Brian Fargo (executive producer for *Interplay Productions*), and Dave Albert (producer for *Electronic Arts*).

Infocom for **Beyond Zork**—Brian Moriarty (designer). *Origin Systems* for **Ultima V: Warriors of Destiny**—Richard "Lord British" Garriott (designer).

Electronic Arts for **Wasteland**—Alan Pavlish, Michael A. Stackpole, Brian Fargo, and Ken St. Andre (designers), Todd J. Camasta (graphics), Elizabeth T.

Danforth (additional maps), Brian Fargo (executive producer for *Interplay Productions*), and Dave Albert (producer for *Electronic Arts*).

Sir-Tech Software for **Wizardry IV: The Return of Werdna**—Andrew Greenberg,

Robert Woodhead, and Roe R. Adams III (designers).



Michael Stackpole smiles as Russell Sipe presents the award for *Wasteland* to Brian Fargo and Alan Pavlish.

And the **WINNER** of CGW's **Adventure Game of the Year** is:

Electronic Arts for *Wasteland*—[Ed: *Wasteland* offers interesting encounters via invisible attribute checks, one of the cleverest uses to

date of skill-based character growth, and an intriguing storyline.]

Next, nominees for **Action Game of the Year** were presented:

Spectrum Holobyte for **Falcon**—Gilman Louie and Mark Johnson (designers), Bob Coston, Gilman Louie, Jody Sather, Jeffrey Stokol, and Mark Johnson (graphics), with Ed Bogas (music). *Sublogic* for **Jet**

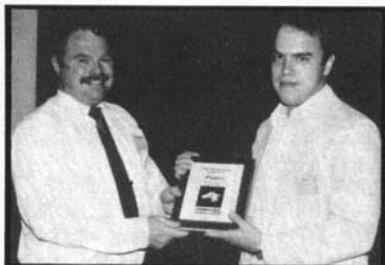
(68000 versions)—Charles Guy (original designer), Chris Green

(68000 versions), and Bruce Artwick (executive producer for *Sublogic*).

Microprose for **Pirates**—Sid Meier and Arnold Hendrick (designers), with Michael Haire (graphics). *Microprose* for **Stealth Fighter**—Jim Synoski and Arnold Hendrick (designers), Michael Haire and Michele Mahan (graphics), Ken Lagace (music and sound), and Ed Bever (scenario development).

Cinemaware for **The Three Stooges**—John Cutter, Bill Zielinski, Timothy Skelly, and

David Thiel (designers), Richard Ditton (video compression), Larry Garner (sound compression), and Phyllis and Robert Jacob (executive producers).

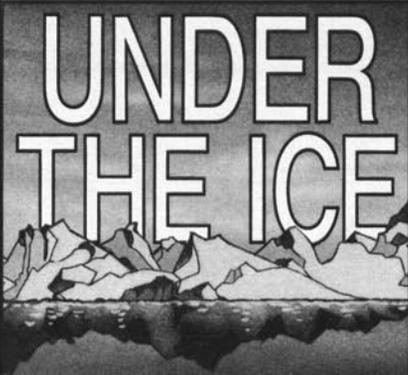


Scott Watson of Microprose's coin-op division accepts the award for *Pirates*.



Wayne Holder, President of FTL, accepts the special award for *Dungeon Master*.

(Continued on page 35)



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Game Ratings Chart

Both CGW's overall Game of the Year, "Empire," and Adventure Game of the Year, "Wasteland," strengthened their position at the top of their respective ratings lists by slightly improving their score. In the only real movement in the Action/Adventure Top Ten, "Stealth Fighter" and "Falcon" looped around each other in their continuing

dogfight over fifth position.

Except for the continual downward slide of older titles, the Strategy list seems firmly entrenched. "Rommel: Battles for North Africa" is the only fresh title in the top 20, but that could change when "Red Storm Rising" is rated and "Battles of Napoleon" is finally released.

Strategy Top 50

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Empire	Intstel	Many	9	41	7.80
Earl Weaver Bsbll	EA	Am,I	10	43	7.33
Breach	Omrtrnd	Many	7	48	7.11
Rommel: Battles	SSG	A,C	1	20	7.07
Silent Service	MicPr	Many	7	102	7.07
Under Fire	AH	Ap	7	23	7.07
3-in-1 Football	Hafner	Many	2	20	7.05
Strike Fleet	EA	A,C	5	43	7.05
Carrier Force	SSI	C,Ap,At	5	108	7.04
War in So. Pac.	SSI	Ap,C	5	23	7.04
Crusade in Europe	MicPr	Many	10	58	7.03
Decision in Desert	MicPr	Many	10	35	7.03
Flight Sim II	SubLg	Many	6	84	7.03
Anc Art War Sea	Brdbrd	I	3	26	7.01
Battle of Antietam	SSI	Many	12	41	7.01
Europe Ablaze	SSG	C,Ap	9	32	7.01
Reach for Stars	SSG	Many	7	45	7.01
Seven Cities of Gold	EA	Many	10	118	7.00
Ancient Art of War	Brodr	I,M	10	39	6.99
NFL Challenge	XOR	I,M	6	22	6.99
Russia	SSG	Ap,C	11	32	6.98
Battlegroup	SSI	C,Ap	4	35	6.95
Defender Crown	MstDsg	Many	8	51	6.95
Rebel Charge	SSI	Many	8	28	6.94
Lords of Conquest	EA	Many	3	42	6.93
Field of Fire	SSI	Ap,C,At	5	67	6.92
U.S.A.A.F.	SSI	C,Ap,At	2	26	6.92
Halls Montezuma	SSG	C,Ap	4	26	6.91
Battlefront	SSG	Ap,C	8	34	6.89
Micro Lg Baseball	MicLg	Many	5	72	6.88
Star Fleet I	Intstel	Many	7	50	6.84
Shiloh: Grant's	SSI	Ap,C,I	5	26	6.83
Roadwar 2000	SSI	Many	3	34	6.80
Computer Ambush	SSI	Many	6	49	6.78
Panzer Strike	SSI	Ap,C	4	28	6.78
Computer Baseball	SSI	All	8	37	6.77
Gato	SpHb	Many	3	79	6.77
Gulf Strike	AH	Many	4	33	6.75
Dec. Battles ACW	SSG	A,C	2	20	6.74
Geopolitique 1990	Th.Mt.	Ap,C	3	29	6.73
Balance of Power	Mndscp	Many	5	37	6.98
No. Atlantic '86	SSI	Ap,M	2	72	6.65
Conflict in Viet	MicPr	Many	5	21	6.63
Battlecruiser	SSI	Ap,At,C	3	29	6.61
Knights of Desert	SSI	Many	5	63	6.61
U.M.S.	Rnbrd	ST,I	3	31	6.61
Chickamauga	GDW	At,C	2	26	6.60
Warship	SSI	Many	4	44	6.57
Fifth Eskadra	SimCan	Many	2	20	6.53
Norway 1985	SSI	Ap,C	4	16	6.48

Adventure/Action Top 50

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Wasteland	EA	A,C	5	48	7.97
Dungeon Master	FTL	ST	6	41	7.84
Ultima V	Origin	Ap,I	4	48	7.73
Pirates	MicPr	Many	11	52	7.66
Bard's Tale III	EA	A,C	4	44	7.49
Stealth Fighter	MicPr	C	9	23	7.42
Falcon	SpHolo	I,M	6	25	7.40
Faery Tale Adv.	Micrill	Many	7	33	7.29
Three Stooges	Cnmwre	Am,C	4	31	7.19
Shadowgate	Mindsc	Am,I	1	36	7.14
Bard's Tale II	EA	Many	12	55	7.13
Phantasia	SSI	Many	10	68	7.13
Spellbreaker	Infcm	Many	5	24	7.09
Zork Series	Infcm	Many	7	122	7.09
Archon I	EA	Many	12	96	7.08
Legacy of Llygamyn	SirTc	Ap,I	9	52	7.08
Pinball Const. Set	EA	Many	4	47	7.08
Lode Runner	EA	Many	6	60	7.07
Phantasia II	SSI	Many	6	36	7.07
Questron	SSI	C,Ap,At	6	90	7.07
Sorcerer	Infcm	Many	5	58	7.07
Wizard's Crown	SSI	Many	11	58	7.06
Legacy Ancients	EA	Ap,C	4	46	7.05
Wings of Fury	Brdbrd	A	2	20	7.05
Enchanter	Infcm	Many	4	45	7.02
Police Quest	Sierra	I,M,II,GS	5	26	7.02
Eternal Dagger	SSI	Ap,At,C	3	28	7.00
One on One	EA	Many	8	75	7.00
Ultima II	Origin	Ap	8	61	7.00
Leather Goddesses	Inf	Many	2	31	6.98
Airborne Ranger	MicPr	C,I	6	24	6.97
Ultima I	Origin	Ap,C	2	48	6.96
Auto Duel	Origin	Many	2	65	6.95
Deadline	Infcm	Ap,At,I	3	44	6.94
King's Quest II	Sierra	Many	3	20	6.88
World Class Ldr Bd	Access	Am,C	4	20	6.88
Return to Atlantis	EA	Am	2	23	6.87
Hitchhiker's Guide	Infcm	Many	4	108	6.86
Planetfall	Infcm	Many	3	51	6.86
Beyond Zork	Infcm	Many	2	30	6.80
Summer Games	Epyx	Many	2	35	6.79
Wishbringer	Infcm	Many	3	36	6.79
Choplifter	Brdbrnd	Ap,C	6	70	6.78
Racing Dest Set	EA	C,At	3	49	6.78
Phantasia III	SSI	Many	2	26	6.76
Demon Stalkers	EA	C	2	20	6.76
Hardball!	Accld	Many	8	43	6.73
C. Yeager's AFT	EA	Many	2	36	6.72
Marble Madness	EA	Many	2	20	6.71
Return of Werdna	SirTc	Many	5	21	6.66

Scorpion's Mail

some of those who have gotten far along have complained that their energy levels are too low to perform certain important tasks. Be kind to animals, even hostile ones. Look at them sometimes; they can use a little help.

Wasteland

I have been advised by a couple of readers that it is possible to kill the Night Terror, if you keep at it long enough, especially with a Proton Axe (which requires no ammunition). There isn't any reason to do this, but if you're feeling especially hostile, go ahead (grin). The helicopter is only good for one ride, and you need a high agility to train for it. Since you can walk to anyplace the helicopter can take you, you may want to skip it entirely. Finally, you will not be able to get into Darwin Base until after you have been in Sleeper Base (which in turn means having successfully gone through the sewers).

Ultima V

Food is a problem for many, especially now that almost everyone knows it's bad to steal crops from the fields (including lolo's). Unfortunately, there isn't any secret method for making money quickly. The best thing to do is keep your party small at the start (no more than four), sell everything you don't really need, pray for trolls under bridges (heh), roam around a lot at night (when chances of encounters are better), and always have the most intelligent person in the party do your buying and selling, to get the best prices. On another matter, a number of people, especially those who have not played IV, are having a hard time finding dungeons (which are not marked on the maps). They're all in the mountains; look for a little pile of boulders, which marks the entrance (the words to open them, however, you'll have to learn on your own).

Wizardry V

There are several locked doors on the first level. All but two (the silver door and the bronze door) can be opened eventually by either lockpicking or the Desto spell. If these aren't working for you, wait

awhile and try again when your party has gone up a level or two. Unless a door has some special description to it (aside from being locked), you can usually get it open without needing a special item.

Demon's Winter

I have heard from Craig Roth, author of the game, that the problem with the orb/crystal has been fixed. It is now impossible to get the orb before you have the crystal (which will save the lives of many a party). Also, he tells me that, although this is not mentioned in the manual (left out by accident?), you can erase characters you don't want during their creation by simply hitting return at the name prompt (wish I'd know about this one a lot sooner!). This will help you avoid having to save and then delete unwanted characters. Thanks for the info, Craig.

Hmm . . . seems we've reached the bottom of the bag in the meantime, if you need help with an adventure game (I'm not too helpful with arcade games, as I don't play many of them), you can reach me in the following ways:

On Delphi: visit the GameSIG (under the Groups and Clubs menu). On GENie: Stop by the Games RoundTable (type: Scorpia to reach the Games RT). On The Source: send SMail to ST1030. By US Mail (include a self-addressed stamped envelope if you live in the United States and expect an answer): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring!

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Circle Reader Service #32

Don't you just hate long lines? So do I. Still, that's where I was. Waiting in a 90 minute line to see Disneyland's most popular attraction, *Star Tours*. I was just about to go crazy when I flashed on something other than my own discomfort. A familiar Japanese name caught my ear over the familiar strains of C-3PO's worried remonstrations toward R2-D2. The name was **Kyodai**, the joint venture between **Broderbund** and eleven Japanese partners. As imaginary travelogues about fictional outer space destinations played on the overhead screens, I overheard a conversation about two **Kyodai** releases I hadn't heard about before.

It seems that the next wave of imports (after the three mentioned in the WCES report in CGW #56) will include a C-64 arcade game entitled *Babylon* and a graphic text adventure for the IBM to be known as *Murder Club*. The arcade game will utilize a simple adventure format with a side-view like coin-op action games and provide a choice of four different soundtracks. They hope to appeal to a younger audience than most action-adventure games.

I would have listened longer except I was startled as the line progressed past a "droid" welding a portion of our imaginary starship and the noise of the tools caused me to briefly suspend my disbelief about waiting in an alien starport. Those repairs jogged my memory regarding a recent conversation I had with Gary Grigsby, **SSI's** prolific wargame designer. I was trying to find out Gary's current project and he told me he had just completed reprogramming a custom version of *Typhoon of Steel* for a customer who wanted the "Banzai" routine removed from the game and was willing to pay \$150 for it. His story reminded me of the recurring rumor that Mark Baldwin was working on a special "Jerry Pournelle" version of *Empire* where fighters can safely overfly armies. Wonder how I could get that version?

The line continued to wind through enough atmospheric scenery to help us let down our mental guards and almost believe we were awaiting an actual space flight. We entered the "vehicle" and took off on a simulated flight that was like riding a rollercoaster after being force-fed amphetamines. Even though we knew we weren't flying, there were plenty of moments when it was difficult to be sure. I can't wait until flight simulators are this

convincing, but each release seems to get closer. In fact, **Velocity Software** (an affiliated label of **Broderbund** who recently published *Jetfighter*) is expected to support formation flying (e.g. "Blue Angels" or "Thunderbirds" style acrobatics) in future releases. Speaking of **Velocity Software**, there are persistent rumors that a more significant "marriage" between affiliate and distributor may be in the offing.

The Rumor Bag

by Hari Watanai



After the *Star Tours* experience, the Tomorrowland Jets just weren't the same. Of course, it takes variety to make a successful amusement park and the same principle applies to software publishers. **Microprose** seems poised to accomplish this with its **Medalist International** program. They just signed French publisher **Loricels** to the **Medalist** program and will publish U.S. versions of the arcade games, *Albedo* and *Mach 3* (with their excellent animation and sound on the Amiga and ST versions), as well as the popular action-adventure, *Sapiens*. The company also plans to launch their new **Microplay** label. These products will be published under **Microprose** direction, but will not actually be programmed by **Microprose Labs**, the in-house design team. The first **Microplay** titles are expected to be *Destroyer Escort* and *Microplay Soccer*.

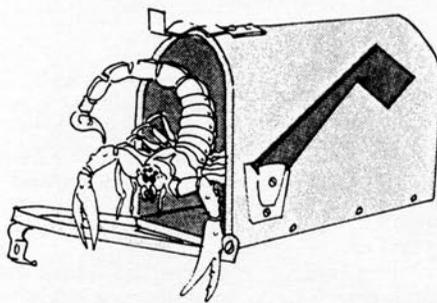
Next, we rode through *It's A Small World*. One of my worst nightmares is getting stuck in the middle of that ride with that incessant soundtrack ringing in my ears. Apparently that same nightmare was in the mind of a British tourist in our boat. She thought those marionettes were really freaky and reminded her of a new game to be released by **Rainbird**. Entitled *Weird Dreams*, the arcade game will feature nightmare sequences like battling roast chickens and other oddities. Encouraged by meeting a fellow software aficionado, I asked her if she

was aware of **Psygnosis'** *Baal* (a battle against the Canaanite god of evil with *Obliterator* style graphics) and *Ballistix*, a wild and crazy pinball game with incredibly fast play. She seemed rather knocked out by them.

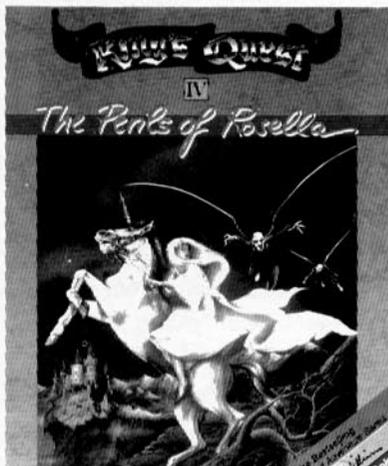
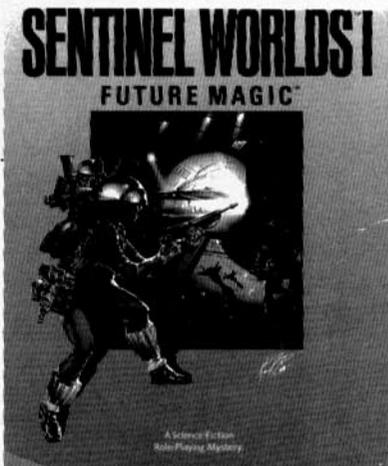
As a software reviewer, though, there is one attraction at Disneyland that makes me extremely uncomfortable. I mean, "Yo, ho, ho, ho, a pirate's life for me!" is not a happy theme for someone who depends on the software industry for his living. Nevertheless, we joined those "Pirates of the Caribbean" on their regular fun cruise. Then, as we cruised past the "Blue Bayou Restaurant," I noticed a programmer who works with several software publishers. I couldn't wait to get back from the "Babbar Coast" to eavesdrop on him. He said that **SSI** is hard at work on the *Pool of Radiance* sequel. Watch for *Curse of the Azure Bonds* during the latter half of the year. He also revealed that **Westwood Associates**, the developers of *Battletech* for **Infocom**, is working on a new game in that style. Tentatively titled *Hawks On The Edge*, it is expected to be more challenging than their first *Battletech* game. In fact, I was just sneaking out of the restaurant with my little notebook in hand when I heard him say that **FTL Software** is projecting a first quarter 1990 release of the *Dungeoneer* Master sequel. Entitled *Chaos Strikes Back*, the Amiga, ST, and IBM versions will have priority over other machines.

I didn't get out in time, though, and the programmer caught up with me in the "Haunted Mansion." It's a little spooky to have an acquaintance pound on the back of your ghostly carriage, call you by name, and tell you that Scorpius' February hint on *Wasteland* was incorrect. According to this fellow, taking the helicopter wipes out the set encounters outside Base Cochise. "Just think how many readers could have avoided those heavy duty robots!" he chided me. Then, he went on to tell me that he had heard about that as yet untitled **Koei** game we reported on in CGW #56. The Chinese folk tale it's based on is called "The Tale of the Willow and the Pond" and is essentially a Chinese Robin Hood tale. It might be called *Romance of the Three Kingdoms II* in the U.S.

This issue's rumors involve British games, French games, and Japanese games in addition to U.S. games. I guess it really is a small world after all. **CGW**



Scorpion's Mail



King's Quest IV

Lots of trouble here with getting safely out of the ogre's hut. I wish I had some special method to tell you about that, but it seems to be a random thing and all you can do is keep trying (frustrating as that may be) until you get out. I have heard that those with the faster PC's don't have as much trouble as others, so it may be related to clock timing in some way. In any case, don't give up hope, you'll do it eventually. On another matter, your shovel can be used only five times. Make sure you're digging in the right places. Once the shovel breaks, you won't find another one, so read before you dig.

Wasteland

People have been asking about the password to enter Savage Village. I never found it myself and took the direct way of getting in, namely blowing up the wall with explosives. A great time-saver, although you can't do this everywhere. The door of the club in Needles, for instance, is quite secure, and you do need a password to get in, although I didn't find anything of interest when I had managed that. For those of you being washed away in the sewers, there is an easier way to get across. You can use a rope, if you stand in the right spot. Just keep trying at different locations along the river of sewage and it will work sooner or later.

Leisure Suit Larry II

The KGB agents on the beach and at the airport have been giving some folks a lot of trouble. The main difficulty with the spies on the sand seems to be having a "full" bikini top. This problem is easily solved by using something from the guest room in the jungle. In order to keep things clean, I won't say more on that subject. For the KGBishna at the airport, you need an item from the jungle (I can hear groans from people who have already been through it more times than they'd like to count). While you can't direct Larry's movements as he wanders around the jungle, you can still give other commands (if you're quick enough). Look carefully at the screen, and you should see what you need.

Ultima IV

I've heard from people who have found Blissful, and followed her advice, but the expected results didn't happen. No one I know of has ever gotten any information after doing the specified meditations. The best thing is to forget about Blissful and

(Continued on page 51)

Every other issue, Scorpia leaves the common room at that famous tavern of the mind, "Scorpion's Tale," and answers the mail delivered to the back room.

Warning: There are specific hints about popular adventure games located in this vicinity.

It's time once again to look into the old mailbag sitting here in the back room of the Tale. "Old" is certainly the word for it; mail service, sorry to say, continues to be erratic, not to mention slow. So, my apologies for late responses; there isn't anything I can really do about it (except complain, alas). I'd also like to remind folks that I only answer specific questions on games; I don't provide hint sheets or maps. Now, let's see what we have in the bag today.

Manhunter

A fair number of letters have come in about this game; it seems to be catching on. Aside from complaints about punks in alleyways, a major problem appears to be finding the fourth module. This can't be done until you've worked out "the" name and entered it into MAD. That will lead you to the computer, which is more than just a pretty face (grin).

Yes, we're here in the backroom again (I think I'll have to have the place enlarged; the crowd is getting bigger all the time). Before we get to the mailbag, however, a word (or several) about SASE's (self-addressed stamped envelopes). At the end of each column, I always make it quite clear that if you live in U.S., you *must* enclose a self-addressed stamped envelope.

However, every month, without fail, in come 2-3 letters that do not include a SASE, or sometimes the envelope is there but no stamp. Please folks, before you send your questions off, make sure you have that SASE in there so you'll get a reply. Now, on to the games!

Battletech:

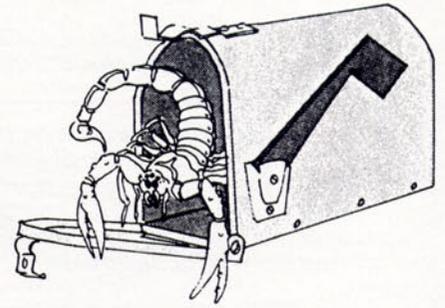
A lot of people are having trouble in the map room at the end of the game. As long as you have the manual, getting the password is easy. Take a look at the star map in there. You should notice that there is something that sets several of the planets apart from the others. Once you know what that is, you should have no trouble figuring out the password.

King's Quest IV

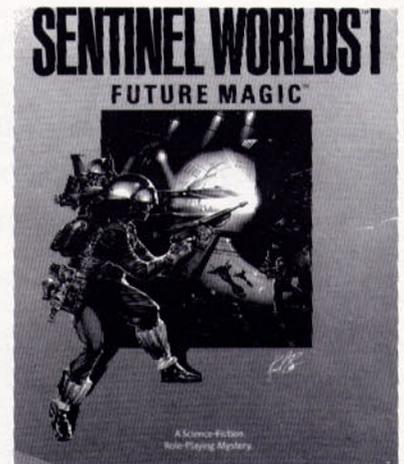
Quite a few folks have been struggling with the whale's tongue. It *is* a tough climb, especially if you don't start from the right spot, which is the far left. From there you want to go mainly on a diagonal until you reach top center. It just takes a lot of perseverance (and maybe a little luck, but it *can* be done). I've heard it's supposed to be easier with a mouse, but not having one myself, I can't confirm this. Also, several people have been wondering when, if ever, night will come. Well, you can wait around for it, but that does take quite awhile. It's much better to get the fruit for daddy (remember, that's why you're here in the first place?). Once you do that, nighttime will come right along.

Wasteland:

A number of adventurers have arrived at Base Cochise and found themselves unable to go any further. Don't bother about the computer inside. You can't do anything to it, or anything else you see there. What you really want to do is make a careful and thorough check of all the walls inside the base. That should help you on your way.



Scorpion's Mail



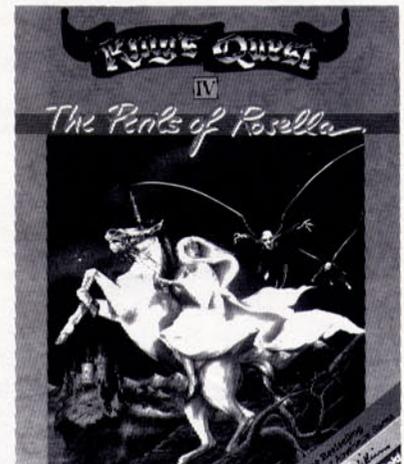
Bard's Tale III

The death's-head names in Tarmitia have been giving some folks a little difficulty. You get the first name in Berlin (just walk all around the place and you'll hear it). Then, you go through the various portals to the other time periods until you find the place where the name works. That gets you another name. You find where that belongs, you get another name, and so on, until you end up back in Berlin again with the last name. There is, of course, a lot of going back and forth until you have found all the names. On the other hand, if you are up on your mythology, you can bypass all that if you happen to know the name of the death's head in Berlin (Hint: all the gods are gods of war).

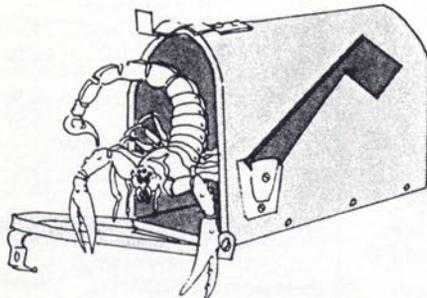
Wizardry V:

There is no need at all to go into the Mystery Playhouse at Manfretti's. Disappointing, especially since you have to pay to get in there, but true. You won't find anything important inside and you could very well end up with your party wiped

Continued on page 42)



Scorpion's Mail



Yes friends, it's time once again to haul out the old mail sacks and see what the postal carrier has brought us. Now that the long, hot, days of summer are gone, he's probably going to be overworked soon, especially when the flood of Christmas games starts to arrive. However, it's only October (Fred's favorite month; he does so look forward to Halloween), so the post office has a short breather before the tide rises.

First, though, I must extend my apologies to several readers. Embarrassing to relate, I lost some mail. These were letters sent to me around mid-to-late July. How many in all, I can't say for sure, but it was something like 5 or 6 of them (ouch). This is an extremely rare occurrence, as usually I'm very careful about these things. Unfortunately, it did happen, and I'm really sorry about it. So, for those who may have wondered why you didn't receive a reply, that's the reason.

Ok, now let's take a look in the mailbag.

Wasteland:

A number of people have been having difficulties with the cylinders in the end game. For this, you need four special keys: blackstar, nova, pulsar, and quasar. If you don't have them, there's no point in going to Cochise just yet; you'll get to the bottom and find you can't do anything (or not much, anyway). Also, regarding the password to Savage Village: if you climb the sand hill in Needles enough times, you'll find out what it is. Persistence pays off (many thanks to Michael Liu of Ontario for passing this one along).

Ultima III

Some of you out there aren't reading the manual carefully enough (tch!). The only way to increase magic points is to increase intelligence; character level has nothing to do with it. So if you're still stuck with low-level spells, it's time to start looking for a way to raise intelligence (and other attributes as well).

Prophecy

Several folks are having a hard time finding the password to the Tower of Jed. You can get this from one of the Jedist prisoners being held by the goblins. Look at what they say very carefully; one of them actually does give you the word, although not straight out. You have to put it together yourself.

Might & Magic II

Orb problems have been bothering a few people. Specifically, getting the orb out of the cavern. This puzzle is certainly illogical, and it's not surprising that people are having trouble with it. Fortunately, the solution is a simple one, as long as you have a hireling in the party.

Wizardry V

It's amazing how difficult it is to put together a working watch (grin). Of course, if you knew the exact parts you needed, it probably wouldn't be quite so hard. A visit to the Mad Ballroom of Manfredetti's, and a chat with a certain thief, should help enormously in this respect.

Leisure Larry II

Some people have discovered that stuffing a wild bikini is not as easy as it sounds (heh). This is basically a three-part problem. First, you need the proper item. It can be found right there in the guest room. Second, you have to do your stuffing in the right place (careful!). Finally, you also have to use the right syntax in your command (remember that the parser in these games tends to be rather unforgiving).

