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The text in this book was set in eleven point Highland. The screen dumps were produced on an Apple II+ with an Epson MX80 printer. The illustrations were drawn on a 512K Macintosh using MacPaint and printed with an Apple LaserWriter. Portions of the illustrations for “Buckaroo Banzai” and “Dallas Quest” were digitized from videotape using Koala Technologies’ MacVision. Illustrations on pages 54, 55, 60 and 61 courtesy of Pryority Software, Inc.

1st Printing — November 1985
ISBN 0-912003-41-3

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Dedication

This book is humbly dedicated to the scores of adventurers who made this book possible by their response to Volume I. A special word of thanks to fellow adventurers Bilbo Baggins, Belle Starr, and Marvin Simon, who helped in the formation of this book by their suggestions and by pointing out errors in the initial draft. Thanks also to my publisher, Michael Mellin, and Editor/Illustrator, Mia McCroskey.
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INTRODUCTION

You are standing at the end of a road before a small brick building.

So begins Adventure, the game, originally written for a mainframe, that revolutionized gaming on personal computers.

In their simplest form, adventure games provide an alter ego for you, the game player. You can sit back and fantasize about danger and deeds of great daring while your alter ego—your character—takes the risks (and the beatings). Unlike similar non-computerized games (like Dungeons and Dragons and Clue) computerized adventures do all the paperwork and calculations for you. You don’t face a human opponent, and you don’t have to possess exceptional eye/hand coordination (except in those few adventure games which include arcade game-type sequences). The challenge in adventure games usually involves solving many logical puzzles in pursuit of a final reward.

Much of the adventure games’ popularity stems from their ability to supply different things to different types of players. Some adventurers enjoy these games as an escape from dirty reality. Others are drawn by the mental challenge and stimulation they supply. Many simply take pleasure in overcoming each hurdle, and some enjoy mapping the games to reveal their logical design—quite often no mean feat. Surprises and humor are a draw for most players, but also something of a bonus; witty dialog and truly unexpected (but not illogical) events are the hallmarks of a very good game.

Unfortunately, many neophyte adventurers throw in the towel on their first try. They run up against a frustrating puzzle, poor vocabulary, or a game that’s just too difficult for them, and they get discouraged. Many people, while intrigued by the games, simply can’t learn to think in the logical patterns necessary to solve the puzzles. And, of course, many decide they just don’t want to deal with it. This book is intended for all of these new players (except, perhaps, the last case), as well as for adventurers of all skill levels looking for a specific answer to speed them on their way in the games described here.

This book is organized in the same manner as its companion, *The Book of Adventure Games*. The maps and descriptions are separated from the hints, which are at the back of the book. I hope this design helps you resist the temptation to look at the answers before you’re really stuck. When you do give up and use the hints, be sure to use the precise syntax given. Much of the mail I received about the first book was from readers who didn’t enter the commands correctly.

If you have the first book as well, you’ll probably notice that they both contain Adventure. No, it isn’t included here as a cheap marketing trick, or for the sake of nostalgia. The Adventure presented in this volume is Mike Goetz’s new CP/M version, a 550 point monster of a game. It includes all of the original Adventure and adds a number of new treasures, locations, and a new end game. This game is in the public domain, and was downloaded for me from its native Kaypro CP/M to Apple CP/M.

I played all of these games on either an Apple II+ or a Macintosh with 512K. Minor variations between versions for different machines are possible, so neither I nor the publisher can guarantee the infallibility of these maps and solutions. While the solutions as presented will solve the games, alternative approaches may reveal unmapped (but doubtlessly minor) locations, and possibly further puzzles. Be assured, any such undocumented places or puzzles you might uncover will not
affect the games' ultimate solutions; if they did I would have found them. Similarly, I made no attempt to detail the many nuances and alternate computer responses that make these games so much fun to play. To do so would require several volumes, and would really detract from your enjoyment of the games. Enjoyment, after all, is the real name of the game.

—K.R.S.
Categories of Adventures

Adventure games may be broadly separated into two categories: puzzle adventures and role-playing adventures. The former may be further divided into all-text adventure games such as *The Hitchhiker’s Guide to the Galaxy* and graphics games like *King’s Quest*, which make use of the computer’s high resolution graphics capabilities. The latter are almost always graphics-oriented, like *Questron*. The obvious difference between the two lies in the display, which is either a simply formatted text page or a display dominated by a graphics scene with but a few words of text.

Puzzle Games emphasize logical solutions and demand mental agility, ranging from pure guesswork to inductive and deductive reasoning. They usually present a mission or objective, be it recovering a long lost treasure, ridding the kingdom of an evil force, or simply saving your own neck. Quite often, the objective doesn’t become clear until well into the game. Until it does, you blunder about, encountering puzzles in the form of obstacles which you must resolve before you can realize your objective. You may have to find and use objects in various locations or in combination to achieve a desired result. Puzzle games can often, therefore, become extremely frustrating when the proper answers elude you. Of course, some people thrive on frustration, and derive the most pleasure from succeeding after repeated failures.

Role-playing games, on the other hand, generally have a clearly defined objective from the outset, fewer or much simpler puzzles, and usually trade off frustration for sheer mass. Games like * Ultima* in the first *Book of Adventure Games* and *Questron* in this volume offer huge geographical areas for your character to explore. Role-playing games generally are less realistic than puzzle games. The player often assumes the identity of a character (hence “role-playing”) of his own design, such as an Elf, Gnome, or Dwarf. This character may be trained or have special abilities such as a Fighter, a Wizard, a Mage, or a Priest, to name but a few, with physical and mental characteristics suitable to the character type. Dwarves are short, but very strong, so they make good fighters. Elves are weak, but very magically oriented, so they make good wizards, and so forth. Some games, such as *Sundog*, do away with the medieval *Dungeons and Dragons* type casting and set your character in the future, emphasizing space travel. In any case, role-playing games invariably require a multitude of battles with various and sundry villains, usually monsters. Here’s where you’ll get frustrated as you go through reams of fledgling characters trying to find one who can survive for long in the world of nasty beasties. To be successful, your character must defeat many enemies, thus gaining experience and money which he uses to build himself up to a state of near invincibility. Then he can attempt the game’s ultimate goal, which usually means defeating the most evil creature in the history of the world of the game.

Most of the games in *The Book of Adventure Games II* are of the puzzle variety. Among these, several are based on or draw from literature, a couple from comic books, and a couple from movies and television. These game versions of familiar characters, settings, and plots have grown increasingly popular over the past year. Bantam, Simon and Schuster, Telarium, and even the legendary Infocom have all released games based on previously published books like *The Wizard of Oz* and *Rendezvous with Rama*. You won’t find all of them here because our deadlines and their release dates didn’t mesh. You’ll just have to look for them in a future edition. Certainly there’s enough here to keep you busy until then.
History of Adventures

Text adventure games have been around almost as long as computers. When a 16K computer was still the size of the space shuttle, adventure games were conceived by creative programmers at places like MIT. In the 1960s, when the only people who could fit computers on top of desks were the set designers for Star Trek, large and complex games such as Life and the original Adventure shared space on mainframes with statistical calculating programs, massive databases, and computer language assemblers. Just as these businesslike programs evolved into microcomputer programs like Lotus 1-2-3 and dBASE III, the original games were reworked and refined to become Zork, Ultima, and yes, even Star Trek. But the people who employed their imaginations during their spare time to program games on those massive computers remain our heroes. Little did they know what they had spawned when they came up with a couple games to play on their big, new "toy."

Thus, adventures evolved essentially parallel to the computers themselves. But when the first home computers appeared, a new faction suddenly grasped the usefulness of microchips for gaming. Long time players of the fantasy role-playing game Dungeons and Dragons—people whose obsessive nature is very similar to that of rapid programmers—seized the moment and developed computerized versions of their complex passion. Super Dragon and Dungeon Campaign, for example, required your carefully tailored alter ego to march around in a multilevel dungeon seeking various treasures while encountering and whomping monsters before they whomped you. One such game, Beneath Apple Manor, published in 1979, is considered one of the first fantasy classics. Unfortunately, no computerized version of Dungeons and Dragons offered quite the same experience as playing the game with real people, so there was room on the market for alternatives.

Early adventure history was made when the first of Scott Adams' all-text adventures appeared in late 1979 and the early 1980s. Initially available only on cassette, these relatively compact games consisted of some thirty-five or so rooms, and were among the first programs written in assembly language rather than a higher level language such as BASIC. This speeds the game considerably, which adds immeasurably to its continuity and playability. As programming sophistication increased, versions of these popular games with high resolution graphics were released; but whether or not this is a true upgrading still sparks debate among adventure aficionados.

At about the same time, in early 1980, Adventure (sometimes referred to as The Colossal Cave), was translated into BASIC for the Apple computer. This was a major accomplishment, considering the game's size and complexity. At least five companies have released versions of the game, including faster playing assembly language versions. All are nearly identical. The new CP/M version mapped in this book is the most revolutionary version of the game released yet.

Roberta Williams took a small step for humanity and a large step for adventurers with the release of the first high resolution adventure, Mystery House, late in 1981. Colorful pictures replaced much of the text description, leaving only a few necessary words in the bottom four lines of the screen. Some would-be soothsayers declared that this game sounded the death knell for all-text games. In this volume you'll find King's Quest, also by Roberta Williams, and in the future you should see King's Quest II. Both of these games introduce animation into the graphics screen—yet another step in the growth of graphics games. With Apple's release of the Macintosh in 1984, and Commodore's Amiga and the Atari 520ST in 1985, we are at
the beginning of a new generation of graphics games. All of these graphics-oriented machines offer higher resolution, the later two include color, and faster processing. Already we’ve seen (although, unfortunately were unable to include) Deja Vu, a Macintosh detective mystery from Mindscape wherein the player uses the mouse to select parts of graphics displayed in windows and even to move objects from one window to another. Certainly players of Mystery House didn’t imagine they’d one day be able to point to their hand gun, drag it from its holster to the window displaying the gun shop, command it to open, and count the bullets that appear scattered on the shop counter. Who knows what miracles creative programmers will come up with for the faster, more colorful Amiga and ST in a year or two.

However, as to nailing the coffin lid on all-text games, such predictions were, and still are, considerably premature. Many players prefer a good all-text game to even the best high resolution game. They like using their imagination to visualize their character’s surroundings and elements of the puzzles. No computer generated graphics can match the images an active imagination will produce, and often generating graphics screens slows down the game considerably. Some all-text games, especially those in the current generation of games based on books, provide screens of well-written text that rival good literature. On the other hand, if you simply read that you are on a cave-pocked hillside, would you immediately respond “Go Cave,” as you certainly would if presented with a well-drawn graphic of a cave mouth in a hillside?

Infocom has perhaps done the most to keep all-text adventures alive with two significant breakthroughs. The command parser, originally developed for Zork when it ran on a mainframe (it was released for the Apple in 1981), permits the use of relatively conversational English. You can use complex commands (complete with adjectives, adverbs, and punctuation) rather than just two-word commands such as “Go Cave.” Tables of equivalencies and synonyms added tremendously to the playability of these games, eliminating the annoying, puzzle-like element of having to guess the exact word to use in order to accomplish each specific task.

Infocom’s second breakthrough came with the release of Deadline in 1982. In this mystery game several characters move independently of each other and the player. The player can interrupt the other characters’ actions to ask questions, and possibly change the others’ future course of action. Deadline also incorporated a feature first seen in Scott Adams’ The Count: objects and descriptions of locations could change as time passed. New objects can appear in old locations (logically, since the non-player characters of the game could put them there). Since then, independence of action and change over time have evolved even further. In Labyrinth of Crete, two alter ego characters, Jason and Hercules, can receive separate commands and behave cooperatively. The same holds true for the six independent robots of Suspended, another Infocom game. Any one of the characters, once given a command, will dutifully carry it out in the background, reporting to the player upon the completion of its assignment. In the meantime, the player can be sending the other robots on other tasks in the foreground. Timed adventures are also becoming more common. Several in this book require that you accomplish certain tasks prior to certain times, or you’ll never be able to finish the game. All of these advances, which make the games more challenging and enjoyable, are possible because of the increasing sophistication in high level languages and finesse of the programmers.

An equally noteworthy breakthrough, but in the realm of role-playing games, became visually apparent with the release of Ultima. Your character roams over a
landscape considerably larger than the area visible on the screen. As you move off the edge of the screen, the graphics smoothly scroll to reveal new territory. These scrolling graphics give the game a feeling of great scope and expansiveness.

As the games evolve, the distinction between the two general types blurs. For example, the role-playing games *Ultima III* and *Legacy of Llylgamyn* (1983) both include numerous puzzles, such as riddles or extensive searching requirements, to find objects. Nevertheless, the primary emphasis in role-playing games remains monster whomping and exploration. While high resolution graphics have become a large part of the puzzle-type adventure, a graphics tour de force such as *Ultima* or *Wizardry* still commands an enthusiastic following.

Today’s adventure programmers, always searching for something new, make better use of sound, animation, real-time response requirements, and arcade game tasks (e.g., skiing between trees in order to proceed to the next puzzle element). Some include major arcade-type games between the puzzle elements. What will appear in tomorrow’s adventure is anyone’s guess. Like the games themselves, the answer lies only in the imagination of the programmer of that yet unwritten game. As the games’ sophistication increases, so too will their popularity. More sophisticated games attract a wider audience, and more players encourage better games.

**What Makes A Good Adventure?**

Beauty is in the eye of the beholder. Just what sets a good game apart depends on each player. While my personal favorites include the original *Adventure*, *The Hitchhiker’s Guide to the Galaxy*, and *King’s Quest*, I didn’t know that until I had finished playing them. Unfortunately, you cannot tell how well you like something until you’ve tried it, particularly since most adventure games are packed in snazzy covers that have little or no bearing on the game inside.

Regardless of which game is your favorite, you should consider the following questions to determine the quality and playability of any game:

- Are the puzzles imaginative and logical, or old hat? Are they simply souped-up guessing games?
- Are there alternative approaches or more than one area to work on at a time, or must you solve each specific puzzle before you can approach the next? Such serial games usually offer little inspiration, and are extremely frustrating.
- Is the text bright, descriptive, and well-written, or sparse and matter of fact, without anything to stimulate your imagination? Humor and subplots, while they may have no direct bearing on the game, materially enhance it and make it more enjoyable.
- All games can frustrate you at one point or another, but not all of them can respond to your emotional outbursts. See what happens if you type in an obscene command or just use a four-letter-less-than-acceptable-in-polite-conversation word.
- It won’t take you long to find out about the command parser. Will it accept only two words at a time or an entire sentence of multiple commands? Do you have to use a specific word to get a response? A good game will have a good vocabulary and a reasonable number of equivalent nouns and verbs. Nothing is more frustrating than trying “open,” “unlock,” “break,” “move,” “lift,” “shake,” “twist,” and “unwrap” only to find that “use” is the only word that will work.
• Take a look at your map. Is it logically laid out (not the way you drew it, of course, but the way the programmer designed it)? Do the mazes have a reason for existence, or are they pointless? Are there too many mazes for the size and complexity of the game? Are there many pointless one-way moves?

• Does the game kill you off unnecessarily and without warning? How does it notify you of your death? Is it clever and quick, or unnecessarily gruesome and descriptive? Did you learn from it? (Not about the meaning of life and death, of course, but some useful information about the game.)

• Does the "save game" feature permit you to save a game at any time, or only when you quit? Can you use a saved game position at any time, or only when you're booting up? Must you endure a long re-boot cycle, reloading the entire game just to return to a saved position? Will the game support two drives, eliminating unnecessary disk changes? Do you have to save your games on the program disk (not a good idea since a hardware malfunction could hurt the program)?

• What of the game's speed? How fast does it play? Slow graphics generation and a lot of disk interaction detract from the game's continuity and playability.

• Does your high resolution game permit you to look at the last sequence of text you entered, or even to play the game as an all-text adventure? (Of course, this latter doesn't apply to games that offer important hints only in the graphics.)

• Finally, when you have finished the game, are you sorry it's over, or simply relieved?

Talk to your friends about the games they've played, read reviews, and even look for game demos at your local computer stores. If you own an Apple II, Macintosh, IBM, or Commodore computer you should also investigate the latest editions of Arrays, Inc./The Book Division's annual software review books, which include ratings and thorough reviews (but no maps or hints, sorry). For now, why not grab that game that's been giving you trouble and take another whack at it with this book in hand?

How to Tackle an Adventure Game

Each game has its own flavor and idiosyncracies. To be successful, you must try to think the way the author did as he wrote the game. When starting a game for the first time, try beating around it for a while, without even trying to map it or solve any puzzles. Simply try to get a feel for the game. Pick up anything you can, and try to do something—anything—to or with it. Next, start over and map as much of it as you can, without trying to solve anything. Don't even "touch" anything just now—be patient. Annotate your map with the objects you find and any clues, like signs that you can read or things you shouldn't do (for example, try not to get killed the same way twice).

At this point, you're finally ready to play the game for real. Look at your map, as much of it as you have so far. What can you piece together? Where did you get blocked or clobbered, and why? Use what you've got and try to develop something, anything. Many times, the initial puzzle isn't too tough. Many times you'll eventually realize you're completely off base. As soon as you make a breakthrough, save the game and extend your map, if possible. Try to anticipate where the puzzles will occur and what you might need to solve them, then go look for those items (you may even already know where they are).
Be patient, you may be only a few keystrokes away from success. When you really get stuck, marshal all your objects and forces at that location, and dig in. Quite often, playing the game with a friend produces faster results. What one misses may be intuitively obvious to the other. Even if you play on different machines in different locations, hints and suggestions shared over the phone are a real boost to morale. And, of course, when all else fails, look for a hint in *The Book of Adventure Games II*.

**Solving Puzzles**

Puzzles present situations in which you have to figure out what action you need to take in order to proceed to the next part of the game. They can be as simple as choosing the right direction, or require you to manipulate some object on the screen or even figure out how to slay a dragon! You will need to determine which objects—treasures, devices, etc.—you should acquire and carry with you, and which to leave behind or store until later, a process commonly referred to as "inventory management" (about which more later).

Often the game’s vocabulary is a serious obstacle to solving a puzzle. You must learn the vocabulary and syntax acceptable to each game. With a two-word syntax, you’ll have an interesting time figuring out how to say you want to put your bubble gum on the end of the stick, put the stick through the grate, and pick up the coin that’s underneath it. Keep a dictionary and thesaurus near at hand to look up synonyms and descriptions you aren’t familiar with. In general, the more synonyms allowed and the more flexible the command parser, the better the game.

**Mapping the Game**

Mapping is a necessary evil in solving any adventure. By mapping, I mean making a road map to tell you where you are, where you’ve been, and how to get back to a given location. More importantly, you should annotate the map with what you find, how it’s used (once you find out), and later, the key words to the solution of the puzzle at any given point. One of the best games for beginners is *Birth of the Phoenix*, which includes one of the best tutorial manuals on mapping, and a beginner’s approach to adventures. The game itself, as you’d suspect, isn’t difficult, but it contains examples of all the aspects common to most adventure games.

Start your map with a rectangle to represent the location at which you first find yourself. Methodically go north, then back (hopefully) south, drawing as you go. Bear in mind that leaving a room to the north does not necessarily mean that you enter the next room from the south. Concentrate on trying all possible directions for that initial location. Remember that some games have ten possible directions out of any location: the four cardinal headings; NE, NW, SE, SW; and up and down. Some games tell you possible exits, but don’t always believe them; draw in a short straight line to mark those directions.

Develop your own shorthand. If you can’t go in a particular direction, put an “x” there; if you can’t return to where you came from by reversing direction, put a one-way arrow on the last line. You can simplify the map later when and if you find that it’s redundant. Should several locations be described in the same manner, make sure that you are not in a loop. Drop an object and keep going. If you come across the object again, obviously you’ve looped back (unless you’re in a game that has other characters who may have moved your object, but that’s rather unlikely).

If you find yourself in a maze, be it an open ocean, underground, or a field, use the same technique as you did to find a loop. Map your maze on a separate sheet of paper. Drop an object and name your present location (the rectangle) with the name of the object. Move somewhere, drop another object, and name that location with the name of the newly dropped object. Draw an arrow from the first object in the direction that you moved and name it as the second object. Continue moving...
and dropping objects, and soon you’ll find yourself in familiar locations. (By all means don’t drop your light source if you’re underground, however.)

When you’ve finished, you’ll have a number of rectangles equal to the number of locations in the maze, plus arrows pointing from one location to another, showing directions. You can redraw the maze now, using the named locations as the basis for your map.

Some mazes are tougher to map. Creatures may come along and pick up what you’ve dropped, or your object may sink into the mud and disappear forever. Some mazes don’t show your object (even though it’s really there) unless you “Look.” Other mazes have a lot of one-way trips; that is, once you move from one location to another, you cannot return to the first one.

**Inventory Management**

Inventory management is a big part of the puzzles in many games. You may find more important-seeming objects than you can carry at one time. Occasionally, you can obtain minor relief by putting small objects inside larger ones (but not often). The problem can be especially bad early in the game if the programmer tosses in a lot of objects before you’ve learned to differentiate between the important ones and the red herrings. You’ll next run into problems when some objects have several uses in widely separated locations. You have to figure out what to carry where, and when.

Two suggestions for inventory management are: first, avoid picking up treasures until you are heading back to the storage area (if there is one). Take them back in bunches. In some games, treasures are secondary to the real object of the game (but do add to the score); they are merely bonuses, or exist primarily to reduce your ability to carry the objects you really need.

Second, establish a centrally located depository, sort of a temporary treasure trove. Don’t leave objects lying all over the place, as you may have a miserable time finding them again. As the game develops and you probe deeper, move all your objects closer to the area where you are working and establish a new temporary depository. Of course, this technique may not work in games that include other characters, such as *Zork*, where the thief could easily raid your stash. But that’s an unusual case.

**Using the Book**

This book is intended to be a shoe horn, not a magic carpet. You should use it to get you past a few little problems. Don’t follow the hints through the games to their conclusions without even thinking.

The maps included cover over forty recently released, popular electronic adventure games. The purpose of the book is to make these adventures more enjoyable and less frustrating, but not less challenging. Thus, even though explicit solutions to the games appear in the back of the book, *please* don’t take the coward’s way out. Looking up the answers before you try to solve the game on your own will only ruin the fun.

Unless you really enjoy mapping, use the maps in the book as you play. When you really get stuck, look for a number by that location. The numbered hints in the back of the book correspond to these numbers, and provide solutions for puzzles centered around each location. Almost always the hint will apply to whatever is
giving you problems. Use these solutions only when you think you’ve tried everything.

Don’t worry that the maps show locations that you have not yet visited. You still have to solve puzzles to get to some places, even if you know they’re there. Key objects or hints may not be visible or accessible on your initial visit to the location, but you’d find them eventually with or without the maps in this book.

This book won’t tell you everything. The maps don’t specify, for example, when or if you should take an object. They don’t help you with inventory management. You will have to read signs and plaques, examine and consider objects and locations, and, most importantly, use your imagination.
ADVENTURE

Inhabiting the 898 page CP/M Version

Public Domain

The original, all-text adventure—a classic

Description

"You are standing at the end of a road before a small brick building." So starts one of the true classics in all adventuredom. The CP/M version, available on the Kaypro and convertible to the Apple, adds fourteen story settings to the first fifteen, a tag of new locations, and includes a complete original game. You need to dig out all the treasure in the brick building before moving on to the end game.

Playability

If this is your first adventure, you'll pick up the one that brought me! The story lines well, and the text reads like a novel full of expansive descriptions. Several versions have been released, and you may know all about the world in which the program takes place. Most versions look a little bit like the one except for the Scott Adams version, which is very spunky. The Wayward version added a room, the Software Den, with two special twists. But none added the depth that programs like "Mite Tray." One in the "Kaypro," which is public domain. His other version, "End Game," adds more dimensions to the experience of the end-game, which is a 500-page book. But in

Public Domain, Misc.

Note: If you want to take a crack at generating your own adventures, you can get the source code to what was the Scott Adams version from John Goodman, Firepower Station Software, 2179 N. Wayneville Road, Oregonia, Ohio 45054, (513) 392-6036.
giving you problems. You need all clues when you think you've tried everything.

Don't worry that the maps show locations that you haven't yet visited. You will have to explore further to get to some places, even if you know they're there. Key objects or hints may not be visible at a distance on some final visits to the location, but you'll find them eventually with or without the bonus in this book.

This book won't tell you everything. The maps don't specify, for example, when you'll find a clue or object. They don't help you with the story's environment. You will have to read signs and paper, examine and manipulate objects with clues, and, most importantly, use your imagination.
ADVENTURE
Including the 550 point CP/M Version
Public Domain
The original, all-text adventure—a classic

Description
"You are standing at the end of a road before a small brick building." So starts one of the true classics in all adventuredom. The CP/M version, available on the Kaypro and convertible to the Apple, adds fourteen more treasures to the first fifteen, a slug of new locations, and includes the complete original game. You need to deposit all the treasure in the brick building before moving on to the end game.

Playability
If this is your first adventure, you've picked the one that hooked me! The story flows well, and the text reads like a novel full of expansive descriptions. Several vendors have released versions in the past, but we don't know of any who are currently marketing Adventure. Certainly you can get hold of it one way or another. Most versions are disk interactive and a bit slow except for the Scott Adams version, which is written in assembly language. The Microsoft version added a room, the Software Den, with its own special twist. But none added the depth that programmer Mike Goetz has in the new Kaypro version, which is public domain. His additions maintain the full flavor of the original with the exception of the end-game, which is darn near impossible to solve (without this book, that is).

Compatibility and Price
Public Domain, Microsoft and Scott Adams versions no longer available.

Note: If you want to take a crack at customizing your own Adventure, you can get the source code to what was the Scott Adams version from John Rausch, Freeport Station Software, 3119 N. Waynesville Road, Oregonia, Ohio 45054, (513) 932-3688.
The Repository (End Game)

**NORTHEAST**
End of Repository
Bottles/Beanstalks/
Oysters/Rods w/star
Lanterns/Dwarves
Mirror

**SOUTHWEST**
End of Repository
Snakes/Cages/Birds
Rods w/marks
Pillows/steel Grate
Grate is locked
Sign

(Above Ground)

1. End of a Road
   Brick Bldg.
2. Depression Grate
3. 20 Ft Depression
   (Locked) Grate
4. Silt in Streambed
5. Axe
   Valley Beside
   Stream
6. Inside Bldg.
   Key Lamp
   Food Bottle
7. End of
   a Road
   Brick Bldg.
8. Up a Hill
   Bldg. in
   Distance
9. Open Forest
   Deep Valley
10. Open Forest
    Deep Valley
11. Dead End
12. Long Narrow
    Corridor
13. East-West
    Corridor
14. Entrance
    to Bear
    Chamber
15. North-South
    Passage
    Limestone
16. Bear
    Chamber
17. Large Low
    Room
18. Oriental
    Room
19. Plover
    Room
20. Dead
    End
21. Bottles/Beanstalks/
    Oysters/Rods w/star
22. Inside Bldg.
    Key Lamp
    Food Bottle
23. Snakes/Cages/Birds
    Rods w/marks
    Pillows/steel Grate
    Grate is locked
    Sign
Note: Heavy boxes indicate locations repeated on pages 8-12, which are the newer portions of the game.
ADVENTURE
Vending Machine Maze

West End of Long Hall

Maze of
Twisty Little

Maze of
Little Twisty

Twisty Maze of Little

Twisting Maze of Little

Maze of Little Twisting

Little Maze of Twisty

Twisting Little Maze

Little Maze of Twisting

Dead End Vending Machine

Note: Letters in circles refer to the letter in the block to which you go.
ADVENTURE
Pirate's Maze
ADVENTURE

This Way Out

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels

Ice Tunnels
ALPINE ENCOUNTER

Random House
Two-sided, high resolution spy adventure set in a Swiss resort

Description
You’re an American agent on a mission to find vital missile plans before they’re sold to a terrorist group. If you fail, diplomatic relations between the U.S. and China will be severely threatened. You’ll conduct your investigation inside the posh Alpenhoff Resort hotel, where you can deal with several hotel guests, the staff, and a helpful Interpol inspector. You can interrogate all of these people, follow them around, and generally make a nuisance of yourself to your heart’s content.

Playability
This game’s biggest plus is its beautiful graphics. Unfortunately, the puzzles don’t live up to the visual quality. The few objects sitting around the hotel’s seventy-one locations are easily manipulated, but they don’t have much bearing on the outcome of the game. The parser, text, and vocabulary are adequate, but not spectacular. You can save ten games on a separate disk, and recall them any time. The graphics make this game worth a look, but it’s a little too easy for the experienced adventurer.

Compatibility and Price
$29.95 Commodore 64; $39.95 Apple II+, IIe, IIc, IBM PC, PCjr
AMAZON

Telarium
Four-sided, high resolution adventure based on Michael Creighton's novel

Description
Your mission is to find the Lost City of Chak and its cache of dark emeralds which will revolutionize computer technology. The last expedition was wiped out by unfriendly natives. You suspect foul play when you find the professor who had the map to the city murdered in his laboratory. Bravely, you carry on without the map, but with the late professor's talking parrot, Paco. In the Amazon, you encounter headhunters, alligators, earthquakes, erupting volcanos, freezing mountains, and (most amazing of all) corrupt government officials. Occasional graphics screens and B-grade arcade games add to the fun.

Playability
With three levels of difficulty, almost anyone can enjoy Amazon. At the lowest level, the puzzles are not very complex (although often deadly). The highest level will likely kill you off at nearly every turn. While you can save ten games to a scratch disk, when you're killed you have to reboot.

Compatibility and Price
$32.95 Commodore 64; $39.95 Apple II+, IIe, IIc, IBM PC, PCjr; $44.95 Apple Macintosh
Lost in Jungle

Somewhere in Jungle

Center of Government Camp

In a Tent

Government Soldiers

Kemani Village

Dropped in Jungle

Arrow Whizzes Past

Trail Ends Abruptly

Easy Walking

Jaguar

Narrow Beaten Path

Lost

In Jungle

Somewhere in Amazon Jungle

On Ground

Moving Along Easy Path

Bottom of Sheer Cliff

Base of Cliff—Treacherous

NRST Comm. Room

Murphy's Office

Airport

Miami Airport

La Paz at Night

Customs
BACK IN TIME
Blue Ridge Software
High resolution educational adventure that teaches dinosaur names

Description
You are minding your own business riding home in the school bus when all of a sudden you are transported to the Jurassic period of 200 million years ago. Obviously, your task in this fifty-two location adventure is to go home. In the process, you’ll encounter a whole bunch of (relatively) friendly dinosaurs. You must identify each dinosaur, find a small bone, and solve a few minor puzzles that mostly involve feeding a particular dinosaur something standard to his diet.

Playability
This easy, non-violent game suits the very young. The puzzles are simple and the graphics are pleasant. Fortunately, the documentation includes the names of all the dinosaurs in the game. Otherwise, it’d take a veteran paleontologist to spell names like Rhamphorhynchus and Archaeopteryx. You just have to figure out which one is which and type the name correctly. You can save one game to the protected disk. Not for serious adventurers.

Compatibility and Price
$39.95 Apple II (others unknown)
BUCKAROO BANZAI
Adventure International
Two-sided, high resolution adventure based on the 1984 movie

Description
You are the world famous neuro-surgeon/physicist/rock musician/comic book star and all around good guy Buckaroo Banzai, and once again the task of saving the world has fallen on your shoulders. The evil, red Lectroids from planet Ten have planted a doomsday bomb on earth, and it’s dangerously close to going off when the game begins. You’re in a small, deserted town with a hardware store, a gas station, and your jet car, which is out of fuel. Your major puzzles involve combining ingredients to make fuel and getting your radio to work without interference.

Playability
This small game has good graphics, but a poor vocabulary and not much text. The puzzles are interesting, pretty tough, and quite logical. You may have problems with inventory management, but with only twenty-seven locations, this is never a serious problem. You can save and recall four games on a data disk.

Compatibility and Price
$19.95 TI-99; $29.95 Apple II series, Atari 800, 800XL, 130XE, IBM PC, PCjr, Commodore 64, TRS-80 Models I, II, III, and 4.
CAVES OF OLYMPUS
Howard W. Sams & Company, Inc.
High resolution science fiction adventure

Description
You’re a 50 cm high robot trapped in an underground complex on the planet Olympus. It’s essential that you get out, since the place has been invaded by the murderous Laren, but as you go you’re going to have to deal with the Bio-Positronicon that monitors everything you do.

Playability
The average graphics don’t add much to the adventure, and you have to play most of the game in text mode to read object names and locations of exits. The two-word syntax is supported by a terrible vocabulary. The puzzles are initially difficult, but once you figure out the proper sequence of travel, things begin to fall into place. This forty-four location game may not have enough substance for die-hard adventurers, but it’s probably interesting enough to make you want to play to the end.

Compatibility and Price
$19.95 Apple II series
CAVES OF OLYMPUS

Recently Used Tx Station
Deactivated Transport Station
Gravity Trap
Desert
Transport of 10^8 Miles
Chamber of Masks
Far End of Hall
Same Hall Bulkhead
Control Room Doorlock
Mini Transmitter Station
Nav. Center Battle Robot
Center of a Hall
Center of a Hall
Unusual Situation
Sort of an Anteroom
Transmitter Receiving Station
Engine Exhaust
Functional Astrogation Center
Chamber ID Check
Airlock Control Panel
Computer Room
Small Defense Center
Stasis Field
Hall of a Hall
Hallway
Armory
Niche Rock
Reception Transmitter
Anteroom Laren
Unimportant Room Wall
Distribution Corridor
Striped Room
Empty Hall
Hall Well Hidden Bulkhead
Technical Paraphernalia
Vestibule
Great Range
Comm Center
Tractor Beam
Fusion Reactor
Empty Hall
Transport Capsule Chamber
Empty Room
CRIMSON CROWN
Penguin Software
High resolution adventure

Description
You find yourself in a strange magical land. In the process of getting out, you encounter several friendly, and several downright unfriendly creatures. You also accumulate several useless (in this game) objects. The game ends rather disappointingly with what apparently is a password to get into a yet to be released continuation of this game.

Playability
The game plays pleasantly enough, with several interesting, but not too difficult (or necessarily logical) puzzles. If it were not for the weak ending, I'd recommend this game to all adventurers. Any number of saved games may be made to a scratch disk.

Compatibility and Price
$34.95 Apple II, IIe, IIc, Commodore 64; $39.95 Apple Macintosh
CRIMSON CROWN

High Lodge

Subterranean Crypt

Cellar

Former Treasure Chamber

Chamber of Wizard

High Chamber

Large Candle-Lit Chamber

Entryway

Wizard's Castle

Crossing of N & E Paths

In a Clearing Witch

Large Shady Tree Cat

Crossroads

Facing Ancient Stump

Before a Mysterious Cave

Damp Cavern

Forlorn Cemetery

In an Attic Candle

In an Abandoned House

Abandoned House

Foreboding Intersection

To next page

To next page

To next page

A

B

C

29
Crimson Crown
(Continuation)

From last page

Griffin's Den
Oddly Shaped Room
Staircase
Large Misty Room
Subterranean Crypt
In a Cave, Crystal Bell

Musty Crypt

1

2

3

5

7

12

11

21

Large Misty Room

Staircase

From last page

Before a Cave Entrance

On a Lake Shore
In the Woods

Crown at a Willow Tree

From last page

A

B

C

Description:
You find yourself in a strange, ancient land. In the center of getting lost, you find yourself in a room where the walls are made of stones and the floor is covered with grime and dust. You feel a chill run down your spine as you realize that this place is not a natural wonder, but rather a trap set by a group of ancient beings.

The room is filled with artifacts from a bygone age, each one telling a story of its own. You must navigate through the maze of rooms and crypts to find the hidden treasures and uncover the secrets of this land.

On the map, you can see the layout of the room, with the entry point located at point A. From there, you can follow the arrows to reach the other points.

Good luck on your adventure.
CRITICAL MASS
Sirius Software
Two-sided, high resolution, timed adventure

Description
You have four days to stop a madman from firing five thermonuclear missiles at eighty locations in major cities around the world. Everything you do takes time, including flying from city to city, riding cabs when you get there, and even stopping to think about your next move. Your biggest challenge, aside from moving quickly, is figuring out in what order to visit the cities, and, once there, deciding where to go. This is a solid adventure and a good game for kids.

Playability
The puzzles here are logical and well contrived, but not individually difficult. The real puzzle lies in solving them all in time. You'll frequently find yourself in very fast moving situations, such as a plummeting elevator, or a room with walls closing in. You'll also have to deal with two arcade games, also very time-oriented. The graphics are average but colorful. The text leaves a lot to be desired, but you'd better read it carefully since it contains most of the clues. You can save five games to the game disk (more would be nice).

Compatibility and Price
Apple II (price and other machines unknown).
CUTTHROATS
Infocom, Inc.
All text underwater adventure

Description
You're invited to join a band of less-than-upright treasure hunters diving one or two wrecks off Hardscrabble Island in this eighty-eight location game. You sign on to find the wreck and help dive for the treasure, which varies with the two possible game scenarios. Your dive buddies include Johnny, the Captain, Pete, the Cook, and a not-so-nice crewman named the Weasel. But all of them are less of a problem than McGinty, the island's other salvage operator.

Playability
In both scenarios of this game you must solve a key part of the puzzle midway through the game or you'll certainly die later—sort of an annoying no-win situation. The puzzles are generally logical and interesting, but not quite as difficult as some other Infocom games. The story line is cohesive and the game moves quickly. The parser and vocabulary are typical Infocom—great, and the saved-game capability works well and supports two drives. A must for Infocom devotees, and a good starter for novices.

Compatibility and Price
$39.95 Apple II series, Apple Macintosh, Apricot, Atari 800, 800XL, 1200, 1200XL, 130XE, 520ST, Commodore 64, Epson QX10, IBM PC, PCjr, Kaypro Professional, TI-99, TRS-80 Model III.
DALLAS QUEST

DataSoft

Two-sided, high resolution adventure based on the CBS television series

Description
You're a famous detective summoned to South Fork by Sue Ellen Ewing to find a map of a rich oil field. Your search takes you through thirty-nine locations, including a South American jungle where you visit a cannibals' village and run into a lot of nasty animals. However, none of them is as dangerous as Sue Ellen's evil husband, J.R.

Playability
The puzzles aren't especially logical, and several are downright tough. The Clue command can be helpful, often giving you the answer or a good hint, but sometimes it gives you a bad lead or even dangerous information. You can save eight games on the game disk, and recall them very easily. Fine graphics and good game sound make up to some extent for the skimpy packaging.

Compatibility and Price
$34.95 Apple II, Atari 800, 800XL, 130XE, Commodore 64.
You are Amsel of Fandora, a clever and imaginative dreamer. Prior to the beginning of the game, you've had some adventures and made friends with Prince Hawkwind of Simbala, and the Last Dragon. As the game begins you're called upon to enlist Hawkwind's help in finding the Last Dragon, who has been kidnapped. You'll visit some 104 locations in your travels, and encounter thieves, monsters, beggars, and artists. Much of this is illustrated in nice half-screen, color graphics with text underneath.

The puzzles are a bit rough in spots, but the game is fun, nonetheless. It's hard to get killed, and you won't find any no-win situations—two real plusses in big adventures (this one has over 100 locations). The plot, based only loosely on the novel of the same name, is excellent, and the text is well written.

Compatibility and Price
$32.95 Commodore 64; $39.95 Apple II+, IIe, IIc, IBM PC, PCjr; $44.95 Apple Macintosh
EARTHLY DELIGHTS
Datamost
Two-sided, all-text adventure

Description
Soon after you inherited the painting "Earthly Delights" from your uncle, you are offered a rather high $75,000 for it. Since the painting, while pretty, is no masterpiece, you become suspicious and refuse. When the painting is stolen, the only clue is a matchbook from a Paris bistro left in your apartment. You go to Paris, gathering the next set of clues from the Louvre, the bistro (it's sleazy), and an apartment. Next, you head for a chateau on a small island where the mystery of the painting begins to come clear. Finally, you head for Zurich and the game's conclusion.

Playability
There aren't many puzzles, and they aren't very hard until the very end, which is quite tough. The challenge lies in visiting a number of the 127 well-described locations and sorting the barrage of information for red herrings and clues. The text is well written, and the parser is good, but they're supported by a limited vocabulary. You can save and recall five game positions to the game disk at any time.

Compatibility and Price
$19.95 Apple II series, Apple Macintosh, IBM PC
FAHRENHEIT 451
Telarium
Two-sided, high resolution science fiction adventure based on the Ray Bradbury classic

Description
The ruthless society of the Firemen has burned all the books in the world and you, as Guy Montag, must infiltrate their ranks to try to restore sanity to your world. You're also hoping to find your beloved Clarisse as you wander through the dangers of downtown New York. Because there are no books, many of the people you meet have memorized entire texts, passed down to them from earlier generations in an effort to keep the world's literature alive. Quotes from these people are a crucial element in the game.

Playability
The game is tough. You must sort through a superabundance of mostly useless information. The vocabulary is poor at synonym recognition. The preferred of the two alternate endings has an unexpected twist. Good high resolution graphics appear on the top third of the screen, with the bottom two thirds devoted to high resolution text. You can save games to a scratch disk, but recalling them requires an abbreviated reboot.

Compatibility and Price
$32.95 Commodore 64; $39.95 Apple II+, Ile, IIc, IBM PC, PCjr; $44.95 Apple Macintosh
FAHRENHEIGHT 451
Part II

Backroom

Magazine Store

Sidewalk W52-53
Bookstore Subway

Sidewalk W 51-52
Food Center

Fifth Ave.
51-52
Manhole

Sidewalk W 50-51
Deserted Bldg.

Sidewalk W 49-50
Walls Parlor

Sidewalk W 48-49
Locked Bldg.

Sidewalk W 47-48
Jewelry Engraver

Jewelry Emporium

Sidewalk W 46-47
Thieves

Deserted Bldg.

Sidewalk W 45-46
Cash Machine

Sidewalk W 44-45
Waiting Area

Bank/Ramp

Bank

Clerk

Sidewalk W 43-44
Deserted Bldg.

Sidewalk W 42-43
Deserted Bldg.

Sidewalk W 41-42
Subway

Sidewalk W 40-41
Restaurant

Sidewalk E53-54
Restaurant Phone Booth

Fifth Ave.
53-54
Manhole

Sidewalk E52-53
Deserted Building

E 51-52
Buttons 1A to 80Z

Sidewalk E 50-51
Cathedral

Sidewalk E49-50
Dirty Old Building Mural

Fifth Ave.
49-50
Manhole

Sidewalk E 48-49
Alley

Sidewalk E 47-48
Alley

Sidewalk E 46-47
Magic Shop

Sidewalk E 45-46
Pit

Sidewalk E 44-45
Building

Sidewalk E 43-44
Power Center

Sidewalk E 42-43

Sidewalk W 53-54
Locked Church

Walls Parlor

Fifth Ave.
51-52
Manhole

Sidewalk W 50-51
Cathedral

Fifth Ave.
49-50
Poster Hound
FORBIDDEN QUEST
Pryority Software, Inc.
All-text science fiction adventure

Description
Your one-man spaceship crash lands on an ancient planet, and you take it upon
yourself to look for remnants of civilization in this 103 location all-text game. You'll
have to take on the ferocious Wozbyte and use some alien tools during your quest,
which ends with a text description and a list of the items you bring back to the
faltering Alliance of Planets.

Playability
Since the game has three distinct phases, you have to guess carefully as to which
of the many available objects to carry—you simply can't take them all. The puzzles
are not exceptionally logical, but they are challenging. Three levels of built-in help
cost you points, but they're sure a nice touch for inexperienced adventurers. The
excellent parser permits multiple word commands, but suffers from a restricted
vocabulary. The documentation includes five pictures that contain clues necessary
to the solution of the game.

Compatibility and Price
$39.95 Apple II series, IBM PC, PCjr, Atari 520ST; $44.95 Apple Macintosh
GATEWAY
Pryority Software, Inc.
Graphics fantasy running originally only on the Macintosh

Description
In this Lovecraftian adventure you've inherited a rather strange house consisting of seventy-nine locations from your Uncle Bertrand. After some preliminary investigation of the premises, you'll have to find the Gateway that's somewhere in the house. Once you've passed through the Gateway your task is to find and destroy the evil Groulnar.

Playability
Like it's predecessor, Forbidden Quest, Gateway has built-in hints that cost you points. Depending on their usefulness, clues cost five, ten, or twenty points off the maximum score of 1500. The puzzles are generally not too difficult, they are interesting and challenging. Excellent graphics illustrate many game locations; in between you play in the text mode. The multiple word parser is excellent and the vocabulary is adequate, but not superb. The package comes with a set of color prints that contain hints not available anywhere else, so you can't play the game without it. You can save games to either the program disk or a scratch disk.

Compatibility and Price
$49.95 Apple Macintosh
GATEWAY
Part I
THE HITCHHIKER'S GUIDE TO THE GALAXY

Infocom, Inc.
Improbably all-text science fiction adventure

Description
Based on Douglas Adams' trilogy of the same name, *Hitchhiker's* is a hilarious science fiction game in which nothing that should happen does, and everything that can't happen will. You are, for the most part, Arthur Dent, a contemporary Englishman who wakes up with a terrible hangover and a bulldozer about to destroy his home. But that's nothing compared to the Vogon fleet about to destroy the Earth. Adams helped create this game, and his touch is quite evident in the flowing paragraphs of descriptive text and occasionally flippant humor. In fact, some of the text is directly quoted from the books.

Playability
Infocom rates this game as "standard," but you might find it on the difficult side. The puzzles are very interactive and very elegant. The twenty-eight mappable locations will seem like a lot more as you time travel among them. While the game doesn't follow the books, you might do better with the puzzles if you've read them recently since you'll understand a bit about improbability.

Compatibility and Price
$39.95 Apple II series, Apple Macintosh, Apricot, Atari 800, 800XL, 1200, 1200XL, 130XE, 520ST, Commodore 64, Epson QX10, IBM PC, PCjr, Kaypro Professional, TI-99, TRS-80 Model III.
HITCHHIKER'S GUIDE TO THE GALAXY

1. Bedroom
2. Front Porch
3. Pub
4. Country Lane
5. Captain's Quarters
6. Airlock
7. Bridge
8. Entry Bay 2
9. Sauna
10. Lair
11. Outer Lair
12. Front of House
13. President's Speedboat
14. Heart of Gold
15. Vogon Hold
16. Discoverers
17. Black Particle
18. Spongy Gray Maze
19. Marvin's Pantry
20. Galley
21. Corridor Fore End
22. Hatchway
23. Access Space
24. Engine Room
25. Ramp

2nd word = Morphousite
3rd word = Thou
Arthur Dent
Magrathea
THE INCREDIBLE HULK
Adventure International
Two-sided, high resolution adventure based on the Marvel comic book
and television character

Description
You play Dr. David Banner, aka the Hulk. Your mission is to collect seventeen
gems. While you look around, you'll have to "hulk out" a few times either by biting
your lip or remembering a nightmare. When you find all the games you put them in
the repository and receive the congratulations of the Chief Examiner.

Playability
This game's several screens depicting the Hulk doing superhero type things just
aren't enough to salvage the disappointing plot and puzzles. The text is scant, and
only a couple of events in the sixteen-location game really qualify as puzzles. You can
save four game positions on the copy-protected disk.

Compatibility and Price
$19.95 TI-99; $29.95 Apple II series, Atari 800, 800XL, 130XE, IBM PC, PCjr,
Commodore 64, TRS-80 Models I, II, III, and 4.
INHUMANE

Public Domain
All-text spoof of Infocom's Infidel

Description
This is a take-off on the desert epic Infidel with Roboff, the villain from Mask of the Sun thrown in for good measure. Roboff has abandoned you in your tent after looting the nearby pyramid of most of its goodies. All that's left for you in this forty-six location game is the gold casket. All you have to do is find it.

Playability
The trick here is realizing that you must get killed nine times before you even think of getting to the gold. There are two minor puzzles that you have to solve to get credit for being killed. After that, it's a matter of finding and springing the nine traps. The vocabulary is fair considering the game was written in BASIC. There is no save-game feature, but you'll probably solve it quickly enough not to need one. Aside from its semi-humorous premise, this game doesn't offer much.

Compatibility and Price
Public Domain, Apple II (Other machines unknown).
THE INSTITUTE

Screenplay
Two-sided, high resolution adventure set in an insane asylum

Description
Your escape from the asylum depends on your ability to dream. In your dreams you'll find the objects that ultimately lead to the Gold Key, which opens the door to freedom. The dreams are interactive, and often you'll find objects in a later dream that you needed earlier. You have to look through the dreams several times to solve all the puzzles. Devoid of humor, in fact, rather grim, the game still provides some interesting hours of play.

Playability
The two word parser is supported by a reasonable vocabulary. You may toggle the graphics on and off. You can save two game positions, one on each side of the disk. Two positions should be enough, since the game doesn't generally force you into no-win situations.

Compatibility and Price
$34.95 Apple II series, Atari 800, 800XL, 130XE
KING’S QUEST

Sierra On-Line
Animated fantasy adventure

Description
Superb graphics and animation make this a real triumph for game design veteran Roberta Williams. You are Sir Graham, ordered by the aging King of Daventry to find three objects: a Magic Treasure Chest, a Magic Mirror, and a Magic Shield. The animated figure of Sir Graham walks and swims against sixty-one lovely background screens, where you’ll meet a variety of creatures.

Playability
You control Sir Graham with joystick or the keyboard, and you can inadvertently plunge him into a moat or walk him into walls. The puzzles are, for the most part, straight-forward and logical. Several have multiple solutions, with the more obvious earning you fewer points. The scoring system is poor, and the vocabulary could stand improvement. There are plenty of saved-game positions that you will want to make good use of.

Compatibility and Price
$49.95 Apple II series, IBM PC
KUKULCAN
American Eagle Software
High resolution Aztec adventure

Description
You are a scribe to Montezuma in the land of the ancient Aztecs. The Spaniards have just landed and Montezuma wants you to seek out and learn about them. Billed as an educational/historical adventure, the accompanying manual provides you with a wealth of information, little of which is useful in the game, and a multitude of unpronounceable words.

Playability
The opening scene has you in front of Montezuma's palace. The guard is kind enough to tell you precisely how to behave in front of the royal personage, but that is not quite enough to avoid getting killed on your first move, unless you follow exactly the last instructions you receive. The balance of the game has several interesting, but (to me at least) rather illogical and difficult puzzles, wrapped around a terrible parser and worse vocabulary. You can't even get an inventory of what you are carrying. This game is not up to American Eagle's past standards.

Compatibility and Price
Apple II (Price and other machines unknown)
LANTERN OF D’GAMMA
Milliken Publishing Company
Educational high resolution adventure

Description
You’re sent into a castle to find the Lantern of D’Gamma and determine who, from among six suspects, stole the king’s diary. If you have the lantern lit you’ll find notes lying about that lead you to the thief. That done, you have to find the diary and a map which will lead you to buried treasure in this thirty-one location game.

Playability
Educationally excellent, the game’s puzzles are primarily mathematical. Players must deal with squares, square roots, and numbers converted to different bases. In game terms, some of the puzzles are tough and illogical. The package includes thirty-two reproducible study aids, and activities booklet for teachers, and an answer sheet. You can get yourself killed off quite easily.

Compatibility and Price
$34.95 Apple II series
THE LION'S SHARE

Davka Corporation
High resolution Biblical adventure

Description
Your mission is to penetrate the city of Babylon and signal your fellow Persians to invade and take over the city. Eighty-one locations inside and outside of the city will keep you occupied. You'll visit the Lion's Den, the Fiery Furnace, the famous Bath Houses of Babylon, Daniel's House, and the Parapets of Ziggurat.

Playability
This disk interactive game plays slowly, but it has pleasant graphics. The two-word parser is adequate for the game; the vocabulary is also adequate, but just barely. Games may be saved to a scratch disk.

Compatibility and Price

$34.95 Apple II series
LION’S SHARE
Part I

City Gate Guard
City Wall Bandits
River Bank
Barge Harbor
Farm
Detour
In Front of Old Wall
Closed Drawbridge
Far Bank of Euphrates
Colonies of Bees
Wizard
Plain of Dura
Barracks
Drill Grounds
Grape Arbor
Clearing Lion Pawprints
LUCIFER’S REALM

American Eagle Software
Two-sided, high resolution adventure set in Hades

Description

It’s out of the frying pan and into the fire for you when you go from your death bed to Hades in this rather grim, forty-nine location game. You’ll run into such illustrious residents of the underworld as Adolph Eichmann, John Wilkes Booth, Jim Jones, and Satan himself as you explore his realm. Satan believes Hitler is trying to usurp his authority and will release you if you can bring him proof of this devilish plan. Top it off with a struggle to get into Heaven once Satan’s released you and you’ve got a hell of an adventure game.

Playability

Not particularly innovative or exciting, this game forces you to backtrack through its forty-nine location a lot as you search for the items you need. The simple puzzles are not especially logical, and there aren’t a lot of clues about what to do next. The vocabulary and two-word parser are adequate.

Compatibility and Price

$39.95 Apple II series, Atari 800, Commodore 64
Masquerade
Phoenix Software, Inc.
High resolution mystery adventure

Description
You're after the crime boss, Mr. Topp, but so far you've had little luck. Your only lead is an unconscious stooge in a cheap hotel. Fortunately, he has a few things on him that give your investigation a boost. You'll be led in short order to the local zoo, where you'll meet up with a useful snake, a bird that can be very friendly, a gorilla that just can't, a pack rat, and a couple of zoo employees.

Playability
This is a toughie. You're given many subtle opportunities to go wrong with nary a clue to warn you that you're about to get into a no-win situation. Many objects have multiple uses, each equally difficult to divine, but only one of which will lead you to an ultimate solution. The vocabulary is poor, and so is the text, but the graphics are nice. While the puzzles are tough, they are not particularly logical or stimulating. Masquerade just isn't up to the quality of previous Phoenix offerings.

Compatibility and Price
$34.95 Apple II series, Atari 800, 800XL, 130XE, Commodore 64
A MIND FOREVER VOYAGING

Infocom, Inc.

All-text adventure emphasizing plot and heavily descriptive text

Description
You are a sentient creature chosen to venture into the future to determine if a controversial economic plan will benefit the country or not. You will venture into years 2041, 2051, 2061, 2071, and 2081, and capture the results of your investigation on a recorder.

Playability
This huge game is loaded with lots of good descriptive text. There aren’t too many puzzles as such, but the ones that are there are well contrived. The Infocom parser is back, so what more can you ask? Games may be saved to a scratch disk on either one drive or two. Unfortunately, Apple owners will have to have 128K of RAM to play this game.

Compatibility and Price
$44.95 Apple II series, Apple Macintosh 512K, IBM PC, PCjr, Atari 520ST
A MIND FOREVER VOYAGING
Part I Upper Part
MIND SHADOW
Activision, Inc.
High resolution adventure

Description
This game places you on a desert island. You don’t know who you are or how you got there, so of course you have to find out. In the process of regaining your memory you board a sailing ship, visit England, and fly on to Luxembourg, visiting seventy-four locations along the way.

Playability
The puzzles are pretty easy to unravel, but the ending is rather weak. You may solve all the puzzles and have nowhere else to go, but still not see the answer (the best thing to do is think about what you’ve learned so far). The graphics are excellent, and the ten-game save feature loads your most recent saved game very rapidly. An on-disk tutorial will help beginning adventurers understand how to play. More advanced players will find Mind Shadow interesting, but not challenging.

Compatibility and Prices
$24.95 on Atari 800, 800XL, 1200, 1200XL, 130XE; $34.95 on Apple II series, IBM PC, PCjr, Tandy 1000; $44.95 on Apple Macintosh and Amiga.
MINDWHEEL

Synapse and Broderbund
Two-disk, all-text electronic novel

Description
This science fiction adventure comes in the form of a hardbound book which includes instructions and a novella-length introduction to the plot. Once you've read that, you're ready to journey back through the minds of four deceased residents of your planet in search of the Wheel of Wisdom. The Wheel is the only thing that can restore your planet from the state of chaos it's now in. Gruesome in some spots and educational in others, this forty-eight location game is not for beginners.

Playability
The tough puzzles might be a little easier for players with a poetic bent. Appropriate for a game that's billed as an "electronic novel," the vocabulary and parser are very good. You'll appreciate the large type-ahead buffer, since the game is quite disk interactive. You can save a game to a scratch disk, even using a second drive. The rather unusual protection scheme asks you, upon booting, to type in a word from the documentation identified by page, line and word number. You can copy the disk, but without the manual you're never going to play the game.

Compatibility and Price
$39.95 Atari 800, 800XL, 1200, 1200XL, 130XE, 520ST, Commodore 64; $44.95 Apple II series, Apple Macintosh, IBM PC, PCjr
THE PHILISTINE PLOY

Davka Corporation
High resolution Biblical adventure

Description
You are a traveler in Biblical times. If you succeed in your quest, you will be rewarded with the treasure of seven nations. The game has four distinct phases in its eighty-one locations. At the outset you have to deal with a tough Philistine, and, at the end, a maze that gives you just one chance at finding the right path to the next part.

Playability
The game plays a bit slowly because of its disk interactive nature. The puzzles aren’t too difficult, but on several you get only one chance and if you fail you’ll find yourself quite dead. The graphics are pleasant enough, but there isn’t exactly a wealth of text. The simple, two-word parser is adequate for the game. Games in progress may be saved to a scratch disk.

Compatibility and Price
$34.95 Apple II series.
PHILISTINE PLOY
Part I

1. Hills of Judea
   Start

2. Outside Crumbling Hut
   Inside Hut

3. Chamber of Eglon
   Top of Stairs Door
   Inside Main Chamber
   Large Bedroom
   Palace of Eglon
   Quarries of Gilgal

Inside Stable Horses
Outside a Stable
Outside a Shop

Shop Filled with Idols

In Front of Storehouse
Inside Storehouse

Land of Seir
Ehud
Deserted Part of Hills

Hills of Judea

Clearing Scragglly Trees

1

A

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PHILISTINE PLOY
Part II

Inside Shed

PHILISTINE PLOY
Part II

Inside Shed

PHILISTINE PLOY
Part II

Inside Shed

PHILISTINE PLOY
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PHILISTINE PLOY
Part II

Inside Shed

PHILISTINE PLOY
Part II

Inside Shed
PHILISTINE PLOY
Part III

Inside Tent
Ram’s Horns
Pitchers

Inside Storehouse
Ladder

Shelf
Food

Midianite
Camp

In Front
of Large
Tent

Storehouse
of Israelite
Forces

River where
Gideon
Got His Men

Sukkoth

Near Smashed
Altar of
Baal

Inside Cave

Outside Cave

Inside Cave
Picture

Land of
Ephriam

At A
Clearing

Entrance
of an
Inn

Dead
End

Small
Brook
Fish

Inn

Clearing

Entrance
of an
Inn

Three
Fish

Entrance
of an
Inn

Unusual
Trick
Opener

New
Wine

SM VI

Part III: PHILISTINE PLOY
Small Village

Threshing Floor

Under Tree of Ophrah

Near Vinepress

Sandal Maker's Shop

Inside Shop

Near Barn

Inside Barn

Deserted Place In Wilderness

Maze 4 ways

Maze 4 ways

Tiny Lights Ahead

Wolf & Lamb Dwelling Together

Treasure of the Seven Nations

Maze 3 ways

Maze 2 ways

Destroyed Temple

Delilah's House

Sorek

Cemetery

Lehi

Near Place Called Lehi

Place Called Tinmah

Philistine Field

Deserted Field

Mahanen-Dan

Vineyards of Tinmah

Philistine Temple

Place Called Tinmah

Town of Ashkelon

Small Village

Threshing Floor

Under Tree of Ophrah

Near Vinepress

Sandal Maker's Shop

Inside Shop

Near Barn

Inside Barn

Deserted Place In Wilderness

Treasure of the Seven Nations

Maze 3 ways

Maze 2 ways

Destroyed Temple
PSYCHOSPHERE
Software Unlimited
Two-sided, all-text science fiction adventure

Description
You've been transported to an alien ship, and if you don't escape you'll doubtlessly die. There's a shuttle craft waiting for you, but you have to find it and figure out how to fly it. As you play you'll learn why you're there and be called upon to repair several parts of the ship, including its brain, which proves to be an interesting sequence of moves.

Playability
This game is tough, partly because of its large size (153 locations) and partly because clues are sparse. The text and parser are good, but the vocabulary leaves a bit to be desired. Many locations are described with virtually the same names—usually Hallway or Passageway—making mapping a difficult chore. You can save nine games to a scratch disk formatted from within the game. Even if you swear you can crack any game, this one may stump you. Beginners will probably stall out long before finishing.

Compatibility and Price
Apple II (Price and other machines unknown)
PSYCHOSPHERE
Part II

To East End of South Passageway
Page 1

To Center of South Passageway
Page 1

Grontation Control Rm. Panel

South Passageway
Powerhouse Passage

Lower West Hall

Middle of Lower North Passageway

Floating Plate

West Passageway

Violet Alcove

West End of Fwd. Passage

Forward Passageway

Forward Passageway East End

Blue Psyelevator

Center of Blue Anteroom

Lower Blue Hall

Lower Blue Hall

Lower Blue Hall

Lower Blue Hall

Lower Blue Hall

Blue Alcove

Catwalk

Catwalk

Catwalk Ends Here

Flash Catwalk

Side Passage

Side Passage

Lower Lounge Chair

Lower Lounge Chair

Lower Lounge Chair

Lower Lounge Chair

Observation Deck Chair

Observation Deck

North End of Blue Anteroom

Eutropy Booth

Eutropy Booth

Blue Alcove

Here Alcove Alcove Chair Counter

®

°

Frequency Beige Observation Alcove Lab Alcove Deck

High Catwalk Magenta....

Ends Gray Gray Deck Booth

Psyslology Lower Lower Lower Lab...

Psysiology Blue...

Blue Blue Blue

Violet of Forward

Violet Alcove

East End of Blue Anteroom

East End of East Passageway

East Passageway

East Passageway

South Wall of Blue Anteroom

Gold Alcove

Lower East Hall

Lower North Hallway

Lower North Hallway

Lower North Passageway

Lower North Passageway

Lower South Passageway Door

East End Lower East Hall

Access Chamber

Access Chamber Chair

Green Psyelevator

Powerhouse Passage

Powerhouse Passage

Access Chamber

To East End of South Passageway Page 1

To Center of South Passageway Page 1

To East End of South Passageway Page 1

To Center of South Passageway Page 1
QUESTRON
Strategic Simulations
High resolution fantasy role-playing game

Description
This *Ultima* clone pits you against the evil wizard Mantor, who has unleashed monsters on your land, virtually imprisoning the king and the good wizard Mesron in their castle. You’ll do a lot of gambling, monster whomping, and exploring in the villages and dungeons of your homeland before you amass enough power and strength to take on Mantor. Your quest focuses on collecting keys that open doors that lead you to nastier monsters, more keys, and treasure. If you succeed, you’ll be made a Baron and decked out for the promised sequel, *Questron II*.

Playability
The scrolling, graphic map is very much like *Ultima’s*. Available commands are listed to the left and invoked by pressing the key corresponding to the first letter. The puzzles are not complex since the real challenge of games like this is to build strength and take on the supervillain. You can save a number of characters, but you can’t move them to a new place in the game, or start over with them. So if you leave a character in a bad spot, you might just as well start over.

Compatibility and Price
$39.95 Commodore 64; $49.95 Apple II series, Atari 800, 800XL, 1200, 1200XL, 130XE
RACE TO MIDNIGHT

Vendor unknown
High resolution adventure

Description
You’re a werewolf and you have until midnight to find a cure, or you’re going to spend the night doing some most embarrassing things. Wisely, you visit the friendly neighborhood wizard to get his antidote for lycanthropy. But it isn’t that easy; first you have to find the ingredients for the magic potion, which are scattered throughout the wizard’s seventy-five location mansion. You will be looking for Toad’s Eyes, the Tongue of the Newt, the Tail of the Rat, and the Blood of the Dragon, all things called for in the wizard’s recipe. You will encounter a variety of monsters, each anxious to do you out of your three hit points. Combat is controlled by random numbers—much like rolling dice in board games; fortunately, the monsters aren’t all that tough. However, when your hit points are gone, so are you.

Playability
This isn’t a very difficult game. The puzzles are relatively straightforward. The graphics are fair at best. Hitting the return key flips you between graphics and text so you can see what you are fighting. It’s a good game for beginners, but experienced adventurers won’t find it very exciting.

Compatibility and Price
Apple II (Price and other machines unknown)
RENDEZVOUS WITH RAMA

Telarium

Four-sided, high resolution science fiction game based on the Arthur C. Clarke novel

Description

You land on a huge artificial satellite which you must explore and where you hope to find fuel for your spaceship. You leave your ship and enter Rama accompanied by an intelligent chimp from your crew. You’ll encounter several puzzles that lead to detailed descriptions of the satellite, but little else. High resolution graphics on the top part of the screen illustrate some locations (and a few graphics are repeatedly used to illustrate different places).

Playability

Many of the non-interactive puzzles don’t lead you to any tangible goal. Excellent descriptive text far outshines the working vocabulary and parser. You can save ten games to a scratch disk and recall them at any time except after you’re killed—then you have to reboot.

Compatibility and Prices

$32.95 Commodore 64; $39.95 Apple II+, IIe, IIc, IBM PC, PCjr; $44.95 Apple Macintosh
RENAZVOUS WITH RAMA
Part II

Rectangular and Bulbous Shapes

Intersection of 2 Streets Buildings

Open Courtyard Knob

Intersection of 2 Streets Buildings

Intersection of 2 Streets Buildings

Open Square Hexagonal Knob

Intersection of 2 Streets Buildings

Intersection of 2 Streets Rnd./Rect. Bld.

Open Plaza Knob


Collection of Structures Called Pams

Collection of Structures Called Paris

Another Slotted Sq. See Moscow

Another Slotted Sq. See London

Slots in Floor Spiders

Slots in Floor Spiders

Number of Slots in Floor

Number of Slots in Floor

North Shore Cylindrical Sea. See NY

Northern Shore of Cylindrical Sea

Frozen Surface Creaking

Frozen Surface Creaking

Creaking Sounds

Creaking Sounds

Rumbling & Crack

Rumbling & Crack

Bounded by Slots

Bounded by Slots

Slots in Floor Spiders

Slots in Floor Spiders

North Shore Cylindrical Sea. See NY

Northern Shore of Cylindrical Sea

Frozen Surface Creaking

Frozen Surface Creaking

Creaking Sounds

Creaking Sounds

Rumbling & Crack

Rumbling & Crack

Bounded by Slots

Bounded by Slots

Slots in Floor Spiders

Slots in Floor Spiders

North Shore Cylindrical Sea. See NY
RENTZVOUS WITH RAMA
Part III
RING QUEST
Penguin Software
Two-sided, high resolution sequel to The Quest

Description
You probably meant well, but when you played The Quest you gave an evil ring to the maiden Lisa. Now you've got to overcome three evil beings, rescue Lisa, and break the power of the ring. Aside from this and the presence of Gorn, the king's champion, Ring Quest is not very similar to its predecessor, and is generally a much better game, consisting of fifty-six locations.

Playability
Uniformly excellent graphics and interesting puzzles make this a good challenge for intermediate adventurers and fun for experts. The parser eats up multiple word commands with alacrity and the excellent vocabulary has no shortage of synonyms. A ninety-nine location of "precarious walkways" augments the fifty-six mappable locations. You can save any number of games to a scratch disk, but using only one drive.

Compatibility and Price
$34.95 Apple II series
RING QUEST
Part I

Atop a Quahty Mountain
Glass Bubble Spider
Barren Desert

Elttering Desert Sands
NW-SE Rd. Follows Mtn. Ranges

Roc's Nest

Bottom of Chasm

Boiling Flames

Manticore

Edge of Vast Chasm

E-W Plains Road

8-Way Intersection

Chasm NE & SW

Swift River Ravine

Chasm Bottom Water

Bow Arrows Trap

NE-SW Plains Road

N-S Plains Road

NE-SW Rd. Enters Trees

Plains Rd. Runs SW-NS

Troll Water

N-S Road Continued

Smooth White Road

Dirt Path Door

Road Branches from NE-SW

Road Branches SE

Quicksand

Falcon-like Structure

Inside Falcon House

Southwest Bank of River

Swift River Water

NE-SW Rd.

To next page

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To next page

B

To next page

C

To next page

D

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RING QUEST
(Continuation)
ROBOTS OF DAWN

EPYX Computer Software
All-text mystery adventure based on the Isaac Asimov novel

Description
You are Lije Baley, galaxy-famous detective, summoned to the planet Aurora to investigate the death of Dr. Fastolfe, reknowned robot designer. You'd better live up to your reputation, as you have to determine which of the four suspects is guilty, and if you don't you'll be sent back to Earth in disgrace. Throughout the game you'll have the assistance of the humaniform robot Daneel as you try to prove means, motive, and opportunity for the most likely suspect.

Playability
Most of the game's 120 locations are empty rooms described in interesting but sparse text. Most of the objects you'll find are red-herrings, although a few are important clues. The only puzzle is naming the murderer, who changes from game to game. You can save many games on a scratch disk, and you'd better do so before you face the Chairman with your evidence. If you're looking for adventure, keep on going, but if you're into mysteries, Robots of Dawn is for you.

Compatibility and Price
$27.00 Apple II series, Commodore 64
ROBOTS OF DAWN
Part I

Gladia's Estate

North of Fastolfe's Estate
Beside a Stream
To the West of a Dwelling

E/W Hallway Door to North
Living Room

Personal Hallway
Small Room
Dining

Gremioni's House

Personal
Kitchen
Dining Room

Bedroom
Hallway E & S
Living Living

Trimeniac Room
South End of Hallway
Workshop
South of Establishment

Cable Car
**SEASTALKER**
Infocom, Inc.
Juvenile, all-text, underwater adventure

**Description**
A monster has attacked your undersea research lab, and you must rush to the rescue in your two-man sub, Scimitar. You’ll have to endure the constant companionship of your assistant, Tip, who occasionally offers advice, answers questions, and runs a few errands. With Tip’s help, you’ll have to sail the Scimitar to the undersea lab (named after you, since you input your name at the beginning of the game), solve some mysteries there, then head out again to defeat the seamonster. If all goes well you save your lab and capture the villain.

**Playability**
Since it’s aimed at a younger audience than most adventure games, *Seastalker*’s puzzles are pretty easy and include a lot of hints. In addition, the packaging includes a set of clue cards that are referenced during the game. When you get to the lab, your staff there bombards you with questions that you answer “yes” or “no”; it’s pretty easy to make the right decisions during this phase of the game, which could drag on quite a bit longer if it proceeded in a more conventional manner. Of course, the standard Infocom parser and vocabulary are excellent, and you can save games to a scratch disk. While it’s a good beginning adventure, and diverting for more experienced players, this thirty-two location game isn’t heavy-duty.

**Compatibility and Price**
$39.95 Apple II series, Apple Macintosh, Apricot, Atari 800, 800XL, 1200, 1200 XL, 130XE, 520ST, Commodore 64, Epson QX10, IBM PC, PCjr, Kaypro Professional, TRS-80 Model III.
THE SECRET OF EASTER ISLAND

Three Sigma Software
High resolution adventure

Description
You are an anthropologist studying the ancient customs and beliefs of Easter Island. While you're there, a volcano threatens to erupt, and you must stop it by finding and restoring a mystical golden statue to its proper place.

Playability
Despite its shallowness and penchant for killing you off, this game will grow on you. The two word parser is inhibiting and the vocabulary is terrible. In far too many locations you only get one chance before you die. Fortunately, you can save twenty-six games to a scratch disk. This game may be hard to find, as it seems to be out of print.

Compatibility and Price
Apple II (Price and other machines unknown)
SECRET OF EASTER ISLAND
Part II

River Looks Cool & Shallow

In A Lava Tube

Walking Dead End - Through - Gold & Nuggets Passage

4-way Junction

Inside Lava Tube

In Front of Ledge Lava Tube

Walking Toward A Lava Tube

Walking Toward Lava Tube

Vast Lava Run

Volcanic Ash Crumbles as You Walk

Sun Shows No Mercy

Huge Scorpion

Sand is Hot

Dark Jungle

Dark Jungle

Dark Jungle

Dark Jungle

Dark Jungle

Dark Jungle

Dark Jungle

Dark Jungle

Dark Jungle

In Front of Water Fall

Vast Mountain Range
THE SORCERER OF CLAYMORGUE CASTLE
Adventure International
A Scott Adams high resolution adventure

Description
The documentation says you are Beanwich, the apprentice, and you must gather the thirteen Stars of Power from within Claymorgue Castle. Within the castle's twenty-nine locations you'll find the stars, but no story line and no other characters are evident. You gather the stars (solving some difficult puzzles along the way) and store them at a specific location.

Playability
The puzzles are very hard, and the vocabulary is pathetic. You have to cast several spells and do things in a very specific order, but there are no hints about what to do when. The help command doesn't, particularly when it comes to the difficult puzzles, and the graphics are uninspired. You must quit the game to restore a saved game position. In general, the game is a disappointment.

Compatibility and Price
$19.95 TI-99; $29.95 Apple II series, Atari 800, 800XL, 130XE, Commodore 64, TRS-80 Models I, II, III, and 4.
SORCERER OF CLAYMORGUE CASTLE

Diagram of the castle's layout with labeled rooms and paths:

- **14** Store Treasure Here
- **1** Forest of Enchantment
- **2** In A Field
- **3** Thick Murky Fluid
- **4** Water of Moat
- **5** Vacant Room
- **6** Plain Room
- **7** Diamond's Lair
- **8** Storeroom Stairway
- **9** In a Staircase
- **10** Underneath Stairs
- **11** Anteroom
- **12** Dusty Cavern
- **13** Stream of Lava
- **14** Stone Grotto
- **15** Top of Fountain
- **16** In a Loft
- **17** On a Large Chandelier

Legend:
- Thick Water / Thick Murky Fluid
- Dirty Water
- Plain Old Water
- Underneath the Stairs
- Entry Way
- Drawbridge
- Ball Room
- Dungeon Cell
SPIDER-MAN
Adventure International
High resolution adventure based on the Marvel Comics series

Description
As Spider-Man, you must search for eighteen gems in a four story house consisting of twenty-eight locations that is also occupied by Hydroman, Lizardman, The Sandman, The Ringmaster, Electro, and Dr. Octopus—all your enemies, and all possessing super powers. While this game isn't heavy on plot, you'll have to brush up on your web slinging. Knowing a little chemistry won't hurt any, either.

Playability
The friendly Madame Web will give you a few clues to help solve the relatively easy, logical puzzles. The graphics aren't bad, and they're augmented with a few animated sequences. You can save four games to a scratch disk. The vocabulary and parser are adequate for this simple game.

Compatibility and Price
$19.95 TI-99; $29.95 Apple II series, Atari 800, 800XL, 130XE, IBM PC, PCjr, Commodore 64, TRS-80 Models I, II, III, and 4.
THE SPIRIT OF GLENMORE CASTLE

On Target Software
High resolution adventure

Description
The spirit of Lady Jennifer has hired you, Sam Starr, to locate and return to her sixteen valuable treasures. The treasures were hidden in and around her castle home by her late husband, William of Glenmore. Finding all the treasures, which have varying values, will earn you 1000 points. Be sure to look at *everything*, as some of the treasures are quite difficult to locate.

Playability
There are no puzzles as such in this 113 location game; you just have to find the treasures. Inventory management is a challenge, since you can only carry six of the many available objects at a time. You can save three games to a scratch disk, but you can only recall one when you boot up. This game is easy enough for a novice, but interesting enough to keep an experienced adventurer occupied. I hope to see more Sam Starr adventures.

Compatibility and Price
Apple II (Price and other machines unknown).
SUNDOG—FROZEN LEGACY

FTL Games
Science Fiction role-playing game

Description
In this souped-up version of Galactic Trader, you play Zed, a newcomer to the world of galactic commerce with a contract to supply a new colony. Once you've mastered your space ship's controls and maintenance, you can head for one of the eighteen planets and fifty-seven cities you'll be dealing with. Of course you'll encounter space pirates who'll rob you if they can. You can arm your ship, but guns and the cloaking device you can employ burn your fuel at a ghastly rate. The emphasis here is on buying low and selling high, and concentrating on getting the goods the new colony needs.

Playability
Sundog is totally joystick controlled on the Apple. You use the joystick much like a mouse to select commands. Astral navigation, using your warp drive, and general maneuvering are all pleasantly realistic, although game play can be slow. The graphics are good, and you can save one game to the game disk (although you have to endure a long reboot cycle to recall it).

Compatibility and Price
$39.95 Apple II series, Atari 520ST

Note: Sundog is not a mappable game since travel is by coordinate navigation and locations are not individually significant.
SUSPECT
Infocom, Inc.
All-text murder mystery

Description
You are a reporter covering a high society Halloween party during which the hostess, an old friend of yours, is murdered. All the evidence points to you, so it's in your best interest to find the real murderer. There are a dozen identified party guests who you can interview or follow around the game's fifty locations. If you fail to identify the murderer, you'll be arrested and thrown in jail.

Playability
Although it doesn't have a lot of puzzles, Suspect is still a challenging game. Scoring is not by a number of points or moves, but by the timer constantly ticking away at the top of the screen. That's appropriate, since solving the mystery depends heavily on your being in the right places at the right times. The vocabulary and parser are excellent, and you can save games to the game disk or a scratch disk.

Compatibility and Price
$39.95 Apple II series, Apple Macintosh, Atari 800, 800XL, 1200, 1200XL, 130XE, 520ST, Commodore 64, IBM PC, PCjr, Kaypro Professional, TRS-80 Model III.
TRACER SANCTION

Activision, Inc.
Humorous high resolution science fiction game

Description
You are piloting a spaceship among eight planets, trying to return a fellow named Wing to his home. His home is a mysterious planet bearing a question mark on your chart. Of course part of the game is learning its name. You'll find the darndest things in the darndest places as you hop around the galaxy, but your real goal is to find money and fuel for your ship.

Playability
The puzzles are relatively straightforward, but a few are on the tricky side. Help is always available. The colorful graphics are excellent, and the ten-game save/restore function is among the best I've seen. Not a serious challenge for experienced players, but a good beginner's game. An on-disk tutorial about playing adventure games rounds out this package nicely.

Compatibility and Prices
$34.95 Commodore 64; $39.95 Apple II series, IBM PC, PCjr, Tandy 1000
TRACER SANCTION
Part I

Cockpit

Ship's Storage

On The Docks

Mongo

Galaxy Oil

Space Cartographer

East of Headquarters

SIA Headquarters

Cockpit

Sonex

On The Docks

Front Door of House

Galaxy Oil

Driveway

Downtown Street

Street on South Side of Town

Street on South Side of Town

Inside Jewelers Shop

Information

Jubilex

On The Docks

Galaxy Oil

Cockpit

Dazed Bartender

Long Dingy Alley

Cluttered Alleyway

Old Mining Camp

Dirty Space Junkyard

Beat-up Shack

Inside Shack

In A Cavern

Well Beaten Road

Path Continues East

Dark Cave

1

2

3

4

5

6

7

8

13
TREASURE ISLAND

Windham Classics
High resolution adventure based on the Robert Louis Stevenson book

Description
You are Jim Hawkins in this recreation of the classic novel. The game follows the book's storyline very faithfully. You will meet Long John Silver, Billy Bones, Doctor Livesay, Squire Tralawney, and a host of others.

Playability
The puzzles are not too difficult in this eighty-location game, but you will be scratching your head a lot to figure out what to say to the many characters who you will encounter. The format of the game is similar to that of Fahrenheit 451, with high resolution graphics on the upper third of the screen, and high resolution text on the rest. Nine games may be saved to a data disk created from within the program. A very enjoyable game for all adventurers. Highly recommended.

Compatibility and Price
$26.95 Apple II+, IIe, Commodore 64.
TREASURE ISLAND
Chapter I

Base of Large Tree
Billy's Room
Outside Billy's Room
In the Bar
Parlor of Admiral Benbow
Crew's Quarters
Captain's Cabin

Fork in Road
Path Ends in Fork
Well-Traveled Road
Road Splits E & S
Burial Ground
Hurrying South on Rd. to Bristol
South of Crossroads
Crossroads

Dirt Path off Bristol Rd. Cave
On Bristol Road Private
By Estate of Doctor Livesay
Inside Almshouse
Drawing Room of Squire

Parlor of Admiral Benbow
Crew's Quarters
Captain's Cabin

Burial Ground
Hurrying South on Rd. to Bristol
South of Crossroads
Dirt Path off Bristol Rd. Cave
On Bristol Road Private
By Estate of Doctor Livesay
Inside Almshouse
Drawing Room of Squire

Well-Traveled Road
Road Splits E & S
Chapter II

Inside Spy Glass Tavern

Approaching Tavern

Aboard Hispeneola

Paved Road

Crow's Nest

Crow's Aboard Nest Tavern

@ @

Ship's Midship Fo'8C8Stle

Below In Cabin Rear Deck w/Doctor Deck

Below Squire's Deck Quarters

@ I

Ship's Storage Galley Deck
In Stockade
Room in Stockade
Outside Stockade
Hollowed Out Treestump
Lightly Wooded Glen
Lightly Wooded Glen
In the Woods
Small Rocky Peninsula
In Corela
WISHBRINGER
Infocom, Inc.
All-text adventure

Description
You’re a postal employee charged with delivering a letter to the town Magik Shoppe. You like your job, but the postal creed never mentioned anything like this! You become involved in finding the shop keeper’s cat, Chaos, which has been catnapped by the Evil One. You return to town to find that a variety of subtle changes have taken place, none of them for the better. Now you face the game’s real challenge: restoring order in town by returning Chaos to the Magik Shoppe.

Playability
You have several wishes which will come true only if you’re holding the proper object. However, you can get all 100 points in this fifty-five location game without using any of them. The game has no mazes, and the puzzles aren’t terribly difficult. Of course, the Infocom parser and vocabulary are excellent, and you can save games to a scratch disk. While designed for young intermediate adventurers, Wishbringer can provide a weekend’s entertainment for even an old hand.

Compatibility and Price
$39.95 Apple II series, Apple Macintosh, Apricot, Atari 800, 800XL, 1200, 1200XL, 130XE, 520St, Commodore 64, Epson QX10, IBM PC, PCjr, Kaypro Professional, TI-99, TRS-80 Model III.
WIZARD OF OZ

Windham Classics
High resolution adventure based on the L. Frank Baum fantasy classic

Description
You are Dorothy, whisked suddenly into the magical land of Oz by a Kansas tornado (Toto, too). Obviously, your task is to get back to Kansas and your Aunt Em. The game follows the book very well as you encounter the Scarecrow, the Cowardly Lion, the Tin Woodsman, and a host of familiar characters in your quest. Of course, you'll have to do in the Wicked Witch of the West to earn your wish from the great Oz.

Playability
The puzzles are not too difficult in this game consisting of sixty-one locations (give or take a few depending on how you count, since characters have a tendency to move you around a bit). Many of the puzzles are dependent on previous ones—if you didn't solve the first one, you aren't even presented with the second one. You must do a lot of talking to the characters that you encounter. Guessing what to say may be quite a challenge. Nine games may be saved to a data disk initialized from within the program. Similar in format to Fahrenheit 451, this game has high resolution graphics in the top third of the screen and high resolution text on the bottom. There is also a lot of well-done music, making this an enjoyable game for all classes of adventurers. Highly recommended.

Compatibility and Price
$26.95 Apple II+, IIe, Commodore 64.
Dimly Lit Pantry

Large Storage Room

Deeper in the Forest

40 Roads Branch From Feet

Deep Dark Forest

Edge of Grassy Meadow

Edge of River

Other Side of River

In a Clearing

In Front of Huge Maple Tree

In a Cottage

At a Cottage

Pantry w/Floor Shiny & Clean

Pumpkin Patch

Crossroads by a Bubbling Brook

Between Two Cornfields

Rolling Hillside

Small One Room House

Edge of Grassy Meadow

Edge of River

Edge of River

In a Cottage
THE SOLUTIONS
THE SOLUTIONS
ADVENTURE
THE COLOSSAL CAVE
(Includes the CP/M 580 Point Version)

1. Enter Building. Get Keys and Lamp. The Lamp appears here should you have to be reincarnated.

2. Unlock Gate (With Key). Get Cage.

3. Try the Magic Word, XZYY. Try it again. Get Rod.


5. Wave Rod. Drop Rod. Go Get Diamonds and Gold.

6. Release Bird. Drop Cage. Grab Coins and Silver. Note: Dwarves are lousy shots, but sometimes, unfortunately, they can get lucky. Carry the Axe with you as up to five of these critters can be encountered.

6a. In the CP/M version, Get Vial. Don’t drop it except when told. Get the Mushroom. Go to the Sword Room, Eat Mushroom. Take Sword.

6b. Get Suction Cups and Helmet, which is a treasure.

7. Try the Magic Word PLUGH. Drop Silver, Gold Nugget, Diamonds, Jewelry, and Coins. If you haven’t already, you will soon encounter a thieving Pirate. Not to worry, he’s got to rob you at least once if you’re to win all the marbles.

8. Carrying Food, Axe, Bottle of Water, Key (all for later) and Lantern, visit the Software Den (Microsoft Version only). Don’t mess with anything—Software types are a weird lot. Get Magic Word LWPI, which works only from here.


10a. In the CP/M version, Get the Dragon’s Teeth.


12. Oil Door. Open Door. Drop Bottle. While here and while carrying Golden Eggs, enter FEE, FIE, FOE, FOO, one word at a time. Check your inventory. Go back to where you first found the Eggs.

12a. In the CP/M version, Throw Sword. Take Ring.


12c. In the maze, be sure to get the Sculpture. In the little room, THURB.


13. Throw Eggs (to Troll). Cross Bridge before the FEE, FIE, whatever.

14. Feed Bear. Unlock Chain (with Key). Get Golden Chain. Drop Key. Get Bear. Don’t forget the Rare Spices. At Volcano View, read and remember the words of fire.

14a. Wave Rod, be sure you are carrying the Ring.

14b. At the Statue, MELENKURION.

14c. Get Flask and Bracelet. When Goblins show up, Throw Teeth.

14d. Turn off Lamp. Follow light. Get Yacht.
14e. Drop Flask (on Pentagram). Open Flask. Open Pentagram. Get a clue about the conclusion of the game. Several moves later, get the magic word PHUGGG. Don’t use it too often as it may backfire.

14f. Get the Metal Plate. From Y2, go West, then S, SW, NW, S, D, W, NW, N, S, E. Save Game. Take Sceptre and note the Magic Word. Repeat this until you have all five Magic Words. Get out by going West from the East End of the Hall, then W, SW, E, SE, NE, E, SE, D, S, N and finally S.

14g. Open the Safe with the Magic Word. Put all your treasure in it except for the Ring and the Metal Plate.

14h. The Basilisk will turn to stone when he sees his reflection in the Metal Plate.

15. Release Bear. Don’t try crossing the Bridge with him on the Chain.

16. Open Oyster (with Trident). Pearl will roll down into the Cul-De-Sac.

16a. Wave Rod to freeze the Quicksand. Do it on the way back also. Get Bag of Pieces of Eight and Spyglasses.

17. Insert Coin to get a replacement battery for your Lamp, if necessary. Coins are a treasure, however, and you won’t get them back, so try to beat the game without using more than the original batteries.

17a. In CP/M version, Drop Lamp. NOSIDE SAMOHT. (Works only once.) You will need it, and may still need the replacement batteries, but it can be done without them if you are careful about inventory management and the sequence in which you do things.

18. Never Drop Vase unless you have already dropped the Pillow.

19. Drop everything in order to enter. Get Emerald.

20. Say PLOVER. Get Pyramid. PLOVER, PLUGH and Pi-tooie!

21. Maze must be transversed to get the Pirate’s Treasure Chest, which doesn’t appear until he’s robbed you. Return via the Pit and XYZZY. Drop all treasures in the House.

22. Drop Magazine in Witt’s End for a point. Get out by entering all different directions except North. It may take a while. Slog around in various and distant locations until a Voice announces that the Cave is now closed. At this point you are teleported to the two room Master’s Game.

22a. At Witt’s End, you don’t get a point in the CP/M version. Carry the Rug. Keep pounding North until you get into the Computer Room. Insert Plastic. North. Open Floor (need Suction Cups). Drop all that you have. Drop Rug. THGIRW RUBLIW. West. Get Rare Stamps.

23. Get Black Rod (with the Rusty Marks not the Star). Drop Rod in the Northeast room. Retreat to the Southwest room. Type Blast. Alternate endings are possible, but will not yield sufficient points to earn you the rank of Adventure Grandmaster.

23a. In the CP/M game, you need twenty-nine treasures stashed away to get into the Master’s Game.

23b. When you get into the Small Room without any exit, say all of the magic words in the game in reverse alphabetical order. ZORTON, XYZZY, THURB, THGIRW, SNOEZE, SAMOHT, RUBLIW, PLUGH, PHUGGG, NOSIDE, MELENKURION, KNERL, KLAETU, FOO, FOE, FIE, FEE, BLERBI. Go to where the small stream disappears, go Down, and you’ve become an Adventure Grandmaster.
Treasure List

<table>
<thead>
<tr>
<th>What</th>
<th>Where</th>
</tr>
</thead>
<tbody>
<tr>
<td>Golden Eggs</td>
<td>Giant Room</td>
</tr>
<tr>
<td>Trident</td>
<td>Magnificent Canyon</td>
</tr>
<tr>
<td>Pearl</td>
<td>Clam Room</td>
</tr>
<tr>
<td>Pirate's Chest</td>
<td>Pirate's Maze</td>
</tr>
<tr>
<td>Platinum Pyramid</td>
<td>Dark Room</td>
</tr>
<tr>
<td>Emerald</td>
<td>Plover Room</td>
</tr>
<tr>
<td>Ming Vase (and Pillow)</td>
<td>Oriental Room</td>
</tr>
<tr>
<td>Rare Spices</td>
<td>Chamber of Boulders</td>
</tr>
<tr>
<td>Persian Rug</td>
<td>Dragon's Den</td>
</tr>
<tr>
<td>Golden Chain</td>
<td>Bear's Chamber</td>
</tr>
<tr>
<td>Diamonds</td>
<td>West Side of Fissure</td>
</tr>
<tr>
<td>Jewelry</td>
<td>South Side Chamber</td>
</tr>
<tr>
<td>Gold Nugget</td>
<td>Gold Room</td>
</tr>
<tr>
<td>Silver Bars</td>
<td>North-South Passage</td>
</tr>
<tr>
<td>Coins</td>
<td>West Side Chamber</td>
</tr>
</tbody>
</table>

Additional Treasures in the CP/M version

<table>
<thead>
<tr>
<th>What</th>
<th>Where</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bag of Pieces of Eight</td>
<td>Sandy Beach</td>
</tr>
<tr>
<td>Iridium Crown</td>
<td>Inside Safe</td>
</tr>
<tr>
<td>Visorless Helmet</td>
<td>Small Room</td>
</tr>
<tr>
<td>Sapphire Sceptre</td>
<td>West End of Hall</td>
</tr>
<tr>
<td>Ruby Yacht</td>
<td>Nondescript Chamber</td>
</tr>
<tr>
<td>Ancient Indian Beads</td>
<td>Down from the Magnificent View</td>
</tr>
<tr>
<td>Small Ring</td>
<td>From the Ogre's Lair</td>
</tr>
<tr>
<td>Small Spyglass</td>
<td>Past the Quicksand</td>
</tr>
<tr>
<td>Floppy Disk</td>
<td>North of the Computer Room</td>
</tr>
<tr>
<td>Rare Stamps</td>
<td>Across the Chasm</td>
</tr>
<tr>
<td>Crystalline Sculpture</td>
<td>In the Maze</td>
</tr>
<tr>
<td>Chinese Jade Bracelet</td>
<td>Large Room</td>
</tr>
<tr>
<td>Casket Full of Opals</td>
<td>Small Chamber</td>
</tr>
<tr>
<td>Polished Metal Plate</td>
<td>Storage Room</td>
</tr>
</tbody>
</table>

20. Unload Rifle. As a Seasoned Adventurer, then Use Gun.
21. Use Dart Gun. (Get of back)...
22. Wear Goggles. Turn Switch on Laser. Shut the little bulldog with the grate bar. Stop. Save the Game. (You must return to camp before Stealing and shoot more. Hunt to addition to another day. Are the second day, Use Dart Gun.) Give Medicine to Piers in Morning. You do not need shoot and more than one night here however.
23. Flash Wall. Pull Lever.
24. Unlock Lock with Key (read Key from the Tiny Room).
25. Open 138. Follow the indicated directions, otherwise can be fatal. Board Chopper.
26. As a Seasoned Adventurer or Expedition Leader, then Open 138. Head South and get in the Chopper.
ALPINE ENCOUNTER

1. Register. Buy Ticket. Say Hello to people you meet to learn their names.
2. Buy and Read Paper. Get a clue about why you are here.
4. Rent Skis. Rent Poles. Rent Boots. (You can also buy them just to the South.)
5. Look Crate. Call Inspector.
6. Look in Luggage. Take and Read Notebook, it belonged to Winston.
7. Unlock Door. Look in Drawer. Take Gun. You can Shoot people and things with it, but save the game before you do as it won't help you to win.
8. Look in Handbag. Read Note.
9. Look in File. Read Dossiers on all of the guests.
10. Buy Gift. Learn a bit more about the suspects by Give Gift to XXXX, but save the game first, as most of them will take it. You can also spend some time profitably by following people around.
12. Around noonish, or when the notation You Are Getting Hungry appears, head for the Restaurant. Order Lunch. Eat Lunch. Wait. When Franz and Renee appear, Listen. By now you should have met all the guests, save poor Winston. Spend a bit of time and Ask XXXX About YYYY, where X and Y are people's names. Be sure to ask the Attendants, Bartender, and Waiter, too.
13. After eating dinner at about 6 P.M., Head for the Ballroom. Wait until 8 P.M. for the concert that never starts. People will gather for it, however. When Natasha and Angelo appear, Listen. Ditto for anyone else when you hear whispering, like Renee and Franz or Franz and Klaus. When Franz leaves, follow him to the Closet.
14. Look Backpack. Wait until Klaus appears. Take Backpack. Call Inspector. Give Backpack to Inspector. Don't just take the Vase and give it to him, as he'll hog all the glory. As a quicky alternate solution, after first Registering, Wait. When Renee appears, Take Backpack and Call Inspector.
AMAZON

1. After seeing the destroyed camp, Go to Office.
2. Answer the four questions. Novice. Go to Airport.
4. Institute. No (unless you want a very short game).
5. Enter. Show Envelope. Enter.
6. Answer the two questions. (Try giving a different name).
8. Talk to Paco. No. No. Yes. Go to Airport.
10. Give Cigarettes. As a Seasoned Adventurer, Turn on Computer after you've been robbed. 072. Give Belt.
12. Smile. (They'd like cigarettes.)
14. As Expedition Leader, Smile. When dropped off, N, N, N, E.
15. Wear Parka.
16. Turn on Computer.
17. As Expedition Leader, from where you see parachute dropped, E.E.N.E.S.S.E.
20. Unload Rifle. As a Seasoned Adventurer, then Use Oar.
21. Go East, young man.
22. Use Dart Gun. (Sort of blackmail.)
23. Wear Goggles. Turn Switch on Laser. Shoot the little buggers with the space bar. Sleep. Save the Game. (You must return to camp before Sundown and shoot more Huni to advance to another day. After the second day, Use Dart Gun.) Give Medicine to Paco in Morning. You do not need to spend more than one night here, however.
25. Unlock Lock with Key (need Key from the Tiny Room).
26. Open 132. Follow the indicated directions, deviation can be fatal. Board Chopper.
27. As a Seasoned Adventurer or Expedition Leader, then Open 132. Head South and get in the Chopper.
BACK IN TIME

4. Archaeopteryx. Give Cockroach to him when you find it.
6. Take Tooth.
7. Be sure to Take Branch.
14. To get in, go East from Bottom of Hill and then return. Camptosaurus. Give Apple.
15. Rhamphorhynchus. Give Fish.
17. Allosaurus.
BUCKAROO BANZAI

1. Climb Stairs. Turn on Flashlight. Look Under Stairs. Get Jug. Turn Off Flashlight when you leave as it has a very limited life and is needed later. Climb Stairs.


6. Go to the Hardware Store. Take all. Drop Battery Tester off at Car. Connect Cable to Battery and Power Terminal.

7. Take Hose. Enter Car. Open Glove Compartment. Read Formula then Drop it.


9. Dig twice (need two holes). Cut Phone Line twice. Take Phone Line.


15. Look Under Table. Open Safe (need Key from Envelope). Get Note.

CAVES OF OLYMPUS

1. No, you can’t get the ID Strip.

2. Activate Info-Cube. You’ll get to ask two of the nine questions before the Info-Cube self-destructs. Don’t let it as you need it later. The nine clues of the Info-Cube are:
   1. Space Suit...1...2...Door
   2. Suits complicate identification.
   3. Nothing is as it appears to be.
   4. Robots diminish chances of survival.
   5. The Info-cube is a key.
   6. Blasting is helpful sometimes.
   7. Clips secure entry.
   8. Only Anson Arguis may survive.
   9. After two activations the Info-Cube blows up.

3. Leave this Robot alone, or you will be transported to a place that you’re not ready for yet.


5. Don’t know what the Microbomb is for, but it may set a flag to permit something to happen later on.


8. Push Wall.


14. Wear Spacesuit. Leave the booby-trapped Key alone.

15. Open Door (remember clue 1 from the Info-Cube?).


17. Remove Spacesuit. Remove Mask. Open Gate to the finale.
CRIMSON CROWN

1. Push Button. (Now you won't fall to here from the stump any more.) Windmill.
2. Erik, Take Sword.
3. Look Ball.
6. Get Candle.
7. Light Candle with Torch.
10. Look Tablet. Erik will drink some of the potion. Start moving E. E. Get Frog. (It's really Erik.)
12. Give Mouse to Owl.
15. Talk to Wizard.
17. Play Flute.
18. Give Coin to Sam. Get Sphere of Annihilation.
CRITICAL MASS

1. Take and Open Envelope. Be sure to Take Flowers and note the secret password. You must do all the tasks in the game, like opening the envelope, or you will never get the proper responses even if you ask the right questions later on. Remember, no shortcuts to save time.

2. Down. As soon as you regain the cursor, type Jump Up. Don’t hit Enter until you are below the Tenth floor.


5. Take Bomb. Throw Bomb. (Don’t dally about!)


7. Go Deli. Buy Soup (need Thermos from the Alley). Chicken. (You can get delicious Tomato or Pea soup too, but if you do, you’ll never live to see San Juan.) Head for the Airport and London.

8. Hit Machine. OK, so you lost your money, at least you got a Telescope on the way out.

9. Give Flowers, get more money. Be sure to visit the Newsstand and Buy Paper.

10. Lithium. Get a message as to where you need to go; note well Mr. Rand’s title. Head back to the Airport. You should be on the 11 A.M. plane for Rome.

11. In Rome all you have to do is check the Ruins for the Flashlight and Look Telescope at Stuportino’s Villa, so you might as well head back to Europe and Paris.


14. Hit the Beach.

15. Save the game. Sorry, can’t help you with the arcade game. You must complete it, however, in order to get the Towel. Since time is of the essence, restore your saved game so that you can get through this phase with a minimum of lost time. You can get a slower, easier version of the same game by saying Take Lesson before Calling good old Gidget.

16. Head for the Boat.


18. Knock on Door. Major Rand. (Try leaving off the Major first). Stuportino. Note well the first two words of his message to you.

19. Sail onward to Martinique. Fifteen moves to the South, six East, and two moves North to the pier. There is another island in the ocean, but you can’t land there.

20. Old Sneezer. To the North is a good place to save the game.


22. Insert Key. Take your time as you can’t do anything else until the clock counts down to zero.

23. When the clock goes to zero and the first of the five missiles rise, move the aiming dot with the I, J, K, and M keys. Fire the cannon with the space bar. Hit all five missiles and earn congratulations for saving the world from destruction.
CUTTHROATS

1. Get Out of Bed. Take All From Closet. Open Drawer. Take All From Drawer. Read Note. Open Door. (Weasel will come in and steal your passbook, if he can, and head for the mainland on the ferry. If you interrupt him, you’re dead, so be sure to take the passbook or you’re in for a short game. Neither can you lock him in your room.)

2. Sit. Order Breakfast (or Food). Eat Food. Order Drink (for $2.00), or Ask Bartender for Water (free) to quench your thirst. Wait until 8:30. Whassa matter your watch stop? Well, Wind Watch. Ask Bartender for Time. Set Watch to (stated time). When Johnny asks if you want in on the deal, say Yes, or it’s going to be an awfully uninteresting game.

3. Wait for Johnny. If he shows you a Plate, your ship is the Leviathan, if he shows you a Coin, at which you may Look, your ship is the Sao Vera. Check your game materials for the ship’s depth and read the characteristics of the boats that are for charter.

4. After dropping All But Watch in the Storage Locker of the ship you’ll be renting, Withdraw $603.

5. Wait for Johnny. Show Money to Johnny. Answer his question. Drop Passbook. (If you don’t, McGinty will see it and never leave you alone, leading to a dead game and Johnny calling off the deal. If you drop it in Town where McGinty roams, it will disappear as though he’s taken it, but he will still leave you alone in Outfitter’s International.)

6. Wait until after McGinty leaves. (If you have a save game handy, buy something while he is in the store.) After Johnny leaves, Pay Salesman however much you were told, a somewhat variable number. If you are diving on the Leviathan, Buy Flashlight, Repellent, Putty, C Cell, and Electromagnet and Rent Compressor. If you are diving on the Sao Vera, all you need are the Flashlight and Shark Repellent.

7. Attend the 11:30 meeting in the Shanty. If Johnny says The Deal is Off, you did something wrong and should start over.

8. Open Window. Look in Window. If McGinty is seen, Wait. If not, Enter Window. Take Envelope which will be there from 12:30 (or so) on.


10. When Johnny asks for the latitude and longitude of the ship, check the materials that came with the game. The syntax is Longitude is XX. Latitude is YY.


12. Give Envelope to Johnny. (If you don’t do this and succeed in returning the treasure, your throat will be slit on the trip home.)

13. Turn on Flashlight and Jump in Water if you are diving on the Leviathan. If you are on the Mary Margaret, Wear Suit. Connect Hose to Diving Suit. Start Compressor and then Jump in Water. Once you’re in the water, the shark will appear at different depths. When he does, Open Repellent.
14. (Note: Steps 14 through 17 apply to the Leviathan.) Put Magnet on Mine. Turn on Magnet. Drop Magnet. Up. (Don’t turn the Magnet on first.)

15. Remove Tank.


17. Turn on Drill. Drill Case. Open Putty. Put Glob on Case. Now it’s time to head up to the surface and become a Rich Diver. (If you opened the door here when first passing through, you better go back to your last saved-game position.)

18. (Note: Steps 18 through 27 apply to the Sao Vera.) Take Iron.


20. Leave the Squid alone, don’t even Look if you value your skin.

21. Look at Skeleton. Take Sword.

22. Push Oak Chest North (twice), and then to the West.

23. Tie Chest to Line.

24. Push Maple Chest South, to under the Ladder.


27. Stand on Cask. Cut Rope with Sword. Climb Rope and Up to the ship, and enjoy your escudos!
DALLAS QUEST

1. Take Bugle. Leave the Rifle. Drop Money. You have no use for it, and can't carry all that you do need if you keep it.
2. Look Tree. Ride Horse. Nothing ventured, nothing gained, but at least you found out that there is an airfield nearby.
6. Open Dresser. Take Pouch. If you open it, be sure to close it again, or the tobacco will fall out, putting you in a no-win situation.
7. With the Shovel, Pouch, Photograph, Ring, Bugle, and Envelope, go N.W.W.N. Look Airplane. Give Envelope.
13. Play Bugle.
17. Show Mirror and the Lion will follow you back to the Chief. This will put you in a no-win situation, however.
18. Wave Ring and the Elephant will follow you back to the Chief. This will also put you in a no-win situation.
20. Give Eggs to Chief. Give Mirror to Monkey. Don't Give Ring to Chief or even Show Ring. Your game may even hang if you Give Ring to Chief.
21. Wave Ring.
23. Drop Ring. Take Map.
25. Give Map to Sue Ellen and sit back to watch the finale.
DRAGONWORLD

3. Take Underbrush. Burn Underbrush with Glass. (Don't worry if you miss the Windship).
4. Take either. Either one will end up near the SE of the Castle, unless you Put out Pods when the Coldrake appears, in which case you'll go to the Overgrown Trail. Be sure to Take Tana Leaves SSE.
5. Ignore this guy and move South.
7. Use Torches. Move South.
10. Ask Hawkwind for Help. Get Treebear.
12. Break Lock with Sword.
14. Don't eat the Pate, unless you want to go to the Doctor again. Be sure to Buy Elixir.
15. Play the keys. (ADFS worked on one game, FADS worked on another.)
16. Buy Cowls. You'll need three eventually, but for now two are enough.
17. No, there is no way to play Dragonstones.
18. Sit at Table. Pay Bartender. You'll end up at the Doctor's again. If you are broke, Talk to Doctor. Give Glass to him.
20. Show Tooth. Clean out the Treasure Trove. Go back and pay off the Doctor, and, if need be, the Moneylender. You did Get Stone to the east of here, didn't you?
21. When you have the money, buy Rope. Pour Wine on Rock to free Starsword. Buy Starsword.
22. Don't go into the Maze to the West. It's endless—you aren't.
23. Leave this red herring alone, he can be rough.
24. Pry Ivory with Dagger. Take Ivory. Don't enter the hole.
25. The drawbridge will lower when you approach if you Wear Cowls. Make sure that you get the Ivory and Jade Key from the Strong Room.
27. Use Stone.
28. Give Cowl to Prince. Wear Cowls. There is a minor bug here if you have more than three cowls. If you are bitten, Drop Cowls. Take Cowl three times. Then give Cowl to Prince.

30. Hit Tuning Fork. The entrance from the Cenotaph just leads into the Assassin’s Castle, as does the Cell in the Garrison.

31. Put Treebear on Branch. Be sure to get the Ivory in the Palace Treasury. Return Alyn and visit the King.

32. Go Behind Waterfall.


34. Throw Rug in Pit. South. Unlock Door (need Jade Key).

35. Hit Tuning Fork. Use Sword.


37. Put Ivory in Pattern (need all three pieces).

38. Break Chain with Starsword. Give Potion to Dragon. Say “Darkness Fears the Flame” and become a hero.
EARTHLY DELIGHTS

1. After the Burglar goes, Examine Room. Take Case. Take and Read Matchbook. Go to Paris.
2. Talk to Woman. Say Yes to Curator’s question. Get the word Clefs.
3. Follow Shorty outside the Bistro. Get his address.
4. Enter Taxi. 15 Rue Pauxfas.
7. Go to Train.
8. Sleep. Take Note, but don’t go as you will end up either locked in the Lavatory or the Freezer. (You can escape from the Freezer, however, with Use Ruler.) Sleep. Leave Room.
10. Row to Island.
12. Unlock Door (need Key). Open Door.
17. Kill Guard.
18. Show Document (to Taxi Driver).
21. Set Dial to Thirty (the total number of squares in the pattern.)
1. Examine Leaves. Lift Grate. Down. SE.
2. Take Lighter. (Use Lighter with everyone you meet for clues, at least most of the time. Also, cross over from West to East only at the Overpass until you are Chemindexed and your face matches your ID.)
3. Say “Twas brillig and the slithy toves.” Get vision of Clarisse.
4. Use Lighter. Get three Shakespearian quotes and three Biblical quotes.
5. In Cathedral, Say “Give every man thy ear, but few thy voice.” Get quote, “Dr. Foster went to Gloucester.”
8. Use Lighter. Get quote “Imagination bodies forth the form of things unknown.” Say “Call me Ishmael.” Get Tetrasonde. It’s not really necessary, but you can store things in the Hotel Lockers with Open Locker 415.
12. Use Lighter. Get the word to head for the Magic Shop for a Mask. Say “Rise up my Love, my fair one, and come away.” Get Emil Ungar’s number, with requirement for quote from Pope’s Essay on Man. If you have a spyglass yet, you can look through it on the Observation Deck.
16. Examine Mural. Examine Metal. Say “It was a pleasure to burn.” Pick up phone. Get message to call Ray at NYC-154 and the quote “Some are born to sweet delight. Some are born to endless night.”
17. Down. Take Buttercup. Examine Pit. To NE is a Subway Entrance.
18. In the Subway, Use Lighter (with Maintenance Man). Get two clues: Call me Ishmael and the data stream in E58-59.
19. Heat Lock. Say “The scene was all changed, like the change in my face.” Show ID to Clown. Put Face in Mask. Get face to match the correct ID card you have.
20. Enter Alley. Open Trapdoor. Wander around until you find the Subway.


22. Open Door. Use Lighter. (Don’t Empty Pockets or you’re dead.) Ask woman. Say “Yes.” Pay Woman. Use Fingerprinter. Ask Man. Give Lighter if you wish easier access to the subway via all the manholes. If you swap, you’ll need another Lighter from the Hotel.

23. Enter Phone Booth. Dial NYC-154. Say “Some are born to sweet delight. Some are born to endless night.” Say “Pope.” Get quote “And all our knowledge is, ourselves to know.” Dial NYC-802. Say the quote from Pope. Get invitation to visit Ungar. Call a bunch of other numbers for fun and hints.


25. As Ungar, Put Hand on Panel. Show ID. Say “Die and be a riddance.” N. Push button 5. You can also get the other four wafers, but they are not necessary to the game.


27. Use Knife. Get Morton Dorr’s ID. Use Chemindexer and Fingerprinter. Go get the last face you’ll need.

28. Show ID. Show Permit. Say “A living dog is better than a dead lion.”

29. Fight Guard. Keep trying any of the three options.


31. Fight Hound. Two alternative endings start here, so save game. You may go Down from either the SW Corner of the Inner Courtyard or from the SW Corner of the Roof.

32. Use Wafer-5. Examine Panel.

33. Ask Clarisse (twice). Insert Microcassette for surprise ending.
FORBIDDEN QUEST


7. Search Room. Get Black Rod.

8. Get Bottle With Skeleton Arm. Leave the Pills there for now.

9. Put Dust in Sphere. Say SWEES.

10. Look Door. Insert Card in Slot. Get Luminator and three Cartridges from Compartment. Get Card. OK to Drop the Blaster and Notched Rod.


12. Push Switch on Luminator. Put Cartridge E1Z in Slot. Push Button. Put the Blue Pill, Collar, Black Rod, and Cube in the Compartment. Open Airlock Door and exit to a new Planet, carrying only the Hollow Tube, Luminator, and Sphere with the Dust in it.

13. After being clobbered by the natives, head immediately for the Alien Ship and go South from the Control Room into the Coffin-like Chamber.

14. Close airlock door to prevent snake from entering. Note that ship is on an automatic timer and will leave without you if you don’t get back within a certain number of moves.

15. Go Leaf.

16. Drop All.


18. Give Ring to Rat. Look. Get Cartridge Base. Take all when you leave.

19. Give Sphere (with Dust in it) to Alien. Did you get the Meat?

20. Rub Meat on Ropes. West and Get Belt. Wear Belt (needed to leave to East of Altar). Push Switch on Luminator to explore to the South and East, where you’ll find a clue. Push Switch on Luminator when you’re back by the Altar.


22. Open Door (need Key).

23. Take the Green Liquid. Remember the color sequence from the Altar? Push Green Button, the Red and finally the Blue. Pull Lever. When you get back in the ship, put
the Belt, Dagger, Green Liquid, and Tube in the Compartment and Push the Button again for the third planet. All you’ll need here is the Card, Red Pill, and Luminator.

27. Pour Brown Liquid. Go Cave. Get the Transmitter. Don’t go East again if you value your life. Go North back to View of Domed City, then N, E, E.
28. Push Button on Transmitter to open the door to the City. Push Button on Luminator.
30. Insert Card in Slot. Push Button. The Shuttle will take you to three different stops. Take the Card from the Slot at the final stop.
31. Get the Gadget from the Maintenance Room. Give Hamburger (from the Arch Room) to Robot.
32. Insert Box in Android. He will now follow you. Take Plans, they are the point getters, not the Android!
33. Look Debris. Get Cartridge Core.
34. Move Pad. Get Gold Disk.
35. Look Behind Counter. Get Bronze Disk.
36. Insert the Gold, Silver and Bronze Disks in Slot. Don’t try it unless the Android is with you, or you just may lose all your disks and get stuck.
37. Put the Cartridge Top, Base and Core in the Gadget. Push Button on Gadget. Get and Put Cartridge Z1X in Slot (X1Y in Macintosh version). Push Button and find out what your score is. In order to attain a perfect score of 3500 points, you must have previously put the following objects in the Compartment inside the Alien Ship before you Push the Button for the last time and become a Master Adventurer.

<table>
<thead>
<tr>
<th>Object</th>
<th>Compartment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plastic Card</td>
<td>Collar</td>
</tr>
<tr>
<td>Small Cube</td>
<td>Metal Belt</td>
</tr>
<tr>
<td>Hollow Tube</td>
<td>Fertilizer</td>
</tr>
<tr>
<td>Black Rod</td>
<td>Android Plans</td>
</tr>
<tr>
<td>Blue Pill</td>
<td>Luminator</td>
</tr>
<tr>
<td>Knife</td>
<td>Gadget</td>
</tr>
<tr>
<td>Green Liquid</td>
<td></td>
</tr>
<tr>
<td>Brown Liquid</td>
<td></td>
</tr>
<tr>
<td>Knife</td>
<td></td>
</tr>
<tr>
<td>Book</td>
<td></td>
</tr>
</tbody>
</table>

In order to become a Master Adventurer, you must have previously put the following objects in the Compartment inside the Alien Ship before you Push the Button for the last time and become a Master Adventurer.
GATEWAY

1. Take All (two knives, dagger, sword, and small box). When you "feel a sudden draft," E. Take Flute before the Burglar does. West and Open Drawer. Take Flashlight.

2. Going outside is injurious to your health. rather, Open Door.


6. To get unlost, N,E,W,S.
   You'll be aMAZED, my friend,
   at how fast it will end.
   If you've heard the NEWS,
   you'll know how to use.


8. Shoot Monster with Cylinder.


10. Look in Cracks. Take Coin.


13. Dig in Mud. Take Card.


15. Ask K'nth about Neighborhood. Wall, K'nth, City, Bertrand, Gateway.


18. Look in Shadows. Take Rod.


20. Save Game, as you can miss the door. Shoot Rifle at Door. Do it again.


23. Give Jewel to Creature. Give Flute to Creature. Get Mirror. Take Amulet. Don't dally, or the door will close on you.

24. Point the Mirror at the Robot.


26. Wait until the Thing appears.


5. At end of Captain’s first verse of poetry, Enjoy Poetry. When you go back into adjacent room, Type the correct word of poetry (it varies) in quotations. Take Plotter.

6. Listen until you hear something. South. (You’ll encounter lots more dark areas. In general, Look about four times until only four of your five senses are listed, then do the fifth.)


10. At the Bugblatters: Say "Arthur Dent."


15. Back on Heart of Gold: Open Panel. Remove Circuit Board. Read Lettering With Glass. Drop them both. Insert Interface in Panel. Close Panel. Push Pad. When the alarms sound and the missiles approach, go to the Bridge. Now connect the Large Plug to Large Receptacle on Console. Pull Switch. Go connect the large Plug to Large Receptacle on Console. Pull Switch. Go back and Get (real) Tea. Don’t drink it, yet, even though it is worth 100 points. Put the Dangly Bit in the Tea, rather than the Substitute as it will work better, with fewer useless repeats.

17. In Brain: Look at Black Particle. Take Particle. It would be well to save the game here, as you sometimes may randomly materialize in your own brain with disastrous results.


19. After getting the Thing and the Flowerpot at the Hatchway, Put all Fluff in the Flowerpot. (Satchel Fluff, Seat Cushion Fluff, Pocket Fluff, and Jacket Fluff.) Wait a few turns until the Plant sprouts. Enter the Sauna with the Plant. Look at Plant. Take Fruit. Eat Fruit, hallucinate, and Take (proper tool).

20. Take Tea. Take No Tea!! (Must have taken Black Particle). Take the specified tool.

21. Open Screening Door. Drink Tea before you enter. (The clue was to Ask Guide About Intelligence.)

22. Marvin, Open the Hatch. Be on time, or Marvin will leave, and you will have a no-win situation on your hands.

23. Give Marvin the proper tool. West. Down to the Neon Billboard.

**Point Awards**

<table>
<thead>
<tr>
<th>Activity</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Taking Analgesic</td>
<td>10</td>
</tr>
<tr>
<td>Drinking Three Beers</td>
<td>15</td>
</tr>
<tr>
<td>Looking at Shadow</td>
<td>8</td>
</tr>
<tr>
<td>Getting Babel Fish</td>
<td>15</td>
</tr>
<tr>
<td>Enjoying Poetry</td>
<td>15</td>
</tr>
<tr>
<td>Opening Glass Case</td>
<td>25</td>
</tr>
<tr>
<td>Really Looking in Engine Room</td>
<td>25</td>
</tr>
<tr>
<td>Getting Interface</td>
<td>25</td>
</tr>
<tr>
<td>Stealing Heart of Gold</td>
<td>25</td>
</tr>
<tr>
<td>Returning from Party</td>
<td>25</td>
</tr>
<tr>
<td>Drinking beer on earth</td>
<td>15</td>
</tr>
<tr>
<td>Getting Particle</td>
<td>25</td>
</tr>
<tr>
<td>Entering Sauna with Plant</td>
<td>25</td>
</tr>
<tr>
<td>Drinking Tea</td>
<td>100</td>
</tr>
<tr>
<td>Entering the Screening Room</td>
<td>25</td>
</tr>
<tr>
<td>Opening the Hatch</td>
<td>25</td>
</tr>
</tbody>
</table>

Total: 400
THE INCREDIBLE HULK


4. Like the sign says, drop your gems here. Don’t go North from here for a while. The other three directions are random, so keep trying until you get the one you want.

5. At the Chief Examiner’s Desk, Look Desk. Take Gem. Go Door.


9. Remember Nightmare. Go Dome. As the Hulk, Pull Ring. (Don’t go down if you wish to win the game.)


12. Drop the rest of your Gems and type score. If you have all seventeen, the Chief Examiner will tell you to remember the password ARIA, and you will be congratulated for completing the game.
1. Take Amulet. Get the Torch and Shovel from the Storage Tent. Read the Note in Roboff's Tent.
2. Dig. Put Amulet in Slot. Read Note.
5. Open Door. Take Necklace. Get killed for the second time.
6. Go North seven times and get it for the third time. You don't need the Bag or the Coins.
8. When Platform is to the East, move West. Wait until the Platform is to the West and move West again.
9. Go North and Get the Key, then Get the Figure. Go South and Get the Sphere. Go back across the pit on the Platform and get killed on the way for the fifth time.
10. Turn Crank. East. Get Diamond. Go back and Turn Crank, only to get killed for the sixth time.
11. Take Ruby and catch it for the seventh time.
14. Take the Key. Go Open the Great Door.
15. Drag Coffin North. Drag Coffin back the way you came. Drag Coffin S, not South, for the final move of the game.
THE INSTITUTE

4. Listen. Talk (several times). Look Room. Look Plaque. All actions yield important clues.
5. Attack Man and get tossed into a Padded Cell.
6. Listen. Look Room. Drop Mug. Cut Padding with Scalpel. Get Rope. When you are taken back to your room, loop back to the padded cell, the same way as before. What was a “Mug” will now be “Water.” Get Water.
7. With the Bottle and the Water, Ingest Powder to start deaming. This must be done to start each of the four dreams. You can shortstop a dream cycle any time with Wake Up.
8. Throw Rope. Climb.
14. SHAFLA (Keyhole appears). Unlock Door (need Bronze Key). Drop Bronze Key. Enter only when you have the Shrub, Crowbar, and Wrench.
20. Open Door (only if your skin is bright green). Look Natives. Get Umbrella.
23. Open Umbrella. Look until you land. Climb gets you killed off quickly if you wish to proceed to the next dream.
27. Water Plant. Open Door. Another Open Door will get you on to the next dream.


30. Reflect Light. Listen (twice). Get Comic and Steak. Look Throne and Pull Handle, only it won’t do any good, but then neither will the Comic. Drop Mirror if you’ve done the Oracle bit. Climb in the Religious Chamber will get you to the next dream.


32. Throw Steak.

33. Open Chest. Get Screwdriver. Look Chest gets you killed if Tiger is around.

34. Unlock Door (need Gold Key). Open Door and escape.
KING'S QUEST

1. Open Door. Bow to King.
2. Take Carrot.
6. Enter the Witch's house, if she is there, leave. Reenter, if she is gone, hide in the Bedroom until she returns. When she goes to the oven to back some cookies, go behind her and push her into the fire. Open Cupboard. take Cheese. Get the Note in the Bedroom for a clue. On the way out, Eat House.
10. Talk to Elf. Get Ring. Turn invisible by Rub Ring, but lose points.
12. Open Gate. Show Carrot to Goat. Lead the Goat to the Troll.
13. Talk to Gnome. His name is IFNKOVHGROGHPRM. This is Rumplestiltskin as spelled against two alphabets, side by side, one of which is A to Z, and the other is Z to A. Take Beans. If you guess wrong, Get Key, but also fewer points.
15. Plant Magic Beans. Climb Bean Stalk. Alternately, use the Key to open the Cave Door. Save the game, as the climb is sort of tough to accomplish the first time.
16. Keep away from the Giant for about a minute (unless you have the Shield). When Giant takes his nap, Take Chest. Alternately, but for fewer points, get the Sling in the Tree to the South of here. Move East. Kill Giant. With Sling. Get Treasure Chest.
19. Move close to the Dragon, just out of range of his fire. Throw Water on Dragon. Get Magic Mirror. (You can also kill him with the Dagger, but for fewer points.) Sometime later, Fill Bucket again for a couple of points.
20. Jump. You may have to try this several times. Try it toward the bottom of the screen, when the bird is flying from left to right.
21. Be sure you have the Mushroom (to the East of here), the Fiddle, and the Cheese. March into the Hole.
22. Give Cheese to Rat. Open Door.
23. Play Fiddle. Get Shield and Sceptre.
24. Eat Mushroom.
25. Open Door. Bow to King for the finale.
## POINT ALLOCATIONS FOR KING’S QUEST

<table>
<thead>
<tr>
<th>Object or Task</th>
<th>Points</th>
<th>Alternatives</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opening Castle Door</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Bowing to King</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Getting Carrot</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Climbing Tree</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Getting Golden Egg</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Moving Rock</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Getting Dagger</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Looking at Stump</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Getting Pouch</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Opening Pouch</td>
<td>3</td>
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<tr>
<td>Pushing Witch in Stove</td>
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<tr>
<td>Opening Cabinet</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Getting Cheese</td>
<td>2</td>
<td></td>
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<tr>
<td>Getting Note</td>
<td>2</td>
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<tr>
<td>Reading Note</td>
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<tr>
<td>Eating House</td>
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<tr>
<td>Getting Walnut</td>
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<tr>
<td>Opening Walnut</td>
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<td>Reading Bowl</td>
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<tr>
<td>Getting Pebbles</td>
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<tr>
<td>Getting Ring</td>
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<tr>
<td>Getting Clover</td>
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<tr>
<td>Showing Carrot to Goat</td>
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<tr>
<td>Butting Troll from Bridge</td>
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<tr>
<td>Giving Gnome’s name</td>
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<tr>
<td>Getting Magic Beans</td>
<td>4</td>
<td>Getting Key 3</td>
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<tr>
<td>Fill (Bowl)</td>
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<tr>
<td>Giving Bowl to Woodcutters</td>
<td>3</td>
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</tr>
<tr>
<td>Getting Fiddle</td>
<td>3</td>
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</tr>
<tr>
<td>Planting Magic Beans</td>
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<tr>
<td>Getting Sling</td>
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</tr>
<tr>
<td>Getting Giant to Sleep</td>
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<td>Killing Giant 2</td>
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<td>Getting Chest</td>
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<tr>
<td>Cutting Rope</td>
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<tr>
<td>Climbing Down Rope</td>
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<tr>
<td>Getting Water (Automatic)</td>
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<tr>
<td>Dive</td>
<td>2</td>
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<tr>
<td>Swimming Through Hole</td>
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</tr>
<tr>
<td>Throwing Water at Dragon</td>
<td>5</td>
<td>Killing Dragon -2</td>
</tr>
<tr>
<td>Getting Magic Mirror</td>
<td>8</td>
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<tr>
<td>Filling Bucket (again)</td>
<td>2</td>
<td></td>
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<tr>
<td>Jumping on Condor</td>
<td>3</td>
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<tr>
<td>Getting Mushroom</td>
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<tr>
<td>Giving Cheese to Rat</td>
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</tr>
<tr>
<td>Playing Fiddle</td>
<td>3</td>
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</tr>
<tr>
<td>Getting Magic Shield</td>
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<tr>
<td>Getting Sceptre</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Eating Mushroom</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Getting Out of Room</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Opening Castle Door</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Bowing to King</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

Total: 158
KUKULCAN

Note: Type H at any location for historical background.

Introduction

A. Enter.

Side 1

1. Look Crack. Take Beans. Note: Type H at any location for historical background.
4. Look Book.
5. Wear Clothes. Enter.
7. Sit Down. Paddle Canoe.
9. Go Top.

Side 2

12. Malinche. Enter M.
14. Enter E,N,E,S,S.
20. In Jungle, enter S,E,S,W,W,N. Enter M.
21. Give Emerald. M.
22. Climb Up. Give Circle. M.
23. Enter This Must be the End.
LANTERN OF D’GAMMA

1. Move Boards. Go Down. You can get into the Castle from here by lighting your match and following the indicated directions, but it’s tough since your match will go out just before you get there. There’s a much easier way to get into the Castle, but if you are a glutton for punishment, after you Light Match, Go E, then Go S, E, N, N, N, E, S, S, E, N, S, W, W, and finally S.

2. Open Mailbox. Push Button. 16.


4. Take Cookbook. Take Note. Convert all ingredients into cups, that is, eight cups per gallon, two cups per pint, and four cups per quart. Read Cookbook. Enter the number of cups (this will change with every game). The following are the candidates for being the Thief. The tough part is figuring out which character had which job. To simplify your life, here they are:

   Helen  Chambermaid  Morton  Carpenter
   Arthur  Blacksmith  Chester  Guard
   Gretchen  Groundskeeper  Elizabeth  Cook

5. Pry Door. Get the Lantern and Boards. Light Lantern, you’ll need it to see some notes that are clues about who is who.

6. Go to the Thief’s room. Pry Painting. Take Diary. Read Diary. The coded message of the first paragraph may be decoded by writing the alphabet from A to Z and then under that writing it from Z to A. To decode the second paragraph, write Mathematics, the key word, as MATHEICS, followed by the rest of the alphabet omitting the letters that are already used. For those of you who are too lazy to decode the Diary, the decoding is as follows:

   I think the key and the map are safe. There are twelve buttons and the fake ones are tiles that I got from the Carpenter. He used them to cover the Dungeon walls. I just need to remember to press the five real ones.
   I should change the code. I think I will make “mathematics” the key.

   Having only one hand made it hard to count when I was pacing off the map, but the system I figured out worked well. It seems more natural than the numbers I learned in school.

7. Fix Stairs (need Hammer, Nails, and Boards.)

8. Push Buttons. BFGIL. Take Key and Map. Read Map. The numbers are written in base 5. The way to convert is to use the following:

   1 2 3 4 5 6 7 8 9 10 11 12 13 14 Base 10
   1 2 3 4 10 11 12 13 14 20 21 22 23 24 Base 5

   Changing the numbers gets you the following decoded directions:
   N4 W8 N5 E3 (Stable) E11 N8 W6 S2 E3 S4 W1 (Going to Treasure)
   E1 N4 W3 N2 E6 S8 W11 (Stable) W3 S5 E8 S4 (Returning to Castle).


10. Dig (need Shovel). If you fall through and get killed, you dug in the wrong place! Take Chest (need Cart from Dungeon). Unlock Chest (need Gold Key). 256. Now retrace your steps to the Castle for the concluding screen.
THE LION'S SHARE

1. Stomp Grapes. Take Wine. (Don't forget to Take Dagger.)
5. Give Wine. Go Boat.
6. Plug Hole (need Beeswax). Take Cloak and the Coin and Note from Treetop. Enter Boat to return.
7. Lion’s Den.
8. After Taking Bone, King Nebuchadnezzar.
9. No problem here if you have the Sword.
11. Don’t mess around with any part of the Fiery Furnace and environs.
12. Give Goldpiece. Take Cup (need Goldpiece from Fountain).
13. Take Bath.
14. Can enter only without Rag or Garland. Must have Bathed.
15. Can enter after Dropping Sword and Dagger.
17. Can enter only with Invitation from Scriptorium. Take Scroll. Drop Cup.
19. Can enter only if you have Shoes, Scroll, and have Bathed. (You must have bathed since going through the Royal Sewer.)
20. Be sure to get Garland and Rag. Can enter only if you have Medallion.
21. No problem here if you have the Garland.
LUCIFER’S REALM

1. Look. Listen to Doctor.
2. Talk to Man (three times).
11. Look Fire Pit. Look Patterns. Read Word (need Sunglasses.)
17. Don’t Open Door. Bats will awaken and you will be stuck forevermore. Oil Door. Open Door.
25. Booth disappears when you have the Crystal. Open Door.
27. Look Room. Go back to the Small Tiled Room and turn the handle that is now visible three times.
31. Drop Wax. Go to the Handle and turn on the fire, then turn it off again. Return. Get Club.
32. Kill Snake (need Club). Go back where you first got the Crystal to get it again.
33. Put Crystal in Slot.
MASQUERADE


2. Wait. (Time passes very quickly in the Waiting Room). Read Watch. Around 6:03 go to Telephone Booth.


5. Wear Mask (avoids Suspicious Figure and his randomly thrown, but always accurate knife.) The effect of the Mask will wear off soon, but try to minimize the time you wear it by saving the game very often. On the way to the Zoo, Drop Watch and Business Card in front of Theatre.

12. Get Helmet and Razor (must Wear Flower to enter Theater). Insert Card in Slit. Drop Card. Don't try the Door as yet.
15. Cut Block (need Razor). Drop Razor. Get Toothpick. On the way back to Zoo, drop Helmet in front of the Theater.
17. a.) Insert Rock in Bra. Sling Rock. If Rock is simply thrown, it will sail out of sight, except at Gorilla's cage, where it rolls under the Gorilla's body and is lost forever. Other ways of killing the Gorilla include Throw Flower and Drop Bird, but both result in unsolvable game situations.
   b.) Pick Lock (need Toothpick). Drop Toothpick. Door may also be opened by Pushing Button, but will result in a no-win situation. Never open the door before you've dealt with the Gorilla.
19. Drop Snake. Regain the Box and Wear Earrings.
21. Haul all eight items that can be worn in front of Topp's door, (i.e., Helmet, Bra, Watch, Helmet, Ticket, Flower, Mask, and Glove.) Drop Ticket inside. Wear all eight items of apparel, Go Door. Get your score (1933120385151307).
A MIND FOREVER VOYAGING

Note: I played this game on a gamma test version, thus there may well be some differences between this solution and the version of the game you play.

You are the first sentient computer, awakened from a simulation mode that you've been in for some twenty years to learn that you are a computer called PRISM. The leader of the complex is Abe Perelman, who is the only human that you will deal with. You are told that you are now ready to begin a project to simulate what the country would be like if a certain Socio-Economic Plan is implemented. There are not too many puzzles as such in A Mind Forever Voyaging, hence this solution is in narrative form rather than step by step as with most games.

The game has three parts and an Epilog. Part I is an introduction in which you go on your first simulation. In Parts I and II, the name of the game is to explore and record. Before you leave, Perelman's associates will give you a list of the things you are to accomplish. Basically, you need to visit various locations, record what you observe there, and bring the record back to Perelman. When you successfully return the information that Perelman needs, you are sent on to the next part. There is much text associated with the extensive map of Rockvil during the periods of 2041, 2051, 2061, 2071, and 2081. Initially, however, you can only venture to 2041.

There are four modes which you may Enter or Go To:

Communications Mode:
You may See, Hear, or Speak in this mode.
1. PRISM Project Control Center (PPCC)
2. Research Center Rooftop (RCRO)
3. Dr. Perelman's Office (PEOF)
4. PRISM Facility Cafeteria (PCAF)
5. Maintenance Core (MACO)
6. World News Network Feed (WNNF)

Library Mode:
Follow the instructions.

Interface Mode:
Interrogate and direct other interface devices, such as the HVAC. Data is found in the Library Mode. The Ventilation must be turned off in the Maintenance Core when the Saboteurs enter.

Simulation Mode:
Enter using your Security Clearance wheel, and be sure to do the following:
1. Eat a meal in either restaurant.
2. Buy a Newspaper at Bodanski Square.
3. Ride Public Transportation at any Tube Station.
4. Talk to a Government Official at the City Hall.
5. Buy some clothes at Dunbars.
6. Go to a movie at the Cinema.

Try to accomplish these tasks in each of the Simulation Periods. In later Simulations, some tasks cannot be accomplished and there will be new events for you to record, such as the Police Raid in the Dorm, the general decay of the neighborhood, and the Skycar Factory output.

"Abort" will get you out at any time. Since you alone can see what happens, it is necessary to use the Recorder. Be sure to turn off the Recorder (Record Off) as soon as
you've recorded what you want, as the buffer isn't overly large. If your buffer is full, return to Perelman. You may need to Sleep while awaiting his arrival. The Recorder may also be used in Communications Mode.

Part II continues and builds new Simulation periods through 2081. You can return to an earlier Simulation period if you wish, but there is little reason to. The later periods are dependent on your success in the earlier periods; you can't get to 2061, for example, until you have gathered enough data from 2041 and 2051. In some of the later Simulation Periods, there are a few things that you won't be able to do, like buy a Newspaper or Ride in the Tubes, and you can record this fact. More significant things to record include the Police Raid in the Dorm at Rockvil University, the decay of the city overall, such as is found at some of the parks, or the fact that buildings you saw in earlier periods are gone. Turn your Recorder On, and type Look, and then Turn Record off. Your son, Mitch, goes off to join the Church of God's Word, making Jill, your wife, very despondent. You may have to replay certain parts from a saved-game position in order to capture action sequences on your recorder. Check Rockvil Stadium, where the Christians and the Lions are at it again in the form of Criminals and Robots.

Part III, in 2031, is more of a puzzle phase. Go to PEOF, from the Communication Mode. Wait for Perelman and Senator Ryder to appear. Turn the Recorder on to record their heated conversation. Later, some individuals dressed as PRISM personnel enter the Maintenance Core, intent on sabotaging one of your cooling systems. Foil this attempt by entering Communication Mode, Go To MACO, from the Communication Mode. When they enter the room, Enter Interface Mode and enter HVAC, Status. You are given a description of the areas that it controls in the PRISM facility. HVAC, Turn off Ventilation in the sector that represents the Maintenance Core. The third puzzle requires that you wait for the World News Network Feed Interface coming on-line. Enter Feed, Send Record (of the Perelman/Ryder confrontation).

After Part III the game is essentially over, and you enter the Epilog. There are no puzzles here, so when Perelman tells you that your final simulation for 2091 is ready, type Enter Simulation. Continue to type L and enjoy the text. The simulation starts in your house. You have a few moves to look around until Jill tells you that the Skycab has arrived. You will fly to the Spaceport and the ending of the game.
MIND SHADOW

1. Take Straw.
2. Take Iron.
3. Take Vine.
5. Take Rock. Dig. Take Map. Take all when you go back up.
8. Give Rum.
14. You can get through this door with the Banana and Armadillo.
15. Talk to Drunk. Give Money to Drunk and get the Byword.
17. Enter Airplane.
19. Duck. Take and Read Parchment.
20. Dig. Get Back Account Number.
22. Shoot Man with Gun. Take and Read Message.
23. Think Bob Masters. Think William. Think Arcman. Think Jared. Think Tycoon. Think William. (Some repetition of these names may be required.)
1. Take Rose and Baby Ruth.
2. Open Keyboard. Take Brooch.
3. Catch up to Thug. Hit Thug with Fist.
5. Take Pencil.
   Write Night in Blank 1.
   Write Cast in Blank 2.
   Write Sense in Blank 3.
   Write Tyranny in Blank 4.
   Write Depriving in Blank 5.
   Write Images in Blank 6.
   Give Paper to Spaw.
   Write Heart in Space 1.
   Write History in Space 2. Open Drawer. Take Bottle.
7. Look at Officer. Say "Give me your Helmet and Baton."
8. Touch Fountain with Rod. Fill Helmet with Water.
9. Say "Eternity."
    Take Pinecone. Open Bottle. Eat Pill.
12. Put Pinecone in Door. Open Door with Latchkey. Save game. You won't be able to
    in the Mind of Eva Fein.
13. If you are caught by Spaw, Say "Lines 9 through 12."
14. You can get through this door with the Banana and Iguana.
15. Leap to 14. (The number on the Uniform seen at the beginning.)
16. In Bank, Give Brooch to Robot. Don't go NE or you will restart the game.
17. Feed Apple to Horse. Wait until the Lady comes. Give her a line from the Love Poem
    in the documentation. Take All. Open Saddlebag. Take Scissors, Cord and Pegs. Put
    Fiddle.
18. Throw Frog. N. Open Hatch. Enter Hatch.
19. Say "Gil Hodges" (the guys in the Courtyard were Brooklyn Dodgers). Get Disc. Say
    "Transfigured."
20. Put Wheel on Disc. Sit back and read the finale.
THE PHILISTINE PLOY

1. Take Shield. Move away from the Philistine at all times.
2. Unlock Door (need Key from Storehouse). Did you Take Rope?
3. Take Sword. Now you can Kill Philistine and move on to Part II.
4. Cut Barley (need Sickle from Well). Go to the Wagon and Take Antidote.
5. Shake Tree and get clue.
7. Feed Barley (or Feed Bone). Take Hammer.
8. Enter only if you have the Hammer and Tentstake.
9. Take Milk. Pour Milk. Move on to Part III.
11. Move away and then back so Fleece can dry. Move Fleece for clue.
12. Give Gold. Climb Ladder. Take Food from Shelf. Now you are strong enough to Kill Philistine when you next encounter him and can move on to Part IV.
14. Enter without Razor but with Jawbone and Helmet.
15. In the destroyed Temple, East into the Maze. You'll only get one move, and it better be right. N. E. S. W. E. E. Collect the Treasure of Seven Nations.
PSYCHOSPHERE

5. Examine Door. Press Yellow Touchpad. Go North for quite a bit of information, then move out immediately.
6. Take Green Sphere. (In Lime Alcove, it is a Flashlight type of device). Put Sphere in Belt. If you didn't Put on Belt, Take Brown Sphere. Any objects that were spheres will revert to their sphere form if you enter an alcove.
8. Take Goblet.
10. Sit Down. Push Yellow Touchpad. Get a shot needed for your continued health. Be sure to get the Yellow Sphere in the Yellow Alcove.
15. Touch Blue Touchpad. Look in Recess. Take Beige Sphere (It's a Vial).
16. Touch Yellow Touchpad. Take Chamber.
17. Taking the Brain kills it and causes the Alcoves to disappear. You must travel in the Psyelators. Think. Down (try it 3 times). Refer to your map.
19. Put Chamber on Platen. Touch Yellow Touchpad. The Alcoves are now back again.
20. A very convenient way to travel is to enter an Alcove, Think. Go (color) Alcove, and presto, you are there.
22. After getting in by Touching Yellow Touchpad, Sit in Chair. Touch Red Touchpad. Touch Yellow Touchpad. You now have erected a force field about the ship so the solar flares won’t kill you, also, you can now get into the Gold Alcove well to the South. Sit in the Chair and Wait for a bunch of information.


27. Sit in Chair. Wait. Get a bunch of information.


29. Sit in Chair. Touch Blue Touchpad. Fly off into the Finale.

**Sphere Color** | **Object**
---|---
White | Glass Rod
Brown | Belt
Orange | Head Band
Green | Flashlight
Purple | Suit
Violet | Goblet
Blue | Raygun
Yellow | Bag
Beige | Vial
Red | Red Cube
Silver | Silver Cube
Black | Dark/Gold Cube
Gold | Gold Cube

**Object**

**Glass Rod**

**Belt**

**Head Band**

**Flashlight**

**Suit**

**Goblet**

**Raygun**

**Bag**

**Vial**

**Red Cube**

**Silver Cube**

**Dark/Gold Cube**

**Gold Cube**
Like most fantasy adventures, this game has no specific solution. There are, however, a number of time saving hints and specific approaches that can materially speed your progress in this otherwise rather long game. One approach is to cheat, sort of. Enter Geraldtown and hit the gaming tables with your new and shiny bright character. Try to double your money. If you are successful, leave and save the game. Then reenter and try again until you have amassed about $64,000, a total of six double or nothings. If you lose, well ... other new characters are easy to come by.

Arm yourself as well as you can. Generally, the more expensive the weapon, the better, but be sure to buy Rope and Hooks. Then head for the Swamp Cathedral to the Northeast. Speak to the priest, donate about $2,000, and enter the cubile near the doorway. The vials, when Held and Operated, increase your hit points by 100 each time, up to a maximum of 500. Try the game in the far corner, it's an easy way to pick up a couple of points.

Read the clues obtained by speaking to the unknown creatures that approach you (most of which are listed below, to save you some money). Some will offer you various pieces of hardware, some are excellent buys (but you should know what the going price is). You'll need the Rope and Hooks to traverse the mountains and later to climb about the dungeons. Note that the Ghost Hollow is a neat place to play double or nothing as there are no guards to get bent out of shape if you break the bank. Try to amass about $100,000 by the play-and-save (or restart) technique.

Head for the Castle to find the real action. By now you should have been notified that Mesron wishes to speak to you. Find him in the lower right corner area and get your first promotion and the powders. (The second purpose of the powders that he gives you is to kill Mantor, much later.) Go sit in the chair near him and be teleported to somewhere else in the Castle. With 500 hit points, find the treasure chests that are marked with a "T" on the map, as they are the ones with keys in them. As soon as you open the first chest, the guards will converge on you. It's time to run like crazy, as you're by no means strong enough to cope with them. Get out of the castle with as many keys as you safely can, maybe two. The Ruby Key will open many closed-off dead ends when you Operate it at those locations.

Save the game, restore your hit points, and whomp a local monster or two to "reset" the guards to where they won't attack you as soon as you re-enter the castle. Dive in again for more keys. Check the chests that you already hit; one or more might be closed again and contains another needed key. The Silver Key will unlock the chest in the large room in the center, where you'll get $2,000 for your trouble. Use the Lead Key to get in to see the man just to the left of center. For about 10 vials of Holy Water, he'll increase your strength. The Emerald Key gains you access to the Princess in the upper right of center. For a reasonable fee, she'll increase your charisma.

By now you should also have the Gold Key, which will open any door in the castle. Go to the upper right, above the Throne Room, and Operate the Gold Key. Speak to the King. As soon as you move, the guards will converge on you, but now you are tough enough to take them on. Get the Trumpet in the chest to the lower right of the Throne Room and leave the castle for essentially the last time.

Mesron may wish to see you again, to tell you that Lagoon has been wiped out. But it's OK to head onward and upward. Stop by one of the three cathedrals and this time buy your hit points (you can get close to, but not more than, 20,00 — and you'll need them all). Note that in the Ocean Point Cathedral you can get a free Flute, with which you can get armor, weapons, gold, or hit points.
Head north to the city surrounded by fog. In fog squares, operate your Trumpet to dispel it. Buy a clipper ship, although a raft may work as well (at least it will circumnavigate the continent). Sail north to the second continent. Stay with your ship and avoid wandering around the land areas, as the monsters here are very tough compared to what you'll find in the sea. Visit Snake Landing and load up on magic and maximize your hit points. Get several hundred Stone Spells, as generally they are the most effective. (Once in a while they backfire, leaving you paralyzed for several moves while the monsters beat you bloody, but it's worth the gamble.) Just about all of the words of the guards and prisoners are the same ones you heard on the other continent.

Enter the Mountain Catacombs, saving your game just before you go in. Work your way to the Eighth Level as fast as you can, but it's OK to Steal the Coffins (they contain hit points) and boxes (they contain gold) as you go. Later on you'll find Urns, which generally contain manuscripts, but can also contain character point enhancers or detractors. If you have the rope and hooks, you can use them to Climb up or down a hole in the floor, otherwise Climb will cost you hit points. Triangular shapes on the floor are rope ladders which you may climb down. Somewhere on the Eighth Level you will find a safe; you'll need a Pass Wall spell to get on the other side. Now you can open it and find the Iron Key needed to gain access to the Dungeon of Death, your next stop after loading up on hit points and spells again.

Save the game again before you head in, as this place gobbles hit points. Head for the Eighth Level of the Dungeon of Death, where you'll find another safe, but this time with a fancy Diamond Ring in it. After getting it, get out, which is surprisingly easy, and restore yourself for the final onslaught.

The Diamond Ring will permit you to enter Mantor's Mountain. This time you have about seventeen levels to traverse. Fortunately, starting around the Third Level, the holes in the floor seem to always be near where you come in. You'll know when you get to the bottom of this dungeon as the screen display changes to a castle-like area, just loaded with grouchy guards. You'll have to clobber them all. This is the beginning of the lengthy finale. Use the Gold Key to gain access to Mantor's Room in the upper left. Move next to him, promptly, ignoring his Fireballs. Operate the Powder, which will efficiently do him in, and leave with his Book of Magic.

Move to the right and down a tad; stand next to the Machine and Operate the Book of Magic. Then sit back and watch the fun. Nah, you've still got a little to do, like speaking to Mesron and the King. The last message is to flip the disk, which will rewrite your character as a Baron with whatever you've got left in the way of hit points and possessions, so if you want to enjoy the ending without a lot of chasing around again, don't flip!

Sayings of the Guards and Creatures
(at least most of them)

Many wandering creatures are friendly.
Search for Holy Water in the Cathedral.
Give the Priest a lot if you can.
The Holy Water is by the Cross.
You may find the Island Cathedral.
You should put money in the bank.
You can sometimes slip by one of the gamblers.
Only the Club kills the Piercing Pungie quickly.
The Mace kills the Irish Stalker easily.
The Morning Star best destroys the Strangler Fiend.
The Phasor Spiders hate the Whip.
Use the Flail on the Pit Screamer.
The Flute can keep you alive.
There are keys for every door.
The best treasure is far far inside.
The castle is full of traps.
A frozen treat is easy to beat.
Be rid quickly of the apparition.
The ghosts can be especially deadly.
RACE TO MIDNIGHT

Solving this game is a straightforward matter of careful exploration. Visit every room, take everything that you find and kill every monster you encounter. I recommend that you save the game after killing several monsters, especially if you haven’t lost any of your three hit points.

1. Knock Door. Go Door.
2. Unlock Door (need Key). Go Door.
6. Save game prior to taking on the Dragon as he is tough. Kill Dragon. Take Blood.
8. Kill Rat. Cut Tail. Take Tail
RENDEZVOUS WITH RAMA

1. Take All. Wear Suit.
3. Examine Viewport. Let Will land the ship using the Autopilot, or get ready for a tough arcade game.
7. (To return, Down.) Open Case. Get on Dragonfly. Fly. Whether you succeed or not, you will still end up at the same place in the Southern Hemisphere.
8. Climb Up. (Move East until you see the bars). The Grate is a red herring.
10. Press Disk. Take Globe. This is the object required to refuel your ship. Except for getting the Flower, step 13, all you need now to do is to return to your ship. The balance of the puzzles are only window-dressing.
18. Up, (to get to the edge of the Crater).
21. Plug Wire into Battery (of Spacesuit). Take Ball. (Sphere won’t work.)
22. Put Flower in Door.
23. Step on (color of) Sidewalk, where:
   - Red     Goes back to Flowered Door.
   - Grey    Goes to London
   - Maroon  Goes to New York.
   - Black   Goes to Paris.
   - White   Goes to Moscow.
   (For now, head for Moscow and find the Kiosk.)
27. Put Ball on Platform. That’s it, that’s all there is!
RING QUEST

1. Get the Bow, Arrows, and Trap. Gorn is a thirsty so-and-so, so never let yourself run out of water.
2. Get Trap. Go away for a while and return. Take Boar.
3. Visit the Old Man. Pay 100 Gold Pieces to Man. Write down the three words he gives you.
5. Throw Dagger.
7. Drop All. Take Waterskin and Gold. Go South past the Troll. OK, so he takes most of your money, just figure it's a Troll Bridge. Pick up your stuff on the way back.
8. Visit the Ogre if you have previously visited the Ogress so that she could hug Gorn. If you haven't done so, you will be killed on the spot. If you have, he will follow you. Now visit the Ogress again.
11. Arcade Off, unless you're a brute for punishment.
14. If Sandroc is not visible, go West and Take Feathers.
15. Tie Rope to Arrow. Shoot Arrow.
17. Fly.
19. Go through the maze in the graphics mode. Don't go anywhere but on the visible paths, or you'll fall into a bottomless pit. To get to Lisa, go N,N,E,N,N,E,E,S,S,E,E,E,E,N,N,W,W,W,W,S,S,E,N,N.
ROBOTS OF DAWN

1. Before you pick up Daneel, Call Vasilia. Gremionis. Turn on Recorder. Ask her the necessary questions. Find Daneel. Give Device to Daneel. (Do this after each use of the Recorder.)

2. Turn on Recorder. Ask only the necessary questions of Gremionis, or you won't get in to find the Rod, which you will need.

3. No questions necessary. Go find the Neutralizer.

4. Use Neutralizer.

5. Get the Time Sheet.


7. Turn on Recorder. Question Amadiro. Just go North when you are done.

8. Get the Lightsphere, Light-Form and Reader. Show Light-Form to Gladia. Turn on Recorder and ask her your questions.


11. Use Screen. If you get no information on the status of your investigation, Wait until the program changes. Go to your Guest Room. Sleep.

12. Give the Chairman the following answers: (Allegedly a random Guilty party is chosen for each new game, but all I could do in some twenty-five attempts was nail Amadiro time and time again. Save a game in front of the Chairman and try all of the possibilities. Be patient, as sometimes the Chairman isn't.)

If Gremionis is guilty: Replay Amadiro, did Gremionis have means
Daneel, Did Gremionis have motive
Replay Gladia, Did Gremionis have motive
Replay Vasilia, Did Gremionis have motive
Replay Gremionis, Did Vasilia have motive
Show Light Form (Proves Opportunity)
Show Guide Rod

If Vasilia is guilty: Replay Gremionis, Did Vasilia have means
Replay Gremionis, Did Vasilia have motive
Daneel, Did Vasilia have motive
Replay Gladia, Did Vasilia have motive
Show Time Sheet (Proves Opportunity)

If Amadiro is guilty: Daneel, Did Amadiro have means
Replay Gladia, Did Amadiro have means
Replay Gremionis, Did Amadiro have means
Daneel, Did Amadiro have motive
Replay Gremionis, Did Amadiro have motive
Daneel, Tell me about Amadiro
Show Report (partial proof of motive)
Replay Gremionis, Did Amadiro have opportunity (Proof)

If Gladia is guilty: Replay Amadiro, Did Gladia have means
Replay Vasilia, Did Gladia have means
Replay Amadiro, Did Gladia have motive
Replay Vasilia, Did Gladia have motive
Show Light Form (proves Opportunity)
SEASTALKER


3. Turn on Computestor. Ask About Scimitar.


5. Dive to five meters. Look at Scope (or Set Scope to Automatic). Look at Depth Finder. Head Northeast. Dive to fifteen meters when you can. Avoid the Rock and the Ship, which draws ten meters. Save Game before hitting the open Ocean.


8. Search for Bazooka. Take Bazooka. Follow Bly to her Office.


11. Give Magazine to Horvak. (This will prompt him to make up the AH Dart.) Give Dart to Tip. Tip, Put the Dart in the Claw. Make sure that Mick Antrim has volunteered to install the Emergency Survival Equipment.


15. When Sharon conks Thrope, maneuver around behind him. After he wakes up and stops the Sea Cat, Close Throttle. Aim Bazooka at Power Pod. Fire Bazooka. Become a Famous Adventurer and amass 100 points. Interesting but unsuccessful alternatives include Firing the Dart at the Snark and at the Power Pod.
### Seastalker Points

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<tr>
<td>Firing Bazooka at Sea Cat</td>
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SECRET OF EASTER ISLAND

2. Take Net.
3. Give Ring. Get an important word for later.
6. Drop Driftwood.
7. Be sure to Get Rock and Get Rope in the Desert.
8. Throw Net. There is nothing but scenery around to the North, however.
10. Go way to the West and Get Pole.
11. Throw Rock.
12. Show Cross. Aku Aku. You now have the Statue. Now all you need to do is get out.
14. Don't mess around here, you'll just get killed off.
15. Blow Shell.
16. Pour Vial.
17. Throw Rope.
SORCERER OF CLAYMORE CASTLE

3. Pull Lever.
6. Push West. Cast Seed (at Enchanted Door.) You may also Cast Seed at the outside of the Castle to lower the Drawbridge. Trouble is this puts you in a no-win situation.
7. Go Lava (Bliss must still be holding, or else). Get a Star and Dizzy Dean Spell. Walking across the Lava will dry your Towel without any action on your part.
8. Cast Unravel. South. Wait until Chandelier crashes. Get Star and Glass. Cast Queen’s and Glass will turn into a Magic Mirror. Cast Light. Go Loft. Take Potion. Throw Crate. Jump. (Bliss must still be in effect or you’ve had it.)
14. Load up on all the Stars you can carry. Cast Permeability and Drop Stars here for them to score.
15. Load up on all the rest of the Stars. Cast Methuselah. Climb Fountain. Get Star. Climb Centerpiece. Go Shaft. Dry Droplets (need Dry Towel). If you move quickly, you may be better off without Casting Methuselah, which keeps aging you until you die.
SPIDER-MAN


2. Drop Gem. Type Score. Say Scan (object or person) to Madame Web.


4. Look Elevator Walls. Look Niche. Take Gem. Do this at each of the four landings of the elevator. Push Up at the third landing to get to the fourth.


6. Get the Acid, Calcium Carbonate, and Acid in the room to the South. Mix Acid with Calcium Carbonate. Get Calcium Chloride. Make Fluid.


9. Look West. Shoot Web at Bio-Gem. Drop off your Gems with Made Web to avoid inventory problems. You should now have nine of them.


11. Drop off Ice Statue outside. Take All (the Desk, Clock, and Couch). Raise Thermostat (twice). Look Aquarium. Take Gem from Aquarium. Lower Thermostat. Get Statue on way out. (Statue again becomes Hydroman when Thermostat is raised. Don't ever drop him as Hydroman or you'll never get him back.)


15. Drop all Gems temporarily. Examine Fan. Shoot Web at Fan. Examine Fan. Speed will be down by 100. Shoot Web at Fan until speed is 50. Shoot Web at Button. You could stop the Fan by throwing a heavy object at it, but you need them all later. Enter the Maze with Enter Fan. Get Gem. To get to the Basement go Down five times. (To get out, go Up until you are at the back of the Fan and then Enter Fan.)


17. Put everything you have on scale, including the Hydroman, Electro, Dr. Octopus, Doc Connors, Couch, Clock, Desk, and Mesh. Read Dial. It should read 951 pounds. Go to Computer Room. Get the Gems you left earlier.


19. Drop the last of your gems with Madame Web. Score. You should now have eighteen gems worth 100 points and a password to some future game.
SPIRIT OF GLENMORE CASTLE

1. Take Matches. You can only carry six items; inventory management is not covered here. Use the Main Halls to leave items that are not needed.
2. Take Torch. Leave the Bread, it's not needed.
3. Take Pickaxe.
5. Unlock Gate (need Iron Key).
8. Get Gold Key.
12. Take Cameo. (Trophy Case). Drop your treasures off in the Vanity.
15. Look Oven. Take Brooch.
16. Unlock Gate (need Iron Key). Carry Silver Key, Torch, and Matches. In the Catacombs, when Torch starts to flicker, Light Torch.
18. Unlock Door (need Silver Key). Go Get Shovel.
22. Get Cross.
24. Deposit all your treasures in the Vanity and get Jennifer's best wishes and a check for your troubles.

List of Treasures

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<tr>
<th>Bracelet</th>
<th>Tiara</th>
<th>Gold Key</th>
<th>Box</th>
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<td>Silver Key</td>
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**SUNDOG**

*Sundog* requires a good deal of patience, but it sort of grows on you. At the outset, you are told nothing about how to operate or maintain your spaceship. When you set up your character, go heavy on Charisma and Luck. Once in your ship, explore it and replace as many of the missing components in the six panels as you have Shunts for. Do this by touching a defective component with your joystick and putting it in the trash basket. A Shunt won’t take the place of a Control Nodule in the first position, however.

Buy a load of fuel. Check to see if your ship needs repairs, and make all that are needed. Go to the Bank and withdraw all the money available. Buy some extra food at one of the Restaurant/Bars and store it in your ship. Do not take any trade goods, but rather set course for Worened. Do this by selecting Set Warp, touching Worened with the cursor, and pushing the button. Then touch Liftoff. Once in orbit, touch Sublight, and select a plus sign on the periphery that is close to the location of the planet you wish to visit. (Use the maps to find out this information). When you are on the plus sign, touch Do Warp. After Warping, touch Sublight again.

Once on Worened, go to the bank and get all the money they’ll give you. Then go find a Restaurant/Bar and ask for Information. Buy a Cloaker and a Ground Scanner. Put the Cloaker in the Force Shield panel in place of a Cryofuse. Put the Ground Scanner in for one of the Scanners of the Pilotage panel. Now you can operate among all of the cities of the planets. Note that without a Ground Scanner, there are a number of cities that you just can’t get to. Worened is one of the few places where you can get these objects, and without them you are in for a very short game.

You can start operations on Worened. Buy as many trade goods as you can afford and fly to another city by selecting Navigate and City to City. Sell what you have, as this is your only means of earning money to finance the game. Check to see if that warehouse has any Cryogens in it. If so, take note of the type of goods that are for sale at each city—it’ll be invaluable information later on. Complete visiting all cities. Don’t buy any trade goods at the last city, rather, take the Cryogens you have back to Jondd. One of your last actions should be visiting a bank and withdrawing all the funds that you have accumulated. Fancy banking methods are available, but my preference is for straight cash transactions.

On Jondd, take a load of food with you (you will be eating a lot as you travel about in the outback) and leave whatever city you’re in. Look at the surrounding countryside by driving your vehicle to the edge of the city and beyond. Look for the other city, Banville Center. The five cities of Jondd are spread out so that you generally can only see one at a time. If you don’t see an uncharted city, take a load of trade goods to the next charted one and peek outside it. Chances are that you will spot the extra city, but if not you’ll have to go exploring until you do. Once you find it, it will appear on your spaceship’s Ground Scanner and you will be able to land there directly. Visit the warehouse there and learn what type of goods are required, or you can look at the table which follows the listing of the cities in this book.

The first two phases of the latest version of the game can be satisfied from the planet of Jondd. This is also a good chance to build up your cash reserves by trading among the five cities. Remember to look in each city’s warehouse for Cryogens. When you get a full load of two Cryogens, take them to Banville Center and store them there.

Now it’s on to the real business at hand. Buy trade goods, load up on fuel, and head for another planet. From here on out it’s simply a matter of finding the goods that Banville Center requires, buying them, and transporting them back. You will be beset by Space
Pirates countless times. When you hear the alarm, select Tactical. The best strategy for dealing with them is to wait until they get close to your ship (your ship continues to move in this time interval) and select Communicate. Refuse to deal with them, and Bluff. Sometimes, about fifteen to twenty percent of the time, they will let you go. Generally, they won't, so select Cloaker from your menu, which makes you invisible. As soon as they reach the center of the screen they will start departing, and you should deselect the Cloaker as soon as possible, as it is a real fuel hog. The Space Pirates will leave you alone if you are only transporting Cryogens or have an empty ship.

You can fight the Space Pirates and the robbers in town, but I always had poor luck with them. If you wish to tackle them in space, be sure to buy a Concentrator on Worened for your Gun Panel, and an Autoslew for your Tactical Panel. I had very little luck dealing with the Space Pirates and found that not taking them on in combat was the best way of playing the game.

If you are efficient in your moves, you can complete building the city in as little as thirty-four days. Good luck.

Cities and Trade Goods

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<td>Jondd</td>
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### Other Useful Articles

- Autoslew
- Tactical Display
- Brainboost
- Cloaker
- Shields
- Brawnboost
- Concentrator
- Ship’s Guns
- Charmboost
- Ground Scanner
- Pilotage
- Dexboost
### Requirements for Sundog I

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### Requirements for Sundog II

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SUSPECT

1. When Veronica drops Glass, do not take it. Follow Veronica.
4. Call Police. They will arrive at 9:59 (or 10:59 if you don't call them. Either way, the game plays identically.)
5. Around 10:25 Michael will come to the Garage. He will leave around 22 minutes later. Open Tool Box. Take Crowbar. Open BMW Trunk with Crowbar. Take Foldr. Open Folder.
6. Show Manila Folder to Ostmann, Cochrane and Marston.
7. Show Manila Folder to Detective. Show Business Card to Detective. (Now at least you won't be arrested—at 11:03 if you called the Police or 11:50 if you didn't.)
8. Hide Behind the Chair at 11:00 to catch Marston and Michael in some skulduggery.
9. Be at the Fireplace at 10:53. When Marston drops the paper into the Fireplace, Take Paper.
10. Show Trust to Michael and Marston. Ask Michael and Marston about Trust. OK, so you don't get much of a reaction.
11. Take Trash Basket (don't Take the Glass or you'll smudge the fingerprints. Detective, Analyze the Glass for Fingerprints.
12. Take Wet Raincoat.
15. Unlock (specific name) Door. Open (specific name) Door.
TRACER SANCTION

3. Knock on Door (for a Clue).
11. Dig. Get Rope. Enter the Castle. Turn the Wheel.
15. Sell Fuel. You should have $700.
16. Open Account (costs $50). Deposit all your money, should be $650.
17. Give Banana. Get Key and Banana Peel.
18. Withdraw $650. Enter the Casino. Don't waste your money on the woman. Talk to Bartender. Buy Drink (costs $10). Buy Information (costs $5). Get the name of the last planet, Valkryon.
TREASURE ISLAND

1. Take Tankard and Rum.
5. You can get to Lord Livesey’s either by going SE or SW. SW gets you a bit more information. SE presents you a minor puzzle.
7. Talk to Woman. Leave Black Dog, to the SE alone.
11. Talk to Captain. Maneuver around the ship with Aft, Forward, Starboard, and Port.
14. Sing.
16. When the storm strikes, Tie Rope.
22. Read Paper.
23. Ask Doctor About Charts.
25. Tell Captain About Rum.
26. Use Spyglass. You have now completed Chapter II.
27. Enter Boat.
29. Take Coin.
31. Take Bottle.
32. Tell Captain About Pirates.
34. Feed Toucan.
38. Examine Stains.
40. Cut Line with Knife.
41. Ask Hands About Treasure.
42. Examine Barrel. Take Pistol.
44. You can Break Stalactites if you wish (not necessary).
46. Blow Shell. Going SW ends Chapter IV, after you Talk to Silver.
48. Talk to Doctor.
49. Take Food. Take Brandy. Talk to Silver.
50. Examine Map.
52. Examine Map.
53. Examine Metal. Take Cutlass.
54. Tell Doctor About Pirates.
56. Take Treasure. Exit Cave.
57. Talk to Captain. Leave Silver. Congratulations, you’ve returned to England a wealthy adventurer.
WISHBRINGER

1. Show Envelope to Gravedigger. Wait until he leaves. Enter Grave. Get Bone. Do it later and you'll have difficulty getting out. Don't forget the Umbrella in the Twilight Glenn.

2. Give Bone to Poodle.

3. Be sure to Get Note from Miss Voss.

4. Enter Station. Wait until MacGuffin falls asleep. Take Chocolate. Be sure to Get Gold Coin from Fountain.


Note: Generally it's well to avoid the Marching Feet by Wait. The second time you're caught, you're in trouble as you need the Chocolate to Wish for Freedom and you also need it to get the Token. The third time, you are fed to the Sharks, but a friendly Seahorse saved you, if you put the poor critter back in the water previously.


15. Open Mailbox. Take Leaflet. Go to the Pleasure Wharf and watch the battle of the Mailboxes.


17. Sesame.

18. Give Note to Crisp. Take Jacket. Take Key (from Jacket). Unlock Chain with Key. Pull Lever. (Don't Push it, or you'll do Platypus in.) Take and Read the Note. Open Hatch.

19. Wear Glasses. Turn Second Switch Off for a point. Just for kicks, take this cat back to the Magik Shoppe, but save your game before you do.


22. Unlock Door with Gold Key. Enter.

Points for Wishbringer

Entering Post Office 1
Taking Envelope 5
Getting Bone 1
Giving Bone to Poodle 3
Taking Note from Voss 3
Taking Gold Coin 1
Getting to Cliff Edge 1
Giving Letter to Woman 5
Reading Letter 1
Taking Can 3
Opening Can 3
Getting Stone 5
Getting Branch 5
Putting Branch in Crevice 5
Getting Worm in Troll's Cave 3
Digging in Sand 3
Getting Hat 1
Getting Token from Fountain 3
Getting Movie Ticket 3
Getting Glasses 3
Giving Hat to Pelican 5
Putting Token in Slot 1
Getting to Hilltop 5
Sesame 3
Getting Rusty Key 3
Unlocking Chain 1
Reading Note 3
Turning off Second Switch 1
Turning Crank 1
Alexis, Heel 5
Taking Gold Key 3
Unlocking Library Door 1
Taking Sculpture 5
Getting Back to Cliff Ledge 5

100
WIZARD OF OZ

2. Follow Boq.
7. Tinman, Chop Down the Tree.
8. Lion, Scare the Kalidahs.
12. Ring Bell. Enter Room.
15. Enter Door.
18. Knock on Door.
24. Climb Wall.
26. Lion, Scare the Wolves. Scarecrow, Scare the Crows. Tinman, Scare the Bees.
27. Take Mop and Bucket. Mop Floor. Pour Water on Floor. Take Cap.
29. Ride Sawhorse.
30. Yes. Show Cap.


33. Follow Toto.

34. Talk to Jinjur. Look at Army.


41. Start going West. Tinman, Chop Tree.

42. Wind Key. Take Tiktok.

43. Ask Tiktok About Wall. Climb Wall.


45. Start going South. Ask Lion About Cave. Lion, Talk to Animals. Lion, Enter Cave. Lion, Kill Spider.

46. Climb Hill. Tiktok, Talk About Hammerheads. Open Round Lid. Tiktok, Carry Party. Yes. Sit back and watch screenfuls of text. Yes (for a different ending, say No instead). Congratulations, you’ve made it back to Kansas. There’s no place like home, is there?
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Single-sided external disk drive. Stores up to 400K of applications and/or data. Plugs right in, fully compatible, no extra hardware needed. Bundled with Haba software products. Upgradable to 800K dual-sided disk drive.

H14 Habadiak 800 Call
Dual-sided external disk drive. Stores up to 800K of applications and/or data. Plugs right in, fully compatible, no extra hardware needed. Bundled with Haba software products.

H15 HabaRack $59.95

Haba Dialer $49.95
Inexpensive telephone interface which routes the tones generated by the Mac into the telephone line. Allows automatic dialing when used with Habadex or WindowDialer software.

Haba Modem $299.95
300/1200 baud modem, fully Hayes compatible. Auto answer. Comes complete with all necessary cables. Supports all known terminal programs for the Macintosh.
<table>
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<tr>
<th>Order #</th>
<th>Title</th>
<th>Price</th>
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<tr>
<td>H1</td>
<td>Quartet</td>
<td>$199.95</td>
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<td>Integrated four-part spreadsheet featuring graphics, text editing, and database capabilities.</td>
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<td>H2</td>
<td>Quartet Templates</td>
<td>$49.95</td>
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<td>Over 30 pre-defined spreadsheet formats including Profit and Loss, Expense Reporting, Loan Amortization.</td>
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<td>H3</td>
<td>HabaWord</td>
<td>$99.95</td>
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<td>Full-feature word processor with massive document size, multiple on-screen document windows, super high-speed scrolling, automatic text size and style alteration.</td>
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<td>H4</td>
<td>Habadex 2.0</td>
<td>$99.95</td>
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<td>Integrated Personal Time Management program featuring database, mail merge, appt. calendar, and automatic dialer.</td>
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<td>H5</td>
<td>HabaCom</td>
<td>$69.95</td>
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<td>Communications application for sending/receiving files, terminal mode for logging on to remote database services.</td>
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<td>HabaSolutions</td>
<td>Inexpensive solutions to common business problems.</td>
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<td>H7</td>
<td>Haba Check Minder</td>
<td>$49.95</td>
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<td>Personal money manager maintains multiple checking accounts, automatically reconciles statements, and records to tax categories.</td>
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**ORDER FORM**

Mail to: ARRAYS, INC./HABA SYSTEMS Order Department 6711 Valjean Avenue, Van Nuys, California 91406

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<thead>
<tr>
<th>Order Number</th>
<th>Computer Model (Software)</th>
<th>Product Title</th>
<th>Quantity</th>
<th>Unit Price</th>
<th>Total Price</th>
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NAME ____________________________
ADDRESS ____________________________
CITY, STATE, ZIP ____________________________
PHONE # ____________________________

Visa ☐  MasterCard ☐  Check ☐  Money Order ☐

Bank Card No. ____________________________
Expiration Date: ____________________________
Signature: ____________________________

SubTotal ____________________________
California Sales Tax 6.5% ____________________________
Shipping & Handling ____________________________
TOTAL ENCLOSED ____________________________

ARRAYS, INC./HABA SYSTEMS
6711 Valjean Ave.
Van Nuys, CA 91406
(213) 410-3977

Prices subject to change without notice.
QUESTIONNAIRE

We want to get to know you and your computing needs and you can help by answering a few brief questions. By doing so you will receive a $5.00 discount on your next book purchase from Arrays, Inc./The Book Division. Please fill out this questionnaire and mail it with your next order. Thank you for your time.

1. How long have you owned a computer?
   Less than 1 year _____ 3-5 years _____
   1-2 years _____ More than 5 years _____

2. What brand and model of computer do you own?
   Type 1 Brand: ___________ Model: ___________
   Type 2 Brand: ___________ Model: ___________

3. Is your computer used in the:
   Home _____ Both _____
   Place of Business _____

4. If used in the home, in which room is your computer kept?
   (e.g., family room or den)

5. If your computer is used in both the home and business, please indicate what percentage is devoted to each category.
   (e.g., Home 50/50 Business)

6. Who in your household uses the computer?
   Yourself _____ Children _____
   Spouse _____ Other (specify) _____

7. How many hours a week do you personally spend using the computer?
   Less than 3 hours _____ 10-15 hours _____
   3-5 hours _____ 15-20 hours _____
   5-10 hours _____ 20+ hours _____

8. Approximately how many hours a week do others spend using the computer? (answer only if applicable)
   Less than 3 hours _____ 10-15 hours _____
   3-5 hours _____ 15-20 hours _____
   5-10 hours _____ 20+ hours _____

9. Where do you purchase most of your computer books?
   Bookstore _____
   Computer Store _____
   Retail Store _____
   Through the mail _____
   Through magazine coupons _____
   Direct from the publisher _____
   Through newspaper coupons _____
   Other (please specify) _____

10. What do you view as the best sources for information when making a purchasing decision? (please check two)
    Television _____ Newspaper _____
    Radio _____ In-store displays _____
    Magazine _____ Friends _____
    Exhibits/shows _____ Other (specify) _____

11. Approximately how much money does your household spend yearly on computer related books?
    Under $35.00 _____ $76.00 to $100.00 _____
    $36.00 to $50.00 _____ Over $100.00 _____
    $51.00 to $75.00 _____

12. Approximately how much money does your household spend yearly on software?
    Under $100.00 _____ $251.00 to $500.00 _____
    $101.00 to $250.00 _____ Over $500.00 _____

13. How do you rate the book you recently purchased from Arrays, Inc./The Book Division in the following areas:
    Quality of information in the book?
    Very good _____ Good _____ Fair _____ Poor _____
    Accuracy of information in the book?
    Very good _____ Good _____ Fair _____ Poor _____
    Readability of writing style?
    Very good _____ Good _____ Fair _____ Poor _____

14. What are the three main items you look for before purchasing a computer book? (e.g., price, contents, quality of information, accuracy, etc.)
    A) ____________________________
    B) ____________________________
    C) ____________________________

15. Please rate the following book topics according to how interested you are in each category:
    (1=not interested and 5=very interested)
    Software Review 1 2 3 4 5
    Graphics/Arcade games 1 2 3 4 5
    Business 1 2 3 4 5
    Encyclopedias 1 2 3 4 5
    Programming Tutorials 1 2 3 4 5
    Please explain type: ____________________________

16. How many magazines do you currently subscribe to?
    Please list: ____________________________
    ____________________________
    ____________________________

17. How many magazines do you buy off a stand on a regular basis? Please list:
    ____________________________
    ____________________________
    ____________________________

DEMOGRAPHICS

18. What city and state do you currently live in?
    ____________________________

19. What is your sex?
    Male _____ Female _____

20. What is your age group?
    Under 21 _____ 51-64 years _____
    21-35 years _____ 65 or older _____
    36-50 years _____

21. What are your interests and hobbies?
    1) ____________________________
    2) ____________________________
    3) ____________________________

22. What do you estimate is the total income for your household in 1984?
    Under $10,000 _____ $35,001 to $50,000 _____
    $10,000 to $20,000 _____ $50,001 to $75,000 _____
    $20,001 to $35,000 _____ Over $75,000 _____

Thank you very much for your participation. Please return the completed questionnaire along with the order form from this book to receive your $5.00 discount.

Mail to: ARRAYS, INC./HABA SYSTEMS
The Book of Macintosh Software
6711 Valjean Ave.
Van Nuys, CA 91406

THANK YOU AGAIN FOR YOUR PARTICIPATION!
Dorothy made it home (and Toto, too).
Without this book, will you?

Here’s what the reviewers had to say about The Book of Adventure Games

Send me your tired, your poor, your lost adventurer yearning to solve the riddle should be printed boldly on the cover of The Book of Adventure Games. This 350-page compendium of hints, maps, and outright solutions is both a must buy and a terrible temptation for all fans of adventure games.

I heartily recommend The Book of Adventure Games. It is thorough, complete, and gives you honest value. If you are stuck in any of these classic games, Kim Schuette leads you through gloomy passages to fame, fortune, and sequels.

—Kerry J. Lanz, incider

With its comprehensive selection of games and its clear and complete maps of every labyrinth, The Book of Adventure Games will draw hungry looks from a wide range of players. Rank beginner and seasoned master alike will learn just how to escape that minotaur labyrinth, or find the Clockwork Canary that has proven so elusive. The maps, especially, will draw stunned gasps from those of us who never appreciated just how much territory these things can squeeze onto a disk or two—the Time Zone maps occupy thirty pages. Best of all, the hints for each individual puzzle are keyed to map numbers, and then tastefully buried in the back of the book—so you won’t yield to temptation (and spoil the fun) until you’re good and ready. A thoughtful approach, and much appreciated.

—Allen Varney, The Space Gamer

The Book of Adventure Games gives hints for over 70 of the most popular programs, and does it cheaper and generally, more wisely than the other “cheat books” which have preceded it. Best of all are the maps, included for each of adventure. Saves a lot of stupid busywork.

Schuette dedicates the book to his “computer widow,” and I believe that appellation, since only a person chronically addicted to computer adventures could have written this valuable tome.

Unfortunately for Mrs. Schuette, a Volume II is promised.

—Steven Levy, Whole Earth Review

I know a lot of adventure games freaks and very few of them (myself included) have never had to get a little hint or help from a friend from time to time. There almost always comes a time when you’ve been up against the same problem for so long, with no solution in sight, that you’d really like to drop kick your computer or make an obscene phone call to the designer. If one little peek at a map or a hint gets you past this point, I say take it. What I like about The Book of Adventure Games is that it gives you those hints in the privacy of your own home (there’s no need for any of your friends to know that you couldn’t figure out how to deal with mutant grues).

—Louise Kohl, Electronic Games

When it comes to adventure games, some people like the challenge of minimal documentation and cryptic messages on a blank screen; others would prefer to get on with it and finish the game in a few hours instead of a few days. This book is for the latter category, and you’ll be better off if you acquire it before you buy the games, because it also includes comments on playability, the level of difficulty and the presence of programming bugs. This is the book that may justify your investments in all those $40 and $50 adventure games.

—David Fay Smith, Publisher’s Weekly

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