

Patch A

In the tradition of games whose names we won't even mention, *QuestBusters* is proud to announce our first "patch." To install, put your October issue of *QuestBusters* into drive A, this patch into drive B, and type "Install Patch A B C D; 1-123/ergo:

Legend of Kyrandia...from 1

Picking up an item and clicking it on yourself will also elicit a response: sometimes comical, sometimes informative, sometimes providing a clue. If you try to use an item on something it can't be used on, it will fall to the bottom of the screen with a thunk.

Chapter by chapter

Each Chapter consists of a few minor quests and one major quest. Ranging range from novice level to difficult, puzzles become harder and more complex as you progress. Everything involves object manipulation or magic orientation. Characters provide clues, humor, quests and leads as to "What do I do now?, Where do I go next?, Who should I seek out next to keep going?"

The first Chapter, which takes place around your house, is novice level. Chapter Two, set in Timbermist Woods, is intermediate. (Contrary to the axiom, it is sometimes beneficial to place all your eggs (nuts) in the same basket (hole). And note Darm's clue: you're looking for seasonal birthstones. How many seasons are there?

Copy protection occurs when you move from one Chapter to the next by matching an item on screen with an item in the manual. If you have extended memory, the program will recognize it and use it to allow more fluid movement in scene transitions. Conclusions: I really liked this game. I enjoyed the graphics, animation and music, and story line. It's got my vote for Graphic Adventure of the Year — so far — and I can't wait for Book 2. But, I guess I'll have to — just like everyone else who plays it.

Difficulty: Novice to Advanced
Company: Westwood/Virgin
Price: \$59.95
QuestBusters price: \$55

The Dark Half...from 6

scenes and some black-and-white dream sequences and trances that improve the look of the game and its overall tension level. Illustrations are sufficiently detailed and bring to life the visual images scribbled by King and suggested by storyboards and some scenes from the motion picture version. Closeups look a little choppy, but the side views work nicely. Most locations also have day and night versions, a simple detail left out of many games but necessary for realistic plots.

The music and sound effects are some of the best Capstone has produced. Tense music plays throughout and sets a grim tone for the events that take place. At the very least, the music puts you in the right frame of mind for a horror story. Sound effects also reflect some of the care Capstone gave this game.

Though the bone saw in the introduction could have been more convincing, digitized sounds like the telephone dialing, sirens, birds and screams make the experience a little more realistic.

Conclusions: As a horror buff, I was quite satisfied with the work done on *The Dark Half*. While the game is not particularly difficult, it closely follows the plot of the original work — unlike many other King adaptations. Capstone managed to successfully interject puzzles into a story that at first glance have none, and created a challenging environment in which to solve a mystery, avoid suspicion and, most importantly, stay alive. Give *The Dark Half* a try! It's the only box on the software shelves with the unique, unusual shrink-wrap imprinted with bloody handprints!

Skill Level: Novice to intermediate
Company: Capstone
Price: \$49.95
QuestBusters price: \$45

The Two Towers.....from 9

the level of most currently available role-playing games. Still, I have enjoyed both Volumes. Sharing the experiences and companionship of the Tolkien characters within the many plots and subplots of the richly woven Interplay adaptation of *The Two Towers* makes hours of enjoyable play, and should be the deciding factor in evaluating the worth of this game to the buying public.

Difficulty: Intermediate
Company: Interplay
Price: \$49.95
QuestBusters price: \$45

Amon Ra...from 5

which will determine the fate of the killer or killers and Laura's present and future fate, so be sure to take notes throughout the investigation. You'll probably find yourself wandering around a lot in Acts 3 and 4 until you can piece things together. When a clock appears in the upper-left corner of your monitor, you'll know you're moving along. The only arcade sequence is in Act 5. All I can say is: keep moving, close/bolt doors and end up hiding in a coffin (for awhile). Not enough? Hey, this is a review, not a walkthrough, for which I am better known. Look for one in *QB* soon, though, by C. F. Shaffer. Conclusions: The game was too short, and the graphics fall short of Sierra's standard. The sound was great. The early "ask someone about something" was annoying and tedious. The copy protection was cumbersome (I am not an Egyptologist, nor do I want to be). If you liked *The Colonel's Request*, however, you'll probably like this one. It gave me something to play during the normal summer doldrums.

Difficulty: Novice to Intermediate
Company: Sierra
Price: \$69.95
QuestBusters price: \$59

