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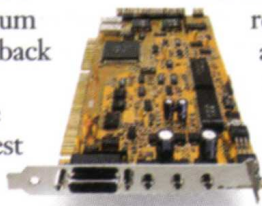
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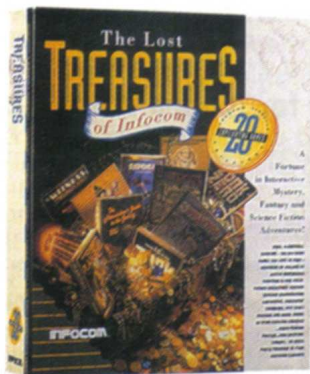


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FEATURES

Enhanced Game Section

Rebirth of a Hero16

Quest for Glory I: So You Want to be a Hero (originally known as *Hero's Quest*) was Computer Gaming World's "Adventure Game of the Year" in 1989. In 1992, this role-playing best-seller gets a whole new look.

Molding the Future18

Clay animation, once the province of noisy movies about radioactive reptiles, is being used to create fascinating fantasy figures in the all-new *Quest for Glory*.

Real Life Revised20

The classic *Police Quest 1: In Pursuit of the Death Angel* has been redone to offer the most realistic simulation of police life available.

Fall Games Preview

Sierra Sneak Peek22

What a season! *King's Quest VI*, *Space Quest V*, *Quest for Glory III*, new installments of *EcoQuest* and *Dr. Brain*, and some all new adventures are heading your way. Get the scoop on Sierra's fall line-up.

Dynamix Keeps 'Em Flyin'29

The people who brought you *Red Baron*, the hottest flight sim of 1991, have a whole squadron of great new flight games for '92.

Front Page Sports Football30

Sierra and Dynamix are expanding into the sports simulation field, and their first offering promises to be the most realistic football sim ever.

Are You Ready for Tunnell Vision?32

The man who created *Willy Beamish*, *Rise of the Dragon*, and *Heart of China* is branching out into some unique and compelling computer projects.

Required Summer Reading: Hot News for the Season

Take-A-Break! Pinball for Windows™38

"Every since I was a young boy, I played *Windows Pinball!* From *Daventry* to *Draxon*, I must have played them all..." Find out why people who thought there were no cool games for *Windows* are changing their tune.

A Game Designer Designs the Future40

Roberta Williams talks about *King's Quest VI*, the evolving role of the game designer, and the future of "interactive fiction".

From the Casebook of Laura Bow43

What is the *Dagger of Amon Ra*? Take a look inside Laura's files to find out.

The Next Voice You Hear...46

Multimedia games are creating new stages for actors.

A Comedy of Errors48

For anybody who's ever felt frustration at the hands of a "faceless corporate entity", we offer this exchange between a gamer and a Sierra Customer Service rep. It all started with a Willy watch...

The Castle of Dr. Brain.....50

Find out why this game is changing the way people view educational games in this review from *PC Games* magazine.

Commercials You May Have Missed52

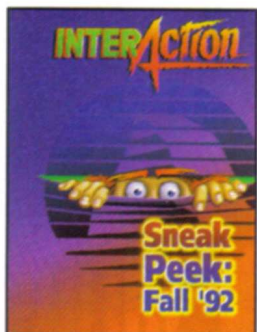
Check out this collection of not-ready-for-prime-time commercials and order before midnight tonight! Operators are standing by.

Take-A-Break! Crosswords55

Learn about the ups and downs of computer crosswords.



Check out *King's Quest VI* on page 24. Also, see what Roberta Williams has to say about the series on page 40.



ON THE COVER

There's a lot to look at this Fall, and *InterAction* is letting you take a peek. Previews of new games from Sierra and Dynamix start on page 22. Cover illustration by Terry Robinson.



CONTENTS

Summer 1992

Volume V Number 2

Multi-Player Gaming

The Birth of SierraLand58

The Sierra Network opens *SierraLand*, and a whole new world of multi-player entertainment is born. Plus, hot news about flat prices and fat savings!

BBS Speak61

People on the Bulletin Boards are having long conversations in shorthand. It's enough to turn a >:(into a :). (G).

Special Strategy Section

Eternal Vigilance or Eternal Rest70

Take off into the dangerous skies of *Aces of the Pacific*, the latest installment in the *Great War Planes* series from Dynamix.

DEPARTMENTS

Inside View6

Ken Williams looks at success—defining it and dealing with it.

Correspondence13

Readers share their views on icon interfaces, *EcoQuest*, and games that get young minds moving.

News Notes14

Five people win complete Sierra/Dynamix libraries, Crazy Nick launches his own line of games, *EcoQuest* sparks interest in The Marine Mammal Center, and much, much more.

Cartoons62

Readers have a ball with *King's Quest*, *Conquests of the Longbow*, and more.

Contests64

A very special contest with a chance to win a multimedia upgrade kit for yourself and a PC for the school of your choice. Plus, the solution to the Laura Bow contest.

Technical Support66

Sierra's techies take on Mac memory problems and s-l-o-o-o-w Amiga games.

Customer Support68

How dense is your drive? Also, things you should know before you buy a CD drive.

Hints74

Clues for *King's Quest I, II, III, IV and V*, plus *Space Quest I*, *Leisure Suit Larry in the Land of the Lounge Lizards*, *EcoQuest*, *Conquests of the Longbow*, and *The Adventures of Willy Beamish*. Whew. Where do we start?

Rumor Mill80

Johnnie Magpie lets the unauthorized cat out of the bag on an impending disk shortage and lots of other juicy stuff.

Top Ten Games82

King's Quest V bounces back to the top of the charts. Find out what else is hot.

NEW PRODUCTS & HOT DEALS

Sierra and Dynamix are shipping new titles and slashing prices on some great games.

MS-DOS12
Mac and Amiga63
Hint Books81

Dynamix
BY THE SIERRA FAMILY

THE INSIDE VIEW



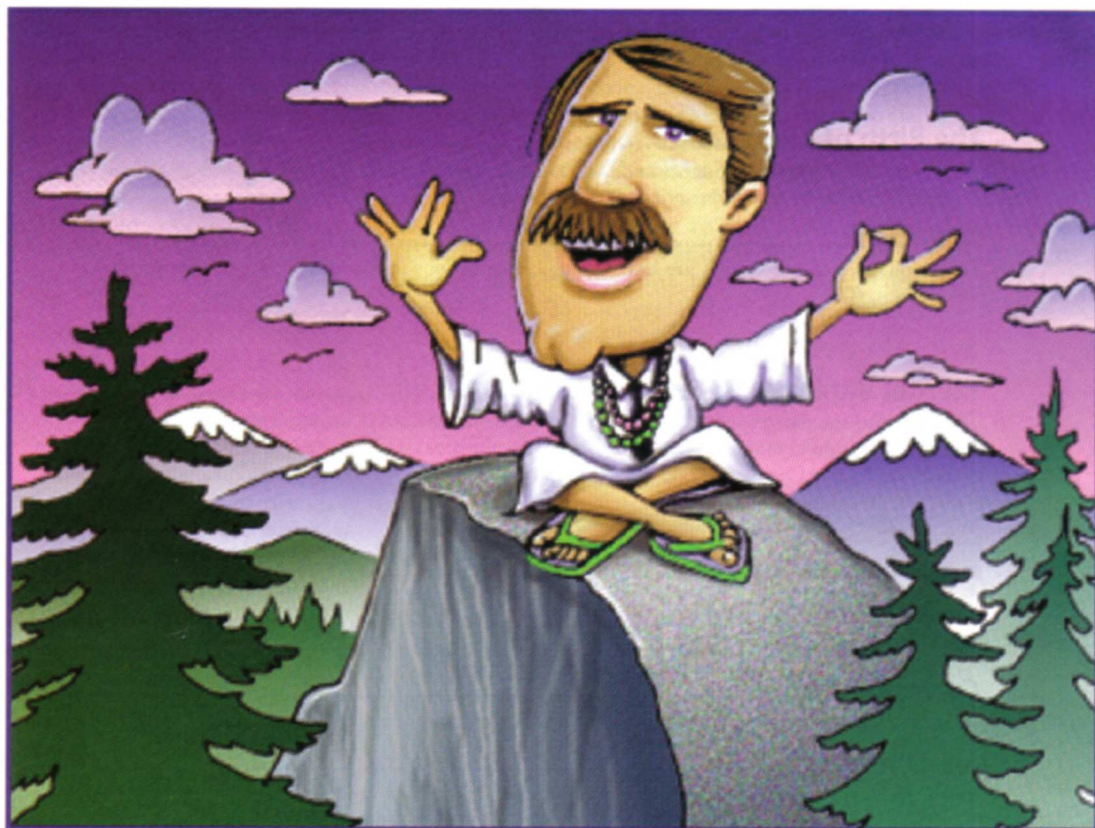
By Ken Williams

Ken Williams, President, CEO, and occasional philosopher at Sierra On-Line Inc., has retreated to the peaks outside Yosemite to ponder the big picture. Here is his take on it.

“

I've noticed the harder I work, the luckier I get. Luck can be manufactured.

”



500 incredibly talented people. I'm just not sure this gives me the right to stand on a stage and pretend to be an expert on the future of technology. Writing this article is bad enough. For this and a variety of other reasons, stage-fright key amongst them, I decline these invitations 99.9% of the time.

On more than one occasion when someone has persisted in alleging that I am a highly successful person, I have had to remind them that success is a relative term. An argument could easily be constructed that thousands of people own houses, the value of which easily surpasses my entire net worth. By their standards, am I a successful person? For that matter, is it clear that success has a financial basis? If success is such a great thing that it can get you invited all over the world to give speeches, how can we all get some?

OK, I already know this is a silly topic of discussion for a computer magazine. I'm supposed to be offering up my best guess of 1993's household penetration of joysticks, or a careful analysis of floppy disk capacities. However, as many of you who've been reading this column for years know, I always do that. I'm in the mood to try to give back something to all of you who have "helped make me successful".

This *Inside View* column is dedicated to you. It gives away all the secrets I've used to get what success I have, and it finishes by giving you my definition of success. I don't know if you'll find it useful, but I hope you do. And, I do promise to do something far more relevant (I'm considering an article on CD-ROM seek times) next issue.

That said, here's my take on life, success, and the rest:

KEN'S SECRETS TO SUCCESS

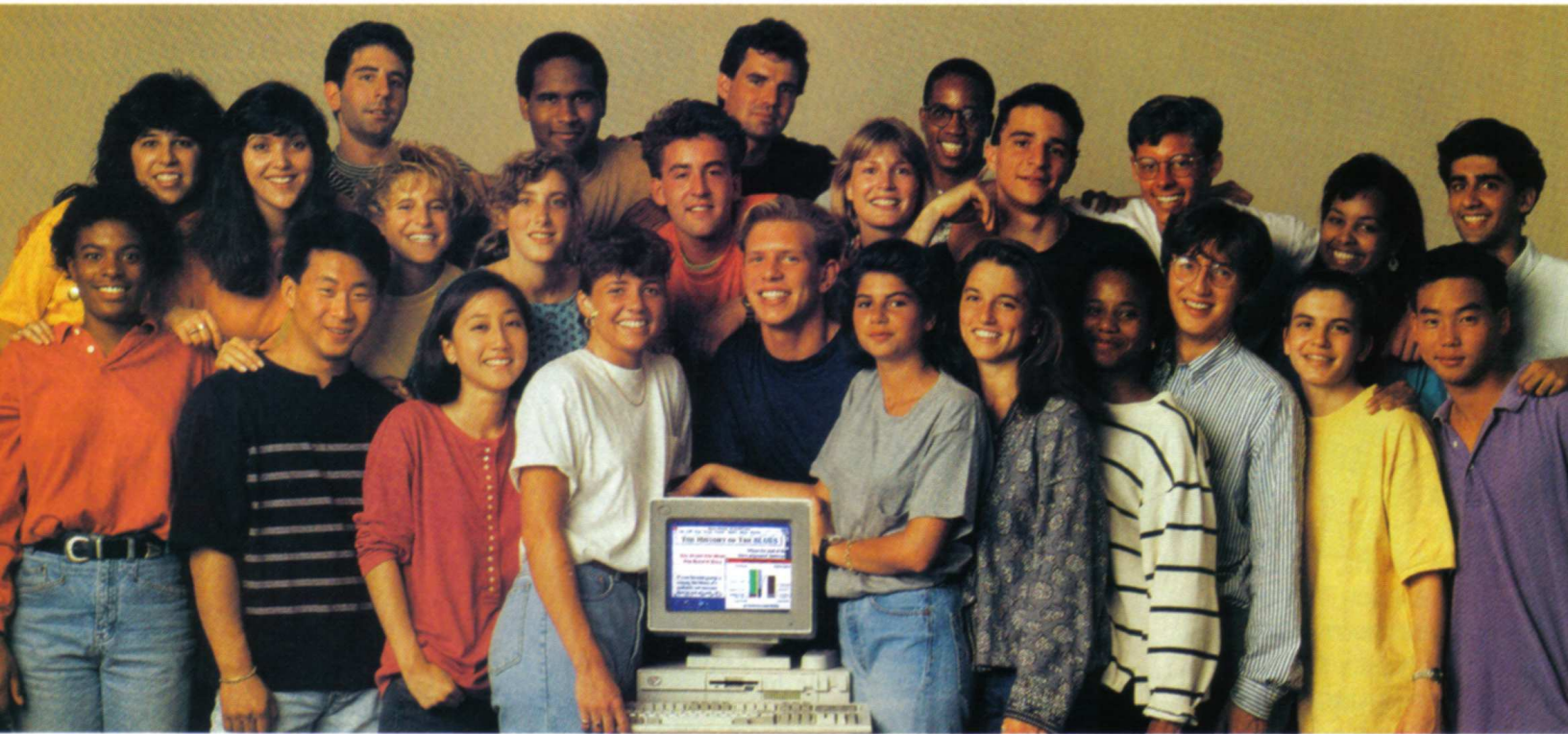
Disclaimer: If any of the following is actually right, I probably stole it from someone else and have forgotten who. If I have it all wrong (or some subset), I'm not yet aware of that fact and wish to apologize in advance for any and all damage caused your life following the advice of a "successful" computer programmer.

1) Success is possible. It is only a question of whether or not you're willing to pay the price.

Most people who know me complain that I need to "loosen up." I am a workaholic. To my knowledge, there are only two paths to success. Either someone gives it to you, or you earn it. I have not been fortunate enough to have been the recipient

continued on page 8

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PUBLISHER

KEN WILLIAMS

EXECUTIVE EDITOR

JOHN WILLIAMS

EDITOR/CREATIVE DIRECTOR

KURT BUSCH

ART DIRECTORS

STACY HOLMES AND TIM FRUEHE

CONTRIBUTORS THIS ISSUE

BRUCE BALFOUR, KURT BUSCH,
VINCE GERACI, JERRY LUTTRELL,
JOHNNIE MAGPIE, JOSH MANDEL,
JACK NICHOLS, BARBARA RAY,
JOHN RODERICK, LORELEI SHANNON,
NANCY SMITHE, MIKE WEIZER,
JOHN WILLIAMS, KEN WILLIAMS

ART AND PRODUCTION

KURT BUSCH, JEFF EMSHOFF,
TIM FRUEHE, ROD FUNG,
JOHN GAMACHE, VINCE GERACI,
STACY MANGUM HOLMES,
ROBIN KLEEMAN, LORI MAGGARD,
TERRY "THE TOON" ROBINSON,
NANCY SMITHE, GREG STEFFEN,

ALLISON TOPHAM

ADMINISTRATIVE MANAGER

NANCY SMITHE

ADVERTISING MANAGER

SHERRY SHORT

BUSINESS MANAGER

"CRAZY" NICK MEDICI

TECHNICAL SUPPORT

MARK C. RUSSELL

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of many gifts. There are those who say I got lucky, having been in the right place, at the right time, when the personal computer industry was being born. They are right. Not only do I consider myself lucky, I've noticed that the harder I work, the luckier I get. Luck can be manufactured!

2) Failure is predictable, controllable and a natural by-product of success.

If number 1 above is true, then why can't anyone do just about anything they want? The answer is that they can, they just don't know it. Before I started Sierra, I tried to start several other businesses, none of which got off the ground. The odds are at least a hundred to one against starting a company that succeeds for more than a year or two. You can either use this as an excuse to fail, or see the good in it. If you try a hundred times, the odds are that you will get what you want.

This rule doesn't just apply to starting companies. I've heard people say they were afraid to double how hard they were working because "no one would notice." If you always do the right thing, one hundred times, the one-in-a-hundred shot that someone will notice, and that you will be rewarded, is all you need.

Say you have a history report to do. All the other kids in class are writing about Benjamin Franklin. All their reports are the same because the information comes from the same textbook chapter. Why not go to the library and dig around for someone else relevant and interesting to write about? Why confine yourself to writing about Benjamin's actions? Write about his motivations. Break out of the pack. Take chances. Many times you lose, sometimes you win. The big wins in life usually come from flirting with failure.

An embarrassing story from my past is from when I really wanted to move up from being a COBOL programmer to being an assembly

programmer. I read a book on assembly and then applied for a job, claiming to have been coding in assembly for years. Within a week my fib was found and I was fired. With that week of actual coding experience under my belt, combined with the book learning, I was able to land a far higher paying job which lasted for years.

“

Break out of the pack.

Take chances.

Many times you lose, sometimes you win. The big wins in life usually come from flirting with failure.

”

3) You should only stop learning when you are happy with what you have.

Back when I was a computer operator, computer programs were still punched

into cards. My job was to load the cards into a "card reader". Sometimes the card decks were data but many times they were computer programs that the programmers were submitting to be "compiled". I used to run an extra program printout so I could study the programs, in the hopes I could be a programmer someday. It worked. Then I started studying the hardware and operating system manuals in hopes I could become a "systems programmer" someday. It worked. Then, I started reading books at night on business. I spent a lot of time in the boss's office asking questions about budgets, motivating people, project management. It worked. I'd say I still spend ten to twenty hours per week in self-education. It still works.

4) If your employer is making money on you, you should have job stability and should get promoted. If not, get a new employer.

Never let an unappreciative employer get you down. If you're a paperboy, be the best paperboy. If you're a programmer, be the best programmer. Don't just do it for a day and then grumble that you didn't get promoted. Make it a part of your life. Then, if the benefits are starting to become obvious to your employer; you've added one hundred new customers or reduced the operating costs by 10%, and if you're still not getting where you think you should be, relax. There are thousands of potential employers. Good employees are tough to find - if you're really good and are easy to work with. Just remember that your first obligation is to see that your employer is well taken care of. Too many employees, for some reason, feel the company owes them a living. You are entitled to more if you work, through education and results, to increase your value. The ball is in your court.

continued on page 10

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The following rules are peculiar to how I manage Sierra and my personal style.

5) *The only successful relationship is one in which both sides win.*

Throughout my business, I always try to make sure that everyone who does business with me makes a reasonable profit off the relationship. And, that I make a reasonable profit off the relationship. If only I win or only the other guy wins, we shouldn't be doing business. This applies in more ways than you think.

One example is the magazine you have in your hands. You are making a time commitment to each and every page that you read. Your time is valuable. If you don't finish the page feeling like you turned a profit on that page, then you aren't as likely to read another page. I am constantly telling our people, even as they work on our company's advertising, to make sure that the reader will benefit from the experience. If all we do is try to sell you something, where is the benefit? If instead, we give you the information you need to know whether or not you should purchase one of our products, we both win. And then, if you do buy a product, we need to make sure you get more out of the product than the money you put in. If you don't like what you bought, or if I lose money producing product, then sooner or later we both lose.

6) *Emphasize those things that you do best. Do what you like.*

Everybody is unique. There are things you can do that no one else can. You are a very talented person in some area. Generally speaking, when you find what you do well, you like to go to work and magically find that you are the best of all those around you. If you find yourself hating to go to school or work, you may be in the wrong area. My grades in college were so low that each quarter I had to argue again to not be kicked from the school. I was majoring in Physics which I just couldn't get excited about. Luckily, I was required to take a FORTRAN

programming course. I fell in love immediately. You couldn't get me out of the campus computer lab. My grades soared. The bad news was that I had a family to support and had to drop out of school, but through intensive self-education, I was able to come out OK anyhow. Luckily I discovered my special talent before giving up.

“
Even if your goal is to hitchhike around Europe, take it seriously and do it well. Don't apologize for your goals. They are yours.
”

What I'm trying to get at is you should be enjoying what you do. If you're not, then you need to change something. You will do your best work when you are motivated. You will be most motivated when you are doing something you like. Give yourself the best possible chance to succeed by making sure you are in a position that showcases the best you have to offer. Figure out what makes you work best and try to do it.

7) *You don't need a head start to succeed.*

I'm sure you're reading this saying to yourself; "Sure, he tells me to start a hundred businesses in order to succeed not realizing how much money that costs. I can't even afford to go to college. I had to quit high school to support my family." Give me a break! I hate to keep using me as an example, but I'm the person I know best. I had to quit college to support my family. I've had no financial assistance from anyone - not even a scholarship. I didn't come from a rich family, and I know plenty of successful people who have worked their way up.

People are always coming in saying things like "How can I be a game designer, or a programmer?" You can see it in their eyes when I explain what it takes. They lose interest. They are looking for the quick fix. I explain that it should be a goal they achieve over a period of years. To be a programmer you buy a compiler and start hacking by night. Every night. To be a designer you start writing. You write articles for your town newspaper. You write short stories and work to get them published. You start on a novel. You write and then you write and then you write. I never said it was easy, just something anyone can do, if they really want.

8) *Success is greatly misunderstood. Financial gain may be important, but I claim that it is third in line. A healthier set of priorities is as follows:*

ONE: *Family* - No matter how rich or poor you are, your number one priority will always be the health of those around you. My family means a lot to me. Although my job requires me to travel quite a bit, I have structured my life so that my family can travel with me much of the time.

TWO: *Contribution* - I think it is very important to try to do something with my life. Somehow I'd like to think that I accomplished something while I was here. Most of the worlds' religions do seem to agree with

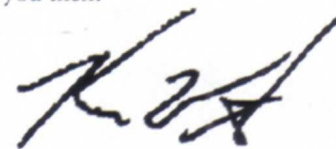
the simple philosophy that we will be dead a lot longer than we were alive. That means we've got a short one hundred or so years to do something meaningful. Why waste them? I'd like to think that I've advanced the state of the art in technology. I've certainly entertained an enormous number of people.

THREE: *Personal Gain* - Notice I left out the word financial. And added a selfish word, Personal. I disagree that it's selfish to try to enhance your life. I think life should be enjoyed. For some, like me, this means hard work and accomplishments. For many it means taking it easy and spending more time at home. I have deep respect for those who have chosen to make their children the focal point in their lives, coaching soccer teams and attending PTA meetings, things I never have time for. Figure out what you want from life and go get it. Even if your goal is to hitchhike around Europe, take it seriously and do it well. Don't apologize for your goals. They are yours.

.....

Speaking of which, I'll end with a story about being careful how you set your goals. I remember back in 1980 I started telling people that I had two major goals to accomplish in order to be successful. I wanted to build a company bigger than Activision (a major producer of video games). And, I wanted to be skinnier than my brother John. As you might expect, I worked hard and reached my goals, except that it didn't happen the way I planned. Activision filed bankruptcy last year, and my brother put on about 150 pounds (which he's since lost). There's a moral in there somewhere.

That's it for this issue! Thanks for reading this column and next issue I'll be back to my usual self with an in-depth study of the tactile sensitivity of laptop keyboards (just kidding). See you then!



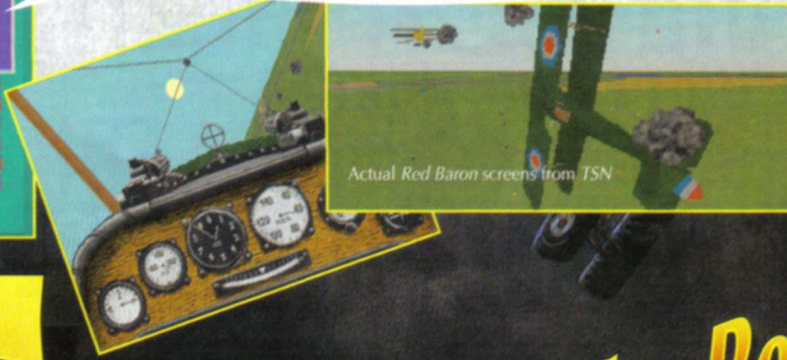
Ken Williams
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Blaine, 27, Madison, WI	
Hobbies/Interests Bowling Dogs Computers Martial Arts	
Bridge	██████████ SKL
Chess	██████████ SKL
Checkers	██████████ SKL
Backgammon	██████████ SKL
Cribbage	██████████ SKL
Hearts	██████████ SKL




Actual Red Baron screens from TSN

When I shot down the Red Baron
somewhere over New Jersey...

Head-to-Head
Aerial Combat
is as Close
as Your
Modem

	
Rolly, 52, Teaneck, NJ	
Hobbies/Interests Handyman Current Events Nature Politics	
Bridge	██████████ SKL
Chess	██████████ SKL
Checkers	██████████ SKL
Backgammon	██████████ SKL
Cribbage	██████████ SKL
Hearts	██████████ SKL

	
Loretta, 36, Tampa, FL	
Hobbies/Interests Music Nature Travelling	
Bridge	██████████ SKL
Chess	██████████ SKL
Checkers	██████████ SKL
Backgammon	██████████ SKL
Cribbage	██████████ SKL
Hearts	██████████ SKL

	
Michael, 18, Portland, OR	
Hobbies/Interests Fitness Nature Rock music Religion	
Bridge	██████████ SKL
Chess	██████████ SKL
Checkers	██████████ SKL
Backgammon	██████████ SKL
Cribbage	██████████ SKL
Hearts	██████████ SKL

I'm tellin' ya, it all started with a bridge game. I was on *The Sierra Network* playin' with my regular buds, Rolly, Loretta, and Michael, when Rolly started sayin' how cool New Jersey was, and puttin' down Wisconsin. I knew my only choice was to blow Rolly out of the sky. I challenged him to a game of *Red Baron*. Rolly took off in a Fokker tri-plane, and Michael was right behind him. I was in the air in a flash with Loretta covering my tail. I caught up to Rolly, and we were goin' at it hammer and tongs. Loretta came screamin' in from below, and I was, like, way bummed, because I wanted to blast Rolly myself. But suddenly Rolly pulled a slip-turn, choked his engine, and was all over Loretta like a bad haircut. She was history. It was just me and him. We were in tight, climbin' all the while. That sucker could turn on a dime, but my bi-plane was fast and mean. He almost got me, though. I was chasin' him when he spun around and went for me. Thinkin' fast, I climbed up, like I was runnin' away. He got excited and went for me. I spun hard to the right, and got him in my sights. I punched more holes in him than New Jersey has turnpike exits. I watched him spin out of sight, belchin' smoke and flames. Teach *him* to call me a cheesehead.

Multi-Player *Red Baron* on *The Sierra Network*. Call 1-800-SIERRA-1

Requires IBM-compatible (286 or better), 640K memory, hard disk, high-density floppy drive, and Hayes-compatible modem. Supports Ad-Lib, Sound Blaster, Thunderboard, and Roland CM-32L and MT-32/LAPC-1. *Red Baron* requires a 2400 baud modem. Extra fees may apply

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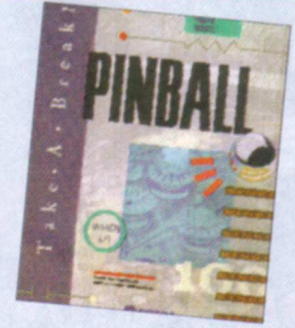
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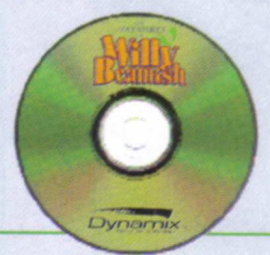


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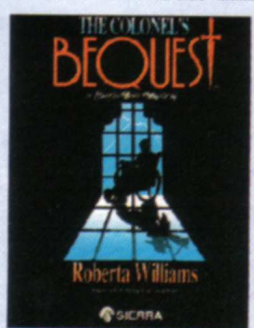
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CORRESPONDENCE



Computer Nabs Cops

We wanted to take this opportunity to write you and say how much we are enjoying your *Police Quest 3* game. I am a police dispatcher and my husband is a police officer and we have gotten hooked on *Police Quest*.

We have been searching everywhere for *Police Quest 1 & 2* but are unable to locate them. Thanks for all the hours of enjoyment!

Mary & Keith Acosta
Virginia Beach, VA

An all-new Police Quest: In Pursuit of the Death Angel is out, complete with 256-color art and sound card support. Check out the article in this issue.

Speaking of Bill Davis

Just noticed in the *EcoQuest* credits that Bill Davis works at Sierra. My kids have just about started a "Bill Davis fan club" here. They loved him as the crooked, crotchety old man in *Mixed-Up Mother Goose* (CD, of course) and his reprise as the crotchety older man in *KQV*. His voice is terrific and he really gets into the part.

Also, speaking of *EcoQuest*, you should know that the game's "side effects" have really come in handy.

Recently, we visited the Boston Aquarium and our friends could hardly believe that my 7-year-old daughter recognized brain coral and that my 4½-year-old son knew an anemone when he saw one. They were dumbfounded (and embarrassed) that my kids were describing to THEM what was in the tanks.

Larry Schneider
Con Cob, CT

Glad to hear your kids are enjoying the education and excitement of EcoQuest. A new chapter in the series, highlighting the plight of the world's rainforests is due out this fall. Check out the Sneak Peek article in this issue.

Also, take a look at the article on multimedia. A lot of Sierra employees are finding new artistic outlets as voice actors in CD games.

Heart of the Matter

I just finished *Heart of China* and I am in a state of disbelief on what can be done with computer games. I know the program is not selling very well but judging from my reactions, this is a game for grown-ups. We like to play also!!!

I think adding digitized voices to some scenes would enhance the game. I realize the size of the program is one limiting factor.

The guys who did it deserve a promotion... Looking forward to their next brainchild.

Joe Sarabia
Garden City, NY

Actually Heart of China sold a lot better than you think, enough to warrant rolling the game over to Macintosh and Amiga. As for the voice part, you may want to check out the CD versions of HOC designer Jeff Tunnell's other games. The Adventures of Willy Beamish will roll out soon as a multimedia game for the PC, and later as a CD game for Sega's new CD drive. Also due as a Sega CD is Jeff's futuristic thriller Rise of the Dragon, currently under development by Sierra's Japanese sister company Game Arts.

Accolades for Arcades

I wrote to you several weeks ago when I first finished *Conquests of the Longbow*. When I first played through I had the arcades turned off and consequently I didn't realize what a beautiful job you did on the archery tournament.

I am really hooked on *Nine Men's Morris*. When I play *Harry* I always turn difficulty to maximum.

Thank you again for *Robin Hood*. It is going to be a real challenge to top this one.

Gene Gould
Sterling, VA

If you liked the arcade sequence, check out the news on Nick's Picks in the News Notes section of this magazine.

More Icon Controversy

I am sixteen years old, a stock owner, and also a loyal follower of the Sierra company and games. I have bought or played almost every Sierra game and loved them all. Having just finished reading *InterAction*, I decided to write this letter.

Your decision to stop making games with a typing interface was one that I feel was incorrect. The new icon system has really taken the challenge out of the game.

I would like to see either a segment in the magazine that explains this or a letter that explains it.

Keith Holleman
Leonardtown, MD

According to Roberta Williams, early icon-only games lost some of their challenge because designers hadn't realized all the possibilities the format offered. New icon-based games like Conquests of the Longbow and The Dagger of Amon Ra present the player with more intricate and multi-layered story lines. For more on this, check out Roberta's interview in this issue.

Educational Games Challenge Students

I am writing to express my appreciation for your production of *Castle of Dr. Brain*. This program has helped us greatly in a space and science unit we developed.

Our fourth grade class really took off when I introduced them to the *Castle of Dr. Brain*. It is exciting for our children. They even take more school work home than assigned.

Thank you. I appreciate your production of good quality educational software. Your efforts will move civilization forward.

Tom Duke
Burlington, IA

I teach a program for students who have severe emotional problems in a junior high school here in Pocatello, and I have been meaning to write you a letter for quite some time.

The children that I work with are often abused children from very poor home situations who have been unable to work and succeed at school or anywhere else. They are often off-task, upset, unmanageable or violent. They have an extremely poor record for learning.

About three years ago I purchased your *King's Quest IV* and installed it in my computer at school. For the past several years it has been used as a reward system for the students to play when they have done a good job and finished their schoolwork.

The results have often been dramatic. Last year, it took the whole group almost the complete school year (earned time) to finally get completely through and save the King. They were really happy people when they succeeded, and children who had rarely been successful before at school became successful.

This year a new group of students are just as interested in gaming (they are currently looking for a whale), and there have been many a day when children worked hard and behaved well only because they want their turn at Rosella. The administration was pretty negative about playing games at school at first, but have since come around.

I thought that it might cheer you and the people at Sierra up a bit if you knew that your work is helping children to be successful. I thank you very much, and so do the kids.

Monty Mayer
Pocatello, ID

We're delighted to get letters like these last two. For information on Sierra's new educational games, check out the Sneak Peek article starting on page 22.

NEWS NOTES

Crazy Nick Launches Budget Software Line

Crazy Nick, the hack 'n' slash hero of discount software buyers everywhere, has launched his own line of games.

Nick's Picks, a line of low-priced (but high-quality) VGA games will start appearing in software stores in May or June. The first five games are actually favorite arcade and strategy sequences extracted from best-selling Sierra games and featuring Sierra characters as opponents. All are infinitely replayable and contained on a single disk for quick bursts of computer entertainment. The 1992 line up is:

Roger Wilco's Spaced-Out Game Pack: Featuring *Skimmer Ride*, *Monolith Burger Maker*, and the ever-popular *Ms. Astro Chicken*.

Leisure Suit Larry's Casino: With *Blackjack*, *Poker*, and *Slot Machine*, all rendered in the incomparable Al Lowe style.

Robin Hood's Games of Skill and Chance: Test your wits and your reflexes at *Archery*, *Quarterstaff Duel*, and the medieval strategy game *Nine Men's Morris*.

Parlor Games with Laura Bow: Take on the celebrated sleuth at *Dominoes* and *Yacht*.

King Graham's Board Game Challenge: Challenge the King of Davenport to *Checkers* or *Backgammon*.

All of these game collections feature VGA graphics and major sound card support. They'll come in blister packs (much like the Sierra/Dynamix hint books) and retail for around \$10. Tell your software sales folk you'll feel just sick if you don't get your mitts on Nick's Picks QUICK!



KEN WILLIAMS TEAMS UP WITH BILL GATES

Sierra President Ken Williams and Bill Gates of Microsoft paired up to present the award for *Best Primary Education Program* at the recent Software Publishers Association awards banquet in Seattle. Sierra wound up with five nominations in various categories for *Space Quest IV*, *Castle of Dr. Brain*, *Mixed-Up Fairy Tales*, *The Official Hoyle Book of Games Vol. 3*, and *The Sierra Network*.

BOOKS TO LOOK FOR

A new crop of books about computer games is coming off the presses.

Osborne McGraw-Hill will publish a companion to the *Police Quest* series by Peter Sisco, and a companion to *Space Quest* games by Peter Spear. Mr. Spear will also update his *King's Quest Companion* to feature the eagerly awaited *King's Quest VI: Heir Today, Gone Tomorrow*.

Compute Books will be keeping up with new *King's Quest* and *Space Quest* chapters by publishing updated versions of *The Official Book of King's Quest* and *The Official Book of Space Quest*. Both should come out sometime this fall.

INTERACTION SPOTLIGHT ON CENTER LIGHTS UP!

The Marine Mammal Center of Sausalito, CA has had a significant response to the *InterAction* article (Spring 1992) on *EcoQuest* by Lorelei Shannon. They've had so many letters that they've had to create a form response. The Center reports that not even an article in the *Wall Street Journal* generated such enthusiasm! The Center receives a portion of each sale of Sierra's educational adventure game, *EcoQuest*.

HOW YOU CAN WIN \$2000 OF FREE SOFTWARE

Five lucky people won complete Sierra/Dynamix game libraries worth as much as \$2,200 simply by filling out and returning their warranty cards. They were the winners in Sierra's first "Warranty Card Sweepstakes", a promotion designed to get more people to register their games.

"Most people forget to register their games," said Sierra Product Manager Tony Caudill, "so we thought we'd come up with a way to help them remember."

Tony said each winner will get every game currently produced for his or her machine. For IBM owners with 286 or better performance, that's about 45 games, worth over \$2,200.

"Sending in your warranty card," said Tony, "registers you as a legal owner, qualifies you for low-priced upgrades, and gets you a free subscription to *InterAction* magazine. And now it can win you a complete library of great adventure games and flight simulators."

Sierra will pick five winners every three months and their names will be published in *InterAction*. The first winners are:

Lisa Havens, California
Richard Weldon, New York
Hargeet Chani, Massachusetts
Jeremy Gibbens, North Dakota
Nadia Drozda, Pennsylvania

MPC UPDATE

In a review in the last issue of *InterAction*, consumers were advised to wait for a new version of *Composer Quest* to fix minor programming glitches. A new edition (Version 1.1) is on the shelves now. Dr. T's Music Software, publishers of the CD-ROM music history program, have fixed animation problems and will send a fix to any registered owners of Version 1.0. For more information, contact the publisher at (617) 455-1454 (10 a.m. to 4 p.m. EST) or fax them at (617) 455-1460.


DYNAMIX PICKS UP MORE AWARDS

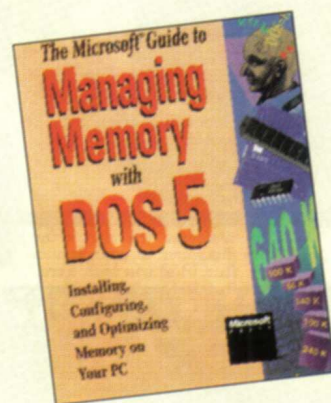
Dynamix has been getting a lot of critical attention lately, winning award after award throughout the industry. *Heart of China* was voted Best Graphic Adventure of 1991 by *Enchanted Realms* magazine. *The Adventures of Willy Beamish* also received a Distinctive Adventure Award from *Enchanted Realms* and was nominated for the Software Publishers Association's *Critics' Choice for Best Consumer Software*.

Red Baron continues to be the big winner among the readers and

editors of virtually every computer game magazine. In addition to being named *Simulation Program of the Year* by *Computer Gaming World*, the World War I installment in the *Great War Planes* series picked up the *Simulation of the Year Award* from *PC Game Player* magazine. *Red Baron* also snagged the *Best Simulation Award for 1991* from *Compute* and the *International Readers Award for Best Simulation* from *Strategy Plus*.

WHOOPS, WE GOOFED!

In our last issue, Ken Williams advised readers to pick up *DOS 5.0* and the book *Working with DOS 5.0*. The actual title is *Managing Memory with DOS 5*, and is available from *Microsoft Press*. Call 1-800-MSPRESS. 



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If you love TETRIS, you'll be obsessed with WORDTRIS™! In this new Soviet challenge, the falling pieces are letter blocks, and instead of just forming lines, you make words.

Every time a word is formed either vertically or horizontally, it disappears. The more words you make, and the more complex the words, the more points you earn. A built-in 60,000 word dictionary checks even the most obscure word.

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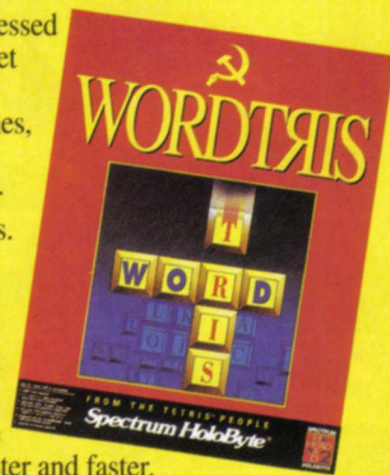
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Special Enhanced Game Report

Quest for Glory & Police Quest

By Lorelei Shannon



A more glorious gallery.
The new Quest for Glory (left) upgrades the classic characters of Fighter, Magician, and Thief, introduced in the original version (below).

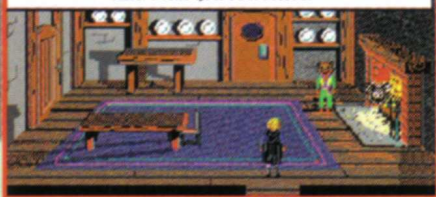


Cat got your tongue?

Conversation in the original version was interesting, but it's out-and-out captivating in the new version (right). The new 'talkers' (close-ups of talking characters) use animated clay



"Welcome! Welcome, traveler, to the P Inn! I am Shameneen, at your service find what you seek here."



Get the point.
There are still plenty of brigands wandering the woods around Spielberg.



Do you believe in magic?
If not, you're in the wrong re-make, Spud!



The door to adventure.
The village of Spielberg is more atmospheric than ever.

Wanted
Hero
for the
village of
Spielburg



Cutting a fine figure.
The Hero has never looked more... well... heroic.



Stick to it.
Combat is smoother (and swifter) in the new Quest for Glory.

Rebirth of a Hero

Quest for Glory: A Brave New World

The original *Quest for Glory* (named *Hero's Quest* when it was released in 1989) was one of Sierra's richest, most ambitious projects. The VGA remake is simply amazing. The background paintings are both believable and fantastic, making the world of *Quest for Glory* more real than ever.

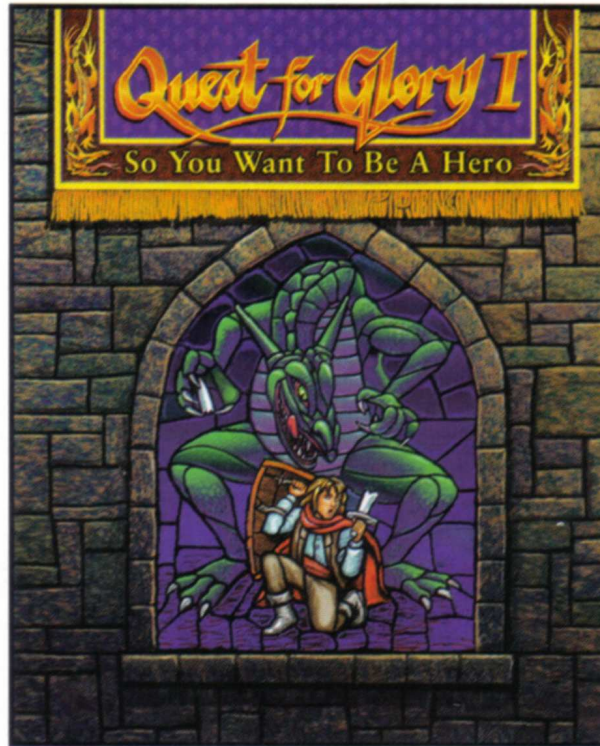
As you roam the town of Spielberg, you can almost feel the dirt road beneath your feet, and smell the pungent smoke of the cook fires. Once you talk with one of the many fascinating city dwellers, you'll be lost in the world of the Hero.

"The improvement in the artwork is stunning," said *Quest for Glory* co-designer Lori Ann Cole. "Using the technology available to the absolute fullest, the artists have created an incredibly rich, colorful world."

Fast Friends and Vicious Villains

The characters in the new *Quest for Glory* are even deeper and more interactive than those in the original game. If you've played the old *Quest for Glory*, you may find that hard to believe. Playing the new version will dispel all your doubts.

The skillful blend of clay animation and artistically enhanced video capture will astonish you. Each character has his or her own distinct personality. When you leave a room, you will be certain that the characters you left behind are continuing with their lives, doing what they do when you're not there. And as for the villains...they just don't get much nastier. They have this unnerving way of practically popping out of the screen at you. (See the article on clay animation.)



Intriguing Interface

Some original *Quest for Glory* fans may be concerned about the interactive aspect, since *Quest for Glory* was such a conversation-intensive game.

Guess what, it still is!

Now when you ask a character a generalized question, you'll usually trigger a "conversation tree", a complex series of question branches that could lead almost...anywhere.

"We're taking the 'icon interface' a step further," said *Quest for Glory* co-designer Corey Cole. "While the icons have eliminated the drudgery of 'guess which exact word to type', we've managed to retain the same richness and depth of play as in the original version. You'll still have full, lifelike conversations with the characters, but you won't have to type to have them."

Be sure to listen to everything you hear, Hero. Some of the advice you

receive just might save your life someday...

Dashing Dialog

Whenever you converse with a character, don't expect to hear exactly what you heard in the original *Quest for Glory*. The whole exciting story is still there, of course, but master designers Lori and Corey Cole have entirely rewritten the dialog. It's faster, funnier, more suspenseful, and even more adventurous than ever...and the puns have gotten even worse.

The Sound and the Fury

What every true Hero needs is stirring background music, and the new *Quest for Glory* gives you that and more. An all-new stereo soundtrack accompanies you as you travel, fight, learn, and grow wise to the ways of this mysterious world.

Quest for Excellence

The new *Quest for Glory* is more than just a remake. It's an even better game. Dazzling new art, a fantastic soundtrack, a richer character interface, and delightful new text make it a classic in its own right.

"In the *Quest for Glory* series, we invite you to step into the boots of a fantasy hero, to be that person for awhile," said *Quest for Glory* producer Stuart Moulder. "You're asked to enter the fantasy world of Spielberg, to taste a totally different, exciting life. We've done everything in our power to allow you to lose yourself in the experience."

So by all means, keep your old copy of *Quest for Glory*. But don't miss the new one. It's a whole different world.





Molding the Future

Dateline: The Future...

You unwrap the bundle excitedly, and take out the first disk. The all-new, re-animated *Quest for Glory I* at last! You install the game, take a deep breath, and start to play. Things are going along just fine, when you find yourself face-to-face with a monster.

No problem, you think. I've faced QFG monsters before.

Then you take a good look at him.

Your eyes bulge. Your jaw drops. You've never seen a monster this realistic, this 3-D, this vicious ever before. He fights savagely, snarling like the beast he is. Shadows play eerily across his fearsome face. He almost looks like he could reach out of the screen and grab you.

Welcome to the World of Clay Animation

In the new *Quest for Glory I*, every monster you fight will be a fully sculpted, computer colorized claymation.

Let's take a look at the process that gives you the scariest monsters ever in a



Sierra game, and the team of artists who bring them to life.

Scary Sketches, Molded Monsters

At first, there's just an idea for a monster. Some artists sketch them out first, and others just take the clay in their hands and start sculpting. The flexible plasticine allows for intricate detail. When the creature is finished, it's time to start animating.

Lights, Camera, Creatures!

The monster is positioned in front of an animation camera. The artist creates the type of lighting he or she wants, then snaps a picture of the monster.

Then the creature is moved, ever so slightly, and another picture is taken. This is repeated over and over again, as the monster is put through the moves it will perform in the game.

An incredible 20 frames per second are used to create the smoothest, most realistic motion possible. The lighting creates contrasting shadows, making

the 3-D effect more realistic and believable. The shadows move and shift with the creature unnervingly. Its expressions change as it battles you.


Creepy Colorizing

Once the monster has been filmed in black and white, it is digitized into the computer. There it is colorized by a computer artist, pixel by pixel. Finally, it is positioned against a background.

Ultra-Realistic Results

One artist admitted that he had been skeptical about claymation at first. Then he saw a finished, colorized creature moving against its eerie, hand-painted background. The word he used was "amazing".

Clay animation saves time; it is much faster than standard cel animation. The artists think it's a lot of fun. But most importantly, it offers a kind of resolution and realism that is utterly unique.

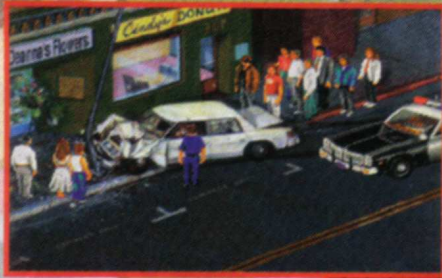
Check it out, you're going to love it. Your Hero, on the other hand, may not be so sure... 





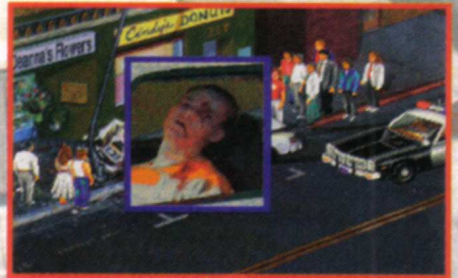
Cindy's DONUTS
317

wrist



Great games are no accident. But the accidents in the new Police Quest (left) make more stunning scenes than the original (below).

The drive to be better. Traffic sequences are more realistic in the new Police Quest



The face of crime. The new Police Quest is a gritty look at police life.



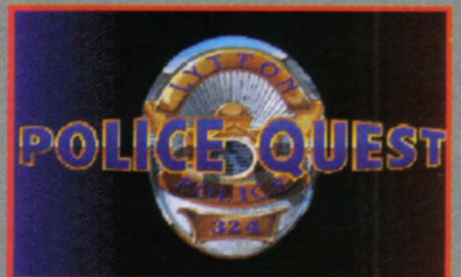
Mean streets. The back alleys have a grim new look.



No such thing as a routine arrest. Approach every encounter with caution.



The crowd can get ugly. Especially in biker bars.



More than just the facts, Ma'am. Police Quest is a chance to feel what it's like behind the badge

Real Life Revised

Police Quest: Too Real for Comfort?

The original *Police Quest*, created by designer and ex-policeman Jim Walls, was widely praised for its realistic look at the life of a police officer. Game players were expected to follow police procedures down to the finest detail. The story was dramatic, but the primitive graphics and memory restrictions kept the game from being as emotionally rich as it possibly could have been.

The new *Police Quest* lives up to that promise. You will experience the everyday responsibilities and risks of being a police officer, plus the friendships, the laughter, the fears, and the sorrows.

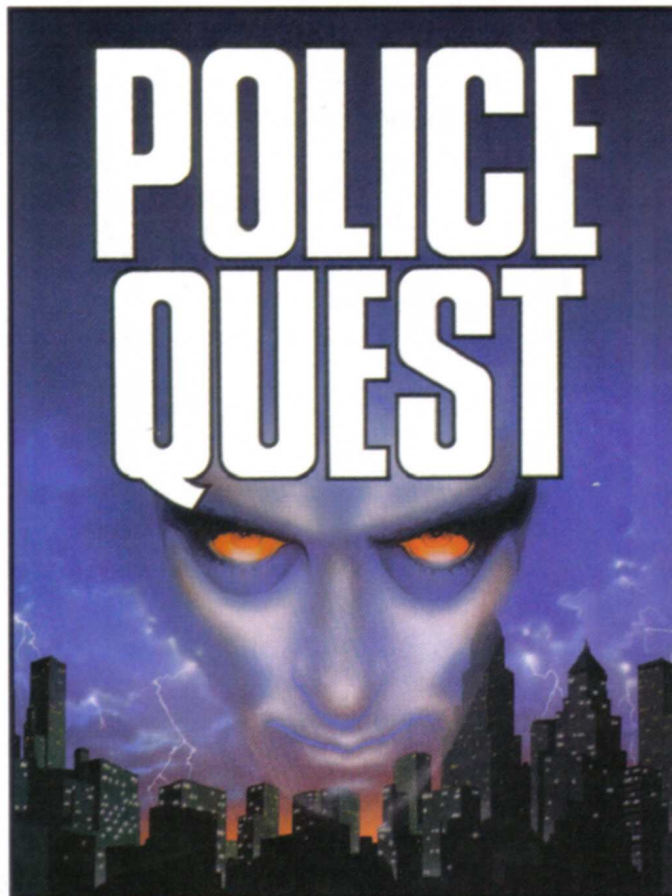
You won't just be playing Sonny Bonds. You'll become Sonny Bonds.

Real Life Captured

Because the art in the original *Police Quest* was so much more primitive than that of the original *Quest for Glory*, the difference in the new *Police Quest's* art is all the more stunning. Characters are video captured live actors. Not only does their dialog express their feelings—their faces do too.

"The characters are very three dimensional, both visually and emotionally," said *Police Quest* producer Tammy Dargan. "It was our intention to create a 'real-life' simulation; to explore the feelings that are part of the police experience."

You'll laugh at the pranks of an unknown 'Gremlin', feel the pain of a father whose daughter is in danger,



and look into the eyes of a cold-blooded killer. When these incredibly real characters are set against the new, grittily realistic hand-painted backgrounds, the *Police Quest* gaming experience becomes absolutely intense.

Text Times Three

There is approximately three times as much text in the new *Police Quest* as there was in the original. That means three times as many text messages, and three times as much conversation.

Listen to everything you hear, but remember, a policeman's sources are

not always one hundred percent reliable. You'll have to use both your training and your gut instincts when faced with a sudden 'situation'.

A Little Night Music

Police Quest now sports a new, exciting stereo soundtrack. Every situation you'll encounter has its own theme music. From the juke box in a biker bar to the bluesy backbeat accompanying a dancer, from the thrill of a car chase to the agonizing suspense of an undercover sting, the music in *Police Quest* will inspire and delight you.

Procedure and Pathos

When you play the new *Police Quest*, you won't miss anything from the old game. It's still the most realistic 'police simulator' on the market. But this time around, your experience will be complete.

"Watching cops on television becomes a very impersonal thing," said *Police Quest* creative consultant Scott Murphy. "You see them, and you expect them to do those things, to put their lives on the line, but you seldom think about the emotional toll it's taking on them. Our vision was to give the player the chance to really feel and experience what the average patrolman has to deal with every day."

It's an experience you won't soon forget.



Calendar of Upcoming Products in 1992

April
May
June

July
Aug
Sept

Oct
Nov
Dec

Upcoming Products for the IBM

Aces of the Pacific
Laura Bow in
The Dagger of Amon Ra
Police Quest VGA:
In Pursuit of the Death Angel
Quest for Glory I, VGA:
So You Want To Be A Hero?
Take-A-Break! Pinball

Upcoming Products for Amiga

Police Quest:
In Pursuit of the Death Angel
Space Quest 1:
Roger Wilco in the Sarien Encounter

Upcoming Products for Mac

Hoyle Book of Games: Volume 3
Mixed-Up Mother Goose
Nova 9
Police Quest:
In Pursuit of the Death Angel
Space Quest 1:
Roger Wilco in the Sarien Encounter
The Castle of Dr. Brain

Upcoming CDs

Adventures of Willy Beamish
Space Quest IV:
Roger Wilco and the Time Rippers

Football
Incredible Machine
King's Quest VI:
Heir Today, Gone Tomorrow
Quest for Glory III:
The Wages of War
RAF in the Pacific
Red Baron Mission Builder
Screen Antics: Johnny Castaway
Take-A-Break! Crosswords
The Island of Dr. Brain

Laura Bow in
The Dagger of Amon Ra
Quest for Glory I:
So You Want to be a Hero?

Conquests of the Longbow
Laura Bow in
The Dagger of Amon Ra
Quest for Glory I:
So You Want to be a Hero?
Quest for Glory III:
The Wages of War
Screen Antics
Take-A-Break! Pinball
The Island of Dr. Brain

EcoQuest: The Search for Cetus
Leisure Suit Larry I
in the Land of the Lounge Lizards

Aces over Europe
EcoQuest:
Lost Secrets of the Rainforest
Hoyle Book of Games: Volume 4
Quarky & Quaysoo's Turbo Science
Riftwar Legacy
Space Quest V
Take-A-Break! Pool
Twisty History

Hoyle Book of Games: Volume 4
Space Quest V

Hoyle Book of Games: Volume 4
Incredible Machine
King's Quest VI:
Heir Today, Gone Tomorrow
Quarky & Quaysoo's Turbo Science
Space Quest V
Take-A-Break! Pool

Quest for Glory I:
So You Want to be a Hero?
The Castle of Dr. Brain

Sierra's New Adventures

"Autumn is the time when men's minds turn to distant places and the roads that will take them there."

—Stephen King

New worlds are waiting to spring to life this fall. And what are new worlds if not places to be conquered?

From the enchanted isles of King's *Quest VI* to the more bizarre shores of *The Island of Dr. Brain*, adventure awaits fans of Sierra's unique style of storytelling.

We managed to get our hands on a few design documents, character sketches, and screen shots to give you a taste of what Sierra has lined up in the adventure game category. Elsewhere in this issue, you'll find the inside scoop on new flight simulators and Windows-based games from Dynamix and Sierra.

Stay tuned to these pages! The next issue of *InterAction* will feature full, behind-the-scenes looks at these cutting-edge computer quests.

In the meantime, here's a sneak preview of what's in store for your screen...



by Kurt Busch and Nancy Smithe



King's Quest VI Heir Today, Gone Tomorrow

The most popular series in computer gaming history continues with this elaborate, intricate, and ambitious production.

Prince Alexander is back, longing for Cassima. He gazes into a magic mirror and sees that she seems to be in trouble.

The mirror also shows him how to get to her homeland, the Land of the Green Isles. When he arrives there, he learns Cassima is to be married to someone else.

Alexander is shipwrecked and must make his way through a series of islands, each with its own unique look and cast of characters. As the player moves through the game, he or she will have to navigate totally different landscapes, ranging from the amusing to the terrifying.

Heir Today, Gone Tomorrow features all the romance, magic, chivalry, and brain-bruising challenge that literally millions of fans have come to expect from a *King's Quest*. Who is the Vizier, and what dark creatures does he control? Is Cassima really in love with him, or is this part of some nefarious plot? Can Alexander save Cassima and a Kingdom? Does Cassima even want to be saved?

Longtime *King's Quest* players are in for a few surprises here. There are a lot more puzzles and a greater variety of obstacles, including logic and object puzzles. Solutions are designed in such a way that most players will be able to think through each situation. How long that takes, however, depends on how quickly, clearly, and cleverly you can put your mind to the task at hand.

King's Quest VI is huge. It's quite possible to play the game through without seeing or solving everything. Fully 30-40% of the game is optional, allowing beginning players to complete the story with plenty of challenge but a minimum of frustration. A variety of endings are possible, depending on how much of this vast fantasy world the player explored and mastered. Messages at these endings will suggest which areas you might want to check out next time you play. To get the best of all possible conclusions, of course, you've really got your work cut out for you.

Typically, each new *King's Quest* pushes the industry forward, setting substantially higher standards in technology and game design. *King's Quest VI* is no exception. The people at Sierra have been behind locked studio doors for months, video capturing actors in elaborate costumes and make-up. The art designers have been challenged to create not one fantasy land, but several, requiring the style and imagination of whole teams of illustrators. The game design is more intricate and satisfying than anything to date, creating an epic that will challenge first-time players and seasoned adventurers alike.

InterAction will feature an in-depth, behind-the-scenes look at *King's Quest VI* in our next issue. To read more about this game and this series, check out the interview with Roberta Williams elsewhere in this issue.





The Wages of War

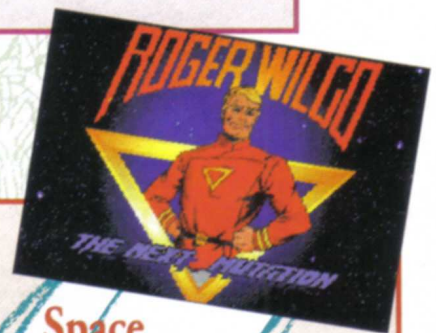


Are you ready to take on a new chapter in the series Compute magazine called "a breakthrough in adventure game design"? *The Wages of War* is the latest and largest installment in the award-winning *Quest for Glory* series, a collection of games that combine the excitement and artistry of the Sierra adventure style with the emotional involvement of fantasy/role playing character development.

The Wages of War takes up where *Trial by Fire* left off. New players can create their own hero while experienced adventurers can import their characters from *Quest for Glory I* and *II*, continuing with the skills and inventory acquired in the previous games. Once again, the player can choose to move through the game as a Fighter, Magician, or Thief, with puzzles and solutions changing depending on the character type.

This episode starts in Raseir with a reprise of the death of Ad Avis from the end of *Quest for Glory II: Trial by Fire*. In Shapeir two months after the events in *Trial by Fire*, three people (Aziza, the Sorceress and Wizard; Rakeesh, the Liontaur; and Hero) gather to discuss Ad Avis, his death, and the fact that his body has not been found.

Suddenly Rakeesh receives a magical message. There is trouble in his kingdom of Tarna and old hostilities may soon erupt into war. Rakeesh must return at once and invites Hero to accompany him to Tarna in an effort to prevent war. A magical gate opens and Hero steps through on the way to adventure once more. Tarna is a land reminiscent of Egypt and Babylon, deep in the heart of an exotic continent similar to Africa, where the Liontaur people rule. The Hero learns more about honor and romance as he struggles heroically to avert the threatened hostilities and restore peace.



Space Quest V

If you haven't made the acquaintance of Roger Wilco, suffice it to say that he is without doubt the most decorated janitor in the history of all known creation. From the first moment he emerged from his janitor's closet on the spaceship Arcada, far ago and long away, he has been valiantly laboring to clean up the floors and the fiends. And he isn't through yet.

In *Space Quest V* Roger is back and attending the Starcon Space Academy in hopes of becoming a star ship captain! You'll be there as he achieves his goal and is assigned his ship. Unfortunately Roger inherits the outcasts from all the other starships and ends up with a crew of misfits.

Nevertheless he takes his ship and crew out into space and stumbles upon the fact that some villain is dumping bio-hazardous waste illegally on planets. So Roger must once again clean up the universe, only this time he has a crew to supervise (and utilize) in the process.

And there is a bit of romance. Remember the hologram of the gal destined to be his wife from *Space Quest IV*? Well, Roger meets the real woman in this adventure.

Advancing technology brings a true 3-D effect to scenes as the characters and objects approach or retreat into the distance.



The second chapter in this critically acclaimed series traces the plight of the rainforest through the puzzles and challenges of a master-level adventure game.

Adam, the young hero of *EcoQuest: The Search for Cetus* travels with his father to a rainforest to aid the anti-deforestation effort. Deforestation and burning are real threats to the remaining rainforests because growth takes place in the canopy rather than on the forest floor. The loss of trees and the canopy destroy the possibility of growth. The soil is very poor to start with and when ashes are commingled, the soil can be used for farming only for two or three years, after which it will never support life again.

Orpheus and Morpheus, two river otters (an endangered species), have heard of Adam through their contacts under the sea and they seek his help in their plight. Adam and his friend, Paquita the bat, tackle the problem.

The villain, a man named Slaughter, works for a corporation called Cibola Development. Acting in violation of the policies of his company, he is doing major deforestation with his brutal slash and burn tactics. Adam learns that Slaughter is a renegade and discovers his nefarious tactics.

Adam and Paquita must help save the mother tree of the rainforest. She is dying and her root system extends through the entire forest. Before she dies, a new seed must take root. But the burning stopped seeds from germinating and there is reportedly only one seed left to continue the ancestral roots of the mother tree, somewhere in the seven cities of gold.

Adam has to find the heart of the jungle, locate the seven cities of gold and find the seed before it is too late. Slaughter, however, has heard of the fabled cities of gold and sets out to find and steal the gold. It's a quest where winning is a matter of life and death... for all of us.



twisty HISTORY



Ben Franklin? Gee, it must be 1764.

But wait, he's wearing love beads, and sitting in a hot tub?!? What's going on here?

To find out, you'll have to follow Pepper and her dog, Lockjaw, back in time. The adventure begins when Pepper finds out that her whacky (and wicked!) uncle is using a time machine to rearrange history. She tries to stop him, but during the struggle, Pepper and Lockjaw end up inside the time machine, and before you can say PSYCHEDELIC! they're tuning in on heavy vibes in colonial America.

Apparently, her wicked uncle succeeded in twisting time, and although the calendar says it is 1764, the people say "groovy" and want to do the Twist!

Help Pepper and Lockjaw get the 1760s back on track and the 1960s back where they belong. Along the way, the two eras will be intertwined, so you'll have to use your brain power to help Pepper and Lockjaw sort things out.

Wanna try something *really* weird? Play the game as Pepper and Lockjaw. A special icon bar for Lockjaw features such canine commands as sniff and bite; the kind of stuff you usually can't get away with in an adventure game.

You'll have such a far-out time with this fun, learning adventure, your mood ring is guaranteed to stay blue.





The Island of

DR. BRAIN

Okay, you got the assistant job at the end of *The Castle of Dr. Brain*. Now he's cooking up something really special and he wants his number one assistant to round up a really big battery. He sends you to his secret island to get it. He neglects to mention that the island is booby trapped in a number of ways.

After you work out ways through all the booby traps you eventually find the battery. The answer to this dilemma is so important we aren't going to tell you any more about it. The action takes place on a tropical island complete with rivers and volcanos.

One improved feature to this *Dr. Brain* game is that the puzzles can be played over and over and will be different each time; you can play the game several times without solving the same puzzle the same way twice. Also, as in the original game, there will be three skill levels which will alter the puzzles.

You see much more of Dr. Brain in this game since hints are available from Dr. Brain himself via your two-way holographic wrist TV.

Sierra's education games are designed to enlighten while entertaining. In the *Dr. Brain* games, players can solve puzzles with logic and critical thinking rather than a hint book.



HOYLE

ALL TIME FAVORITE
CARD GAMES



The all-new *Hoyle 4* features eight great VGA games: *Bridge*, *Spades*, *Crazy Eights*, *Gin Rummy*, *Hearts*, *Cribbage*, *Klondike Solitaire*, and *Old Maid*. The latter six titles are all the games you first played in *Hoyle 1*, updated and improved with new characters, new sounds, and new graphics.

There are 18 opponents — you first met them in *Hoyle 3* — with differing levels of skill. You can tailor the talents of your opposition according to your own abilities at any of these great games. Even the very young will enjoy *Old Maid* with animated opponents.

Whether you play cards for mild entertainment or cut-throat competition, you'll find a suitable opponent (and the perfect game). In any event, you'll always find fun... according to Hoyle!





FROM THE SMOKING RUINS OF PEARL HARBOR IT BEGINS...

A★C★E★S OF THE PACIFIC™



YGA/COLOR MACINTOSH

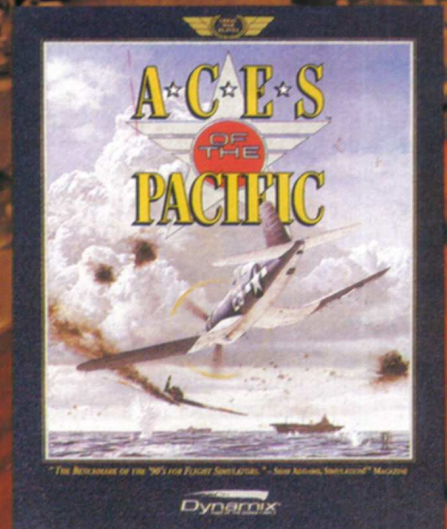


YGA/COLOR MACINTOSH

Following the award winning classic, Red Baron, the Great War Planes series continues with Aces of the Pacific. Step back into history with the men and machines of W.W.II combat in the Pacific. Up against enemy fighters and aces, you'll intercept bombers, dive-bomb enemy carriers, launch ground attacks to cripple the enemy air-bases and experience the terror and exhilaration of carrier landings.

- ★ Tangle with legendary aces such as Greg "Pappy" Boyington, Hiroyoshi Nishizawa and America's highest-ranking ace, Richard Bong.
- ★ Over 30 meticulously researched vintage aircraft, including the A6M Zero, the F4U Corsair, the P-38 Lightning, the F6F Hellcat, the P-47 Thunderbolt, the SBD-3 Dauntless Dive Bomber, the B5N Kate Torpedo Bomber, and many more.
- ★ Fly for either America or Japan, experiencing the sights and sounds of air combat in the Pacific: Carrier deck landings and take-offs, torpedo dive bombing, mid-air explosions and billowing clouds of smoke.
- ★ Play a quick single mission or enlist for the full tour between 1941 and 1945.
- ★ A powerful Mission Recorder lets you save an entire mission to disk and then jump back into the simulation at any point to begin playing again!
- ★ A magnificent 240 page manual, complete with a detailed historical overview of the war, photos, war maps, pilot profiles, air combat tactics of the era and over 25 color pages of aircraft illustrations.

A *Danger Zone* SIMULATION



"The Benchmark of the '90's for Flight Simulation."
Shay Addams, Simulations! Magazine

"Aces of the Pacific is to Red Baron what the Corsair was to the Fokker Tri-Plane"
Computer Gaming World.



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Dynamix®



KEEPS 'EM FLYIN'

Hot new flight simulations are arriving this Fall!

Dynamix outdid itself in 1991, releasing an all-new *A-10 Tank Killer 1.5* and the critically acclaimed *Red Baron*. *Aces of the Pacific*, the latest chapter in the Great War Planes series, is shipping as this goes to print. But 1992 holds a lot more for flight sim fans.



Continuing the success of their "Great War Planes" series, Dynamix will be introducing *Aces Over Europe* this year. Moving to the European arena of World War II, *Aces Over Europe* will incorporate the same high-altitude challenges, the same attention to historical accuracy and the same thrills and excitement that players of *Red Baron*, *A-10 Tank Killer* and *Aces of the Pacific* have enjoyed in recent years.

Aces Over Europe presents special challenges to Dynamix. Not only do they have their own reputation to uphold, but everyone has seen the movies and read the books, so most people are more familiar with World War II, both fact and fiction, than any other military event in history. When a flight simulator fan fastens his seat belt and sits down to play *Aces Over Europe*, this game has to be the real thing. It will have to live up to players' knowledge of the war, and it will have to offer the special excitement

and challenge that only playing a "Great War Planes" game can provide. Given Dynamix' command of the flight simulator category, *Aces Over Europe* should be another major success. Watch for it to soar into the market by the end of the year.

THE CHALLENGE CONTINUES...

So you're an experienced Ace, you've seen it all, right? Well, get ready to wipe that smug look off your face because the challenge and excitement continue in 1992 with the release of expansion disks for *Red Baron* and *Aces of the Pacific*. Plugging directly into the original programs, expansion disks will add gameplay enhancements, all new missions, new planes and aces.

Red Baron Mission Builder

Red Baron, Computer Gaming World Magazine's Simulation of the Year, gets a major features upgrade with new additions such as a Mission Builder, new scenarios and planes and more legendary aces. With the Mission Builder you can actually create your own custom missions. Some of the new aircraft include the controversial

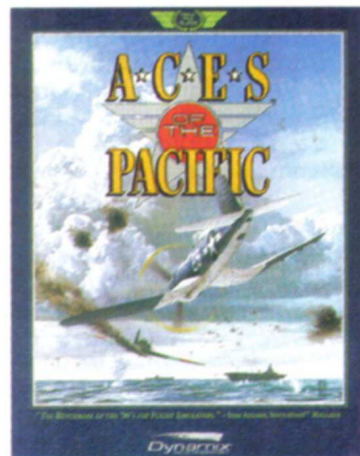


Fokker D. VIII, the sturdy Halberstadt DII, and the spritely Nieuport 11 Bebe. Among the six new aces you'll find Captain D. M. Maclaren flying for the

British and the indestructible Hpt. Berthold from Germany.

RAF in the Pacific

This addition for *Aces of the Pacific* allows you to step back into history and experience the emotion, men and machines of the Royal Air Force and the Japanese Empire as they go head



to head, pitting the best British fighter designs in all out combat against the inimitable Japanese Zero. New planes include the Brewster Buffalo, the Hurricane II, the Fairey Barracuda and the legendary Spitfire, among others. The expansion disk will also include new medals, ranks and aces, as well as many new rumors and barroom conversations.

WWII 1946!

Have you ever wondered what would have happened if President Truman had decided against dropping the bomb? This arousing scenario for *Aces of the Pacific* turns history toward an unknown destiny as a new generation of fighter craft enter into battle including the US Navy's F8f Bearcat and the Tigercat, two of the finest prop-driven fighter planes in history. Other new aircraft include the Japanese Kikka jet fighter and the unusual J7W Shinden, a high speed interceptor with its propellor located in the rear of the jet.

by Barbara Ray

NOTE: As we go to press, the title of this new game is still being hotly debated. Watch these pages for more news.

Front Page Sports



FOOTBALL

There comes a moment in every armchair quarterback's life when just sitting back and watching isn't enough. You know, you've done it (or seen it) a few times yourself. The officials make a bad call and you leap to your feet, red in the face, yelling at the TV, arms flailing. Or you pick up your morning sports page and groan in frustration when you see that your favorite team has just made an idiotic trade. Or you chew your nails all through half-time waiting to see if your favorite player has regained consciousness from a particularly brutal tackle.

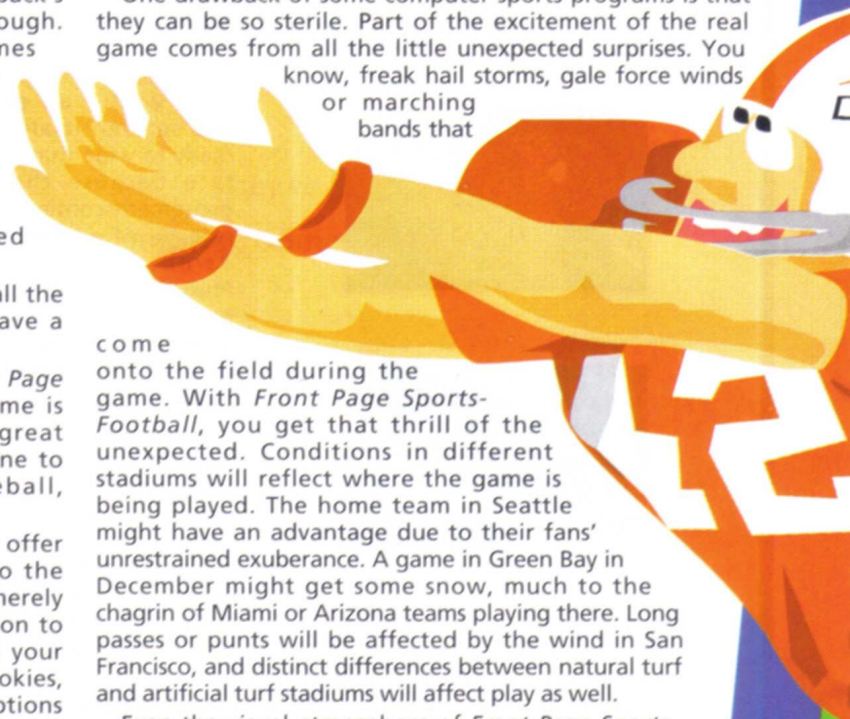
You feel so helpless. You know if you could call the shots, things would be different; you could have a championship season every year.

Well, now you can call the shots with *Front Page Sports-Football* by Dynamix. This amazing game is like no other sports program and promises great things for the rest of the *Front Page Sports* line to follow. Titles still to come include baseball, basketball and soccer.

Front Page Sports-Football has something to offer every level of gamer from the very casual to the advanced. Options range from the ability to merely choose commands and watch the ensuing action to the more expert levels where you can design your own specialized plays, trade players, draft rookies, break tackles, kick, punt, or dive for interceptions or catches. One of the best features of the game is the *Play Editor* which allows you the freedom to design custom plays as well as modify over 200 stock plays that come with the game.

You can even choose which role to assume within the game. Say you've always wanted to play quarterback. Well now you can. Participate in the action on the field by controlling an individual player, and change plays using audibles. In the coach mode you do the play calling, decide the game plan, and even design your own special plays and practice them to iron out the bugs. As the general manager, you can draft rookies, sign temporary replacements for injured players, release old or worthless players, and trade players in the league with other users. You can also choose the commitment level you wish to play at, from a single exhibition game to full-on league play.

One drawback of some computer sports programs is that they can be so sterile. Part of the excitement of the real game comes from all the little unexpected surprises. You know, freak hail storms, gale force winds or marching bands that



come onto the field during the game. With *Front Page Sports-Football*, you get that thrill of the unexpected. Conditions in different stadiums will reflect where the game is being played. The home team in Seattle might have an advantage due to their fans' unrestrained exuberance. A game in Green Bay in December might get some snow, much to the chagrin of Miami or Arizona teams playing there. Long passes or punts will be affected by the wind in San Francisco, and distinct differences between natural turf and artificial turf stadiums will affect play as well.

Even the visual atmosphere of *Front Page Sports-Football* is authentic, with first-class graphics and over 8,000 frames of animation including referees, replays, coin tosses, and much, much more. Replays can be viewed from nine angles and you can choose your seats for the game; on the side or in the end-zone. With appropriate sound support there are plenty of fantastic sound effects, digitized speech and music. When you call an audible on line you'll hear the quarterback bark out the signal and referees will audibly call penalties. Users without sound support will still get all the fun with commentary text windows the open up after each play.

Front Page Sports-Football is destined to become an instant classic. It provides top-drawer football action, strategy and excitement, elements that will entertain even the most hard core football fans for years to come.



By
Barbara Ray




Pro Corner

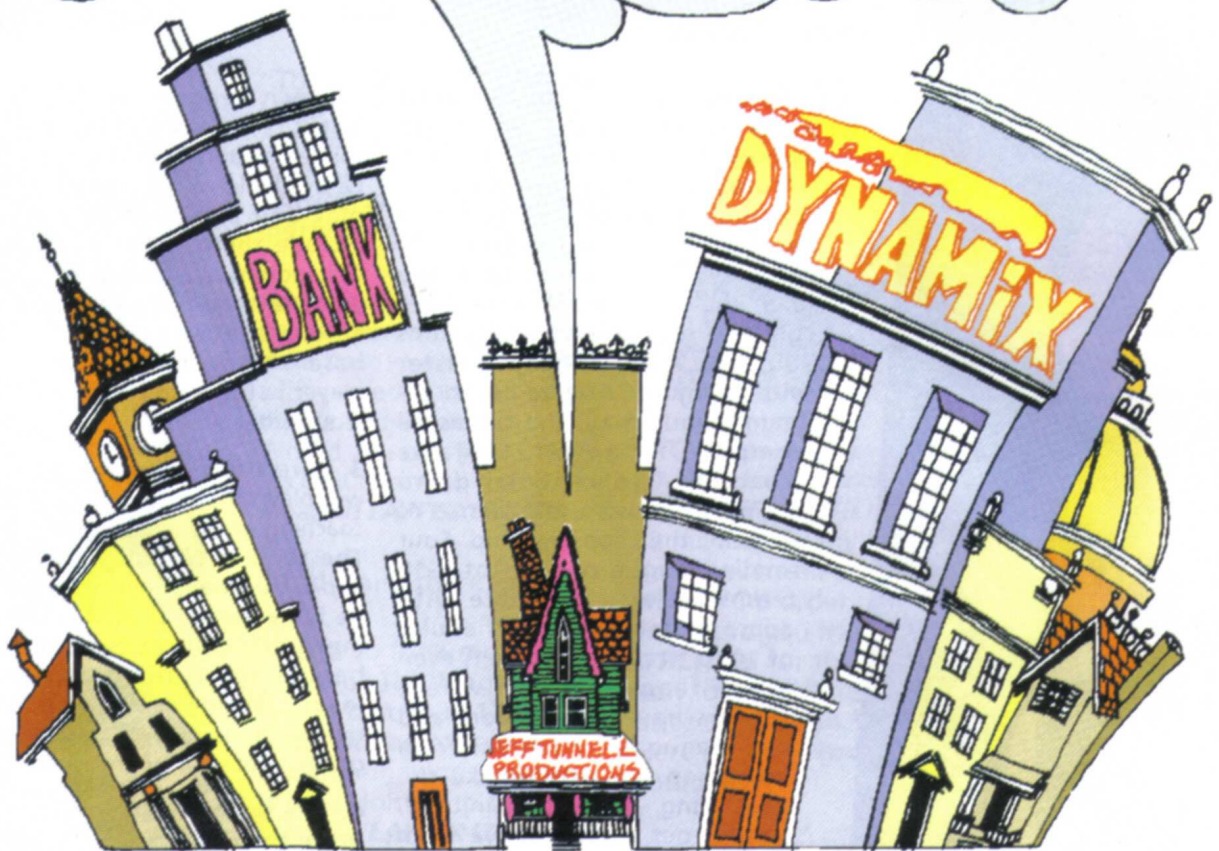
1. In league play, up to 28 human players can enroll as 'team owners', running their teams in a simulated single season or continuing seasons against one another. Or, if you're the only one playing, you can choose any team you want and the computer runs the rest. With both options you have a full 47-player roster with an injured reserve list. In 28-team league play, the teams all compete in a full 16-game schedule. Twelve teams go to the playoffs, with the chance of winning the championship. Four smaller league options of 8-18 teams are also available with appropriately shorter schedules of 10 to 14 games. There is even a full league option where players have full careers and the league is continuous from season to season. Just like the real thing, players get injured, retire, get traded, move from a backup to a starting role, and new players are available every year in the draft. The gamer can even use training camps to improve a player's abilities. Since the league will continue from year to year, users may even opt to 'sell' their team (give it back to computer control and 'buy' a new one).

2. Each league will also have statistics for the user to look over for teams and individuals. Stats will be available for both current season play and player careers and will include the usual stats regarding first downs, rushing yards, passing yards, attempts and turnovers—in all over 100 categories. The database of stats is available on any player in the league to allow you to scout other teams.

3. In real football, different teams will play differently based on their coaching, personnel, playbook, etc.. The same is true of *Front Page Sports-Football*. Some teams will be fairly easy to beat, and others more difficult, at least in the beginning. In the continuing league option, things change over time as players get older, coaches get smarter and so forth.

4. The sophistication of the programming of *Front Page Sports-Football* allows the computer to actually 'learn' as it plays and make intelligent choices. This is combined with a certain degree of randomness so you won't always be able to predict what the computer will do. 

Are you ready to get Tunnell vision?



Since the release of the hit, *The Adventures of Willy Beamish*, Jeff Tunnell has really been on the move... in the literal sense.

After *Willy Beamish*, Jeff began a new direction in his career by forming Dynamix's first spin-off division, entitled *Jeff Tunnell Productions*. For Jeff, the change is an opportunity to get back to what he calls the roots of game development, operating in a small team environment on projects that don't carry million dollar price tags, such as *Willy Beamish*.

"I was getting a little burnt out by the enormous scale of the games and really

missed the old days when we only had two or three projects under development at any one time." said Jeff from the his new office only a few blocks from Dynamix's main headquarters in Eugene, Oregon. "With the formation of *JTP*, I've cut back to only three current projects with a staff of about nine full-time employees. It's much less stressful than managing the entire Dynamix product line and it's allowed me to explore some ideas that I've always wanted to bring to life."

By Jerry Luttrell

Exploration is probably an apt term for Jeff to use in the description of his new products. Two of the three take very serious aim at the rapidly evolving market for high-quality, educational and family oriented software. While it would be tough to pigeonhole Jeff's long-term design plans as purely educational in nature, the initial offerings from *JTP* promise to inject a new type of quality and excitement into the educational and family market.

The first offering, *Quarky and Quaysoo's Turbo Science*, is a wacky animated cross between Mr. Wizard,



The JT in JTP: "It's allowed me to explore some ideas that I've always wanted to bring to life."

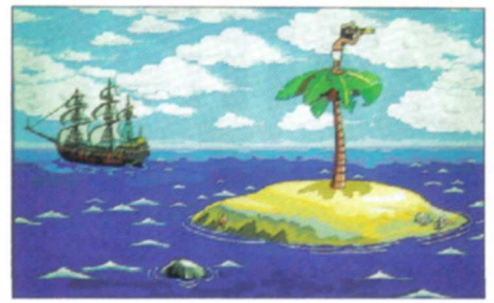
and Quaysoo offer tips and explanations on the basic principles of nature and scientific study. Proceeding from location to location, points are awarded for correctly answered questions. With these points, the player can buy equipment such as hang gliders and jet skis to speed them along in their race to the finish. It's an engaging and fun approach to the often puzzling and stale issues of science, presented



by two animated characters that cheer the player on from start to finish.

"It's a fun approach to the hard issues of science and ecology," said Jeff. "But it's important to emphasize that this is a very real educational game. It was essential to me that the learning aspects be enhanced, not overpowered, by the entertainment side of the game. We've worked very closely with teachers and educational specialists to ensure that the educational base of the game is top caliber."

The second and third offerings from Jeff's new group are both intriguing and unique in design. *Incredible Machine* is a logistical puzzle-solving game best compared to the beloved (and befuddling) *Mouse Trap* where players use various tools to move a ball from one location to




This story can save your screen. But, will John ever get off the island?

another in an attempt to accomplish goals such as releasing a trapped cat from a cage or dropping a ball into a pail of water. Simple in theory, the game proves to be enormously addicting as the difficulty of the puzzles increase and the logic capabilities of the player are stretched near the breaking point.

Throwing a wrench into any attempts at categorizing Jeff's new projects, his third title, *Screen Antics: Johnny Castaway*, vaults into the uncharted waters of a story telling screen saver that chronicles the never-ending quest of Johnny Castaway to escape an isolated desert island.

"*Screen Antics* is what I like to call personalization of the workspace," said Jeff. "At the very basic level, it's a screen saver program. BUT, the product is really a story telling tool that brings a character into your life who evolves over time. You watch Johnny Castaway go about his daily life and you never know quite what he's going to do next."

With a diverse roster like *Rise of the Dragon*, *Heart of China* and *The Adventures of Willy Beamish* to his credit, perhaps Jeff's statement about screen antics best sums up the man himself... you just never know what he's going to do next. It's kind of like getting a wrapped gift from your favorite uncle. You know, the one who always buys you the perfect present? You're sure it's going to be amazing and it's going to be cool. But, until you rip off that wrapping paper, you just never know what wonders await.

That's Jeff Tunnell. A man who promises to keep us amazed and excited by bringing the unexpected brilliantly to life. 

Saturday morning cartoons and a cross country race where wits, not speed, bring the ultimate victory.

In *Turbo Science*, players race a computerized opponent across the environmentally active world of two lovable animated aliens, Quarky and Quaysoo. Playing either of the two characters, players between the ages of 8 and 13 will journey to more than twenty different locations where they will answer science questions about their current location. The questions range from easy to difficult, depending upon the level set by the player, and require the use of logic, research and lab testing to discover the correct answer.

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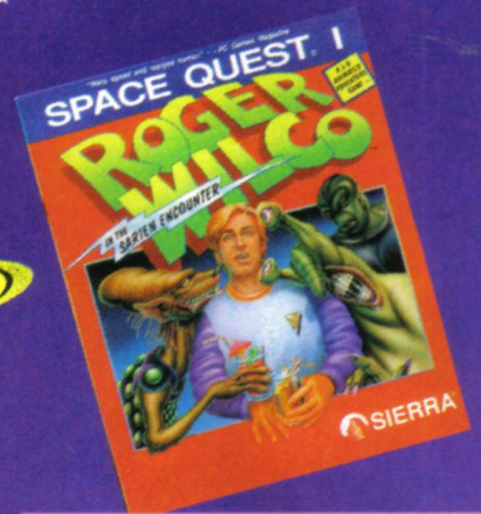
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An idea evolves. Concentration on a few key projects lets Jeff hone each concept (like *Mind Rally*, shown here) to perfection.



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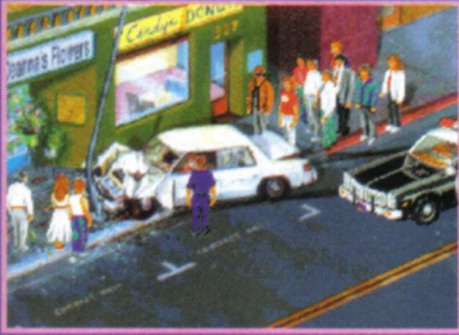
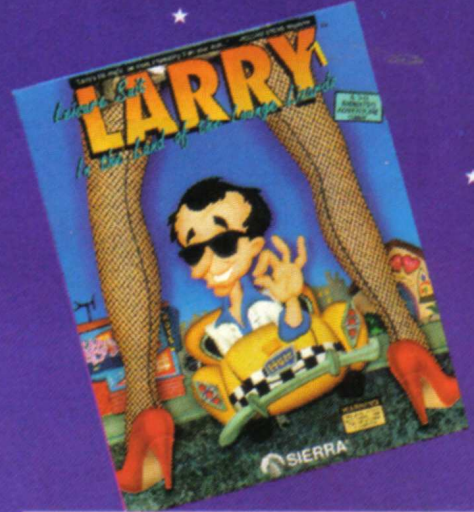
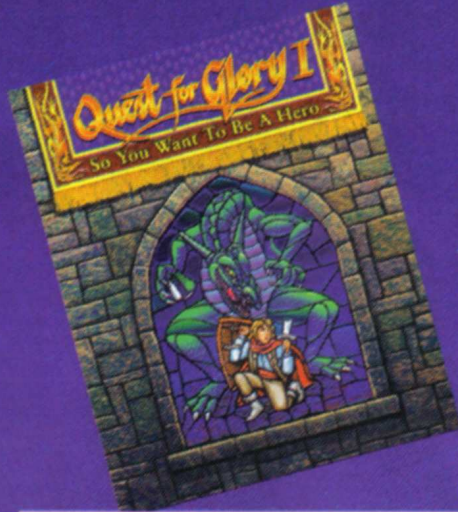
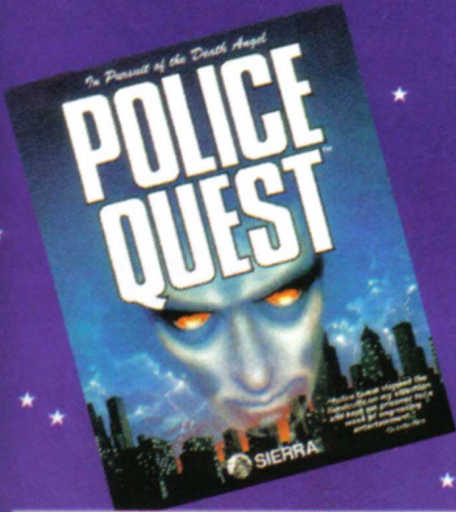
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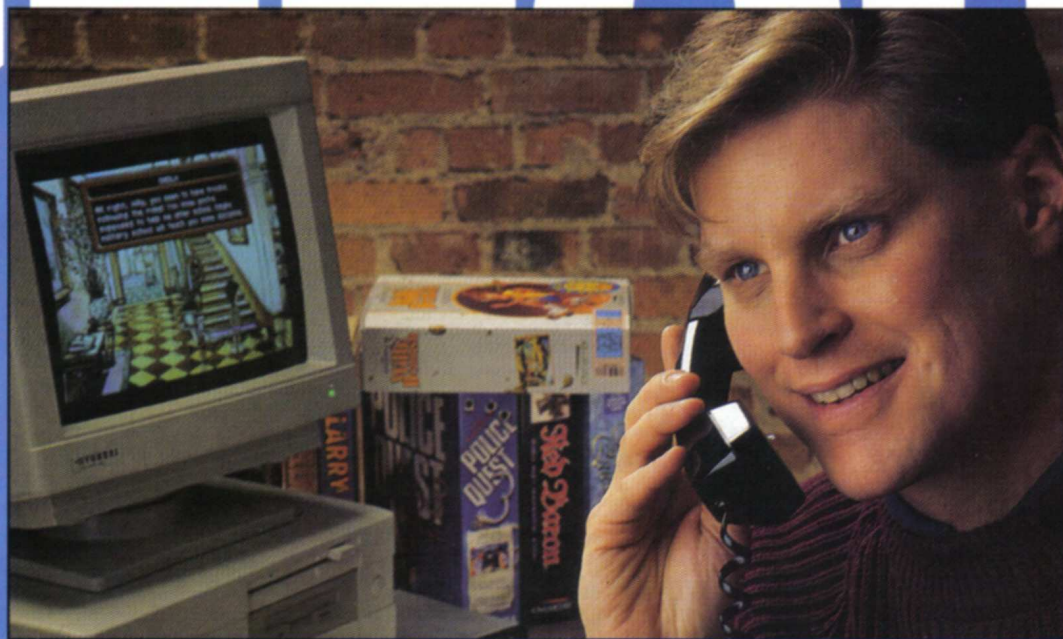
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Pinball

by Barbara Ray

IT'S TIME TO TAKE A BREAK!

It's been one of those days. The clock ticks mercilessly toward your deadline. Lunch was hours ago, your head is pounding, and you've been staring at the computer screen for so long your eyes feel like Jello. It's definitely time to take a break. Maybe you'll play a game, you think to yourself. You click into your *Windows* games folder and sigh wistfully. Somehow a game of *Solitaire* or *Reversi* isn't exactly what you had in mind, but you don't have the time to stop working and load up *Red Baron* for an hour or so either -- that's where Sierra's *Take-A-Break* series comes in with a collection of top-quality games that don't take a huge investment of time or energy to get into or out of. They're games that balance the needs of the serious *Windows* user with the gamer in all of us.

The *Take-A-Break* series of games brings something totally new to the world of *Windows*; that special Sierra touch of quality and fun. The series features high-end production values including zany sound effects, digitized speech, and beautifully rendered playfields to bring the *Windows* world to life. Each of the *Take-A-Break* products is fully compatible with *Windows* 3.0 and 3.1 and features full icon, multi-tasking, and window sizing support. There's even a quick escape feature for when the realities of the work world intrude on your stolen moments of fun.

SIERRA AND DYNAMIX - PINBALL WIZARDS


The first game in the series is *Take-A-Break Pinball!*, coming in April. *Pinball* includes five fast paced, fast loading pinball games, each based on a hit Sierra/Dynamix adventure game character. The exhilaration of traditional pinball is brought to the computer screen complete with animated backdrops, sophisticated sound and more than a few interactive animated surprises. Each of the five playfields has its own unique rules and strategies and two of the games boast multiple playfields. Special features include the option to pause and save a game in mid-play, to add up to four multiple players and to save high scores.

LARRY'S BIG SCORE

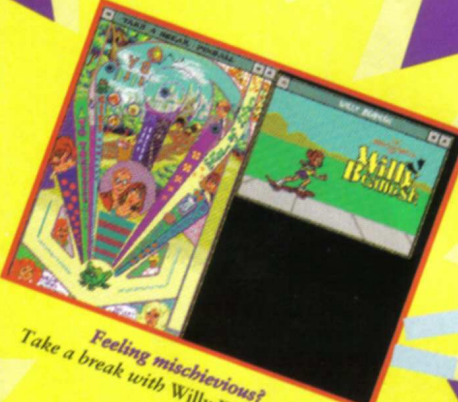
In this pinball spin-off based on Al Lowe's *Leisure Suit Larry* series, the objective is to score points with Larry's girlfriend, Passionate Patti.

QUEST FOR DAVENTRY

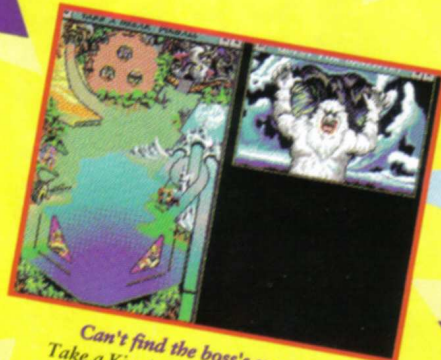
The legend of the *King's Quest* series continues in this challenging pinball game. Can you rescue the kingdom of Daventry from the black wizard, Mordack?



Looking to score big?
When it comes to pinball, nobody scores like Larry.



Feeling mischievous?
Take a break with Willy Wild Pinball.



Can't find the boss's memo?
Take a King's Quest Pinball Break.

A BREAKTHROUGH FOR WINDOWS™

Call!

PLANET PINBALL

Relive the adventure of the hit series *Space Quest* when you play *Planet Pinball*, travelling through the galaxy with Roger Wilco and the Time Rippers in this 3-level game.

FLIPPED OUT WILLY

Based on the wacky Dynamix game, *The Adventures of Willy Beamish*, you'll try to save the city from the clutches of the dastardly villainess, Leona Humpford.

DRAXON

Inspired by the action game, *Nova 9*, you'll advance through the nine planets of the *Nova 9* system. Try to destroy the evil forces of Gir Draxon and then travel to the warp playfield for intergalactic action.

HELP (OR WHAT'S FOR DINNER)

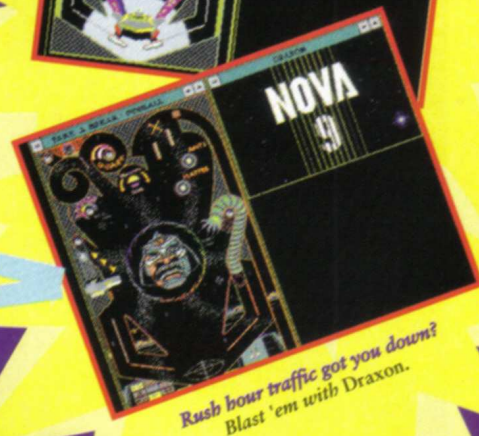
The on-line Help system provides a radical departure from the dryness of traditional Help systems. Chock full of humorous cryptic messages, entertaining suggestions and a complete dinner menu (don't ask why...just enjoy), it's a fun yet valuable tool for understanding the game. In fact, the Help section is so funny it's worth browsing through even if you don't need help.

FULL TILT RESEARCH AND DESIGN

Take-A-Break Pinball! is a perfect example of what can happen when a games company gets a hold of a "serious" product like *Windows*. Feeling that the current selection of *Windows* game offerings was rather limited, Sierra set out to "do it right". Part of doing it right with *Pinball* included exhaustive field research into, what else, pinball.

Creative team members were required to play countless hours of actual pinball throughout the design process (yeah, they know...life's rough). The project's programmer had an actual pinball game installed in his office to allow him to directly observe pinball action while developing the physics of *Take-A-Break Pinball!*. The project's director, Scott Wallin, even traveled to Chicago last fall for the Pinball Expo, the annual trade gathering for pinball designers, engineers and wizards extraordinaire. While there, Scott studied hundreds of the latest pinball games and brainstormed with some of the top talents in the field. Interestingly, the designers of computer games and pinball machines seem to share more similarities than differences, particularly in their objective: making the game fun for the player.

So next time the humdrum doldrums get you down, don't scream or tear out your hair. Take a break and fill your *Windows* world with some bumper-bopping, wacky and flipped-out pinball action!



Rush hour traffic got you down?
Blast 'em with Draxon.



Feeling spaced-out at work?
Warp into Windows Planet Pinball.



A Game Designer Designs the Future

Roberta Williams is exploring new frontiers for interactive fiction. And she's taking an industry with her.

"I don't want to be the only designer on King's Quest forever," said Roberta Williams, sitting in her husband's office, looking out the window on a sunny spring afternoon in the Sierra foothills. "And I think people will be looking for new King's Quests for a long time."

These are the sort of words that could cause a lot of alarm among the millions (literally) of people who have entered the world of King's Quest; who have trekked, not only through the enchanted corridors of Daventry, but through the wit and magic of Roberta Williams' imagination.

But Roberta has big and bold new plans for Daventry, for Sierra, and for a whole new style of interactive adventuring.

And, like probably nobody else in the world—not even her husband Ken—Roberta has a vision of how far this industry can go. And she plans to take it there.

How the adventure began...

The story has been told many times, but it frequently bears repeating:

In 1980, Ken Williams scraped together every penny he could find and bought an early Apple II computer. His idea was to create a FORTRAN compiler for Apple

to get her interested in computers, Ken brought home a text adventure game. While Ken toiled away writing "serious software", Roberta puzzled her way through the game, finishing it with a sense of exhilaration and a heavy dose of computer adventure addiction.

Disappointed with the text adventure games available at the time, Roberta sat down and mapped out her own adventure. Two or three weeks later she presented Ken with a stack of papers containing the script, maps, and puzzles for her idea. Ken was unimpressed, claiming that computers were serious machines, built to tackle serious problems. Ken only got interested in the project when Roberta said she wanted to include pictures in the game. He then created the tools to produce game art, programmed the logic for the game, and devised a way to cram 70 pictures on a single

"King's Quest VI is harder and easier than King's Quest V"

Computers. Partly to placate Roberta (who wasn't too excited about the all the money Ken was spending on the project), and partly

By Kurt Busch

disk while Roberta did the art and wrote the text to the game.

The result was *Mystery House*, the world's first graphic adventure game. It was the beginning of Roberta's career as a game designer. It was the beginning of Sierra On-Line. And it was the beginning of an industry.

"Designing a game was much different then," said Roberta. "The role of the designer has changed so much. In those days, a designer was a writer, director, producer, and editor. We were 'hands on' to the end. We managed the project from the concept through Quality Assurance."

Redesigning the designer

Now, she points out, the designer develops the overall game concept. Staff writers pen dialogue and narration. Art designers create a look that illustrators will carry throughout the game. Musicians score soundtracks. Designing a game has become a more specialized endeavor, but the basic principles of designing, according to Roberta, have remained the same.

"I hate to call them games," she said. "I think of them more as interactive stories. Every story has to be well-written and engaging, but it's up to the designer to add the interactivity—the roundness of exploration and the challenge of the puzzles."

Designing a game got radically different in 1990 when Sierra changed over from a text-input interface to an icon-based (parserless) means of controlling the gameplay.

"I think we as designers are still learning just how much more we can do with a game using the new interface," said Roberta, "Getting away from designing around typed commands is allowing us to create deeper stories, more intricate puzzles, and characters that can become more fully developed as the game progresses. It's really freed us up to build the kind of interactive fiction that's emotionally involving and challenging at the same time."

After *King's Quest V*, Roberta said she spent a full year looking at

all the perceived benefits and shortcomings in the new interface system. For fans of the icon interface, she wanted to retain the ease of play. For the critics, she wanted to find a way to make games more challenging. The result was complex and intriguing.

"*King's Quest VI* is harder and easier than *King's Quest V*," she said. "You can get through it on a minimal level. You'll miss half the story, but you'll finish."

More advanced gamers will find lots of things to do, lots of red herrings, lots of clues pointing in

"Every story has to be well-written and engaging, but it's up to the designer to add the interactivity—the roundness of exploration and the challenge of the puzzles."

different directions, and a more complex story filled with better-defined characters.

So much to do, so little time

While the role of the designer has become more specialized, the scope of each game has become much larger. *King's Quest V* took 10 months to create. *King's Quest VI* will take 14. Each leap in technology means more work for the designer and less time to work on new projects.

In spite of this, Roberta is currently overseeing an ambitious slate of new projects. Two new

adventures and a cinematic project that defies the conventional description of "computer game" are on their way, each bearing the signature of Roberta's unique style of storytelling. The schedule and scope of these projects is so ambitious that Roberta has hand-picked teams of specialists to help build these ground-breaking games.

The first of these is *Laura Bow in the Dagger of Amon Ra*, the sequel to her best-selling *The Colonel's Bequest*. Roberta forged the framework of the mystery, working as Creative Consultant for the second *Laura Bow Mystery*. Writing and puzzle designs were handled by Bruce Balfour.

"It was my job to make sure the feel of *The Colonel's Bequest* and *The Dagger of Amon Ra* remained consistent," said Roberta. "I wanted to make sure Laura Bow was the same person who would respond to things in the same way. I was heavily involved in the beginning, working on characters, art style, and the look and feel of the game. Then Bruce took over."

Roberta has found the experience rewarding. While she's able to creatively form the second chapter of Laura Bow's adventures, she's been freed from the huge time commitment that would have come from managing every single detail of the project. And she's been delighted with the fresh ideas Bruce has brought to the game.

All this new-found time hasn't gone to waste. Much of it has gone into making the new *King's Quest* an absolute epic.

Finding new keys to the kingdom

"I originally wanted to be the Creative Consultant on *King's Quest VI*," she said. "I wound up being much more deeply involved than I planned."

As hard as it is for a lot of people to imagine a *King's Quest* game that wasn't designed by Roberta, it almost happened. And it may actually come to pass in the not-too-distant future.

When Roberta wrote *King*

Graham's first adventure back in 1984, she could hardly have foreseen the devout following the series would create. Since then, millions of people have followed the adventures of the first family of Daventry, making it arguably the most popular computer game series in history.

"The *King's Quest* series is a chronicle of old-fashion values and heroism and truth," she said. "People find they can win by using their heads, and through good acts, hard work and honesty. They find that intelligence and kindness will win out where violence will not."

This philosophy has proved a welcome and witty relief to players put off by the endless glut of hack-and-slash fantasies that spring up on the game shelves. But after five installments in the *King's Quest* series, Roberta was getting restless.

"I felt I was getting stale, that I'd used most of my good ideas on *King's Quest* already," she sighed. "And I wanted to do other things I was excited about. I really felt I was being underutilized doing only *King's Quest*."

Roberta felt the time was right to let *King's Quest* stand on its own. She thought the series was ready to go on the shelves without her name above the title.

"It's such an established series with such a strong look and feel," she said. "I find it hard to believe that other strong people can't carry through with it."

Deciding to move herself out of the designer's role, however, turned out to be a lot easier than actually doing it. *King's Quest*, it seems, is in Roberta's blood.

"I found I couldn't tear myself away from *King's Quest*," she said. "And I felt I owed it to the people who'd been following the series. So I shared the design duties with Jane Jensen [who co-designed *EcoQuest*] and the directing duties with Bill Skirvin [a long-time Sierra art designer and director]."

She and Jane hammered out a design and story, then Jane took

over the actual writing of dialogue and narration. Working with co-director Bill Skirvin, she established a look for the game. Then Bill took over the task of staging live video-captures, costuming the actors, directing the action, and overseeing the art.

"I've found it a very enjoyable experience," she said. "I was ready, for the most part, to let it go. So I'm relieved that these people are there, that they're talented, and that they care as much as I do about *King's Quest*. They're listening to me and working *very* closely with me."

Liberated from the day-to-day of directing *King's Quest*, Roberta has found herself able to have an

"I wanted to do other things I was excited about. I really felt I was being underutilized doing only *King's Quest*."

impact on many of Sierra's new projects, sharing her knowledge and expertise on multiple projects.

A Scary future for Sierra

Part of the reason Roberta is freeing herself up is her passion for a new project called *Scary Tales*. It's a horror story, and a tale that she thinks many will view as a real departure from the sort of thing people have come to expect from Sierra and Roberta Williams.

"I'm interested in this project. I'm *really* interested in this project," she laughs. "It's the one that gets my blood boiling. I've spent a lot of time

studying horror, reading horror, watching horror. Serious horror. Not just haunted houses and ghosts."

The entire project will be created by capturing live actors, costumed and made up as the characters in the story. Sets may be created and locations photographed. Music and sound effects will be heavily used to establish mood and create suspense. Backgrounds and characters will not be painted in. In short, it will be an actual interactive movie.

"From a cinematic point of view—the camera angles and movements—and because of the realism in the characters and the use of live actors, the scripting has to be more advanced."

Scary Tales will be released as a high-resolution 640x400 game. And, if Roberta has her way, it may become Sierra's first CD-only game.

"I *think* I have Ken convinced on that," she laughs. "We'll see."


Designing the future

Where is the computer game industry going? More than one expert would tell you it's going wherever Roberta Williams decides to take it.

According to Roberta, games will become more movie-like. New careers will include story editors, cinematographers, and sound effects specialists. The role of the designer will undoubtedly continue to evolve. But the principles of good adventure game design will remain the same.

Mystery House, as primitive as it may seem by today's technological standards, contained all the elements of good interactive fiction; all the components Roberta maintains a designer must bring to each new game. The story was compelling and well-written, the characters were interesting, the puzzles were tough (but logical), and the climax was satisfying.

"The things that are enticing about *Mystery House* are the things that we as designers can never lose," she says. "And never change.

"Ever." 

From the Casebook of Laura Bow

What is the Dagger of Amon Ra?

Some see it as a priceless artifact, shrouded in the mysticism of ancient Egypt. Others view it as a sacred symbol; a religious icon to be kept from outsiders. And for at least one person, it represents a dark secret worth killing for.

And, of course, the Dagger of Amon Ra is the very heart of the latest Laura Bow mystery.

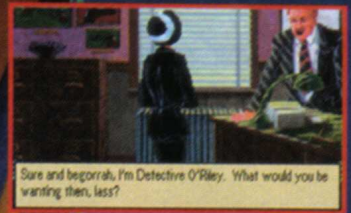
Some time has passed since we first met Laura in the sinister swamp lands of 1920s Louisiana. Her adventures there (chronicled in Roberta Williams' *The Colonel's Bequest*) were just a prelude to the intrigue and danger she faces in *The Dagger of Amon Ra*. Laura is now employed by one of New York's

leading daily newspapers. And even the most mundane assignments seem to surround themselves with mystery... and murder.

Sent to cover the opening of a new Egyptian exhibit at a creepy, cavernous museum, Laura once again finds herself in the middle of some pretty diabolical doings. Trapped in the museum at night, she must unravel the secret of the Dagger of Amon Ra before it claims her as its latest victim.

To learn more about this enigmatic artifact, turn the page and pour through the clippings in Laura's file. To learn whodunit.... Well, you'll have to finish *Laura Bow in The Dagger of Amon Ra*.

Unless it finishes you first.



Sure and begorrah, I'm Detective O'Riley. What would you be wanting then, lass?

Laura Bow is a cub reporter...



Are you THREATENING me, you malodorous little man?

... surrounded by suspects in New York City...



... trapped in a museum at night...



... searching through artifacts...



... and exhibits...



... for the secret of the Dagger of Amon Ra!





29 FEBRUARY 1926

London Daily

IF IT'S IMPORTANT TO YOU, IT'S NEWS

EGYPTIAN TEMPLE



EGYPTIAN TEMPLE DISCOVERED!

by BRUCE BALFOUR
(LUXOR, EGYPT) Archaeologist Pippin Carter has discovered a magnificent 3,000 year-old temple in Egypt's Valley of the Kings at Luxor. Dr. Carter, related to Howard Carter, who uncovered the Tomb of Tutankhamen in 1922, believes this Temple of Amon Ra to be the greatest find of modern archaeology. Egyptologists around the world are describing this discovery as "beyond the dreams of avarice" and value the contents of the temple at millions of pounds sterling.

Most notable among the treasures discovered in the temple is the gold Dagger of Amon Ra. Daggers were used by the ancient Egyptians from predynastic times onward, though examples dating from the Old Kingdom are exceedingly rare. During the Middle and New Kingdoms, they were generally made of copper or bronze; gold, apart from its use for embellishment, was reserved for royalty and special ceremonial items. Tutankhamen's mummy was provided with two daggers encased in gold sheaths, one with an iron blade and the other with a blade of hardened gold, which was a lesser copy of the magnificent Dagger

of Amon Ra, referred to in hieroglyphs in all the tombs of the pharaohs.

Leading a team of 350 Egyptian workers, Dr. Carter's painstaking twenty year search in the burning Egyptian sands reached its zenith when the first step down to the Temple of Amon Ra was uncovered. Dr. Carter personally cleared the sand away from the next ten steps, revealing the seal of the Necropolis, placed there 3,000 years earlier by Egyptian priests. The next step bore the cartouche of Amon Ra, informing Dr. Carter that his greatest accomplishment was at hand. With the workers forming a human chain to pass debris away from the excavation, Dr. Carter used a sledgehammer to break through the sealed entrance to the temple.

As Dr. Carter described it later, a collective gasp swept through the crowd as the temple entrance crumbled before them. A treasure-house of statues was exposed, every surface covered in gold. Upon entering the temple, Dr. Carter felt that his Destiny had been fulfilled when he removed the Dagger of Amon Ra from its resting place on the altar, the first human to do so in thirty centuries. When he turned to display the Dagger to his workers, all 350 of them lay prostrate on the ground, in total silence and respect, for a full ten minutes. Dr. Carter felt moved that his humble workers understood the magnificence of that moment, the crowning feat of a lifetime spent in archaeology. Never again would they be privileged to share in such a unique experience.

When questioned regarding the disposition of the temple's treasures, Dr. Carter explained that the Leyendecker Museum, in the American city of New York, would have the first chance to display the artifacts, as they had partially financed the expedition. He also stated that many treasures would go on permanent display at the Cairo Museum. Dr. Carter made no mention of any personal gain as a result of this historic discovery. (Cont. on pg. 13)



Chronicle

LONDON DAILY CHRONICLE

DISCOVERED!

Page 13 ■ 29 February 1926

(Cont. from pg. 1)

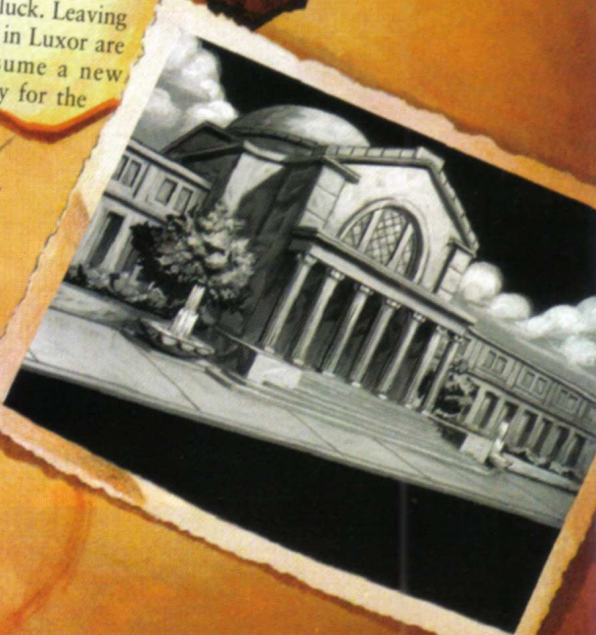
However, Sir Ernest Budgie, Keeper of Egyptian and Assyrian Antiquities at the British Museum, stated: "The laws which governed excavations made by foreigners in Egypt used to allot to the excavator exactly half of the find. Under Dr. Maspero, the former Director of the Cairo Museum, these laws were generously interpreted, and all must hope that such will be the case in respect of this new discovery. Valuable gifts were made to Mr. Theodore Davis in return for the toil and money which he spent in excavating royal tombs, and we hope that Monsieur M. Lacau, the current Director of the Cairo Museum, will follow the example of Dr. Maspero in his dealings with Dr. Carter."

Dr. Carter failed to comment in detail when questioned about the infamous "Curse of the Pharaohs," which reportedly claimed the life of Lord Carnarvon, who financed the Tutankhamen Expedition. It is well known that the ancient Egyptians performed magic rites to guard their sleeping pharaohs and holy places but, in all the years that Dr. Carter has been involved in excavation, no personal dilemma has ever confronted him. However, Abd-el-Maamoud, the "Boss Gaffir" on this excavation, reports that Dr. Carter "twisted his ankle upon exiting the temple for the first time, nearly impaling himself on the Dagger of Amon Ra clutched tightly in his hand."

Maamoud also reported that Dr. Carter had mysterious stomach pains, headaches, and stiff muscles the day after he opened the temple. Dr. Carter does not attribute these problems to the curse, but to overwork.

Whether the Curse of the Pharaohs has any validity in relation to the Temple of Amon Ra remains to be seen. However, it's interesting to note that most of the Egyptian workers involved in the excavation have reported scratches, bruises, and fatigue since the temple's discovery, all of which seems highly suspect and could be a result of occult influences. Irwin Noodlebloom, the famous British seer who predicted the assassination of the Russian Tsar, reports: "Because of his discovery, Dr. Carter will die." Commenting on this prediction, Dr. Carter said: "Irwin Noodlebloom is a malodorous little twit who's just trying to grab a few headlines at my expense. He can see into the future about as far as I can throw a halibut." Only through the passage of time will we learn the truth about the fearsome Curse of the Pharaohs, but this reporter wishes Dr. Carter the best of luck. Leaving field work behind as soon as his tasks in Luxor are complete, Dr. Carter plans to assume a new position as the Curator of Egyptology for the Leyendecker Museum in New York.

Dagger of Amon Ra



The next voice

by Nancy Smithe

Voice actors find a new stage in Multimedia games

With the advent of CD-ROM came a whole new aspect to creating animated computer games — voice actors, auditions, recording sessions. The computer equivalent of “talkies” have arrived. The characters now speak their lines.

That means actors are needed to voice the parts.

A wide range of vocal skills are utilized, from comedy and “cartoonish” to serious dramatic acting.

■ SIERRA ON-LINE'S RECORDING STUDIO

Mark Seibert, Music Director and head of Sierra's professional in-house recording studio, is in charge of recruiting and recording all the vocal talent, in cooperation with the director of the specific game. Recently he described the process to me.

“There is some real talent here at Sierra,” Mark said, “and we have used it in the games.”

The Director of Sierra's Product Design team, Josh Mandel, has a wide range of vocal skills, currently being utilized as the cigar-smoking pig at Monolith Burger in *Space Quest IV*.

“His snorts are magnificent,” said Mark. “When he sat down to record he stuck a pen in the corner of his mouth as his cigar.”

“We are also using actors from LA, and such well-known names as Gary Owens, who is the narrator for *Space Quest IV*, and Jeff Bender, an off-broadway actor, who will voice Roger Wilco as an ongoing assignment through all the sequels.”

Mark then confided to me some hitherto unpublished facts about some of the voices in *King's Quest V*. Richard Aronson, one of the lead programmers, used a high falsetto to portray Cedric, the owl, believing he was doing so in safe anonymity (a disclosure Mark made only after a glance over his shoulder to be sure Richard wasn't overhearing him say it—behavior which certainly peaked my curiosity to hear Cedric).

Bill Davis, Vice President of Creative Development for Sierra, voiced the hermit on the beach in *King's Quest V*, and Roberta Williams herself is the voice of Amanda in the Bake Shop. [Editor's Trivia Note: Those of you who recall the contest to dress in the fashion of Davenport and become a character in *King's Quest V* will be interested to know that the two winners of that contest whose photos were scanned into the game are Amanda and Austin, the boy with her in the Bake Shop. See the Fall 1990 issue of the *Sierra News Magazine*.]

■ BEGINNINGS

Computer games on CD are still in their infancy. Sierra's first CD product - *Mixed Up Mother Goose* - was recorded just over a year ago. Three more have been completed since then, *King's Quest V*, *Jones in the Fast Lane*, and *Stellar 7*.

Space Quest IV is in process of being recorded as this magazine goes to press. In the next year Sierra has scheduled five additional CD products: *The Adventures of Willy Beamish*, *EcoQuest: The Search for Cetus*, *Leisure Suit Larry 1*, *Hoyle 3* and possibly *Quest for Glory I*.

The conversion process is complex and involved. Once the decision is made to produce a CD version of the game, text from the original game must be extracted and



Josh Mandel used a pen as a prop while portraying the cigar-chomping alien in *Space Quest IV*.



you hear...

converted into a script format with dialogue for each character and appropriate stage directions. Programmers will eventually tag each line of text with code to trigger the speech at all the appropriate times.

Then the talent search begins.

■ ARE YOU A TALENT WAITING TO BE DISCOVERED?

Is this your chance to show your histrionic talents as a brilliant character actor or dramatic stage actress, your chance to be "discovered"?

Well, maybe. Here's how it works:

■ CASTING CALLS

Sierra issues a casting call announcing the specific game to be produced on CD. Voice talents are currently recruited through newspaper advertisements, talent agencies, flyers and a mailing list of interested actors.

Anyone interested in being added to the mailing list may do so by sending a request to the audition address at the end of the article. CD projects are new, and vocal talent is compensated at a minimum level.

The initial casting call includes a list of characters and attributes desired, as well as a place to indicate whether the audition is to be in person at Sierra or by cassette tape. Interested actors respond indicating one or several characters they wish to audition for and return the form by the deadline date.

Sierra sends the script(s) for the characters selected and any relevant stage directions.

■ AUDITIONS

Usually this means coming to Sierra. While a cassette entry may get a person an audition, the normal procedure so far has been for a second audition and the recording session to be done at Sierra. (Aspiring actors should note that so far there is not a travel budget. Actors coming from afar have come on a personal budget and incorporated a vacation to Yosemite - 15 minutes away - for the pure pleasure of being in a Sierra game).

■ RECORDING SESSIONS

This is a working session with Music Director Mark Seibert and the director for the specific game. Stage directions and initial concepts exist, but often the process of recording becomes a creative session developing a character. "Try this" or "try that" techniques are implemented to evolve the part to the satisfaction of all. Sometimes the actor arrives with an idea of how to play the part that is far different from the initial concept but still it



Mark Seibert, Music Director and head of Sierra's professional in-house recording studio.

"clicks" with the directors and this new approach is adopted.

Since the part is strictly vocal, the directors audition for the audible result only, sometimes with eyes closed to eliminate the visual aspect. Part of what the studio technicians and programmers do later is to synchronize the movements of the screen character's visual speech with the vocal delivery of the artist.

I asked Mark if he does any tinkering with the voices later in the studio. After a silence of several moments he said "yes" and then carefully shut his mouth and kept it shut. It was clear that I had wandered into a "keep out — professional secrets" topic, so I grinned at him and changed the subject.

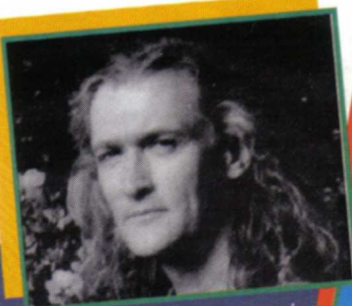
■ DREAMS OF THE FUTURE

As this technology progresses, Mark envisions a sound studio designed to allow all the actors to tape their parts simultaneously. Technical progress in voice overs is a wide open field of opportunity.

If you are interested in auditioning for Sierra CD-Games please write to:

Sierra On-Line
CD-ROM Casting
Box 485
Coarsegold, CA 93614

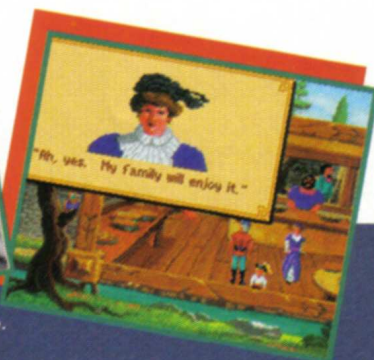
Send name and address *only*. Cassettes are utilized solely for specific character auditions.



Bill Davis, V.P. of Creative Development, voiced the hermit on the beach in King's Quest V...



...and designer Roberta Williams was the voice of Amanda in the Bake Shop.



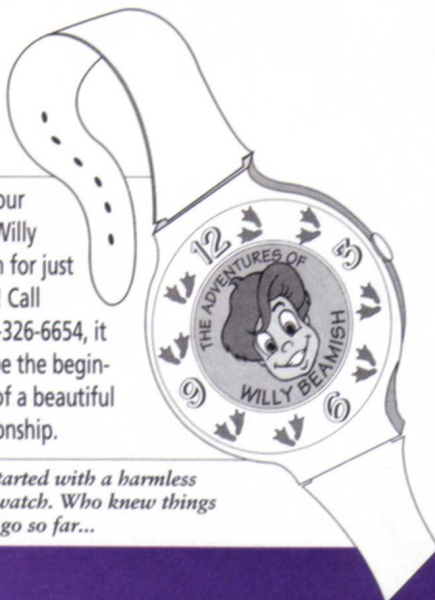
A COMEDY OF ERRORS

“How to Confuse Someone Stupid Enough to Complain to a Faceless Corporate Entity”

FOR ANYONE WHO'S FELT LIKE A HELPLESS CONSUMER AT THE HANDS OF A “FACELESS CORPORATE ENTITY”, HERE'S AN ACTUAL EXCHANGE BETWEEN A GAME PLAYER AND A CUSTOMER SERVICE REPRESENTATIVE . . .

Get your own Willy Watch for just \$5.95! Call 1-800-326-6654, it may be the beginning of a beautiful relationship.

It all started with a harmless Willy watch. Who knew things would go so far...



March 8, 1992
Sierra Customer Service
P.O. Box 485
Coarsegold, CA 93614

Dear Service Representatives:

Enclosed you'll find one Willy Beamish watch which I received last week. Funny thing about that watch. When I first got it, I could see no second hand. Either it was missing or lost in the folds of Willy's hair (you'll have to admit, Willy's stylish do isn't very conducive to see the LCD second hand). Of course, the second hand materialized just as I was about to write this letter as if it knew something was up.

I encountered the second problem when I tried to set it. Turns out I was just wasting my time. I couldn't get it to work despite following the directions to the letter. Hmm. Seemed to be a lot of trouble from such a little watch.

If this free promotional watch had come from any other company, I probably would have tossed it (to see time fly, I suppose). However, I know how dedicated Sierra is to service so I thought you'd like to know of one customer's complaint. Nor do I want another watch in exchange. The timepiece had been destined for my 8-year-old nephew but using it to tell the time is as tough as playing the *Willy Beamish* game.

Speaking of which, it's time to make another call to the hint line. It seems Willy's father has disappeared and I can't seem to find him anywhere. Or maybe he's just late because he's wearing a Willy Beamish watch and doesn't have a clue to the lateness of the hour.

Stick to making the best games on the market. Oh, and thanks for your time.

Sincerely,
Scott Craven
Chandler, AZ 85224

March 12, 1992
Scott Craven
Chandler, AZ 85224

Dear Scott,
I have received your pleasant letter and I am sorry to hear that you had problems

with your Willy Beamish watch. In your letter you stated that you did not want the watch exchanged, so I will do as you wish and toss your watch. (I like to see time fly too!)

I would like to send you something to thank you for your trouble so I am enclosing a free Willy Beamish hint book. I am half tempted to send the hint book without the viewer so that you will write back and share some more of your great sense of humor.

Thanks again for the laughs and enjoy the game!

Sincerely,
Larry Buchanan
Customer Service
Enclosure: Willy Beamish Hint Book

March 17, 1992
Larry Buchanan
Customer Service
Sierra On-Line Inc.

Dear Larry:

Hmmm. When I read your letter and the line about “I'm half tempted to send the hint book without the viewer,” I thought you were kidding. Until I looked through the book, the envelope and behind the stamp (remembering how that move paid off for Jared in *Gold Rush*). Guess what? No viewer, making the hint book as tough as the game.

I figured it was just another puzzle. First thing I did was try to find some rose-colored glasses, but no one's been able to find a pair of those since the recession started. Then I figured that maybe if I held it up to a mirror, it would all come clear. Nope. All that came clear was the fact that the mirror needed cleaning.

Then I hit on the answer. This was not the first hint book I had needed in my years of game playing, so I dug through all my computer stuff for an old one. Found it. Unfortunately it was one of Sierra's low-tech magic marker hint books (not only that, but the ink had run out, making me think Sierra figured no one would use that sucker as much as I did).

I thought about calling the hint line, but trying to get a hint to a hint book was



"Faceless Entity", Larry Buchanan,
Sierra Customer Service Representative

more than I could stand. So, Larry, give me a hint. What's my way out of this dilemma? (And why do I all of the sudden feel like Leisure Suit Larry?)

Sincerely,
Scott Craven
Chandler, AZ 85224

PS. It's nice to deal with a corporate official who has a sense of humor (and who also had the sense to toss that Willy Beamish watch). Thanks. I appreciate that more than the hint book.

March 21, 1992
Scott Craven
Chandler, AZ 85224

Dear Scott,

Hmmmmmm. Well I don't suppose there is any way that I can convince you that I didn't leave out the hint book viewer on purpose?

Oh well it paid off for me anyway, I have the pleasure of answering another one of your wonderful letters.

Please notice the box I sent with this letter, (as if you hadn't noticed it already). Inside you should find several items of unusual origin. Enclosed you should find (among many other things) at least 10 hint book viewers, a new Gold Rush hint book, a new marker for your old hint book, and 1 pair of Sierra On-Line "Rose Colored Glasses"!

You should also find a bottle of a common brand glass cleaner (to help you with the problem you are having with your mirror).

In regards to your question about "Why do I suddenly feel like Leisure Suit Larry?" Well Scott, I don't knowbut here's a hint "Have you been wearing a lot of polyester lately?"

Sincerely,
Larry Buchanan
Customer Service

PS - It's nice to have a customer with your personality and sense of humor too! Thanks again!
Enclosure: Lots of silly demo stuff!

March 30, 1992
Larry Buchanan
Customer Service Czar (you know the rest)

Larry:

You are far too kind. I can't even possibly begin to comprehend your reasons for sending such cool stuff to one meager computer game-playing droid. Obviously you haven't received your Faceless Corporate Entity Secret Decoder Ring, which enables you to write stuffy uncomprehending letters that include such company-approved sayings as "you failed to properly apply and heed included instructions" and "the improper use of product has voided all guarantees, either written or implied" (see Section 10, Chapter 4, Sub-paragraph 3, Dependent Clause 3, Third Word From Second Semicolon, "How to Confuse Someone Stupid Enough to Complain to a Faceless Corporate Entity").

However, in order to show my true thanks (and further the cause for materialism everywhere), I have included one (1) T-shirt from the company for which I work (sure, I had to buy it, but no, really, I wanted to).

My wife, however, isn't nearly as happy with the box of goodies. Once those demo disks popped out, I grabbed them and headed for the computer. Hey, how was I supposed to remember it was our anniversary? I thought she was just feeling frisky this morning.

She wasn't too disappointed with this booty of free stuff. She teaches elementary school and quickly commandeered the book of logic puzzles, the crayons, the posters and those rad rose-colored glasses (which she says she'll wear to her next class in hopes they'll keep her from seeing Bruno, the kid with the Crazy Glue and an attitude).

Actually, she was rather shocked by all the stuff. When she saw the return address, she said "You mean some Faceless Corporate Entity sent you all this? He's not entitled to our first-born, is he?" I laughed and said of course not. I told her I thought you'd settle for naming our next household appliance after you (though now our neighbors don't understand why we refer to our WaterPik as Larry).

I hope the T-shirt fits. If not, give it to Al Lowe. The guy looks like a walking billboard and we could use the advertising. And really, thanks for all that "silly demo stuff." I figure if that's what I get because a little watch doesn't work, I can't wait to see what happens if I get a game that malfunctions (doubtful, but I can always hope).

Your Faceless Consuming Entity,
Scott Craven (that address one more time is)
Chandler, AZ 85224

PS — Excuse me for getting serious in these PS's, but both my wife and I did want to get you something for your kindness. And if I'm ever in the neighborhood, I'll drop by.

Of course, I'll want the deluxe tour as well as a preview of your newest games. Until then, adios.

April 2, 1992
DCN 57627 (Doc Control Number)
(Big Brother is Watching!!)
Scott Craven
Chandler, AZ 85224

Dear Scott and Mrs. Faceless Consuming Entity,

I received your tee shirt today and wanted to thank you both very much! As for why I sent you all that "silly demo stuff"... well I just felt that your positive attitude and great sense of humor should be rewarded with something special and different. (And since I couldn't mail myself to you...I had to think of something else!)

I have shown ALL of your letters to the rest of the "Faceless Corporate Entities" here at Sierra and we all got a great kick out of them!

I am keeping the tee shirt, but I sent a copy of your letter to Al Lowe. I think he was a little miffed by your "Billboard" remark. He does have your address though...(insert Jaws theme here).

Oh and thanks for naming your WaterPik after me! How's my little name sake doing? He probably "wets" a lot, but don't worry, I'm sure he'll stop doing that the day his warranty runs out!

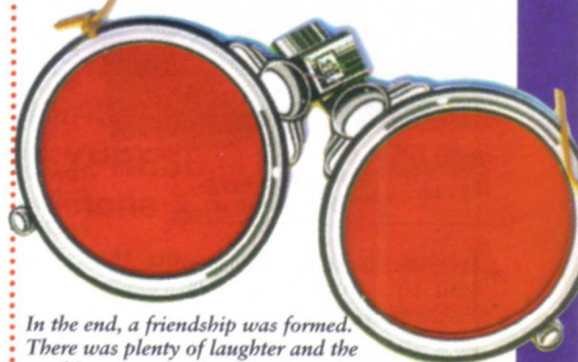
We do have tours of Sierra Mondays, Wednesdays and Fridays at 2:00 pm. The deluxe tour includes (but is not limited to) the following:

One (1) great lunch with a certain "Faceless Corporate Entity" and all the other nice things that your tour would normally include. I really am anxious to meet you both so put a trip to Yosemite on your summer fun schedule.

Thanks again so very much for the tee shirt, I really didn't expect it, so it was a very nice surprise.

Your Faceless Friend,
Larry Buchanan
etc. and so forth

PS - I really do like the letters so please keep in touch! I look forward to meeting you both. I'll see if I can find a picture of me so I can lose the "Faceless" status. Until then, ood gay - ye bay.



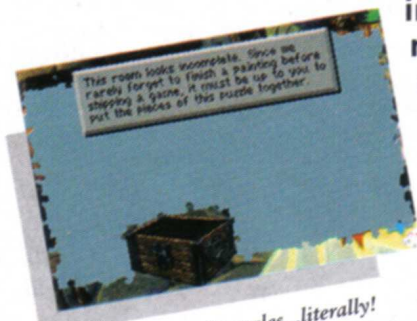
In the end, a friendship was formed. There was plenty of laughter and the world appeared as it might through rose-colored glasses.

Castle of DR. BRAIN

By Cynthia E. Field

It's as if Christopher Lloyd in *Back to the Future* had advertised for a lab assistant. And you had the temerity to answer the ad.

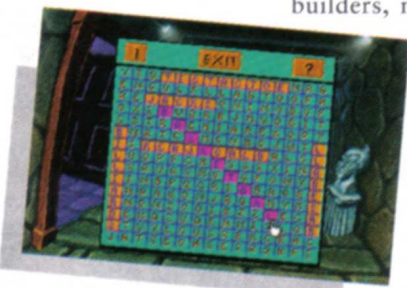
Somebody's gotta do it. Somebody's gotta take the tour through *Castle of Dr. Brain*, the flagship title in Sierra's new series of mind ticklers. Whether you're a kid 10 years old and up, or just a kid at heart who enjoys gray-matter gymnastics, offbeat humor, animated 256-color graphics images, and weird music, you're going to have the time of your life at the Doctor's office.



Dr. Brain is full of puzzles...literally!

HELP WANTED

Dr. Brain's castle comes packed with a slew of mental muscle builders, nearly three dozen puzzles that stretch throughout the stone high-rise's 15 chambers. These far-flung challenges range from cuckoo clocks to computer circuits to constellations. If variety is the spice of life, get set for an overdose of seasoning.



What you read into these puzzles depends on how you look at things.

Among the games there waits *Math Marvel*, which challenges you to calculate target answers by matching standard mathematical operations (addition, subtraction, multiplication, and division) with appropriate numerals from an attractive graphics matrix. Complete puzzles like this and you not only

enjoys gray-matter gymnastics, offbeat humor, animated 256-color graphics images, and weird music, you're going to have the time of your life at the Doctor's office.

You make your way through the good doctor's house, starting, naturally enough, with the first floor.

gain access to adjoining rooms, but you also boost your score and earn hint coins. These objects let you buy clues when you're stymied by the castle games featuring a coin-slot icon. Finishing a puzzle sometimes means garnering fragments of secret code, or collecting magical objects such as the ruby key, which unlocks Dr. Brain's desk drawer.

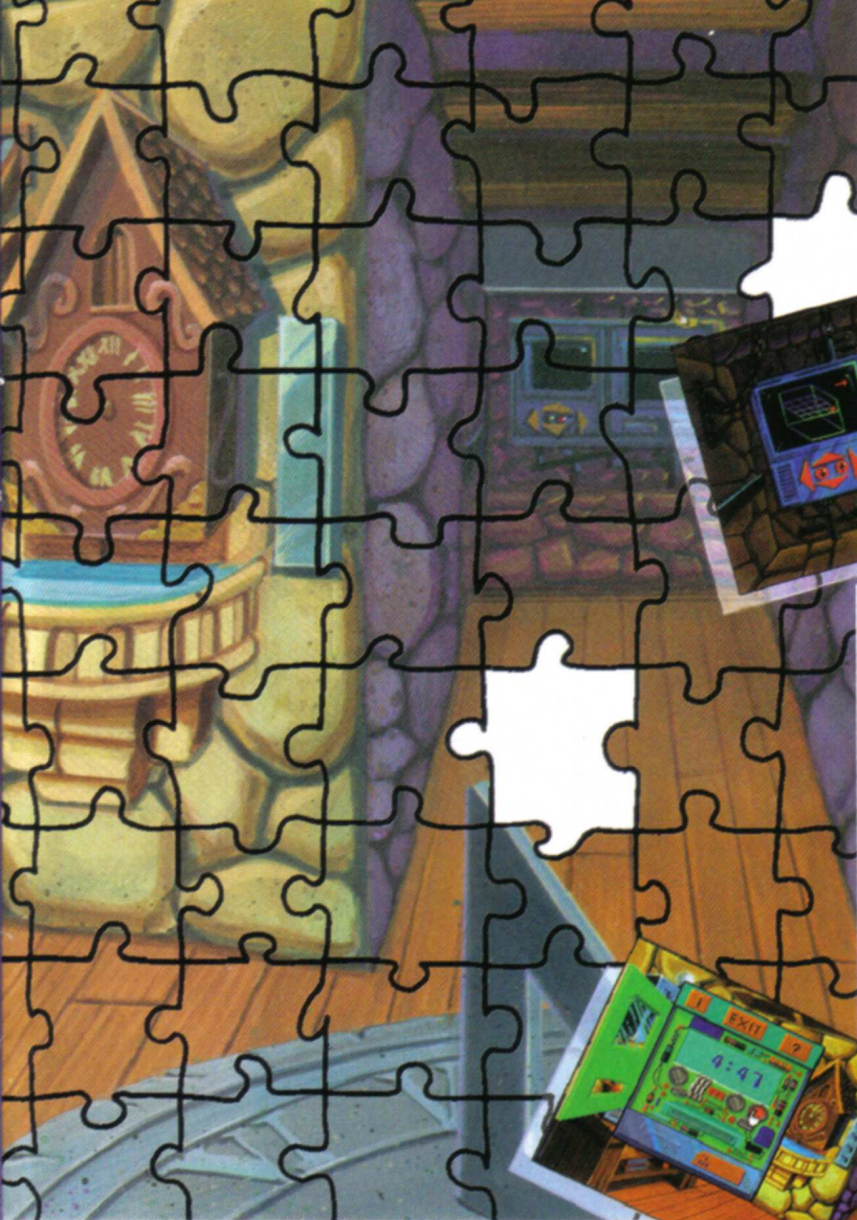


The game is riddled with riddles... and really bad puns.

Second-floor puzzles test your ability to follow directions. You struggle to complete a circuit board, convert numbers to binary (where decimal 16, for instance, is represented as 10000), and maneuver a robot through a maze. Toggling the appropriate switches in the maze is crucial, or the robot gets sucked into a blinking yellow light and sent back to the beginning. *Castle of Dr. Brain* claims no victims, and offers no violence—a bounty for parents looking for games that excite without explosions. (There's conflict, though; you get to free a hostage.)

Puzzles on the third floor include verbal games such as word searches and acrostics. When you complete the tangram puzzle successfully—rotate and place geometrically shaped puzzle pieces to receive the password—you head to the jigsaw room, a museum-style chamber filled with imaginative items such as a knight's helmet, a teddy bear, and a unicycle. Enter the *Doce Omor*, the attic code room where, among other things, you play a hangman-like game before descending to the basement and playing the astronomy puzzles that live down there.






selected. Swapping icons is as easy as selecting from the menu bar at the top of the screen or clicking the second mouse button. You call for help in the same way, simply by selecting the help (question mark) icon or by dropping a hint coin into an available slot. The program offers three difficulty levels—novice, standard, and expert—and you can save unfinished games. And the castle gives you plenty of positive verbal feedback. Don't expect normality from the doctor, though. No "nice job" or "good for you" accolades here. Dr. Brain's more likely to offer heady congratulations such as "You have just won the lovely kitchen ensemble and a year's supply of Turtle Wax."

Progress is a-maze-ing in 2-D or 3-D mode.

You can play *Castle of Dr. Brain* with either a keyboard or a joystick, but you'll prefer a mouse. The game's hefty memory requirement—570K free—means you may have to create a Sierra boot disk to run the program if your PC is memory light, or if you cram its RAM full of memory-resident programs. Instructions for creating such a boot disk are included in the user's guide.

GOOD FOR YOUR HEAD

You sure won't find any brain-dead drill-and-practice software stuff here. Corey Cole—*Castle of Dr. Brain's* designer/ director/ lead programmer—explains that although he was inspired by brain-teaser books and magazines initially, he realized quickly that such flat, black-and-white, paper-based activities were no match for the colorful, animated, and wacky world the computer can create.

Although the words *fun* and *learning* are too often contradictory, not complementary, mess around in Dr. Brain's castle and you'll change your mind about educational software. Sierra's latest will convince you that jazzing up logical-thinking and skill-building activities with a dose of wholesome craziness is as easy as ringing a castle doorbell. Besides, who could ignore Dr. Brain's pink plastic lawn flamingos? 

It takes real time to figure out the clock room.

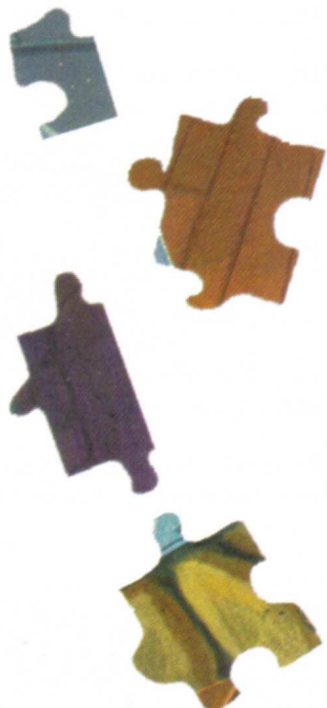
CASTLE TRANSIT

One sure-fire Dr. Brain puzzle is the castle's wacky elevator system. To move from one floor to the next, you must negotiate four 3-D elevator levels, each featuring a first-person point-of-view perspective. Rather than nudge a diminutive computer character through the maze, you see everything as if you were caught in the grid yourself. You can move in any of six directions, but you can't go through walls, ceilings, or floors, one of the few predictably normal things about this castle. Barriers such as these abound, particularly at higher difficulty settings, so advancing to any elevator level usually means backtracking to at least one other level first.



Binary code and incomplete circuits are waiting for you.

Castle of Dr. Brain sports standard Sierra icons such as the look (eye) icon to peruse the playing field, the inventory (bookbag) icon to keep track of things you've found, and the action (hand) icon to select objects, open doors, and poke around. The screen cursor changes shape to reflect the icon



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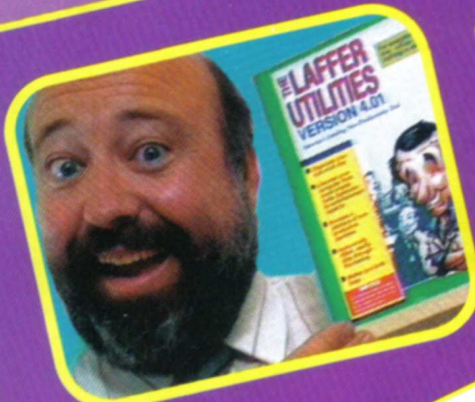
1-800-343-0728

In NH, call 1 603 924-0100

COMMERCIALS

you may have

missed!



By Kurt Busch, Lorelei Shannon & Rod Fung

If you stepped out for a snack during Super Bowl half time, or tuned out CNN during the commercial breaks, you may have missed Sierra's massive ad campaign. As a public service, we're reprinting the blow-by-blow storyboards of these amazing advertisements.

NOVA 9 The Return of Gir Draxon



"This is a dentist, so we can't show you his face. Morning Chris.

"But we thought you might like to see what kind of action arcade game he plays.

"It's *Nova 9* from the makers of *Stellar 7*.

"Normal arcade action only skims the surface, cleaning up aliens on a few levels.

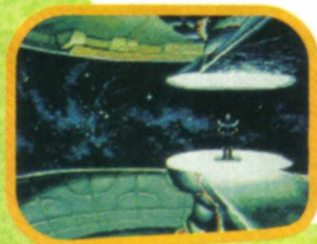
"But *Nova 9*, with its deep cleaning attack action, reaches way into the cosmos...

"Mopping up alien hordes on nine different levels...

"... and killing the interstellar invaders that cause bad vibes...

Plus, clinical studies have shown that *Nova 9* fights Gir Draxon, an early form of total interplanetary tyranny.

"So brush up on inter-galactic adventure. Pick up *Nova 9* from Dynamix... Arcade action with real bite."



POLICE QUEST 3

The Kindred



COP #1: "Man, these stakeouts are murder! I'm so bored my head is going numb!"

COP #2: "Try three!"

COP #1: "Three tablets?"

COP #3: "No, *Police Quest 3...* from Sierra On-Line!"

VOICE-OVER: "It's got hard hitting, REAL adventure game strength."

"Real actors, video-captured and animated."

"Real action. Use authentic police procedures if you want to survive."

"Real cases. Track down a ring of crack dealers... in a town held in the grip of terror by brutal cult killers."

COP #1: "Wow... tough tunes, too!"

COP #2: "That's the killer stereo soundtrack by Miami Vice's Jan Hammer."

VO: "For fast-acting boredom relief, try *Police Quest 3* from Sierra."



LEISURE SUIT LARRY 5

Passionate Patti Does A Little Undercover Work



ANNOUNCER: "We're at *Chez Larrez* where we've secretly substituted *LEISURE SUIT LARRY 5* for the fine coffee these customers usually drink."

"Can they resist the rich aroma of adventure as *Passionate Patti* does a little undercover work for the FBI?"

"Just wait till they taste the excitement of *Larry's* search for the world's sexiest woman."

"Trouble is brewing, and *Larry* and *Patti* have to take on the underworld, the music industry, and the Citizens Against Nearly Everything."



"*Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work* is the richest kind of computer fun. And now you can enjoy it two ways - playing as *Larry* AND playing as *Patti*."

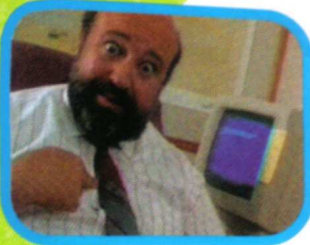
"Perk up your computer with *Leisure Suit Larry 5*. Now in two great flavors for twice the silliness, twice the sexiness, and twice the fun."

"Fill up your drive with *Larry 5*, the deliciously devilish new adventure from Sierra."



THE LAFFER UTILITIES

For everything you do at the office that has nothing to do with work.



"Hey, corporate America, how many times has this happened to you? You need a joke, want to send a funny fax, or just don't know where to go for lunch. And all your computer wants to do is work!



"WAIT! Don't throw that PC away! Now you can unleash its entertainment abilities with **THE LAFFER UTILITIES!**



"That's right—**THE LAFFER UTILITIES**—a plethora of non-productive pastimes from **LEISURE SUIT LARRY**, America's leading inefficiency expert!



"How much would YOU pay for an interactive joke data base - with a variable filth-o-meter and an easy-to-use subject search! Would you pay \$50? Don't! It's included with the amazing **LAFFER UTILITIES.**



"And wait - there's more!

"Need to look more decisive? This Magic 8-Ball would cost you \$12 by itself, but an executive decision-making program is built right in to the incredible **LAFFER UTILITIES!**



"But WAIT - there's MORE!

"You'd expect to pay hundreds of dollars for funny FAX cover sheets, humorous office forms, or

programs that manage party sign-up sheets, but you get it all with the astounding **LAFFER UTILITIES.**

"But WAIT - there's more!

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"**LAFFER UTILITIES** is available only from **Sierra On-Line, Inc.** So you don't forget, order before midnight tonight."





“A Nine-Letter Word for Fun with Windows™ ...”

Believe it or not, somebody has found a way to improve on the classic crossword puzzle.

By Kurt Busch

Until last Thursday, I was an almost-reformed crossword junkie, many moons down the road to recovery. Now I'm slipping dangerously back into the black-and-white squares.

Crossword puzzles are sort of like intellectual engineering projects for us liberal arts majors. They let us give our word prowess a workout while we stack esoteric terms into neat little interconnecting columns like so many precisely fit bricks in a Mayan temple. On those occasions when we actually *finish* a crossword puzzle, we walk away all warm and smug like we just pulled off some kind of miracle in spatial lexicography.

For seven years, I made a point of getting to the office an hour or so early so I could settle down at my desk with a buttered roll, a pint of chocolate milk, and *The New York Times* crossword puzzle. Over the years, the combination managed impressively to fill out my vocabulary (and my waistline).

When I left New York, I gradually lost interest in these little word games. Most newspapers featured disappointingly easy crossword puzzles (“Three letter abbreviation for United States of

America”) and the whole business had taken on a sort of sameness. The thrill was gone.

With this kind of personal disenchantment afoot, I greeted the announcement of a *Windows*-based crossword package with less than earthshaking enthusiasm. What, I asked myself, could some piece of crossword software do that its newspaper namesake hadn't done a million times before? Why play a word game that runs on an extravagantly expensive computer when the original requires nothing more than a pencil (or pen for you show-offs out there).

As it turns out, I had a real change of heart on that 'last Thursday' mentioned earlier. That's the day I got my first taste of *Take-A-Break! Crosswords*.

The new package features hundreds of crossword puzzles licensed from Dell Publishing, the people who put out all those paperback crossword collections for the truly hard-core wordfitters of the world. You can select from three different levels of play difficulty and customize screen colors throughout the game. And - a critical point for real crossword junkies - the entire puzzle is visible on-screen at all times.

And it overcomes all those niggling little shortcomings I'd always tolerated in conventional crossword puzzles.

I mean, does anybody besides me come down with directional dyslexia while trying to fit a clue to the appropriate letter blocks? You're looking for 43 DOWN, but you read the clue for 43 ACROSS and you spend a half-an-hour or so trying to squeeze the answer to “Father of Russian nihilism” into a three letter space.


With the new *Take-A-Break! Crosswords*, this sort of frustration is replaced with an amusing and efficient little mouse interface. Click on any group of spaces, across or down, and the appropriate clue is highlighted on the convenient scrolling menus. Conversely, click on any clue, and the appropriate group of spaces is highlighted.

Oh, you know what else bugs me about conventional crossword puzzles? When you've filled out 85% of the thing and you've got one little block of 12 words or so, all four or five letters long, and you just can't figure it out. You know if you could get just *one word*, you could jumpstart your verbal virility and all those other words would fall into place in one great crossword epiphany. But you can't get that *one word*, and you have to wait till tomorrow for the answer. By then, you've lost interest.

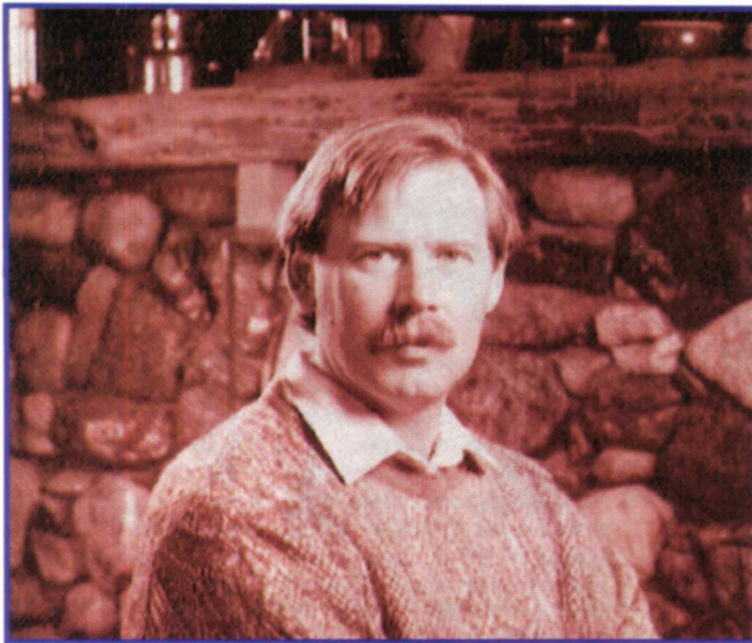
Take-A-Break! Crosswords actually has a hint feature that lets you buy a vowel, as if Pat and Vanna were standing over your shoulder, looking at the screen with you. Of course, getting a hint lowers your final score, but - hey - it's not like we're into competition or anything. (Yeah, right).

And, hey, you want to know what *really* burns me about those pencil-and-paper puzzles? I hate it when you put the wrong answer down early on and then you're stuck building a bunch of improbable words around the wrong letters. You know, the puzzle asks for “A major eastern religion”, and you put in “Buddhism” instead of “Hinduism” and you wind up torturing interconnecting spaces into words like “gdiff” and “snucker” and “half”. Then you try erasing some of them, but you don't know which ones are wrong, and the cheesy newsprint gets all smudged and ripped, and everybody walks by your desk and looks at it, thinking “Gee, what a lame-o...”

Anyway, with *Take-A-Break! Crosswords*, you have an option that makes your answers bonehead-proof. If you type in the wrong word, it politely vanishes. If you type in the right one, it stays, glowing proudly from your screen, a symbol of your intellectual triumph over this forbidding feat of word-smithing.

Come to think of it, I'm not sure how I tolerated crossword puzzles before *Take-A-Break! Crosswords*. 

**Take-A-Break!
Crosswords** is available for IBMs and compatibles running with *Windows 3.0* or *3.1*. Suggested retail is \$49.95.



EXCERPTS FROM

ON THE

“MY SON CHRIS HAS A FRIEND NAMED R.J. They’ve flown planes together. They talk for hours. Sometimes they play backgammon. Sometimes miniature golf. Maybe some day they’ll even meet in real life.”

“PEOPLE MISUNDERSTAND WHAT GAMES ARE REALLY ABOUT. Most of the time, if Roberta and I go over to someone’s house to play cards, it doesn’t really matter at the end of the night who won and who lost. Playing games, when you think about it, is a way to enjoy some friendly competition while gossiping about the kids. Sierra’s games are great, but they would be a lot better if I could play them with my friends. That’s where TSN comes in.”

“I WAS A PAPERBOY WHEN I WAS A KID. Whenever I got 100 new subscriptions to the paper, I received a free trip to Disneyland. Walt Disney was my hero. I knocked on thousands of doors and went to Disneyland a lot. Now I have this vision of a theme park for kids, set inside the computer. I’m calling it SierraLand and it will have rides like white-water rafting, a sculpture garden for little kids, a paintball field for older kids, and a lot more. SierraLand will be like Disneyland in that it will evolve forever.”

AN INTERVIEW WITH KEN WILLIAMS

SIERRA NETWORK

“RIGHT NOW, THIS VERY MINUTE, if I wanted to play Bridge or Backgammon, or even Chess, I could find someone to challenge me. I hadn't played any serious Chess since high school - over 20 years - until TSN. Now I can find someone to play anytime I want, usually at any skill level. I've played more Chess in the last six months than in the rest of my life put together.”

“THE ORIGINAL MISSION STATEMENT FOR TSN, WAS: *What if I could invent something which would allow my grandma to pick up a card game, 24 hours a day, 7 days a week, without leaving home, at a cost she could afford?* TSN's first 50 customers were seniors, none of which had any prior computer experience. I am very proud of this. It has taken over 10 years to turn the mission statement into reality, but it was worth it.”

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The New Age of TSN

Opening Summer '92

SierraLand

By Vince Geraci

The excitement is overwhelming. The phone lines are abuzz with inquiries about *The Sierra Network's* next upgrade of new games and amusements. Everyone at *TSN* is working harder than ever to deliver the landmark version of the constantly changing and growing *TSN*.

SierraLand is going to be a major breakthrough in interactive multi-player gaming. Here's a peek at what you can expect to see from *TSN* in the coming months:

HANGING OUT AT THE SIERRALAND ARCADE

Red Baron in the *TSN* arcade will take you into multi-player WWI flight simulation combat. You and your network 'Aces' will taxi down the runway and lift off into the skies for real-time air wars.

You'll be dogfighting against a real person, not a computer program. Your opponent may live across the country from you but you'll both be flying on the same battlefield.

Stellar 7 will transport you into multi-player, 3-space intergalactic tank combat. You'll watch as your good friends turn into alien invaders. You'll be in control of the deadly space tank, the Raven. You'll blast away at your opponents with multiple weapons systems. It's classic arcade action coming to the new universe of *TSN*.



SierraLand is a whole new style of multi-player interactive gaming. Just dial in with your modem and join the crowds.

AstroChicken will be *The Sierra Network's* comic relief. Electronic neighbors will be able to get together for an egg fight. This bizarre arcade sequence from *Space Quest III* will come to life in a multi-player setting. Beware, it sounds easier than it is, 'good cluck'.

YOU'RE GONNA LOVE PAINTBALL

PAINTBALL is a quick reflex competition game and the perfect multi-player game for *The Sierra Network*.

It has long been a favorite among corporate executives on the outdoor PaintBall battlefields. And there's plenty of action like ducking, hiding, running, shooting. And oh...sometimes you'll get hit (YUCK!). It takes real team effort.

PUTTER AROUND THE 18-HOLE MINI-GOLF COURSE

TSN gives golfers just about everything they'd expect from a rollicking round of miniature golf with friends. You can partake in friendly conversation, check your score and watch each player's putting angle.

It takes skill to aim your ball through the opening in the clown's teeth. Or, try to sneak your ball passed the wagging cat's tail. It's a challenging and relaxing game where people from coast to coast are all on the same green.

PLAY OUT YOUR FANTASIES WITH YOUR FRIENDS

Coming soon to *TSN* is a game that will fulfill the fantasy role player in all of us, with an added twist. You will assemble teams and delve into dungeons, and watch out for the dragons, they can wipe out your entire team.

Soon you and your friends will select which character you wish to be and act out your roles in true adventure fashion.

LARRYLAND

LARRYLAND is coming soon and it's going to be just what you'd expect it to be, WILD and BIZARRE!

You'll be able to check out Lefty's Bar first and possibly meet the girl or guy of your dreams, or you might just joke around with your *TSN* buddies.

BlackJack will be a favorite. You'll start with a set amount of Larry Bucks. You and your *Sierra Network* neighbors will play against the house and try to win a bundle of Larry Bucks.

Poker lets you put on your best poker face to try and bluff or beat *TSN* opponents. Did you ever play poker with gamers who live in all four corners of our country?

The Slot Machines will give you a chance to play against Lady Luck. She might be a Lady or she might wipe you out.

Roulette is a classic game where you and your *TSN* buddies will place their bets, win a fortune, go broke, or play it safe. Where the ball stops, nobody knows.

Multiple Passwords for Family Accounts will allow each family member a private sign-on identity. Personal messages on the Bulletin Board, E-Mail letters, even billing charges can be linked to a particular name and password.

This feature also gives parents control over what areas of *SierraLand* they will allow their children to access. Plus, you can set a limit on the maximum time and charges you'll allow your children to spend on *TSN*.

MORE THAN A NETWORK, IT'S A WAY OF LIFE

You might think of *SierraLand* on *The Sierra Network* as a kind of fun and games 'town' where people get to know each other and become friends. Sign up now and watch for these exciting new changes coming soon to the world's friendliest electronic game and amusement park neighborhood.



Larryland is a blast. Casino games, ribald jokes and plenty of babes and dudes.



Meet your friends in the Arcade for some real mouse twitching fun.



Strap in, take off and join the dogfight in the skies over SierraLand.



Each hole in 18-Hole MiniGolf offers you new challenges and obstacles.



Crouch down, dodge, hide and run, Paintball is fast action fun.

NNN

NATIONAL NEWS NOSE

People Pick Us for the Juiciest News

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TSN ANNOUNCES \$12.95 NATIONWIDE FLAT RATE!!!

Oakhurst, CA - Thousands of fun-loving people all over the country rejoiced today as The Sierra Network announced nationwide flat rate pricing!!! For just \$12.95 per month, TSN members get up to 30 hours of Constant Companion® fun and games during evenings, weekends and holidays. Premium games, extra hours of use, prime time, and extra services of TSN do have added charges, so be sure to check the latest TSN Rate Card for details.

Join the Fun Now!

Call 1-800-SIERRA1 for a FREE TRIAL MEMBERSHIP!!!



BABY BORN WITH TSN HEAD!

NEW YORK, NY - Doctors and hospital officials are baffled by a newborn whose head and face resemble a computer generated image from the increasingly popular TSN all-game network. When Dr. Blaine Wallman was asked about the reasons behind the transmuted baby, he said, "Ever since TSN introduced nationwide flat rates, people have been gaming and chatting on-line in excessive amounts." Later, Dr. Wallman admitted that "...while 'mouse-elbow syndrome' was on the rise, children have started talking at remarkably young ages."



BBS SPEAK



You were so proud of yourself. You bought and installed the modem, a much less painful process than you thought it would be. You installed telecommunications software (sometimes called "term software"), such as TSN, Sierra's On-Line or the software that came packaged with your modem. You hooked up your phone lines and you even made it online into a live conference area.

But everybody seems to be talking in some sort of weird language, punctuated with indecipherable gibberish like ;-), <ROF,L> and @>—>. Have you entered another universe, or is there just something wrong with your modem?

Neither, kids! This is BBSSpeak, a shorthand used to convey everything from tone of voice and inflection to facial expressions and gestures. Typewritten sentences don't always communicate the attitude behind the words; a flippant remark and a sincerely offered opinion can look the same in print, which may cause a minor misunderstanding, a major conflagration, or an all-out war, if your words are taken the wrong way. So if you tell somebody on a BBS, "You're crazy," maybe you should follow it up with a <g> (which means "I'm grinning") or a ;-) (which is a winking face turned on its side) to show that you're not serious. An expensive present wouldn't hurt, either.

To help give typewritten sentences inflection, you can also choose to capitalize words for emphasis, like, "Are you KIDDING??? She said WHAT? We went WHERE and did WHAT?" Don't overuse capital letters, though, or it'll look like you're constantly shouting.

A rule of etiquette to keep in mind when online: when you're speaking at length, but you can only type one line at a time, end the line with either an ellipsis (...) or a plus sign (+) to indicate "I haven't finished my thought yet, there's more to come." This way, people can avoid responding until you've expressed your complete thought. Some people can't express a complete thought no matter what; there's no BBSSpeak to cover that situation (except for the traditional "#\$@%)(*@#!!!").

Here are some commonly-used BBSSpeak acronyms and their translations.

- BTW: By The Way
- IMHO: In My Humble Opinion
- RSN: Real Soon Now (as in, "When will that game be released? RSN!")
- RTFM: Read The Flippin' Manual! (or a variation thereof)
- FWIW: For What It's Worth (the expression, not the Buffalo Springfield song...y'know, Stephen Stills, Neil Young, and I forget the other guys. Not Graham Nash, he was still in the Hollies.)
- GMTA: Great Minds Think Alike! (Used when two people type the same thing, one right after the other. Note: this can also cause enormous problems with the phone company, blowing up switching stations and knocking out phone service for miles around.)
- JIC: Just In Case
- OIC: Oh, I see!



- GA: Go Ahead (meaning, "It's your turn to talk.")
- <G>: Grin
- <SG>: Sheepish Grin
- <ROF,L>: Rolling on Floor, Laughing
- <LOL>: Laughing out loud
- <G,D&R>: Grinning, Ducking & Running

Then there are the obvious expressions, usually placed between two asterisks so it doesn't look like you're saying the word, but rather doing it:

- *blush*
- *hug*
- *wink*
- *kiss*

Lastly, there are "Emoticons," little pictures made out of ASCII

symbols that look like faces or objects if you tilt your head to the left.

- :-) (A smile)
- ;-) (A wink; can mean, "I'm not serious" or "Hey, you're cute!" Hopefully, you'll be able to tell the difference.)
- :-B (A goofy or buck-toothed smile)
- :-)## (a smiling person with a beard)
- @:-)## (a smiling person with a beard and a turban)
- :-)<>////> (a smiling person wearing a striped necktie)
- :-b (a smiling person sticking his/her tongue out)
- B-) (a smiling person with glasses or sunglasses; also, a smiling Batman!)
- :*) (a smiling person with a moustache)
- 8-) (a wide-eyed smile)
- b-) (a pirate)
- =!:-)## (Uncle Sam)
- &:-] (Superman!)
- >:-{ (Count Dracula)
- \:-) ("Hi, I'm Gumby!")
- l-(("I'm depressed.")
- :-((a frown)
- >:-(("I'm angry!")
- :-o ("Ohhhh, noooooo!")
- @>—> (a rose; usually given to somebody you just winked at)
- @= (A mushroom cloud)
- <:)>== (a turkey head)

Though BBSSpeak is fun to use, it's far more satisfying to make up your own acronyms and Emoticons and spread them around. If they're good, you may find strangers using them back at you, which is the biggest thrill of all. Who knows? Perhaps we'll publish a further list in an upcoming issue of *InterAction*, and if I see your BBSSpeak on TSN or on the Sierra BBS, maybe you'll see it in print.

by Josh Mandel

CARTOON CONTEST



InterAction's Cartoon and Drawing Contest is an ongoing competition, and always open to submissions. Winning entries will be published in *InterAction*, and winners will receive a Sierra software product of their choice. Because we receive hundreds of submissions every month, we cannot acknowledge non-winning entries. Large entries may be reduced for space considerations when printed.

If you are a winner we will contact you to find out which software product you want for your prize, so remember to include your telephone number. If you are under 18, please include your age.

RULES: Cartoons and drawings must be original ideas, not copies of other cartoons or drawings. To be considered for the contest, entries must be in black ink on unlined white paper (please do not fold).

Your name, address and telephone number must appear on the back of your entry or on a separate paper attached to your entry.

Winners are chosen at the sole discretion of Sierra On-Line, and all entries become the property of Sierra On-Line. Submit cartoon/drawing entries to:

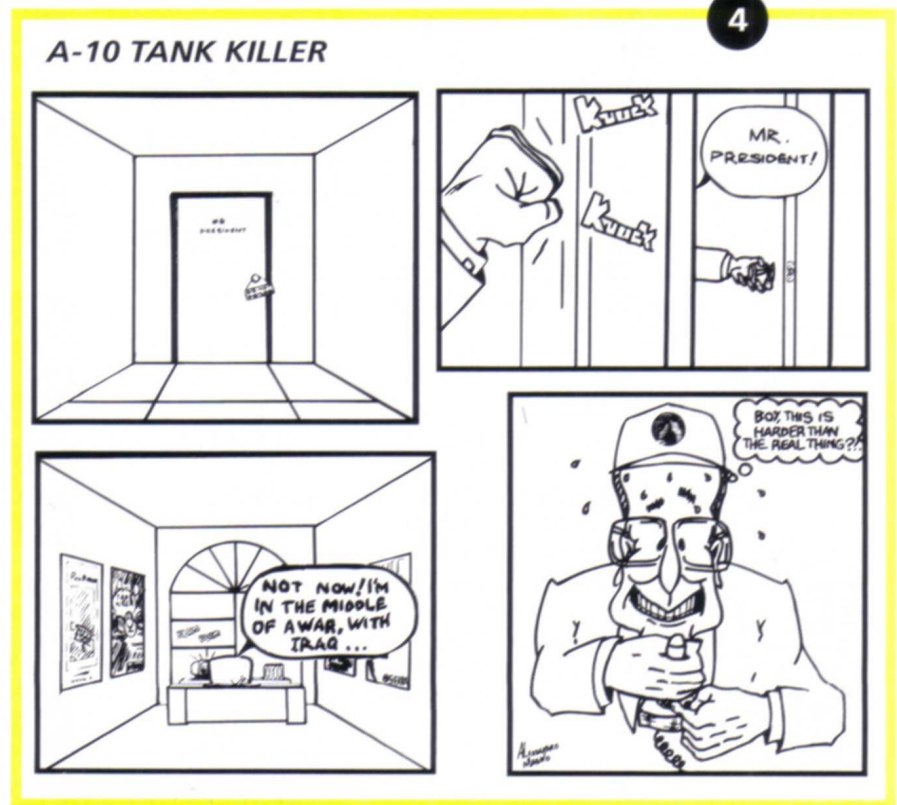
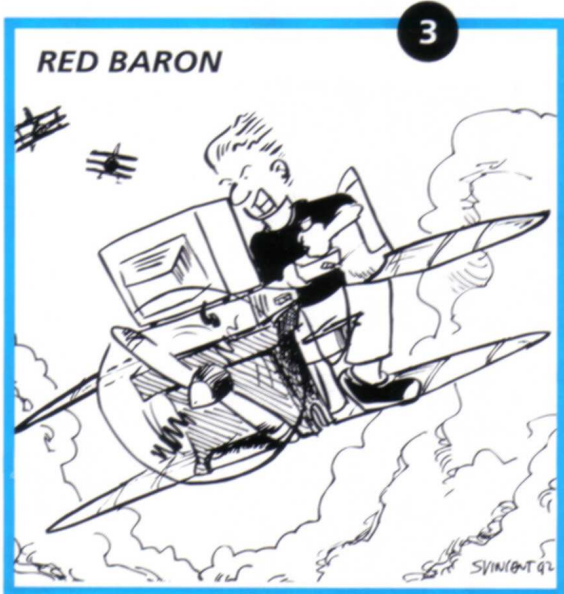
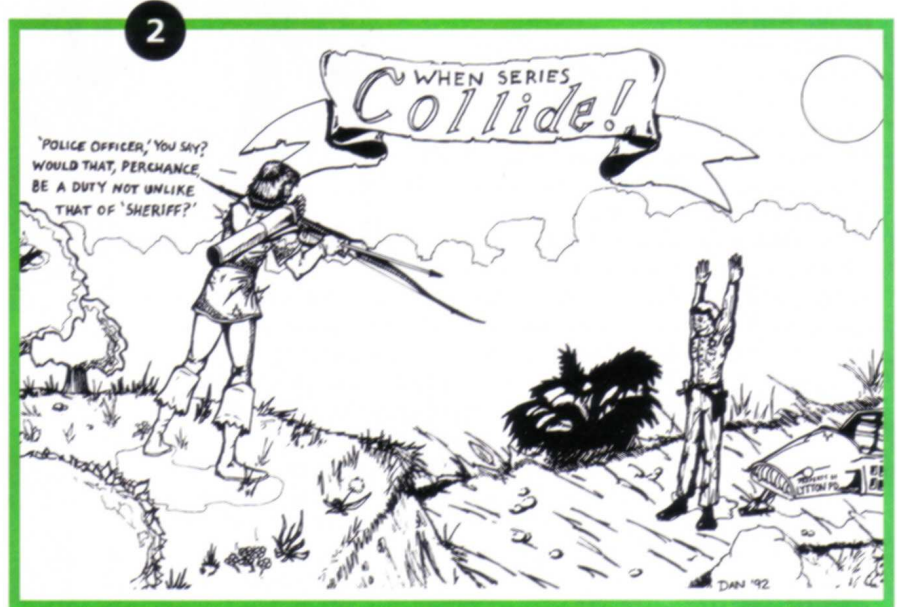
Cartoon Contest, Sierra On-Line, P.O. Box 1103, Oakhurst CA, 93644

IMPORTANT NOTE: Please do not send any other correspondence in the same envelope as your cartoon contest entry. Address all other correspondence to:

Sierra On-Line, P.O. Box 485, Coarsegold, CA, 93614

WINNERS!

1. Mike Rickard, Moore, SC
2. Dan L., New York, NY
3. Alessandro DeAlmeida, Danbury, CT
4. Shawn Vincent, Maitland, FL



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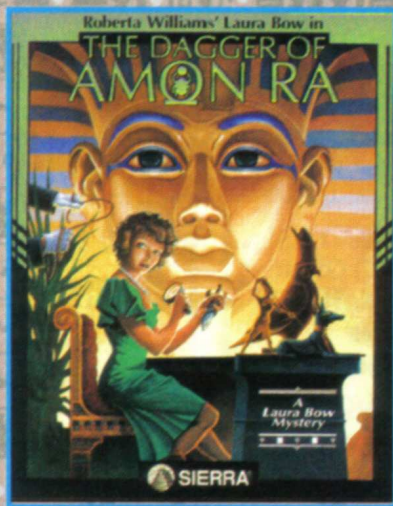
LAURA BOW CONTEST

SOLUTION

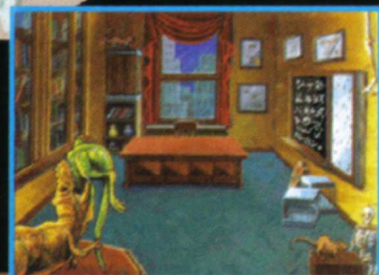
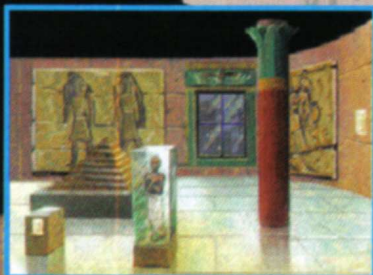
Here is the solution to the mysterious inscription found in a secret room of the Temple of Amon Ra in the Valley of the Kings, where the priceless Dagger of Amon Ra was discovered. The ten lucky winners will be announced in the next issue of *InterAction*.

OOOPS...Just goes to show you that 'carved in stone' doesn't always mean 'error free'. A number of readers wrote to point out a typo in the bottom row of hieroglyphics. Amon Ra may have been big news in the deity department, but he might be a more potent potentate today if he'd had a proofreader.

"AMON RA SPOKE THROUGH THE PHAROAH SAYING THE GOLDEN GIFT TO HIS PEOPLE, THE GREAT DAGGER OF AMON RA, WILL BE REMOVED FROM THE LAND OF EGYPT FOR A LONG JOURNEY ACROSS THE SEA OF FOREVER WITH THE GUIDANCE OF RA, LORD OF THE TWO LANDS, AND OSIRIS, PRINCE OF ETERNITY, A PURE MAIDEN WILL THEN RECOVER THE GIFT AND SHE WILL BE KNOWN AS LA RA BO."



WOW! So far over 8,000 people have sent us their entries. If you have enjoyed translating these hieroglyphs and solving the mysteries of the ages, you've learned a valuable skill that can be used again in *Laura Bow in The Dagger of Amon Ra* (screens shown below). Translation plays a key role in unraveling the secrets of this mysterious computer caper. List price is \$69.95, but you can get a great deal on page 12 of this issue!



A very special contest for *InterAction* readers. . .

**"THE MOST IMPORTANT THING
I'VE DISCOVERED WHILE
PLAYING A SIERRA GAME . . ."**

What do you look for in a computer game?
Entertainment? Excitement? Challenge? Fun?

All of us look for these things, but - hopefully - get a little more. Maybe it's the fascination of exploring new worlds. Or maybe it's a chance to overcome obstacles with only our wits. And maybe it's the satisfaction of finding, as Roberta Williams puts it, "that intelligence and kindness will win out where violence will not."

What's the most valuable thing you've found in a Sierra or Dynamix game? We'd like to know.

Write us a letter (1000 words or less) and tell us. We'll print the best stories here and award the prizes shown. All entries must be received by June 30, 1992.

PRIZES

Grand Prize:

FOR YOU: A Media Vision Multimedia Upgrade, including a Sony CD-ROM drive, a Pro-Audio Spectrum sound card, Windows™ for Multimedia, Sierra's *Jones in the Fast Lane*, and Compton's Multimedia Encyclopedia.

AND... FOR THE SCHOOL OF YOUR CHOICE: A 386-SX personal computer with VGA monitor, mouse, and software.

Runners-Up:

The Sierra or Dynamix game of your choice.

CONTEST RULES

All entries must be received by June 30, 1992. Prizes are awarded at the sole discretion of Sierra On-Line. All entries become property of Sierra On-Line. Employees of Sierra On-Line and its subsidiaries are not eligible. Void where prohibited by law.



Part of the grand prize for the winner will consist of a Media Vision Multimedia Upgrade, including all of the items shown here.



THE CHANGING FACE OF AMIGA GAMES

New technology is leaving some Amigas behind

By Jack Nichols

The Amiga 500, 1000, and 2000 (which are based on the MC68000 processor) have become the charter members of a unique platform, and a whole new way of computing. While they are still a powerful set of machines with their custom chip set, newer programs are finding it harder to run adequately with the older technology. In their day they were impressive designs, ahead of their time and ahead of most developers' ability to understand and support.

The Amiga 3000 was the first machine in a long time to really see major improvements, first and foremost of which was the use of a much more current processor, the MC68030/MC68882 CPU

and Math Co-Processor. Along with this machine came the advent of the 2.0 operating system, providing a much wider and more efficient use of the Amiga, and a much more professional look and feel.

The latest version of the new operating system, 2.04, sets the stage for the future development on the Amiga, providing true 32-bit OS functions for the 32-bit Enhanced Chip Set and MC68040 CPU. Rumors of new video modes supporting 8 bit-planes for 256 colors, high density drives, and much more are around the corner.

The new technology of the Amiga 3000 will allow it to

run current and future software reliably and more realistically.

The speed and complexity of Sierra's software is reflected in the machine's abilities, and therefore must march alongside technology and support the platforms that can accommodate the process in a practical and realistic way.

Sierra develops specific software for certain computers which means that older machines like the Amiga 500, 1000, and 2000, while still excellent equipment, suffer more as time goes on. They may be unable to keep up with the demands of new software



both in size and performance.

Sierra continually develops new software with the latest tools and features. The 32 color process has seen major improvement in the last few months says Steve Coallier, Sierra's resident Amiga programming whiz and a dedicated Amiga game enthusiast.

Sierra's use of sound has come a long way from the beeps and burps of the not so distant past.

Games a few months old cannot compare with Sierra's latest releases, such as *Castle of Dr. Brain*, *Hoyle Book of Games: Volume 3*, and *Space Quest: The Sarien Encounter*. *Conquests of the Longbow: The Legend of Robin Hood* and *EcoQuest: The Search for Cetus* will advance into 64 colors, with Extra Half-Bright mode.

Dynamix has already released *A-10 Tank Killer v1.5* for the Amiga, using Hold-And-Modify (HAM) for still images, and 64 color Extra Half-Bright mode for the rest of the game.

The look is getting better all the time for Amiga games. Watch for Sierra's new features coming to Amiga computers.



Colonel's Bequest runs great on newer Amigas, but runs slowly on older models.



New technology gives Castle of Dr. Brain a whole new way of gaming on the Amiga.

GAMES THAT WORK OK ON OLDER AMIGA SETUPS

Run OK (AGI)

King's Quest I
King's Quest II
King's Quest III
Space Quest II
Police Quest 1
Gold Rush!
Mixed-Up Mother Goose
Manhunter: New York
Manhunter: San Francisco

Run slow and require disk swapping

King's Quest IV
King's Quest V
Leisure Suit Larry 1-5
Space Quest I, III, IV
Police Quest 2, 3
Codename: Iceman
Colonel's Bequest
Conquest of Camelot
Hoyle Book of Games: Vol 1
Hoyle Book of Games: Vol 2
Hoyle Book of Games: Vol 3
Thexder

TIPS TO REMEMBER WHEN MACS FORGET

With the new generation of entertainment products being released for the color Macintosh, both Sierra and Dynamix are getting a lot of attention for their high quality graphics and accompanying musical scores.

However, producing such high quality entertainment products pushes even the most powerful Macintosh models to their limits. The following troubleshooting guide should help you if you are experiencing problems playing any of the Sierra/Dynamix entertainment software.

THE MEMORY IS THE FIRST TO GO

One of the major problems which could prevent your games from operating on a color Macintosh system is running low or out of memory during game play. All of the new color games for Macintosh, with the exception of *Space Quest IV*, require System 6.0.7 or above. Most of the current games require a minimum of 2 megs of RAM running under System 6.0.7.

To effectively run Sierra/Dynamix games under System 7, memory requirements jump to at least 3.5 megs of RAM. Even with Macintosh models which meet or exceed these minimum requirements, you may still experience low memory problems when trying to run your games.

Sometimes, standard functions may fail to operate properly while the program is active. For example, if you find that you can't save and/or restore a game, or you notice that the game begins to run much slower than usual, then your computer also



THE FOLLOWING IS A LIST OF TYPICAL ERROR DIALOGUE BOXES YOU MIGHT RECEIVE WHEN YOUR SYSTEM IS RUNNING LOW ON MEMORY:

- Out of Memory in Set R Palette at Spot #1
- International SYS Error
- Standard File Not Present
- Fatal Error: Out of Memory

might be running low or be out of memory.

If you experience any of the errors listed above, you might be able to correct the problem by freeing up more of your computer memory before attempting to play the game.

TURN ON, TURN OFF, AND GET HELP

The first step is to try and disable all Inits and Control Panel Devices. Utilities such as screen savers and virus protectors tend to take up large amounts of space when

loaded into RAM. Any time these utilities are active, they dramatically reduce the effective memory space available for Sierra/Dynamix games to run.

Try turning off or disabling these utilities under the Control Panel, then choose the restart option under the Special menu. This will effectively clear the RAM of these applications and free additional memory space.

Another easy step you can use to free up more memory is to hold down the shift key while your system is booting. As soon as you restart or turn

on your Macintosh, hold down the shift key until you are in the desktop environment. This will not load your System Extensions while the computer is rebooting.

You might also want to check your Ram Cache setting under the General Control Panel module in System 6.0.7, or check the Memory Module under the Control Panel in System 7. If you are using System 6.0.7, turn the Ram Cache feature in the General Control Panel section off.

With System 7, lower the Cache setting to 16K. This again will free up additional memory for your system. (A quick side note for Quadra owners: You might have to disable your processor's cache memory in order to play your games, as the products might run into problems with that feature active.)

DON'T GIVE UP, GIVE IT A BOOT

If you have tried all of the above suggestions, and still find that you are experiencing problems, then you might want to try a boot disk. If you contact Sierra On-Line Customer Support, you can obtain a free boot disk with System 6.0.7 running under the Finder. By simply booting from this disk, enough memory should be cleared for you to run Sierra/Dynamix Macintosh games.

It's Sierra/Dynamix's goal to release some of the best entertainment products for the color Macintosh. In order to achieve this goal, Sierra has pushed the Macintosh memory requirements to the limit. Sierra hopes that the above information will help you enjoy the new range of entertainment products being released.

By Gary (Mac the Knife) Brown

CUSTOMER SERVICE



Computer technology is always getting more advanced, and the software programs used on these systems is getting more complex.

Unavoidably, with each major software advancement, the number of disks the program needs increases. Many of the more advanced programs average about 8 megabytes or larger in size. Storing large amounts of information on low density disks has become impractical.

Sierra On-Line has begun the practice of using only high density disks on their new MS-DOS VGA and color Macintosh releases. The reason Sierra is converting to an all high-density disk format is efficiency. It's not only easier for Sierra to manufacture games on high density disks, it's much easier for the game player to install the game.

If the VGA version of *King's Quest V* were released on low-density 5.25" disks, it would take a shoe box to hold all the game disks. And it would take an unreasonable amount of time to load the game.

How dense is your drive?

Sometimes customers will contact Sierra to determine if they have a high or low density drive. It can be very difficult or nearly impossible for a representative to determine the customer's type of floppy drive over the phone.

Knowing the type of disk drive your computer has can be

A TALE OF TWO DENSITIES

The Long And Short Of High And Low Density Disks

By Mike Weizer

as easy as referring to your owner's manual, sales invoice or by contacting the store where your computer was purchased.

One way of determining your computer's drive type can

be if the 3.5" drive is "B"). When asked to label the disk, just press enter. The computer will now display the "bytes total disk space". A 3.5" high density drive will display

floppy drive, it's best to use a low density disk for this test. At a C: prompt enter `FORMAT A:` (or `B:` if the 5.25" drive is B). The computer will display the "bytes total disk space" for that newly formatted disk. A 5.25" high density disk drive will format the disk to 1,213,952 bytes total disk space. A low density drive will format that disk to only 362,496 bytes total disk space.

This is important: Low density computer drives cannot read a high density disk. If you try to use a high density disk in a low density drive the error message "General failure reading drive

A:" will appear. However, a high density drive will be able to read a low density disk. The problem is that using low density disks in a high density drive is time inefficient.

Knowing your computer's specifications, like its hard drive and floppy drive capacity, graphic and sound driver capabilities can help you make well-informed decisions about the software you purchase. There are some software utilities that can tell you if your disk

Here's how you can tell if a disk is high or low density.

LOW DENSITY	A low-density 3.5" disk has only one window in the lower left corner.	It could take as many as 30 low-density disks to store just one game.	Formatted high density disks will not work in a low density drive.
HIGH DENSITY	A 3.5" high-density disk will have an additional window in the upper right corner.	High density disks hold more data and allow for more efficient packaging.	Low or high density disks will work in a high density drive.

be as simple as formatting a disk. To check a 3.5" disk drive you need to start out with an unformatted 3.5" high density disk. These disks will have an additional window in the lower right corner (see illustration). This additional window allows the disk to be formatted up to approximately 1.44 megabytes. At the C: prompt enter `FORMAT A:` (or

1,457,664 bytes total disk space. Some low density drives cannot format a high density disk. If you receive the message "invalid media or track 0 bad, format terminated" while trying to format, this indicates that you have a low density disk drive.

To check a 5.25" disk drive, simply format a 5.25" disk using the MS-DOS format command. Unlike the 3.5"

drives are high-density. If you have a modem, the Sierra Bulletin Board Service [BBS] offers a public domain program [free of charge] that can help you. The program is called *InfoPlus* and is on the Sierra BBS as `IFPIP147.ZIP`.

You can reach Sierra's BBS at (209) 683-4463. Set your modem for No Parity, 8 Data Bits, 1 Stop Bit.

To reach a Sierra Customer Service Representative call 209-683-8989

CD-ROM DRIVES

What to look for before you buy.

By John Roderick

Features? Compatibility? Price? These are the primary issues that concern us as computer hardware/software consumers. Can we address these questions when discussing CD-ROM drives?

The answer is YES!

Since the introduction of the High Sierra standard for CD-ROM six years ago, there have been tremendous changes in CD-ROM drive technology. The two predominant features that have captured our attention as consumers in the past 6 years have been the changes from very slow drives with very high prices to fast, reliable drives at affordable prices. Why is the speed of the CD-ROM drive so important? Let's take a closer look at how a CD-ROM drive works.

Access time is defined as the time span from search command to the display of optical text on the screen. CD-ROM sectors are organized in a continuous spiral track which makes for ideal access of large blocks of sequential data. Although this is ideal for the development of CDs, it makes for a slower random access time than found when accessing data from concentric tracks found on hard disks. For this reason, the performance of your CD software is partially dependent on this feature.

In the past issue of this magazine, Ken Williams described the importance of using a CD-ROM drive that

features an access time of 500ms or faster for use with Sierra's CD-ROM products.

In terms of importance, this feature should be near the top of the list when considering your purchase of a CD-ROM drive. Manufacturers such as Sony, Hitachi and NEC are just a few of the vendors that are

for the next scene to occur.

One feature that may affect the performance of your software's graphics is the **rate of continuous throughput**. Sierra's recommendation as well as Microsoft's MPC specification call for an average sustained transfer rate of 150 kilobytes per second.



now offering CD-ROM drives with access times around 380ms at very competitive prices. An access time that is longer than the recommended 500ms should not alter the performance of smooth video graphics, but will cause time delays in accessing the data


Although most drives do support this, it is a feature to consider in your purchase.

PRICE! At the forefront of most consumers' minds is the dollar amount required to upgrade their computers to feature a CD-ROM drive. The good news is that the

price of CD-ROM drives has dropped considerably in the past year. Prices for CD-ROM drives in recent months have varied anywhere from \$399 to \$1000 depending on features and the manufacturer.

With the introduction of multimedia bundles such as Media Vision's Multimedia CD-ROM Kit, the cost of upgrading your computer for multimedia applications has now become affordable.

Many of today's CD-ROM software, such as Sierra's *King's Quest V*, require the use of a sound card with a DAC (Digital-to-Analog Converter) to produce the music and speech which these programs deliver. Two of the most popular sound cards that can deliver both speech and music simultaneously are the *Pro Audio Spectrum* from Media Vision and the *Sound Blaster Pro* by Creative Labs. Both companies offer multimedia upgrade kits which bundle a CD-ROM drive and a sound card at almost half the price of the same items when purchased separately.

Although we have briefly examined the subject of CD-ROM drives, there is an abundant amount of information available at your fingertips through your local magazine stand. The excitement of CD-ROM technology is upon us and it is an area that will touch all of us in the 1990s. 



“Eternal vigilance or eternal rest.”

These famous words by the Fighting 10's superb leader, Jimmy Flatley, sum up the key to survival in air combat. As a combat pilot, you must always be on your toes, lest an unseen foe swoop out of the sky and turn you into a fuselage kill flag. While there is no substitute for experience, you can learn from valiant flyers who went before you.



ETERNAL VIGILANCE OR ETERNAL REST



STRATEGY FOR ACES OF THE PACIFIC

by John Bruning and Barbara Ray

★ FIGHTER TACTICS ★

Spotting the enemy is the surest way to avoid being shot down. The best means to do this is to constantly scan the sky around you, or "Keep your head on a swivel," as fighter pilots would say. In any sort of combat situation, you must keep a careful watch on your "six" (your tail — the nose of your plane is at 12 o'clock, off of your right and left wings are three and nine o'clock respectively) lest some wily Zero or Hellcat creep up behind and do you in. This can pose a problem in razor-back aircraft, such as the Wildcat and the P-40. In such aircraft, rearward vision is blocked by the top of the fuselage. In these planes, it is best to skid from side to side with the rudder bars when you are looking rearward. This way you'll be able to spot anything behind you with much less effort and energy.

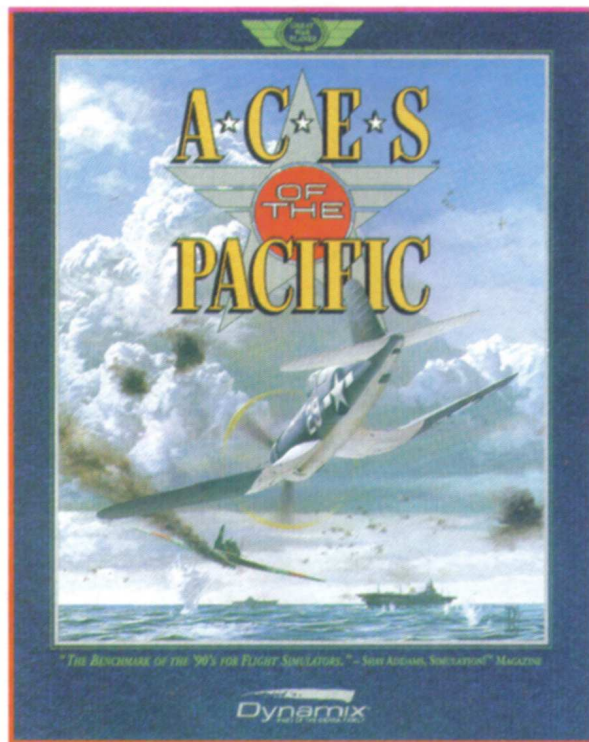
Defensive tactics are important, but the role of the fighter is principally offensive in nature. To be a successful fighter pilot, you must shoot down enemy planes. This is no easy feat, especially against a fully alert foe. Your best bet is to catch your prey by surprise. Approach your target with the sun at your back and an altitude advantage. Then, when you're close enough, dive down onto your surprised foe's tail and fire a quick, solid burst into him. Don't hang behind your target once you've opened fire. Instead, break off in a climbing turn and come back if your first run didn't flame him.

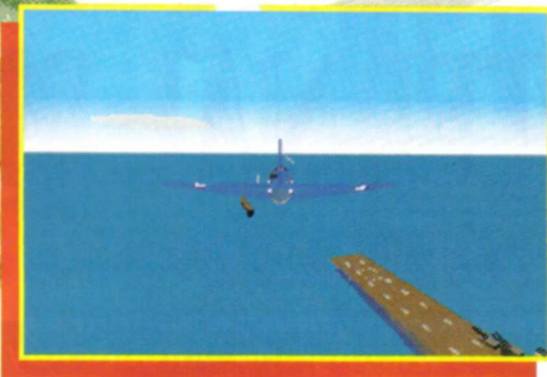
If you're attacking dive or torpedo bombers, never sit on their tail for very long. You will be a sitting target for any escorting fighters and inevitably, the bomber's rear gunner will turn your plane into a flying sieve. Instead, make quick high speed passes on the bomber, preferably from an angle from which the rear gunner can't strike back. Practice making runs on your target from the side so the rear gunner can't hit you. The drawback to this is that you must lead the target quite a bit in order to hit it. Because of this, many WWII pilots could never get the hang of side runs.

Against larger bombers, such as B-25's and B-29's, it is best NEVER to attack from dead astern. The tail turrets will shred your fighter quickly. The Japanese learned early on to make head-on passes from above on these heavily armed American bombers. Head-on attacks are tough to execute, but can be deadly effective.

Aim for the engines or the cockpit for best results.

When attacking Japanese bombers, expert American pilots would make overhead passes on the lumbering planes. Marion Carl, a Marine ace who fought at Guadalcanal, especially favored this tactic. The trick is to be several thousand feet above the bombers, and to simultaneously close in on them from behind while diving down on them vertically. Start firing, then gradually pull the stick back and walk your fire across the bomber's fuselage. Usually, this sort of run will take out the tail gunner, and if

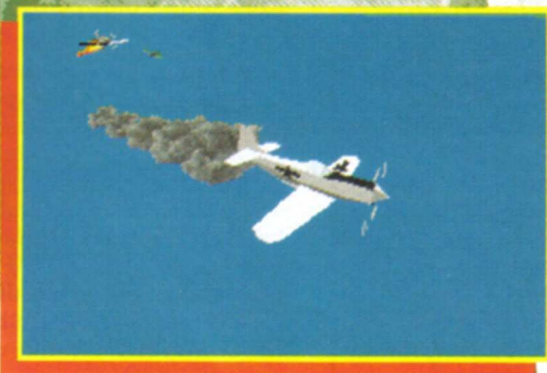




you're lucky, the pilots. After you zoom underneath the bombers, use your speed to climb up in front of the formation and try for another run. The Marine pilots who flew during the early days for the Guadalcanal campaign became quite adept at this method of attack, and could make two passes on the bombers before their Zero escort drove the Grummans off. In fighter to fighter combat, if you play the American side, it is best not to dogfight with the lighter, more nimble Japanese planes. The best approach is to swoop down on a formation of Japanese planes, take a shot at one of them and keep going with the throttle wide open. If the opportunity presents itself, try to climb back up and make another run. Whatever you do, don't ever dogfight with the Japanese planes. They can run circles around the American planes during a turning fight, so you'd be meat on the table for them. The greatest attributes of American planes are speed and diving performance, exploit them thoroughly in order to survive.



If you are flying for the Japanese, you must avoid head-on runs with American fighters. Their 50 caliber machine guns will quickly tear your light, unarmored aircraft apart. Use your superior maneuverability to get behind the more clumsy Allied planes and fire off a quick burst before they can disengage by diving away. Most Japanese planes can climb much more steeply than their American counterparts, so use this to your advantage whenever possible. A favorite tactic of Zero pilots early in the war was to induce an Allied pilot of follow them on a steep zoom climb. Inevitably, the Zero would still be going strong while the Allied plane would begin hovering on the verge of a stall. Then, the Zero would flip on its back and execute a tight loop, coming up right behind the surprised and helpless Allied fighter.



By 1943-44, most Japanese planes were totally outclassed by the new American fighters. This was particularly true of the Ki-43 Hayabuse (Oscar in Allied code). With a top speed of just over 300 mph, the Hayabusa pilot was usually easy prey for the swift, powerful P-38s and P-47s. If you should find yourself stuck in such a situation, only pure flying skill will save you. Chances are you won't have many opportunities to get into a firing position, so be sure to

take advantage of the ones you get. Aircraft, such as the Ki-84 Hayate (Frank) and NIKI Shiden-Kai (George), restored a certain amount of equality in the air for the Japanese. Unfortunately for the average JAAF or JNAF pilot, these aircraft were produced in such small numbers that they were quite rare.

★BOMBER TACTICS★

Dive Bombers

Ideally, you would approach a ship target from behind, using your brakes to slow down your dive in order to gain a bit more time to line up your target. As you approach the target, remember to remain in tight formation to provide concentrated fire against marauding enemy fighters. Once you make your run, get down on the deck, firewall the throttle and run for home.

Torpedo Bombers

To fly torpedo bombers, you must have nerves of steel, for yours is an unenviable task. You must fly into the teeth of enemy fighters and anti-aircraft defenses in a lightly armed bomber with paltry armor. To execute a successful torpedo run, you must fly low, slow and straight, thus providing an excellent opportunity for enemy fighter pilots who want to increase their scores. It is best to approach your target from behind and slightly to the side. Dodge and weave your way through the flak and fighters until you are about 1,500 yards from the ship you want to hit. Then, concentrate on your run, lead the ship slightly and release your torpedo from between 800-1,000 yards out. Be sure not to release it too close to the target, as torpedoes need about 400 yards of running distance to arm themselves. The best tactic is the extremely difficult "anvil" attack, which places torpedo bombers on either bow of the target, so the ship cannot escape.

★DON'T FORGET ABOUT LADY LUCK★

Give these recommendations a try and your odds of survival should improve. But remember, you cannot always count on superior airmanship when you are quite literally flying into the jaws of death. Sometimes you must just risk it all with the hope that providence is smiling on you. We wish you good luck and clear skies! ✈



GAME HINTS



KING'S QUEST I



Points of Interest in the Southeast Area

This is an uncivilized area with several menacing creatures lurking in the woods. Be ready to run to another screen at the first sign of danger. If you don't run fast enough, you may be frozen for a while, or even killed.

- ❑ An elf may appear in several places; he is not to be feared. Indeed, he may give you something.
- ❑ The wolf, ogre, troll, dwarf, witch, and sorcerer are bad; they will do you harm.
- ❑ Stop by the mountain. There's a door in its base, and like everyone else, you will want to get inside. There are two ways to do that, and you get the most points by not going in the door.
- ❑ There are two trees in this area that have delighted visitors for generations. They both yield golden treasures.
- ❑ Good things come in small, brown, woody packages.
- ❑ Remember to eat your veggies - and show them to dumb four-legged creatures.

KING'S QUEST II



Points of Interest in the Northeast Area

There are two tourist attractions in the northeast area: the Monastery and the Antique Shop. The Monastery is open, but the Antique Shop will remain closed until you read the inscription on the second door.

- ❑ Stop by the Monastery and do what the other people are doing.
- ❑ If you're nice, the monk will give you something.
- ❑ The Antique Shop has one of almost everything, except a caged nightingale. I'll bet the owner would love to have one - that is, if you just happen to have one handy.
- ❑ A Good Fairy hangs out in the area south and east of the Monastery, and she may bless you with good luck.
- ❑ An Enchanter haunts the area south and west of the Antique Shop. Be particularly careful around the area where the log extends into the lake.
- ❑ There's a brooch in this area that matches the bracelet found in another area and a necklace found in still another area. An earring is the fourth piece of jewelry.
- ❑ There's no way you can cross the mountains or chasm to the East. QA saw to that.
- ❑ Do you remember the story of Aladdin and his magic lamp? Do you know how to treat a magic lamp?

KING'S QUEST III



Points of Interest in the Wizard's House

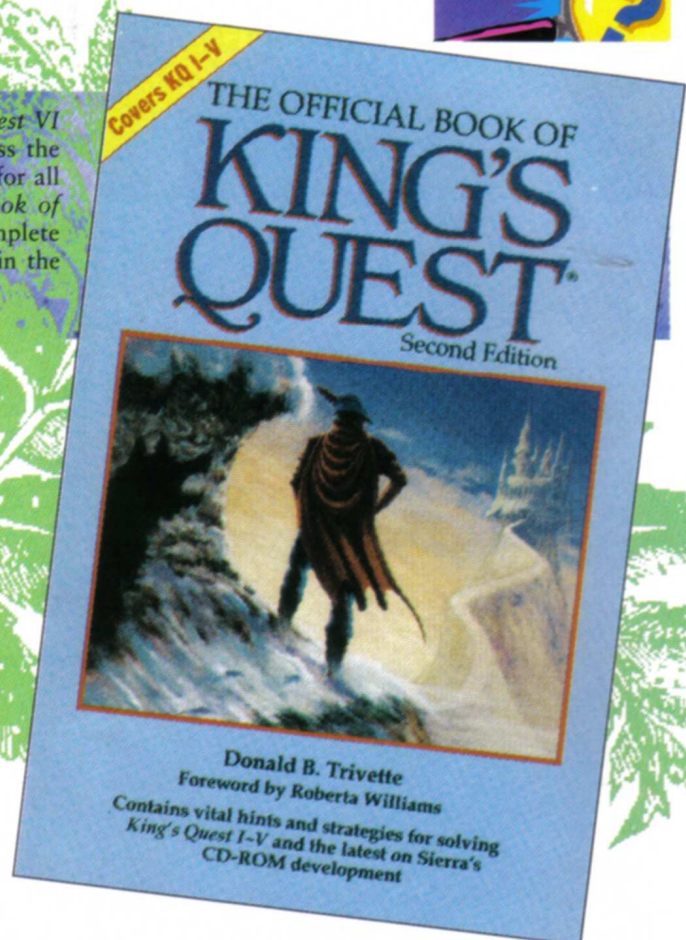
This is where you begin and where you'll spend many unhappy hours serving the wizard Manannan. The only place you are safe is in your bedroom, but if Manannan is out to punish you, hiding will only delay his wrath.

- ❑ There are a lot of good things lying about the kitchen. Don't take the food until you leave the house for the last time. That way if Manannan becomes hungry, you'll have something to serve him.
- ❑ The microwave is broken, so you'll have to use the fireplace to cook.

- ❑ You can't do much until you can get into the *laboratory* (that's *laboratory*, not *lavatory*), and you can't do that until the wizard leaves.
- ❑ Manannan is a busy guy. He is also very punctual. Take note of how long he stays away. It's always the same length of time. Twenty-five minutes comes to mind. Or is it 15? Ten, maybe?
- ❑ Once you've figured out Manannan's schedule, you can time your explorations by watching the clock at the top of the screen.
- ❑ Be sure to give yourself enough time to hide things before he comes home.
- ❑ Hiding your goodies isn't enough. You must be sure to put everything back in the study the way you found it, or Manannan will know you're up to no good.
- ❑ You'll have to make at least one trip down the mountain, probably several, to collect things. Don't get caught in town when the wizard comes home.
- ❑ You must take care of Manannan, and there's only one way to make him a pussy cat.
- ❑ Spelling is the key to King's Quest III; you must learn to conjure.



ow you don't *have* to play *King's Quest I-V* before *King's Quest VI* comes out, but, HEY, can you think of a better way to pass the time? For all you people planning a trip to Daventry, we've included tips for all five games. They were culled from Donald B. Trivette's *The Official Book of King's Quest*, published by Compute Books. The book includes a complete history of the series, plus enough carefully worded clues to nudge you in the right direction without actually hitting you over the head with solutions.



KING'S QUEST IV

Points of Interest in East Tamir



This is the bad part of Tamir. Here live an ogre and his family, three ugly witches, an assortment of ghouls, and some wicked trees. The only good folks on the east side are the seven dwarfs. There's much to fear in this area, so take care, especially after dark. Oh, yes - a worm lives here too.

- ❑ There are some valuable things in the house of Mr. and Mrs. Ogre, but you'll have to hide if he comes home.
- ❑ Knick-knack, paddy whack, give the dog a bone is a good lesson to remember.
- ❑ Guess who lives inside the skull? It isn't the Three Bears.
- ❑ As disgusting as it is, you're going to have to get your hands on an eye.
- ❑ There are seven dwarfs who live in east Tamir. They are so industrious and busy they don't have time to clean up. If you're nice, they might ask you to dinner.
- ❑ You might pick up something in the dwarfs' house that could help you get a lantern. It gets dark early in Tamir.
- ❑ There's a cave behind the waterfall, but you'll have to figure out how to get to it. Not even Mark Spitz could swim there.
- ❑ If you thought handling an eye was bad, wait until you dig up a few putrid graves.
- ❑ You might have to prune a tree or two along your way.
- ❑ The haunted house is full of creepy things that go bump in the night. After dark, you need something special just to get close.
- ❑ Check out the crypt, but only if you have a light.

KING'S QUEST V

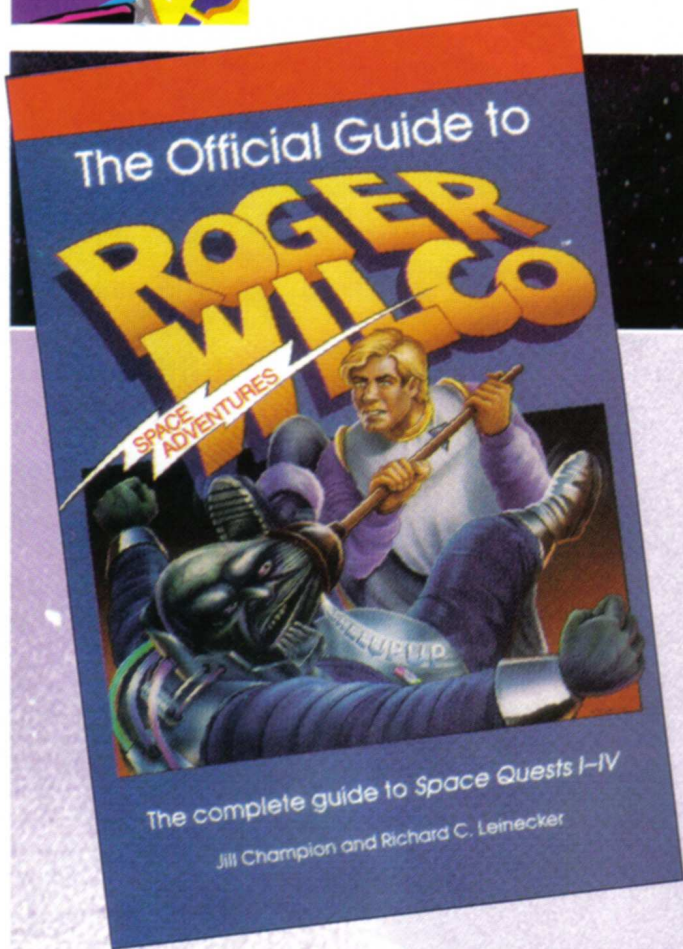
Points of Interest in Serenia



Serenia is a quaint land that seems to have fallen on hard times: It's filled with people who need a little help. Take the cobbler, for example: If only he had a nice pair of boots to sell, he could retire. And the poor weeping willow looks as though she has lost her heart. Help these people, and they'll help you.

- ❑ There are no malls in Serenia, so explore the shops in town. There are two things you can pick up in the street that will be of use.
- ❑ There are three stores open to the public - a shoe shop, a coat shop, and a Toys-Were-Them store - but it has been so long since the merchants have seen money you may have better luck trading. Once you have an idea of their wares, you'll know what to look for as you tread around Serenia land.
- ❑ Bears like smelly old fish much better than mushy custard pie.
- ❑ Ever heard of anyone actually finding a needle in a haystack? Better seek help from the Formicidae family.
- ❑ There's no way around it - you're going to end up in the cellar of the inn. The trick is how you get out and what you carry away from the experience.
- ❑ People in Serenia play a strange version of paper-rock-scissors: Just remember that stick beats dog and shoe beats cat.
- ❑ Visit the Gypsy camp even after you've seen the Madam.
- ❑ By the way, the snake is afraid of rattlesnakes and has such poor eyesight that he can be easily fooled by a man making the right noise.

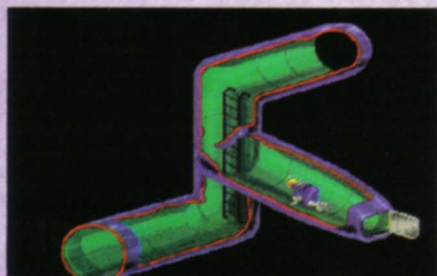
Excerpted from *The Official Book of King's Quest Second Edition* by Donald B. Trivette



Feeling lost in space? Maybe you should check out *The Official Guide to Roger Wilco's Space Adventures* by Jill Champion and Richard C. Leinecker. Published by Compute Books, the volume relates the events of *Space Quest I - IV* as seen through the eyes of that cosmic custodian himself, Roger Wilco. Here's Roger's account of what transpires aboard the Sarien starship in *Space Quest I*.



How can you get aboard the Sarien's starship? You can't, unless you got a jetpack back in Ulenca Flats.



Leave it to some alien storm trooper to give you the shaft! Still, crawling through duct work is safer than stepping out into a hallway of terminator wannabes.

Excerpted from *The Official Guide to Roger Wilco's Space Adventures* by Jill Champion and Richard D. Leinecker

SPACE QUEST I

The Sarien Encounter

Aboard the Starship Deltaur

Airlock

I was right about the door - I'm obviously in an airlock. This can't be too difficult now, except that I can't seem to get this interior door open, either. Stupid Sariens - they can't even build a spaceship right. Even with all its faults, the Arcada could run circles around this reject. I know this is the door, if I could . . . Wha? . . . "Hey, Bucko! Watch where you're going!" Dumb robot - it just about ran over me. Whoa - wait a minute! I'll just slip through this door before it closes. "Thanks, pal. Hope your insides short-circuit . . ."

Trunk Room

Well, now. What is this room here? Nothing much, I'd say. I wonder what that trunk's for? I'll just take a look inside and ...nothing. It's empty.

Weeeell, I can see by the looks of this place the word janitor isn't part of the Sarien vocabulary. Look at this mess - candy bar wrappers all over the floor, dust in the corners, pieces of junk like this trunk lying around ...Uh-oh, what's that?

Someone's coming! What am I going to do?! Uh...uh...I'd better think fast! Uh...uh...the vent! I'll climb through the vent! But it's too high! What can I use? Oh, the trunk - of course! I'll stand on the trunk to reach the vent! I've got to hurry and push ...the trunk ... to the wall and ... open ... the vent. Oh, no. It won't budge! It's shut tight! I'll have to pry it open. Guess I'll use my ... OK, here goes. Oh, gee. I hear them coming - they're getting closer - and Sariens don't ask questions! It's open! OK, Wilco, JUMP!

Air Shaft

Ohhhhh! I don't believe it - just in time! They're taking the trunk away.

Now to figure out how to get out of here. Let's see. This is a big air shaft. Should I go up or down? What the heck - I'll flip. Heads goes up; tails goes down . . . Tails, darn it. I don't care what it says; I'm not going down. I want to go up!

OK, now what? Should I go up or right? Who knows? I'm tired of playing this guessing game. I'll just crawl to the end of the shaft and see what's there. Hopefully, it will be the Star Generator.

Gee, it's hard to see through this grate - and the darn thing won't budge again. Stupid cheap knife doesn't do any good - I bent it prying open that other vent. Now what? I guess I'll have to kick it open. Yeah, that's it. I'll give it my best Captain Kirk judo kick! Haaaayak! Hah! I did it!

Now to see what unknown awaits me on the other side. I'm probably stepping into an ambush. They're probably waiting for me - all weapons pointed at me. That's OK; I can't take it. If I must die, at least I'll be known as a hero by whatever remnant of life remains in the universe once the Sariens . . .

LEISURE SUIT LARRY

In the Land of
the Lounge Lizards

Stayin' Alive at the Disco

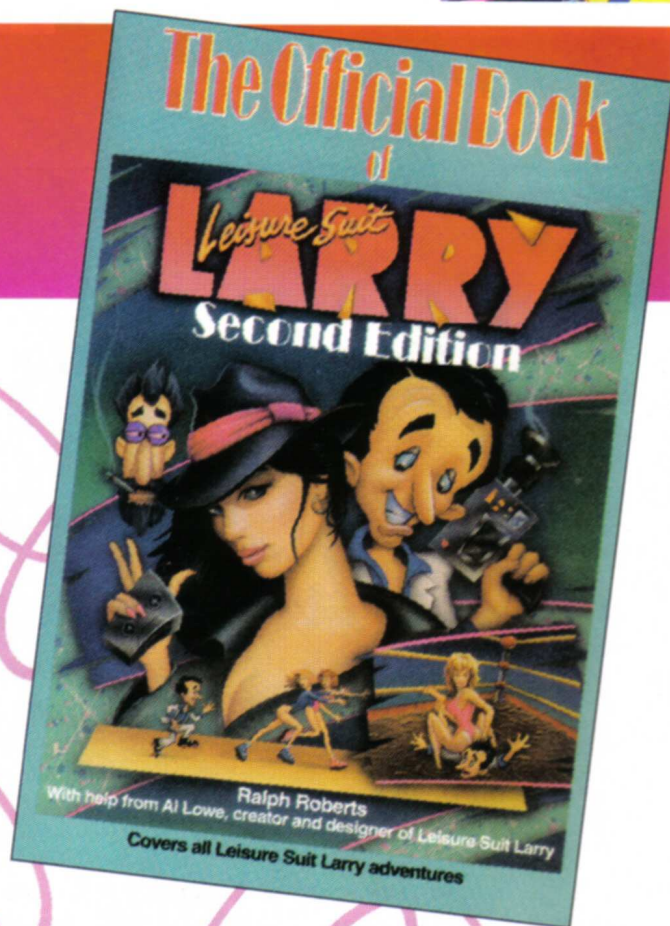
In front of the disco, walk up to the bouncer and show him your membership document. He'll step out of your way and you can zip up the steps into the disco proper.

When you enter, the girl of your dreams is sitting at a table over to your right. Since she's the only woman in the whole place, you'll have no trouble recognizing her.

Before you do anything else, though, look around the disco, and at all the people there. You see someone you know.

Sit down at the table. Look at her, and you'll get a close-up view of her lovely face. Watch her expressions as you talk to her. Keep on talking. You'll find her sign is OCTAGONAL, as in stop, but be persistent. Strike up a conversation. You'll find out that her name is Fawn, and she likes material things. She will give you some hints on how to proceed with her to reach your end goal.

Ask her to dance. Follow her to the dance floor and you'll be treated to an automated dance number that will have John Travolta calling you for tips. After the dance, follow her back to the table.



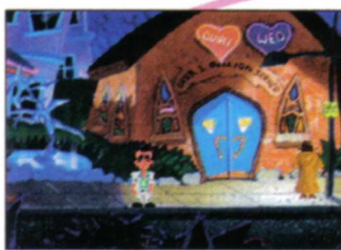
How can you resist beauty like this?



Step out with your babe at the disco.



Larry uses all the right pick-up lines.



Even Larry does the right thing.

Fawn is so sweet, and her complexion is rosy. You are sure you're in love. It all has the ring of truth.

Finally you hit it with Fawn! She tells you that she wants you. Unfortunately there is a minor catch. She continues, "but first we must get married. If you could loan me \$100, I'd rent the Honeymoon Suite at the Casino for us. Then, after we're married, we'll celebrate there."

She looks good to you, very good. To get Fawn, marriage and a hundred bucks seems a small price to pay. Give her the money.

Fawn tells you to meet her at the marriage chapel in a few minutes, and leaves to make the arrangements. She really will do these things, so hop a cab for the marriage chapel. Time's a wasting! Go for it, Larry!

Ever wonder how Leisure Suit Larry got his last name? Where he went to school? How Al Lowe came up with the idea? Neither did we, till we got our copy of *The Official Book of Leisure Suit Larry* by Ralph Roberts. Published by Compute Books, the guide provides hints for all of Larry's misadventures, plus a cornucopia of trivia on the history of Sierra, the birth of Larry, and the bizarre workings of Al Lowe's mind. These hints for the re-illustrated, re-animated *Larry 1* are just an example.

Excerpted from *The Official Book of Leisure Suit Larry Second Edition*
by Ralph Roberts

CONQUESTS of the LONGBOW

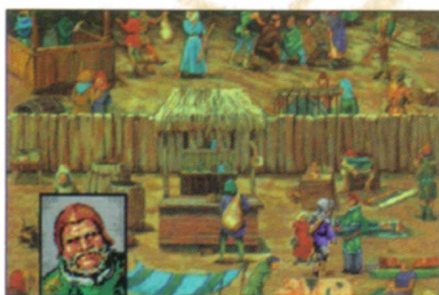
The Legend of Robin Hood



This legendary story challenges you to an interactive plot that has fascinating, ever-changing situation-goals.

The Hint Book is an intricately detailed and wonderfully illustrated work that gives you insight into the making of *Conquests of the Longbow* and the history of Robin Hood.

There are several ways to complete *Conquests of the Longbow* and the Hint Book can really help you get the most out of your game.



There are a lot of people to talk to at the fair. If you look closely, you may find some familiar faces there.



From the Willow Groves of Sherwood Forest to the streets of Nottingham, Longbow is a visual feast.

Outlaw Camp

Q: How do I change clothes?

A: If you have a disguise, it's in a pile on top of one of the skins in your cave. Click on it with the eye cursor if you need to change into that disguise. Your outlaw garb will then become a pile of clothing. Click the HAND cursor on your clothes to change back again.

Sherwood Forest

Q: I want to practice my shooting, but I can't get the bow cursor to change to the Point of View scene.

A: Go up to the menu bar and select the computer icon. Check your arcade setting. If you have it set all the way at the bottom, you're in WIN mode and you bypass all arcade sequences, including POV archery. Simply move the slider up slightly into another setting, return to PLAY, and now you should be able to do POV archery.

Silver Comb

Q: I've met Marian in the Willow Grove, but she wants something. What is it?

A: Remember the silver comb you got from Lobb on Day Three? Give Marian the silver comb you got from Lobb. Now she'll trust you. Pay careful attention to what she tells you. You can also give her the heart-shaped half emerald.

Riddles of the Gemstone

Q: I'm trying to help Fulk escape, but we're in a boat stuck behind an iron grate. How do we get out of here?

A: Did you examine the other scrolls in the Scribes' Room? One scroll "seems to speak of the history of this very fortress" and gives a hint about the gargoyles surrounding the iron grate. First, you need to click the hand cursor on "the Gargoyle with the thoughtful face," then on "the Gargoyle with a lean and hungry look," then finally on "the foolish looking Gargoyle." Now the iron grate will open up and you and Fulk can escape.

Puck/Nottingham Fair

Q: Besides meeting the scholar and entering the archery tournament, is there anything else I can do at the Fair?

A: Meet some of the people in the fair. Talk to everyone.

Things you can do at the fair are as follows:

- Have your fortune told.
- Give money to a couple of beggars.
- Buy some items for Marian, such as a scarf and rose oil.
- Meet many interesting people. In fact, if you look hard enough, you can find most of the artists, the programmers and a number of Sierra On-Line game designers.

False Knight

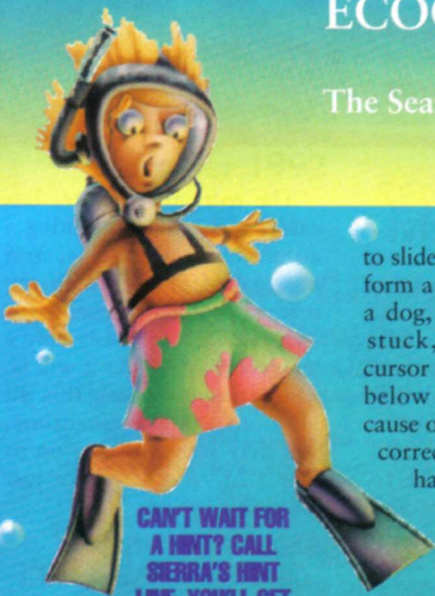
Q: Marian is dead. How can I give the Knight the password when I don't know what it is?

A: To get the password before encountering the Knight, you must speak to her spirit in the Willow Grove. Go to the Willow Grove. You will need your documentation for this. Bring up the Hand Code and spell out the Druid name of the Willows. Marian's spirit will speak to you through the Willows to give you the password.



ECOQUEST

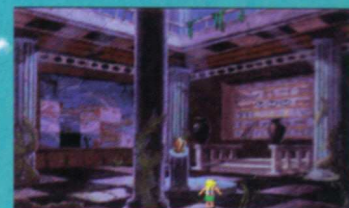
The Search for Cetus



CAN'T WAIT FOR A HINT? CALL SIERRA'S HINT LINE. YOU'LL GET CLUES LIKE THESE.



Amazing artifacts abound in the underwater fantasy of Eluria.



Try to solve the mixed-up mosaic in the undersea the Temple of Poseidon.

to slide the tiles one at a time to form a picture of a man, a fish, a dog, and a heart. If you get stuck, simply use the hand cursor on the help button just below the picture. This will cause one tile to slide toward its correct position. Clicking the hand cursor on the HELP button repeatedly will eventually solve the puzzle.

Eluria and the Fish Apts.

Q: If you can't figure out how to help Gregarious, the Manatee, with the fisherman.

A: Did you notice how the boat propellers on the boats back at the Research Center were covered with baskets? To

help Gregarious, you need to attach the bicycle basket you found in the courtyard over the propellers of the fisherman's boat. To do this, first attach the four screws you got from Erroneous, the Sea Turtle, to the basket. Talk to the fisherman, then secure the basket over his boat's propellers.

Ocean Reef

Q: If you've seen a Colossus Head with a glowing ear, but aren't sure what to do.

A: There's a flashlight fish in the ear of the Colossus Head. You need to rescue the flashlight fish from the ear, using an empty jar. If you

didn't find a jar in the trash spilling from the freighter earlier in the game, you'll find one on the reef ledge right in front of the Colossus Head.

Temple of Poseidon

Q: If you're in the Temple of Poseidon and you've found a mixed-up mosaic tile picture, but you aren't sure what to do.

A: The object of this puzzle is

**24 Hour Hint Line
900-370-5583
or in California only
900-370-5113
\$.75 1st minute
\$.50 each add'l minute**

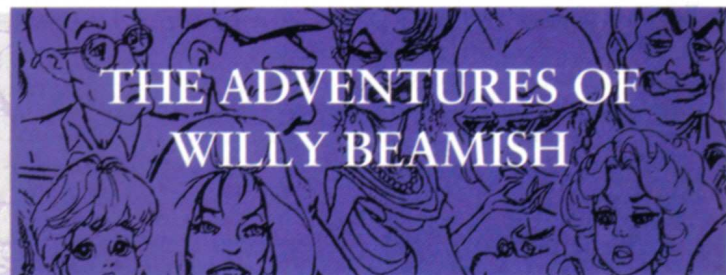
Long distance charges are included in the fee. Callers under the age of 18 must get their parent's permission before calling the hint line. **ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES.** At this time, the automated hint system is only available within the United States. All contents are copyrighted by Sierra On-Line and may not be reproduced in any form without express written permission.



Watch out! Get a clue. It can get wild in Willy's world.



Horny can beat the Turbofrog if you help him practice in the park.



THE ADVENTURES OF WILLY BEAMISH

Excerpted from the Dynamix Hint Book

Carbuncle Elementary School

Q: I got stuck in the hospital and my prognosis was not good.

A: Honesty is the best policy. If you hadn't lied to Ms. Glass, you wouldn't have been sent to the nurse's office. You shouldn't lie to the nurse, either. When the nurse asks you if it hurts choose the "2. No, it doesn't hurt at all" response.

Slice of Life Pizza Parlor

Q: Spider thrashed me in the restroom.

A: Did you go to the boy's room in Carbuncle school? If you give him something, maybe he won't beat you to a bloody, quivering pulp. How

about a comic book? Don't have one? It's back at the tree fort.

Tootsweet Frog Jump Contest

Q: I can't beat Turbofrog in the contest.

A: In a fair contest, Turbo will win every time. Be creative. You need to swing the odds a bit more in your favor. Did you take Horny to jumping practice in the park? Horny will jump better if Gigi is at the contest. Don't give Horny the Slam Dunk Cola. It will get him disqualified. The only way Horny can win is if Turbo falls asleep. If Turbo eats the flies (from the jar found on the dresser in Willy's room). Horny can beat him.

Humpford Mansion

Q: I knocked over the armor and caused such a clatter that Leona and Louis came to see what was the matter!

A: The suit of armor is delicately balanced. The slightest touch will send it crashing (loudly) to the ground. Perhaps if you found something to cushion the impact. A blanket or tablecloth might be just the ticket. Get the tablecloth from the dining room in the mansion. Place the tablecloth on the floor near the suit of armor. Then you can knock it over. Examine the fallen suit of armor carefully. You will need some things from it later.



RUMOR MILL



HEARD IT IN THE HALLWAY

It's been an interesting last few months for this writer. Spring SPA Conference in Seattle, CD-ROM Conference in San Francisco. Plenty of other great places to hang in the hallways and grab on to good rumors. But, as always, it turns out that the most interesting news still comes from bytes of conversations in the hallways and tossed out memos from the trash cans of Sierra employees.

This issue, the hot hallway conversations seemed to bounce out of the pages of the Spring 1992 issue of *InterAction*. Specifically, the problems talked about arose from articles written by two of Sierra's most outspoken editorialists: namely Ken Williams and me.

KEN WILLIAMS DOES WINDOWS (BUT SIERRA ISN'T THERE YET)

Last issue, Ken Williams wrote long and hard of his love for *Microsoft Windows*™ and how great it runs on his computer system. Ken's endorsement of the system was taken as announcement of Sierra support by many readers. The problem is that very few Sierra and Dynamix products really take advantage of *Windows* at this point.

Soon after this issue hit the street, the phones in Customer Service started ringing about problems concerning Sierra products working under *Windows*. Many users weren't happy with the performance of Sierra games under *Windows*, and some of the older games were totally incompatible. The operation of *Microsoft Windows* takes micro-processor speed, so animation on games tended to slow down, and the additional memory that *Windows* uses caused more than just a few "Out of Memory" errors.

Customer Service, which is used to dealing with the issues of *Windows* performance, quickly began advising users to "exit *Windows* to play your game for better performance." That's when tempers really flared. People couldn't believe our customer service people would claim that their own CEO had misinformed them about software support. It got to be very messy.

The scoop is that Ken's computer is a super-hyped up 386 with tons of memory and all of the other goodies you'd expect a top-flight programmer to have. His admiration for *Windows* turns out to be well ahead of his company's support of the system, though the new *Laffer Utilities* and *Take a Break Pinball* for *Windows* certainly signal a coming trend.

WARNING: Often right, more often wrong, and occasionally even wildly inaccurate, Johnnie Magpie is *InterAction* Magazine's least controllable and most controversial pseudo-journalist. Management does not endorse, and in fact barely even tolerates, the inclusion of this feature in our publication.

by Johnnie Magpie

DESPITE REPORTS, 5.25" IS VERY MUCH ALIVE

My own goof came from the hardware, not the software end. Seems I made the bold prediction (based on very good information) that the 5.25" disk was going to die as a format soon, and therefore told everyone to scrap their 5.25" drives and run out and buy a 3.5" drive.

Surprise! Just as the issue hit the street, the software publishing industry hit its first **disk shortage** in years. In a few short months, 3.5" disks doubled in price, and for a while couldn't be found in quantity at any price. Software company presidents and purchasing agents were quickly calling each other anxiously looking for who had a surplus for sale, and those with stockpiles quickly found them depleted.

Prices have risen pretty dramatically on industrial quality disks in the 3.5" format over the last weeks. There's been talk that some publishers may actually RAISE prices on their products in 3.5" format to encourage 5.25" disk format sales, at least until the problem corrects itself. "Recycled disks" are already in use for things like bad disk replacement. (Recycled disks being old disks that came back in returned products or otherwise have been used and labeled before.)

The software industry has rarely had problems getting a commodity like disks, and hasn't had to deal with the pricing problems posed by a shortage. It's probably only a temporary issue, but it will be interesting to watch this all play out. In the meantime, you may want to hang on to that 5.25" disk drive for just a little bit longer.

OUR CUSTOMERS ARE REALLY GOING PLACES

On a more positive note, word is that **Dynamix** will become even more aggressive in marketing this year, and that some lucky Dynamix customers are going to benefit from it.

Dynamix plans to give away trips to Hawaii, Japan, and Europe in connection with promotions on their flight simulation products. The trips will include visits to historic sights like Pearl Harbor, Midway, and Tokyo to push the new *Aces over the Pacific*, and trips to Germany and England will be connected with *Red Baron*. After almost no discussion, it was quickly decided that there would be no trips to Iraq, Kuwait or Libya as part of a promotion on *A-10 Tank Killer V 1.5*. (No kidding.)

For their new *Sports Line*, Dynamix has already lined up **Chris Berman** (main anchorman for Sports Channel, ESPN) to promote the games, and Dynamix reportedly will line up hundreds of giveaway NFL football game tickets to promote a new, and as yet unnamed, Football Simulation product. Future sports products - and maybe more game tickets - are planned for giveaways throughout 1993 and beyond.

Other exciting contests and gift giveaways in the offing

include a new set of planned promotions on Sierra's growing Education software line. Winners in these contests will receive CD-ROM drives and other prizes for themselves, and each winner gets to select a school of their choice to receive a FREE new computer.

For the Sierra adventure games, expect another big contest like the one just completed for *Conquests of the Longbow*, only this time the product to be promoted will likely be *Space Quest V* or *King's Quest VI*.

It looks like most or all of these giveaway programs will start late in the summer. Be sure to watch the pages of *InterAction Magazine* and the aisles of your local computer store for information on when and how these contests and sweepstakes will happen.

NEW BBS STORE IS A GREAT PLACE FOR WINDOW SHOPPING

Sierra has had a place to order software and hint books on its BBS for years now, and also has had 'stores' on CompuServe, America Online, and other national on-line services. To date, they've been pretty boring text-oriented databases where you could read dry copy that supposedly would make you want to run out and buy the latest Sierra and Dynamix games (but didn't).

Well there's a new Sierra BBS store format coming, and from what I've seen this one will really be worth taking a look at. While the store will still be text-oriented (it has to be due to the text only basis of most automated bulletin board systems) it works a lot like the old Infocom-style text adventure format making it much more enjoyable.

A selection of the store off of the main menu of the Sierra BBS suddenly brings you to the well-lit store front of *The Sierra Store*, with neon signs ten feet high and animated displays in the front store windows. If you choose to go inside, be prepared to see game demonstrations, attend

lectures from Sierra game authors, even meet up with Crazy Nick and tour his Bargain Basement to get special software deals. It's the first really innovative BBS store I've seen in years. The sample store I saw was still under construction, so if you don't see it on the Sierra BBS, check again later. It's a lot of fun and definitely worth looking for.

Also on the subject of on-line BBS's, you might want to check out the new Software Publishers Association BBS. There are literally hundreds of megabytes of demo software you can download to take a look at new computer games, educational products, productivity software and even paint programs. Word is that this might be the first of many to come. It's a good idea that's worth supporting too. Where else can you get one stop shopping for demo disks from so many different publishers. The number to that BBS is (415)513-2080.

Finally before I sign off, no Rumor Mill would be complete without some mention of *The Sierra Network*. Word is that Ken Williams was 'ambushed' recently on the service by a bunch of players that knew he'd be showing up to play for an evening. All of the players 'disguised' themselves as Ken using their face maker software and jumped onto the system looking like and calling themselves 'KenW'. Ken popped onto his host and found himself surrounded by dozens of other 'KenW' players. He almost had a cardiac arrest. He thought that the TSN system had developed a major bug.

Word is that the next version of TSN will feature a custom 'KenW' face and other Sierra characters will be introduced as well. Look for the new Ken and others in a TSN release to come at the end of the summer.

See you next issue!

J. Magpie



HOT NEW HINT BOOKS

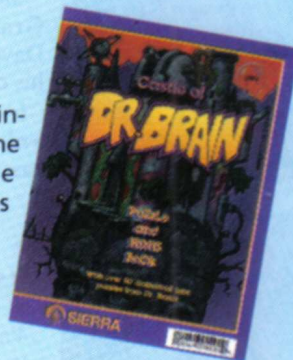


Conquests of the Longbow: The Legend of Robin Hood

Read about the evolution of the game and get a behind-the-scenes look at the creation of the hottest adventure game of the year. Includes all the clues and maps, plus a strategy guide for *Nine Men's Morris*.

Castle of Dr. Brain

The official guide to the most brain-bending adventure game ever. The book includes complete game hints and strategies, plus 33 pages of all new puzzles and solutions.



ORDER THESE AND OTHER GREAT HINT BOOKS BY CALLING:

1-800-326-6654

Outside the U.S. call 209-683-4468

Or, use the handy order form below.

Send me the following hint books at only \$9.95 each!* I understand that shipping is FREE! US and Canada orders only please. UK and Europe customers, call 734-303-171.

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Authorized Signature _____

- Black Cauldron
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- Colonel's Bequest
- Dr. Brain
- EcoQuest
- Gold Rush!
- Heart of China
- Iceman
- King's Quest I
- King's Quest II
- King's Quest III
- King's Quest IV
- King's Quest V
- Leisure Suit Larry 1 (Text Version)
- Leisure Suit Larry 1 (Icon Version)
- Leisure Suit Larry 2
- Leisure Suit Larry 3

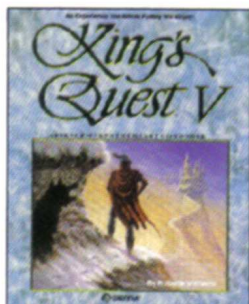
- Leisure Suit Larry 5
- Conquests of the Longbow
- Manhunter 1
- Manhunter 2
- Police Quest 1 Text
- Police Quest 1 Icon
- Police Quest 2
- Police Quest 3
- Quest for Glory I (Text Version)
- Quest for Glory II
- Rise of the Dragon
- Space Quest I (Text Version)
- Space Quest I (Icon Version)
- Space Quest II
- Space Quest III
- Space Quest IV
- Willy Beamish

*Include sales tax in the following states: CA 7.75%, MA 5%, IL and TX 6.25%, NY 8.25%

OFFER # 00336

TOP TEN GAMES

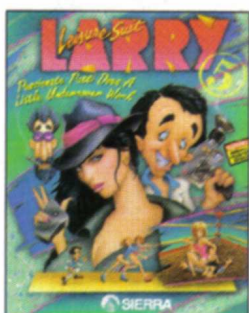
1 2 3 4 5 6 7 8 9 10



1. *King's Quest V: Absence Makes The Heart Go Yonder*

Sierra's best looking game ever! King Graham is the good-hearted hero of Daventry. Suddenly, his royal family and his castle are missing!

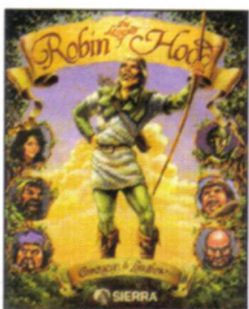
It's a contest of wits and magic with the evil sorcerer Mordack. You've never been cast into an adventure like this!



2. *Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work*

Passionate Patti is a super secret agent spy working undercover (and under the covers!) for the FBI. Larry is working for a sleazy syndicated TV show.

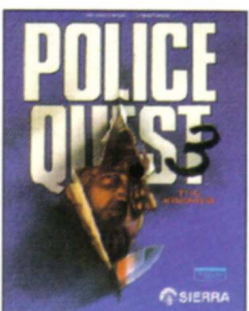
It's a wacky and wild time with Larry and Patti in a spicy serving of gender-bending fun.



3. *Conquests of the Longbow: The Adventures of Robin Hood*

Experience the classic story of Robin Hood in a whole new way! This adventure recreates an age of valor.

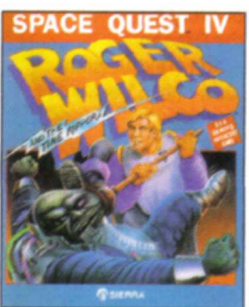
Beautiful hand-painted graphics and realistic video-captured animation brings the legend to life as never before.



4. *Police Quest 3: The Kindred*

The most realistic Police Quest yet! Jesse Bains' brother is out for revenge and the target is Sonny's wife.

Video-captured live actors, digitized voices and sound effects along with a searing soundtrack from 'Miami Vice's' Jan Hammer, it's as close to being a real cop as you can get.



5. *Space Quest IV: Roger Wilco and the Time Rippers*

It's a 'spacesational' 3-D cinemagraphic trip to the future. Stumble through time with Roger, trying to stay one step ahead of the menacing Sequel Police.

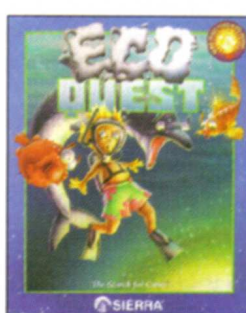
With scrolling screens, a rock 'n' roll soundtrack, point and click action, you may never want to return to the present.



6. *Red Baron*

Soar into World War I when battle first took to the skies. Choose to be on the side of the Germans or Allies.

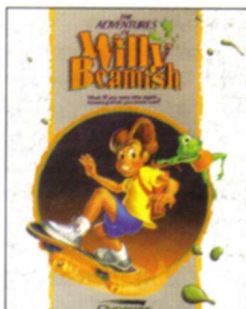
Go head-to-head with the great flying aces. You can choose from any of 17 classic airplanes. It's the most accurate flight simulator available.



7. *EcoQuest: The Search for Cetus*

Join the crusade to save the earth. 12-year-old Adam and Delphineus, his dolphin friend battle toxic wastes, oil spills, fish nets and a multitude of other dangerous environmental hazards.

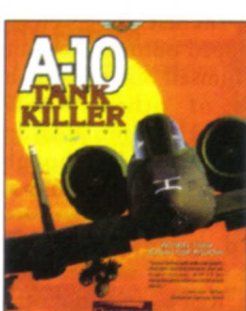
This 3-D graphic animated adventure is exciting, educational and a 'whale' of a great time. For ages 8 and up.



8. *The Adventures of Willy Beamish*

Enter Willy's world.. Along the way you'll brave the terrors of a tag-along sister, a neurotic mom, a dad who plays with toys, and...who knows what's next!

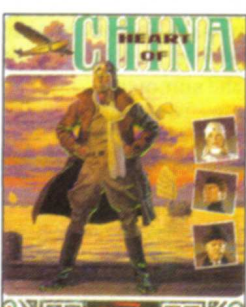
Adults and kids will love Willy's zany antics, digitized graphics and 'way-out' 3-D animation and stereo soundtrack.



9. *A-10 Tank Killer Version 1.5*

Command the most formidable war plane ever built. It's so tough it could fly home with a wing blown off. The flight simulation is unbelievably realistic.

There are 7 new Persian Gulf Missions and you can record your missions from 10 different camera angles.



10. *Heart of China*

Adventure, romance, suspicion and intrigue come flying at you on a global expedition to rescue the daughter of a ruthless American land baron.

Your journey takes you through exciting 3-D animation... the thrilling soundtrack makes you feel right there.

WORK, PLAY, SAVE THREE WAYS



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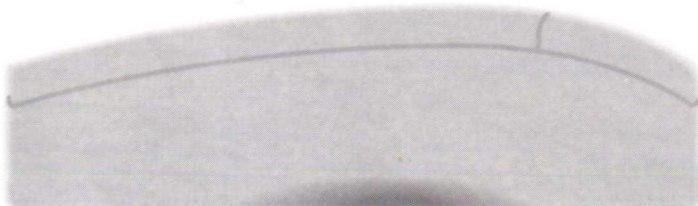
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