

**The Game Room**— A new feature to this newsletter is a section of it that will have reviews, hints, and solutions to games.

### King's Quest III - To Heir Is Human

By Derick Browne of the Regina Apple II Group.

The sequel to King's Quest II is available in both Apple IIs (512K, one 3.5 inch disk drive) and Apple IIe/c (128K, one 5.25 inch disk drive) formats. This review is of the Apple IIe/c version of King's Quest III, which comes on five double-sided 5.25 inch disks. Before continuing, I'd like to suggest that you use two 5.25 inch disk drives to cut down on disk swapping when you're saving your game. In King's Quest III, saving your game is important.

The graphics in King's Quest II are as good as in King's Quest II, and may be a bit better. With the Apple IIe/c version, there isn't much in the way of sound effects, but that's to be expected. You begin as Gwydion a salve to the wizard Mannanan. Somehow you must escape from the wizard (who will kill you on your 16th birthday), and find out who you are. You have a destiny to fulfill. Someone's life is depending on your success. You have to learn magic, and not get caught by the wizard. You can escape the wizard only by using magic on him. You have to render him harmless, somehow. (Here's a hint. Do you like cats?)

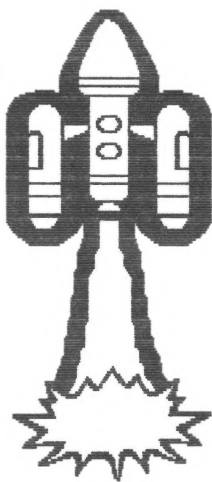
Once you get away from the wizard, more adventures lie ahead. You'll meet pirates, a shark, and a three-headed dragon, and you'll have to survive them all. With the right magic spells you can do it, but first you'll have to make the spells you need. (Another hint. Make ALL the spells before you leave the wizard's house for good. You'll need certain spells to complete (Continued on Page 9, Col. 1) (Continued from Page 8.)

### Space Quest II - Vohaul's Revenge.

By Derick Browne of the Regina Apple II Group,

"The Two Guys From Andromeda" are at it again. They've come up with Space Quest II: Vohaul's Revenge, a sequel to Space Quest: The Sarien Encounter. This review is of the Apple IIe/c version that comes on four double-sided 5.25 inch disks, and needs 128K of memory (RAM). A joystick is optional, but I recommend it, since it is easier to control your character with a joystick, than with the movement keys.

Space Quest II is a sequel to Space Quest I, but you don't need to have played Space Quest I to solve or enjoy Space Quest II. There are a few references made to Space Quest I, and a summarized



version of Space Quest I is presented in the comic book that accompanies Space Quest II. I'm glad that this comic book doesn't give away any of the answers to the puzzles in Space Quest I, because that would spoil Space Quest I.

In Space Quest II, your bad luck is holding steady. Before you can even become familiar with your new work place, Xenon Orbital Station 4, you find yourself lost on the jungle planet Labion. (What did you ever do to deserve this? Answer: You foiled Sludge Vohaul's evil plans in Space Quest I.) Somehow you (Continued on Page 9, Col. 2)

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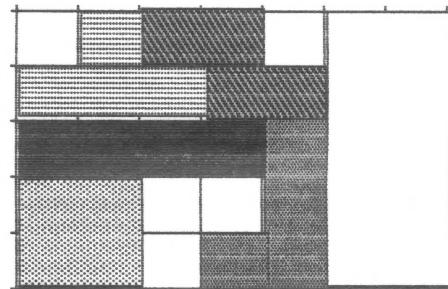
One looked up and said "He gaveth me his soul." The other in turn looked up and said "Yes, but he had to buy three purifiers, solar hot water, and R99 insulation before I gave it to him." Being at a loss for words, I just yelled "Hallelujah" and continued on my way. I'm not sure if the whole experience strengthened my religious beliefs, but it did fortify some long standing beliefs I've had about Door-to-door Badgers.

Deepest personal regards,  
Mr. Manners

Permission to reprint this article given by: Mr Manners and The AzApple Journal, the newsletter for The Arizona Apple User Group.

### All The Blocks Are Falling Down - Tetris.

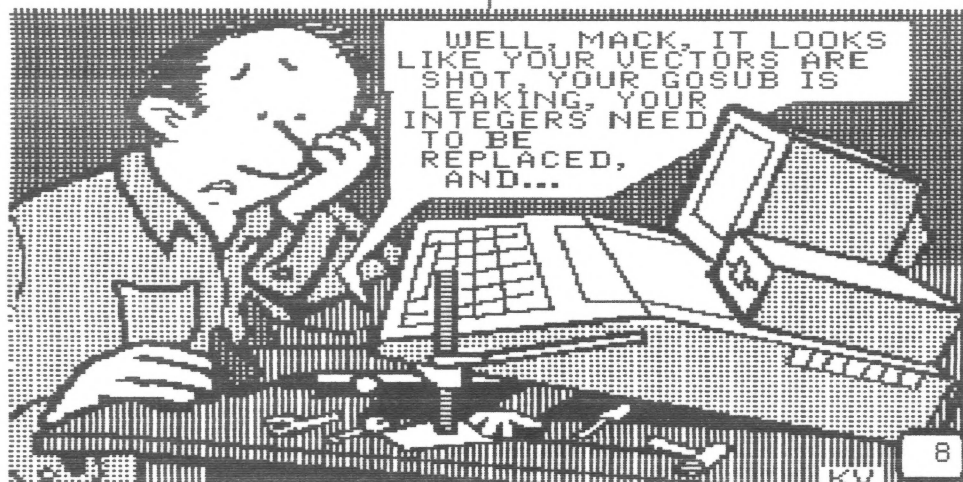
Tetris was invented by Alexey Pazhitnov, a Soviet researcher who works at the Computer Center of the U.S.S.R. Academy of Sciences in Moscow. The goal



of Tetris is to rotate the four-square pieces, that tumble from the top of the screen into an empty pit, so there are no gaps in the layers at the bottom of the pit. As gaps in the layers are closed, the lines disappear, and after a certain number of lines disappear, the four-square pieces start falling faster.

Tetris is very addicting. Once you've played one game, you'll want to play more Tetris. I find this game challenging and lots of fun. If you liked Shanghai, (and even if you didn't) you'll like Tetris. This game gets a 10 out of 10 because its graphics are superb and the use of sound is good too. Tetris installs on a hard disk without any problems.

Tetris is packaged in one box that has a 3.5 inch disk with the IIs version of the program (512K of memory needed), and a doubled sided 5.25 inch disk with the IIe, IIc and II+ versions of the game (48K of memory needed). There are separate manuals for (Continued on Page 9, Col. 3)



the game.) Save your game before using a spell, so that if the spell doesn't solve your situation, you can recover the spell by restoring your game.

As you may have realized,



King's Quest III is a larger and more complex game than King's Quest II. Even experienced King's Quest players may find some of the puzzles baffling. For example, how do you get past the giant spider that guards the dark cave? This one stumped me, until I tried using my magic spells.

To talk any more about the King's Quest III plot, will spoil it. There are many surprises in this game, and it will keep you on your toes, so to speak. I enjoyed the game, but I had to buy the hint book to get past a couple of hard puzzles. (The answer is always easy, once you know it.) If you need help with this game, give me a call (949-3003). If you can, play this game with another person, because the other person may see a solution to a puzzle that has you stumped.

**I give King's Quest III a nine point five out of ten. (I take off point five because the game is copy protected.)** Should you buy this game? If you are a King's Quest fan, definitely buy it. You won't be disappointed. If you've never played any of the King's Quest games, you'll probably like this game, if you like 3-d animated adventure games. If you're new to 3-d animated adventure games, you may become frustrated with King's Quest III until you get the hang of how these types of games work. Don't give up. Remember, you can always restore your game, if you make a mistake (get killed). You did save your game first, I hope. King's Quest II retails for \$46.95 at Software Supermarket.

(Continued from Page 8.) have to find your way off this planet and back to Vohalu's base. It's up to you to stop Vohaul's new evil plan to release thousands of pushy, obnoxious (genetically engineered) life insurance salesmen on to your home planet of Xenon.

Along the way you'll encounter giant mushrooms, carnivorous insects, a Labion version of the Tasmanian Devil from the Bugs Bunny - Road Runner Show, and many more unusual and dangerous life forms. There is one alien that likes to kiss. Don't let it kiss you. (You've seen the movie ALIEN, haven't you?) Some of the puzzles are very tricky, such as getting past the WALLBOTS in Vohaul's base. You'll find out about the WALLBOTS soon enough. Then there is the acid trap which Vohaul wants you to fall for. You'll find Space Quest II as challenging as Space Quest I, if not more.

This 3-D adventure game from Sierra retains the twist of craziness and sense of humor that was prevalent in Space Quest I. So if you enjoyed Space Quest I, Space Quest II will appeal to you. I got stuck at two puzzles, but fortunately I had a solution to Space Quest II (downloaded from AppleLink) to consult. If anyone needs help with this game, give me a call (949-3003) and I'll give you a hint or two.

Space Quest II is available at Software Supermarket for \$42.95 and there are versions for the Apple IIe/c and the Apple IIgs. I would rate Space Quest II at 8.5 out of 10. It's copy protected, and there is one section of the game (an underground maze) that can be frustrating to solve. Otherwise, the game was very enjoyable. I eagerly await Space Quest III. Keep in mind that this is a game that requires several hours to solve because there are pitfalls (some of which are quite funny) galore.

(Continued from Page 8.) the IIgs and the IIe, IIc, II+ versions of the game included. The IIgs version requires that you enter a password (word x on line y on page z) to start the game. The IIe, IIc, II+ version doesn't used this scheme, instead the disk is copy protected.

Tetris for the IIgs is a wonderful game (even with the password protection scheme) and I strongly recommend it. The IIe, IIc, II+ version is a big disappointment. I was expecting that the IIe, IIc version would use at least use the double hi-res screen format, but it does not. The programmer wrote the Apple II version of this program for the Apple II+ capabilities and I feel that this is a disservice to the Apple IIe and IIc owners.

I strongly advise Apple IIe and IIc owners against buying Tetris. The version for their machines is not worth the money (\$52.95 at Software Supermarket) and the IIgs version of the program won't run on their computers, so it is useless to them. Apple IIgs

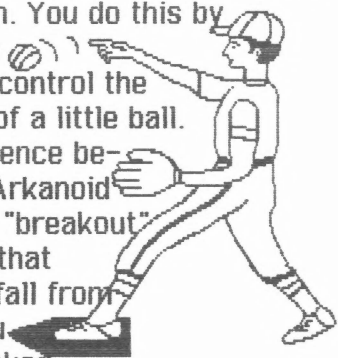


owners will be delighted with Tetris. As for the 5.25 inch disk with the IIe, IIc, II+ version, I suggest you format it, or use it as a coaster if you don't have a 5.25 inch disk drive on your IIgs.

### Arkanoid GS

By Chris Humphervis,  
of the Regina Apple II  
Group.

Arkanoid GS is just one of the latest of great arcade hits out for the Apple IIgs. The game is similar to Breakout but it has a different approach. The game consists of 33 different levels, and the levels get harder as you advance. The object of the game is to knock out all the bricks on the screen. You do this by using a paddle to control the direction of a little ball. The difference between Arkanoid and other "breakout" games is that capsules fall from bricks you have knocked out. These capsules give you



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