

## The Reach of Reviews

Product reviews . . . ahhh, they can be a tricky bit of business. Most publications these days approach the task from the view of someone who knows more than the consumer. After all, these reviewers have been in the business soooooo long, they sometimes know even *more* than the developer who created the entertainment. And, for heaven's sake, they should be listened to because they know *why* the game crashes, and *why* the code is incorrect for a scene in the game. But you know what? It seems as though too many reviewers have forgotten one of the main reasons for games—and that's for the absolute *fun* of playing them.

*Inside Games Update's* first criteria for a reviewer is to initially determine if the product is a treat to play. Granted, many of our writers are technically competent, but their charter is to look at games from the consumers' point of view. After all, just because a similar product was released on another platform is no reason to slam the developer for trying to produce the same experience on a second computer or video game platform. If the game is fun to play, *who cares* if the Macintosh version is better than the Windows version? Who *cares* if the original arcade game carried more depth to its playing field? If the game is enormously enjoyable, that's all that matters in the long run.

In fact, incredible as it may seem, our judgment on a game could be all wrong! However, the big differentiator for our publication is that *we never claim to be one hundred percent correct*, all of the time—merely 90 percent . . . nah, just kidding. Reviewing products is so subjective that, even when rules for reviewing are properly instituted, a reviewer's individual gaming traits can still weight certain factors in directions others wouldn't even consider as viable.

I recommend you thoroughly believe *any* review in *any* publication with a grain of salt. Consider them guidelines, written and based upon the best instincts of a reviewer as to that title's probable likelihood of entertaining and exciting you. I certainly hope our preliminary reviews give you some insight as to the genre of a specific game and as to whether or not you might be interested in checking it out for yourself at your local computer retailer. Should you wish to write to me to let me know what you think of our review process and our reviews, please do so. The address is listed on the last page of this issue.

In fact, if you would enjoy becoming a reviewer for *Inside Games Update*, we'd like to hear from you. We're not looking for folk who have necessarily published reviews in the past! What we *are* looking for are reviewers who thoroughly enjoy gaming and who are adept at writing well. We need reviewers who understand the importance of determining whether a game is fun, from a consumer's point-of-view.

What we are *not* looking for are reviewers who would overlook the enjoyment of a game simply because a portion of the title's C code isn't written as well as they think they could code it! We are also *not* looking for reviewers who have their own agenda—that being the engrandisement of their egos at the expense of a small company's product simply because they believe that in order to be popular they must grind a title into the dust.

It's pretty much a basic rule these days that most game publishers sincerely try not to release garbage into the market! Garbage does *not* earn revenue, especially by the time reviewers and consumers spread the word that a title stinks. Basically, a newsletter such as *Inside Games Updat* won't dignify garbage by writing about it. If a title is of such insidious worthlessness that a consumer alert is required, then so be it! Such will be published within this newsletter. However, we would much rather let our readers know about the *good* stuff. If you read about a game within this publication, you can pretty much rest assured it's worth your buck to purchase.

As you can see, reviewers have a great part to play within this production. Please mail to us your particulars, including your system configuration(s). In return, once we read your information, we'll mail to you our reviewer's guidelines. Usually we'll send you one product to test your reviewing acumen. If you're good, you'll be receiving software to review. If not, we'll let you know! Nothing ventured, nothing gained, but you've got to be a dedicated gamer with an eye to encouraging and supporting the game industry. There's no room for vendettas against a specific publisher. We look forward to hearing from you if you're serious about reviewing software, if

you want to write about an arcade game, or enjoy module gaming.

In this issue, we have the following reviews and other departments for your perusal. If you're using Microsoft Word to read this issue, simply enter the GO TO command and enter the page number that's of interest to you to move directly to that page number.

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Thanks for reading us this issue and we look forward to your return in a couple of weeks.—P.J.

#### —Mudgeon's Distillations—

*A continuing intelligence report near a crossroads at the scene of a multi-company accident, where too many corporations were trying to merge simultaneously onto the digital superhighway. The smoking wreckage may be seen all the way to West Chester, PA.*

#### **Heading for that ten count!**

If you lost nearly \$83 million dollars in one fiscal quarter, you can bet you're bottom dollar (and I *do* mean bottom) that you'd be in some dire straights. And that's exactly where

**Commodore International** is finding themselves of late—and it ain't lookin' none too good.

Check these financial stats out: For the fiscal year ending June 30th, the computer company lost a total of \$365.5 million on sales of \$590.8 million. The company's book value is a *negative* \$61.2 million. Their liabilities exceed their current assets to the tune of \$114 million.

What's to blame? One cause is that the computer geographies where Commodore carries substantial platform percentage are so bereft of financial stability that it's hard for folk to put two and two together to equal anything of value—Europe! Every time a country readjusts its currency to better weather the inflationary storm, or to ensure better bargaining with neighbors in the same trading region, private companies reel under the staggering financial punches.

Another cause is the company's inability to ship their Amiga 1200s or CD32s because they can't obtain the necessary credit from suppliers to manufacture the platforms on

time. If a supplier won't ship your supplies, or demands cash payment up front, the end certainly is in sight. Throw in several suits

by creditors hoping to beat any bankruptcy filing and the pressure becomes unbearable.

Rumor has it that only about 40 employees remain in their Pennsylvania site. Additionally, all technical R&D has been halted. For a company that once ran with the likes of Apple and IBM as a major supplier of personal computers, Commodore could well be looking at the final count for its survival. I think it's unfortunate, having owned an Amiga 500 and an Amiga 1000, and having watched several game companies build great support for the Amiga platform, to watch a friend go down the tubes!

#### **New Alliance**

Back in the summer of '93, in Chicago-town, the Consumer Electronic Show displayed the wares—and tears—of exhibitor and press and even consumers during its multi-day run. There were plenty of rumors about who was doing what to whom, and what was being done about whom, and there were many high, and a few sour, notes.

One of the cooler items viewed at that time was something called *3-D Astro Chase* from **First Star Software** from New York State way. The cool thing was true arcade flash and graphics . . . the kind you *expect* to see on a video game platform . . . only here they were running on the Macintosh.

Now it appears as though one of the few invited to the First Star temporary shelter on the show floor was **Interplay/Macplay**. Seems the two have now teamed up to offer this arcade treat to the public early next year. As I haven't seen the official, finished version yet, I can only hope the powers-that-be have somehow improved upon the original. If they have, 3-D Astro Chase should take Mac gaming to new arcade heights. Be sure to look for it on display at your retailer.

### **Down to Earth . . . Up in the Air!**

Really into your flight sim? Into it as much as you *could* be? **Mallard Software** thinks not, and they are now promoting a contest wherein you could have the opportunity to co-pilot an actual Lear jet. Yep, that's right! Get you off those crazy freeways and into the skyways above the Fort Worth/Dallas airport.

Entry forms for the contest will be found in Mallard products. The drawing will be conducted by MicroWINGS Inc., an international association for aerospace simulation, in March of 1994. The winner and their guest will be flown to Dallas-Fort Worth for two nights and three days. Within this time period, they'll each receive instructor-led classroom training by SimuFlite Training International. This will consist of specialized instruction in one of 13 training simulators, and then [hopefully] hop into that Lear jet.

### **Joining the Crew . . .**

Arriving from Irving, Texas, to initiate a new public relations department for **Mallard Software** is none other than Tonya McMurray. She was formerly at Specialty Advertising Association International and now will do everything in her power to inform all of Mallard's products. Good luck, Tonya!

### **German products coming to USA**

Games with titles such as *Space Job*, *Hannibal*, and *Rings of Medusa Gold* will soon be distributed in the US, thanks to a new agreement between **MicroLeague Interactive Software** (302/368-9990) and **Starbyte Software** of Germany. This is the third time MicroLeague has entered into an international agreement, with negotiations underway involving companies in Japan and Israel. MicroLeague also has similar programs

with **Team 17** and **Krisalis** of England.

### **Best of the CD-games**

In my always humble opinion, the best of the Macintosh CD-ROM games has been *Iron Helix* from **Spectrum HoloByte** (developed by **Drew Pictures**.) The reason was quite simple . . . the game manages communication from the CD-ROM drive to the CPU in the quickest fashion, handles windowing and gamer interaction extremely well, and the plot is exciting.

Now there's good news for Windows CD-ROM gamers. *Iron Helix* is now available for that platform and possesses more than 3,000 little movies that equal nearly a full hour of animation. You see, you've got this rotten robot pursuing you through the corridors of a space ship as you hunt for DNA samples to unlock classified areas to find the solution to —ahhh, can't give the game away, can I? Anyway, Windows gamers should celebrate this release . . . Mac gamers already know how good a game this is.

### **Sierra game patches available**

Some of Sierra's Macintosh games have a slight problem, all based upon your system clock. Games that ran perfectly for a long period of time suddenly seemed to no longer work!

The problems arose as of September 18, 1993. The games involved are *Leisure Suit Larry I and V*, *Space Quest I & IV*, *King's Quest V* and *VI*, *Freddy Pharkas*, and *The Castle of Doctor Brain*. This problem does *not* affect other files on your hard disk or cause any damage to your system. And a simple fix is available. It's called **MCDATE**. This file repairs the Sierra software and eradicates this date problem. However, if you want to play your game before you receive your software patch, simply change the date on your Macintosh to September 17, 1993 or earlier, using the Control Panel.

You can obtain **MCDATE.sit** either through the mail or you can download it from one of the online services that follow:

On CompuServe, access **GAMAPUB** and select **LIB** followed by **Sierra**. On America On-Line, the keyword is **Sierra** and you

select **Software Demos**. On GENie, type **M805;3** followed by ENTER, then type in **8** followed by ENTER, and select Option #18, **Sierra Library**.

Or, dial in directly to the Sierra BBS at 209/683-4463, select Option 4 and then the Mac Library. You may also write directly to: Sierra Patch Disks, Department 10, P.O. Box 485, Coarsegold, CA 93614.

*Holiday season product rush*

**Gametek** (305/935-3995) is no sluggard when it comes to releasing product for multiple platforms in time for your holiday wallet opening. Here are the titles they'll be promoting:

Macintosh

*Beat the House*

Windows

*Wheel of Fortune Deluxe*

*NFL '94*

PC/MS-DOS

*Wheel of Fortune Deluxe*

*NFL '94*

*Frontier*

Gamegear

*Wheel of Fortune*

*Tessarae*

Genesis

Nigel Mansell

***Joinin' the Mac fray . . .***

Super edutainment company **EA\*Kids** (415/571-7171) is expanding their product line to the Macintosh computer family! Included with most of their titles is not only top-notch software, but activity guides for the child and his or her parent. The teacher's edition includes a guide designed by curriculum experts to complement the classroom and individual learning activities.

So what's cookin' in San Mateo? Try *Peter Pan: A Story Painting™ Adventure*. Featured are the Paintbox Pals™, living paint tools that enable kids to affect the events in this classic tale. Children can even create their own version of Peter Pan's tale while their own reading and storytelling skills are strengthened. Pretty sneaky, huh? Educating kids while they're having fun? Too bad other alleged edutainments don't follow suit!

Other titles include *Scooter's Magic Castle* which, as did Peter Pan, received a 1993 Parent's Choice Award. A third title is *Ping and Kooky's Cuckoo Zoo*, where children meet animals that talk and sing to reinforce learning skills.

Additional titles available before Christmas include *EA\*Kids Art Center*, *Eagle Eye Mysteries* and its sequel *Eagle Eye*

*Mysteries in London*, and the aforementioned Ping and Pong for Mac CD-ROM. All in all, a most beneficial and enjoyable complement of programs for kids from the ages of 3 to 9. Congrats to Electronic Arts for supporting children with their software endeavors.

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**WITHIN THE CELLOPHANE**

**NEW PRODUCTS OF NOTE**



**S**quadron Commander—that sure has a nice “ring” to it. Now, for the first time for Mac sim'ers, comes a new game that has you involved in modern aircraft combat as the one who not only conceives and executes battle plans, but also issues flight orders.

The name of this air combat sim is *Flight Commander* and it's from **Big Time Software** (410/366-8984). You must execute each mission from the flight plans to the weapons selection to the actual combat maneuvers. This sim uses a game turn system of play, where your creativity and tactical skills are challenged, not the speed of your trigger finger. You'll also find computer-controlled wingmen, both naval- and ground-attack missions, weather effects, plus multiple skill levels.

There's an extensive online database that packs 110 different combat jets from around the world, as well as data on the most prominent air forces and weaponry systems. There are a number of scenarios and a well-written tactical operations manual. You'll find yourself engaged in battles that range from the Korean War all the way to the next century. The SRP is \$69.95.

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Five titles for the 3D0 platform are enroute from **Dynamix** (503/343-0772). The first is an arcade delight based upon the company's classic *Stellar 7* for PC/MS-DOS gamers. Entitled *Draxon's Revenge*, the entire fate of the galaxy is now in the 3D0 player's hands!



You must demolish the evil and deadly Gir Draxon who is the supreme leader of the evil Arcturan Empire. You must penetrate the Arcturan star system before Draxon can assemble his forces and destroy the entire Terran confederation. There are seven levels of action. The SRP is \$59.95.

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## Mallard

The first adventure game for a flight simulator is nearly off the coding platforms at **Mallard Software** (214/539-2575). Entitled *Flight Adventure 825*, it'll take the computer pilot from JFK International to Boston, Martha's Vineyard, or Providence, along a randomly selected flight path.

The plan is to challenge the computer pilot's skills. With actual controllers and pilots' voices telling you what's going on, you have to use VORs and head for vectors to get to the selected destination. All clearances to the destinations are randomly chosen by the computer to add that interesting element of surprise to your flight sim.

With an SRP of \$29.95, the only program you need to run this adventure is Microsoft's *Flight Simulator v. 5.0*.

Mallard is also releasing three new scenery upgrades. These are *Washington DC*, *Las Vegas/Lake Meade*, and *Portland, Oregon*. These data disks are SRP'd at \$49.95 each.

Working with both *Flight Simulator 4.0* and *5.0*, Mallard's *Real Weather Pilot* is also debuting. A non-scenery add-on, this program enables computer pilots to experience current weather conditions at almost any U.S. airport, or they can fly through specified or computer-generated weather conditions. You can retrieve the latest weather reports quickly and easily during your flights. Track storms and other frontal systems as well. You can even create your *OWN* weather! The SRP is \$39.95.

Yet another release is *Flight Simulator Flight Shop*. Here you possess a variety of aircraft options and you can build planes from

scratch or customize your aircraft. There are also enhanced cockpits. Additionally, you can create your own flight adventures, such as a scavenger hunt that'll test both your flying skills and navigational acumen. The SRP is \$49.95.

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The latest title from **Software Sorcery** (619/457-4888) happens to be *Jutland*. On CD-ROM for PC/MS-DOS gamers, this game encompasses World War I naval combat. With digitized sound effects, actual W.W.I. newsreel footage and photos, this game should impress simulation fans and history buffs.

You're transported to a showdown between Germany's Imperial Fleet and the British Royal Navy. You select a command and rank and fight one battle or an entire campaign. Each battle has been fully researched and recreated based on published accounts of W.W.I. But, you can actually change the course of history, or build more ships through the sale of war bonds.

This is the first of a series of simulation and role-playing games on CD-ROM to be developed by the company. The SRP on *Jutland* is \$89.95, which is also available in English, French, German, and Spanish language versions.





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Game play—specifically, arcade game play—is highly dependent upon the viability of the I/O device you use to control your on-screen activity. Many gamers within the PC/MS-DOS gaming environment have longed for similar game controls that already populate the SEGA and SNES worlds.

Enter **Triax Technologies** (518/489-7300) with their new *Turbo Touch 360* computer game controller for PC/MS-DOS machines. This device detects subtle motion using a touch sensitive technology called capacitance technology. You simply guide your thumb or index finger across the unit's responsive control sensor plate. You don't have to push down on the control anymore to control your characters or objects on the computer screen.

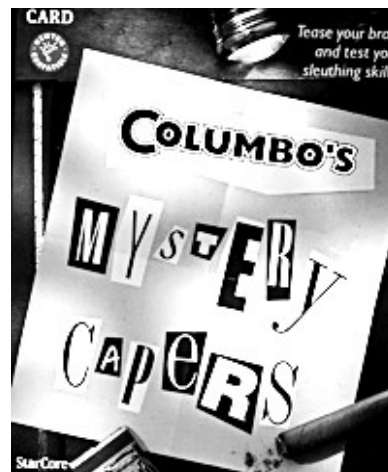
The unit offers faster response to your movement demands, far better circle and diagonal control, two action buttons for firing when in turbo mode, and avoidance of that "Numb Thumb" problem when you play for hours and hours. The SRP is around \$30.00.



Unions 'tween companies may be fruitful, or they may be the biggest headache anyone ever encountered. Hopefully, the latest joint venture between **Paramount Interactive** and **CyberFlix** will be of the former genre.

This is a three year deal, wherein Bill Atkinson's *Jump Raven* and *Lunicus* will be marketed and distributed by Paramount. Additionally, CyberFlix will create a new software title entitled *Viper* that will be based on a new television show being produced by Paramount. We wish 'em well!

## • Product Perusals •



### Featured Strategy Game —Newton—

#### Columbo's Mystery Capers

**Recommendation: Go for it!**

You purchased your Newton to handle all of your scheduling, your faxing, and to manage your time. But all work and no play could make your Newton little better than your leather-bound organizer. Get some fun out of your Newton with *Columbo's Mystery Capers* from **StarCore**. It's quite amazing how 40 mysteries are packed onto this PCMCIA card that runs on a Newton or other Newton-compatible device.

These brain puzzlers were developed by an extremely talented group of artists, including Marc Blank—surely you know who *he* is—the author of *Zork* who has been writing successful game software for years. Others include Mike Berlyn, novelist and game developer; Lia Matera, Bridget McKenna, and Meg O'Brien, all successful mystery novelists; Bob Lindstrom, composer and computer columnist; Steve Meretzky, computer game developer responsible for such hits as *Leather Goddess of Phobos* and *Spellcasting 101*; and Steve Volpe, TV and movie screenwriter. With talents like this, it's no wonder this title is intriguing and delightful to play.

With one-bit graphic displays, you tap your pen on an item you want a closer look at—if there's a clue there, it'll be revealed to you. Build your case, step by step, by examining all of the necessary objects in the crime scene. Check the testimony from others at the crime scene—what at first may seem obvious may simply be a red herring to draw you away from an obvious conclusion—or perhaps it's even the truth!

When you think you're ready to solve the crime, indicate so with your pen on the Newton screen. A dialog box appears enabling you to name the murderer or indicate another solution. You must identify the correct suspect and all relevant pieces of information that leads to your conclusion. If you're wrong, you can go back and try again. If you solve the case, the program shows you how well you sleuthed the solution.

Don't be clueless any longer. Catch this nifty program at your retailers and fill those empty hours on the plane or in your hotel with some intriguing mysteries.—*Mudgeon*.



**Featured Simulation**  
**—Macintosh—**  
**The Incredible Machine**  
**from Dynamix**  
**Recommendation: An absolute treat!**

No cause for alarm—I always screech when I find software so great that it causes my system to overload! Without doubt, *The Incredible Machine* (TIM) from **Dynamix** (503/343-0772) is a sure-fire winner. With a Rube Goldberg approach to puzzles, intrigue and strategy, TIM appeals to the tinkerer in all of us.

This challenging puzzle requires you to place certain pieces from the parts bin into place so that a machine will function correctly. Each part has a specific purpose. For example, a fan will cause a

breeze. This breeze could be responsible for pushing a balloon into a set of gears, thereby popping it. Or, a falling basketball might set into motion a cage with a mouse inside it. When the ball strikes the cage, the mouse starts running inside its wheel, causing a conveyor belt to start moving. Or, a falling bowling ball might strike a teeter-totter that flings another ball high over a wall onto another teeter-totter that pulls the switch on an electric light, causing the light beam to shine upon a solar panel that activates an electric generator that starts—pew, well, you see what I mean.

However, keep in mind that not all of the pieces that are displayed in the parts bin are actually required to complete the puzzle. You've got to figure out the necessities from the non-necessaries!

There's a super feeling of definite accomplishment when you complete any of the puzzles. Naturally, the higher the level of the puzzle, the more difficult is the strategy required to complete the machine. Add to the puzzle's complexity the fact that you are racing against the clock, and you have an exceptional rush of euphoria if you manage to score well *and* complete the puzzle.

TIM offers superb game value for your dollar. The game arrives with 55 puzzles all ready for you to tackle. Plus, there's a puzzle editor that allows you to create your own puzzles. Trade them with friends and see who's best at not only figuring out the complexities, but who is also the best at creating these infernal machines.

**Pros**

- Darned polite, if you ask me. The game asks if it can reset your monitor to the best available graphics mode before you start play. Should you wish it to do so, it'll automatically change the video mode.
- Great sound effects and music score which can be turned on, or off.
- A well written game manual that you really *should* read before you start play. There are some pieces that'll require an explanation as to not only what they can accomplish, but also how to use them within a machine.
- Graphics that are extremely well implemented, no matter your graphics mode.
- You can relive any puzzle you've completed just

as long as you've recorded the code for that completed level.

*Negative Bits*

- You must solve the included puzzles sequentially. You can't jump ahead!

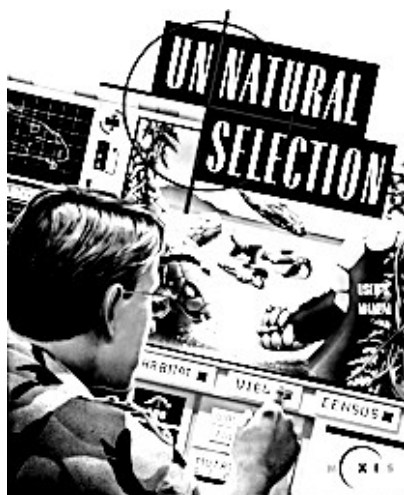
- Don't lose your game manual! If you do, you'll never be able to select the proper icons from the manual's pages to start the game!

This title is an amazing port from the company's PC/MS-DOS version of the game. Dynamix and its developers took the time to ensure that the game took advantage of the Macintosh interface. In my humble opinion, the Mac version offers far more playability and ease-of-use than the DOS version.

There's only one problem—I'm already addicted to *SimCity 2000* from Maxis and now I'm totally hooked into *The Incredible Machine*. I gotta get a life!—*Mudgeon*

## • First Impressions •

**Super stuff that's just arrived!  
We've ripped open the cellophane  
and briefly tested the program—  
here's what we found!**



**UnNatural Selection  
from Maxis Software  
for PC/MS-DOS**

You've *never* seen a war game like this! *Ever!* It's so totally different, so in-tune with today's DNA newspaper, magazine, and sickie tabloid headlines that it's amazing.

What you've got here is a complete creature lab in your computer. You'll become involved in designer critters that you then set loose to conquer

and hold territories. As a brilliant scientist, you create Theroids, monsters bent on fulfilling your desire for island conquest. You manage this by infusing them with the will to fight, to mate, and eat. By exposing them to a little radiation here, and a little radiation there, by injecting them with the Synthetic Neural Injector, you can alter your basic Slugs, Hulks, and Zips into marvelous fighting machines. Er, that's only if you manage what you're doing in the lab correctly and save the strong while eradicating the weak.

The interface is really cool. You build pens to hold your creations, giving them food or depriving them of it, as you build your species. Using the special Neural Pattern Regulator and your DigiLife 2000 computer, you can sort your Theroids by a variety of characteristics. Perhaps you want your batch to be marvelously adept at mating and fighting. So, sort on those criteria and destroy those monsters that don't fit your plan.

Now that you've got your fighting machine, it's off to the first of the islands to see how they fare against the nasties already there. You see, another scientist absconded with genetic samples and has already created Theroids that are intent on taking over the world. Your opponent's first stop was a chain of islands in the South Pacific, and it's here where you must make your stand. Monitor your beasties' progress and have others awaiting transport to the island that possess different characteristics and abilities. After all, with your genetic engineering engine, you can fine tune these puppies to your exacting whims. As the game manual so adeptly states, "Bad designing equals bad battling."

There are 20 islands you must reclaim, and your laboratory skills will prove your mettle, and your Theroids survival depends upon how well you design them. With clay animation, digitized film sequences, and a chance to play a god, who wouldn't want to own a copy of *UnNatural Selection*? This is a most unusual product from the king of simulation software, Maxis, and is well worth your ownership. With strategic thinking a must, and super action, this title could well be on its way toward classic status for Maxis.—

*Mudgeon*

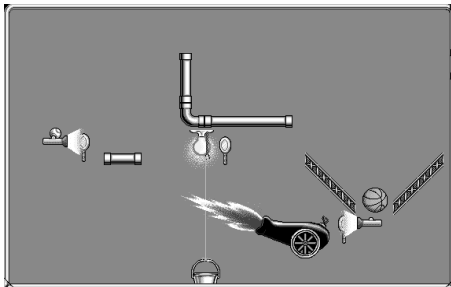


## THE CLUE CORNER & H.E.L.P

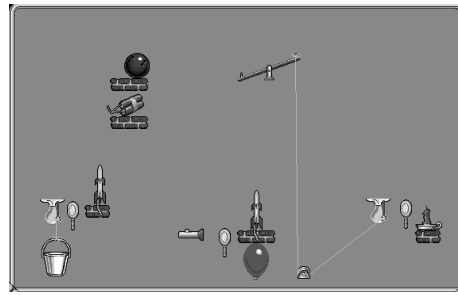


### *The Incredible Machine*

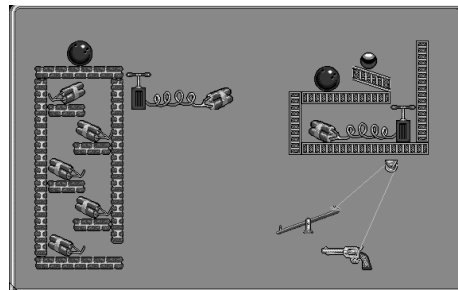
Here are the solutions to puzzles 15 through 25. Be assured that many of these puzzles enable far more than one solution. Additionally, sometimes many of the pieces in the parts bin are just for show—decoy parts to throw you completely off the final solution. There's an old saying that less is more. Believe it!



**Puzzle 15:** Here's a cannon puzzle where you have to figure out how to fire one of these major weapons. The unit on the far left is fine . . . it starts the process. The exploding dynamite will cause the bucket to fall. Attach a rope from the bucket to the light bulb. Place dynamite with the fuse toward the magnifying glass on top of the brick platform. When this explodes, it causes the basketball to fall down the wooden ramp. Place a flashlight pointing left at the bottom of this ramp. Place the last magnifying glass to the immediate left of the flashlight and ensure that the light beam concentration is to the left to ignite the final cannon's fuse. There you go!



**Puzzle 16:** You are required to light a candle which then causes a blast off. This requires some exacting manipulation with the teeter-totter, the pulley, a light bulb and a magnifying glass. The first two units on the left hand side of the screen require no editing. Place a flashlight directly to the left of the brick platform at the bottom center of the screen. It'll be activated by the falling bowling ball, thanks to they dynamite explosion. Place a magnifying glass between the flashlight and the wick of the rocket. When this flashlight turns on, the rocket will fire. You want to place a teeter-totter above the rocket with its left side *down*. Now, place the pulley to the right of the red balloon. Place the light bulb to the left of the candle and make sure it's upside down. Place a magnifying glass between the light bulb and the candle. Now, attach the rope to the *down* side of the teeter-totter, through the pulley, and onto the light bulb chain. Now, start your machine and watch your wick light.



**Puzzle 17:** Here's a real blast for you. You must set off all of the dynamite by pushing down both plungers. Place a teeter-totter with the right side *up* beneath the blue bowling ball's platform on the right side of the screen. Attach a pulley to just beneath the left side of the dynamite plunger. Now, attach a rope from the right side of the teeter-totter, through the pulley, to the gun's trigger. Then, take your

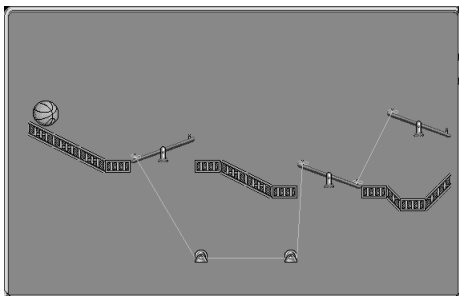


final pieces of dynamite and position them on  
the three platform

levels on the left side of the screen. Make certain your final dynamite package has its fuse on the left side. When you activate your machine, the dynamite will explode in the tower, forcing the last blue bowling ball onto the plunger that activates the last dynamite sticks. What a treat!

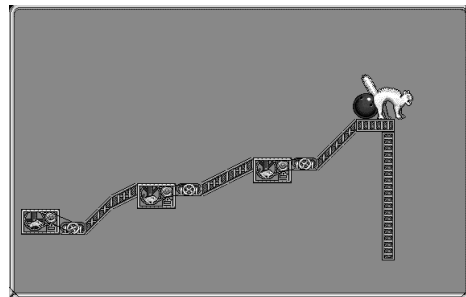
**Puzzle 18:** Here you've got to get Mort the Mouse to the bottom right part of the screen where he'll be safe. Unfortunately, there are a couple of cats in the way, but that fish in the fishbowl might be a tempting red herring for them! Put the trampoline beneath the bowling ball at the bottom of the screen. Place the conveyor belt beneath the mouse, making sure it runs to the right. Place the third cat on the lower brick platform at the left side, facing right. Whenever Mort sees a cat, he runs in the opposite direction! Now, when you activate the machine, the bowling ball will continue to bounce on the trampoline until it reaches the height to break the fish bowl. This will attract the cat, who activates the conveyor belt by walking across the top of the mouse engine. This pushes Mort off the second platform and onto the third platform. He sees the mouse, runs in the opposite direction and drops onto the bottom platform. Guess what . . . he sees the third mouse on the left hand side and runs to the right and to safety. You've done it!

**Puzzle 19:** A couple of bicycles, a couple of monkeys . . . a perfect day for the monkeys to be riding them. The right side of the screen is pretty much complete. Just make certain that the bird cage that is moved off the lower platform activates a light bulb and magnifying glass for that rocket. When the rocket shoots skyward, perhaps a teeter-totter placed strategically, with an appropriate pulley and rope combo, will cause the monkey on the left side of the screen to ride his bike.



**Puzzle 20:** Now you've got some basketball

work to do—it has to reach the right side of the screen. The only way this is gonna be accomplished is if you close those gaps. This was pretty difficult for me. Watch the placement of your teeter-totter very closely. Use it to fill the first gap. Position it so its left side is down and directly attached the third wooden horizontal platform. Now, take that last platform piece and make it fit the gap in the center of the screen. Once it has been selected, you can increase or decrease its size to fit that area. Now, attach the rope to the left side of the first teeter-totter, run it through the two pulleys, and attach it to the left side of the second teeter-totter.

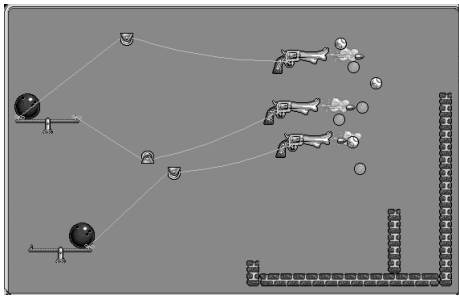


**Puzzle 21:** This one's a snap. You have to make the ball on the left side of the screen climb the hill on the right side of the screen and knock the cat off the platform. Place a combo mouse engine and conveyor belt side by side in the gaps, ensuring that the top of each is in direct alignment with the platform height.

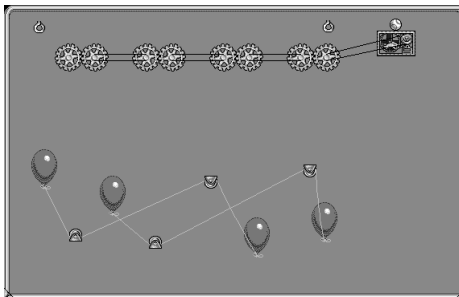
**Puzzle 22:** This finds you in a balloon popping mode. You only have to pop 3 of the four that appear on screen. This is a little more complicated, but always keep in mind that you don't have to use *every* item in the parts bin! Try attaching a rope to the right side of the teeter-totter on the right side of the screen to the monkey on the bicycle in the upper left hand corner of the screen. Ignore the teeter-totter to the right and below this monkey (at least for this solution.) Place belts from the monkey's bicycle in the lower right hand corner to the conveyor belt, and make certain another belt runs from the mouse engine to either the gears above, or below, the center unit. This will cause the gears to turn, destroying at least one of the balloons. I prefer the lower balloon, as this causes the balloon held in check by the rope via the pulleys to

rise toward the

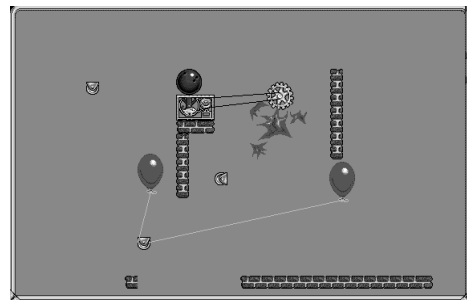
monkey on the bike in the upper left hand corner, where the gears are already activated, destroying the balloon.



**Puzzle 23:** Here you're messing with baseballs and tennis balls. But it's only the baseballs you're after and you have to leave the tennis balls alone. And they've all got to enter the right container! This is a real work out and requires you to constantly position your guns to not only eliminate one of the tennis balls, but to also assist the baseballs into falling into the correct container with a bullet nudge. Additionally, your upper baseball *could* use a gun or two as a kind of ramp over to the container as well. Guns can do more than just fire, you know.



**Puzzle 24:** The object this time around is *not* to allow any balloons to pop at all. All you have is a single piece of rope with which to accomplish this feat. May I recommend you attach the rope to the end of the balloon on the lower right, run the rope through the pulley above that balloon, then through the only unattached pulley at the bottom of the screen, and up to the base of the final balloon? When you start your machine, the rope will prevent the balloons from reaching the gears that are running at the top of the screen.



**Puzzle 25:** Here we have another balloon problem. This time, you can pop only the two rightmost balloons. At your disposal is a bowling ball, two balloons, three pieces of rope, and three pulleys. The way to do this is to ensure that the far left balloon pulls the far right balloon into the path of the gear, which you've set in motion by dropping the bowling ball onto the mouse engine. The center balloon will rise of its own volition and get caught in the gear and be popped.—

*Mudgeon*



## Ultima VI

It's easy to tell when a game has reached "classic" status—letters continue to be received either requesting assistance or offering clues to the game's solutions. Here are a few of the letters:

- 1) An easy way to liberate the Shrines from the gargoyles is to use the moongates to transport to the Shrine, use the appropriate Rune, grab the Moonstone, and then use your Orb of the Moons to transport away. Imagine, grabbing the Moonstone and leaving before the gargoyles can engage you in combat.
- 2) You can find the Vortex Cumbe in the Cyclops' Castle (near Lost lake in the mountain range). The cube is in the bottom level behind a secret door in the northwest corner room.

3) Before you venture into Dungeon Destard, I advise you be at least 6th level with *lots* of Disable and Great Heal spells. The Disable spell works very well against Dragons and Daemons.

4) You can find Dragon Eggs at the northernmost portion of Level Four. If you make it to the Dragon's Lair, take at least 4 eggs and you might as well take all that other stuff laying around as well!—*Brian Dufort*, Camp Lejeune, North Carolina.

1) Using the orb will take you to several places, including the gargoyle world. To talk to them, go south until you find the building with a broken lens (the Hall of Knowledge). Walk east and south to find the entrance to Hythloth. In there, you will find Captain John. He'll give you a scroll when used will allow you to read the gargoyle language. The gargoyle in the entrance will you join you (Beh Lem). Go to the house in the pass northeast of the Hall of Knowledge and follow his instructions.

2) The other section of the tablet is part of the pirate's treasure, at the very bottom of a hole that can be dug under the Hydra on Marsh Island.

3) Some parts of the map are as follow:

- a) In the ant's nest, south of the steps.
- b) Pickpocket one of the two pirates in Trinsic—the one who asks if you are insinuating something.
- c) In the dungeon Shame—he wants food.
- d) One of them is in the shipwreck west of Serpents Hold.
- e) One is under the house of the hermit on Dagger Isle.
- f) Either pickpocket the woman in Serpents Hold or give her a Magic Shield.
- g) Pickpocket Homer in Buccaneer's Den.
- h) Talk to the gypsies north of Trinsic.

4) The Vortex Cube is under Stonegate.—*Ian Rapley* of Bucks, United Kingdom

1) To get the Rune of Honesty, first purchase a powder key. Then use the Orb of the Moons to teleport to Moonglow. Go to the kitchen of the local pub. There you will find a locked door. Pick the lock and search the small room

behind it until you find the secret door. Beyond the secret door is a ladder blocked by barrels. Destroy the barrels with your weapon and descend. Once underground, continue west until another one is found. Descend, and you will find rows of tombs. In the second row from the top, a tomb with flowers in front of it will be found. Destroy the door with the powder keg and search the bones inside.

2) Talk to the little girl inside the Conservatory in Britain to find out about the Rune of Compassion, then follow her instructions.

3) A talking mouse inside Lord British's castle will help you get the Rune of Valor. To get the mouse to join your party, offer it some cheese. Then teleport to Jhelom and head north to the pub. At the pub, put the mouse in solo mode and head through the mouse hole in the northern wall to retrieve the rune.

4) The Rune of Justice is under a potted plant in the pub in Yew.

5) When in Yew, travel west into the forest until you find a woodcutter. Buy a log from him, then teleport to Minoc. Head for the mill and have the log cut into a board, then take the board to the woman named Julia and ask her to make the board into panpipes. Find the artisan guild master and ask to join the guild. Show him the panpipes and tell him the numerical notation of "Stones," which is 678 987 87676 53.

6) The Rune of Honor is on the altar in the middle of Trinsic.

7) To get the Rune of Spirituality, go to Skara Brae and search the chest in the house of the girl named Marney.

8) Go to New Magincia to get the Rune of Humility. Locate the mayor and ask him about the rune. When he asks you who the most humble person in New Magincia is, say "Conor" and he will give you the rune.

9) The mantras you need are: ahm, mu, ra, beh, cah, summ, om, and lum. Teleport to each shrine and free the moonstones. Be sure to take the moonstones!—*Jeff Husges*, Newbury Park, California

1) For some neat spells, visit Cove.

2) For some offensive spells, visit Skara Brae.

3) Learn to use the Orb! If you're in battle and it doesn't look good, break off and use the Orb one space north of your character and move through the red gate that appears. You will rematerialize in Lord British's throne room where you can be healed.

4) Travel to Yew and obtain Swamp Boots for everyone.

5) Always meditate at the Shrine of Spirituality (Orb: 2 west and 1 south). It raises your Dx, St, and IQ!—*Jeff Cox II*, Brevard, North Carolina.

1) Instead of fighting your way to Hythoth to get the scroll which permits you to understand the gargoyles, just teleport to the gargoyle island and follow the mountains until you come to an opening for a dungeon. Go in and Shamino should tell you it's Hythloth. Find a house and talk to Captain John and say "Language." He'll give you a scroll. Look at it.

2) To teleport to the gargoyle island, teleport one square southwest.

3) To get through the door in Captain Hawkins' treasure house, just blow it up with a powder key.—*Ryan W.*, Cerritos, California.

6) When tossed into the catacombs, try North, North, East, East, North, to enter a room full of skulls. Grab the shield in the room to the East and North after watching a hint to the West, West.—*Mudgeon*

**Publisher & Editor**

*P.J.*

**Associate Publisher**

*Tuncer Deniz*

**Senior Editors**

*Craig Fryar, Steve Schwartz, Mark Veljkov*

**Field Editor & Nuisance-at-Large**

*Mudgeon*

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