

WHAT'S IN STORE SOFTWARE REVIEWS

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For armchair pilots from six to 60, *Flight Simulator* is as instructional as it is fun. Its excitement is enhanced with a "wind effects" option, which adds the challenge of wind factor for more experienced fliers.

—JAMES ROBERTS

Key Quest (Arcade)

HARDWARE REQUIREMENTS: VIC-20, cartridge; joystick required
MANUFACTURER: Micro Ware
PRICE: \$34.95



You're roaming through one of the great treasure troves of all time. Surrounded by riches beyond your wildest dreams, you progress from level to level, warding off the monsters who inhabit the 24 levels. They are doing their best to keep you from leaving alive. Your only weapon is a blaster, but it only fires right and left, not up and down, so don't get caught in a vertical passage. It may look simple, but don't let the illusion fool you.

Key Quest combines some of the best elements of both chase and adventure games. More than just a shoot-'em-up, *Key Quest* can be played by anyone, almost as soon as the picture appears on the monitor. The joystick control is easy to use and every member of the family can achieve some success in a relatively short period of time. The color graphics are delightful, if a bit primitive, but VIC-20 owners couldn't hope for a more enjoyable combination of arcade action and strategy.

—JAMIE DELSON

Wizardry (Adventure/Fantasy)

HARDWARE REQUIREMENTS: Apple II/II plus/IIe, 48K disk; IBM-PC, 64K disk
MANUFACTURER: Sir-tech Software
PRICE: \$50

It's the stuff of myth and legend. First, thou chooseth a throng of brave souls, and spendeth their gold on arms and equipment for their journey into the dungeons that lie far below the castle. With this crew thou set forth against all sorts of demons and monsters—kobolds, skeletons, orcs, and evil wizards. With patience and good use of ye olde noggin, ye shall acquire wisdom and power and ye shall triumph over darkness.

Since its release in 1981, *Wizardry* has been widely hailed as one of the most intriguing and exciting computer games ever produced. It has consistently placed highly in the sales charts, and its phenomenal success has prompted two sequels in an industry in which sequels are rare. The demand for more *Wizardry* is understandable: Having attained the highest level in the first one, that can't be the end of it. You've taken your characters through great adventures, so you simply can't let them retire. There are bigger and better adventures ahead.

Wizardry's only drawback is its screen—almost entirely devoted to clues, instructions, and written commands. Only a fraction of it depicts the maze through which you travel. But Sir-tech has cracked that problem: The third in the *Wizardry* series, *Legacy of Llygamyrr* (which we will review in an upcoming issue) features a 3-D graphics display of your adventure, filling 80 percent of the screen.

1) 2 GARIAN RAIDERS (2)				
2) 2 GARIAN MAGES (2)				
HORATIO'S OPTIONS				
FIGHT	SPELL			
RUN	USE			
CHARACTER NAME CLASS AC HITS STATUS				
1 HORATIO	CLERIC	100	100	100
2 LAGO	CLERIC	104	104	104
3 CRESSIDA	PR	127	127	127
4 GULLENSTERN	MIN	110	110	110
5 PISTOL	TH	89	89	89
6 TROILUS	DR	30	30	30

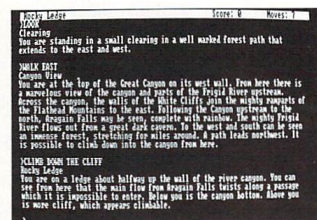
With or without full-screen graphics, *Wizardry* accomplishes what few home games can: It transports you to a world as fantastic as your imagination. Fun is hardly the word for a game that makes you think while you're free to dream.

—JAMIE DELSON

(Editor's note: In the October issue of FAMILY COMPUTING we will take an in-depth look at the adventure game phenomenon, including the *Wizardry* series, and feature an interview with the series' creator, Andy Greenberg.)

Zork I (Adventure)

HARDWARE REQUIREMENTS: Apple II/II plus/IIe, 32K disk
MANUFACTURER: Infocom
PRICE: \$39.95



Trying to select the "best" adventure game is a lot like trying to select the "best" book. But if you're starting a library, everyone agrees that you should include some Dickens and Shakespeare; and if you're collecting adventure games, you're not finished until you have *Zork I*.

You explore the unknown terrain of a small house and the magical kingdom beneath it, typing in instructions to the computer, as in all text adventures. An unreliable flashlight (occasionally) reveals the nasty creatures—bent on your destruction—that lurk along the path.

What's more, even if you manage to collect a bit of the booty, a "dastardly, antisocial" pickpocket is waiting to intercept you.

As a text adventure, *Zork* is unrivaled. For instance, you can choose to skip familiar, already trodden passages. Complete sentences—not pidgin—two-word commands, steer you through the underground empire. *Zork's* playing features and detailed, witty responses are surpassed only by Infocom's more recent games, *Deadline* and *Suspended* (not to mention *Zork II* and *III*.)

Some adventures are more complicated, and some have fancy graphics, but *Zork I* is the one that changed adventuring from a computer novelty into sophisticated entertainment.

—ERIC GREVSTAD