

other foes before you are far from ready to leave; they want you dead. Battle is joined, and other Solamnic Knights rush to your aid. If you are using characters from CK, we hope they are of high-enough level to withstand the assaults of the undead and their beasties. We preferred to create new characters, as DKK starts them out at about the fifth or sixth level of experience, depending upon such factors as multiple classes.

Our group, which has done extraordinarily well so far, started with the following characters (their levels are indicated in parentheses): a cleric/ranger (5/5), a fighter/red mage (6/5), a Knight of the Rose (5), a cleric/fighter/white mage (5/5/4), a cleric/fighter/red mage (5/5/4), and a cleric/thief (5/6). Obviously, the majority of our adventurers are Qualinesti or Silvanesti elves, with a single human (the knight) and a kender (the thief). We have currently completed about 60% of the game, and our characters are now at ninth level and are about to reach tenth level.

Clerics are obviously needed as you pursue your quarry and are pursued. Forewarned is forearmed. We strongly advise that a couple of your characters memorize a Resist Fire spell for your first encounter; rerolled characters will be able to cast it on individual party members before your wizard casts a Fireball to rid the screen of the nightmarish enemy before you.

Should you survive the first battle, we also recommend those characters with clerical abilities memorize their healing spells. There's a temple scenario that will ask you to use your healing skills on those who were wounded in the first battle. Should you decide to help, a special AC -1 ring will be received as your reward. Give it to the character with the lowest number of hit points.

The knights' commander is Sir Bertil, and you'll find him talking to a less-than-enthusiastic Sir Garren. Garren is carrying Karl's old sword, but he doesn't agree with the decisions being made by Bertil. Your interruption hasn't helped.

Bertil gives you three choices of an assignment. We took the temple assignment to help bury the dead, but the dead tried to bury us. Success in all DKK encounters requires a goodly amount of concentrated magic and powerful fighting skills. As you proceed through the encounters, you'll eventually be asked to find the Sleepstone, held by a dream merchant in Kalamán. Your journey anywhere outside city or fortress walls is plagued by encounters. Most of the outdoor encounters involve the undead, so make certain your party has clerics who can turn them.

If you find your characters cannot survive the first outdoor encounters in the mountains north of Galgarth, try moving your party as far to the east as possible. Then move north toward Dargaard and Kalamán. You should be able to avoid combat.



Death Knights of Kryn (SSI)

You might also find that recuperating and memorizing spells in Vingaard Keep is difficult to accomplish. Find a workshop and try resting there. One of the more interesting side jaunts you'll take is to find a young knight. He holds the key to a lot of information that revolves around the High Clerists' Tower to the west. First, you must buy a candle and go through red doorways hunting this individual. If you find yourself delayed or take the wrong turn, you'll never succeed. Avoid messages that advise trying a door, concentrate solely on the red doors. And make certain you undertake this quest early in the day. Otherwise, you'll find yourself involved in noisy bars that can leave you with confrontation after confrontation.

Some final words of warning. Don't enter Throth Keep until your characters are of a high-enough level to withstand multiple assaults of powerful undead and mages. In the High Clerists' Tower, in the vaults, make certain you Fix, Save, and then Memorize after each battle. You never know, when the undead might decide to interrupt your rest periods.

The fighting is almost nonstop as you try to prevent Seth's minions from taking Sturm's body out of the tower along with the bodies of other knights. Save Sir Durfey, and he joins your adventuring party. If you are winning the day, you'll eventually run into an old acquaintance who is responsible for the undead knowing a great deal about the tower.

DKK is a great deal of fun and packed with excitement. Again, your greatest tool is to Save, Save, Save. Additional game details are received by reading the entries in the Adventurer's Journal when asked to do so by an NPC. The Adventurer's Jour-

nal also contains a complete description of all clerical, druidic, and mage spells. There are descriptions of the beasties you'll encounter in DKK and many important gaming tables.

Yet again, SSI continues to hold the interest of gamers by releasing top-notch fantasy role-playing adventures. The AdLib and CMS sound-board support is minimal at best in DKK (we used AdLib, with VGA graphics). However, this may be a blessing. Many computer games now feature far too much in the way of music and sound effects, and such can destroy concentration and playing mood. We definitely recommend DKK to fantasy role-playing gamers. We can't wait for the next volume!

Space Quest IV

Sierra On-Line (209-683-4468)

PC/MS-DOS version \$59.95

Roger Wilco has returned, this time with his son. Wilco Junior has been taken prisoner in *Space Quest XII*, and Wilco Senior must save him by using a time machine while he's being hunted by the Sequel Police! This adventure will send Roger into parts known and unknown, as he zips around and through *Space Quests I-XII*.

The humor in this graphic adventure is brilliant. Sierra's attention to detail is meticulous, down to the scene-stealing, drum-beating rabbit commercial that plays on the names of famous stores and software. The animation and music are of typical Sierra quality: amazing. We never had to use paper and pencil for mapping, and the point-and-click commands are easy to use.

Sierra uses its icon-driven system, such as the one in *King's Quest V*, to make the game simple to operate. By clicking on the



Space Quest IV (Sierra On-Line)

right mouse button, the cursor changes into various icons that can be used on Roger or the surrounding scenery. Clicking the left mouse button causes Roger to perform the icon-designated action. A system icon allows you to adjust the detail level of the game for slower or faster machines, the volume, and the speed at which the characters move and talk. Games can also be loaded, saved, quit, or restarted. This type of command system has been criticized as it limits the actions characters can perform, but we feel it is appropriate as gamers of all ages will want to play *Space Quest IV*.

We continue to find challenges in this game that requires wits as active as Roger Wilco's mouth. There is also an arcade scene that requires deft motor skills. For those of us with less manual dexterity, the arcade sequence can be bypassed without affecting the outcome of the game. Now, that's a thoughtful touch!

Space Quest IV is an enjoyable game. The attention to detail and humor are outstanding, and the graphics' detail and music must be envied by other game publishers. The icon system is excellent. Timing is everything in this game. If you find a puzzle to be particularly frustrating, complete your actions in a different order. We were stuck once, but switching the order of our tasks allowed us to continue. *Space Quest IV* is a great addition to a great series of games. This review was made using MIDI sound and VGA graphics.

Zarlor Mercenary

Atari (phone number n/a)

Atari Lynx version

Price n/a

Do you want to destroy things, and lots

of them? If you answered yes, try your hand at *Zarlor Mercenary*. This is a vertical-view shoot-'em-up that allows you to blow up everything you want. Great animation and detailed backgrounds make this game a real winner for Lynx owners.

The object is to fly over six different terrains, blowing away buildings, aircraft, and vehicles. Your ship is equipped with a shield that can withstand multiple hits, and you've got some outstanding weaponry. If you deplete your shields energy, one of your four available ships is lost. Destroying enemies gives you zarbits, the currency used in this game. Zarbits can be traded at the end of the current level to purchase items at a shop. You can buy megabombs that destroy everything on the screen, powerful lasers, back shooters, wing cannons, side shooters, speed-ups, power-ups, and even extra ships. Sometimes, enemies lose an item that you can pick up and use. At the shop, you can trade in any of these items for zarbits as well.

Up to four players can join in, making this game really exciting. However, with that many people assisting you, *Zarlor Mercenary* removes extra ships from play. Two players will get three ships each, while three or more players get only two ships each.

Before the game begins, each player can choose a personality that is minutely detailed and has a special weapon, such as a laser, or side shooter. Players can team up to complete the six missions. Should a player not believe in teamwork, a sudden blast from another player's back shooter can "urge" him back into playing fair.

Zarlor Mercenary is a great multiplayer

game with hard-core action that makes sure you will play this game many times. There is plenty of space to be covered, and an enemy or item missed during one game session can be found during another turn at the Lynx. This is the first shoot-'em-up on a portable game system we have seen that enables four people to play simultaneously. Atari has done a good job of not losing game playability as a result of so much interfacing by the players. If you're tired of "brain drain" games, this is a good game to purchase to destroy worlds at home or in the car.

Queries and comments

The number of respondents coming to the aid of readers who queried us regarding how to best the Mulmaster Beholder Corps in SSI's *Curse of the Azure Bonds* was phenomenal.

Your attack should take place after two bonds have been removed, but before the game is completed. All of the hints indicate that you should save the Dust of Disappearance that you obtain from the vault within the Fire Knives' hideout beneath the City of Tilverton. You should also hang onto other goodies such as Ice Storm, Fire Shield, Lightning Bolts, and Fireball spells. It's also not a bad idea to have a scroll or two of the Haste spell.

You must **quickly** eliminate the beholder who protects the entrance to the Corps. To defeat the Mulmaster Beholder Corps, all of your characters must be healthy. Just prior to entering the Corps, cast Haste and Enlarge on your finest fighters, as well as Bless and Prayer. Use the Dust of Disappearance to make your party invisible; then go in and throw caution to the wind.