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CEO TALK:

Great fun, and good times were had by ALL at the First Annual Last CoCoFEST in Chicago May 30-31. There were sixteen exhibitors attending - ten others not there, were represented, drawings for door prizes were held every hour, and ten seminars were given by 9 CoCo world notables.

The INN was comfortable, provided free breakfast buffet, free 5-7 happy hour, transport to & from the exhibit hall, and was located close to dining and shopping areas.

The hall was about 2 blocks away from the INN, had a slightly smaller main room than past FESTS, and booths were located outside, and across from the main room.

YES! CARLA SHERIDAN made it! She, and Bob Archambault drove from MA-RI. It was a pleasure to meet face to face, and spend some time together. She is doing fine, and on the MOVE again. A few new members (probably had *King's Quest III*) may remember a neat-little lady, That "steered" you to us to buy maps & solution for it. YEP! That was "OUR CARLA". She's an absolute JEWEL!

Linda McLellan and Gordon of Manistee MI (Charter Member), also went to the FEST (renewed their membership). It was good to see, and visit with them again. A Special thanks to Gordon for helping to "set-up" our booth, and to Bob Archambault, Allen Brosowsky, and Carla for helping carry our STUFF out after the SHOW was over.

We WELCOME "one and all" to the CLUB.
NEW MEMBERS:

Robert Archambault of Mapleville, RI
 Bernard Patton of Wyandotte, MI
 Larry Schneider of Lincoln Park, MI
 Robert Humphrey of Redford, MI
 Bob Sherwood of Remus, MI
 Carl Boll of Chicago, IL
 Dennis Devitt of Lombard, IL
 Shawn Lape of Glenview, IL (Won DOOR PRIZE - Membership).
 Barbara Williams of Fort Madison, IA (Won DOOR PRIZE - All back-issues).
 Leroy Danner of Kenosha, WI
 Donald Adams of Kokomo, IN
 Richard Heber of Pataskala, OH
 Jeff Yoder of Liverpool, NY
 Bob Newhart (& JoJo) of Camden, NJ
 Allen Huffman of Lufkin, TX
 Allen Brosowsky of Kirkland AFB, NM.
 Janet Kim, Pinckneyville IL joined in May, just prior to the FEST.
 Floyd J. Keirnan of Citrus Heights CA joined earlier this month.

Many NEW requests for FUTURE REVIEWS have brought about a little shuffling of the list. This month *Wishbringer*, and *Hall of the KING III* - member 1st first choices - are offered.

We now offer 3 text adventures to the membership - *Espionage Island*, *4-Mile Island*, and *Kingdom of Bashan*. These were written by Norm Shelton, and sold in the early-mid '80s. Norm wrote two others (*Atlantis*, and *Alcatraz*), that we also asked for, but they have not arrived as yet. We RECOMMEND *Bashan*, *Alcatraz*, and *Atlantis*. They are fine adventures. See SWAP SHOPPE for more information.

Glen Dahlgren of SUNDG SYSTEMS gave us permission to "use" *Castle of the Creator* - an early effort by Glen and brother, Bret. It was a winner in the First Rainbow Adventure Contest, but never published. Perhaps it was just too big - 27 disk granules. It has no save feature, and unfortunately, HARM and DEATH abound - a slight "pain" to play. It will be a FREE addition to any order of the above adventures.

REVIEW: WISHBRINGER (INFOCOM)

This is an excellent introduction to the INFOCOM style of text adventures. We classify this one as easy-moderate in difficulty of play. Nearly all of those (12 made available for the CoCo world), are (perhaps) the best you'll ever play on the CoCo. They will play on all CoCo's, require a disk drive, and a min of 64K. <DOS> will load & run the game for RSDOS vers., 1.1 and 2.1. DOS Vers 1.0 and 2.0 are loaded differently - instructions usually on separate "slip" in the game package.

The original adventure package is outstanding, and the instruction BOOK is very important (ESSENTIAL for some INFOCOM adventures). The game disk is UN-PROTECTED (use a BACKUP), but if a DIR is done, the disk appears empty!

The COMMAND PARSER is OUTSTANDING - often referred to as the "Cadillac" of game parsers. It'll accept almost any command in simple sentence form - Verb-Noun-Object, and although that's some times required, it is simpler to use one or two-word commands, and one letter abbreviations (see MAP pg.) if you can. Other useful commands: DROP ALL and GET ALL. Variations: DROP ALL EXCEPT STONE. GET ALL EXCEPT LETTER, CAN, etc. A comma (,) is also used in conversation with a person, or BEAST. Example: ALEXIS, HEEL (after you READ NOTE - only conversation required by you in *Wishbringer*).

Wishbringer has clues & hints, no win situations, descriptive scrolling screens, humor, occasions you can get killed, "Interactive" characters and problems, GRUES - dangerous creatures of the DARK, excellent SAVE feature, helpful Magical WISHes, 6:00 PM (game clock) Village changes to WITCHVILLE, RED-HERRINGS, and a few other things we do not mention.

SETTING: You're a Postman. Your boss will give you a LETTER to take to the OLD WOMAN in the MAGICK SHOPPE at the mountain top (closes at 5:00 PM). You have time to explore FESTERON (DO NOT move the LEAVES at LAKE EDGE), find a few objects, solve some problems, and do a good deed (or two), before going up the STEEP TRAIL.

TASK: Find and return the OLD WOMAN's cat, and SCORE a max of 100 points.

BONUS: HALL OF THE KING III

Graphics adventure (composite colors) from SUNDOG SYSTEMS by Glen Dahlgren (see RAINBOW ad). This "stand-alone" Adventure is the Third in the HALL OF THE KING series. SUNDOG also sells a number of other FINE adventures.

KING III plays on all CoCo's, the original vers. came on 2 un-protected disks (PRICKLY PEAR SOFTWARE) - SUNDOG SYSTEMS's vers. (single "floppie") is PROTECTED. One disk drive (dr.o), and 64K is required.

Audrey De Lisle reviewed the King Trilogy in RB, 12/88, pg.134-136.

SETTING: You're inside the caldera of a mountain - dormant volcano. You'll need LIGHT to continue your search in the old MINE TUNNELS for the REVEALED EARTHSTONE. Other needed objects must be found, many problems solved, a few creatures "handled", a MAZE crossed, and create a Special KEY, before your GOAL is reached - The EARTHSTONE.

PROGRESS

FLASH! D. Harold Kruse has up-dated his information on *ROGUE* (we have not played this one yet). The up-date has more information, and corrects a few things in his prior report (many members have Harold's earlier one). Send a S.A.S.E. (business size) to us, and get the NEW Preliminary Information.

We have finished *Koronis Rift*. Still found no use for a number of MODULES, reported on in the Preliminary Information. The RIFT (14th or 15) that we thought, all MODULES were outside the normal area, was an ERROR (perhaps). This time, all were found. Yes, Jerry Ryals, The MODULE (looks like a land-mine) we call a "BOMB", is the answer to the GUARDIAN BASE's destruction.

FUTURE REVIEW LIST:

- 16) Sep'92...**HITCHHICKERS-GUIDE ---D
- Nov'92...**CALADURIL 2 -----D3
- Jan'93...*HALL OF THE KING II ---D
- Mar'93...*MARTIAN CRYPT -----D
- May'93...*CALADURIL -----D
- Jul'93...*WITNESS -----D

** Member's First choice.
* Member's 2nd - 6th choices.

WISHBRINGER MAP AND INFORMATION

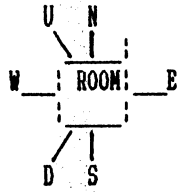
VERBS

Many words are useable. These are only a few of the verbs.

DROP EXAMINE GO
 TAKE SQUEEZE IN
 LIFT LISTEN OUT
 OPEN REMOVE EAT
 MOVE UNLOCK SAY
 PULL DRINK
 PUSH CLOSE
 TURN ENTER
 WEAR BREAK
 WISH COVER
 SHOW BREAK
 GIVE KNOCK
 READ GET
 BLOW BUY
 EXIT PUT
 LOOK SIT

N: NORTH
 E: EAST
 S: SOUTH
 W: WEST
 U: UP
 D: DOWN

MAP KEY



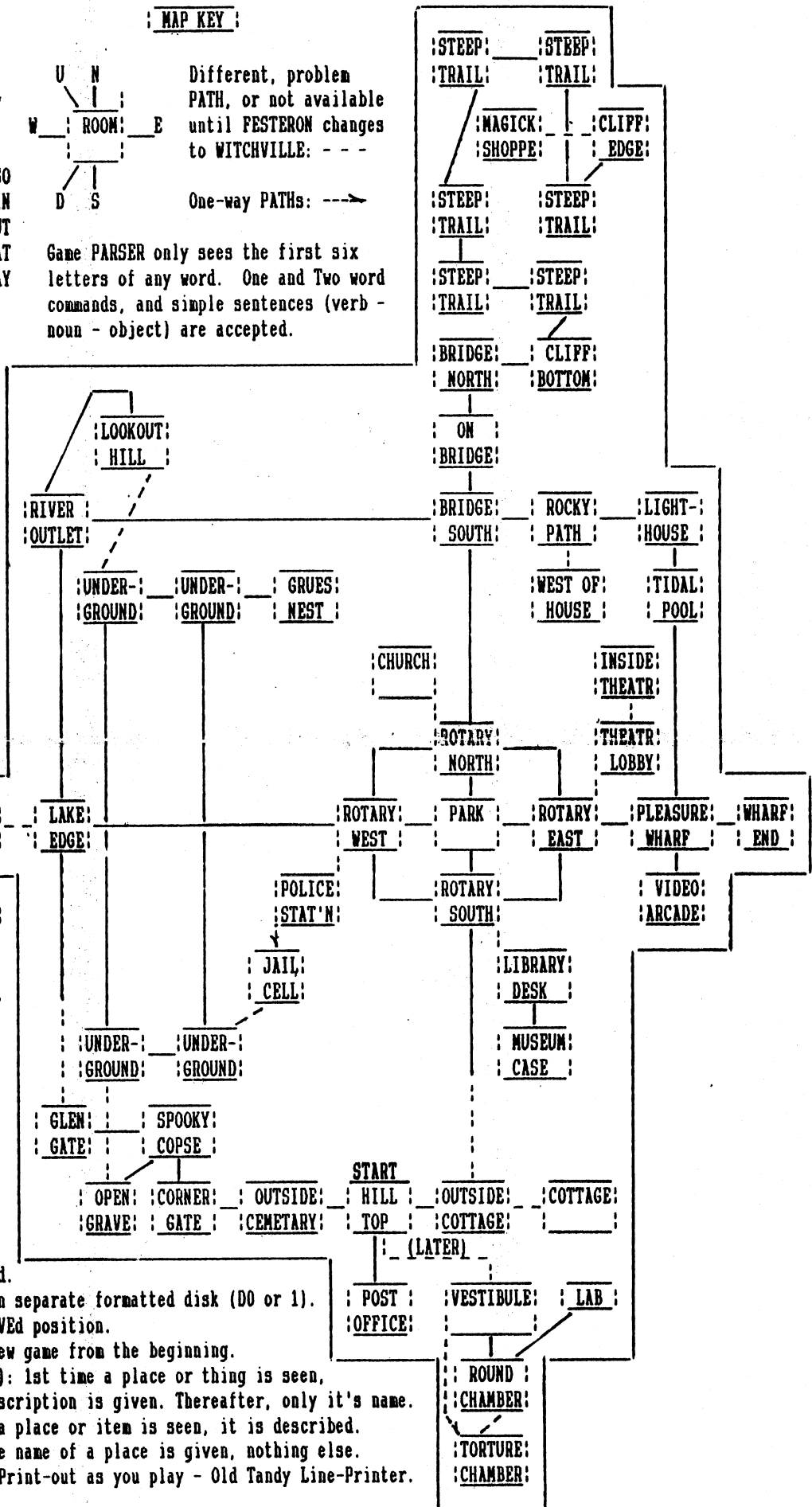
Different, problem PATH, or not available until FESTERON changes to WITCHVILLE: - - -

One-way PATHs: --->

Game PARSER only sees the first six letters of any word. One and Two word commands, and simple sentences (verb - noun - object) are accepted.

SPECIAL COMMANDS

- L: LOOK - Repeats room description.
- G: AGAIN - Repeats last command.
- Z: WAIT - Time (or a move) passes.
- I: INVENTORY.
- T: TIME - Tells the TIME, also shown on the screen.
- Q: QUIT.
- SCORE: Moves made, and points earned.
- SAVE: 7 available on separate formatted disk (D0 or 1).
- RESTORE: Loads a SAVED position.
- RESTART: Starts a new game from the beginning.
- BRIEF (game default): 1st time a place or thing is seen, it's complete description is given. Thereafter, only it's name.
- VERBOSE: Each time a place or item is seen, it is described.
- SUPERBRIEF: Only the name of a place is given, nothing else.
- SCRIPT (UNSCRIPT): Print-out as you play - Old Tandy Line-Printer.



WISHBRINGER SOLUTION

There are WISHes available during play, though not essential for completion. "WISH FOR" (carry the STONE - also provides LIGHT in DARK places).

ADVICE: Carry SHELL. Continue to get advice (BUZZZ...LISTEN TO SHELL), if both carried.
DARKNESS: Drink GRUE'S milk first (BOTTLE). Only used once. Alternate method to return to HILLTOP (past the HELLHOUND), but miss a few POINTS.
FLIGHT: Sit on BROOM STICK first. Always go to the MAGICK SHOPPE (RED-HERRING!).
FORESIGHT: WEAR the GLASSES first.
FREEDOM: EAT the CANDY first (only used once - CELL, 2nd time there).
LUCK: Carry HORSESHOE. Carry both, and have GOOD LUCK (provides underground light).
RAIN: Carry, OPEN UMBRELLA. Doesn't work inside (another way to free PLATYPUS from PIT).

POSTOFFICE (1): LOOK AT POSTER. TAKE ENVELOPE (5). SPOOKY COPSE: LOOK INTO GRAVE. SHOW ENVELOPE TO GRAVEDIGGER. TWILIGHT GLEN: GRAVEDIGGER follows, locks the GATE, and gives a CLUE (UMBRELLA only used for RAIN WISH). OPEN GRAVE: GET BONE (1). OUTSIDE COTTAGE: GIVE BONE TO POODLE (3). ROTARY SOUTH: LOOK AT VOSS. TAKE NOTE (3). ROTARY WEST: ENTER STATION. POLICE STATION: WAIT (Til MACGUFFIN goes to sleep). GET CHOCOLATE. EXIT. PARK: LOOK IN FOUNTAIN. GET COIN (1). WHARF END: GET SEAHORSE. PUT SEAHORSE IN WATER. TIDAL POOL: GET SHELL (Later, this passage not available due to rising tide). CLIFF EDGE (1): OPEN DOOR. IN. MAGICK SHOPPE (5): WAIT (Til WOMAN appears). GIVE ENVELOPE TO WOMAN (she returns it). OPEN ENVELOPE. READ LETTER (1) (letter in game pack, from the EVIL-ONE, it tells the Old Woman to give up the MAGICK STONE or never see her cat again). Z. TAKE CAN (3). OPEN CAN. Z (Til auto-EXIT. 6:00 P.M., FESTERON becomes WITCHVILLE. Retrace your path down the hill, through the FOG). YOUR TASK: Find and return the OLD WOMAN'S cat.

CLIFF BOTTOM: BREAK BRANCH. GET BRANCH. NORTH OF BRIDGE: GIVE CAN TO TROLL(3). GET CAN. SQUEEZE CAN. DROP CAN. GET STONE (5). OPEN GATE. After crossing the BRIDGE, you may/will hear the MARCHING BOOTS. If they are COMING YOUR WAY, move away from them. If they catch you, you'll be thrown in the JAIL CELL. The 1st time, you can escape by moving the BUNK. 2nd time use the FREEDOM wish. 3rd time, you will be thrown into the BAY, the SEAHORSES will save you, and the BOOTS will be washed into the BAY, never to be seen again.

LAKE EDGE: LOOK INTO PIT (while here, the GRAVEYARD GATE will auto-OPEN, but it is best NOT to go there). PUT BRANCH IN PIT. PULL BRANCH (5). DIG SAND WITH BRANCH. DROP BRANCH. GET WHISTLE (3). BLOW WHISTLE. THRONE ROOM: LOOK AT ANATINUS. TAKE HAT (1). LOOK AT HAT. BLOW WHISTLE. LOOKOUT HILL: DROP ALL EXCEPT STONE. OPEN STUMP. UNDERGROUND (Under the Cell): LOOK UP. MOVE BUNK. JAIL CELL: GET BLANKET (3). GRUE'S NEST: COVER BEAST WITH BLANKET (3). OPEN REFRIG (BOTTLE only used for DARKNESS WISH). GET WORM (3). LOOKOUT HILL: GET ALL. LIGHTHOUSE: GIVE HAT TO PELICAN (SECRET!). WEST OF HOUSE: OPEN MAILBOX. GET LEAFLET. READ LEAFLET (Little Mailbox comes to life, protects you from Big Mailbox). DROP LEAFLET. PARK: LOOK IN FOUNTAIN. PUT WORM IN FOUNTAIN. GET TOKEN (3). ROTARY EAST: BUY TICKET WITH COIN. LOBBY: GIVE TICKET TO GRAVEDIGGER. INSIDE: LOOK UNDER SEAT. GET GLASSES (3). WEAR GLASSES. Z (Til movie stops). REMOVE GLASSES. LOBBY: OUT. YES.

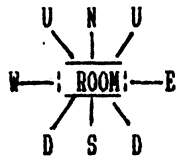
PLEASURE WHARF: Z (Til the Mailbox battle is done). VIDEO ARCADE: (Grid-Map comes with game pack. Use the Arcade Machine to transport to the Hilltop). PUT TOKEN IN SLOT (1). MOVE STAR WEST. AGAIN. MOVE STAR SOUTH. AGAIN. PUSH BUTTON. YES. YES. HILLTOP (5): SAY (secret word) (3). VESTIBULE: (Any move). TORTURE CHAMBER: GIVE NOTE TO CRISP. GET COAT. LOOK IN POCKET. GET KEY (3). UNLOCK CHAIN WITH KEY (1). PULL LEVER. GET NOTE. READ NOTE (3). DROP KEY, NOTE, COAT. OPEN HATCH. ROUND CHAMBER: MOVE PAINTINGS. TURN CRANK(1). LABORATORY: WEAR GLASSES (look at the panel, and two switches). TURN OFF SECOND SWITCH (3). OUTSIDE COTTAGE: ALEXIS,HEEL (5). OPEN DOOR. IN. COTTAGE: GET KEY (3). ROTARY SOUTH: UNLOCK DOOR WITH KEY (3). IN.

MUSEUM: LOOK AT CASE. LOOK AT SCULPTURE. BREAK CASE WITH HORSESHOE (or SHELL). GET the SCULPTURE. PUT STONE IN HOLE. YES (have time to say NO. LOOK AT OLD WOMAN. WEAR GLASSES, and repeat the command). YES. CLIFF EDGE: KNOCK ON DOOR (100 Points, Auto-finish).

HALL OF THE KING III

By Glen Dahlgren

MAP KEY :



Problem PATH: - -
One-way PATH: →

COMMAND PARSER :

Standard two word (verb, noun) commands. Occasional third word (noun) required - on screen prompt. Accepts first three letters of any word, and single letter abbreviations for the eight directions. Some one-word commands are accepted.

VERBS : Others are useable.

- N GET INVE LOOK POUR EXAMINE
- E DIG SAVE DROP MAKE UNLOCK
- S TIE LOAD WAVE PLAY COVER
- W CUT QUIT WRAP OPEN VAULT
- U PUT TIME PULL CLOSE CLIMB
- D SAY HELP MOVE THROW GO
- PRY WAIT TURN LIGHT

