

# *The Inventory*

No. 2 December 2002

An e-zine for adventure games only!



## Articles:

Holidays shopping guide  
2002 awards

## Reviews :

King's Quest 2 Remake  
The Longest Journey

REVIEW OF  
\*THE MONTH\*



Zelenhgorm

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## Prologue

The first issue of The Inventory has been a success and it has gotten good criticism from the majority of its readers. This gives me will and desire to continue this effort. In the second issue of The Inventory (only 98 to go till the 100th issue anniversary!) we have a review of the new FMV adventure Zelenhgorm. Those of you who read our previous issue probably remember Michi Lantz's interview and now we give you the chance to know if the game is worth its hype.

We were preparing a big surprise for this issue, but unfortunately this surprise did not become a reality due to external factors. Read more about this one in the celebrity corner that this month is empty.

Yngvil Runde makes her debut appearance in the adventure reviewers' community with a review-tribute on The Longest Journey, probably the game that along with Syberia have caused the recent renaissance of adventure games. We also have a review of the biggest surprise this year, King's Quest 2 remake by Tierra. Read it to see what a few devoted people, who love what they are doing and do it for their passion and not for financial benefit, are able to produce.

This month we are also introducing some new articles. First of all we will give you a holiday shopping guide to help you decide what adventures to buy for you or your friends during this holidays. Adventure gossip is a column that will stay in the next issues of The Inventory also, and through this column we will give you the latest news and gossip in the adventure community.

Last but not least we are presenting two awards for the year 2002. We will announce the best adventure game and the best fan-made adventure game of the year that passed. If you are thinking of producing a new adventure these are the ones you should look up to.

Let's start adventuring...

Dimitris Manos

P.S.: It is highly recommended that you print out The Inventory and read it drinking a cup of coffee/hot chocolate (my favourite)/tea (personally hate it)/or whatever it is you are drinking, and preferably next to a fireplace.

# Previews



Runaway: A Road Adventure is a 3<sup>rd</sup> person point and click adventure in the tradition of old Lucasarts and Broken Sword adventures. The main protagonist of the adventure is Brian, a student who has almost completed his graduate studies. Brian is suddenly attacked by Mafia gangsters without having any clue for the reasons of this attack.

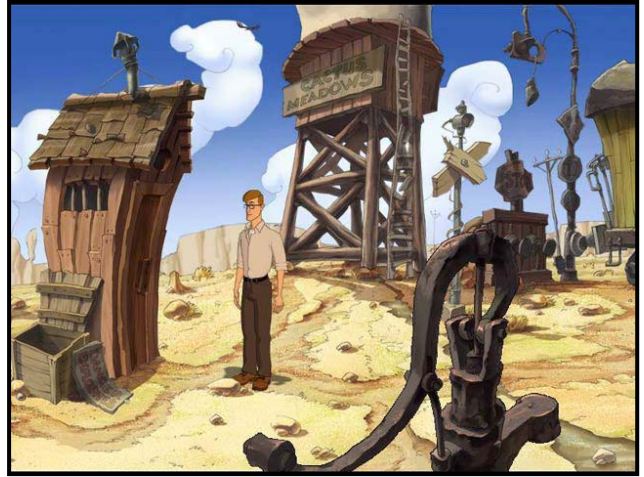
He succeeds to run away though, accompanied by a striptease dancer. With her help they will have to find out the reasons behind this attack.

Runaway has already been released in Spanish, in German and in Russian. Pendulo Studios, the developers of the game has also reached agreements with publishers in Italy, Austria and the Czech Republic but has not reached agreements yet for an English version of the game. Rumours say that the game has been developed in English also, but the only remaining issue is the accomplishment of a deal.



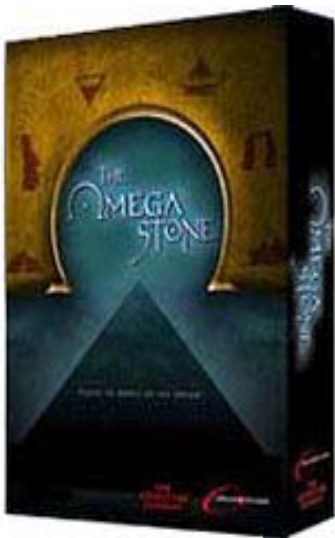
In Spain and in Germany it has reached the top 10 charts. In Germany more specifically that it has been released more recently is at the time I am writing this preview no 8 in the charts. Another proof maybe that when point and click 2d games done right they do sell? We can just hope that some developers here in the Nordic Region will also understand that.





The game features more than 100 locations and 30 characters to interact with, a soundtrack of 24 songs and high quality sound, a combination of 3d characters in 2d backgrounds and a high resolution of 1024x768 in 16 bit colour. The game has received excellent reviews so far in the countries that it has been published. The Inventory will try to keep you informed of any Nordic release news. The site of the game is:

<http://www.pendulostudios.com/runaway>



The Omega stone is the sequel to the adventure Riddle of the Sphinx. It is played from the 1<sup>st</sup> person perspective and it is point and click. You will have to travel throughout the world and visit some of the most mysterious ancient monuments like the Stonehenge, the Easter Island, the Sphinx and the Devil's triangle in order to solve the mystery of the ancients and the enigma of the Omega stone.

The graphics as you can see in the screenshot look stunning. The game will be released in the Nordic Region on the 19<sup>th</sup> of December by Webhallen. For more information about the game:

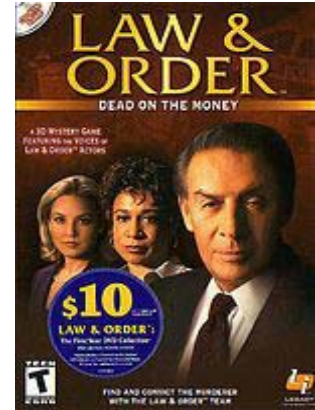
<http://www.theomegastone.com>



# LAW & ORDER

## DEAD ON THE MONEY

Law and order: Dead on the money is an adventure game that has been just released in the Nordic region. The adventure is based on the TV-series Law & Order. The plot of the game was actually written by one of the TV-series writers and some of the actors starring in the TV-series did the voice-overs of their corresponding characters in the game.



It is played from the first person perspective and it uses 3D graphics. As you can see in the screenshots the game uses some of the best 3D models ever seen in adventures.

In Law & Order you will have to take action both in a crime scene and in a courtroom. There has been a murder in Manhattan's central park and you, escorted by your partner have to gather enough evidence to help you identify the victim and track down suspects and witnesses. Once you find the killer and arrest him/her, then you will have to bring him/her into court and prove the suspect's guilt. So if you like crime investigation mysteries and you think you could fit well in the shoes of a detective or a lawyer then this game will probably fulfil your dreams.

Law & Order will probably be one of our reviews for the month of January so we will have more information for you next month. If you can't wait until next month then you can find more information about Law and Order in the website:

<http://www.lawandordergame.com>

And you can get hold of it in the Nordic Region in

<http://www.webhallen.se>



# Adventure Gossip

## Syberia on CNN!!!

Kate Walker keeps walking and it seems like nothing can stop her! Syberia appeared in a computer and technology show called NEXT on CNN. Syberia was presented by the program hosts as the next big thing in the adventure genre and as the game that is going to bring adventures back to the forefront of the computer game industry.

Syberia has taken its place among the shelves of top selling games in most game stores, even in those that are not traditionally selling adventure games and now it even hits TV broadcast. This shows the great job Microids is doing in promoting their products, and they have already placed themselves as the no 1 candidate for putting adventure games back in the spotlight.

CNN also posted a review of Syberia on their website which you can find here:  
<http://www.cnn.com/2002/TECH/fun.games/11/28/syberia/>

Kate Walker...keep walking.

### Runaway finally in English.

Runaway: A road adventure finally found a provider for the United Kingdom and this will be the first time the game will be published in English. It will be published by GMX media and it will be available in the first quarter of 2003.

Let's just hope that someone will recognize the potential of this game and they will bring it in the Nordic Region also soon. Read the preview for more information about the game.

### Post Mortem arrives in the north...

15<sup>th</sup> of January is the magic date. That is when Post Mortem makes its debut appearance in stores in the Nordic Region.

Post Mortem is a new mystery-thriller adventure from Microids, the company that gave us Syberia. If you want more information you can read its preview in the first issue of The Inventory.

So only one month left till we can get this new adventure in our hands!

### New adventure releases

Webhallen, the games retailer with the biggest collection of adventure games in the Nordic Region has brought two new adventure games. These are Law & Order: Dead on the money and Pharaoh's Curse.

Next month they are going to bring also Post Mortem and The Omega Stone, so it seems like our wallets are going to be quite empty in February.



# Holidays shopping guide

*It is christmas and we all know what that means! Buying and eating a lot. Since I'm not a cook, I'd rather help you on the 'buying department'. So I made a shopping guide for those that have some money to spend and don't know what to spend them on. And what a better way to pass the cold christmas days in your house, than playing adventure games. To help you choose which ones to buy we present you the top five adventures that are in the Nordic market right now. So here we go:*

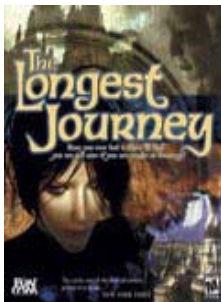
## 1. Syberia



Those of you who have not bought that game yet, should not look any further. One of the most captivating stories ever told and some of the most unique characters await for you in the game that has made the world talk about adventures again. Get it while it's still hot!

The Inventory score: 94

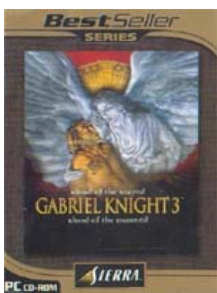
## 2. The Longest Journey



Considered by many the best adventure game ever. April Ryan, a young student of arts, embarks into the longest journey of her life trying to save the two worlds of Stark and Arcadia from the dark forces of Chaos. It comes in a budget price nowadays and it is probably one of the best presents you can think of.

The Inventory score: 97

## 3. Gabriel Knight 3

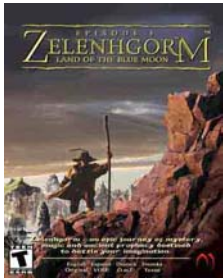


The Gabriel Knight series is considered by most adventure players as the best adventure series ever and the third installment is a good proof of why they do think so. It is definitely the most controversial story of all adventures and one of the most complex also. Jane Jensen blends facts with myths in a superb way again.

The Inventory score: Not reviewed yet



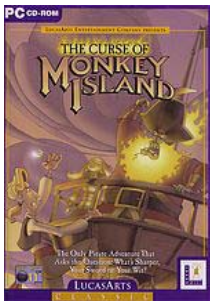
## 4. Zelenhgorm



The first FMV adventure in a few years now, that produces a very immersive adventure experiences and make you feel like you live in another world. Check the review of the month for more information.

The Inventory score: 80

## 5. The Curse of Monkey Island



One of the funniest adventures ever is still available in the shops for a budget price also. Guybrush Threepwood is trying to save Elaine from the evil plans of the mighty pirate Le Chuck in one of the most beloved adventure series of all times.

The Inventory score: Not reviewed yet

## 6. King's Quest 2 remake



What? Wasn't this going to be a top 5? Yes it was, but since King's quest is available to download for **free** I guess it is ok to bend the rules here. This game is the biggest surprise this year, because everybody expected this game to be good, but not that good. Check our review for more information.

The Inventory score: 93

This year make your friends a present. Buy them an adventure. Show them what we're all hooked on.

# *The Celebrity Corner*

This month unfortunately the celebrity corner is empty. We had invited a very famous adventure celebrity, Ragnar Tornquist to join the celebrity corner this month, and the invitation was accepted. So why is the celebrity corner empty then? This I will explain right now.

I want to apologize to all readers of The Inventory and all members of NAG especially that I promised them a surprise for this month's issue. The surprise that I was preparing was an interview with Ragnar Tornquist, creator of The Longest Journey. Both Yngvil and I are big fans of The Longest Journey as an adventure game. So we thought we could make the second issue of The Inventory a TLJ special.

I sent an e-mail to Ragnar and asked him if he wanted to conduct an interview with our magazine. He replied and he said that he would be happy to answer any questions we had and that we were welcome to send him the interview and he would reply. You can't imagine how happy I was, I considered this to be a great success for The Inventory. So I sat down a whole afternoon, I read his journal on the Internet, I read everything that there was to read in the TLJ new site and I formed a very long and very detailed interview. The questions only, along with citations from his journal, took 9 pages.

I sent the e-mail to Ragnar and asked him if it was too big and if he could have the answers ready by the 15<sup>th</sup>. The second issue had to be ready near the 16<sup>th</sup>, 17<sup>th</sup> because JA asked me to upload the magazine a couple of days before the 19<sup>th</sup> when is the last day they are working. I usually would ask an interviewee of a shorter deadline just in case something goes wrong, but in this case I thought the interview was quite long so I gave Ragnar the longest deadline possible. Ragnar replied to my mail and said that he would definitely send the answers before the 15<sup>th</sup>.

At the same time there was no place for another interview on the same issue because if the questions were 9 pages then the whole interview would take approximately 15 to 20 pages. So I took the risk of leaving all my chances for an interview on Ragnar. Well now that I am writing this article it is Sunday night, 15<sup>th</sup> of December and I haven't got any reply. I sent him an e-mail yesterday asking him if he was planning on sending the answers today or sometime soon but I haven't got a reply on this one either.

I take full responsibility for this. It was my mistake to base all my hopes for an interview just on one person. I feel very disappointed for not being able to present you with an interview, and I promise that this is the first and last time that an issue of The Inventory has no interview. Every single issue from now on will have at least one interview and usually two.

I hope that the rest of this month's issue will make up for it. I'm sorry one more time.

REVIEW OF THE MONTH

# ZELENHGORM

THE GREAT SHIP

The voices of a thousand worlds  
forgotten in the light of noon  
Dreams echoed, not quite heard  
like the colour of the moon





This has been with no doubt one of the most difficult reviews I have written so far. During playing Zelenhgorm I have caught myself saying ‘Wow this game is pure magic’ and some other times I thought ‘No this game is not that good after all’. Zelenhgorm takes place in a fantasy alien land surrounded by water. This has been one of the few FMV adventures produced the last years and uses a 1<sup>st</sup> person perspective. A lot of 1<sup>st</sup> person adventures have two bad characteristics. One is that there are usually not so many characters to interact with and the worlds feel dead and empty. The other is that a lot of them follow a strange logic in solving puzzles and their puzzles usually involve signs, tile moving, lever pulling e.t.c. Let’s find out if Zelenhgorm falls in one of these two usual 1<sup>st</sup> person traps.



The story of the game is quite original and interesting. It is difficult however to judge the story right away because this is only the first episode of many to follow, so by the end of the game there are a lot of questions unanswered. I will quote the part from Michi Lantz’s (director and producer of Zelenhgorm) interview in the last issue of The Inventory where she explains the episodes concept.



*“The storyline of the Zelenhgorm computer game is divided into a trilogy, three parts. Each of these parts will be further divided into episodes. So this first trilogy part, Zelenhgorm: The Great Ship, will have three or four episodes. How many episodes the other trilogy parts will have is not decided yet, though the story is there!”*

*-From the interview with Michi Lantz (The Inventory, November 2002)*

The story starts with Arrikk Vaheirr having a strange dream. When he wakes up he sees a strange ship that has mysteriously landed on his garden. Arrikk is already not so welcome in his own village because of a superstition that dominates the villagers of left-handed people. So the fact that a strange ship has landed on his own garden makes Arrikk even less popular in his village that is called Senava.



From this point you take control of Arrikk Vaheirr and try to help him discover what is this ship, where does it come from, and why did it land on his own very garden. The story as I said before is quite unique and original, I really liked the concept of the superstition against left-handed people. On the other hand the game is quite short and none of the answers posed in the beginning is answered in this first episode.



Most of the characters are very interesting but there are a couple that are boring and lack charisma. For example Arrikk’s grandmother, Reikko Dommlekk and the jester of Senava, Ayl Nekkari are two of the most charismatic characters I’ve seen in an FMV adventure. On the other

hand the main character of the game is not so interesting (at least in this first episode) and lacks charm and confidence. I think the fact that the acting by Jesper Malm is not that good (especially his accent) helped negatively in that aspect.

I have to mention also the large number of characters and people that fill the world of Zelenhgorm. In this aspect Zelenhgorm avoids one of the usual faults of 1<sup>st</sup> person adventures, which is empty worlds and absence of characters. This adventure really

makes you feel like you live in the village of Senava and a lot of times you will feel absolutely immersed in the story (the first time I played it I burned some potatoes I was boiling because I just lost track of time by playing that game).



The graphics of Zelenhgorm are an absolute joy to the eye. 1<sup>st</sup> person adventures usually use a slide-show kind of engine, which means that when you move a step ahead they just show you another image immediately, without presenting a movement animation, thus making the transition from one screen to the next quite unrealistic and abrupt. Zelenhgorm however uses transition sequences between each screen so it will feel like you are actually walking from one screen to the next.

The quality of the videos is also of high standard. The videos are not interlaced and it takes about 4/6 of your screen, which is a quite big proportion. The lighting effects are also quite impressive. Look up to the sky and the sun will blind your vision, look the sun under the tree and light will become a bit greenish, spend a night in the stocks and watch the orange colour of the clouds during dawn.

The only fault I could find in the graphics was that some of the clothes (especially in the introduction) were quite cheesy. But apart from that the graphics were excellent.





The overall sound of the game is exceptional. The music could be easily used for a Hollywood production. Especially the music of the introduction, and the music during the point that Arrikk looks at the map of the rice fields are still in my head somehow.

The occasional sound effects in the game are also excellent. One of the greatest audio experience is to walk through the marketplace of Senava and listen to the people around talking with each other about their own matters, while you continue walking and doing your own business.

The only bad aspect of the sound of Zelenhgorm is the accent of the main character, Arrikk. It is unfortunately very bad, and since he is the main character you get to hear it all the time. There are a couple of more actors that have bad accents but the majority of them do a great job.

I think the problem with the accents is that many of them, although they are not British natives, they try to imitate a British accent and the outcome is not that good. But since it is only the main character and a couple of more actors, it is not that irritating in the long run.

### **Michi Lantz**

Michi Lantz is the director and producer of Zelenhgorm. She was born in 1964 and she has a Swedish mother and a Zambian father. She currently lives in Sweden with her two daughters.

She has worked in the film and video industry for 15 years now. She started working on Zelenhgorm in 1997. Her resume includes music videos, commercials, short films, some TV, and she has also been the creative leader and director for an interactive ballet.

You can read more about Michi in the interview with her in the previous issue of The Inventory.





This is the part where Zelenhgorm faces some problems and it actually falls in the trap that many 1<sup>st</sup> person adventures fall into. The puzzles are very ambiguous and there are a lot of times that the player has no idea of what must be done next. The fact also that the hot-spotting of the game is not that good makes things even worse. What I mean with that is that there are some items in the game world that you can combine with items of your inventory to perform an action but there is no indication that you can do that.

(\*Spoilers\*) For example in order to reach the tower you have to use the crank on the machine that pulls the wagon, but there is no indication that the machine could be interacted with. What I mean by that is that the cursor does not change when crossed over an item that can be used with an item, unless you have the current item at hand

Another bad example is when Arrikk has to wear the guard uniform he stole from the town hall. In the beginning of the game you see a mirror in your room and next to the mirror you see some sort of hanger. The only way for Arrikk to change his clothes is to click on that hanger. I could imagine that he would want some privacy to change clothes but why require from the player to click on a certain item just to change your clothes when you could change your clothes anywhere in the house.

Another example that the player was getting no indication for what the game was asking was the part on the ship where Arrikk has to put water in three water tanks, fill them as much as necessary so that they would make a similar sound to the sound

## Zelenhgorm The Great Ship Episode I

Developer: **Moloto**

Category: **Point and click /  
FMV**

Perspective: **1<sup>st</sup> person**

Difficulty: **Medium/Hard**

Site: **[www.zelenhgorm.com](http://www.zelenhgorm.com)**

**Where to buy it:**

**In a store near you  
[www.federationx.com](http://www.federationx.com)  
[www.webhallen.com](http://www.webhallen.com)  
[www.tvspeloteket.com](http://www.tvspeloteket.com)**





that the crystal made on the pictures on the mound, and then be able to enter the ship. There was no indication whatsoever that the sound of the water tanks should be similar to the sound of the crystal used on the pictures, and actually two places that were quite distant from each other and not so connected.

(\*End of spoilers)\*

There are more puzzles that follow no clear logic that might make sense to the person that created the puzzles but not to someone who plays it for first time. Another issue that makes the game difficult is that Arrikk does not comment at all at the items he collects or at the items he sees. Some comments from him would probably help the players to understand some more puzzles better and at the same time make the game longer.

**System Requirements:**

**Windows 95/98/Me/2000/XP**

**Pentium II 266 MHZ**

**64 MB RAM**

**650 MB FREE HARD DISK**

**16x CD-ROM**

**16-SOUNDCARD**

**3D GRAPHICS CARD 8MB  
RAM**

**DIRECT X 7**

The interface of the game is also quite bad. When you get an item in your inventory you can get a close up by clicking on it. But if you want to read some drawings in your notebook for example you have to use a special magnifying/reading glass to do that, something that is not even mentioned in the manual.

The gameplay has some positive sides also. There are quite a few interesting things you can try that are not necessary for accomplishing your goal but they are quite fun to try. The currency of Senava is pearls that you can find by diving in the waters of Senava and looking in different shells for them. You can play the games of the jester and win some extra information, you can drink a lot of rice beer and then you can see the world ...differently and you can try to disobey the guards and then spend the night in the stocks, where every night you can witness and experience peculiar incidents.



## General info

The box cover is a beautiful ‘Tolkien kind of’ picture of a man walking on a mountain holding a long staff. The game comes in a DVD-case which includes 3 CDs and you would be better off by installing the whole game on the hard disk since it has the worst, most frequent disk-swapping I’ve ever encountered in an adventure. I didn’t encounter any technical problems while playing Zelenhgorm, Moloto though points out that it is highly recommended to install the newest drivers of your graphics card. There is no release date for the second episode as of yet.



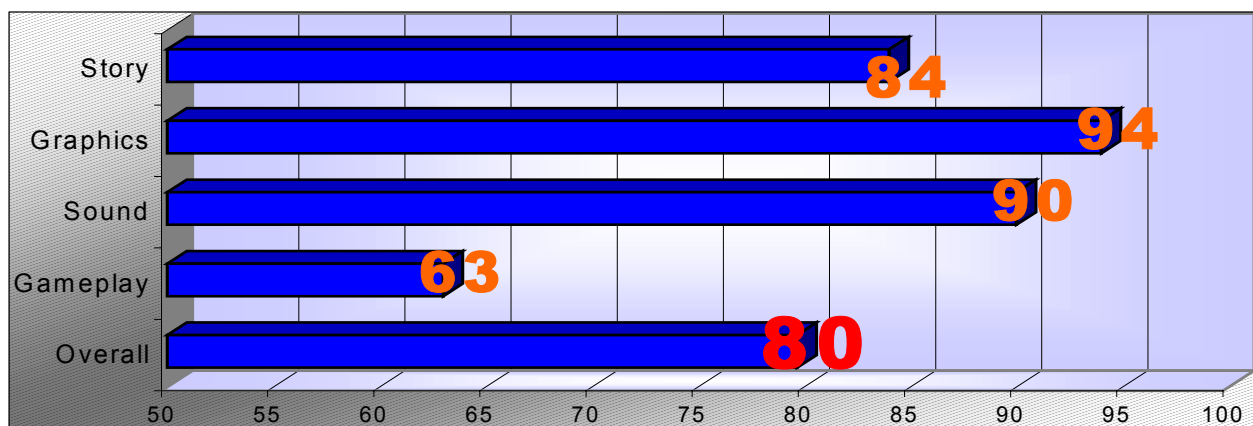
## To get you started

When Arrikk wakes up look on the foot of the bed and get the bucket. Look outside the window. Then go outside the bedroom and then go to the left. Pick up the notebook. In your inventory click on it and then use the magnifying glass on it in order to read it. After you do that go back again and look in the mirror. Then go down the stairs. Turn to your right and open the drawer. Pick up the pearl (this is the money that is used in Senava). Then pick up the bowl, the shells and the file. Go outside the house and go to the little storage room on the right. Pick up the grinder. Go back and follow the path. You will meet two unfriendly villagers. Talk to them about everything. This should get you started...



As I said before Zelenhgorm has been a really difficult adventure to review. In the very first minutes I played the game I thought that the game was not so good due to the bad accent of Arrikk and the bad acting of the first two people you meet. After that though, when I visited the tower, and the marketplace I was completely lost in its world. The graphics and the sound was great and the rest of the actors did a superb job. Everything seemed so alive and there were so many small elegant touches in the game. But after that some bad puzzles came, but then again some good story telling came....so my opinion of Zelenhgorm was like waves in the sea.

Well now that the storm is over, and the sea is calm, I would have to say that overall Zelenhgorm is a good and entertaining game. It is not nevertheless a classic due to bad gameplay and interface mostly. However, this is the first episode of many to come, and with a few alterations this could become a much better game. So all in all, a few critical flaws, but a very promising start that could turn into something great.



# KING'S QUEST

## II

If treasure you seek, dear to my heart  
Tales of fiction is where you must start  
Find first the beauty, with step sisters two  
Then visit the huts, that the big bad wolf blew  
The girl with no flock, will usher your way  
To the little old man, who spins gold out of hay  
Those two star-crossed lovers, shall be your last guide  
They'll lead you to riches, that pirates did hide  
What you earnestly seek, shall now truly be yours  
Though get it part wrong and you'll be greeted by maws

ROMANCING THE STONES





King's Quest is a series of adventure games created by Sierra on-line and it has won a lot of devoted fans. A lot of people began playing adventures with a King's Quest game. The official King's Quest series has 8 parts so far and each part is very different than the others. Sierra has abandoned the series with its last and worst part of all King's Quest 8. It seems though as their fans did not agree with this move.

Tierra a new company made up of old Sierra adventure fans have decided to re-introduce people to the great games of the past by remaking the old ones with enhanced graphics, music and interface and in this case even with enhanced plot. The remake of King's Quest 1 became a total success and Tierra became known as the best fan-based adventure developer. Their second remake, King's Quest 2 was eagerly awaited by their devoted fans for many months now. The game was released on the 3<sup>rd</sup> of December 2002 and as the first one this one was also available to download for free. Was it worth the wait?



**Story:** I have not played the original King's Quest 2 so I don't know what are the differences of the remake with the original. What I do know is that the remake has definitely an interesting and magical story line. It will remind you of many fairy tales and many myths you have probably read or heard when you were young.





You take the role of Graham the legendary king of Daventry. The game begins with Graham sitting on his throne in the castle. The leader of his army comes in the throne room to inform Graham of the latest news in Daventry, but Graham seems not so interested and the loneliness of a king's life has made him think a lot about some companionship. Suddenly the magic mirror lights up and Graham sees inside the mirror he sees a land not so far away from his land.

The land is called Kolyma and then (through a beautiful 3D sequence) Graham sees a beautiful young woman sitting sadly on the porch of a tower. He knows that this woman is trapped there and he ventures in a quest to save this woman (that apparently he fell in love with at first sight). This is the end of the beautiful and long introduction of King's Quest 2 remake.

From that point you take control of Graham and you have to find Valanice (that is the name of the girl in the mirror) and rescue her from her captors. But the plot does not only revolve around the location of the girl. The political situation in Kolyma with the conflicts between the Count and the church, the dark forces that are trying to take the control of the kingdom of Daventry and the conflicts of power in the realm of the Mer-people are also sub-plots that tie in with the main plot in a nice way.

In his quest for his queen, king Graham will have to find the three gems of nature and put them in the door of destiny. This is not going to be an easy task, and to accomplish it he will have to travel on earth, in water and on the air. During his venturing he will come across many mythical





and memorable characters like Poseidon (or Neptune as his Latin name is) god of the sea, a mermaid, a flying horse, a talking pumpkin, vampires, an enchanter, a creature in the haystack (that nobody knows what or who it is), monks, sharks, a girl with a red cap (hmmm familiar?) and a lot more fabulous creatures.



**Graphics:** The graphics of the game are not the next big thing in games or computer graphics. It's not your quake 5 3D graphics with anti-aliasing and fabulous lighting effects. Is that bad? No, definitely not. The graphics are sweet... sweet like chocolate (or candy, in case you don't like chocolate). It is the closest thing you will find to the graphics of the Sierra adventures of the early 90's. The game is played from the 3<sup>rd</sup> person perspective and uses 2D sprites on 2D backgrounds.

They are colourful during the search for the first two gems and quite dark in the search for the last gem. All the hotspots are very clearly depicted and distinguished from the rest of the backgrounds. The only flaw I could find with the graphics would be that some of the close-ups are not so nicely drawn as others (for example I didn't like the merchant's close up drawing in the town). But overall a great job especially for a fan made project.

The graphics will definitely bring nostalgia to the older ones that had the luck to experience the great adventures of Sierra in the past.







**Sound:** The sound of the game is also phenomenal for a fan based game. The soundtrack of the game exceeds 2 hours of music, and when you bear in mind that Syberia's soundtrack was about half an hour long it makes you understand that these people really love what they are doing.

This time they did not produce a voice pack because according to Tierra due the excessive dialogues of King's Quest 2, it would take a considerable amount of time to produce a voice pack. Actually sometimes if the people that are doing the voice-overs are not professional it is maybe preferred to not have voices at all. But the truth is that those used to the new games will find the game quite 'silent' because of the absence of voices. It is uncertain however whether they are going to produce a voice-pack in the future for the game or not.

The sound effects were also great and actually I even jumped from my chair at one point because of a sudden sound effect (and I'm not a person that jumps from his chair, I have never done it during a movie). In the end credits there is even a real song and it is also quite well performed.

The soundtrack of the game is also available for download for free from the site:

<http://www.queststudios.com/quest/kq2rts/kq2music/kq2music.html>







**Gameplay:** The interface is the classic point and click interface of the older Sierra games. You have 5 different cursors for walk, look, action, talk and inventory item. The cool new feature in KQ2 is that for the players who own a mouse with a roller it gives the possibility of scrolling through the different cursors with your roller, which I found very helpful and user friendly.

The puzzles are quite hard but logical. The downside of the gameplay is that there are a lot of limited time sequences and it happens that king Graham dies quite often. The fact that you cannot skip the death sequences makes it even worse. For example (**\*spoilers\***) when you have to find the right fairy tales I got really tired of seeing the maws eating king Graham. It was quite funny in the beginning but after 2,3 times it just seemed like a waist of time especially when I had to resolve to trial and error to solve this puzzle (**\*end of spoilers\***).

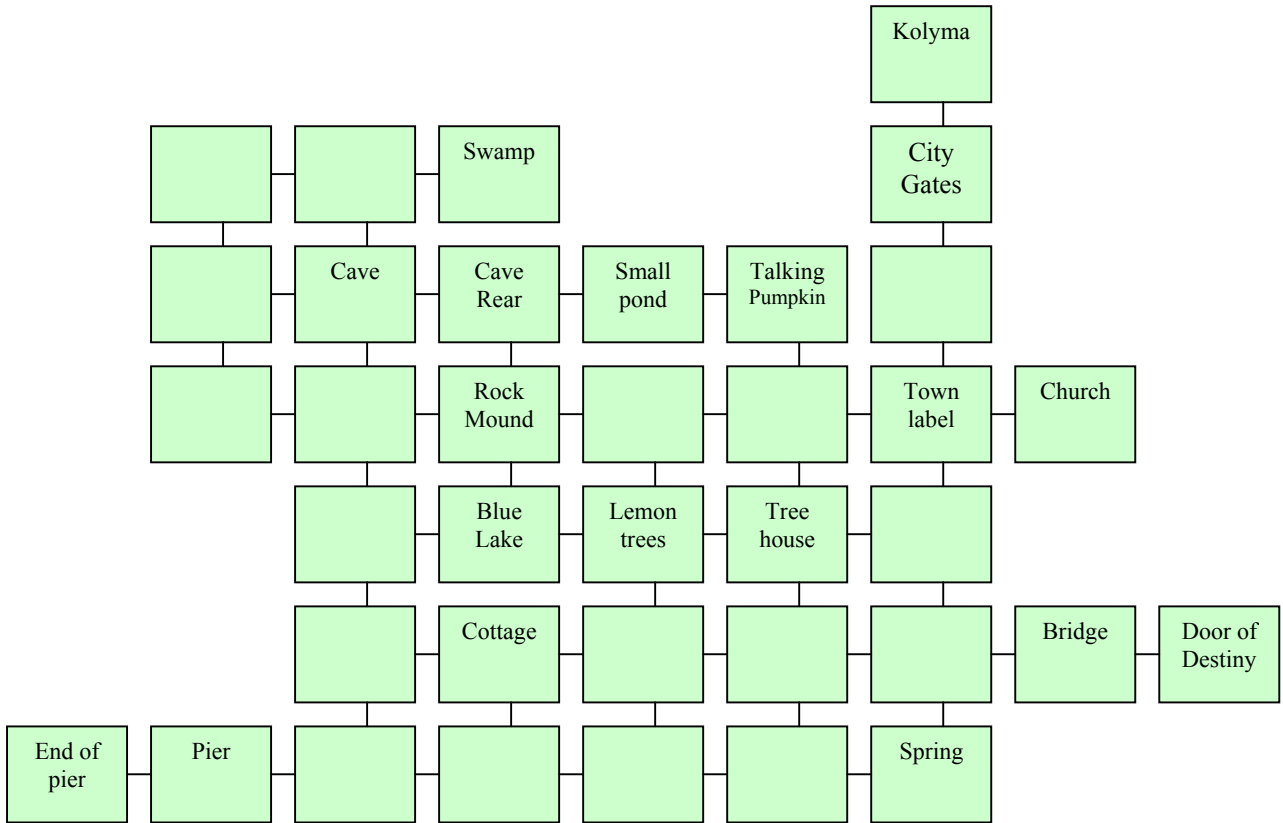
There are five or six puzzles that are going to keep you stuck for some time, but a little logical thinking and some trial and error should do the trick. The puzzles themselves are quite smart and there are a lot of puzzles based on riddles, which really suits the theme of the game. One more bad thing about the gameplay is that Graham has to take care of where he is walking in a couple of occasions, otherwise he is going to fall and die or touch something deadly and die again. This could have been avoided by the programmers, at least the falling part.



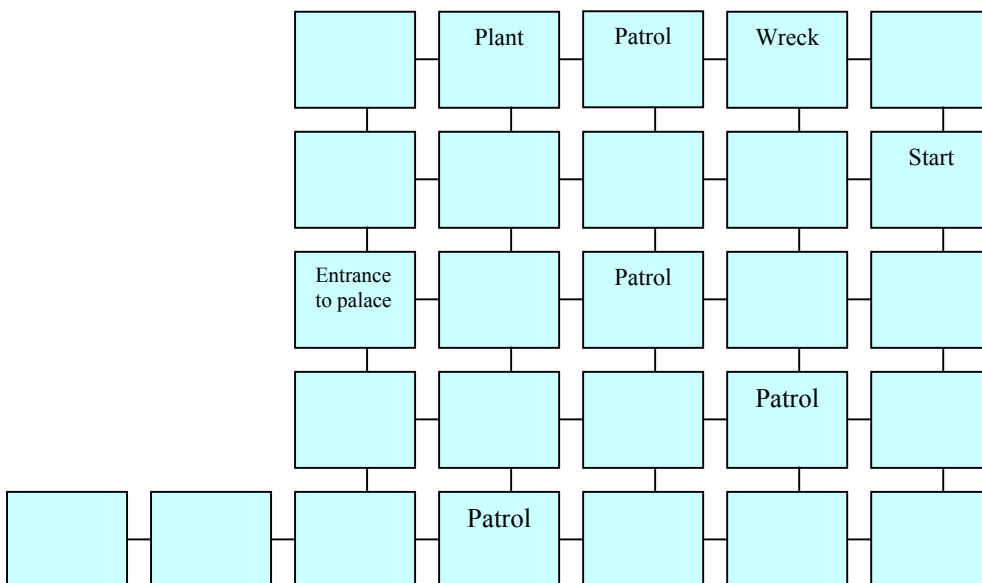


**Maps:** To help you find your way around KQ2 The Inventory made maps for the land of Kolyma and the realm of the Sharkees.

## The Land of Kolyma



## The Realm Of Sharkees



**General info:** The game is available for download from Tierra's site for free. The version I played contained a couple of bugs but Tierra has already produced a patch that will hopefully solve the remaining technical problems.

The game is full of easter eggs. The funniest I saw was the batmobil from the batman comics, coming out of Hagatha's cave. I have no idea how I triggered this easter egg, but I did and it was very funny to watch. Another easter egg is the reference to other Sierra's (and Tierra's) games. In one part the hero from Quest for Glory makes a guest appearance but doesn't say a lot. In other occasions the game is mentioning even The Longest Journey and the Star Wars movies. These are only few of the easter eggs that are spread throughout the game.

## King's Quest 2 Romancing the stones

Developer: **Tierra**

Category: **Point and click**

Perspective: **3<sup>rd</sup> person**

Difficulty: **Medium**

Site:

[www.tierraentertainment.com](http://www.tierraentertainment.com)

The game is available for download for free from the site above

Game size: **43MB**

Music Pack size: **61MB**



### System Requirements:

**Windows 95/98/Me/2000/XP**

**Pentium 233/500 MHZ**

**32 MB RAM**

**95MB FREE HARD DISK**

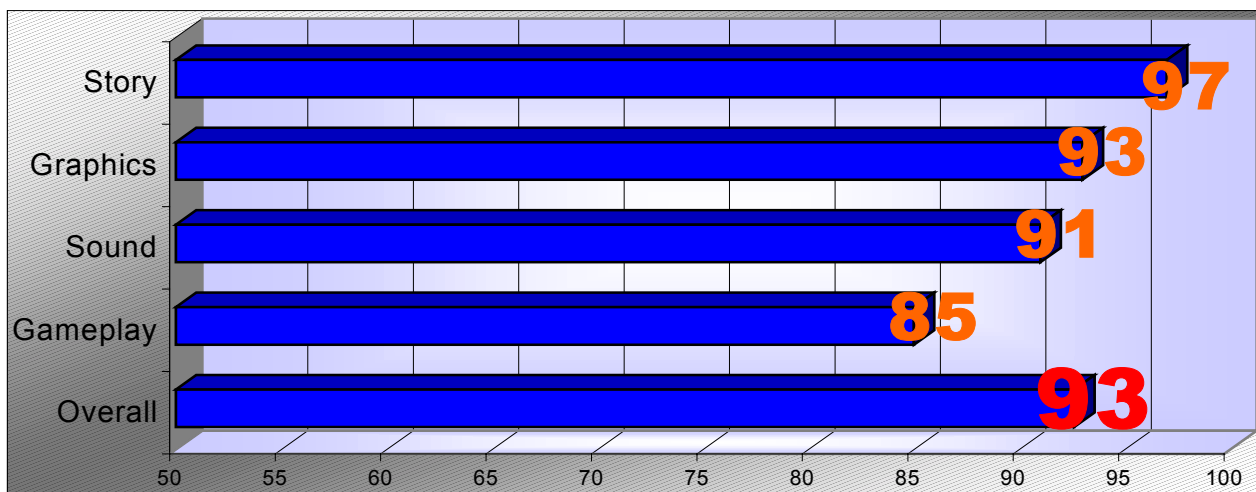
**DIRECT SOUND  
SOUNDCARD**

**SVGA GRAPHICS CARD**

**DIRECT X 5**



*In a few words...* Definitely the best fan-made project made so far. I guess everybody that played KQ1 the remake had high expectations for the second one, but Tierra made a good job to surpass all of them. It is a shame that these people are not getting paid for their work. Let's hope that glory will suffice and glory they shall have. My favourite King's Quest before I played this one was KQ6. But not anymore. Tierra's KQ2 took its place. Sierra is dead as an adventure games company, but usually along with a death of something old, comes the birth of a new hope, and in this case the new hope is Tierra. If you haven't played this game yet, then make yourselves a favour and download it from their site.





Wake up child...



It is time...



The world is not as you know it.



The balance needs you.  
Prepare to embark in...



# The Longest Journey

A REVIEW-TRIBUTE  
-by Yngvil Runde-



*Name: April Ryan*  
*Age: 18*  
*Occupation: Art Student on VAVA*  
*City: Newport*  
*Likes: Café Fringe and Charlie*  
*Hates: Her father and sailing*  
*Boyfriend: Not yet*



April Ryan has just turned 18, and decides that she'll move away from the countryside home to the big city of Newport, to attend an art school. She ends up in the region of Venice in Newport, and finds a small apartment where she moves in. April soon makes two good friends, Charlie, who dreams about becoming a dancer, and Emma, who's a top-notch art student.



**Story:** April finds herself to be the most normal of all normal people, but things start to change. Weird dreams at night and strange sights in daylight makes April wonder if she's insane, but the people around her is also seeing mystic things and dreaming scary dreams.



Outside the "Border house", where April, Emma and Charlie live among other poor students, there often sits an old man named Cortez. Cortez has walked around in the area for a long time, and one day, he sits outside the Border house on a bench, waiting for April. Cortez gets in contact with April and he starts to talk about her nightmares. April often swears, and has a bad attitude, so she says: "Stay the hell away from me and my personal life!" She then leaves him, but she's curious about how Cortez knows that April's dreaming, and it doesn't take long time before she tries to find him again...

It appears that Cortez knows why April and the others are seeing, hearing and dreaming a lot of weird things, April wants to know why, but the second time she meets him, he doesn't make much sense, but he says a lot of things that makes her even more curious.



The third time, Cortez tells April a lot about what's happening, and also why he's telling this to her. April is a chosen one, and it's not a little thing she's chosen to do, just like Luke Skywalker (*Star Wars*) and Frodo Baggins (*The Lord of the Rings*), April, the everyday person, has to fight evil to save the world, I mean, two worlds.

The world that we live in, the world of science and technology, is named Stark in this game, because there isn't just one world that April's walking around in, there are two, the other one is the world of magic, and it's called Arcadia.

In Arcadia, people know that there is another world, a twin world, but the people in Stark, don't know this. Unlike Stark, Arcadia is unexplored, and untamed, so April meets many different kinds of creatures, not all of them are friendly!

Cortez tells April that she's a Shifter, which means that she can travel between the worlds in a shift, very few have the ability to do this, and if they try to go into a shift, they might get stuck between the worlds for hundreds of years before they get out again. Having this ability helps April on her journey, though in the beginning, she doesn't know how to open the shifts, but Cortez has that ability and opens the portals for April until she learns how too.

The story of *The Longest Journey* is amazing, it must be one of the most well written games scripts ever written! When you play, you always meet new and unexpected things on your way, and it never stops, and that's one of the main parts that make the story as fantastic as it is.

Also the fact that you get to enter several new religions and learn more about them makes the story interesting, because we get to dive deep into the story of each one of these religions, and especially into one of them.



**Graphics:** *The Longest Journey* is viewed in 3<sup>rd</sup> person perspective, and it's a point and click game. The





backgrounds and the landscape of the game is beautiful, and everything is highly detailed.

The things that drag down, is some of the character graphics, how they move and how they look, sometimes, the characters just slide up or down stairs or across the floor, that doesn't look good at all.



Also when people give April an item, or she gives something to them, we hardly get to see the item, and if we do, it looks highly unnatural with its not so smooth surface and queer size (April actually manages to put a big crow in her pocket). The FMV sequences are absolutely fantastic, they are so well made and beautiful, and best of all, they come often.

Most of the creatures you meet on the way are shown in FMV sequences that are smooth and highly detailed, they really capture you, and they give you the feeling that this game has been made with a lot of work, time and maybe most of all, love!



**Sound:** The sound is the second best part of the whole game (story first!). Why: Through the whole game, we hear this beautiful classic music, that's really the same throughout the whole game, but with small variations here and there.

The two worlds have different melody, but the same instruments, so we feel that there's a little connection between them. Stark's music has a bit more modern and melancholic sound than Arcadia's mystic and cheerful one, and that's so geniously made, because then it's easier to feel that these worlds are two very different worlds, and that in one world the people live and feel like this but in the other one they feel different.

Bjorn Arve Lagim is the composer of almost all the music, and he's made one of the best score's ever for a PC game, and definitely one that you can listen to after you're through the game. The Café Fringe, where April works, has a jukebox.







The jukebox contains some rather interesting songs, some are made by Bjorn Arve Lagim, while these four songs (Dragon, Eagle, Dolphin and Shark) are made by Tor Linlokken, the sound designer of TLJ. I really feel that these songs got elements from Arcadia's music and culture, mixed with the elements of the modern and polluted Stark.

The speech of each character is in high quality, it's easy to hear what they say, and there are no voices that sound similar to each other though they have used the same voice actors on several characters. The speech is also beautiful, scary and funny, and it's easier to understand the personality of each character just by listening to his/her voice, and that helps very much when you play. The soundtrack contains 76 minutes of music, and also with new or unreleased tracks, you can buy it or download it from their official web site.

*Interlude by Dimitris: I would like to intrude just for a second in Yngvil's wonderful review and say that Yngvil is reviewing the Norwegian version of TLJ. I have played both the Swedish and English versions and I would characterise both as excellent. The English one is slightly better with a great job done on April, Abnaxus and Burns Flipper acting, while in the Swedish version Abnaxus and Flipper don't sound so good.*





*Both Sarah Hamilton and Regina Lund (yes the famous Swedish actress) were excellent as April Ryan, while Andrew Donnelly has done one of the best voice-overs ever as Burns Flipper in the English version. In the Swedish version Fredrik Dolk did a great job as Freddie Melon. Now let's go back to Yngvil's review.*



**Gameplay:** The dialouge system and the menus are so easy to use, and that's so great, because in a point and click game, you use the menus so much, and it's quite annoying if they're a bit complicated and it takes long time to get to the place where you were supposed to go.

It's pure joy to use the dialouge system of this game, the underlines stays out of the picture, and the text is in a nice and discrete size and colour. There's an eye(look), a mouth(talk, eat) and a arrow(the rest) that's used for all the actions April does, and they are so beautifully designed and totaly in harmony with the atmosphere in the game.

The puzzles of *The Longest Journey* varies so much, some are very logic, some ain't, most are very creative, while others are not. There are a few "gigantic" puzzles, that might take you days to get through, while most just needs some minutes of creative thinking.



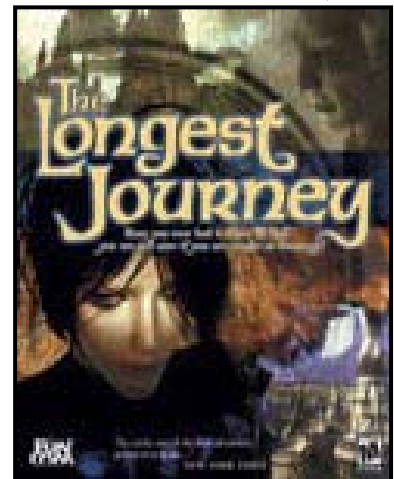


All the objects that you have in your inventory, except two (a picture of April and her friends, and a leaf) are used in puzzles, and all the puzzles are needed to get through one chapter and into another (there are 13 chapters), so you really feel like everything you pick up is necessary to have to get further on in the story.

Some of the puzzles are illogical, and can not take place in the world that we live in today, but the game doesn't take place in the world that we live in today, so it's hard to find out if we can for example use a screwdriver as a magic wand in year 2158, and hey, there is a world of magic involved too.

**General info:** The box is not too original, a picture of April stepping forwards in a shift, with Arcadia on one side and Stark on the other, but it certainly shows that there are two very different worlds involved in the game. But that was one of the three different boxes. One of them has a picture of April's face in the middle, and around her there are smaller pictures, one of the Gribbler (wonder who that is? You'll definitely find out!), one of Cortez and one of Jacob McAllen, this is a very pretty box, a real eye-catcher!

But the third one (on the right), is the one with most atmosphere, Jacob McAllen is there again (upper right corner), and we also see Stark and Arcadia, it looks very mysterious, just like the whole game, so this one of the boxes is the one that describes the game's soul and feeling best.







*The Longest Journey* was created by Funcom, a Norwegian company, known for its RPG *Anarchy Online*. Ragnar Tornquist was the writer and producer of *The Longest Journey*, and with its amazing story, Tornquist is placed among some of the greatest game writers, like Jane Jensen (*Gabriel Knight*).

The work on the game started back in 1996, and it took 3 years to finish it, it was published in 1999. Because of a lot of swearing and sexual harassment towards April, the game had problems getting published in countries like USA, and parents was warned to buy the game to their children.

Tri Synergy wanted to publish the game in USA, and Funcom said yes. Because it was hard to get, and the game was so fantastic and only got good review grades, it soon became an extremely popular game in the USA. The New York Times wrote: “The Longest Journey is one of the best adventure games ever made”.

The game has sold over 450,000 copies, much more than Funcom ever had imagined, and it’s still selling. Well, many ask, “Will there be a Tlj2?”, and if you check out Ragnar Tornquist’s official web-site, [www.ragnartornquist.com](http://www.ragnartornquist.com), you’ll find out, and by the way, I think what he writes about it will make you happy.

***To get you started:*** You must save the egg that now stands on the edge of life and death. The big tree must help you, but you must then get water to the tree, pick up an item in the nest, and a stick from the tree, in your inventory, you’ll put these together, now use it on the stream that runs down the cliff, and the water will get to the tree. Talk to the tree and it will lift up the egg and put it in the nest.

***In a few words...*** The Longest Journey is one of the best adventure games ever made, with its stunning graphics and story, it catches the attention of gamers who’ve never played adventure games before, and it opens a door to a new world for them. It’s not easy to get top graded reviews from all the big magazines, newspapers and web sites, but The Longest Journey has managed to get that, and there’s a good reason for that.





# The Longest Journey

Developer: **Funcom**  
Category: **Point and click**  
Perspective: **3<sup>rd</sup> person**  
Difficulty: **Medium**  
Site: [www.longestjourney.com](http://www.longestjourney.com)

Where to buy it:  
[www.funcom.com](http://www.funcom.com)  
[www.amazon.com](http://www.amazon.com)



## Ragnar Tornquist:

The creator of The Longest Journey, was born in 1970, Oslo, Norway.

He started to make computer games when he was 12 years old, but he was more interested in film.

He moved to New York to become a writer and a director, and went to a film school.

He moved back to Norway in 1994 and started to work at Funcom. He made *Casper*, that sold over 1.000.000 copies, and then he started to work on *The Longest Journey*.

## System requirements:

Windows 95/96/Me/Ne/2000/Xp

Pentium 166 MMX

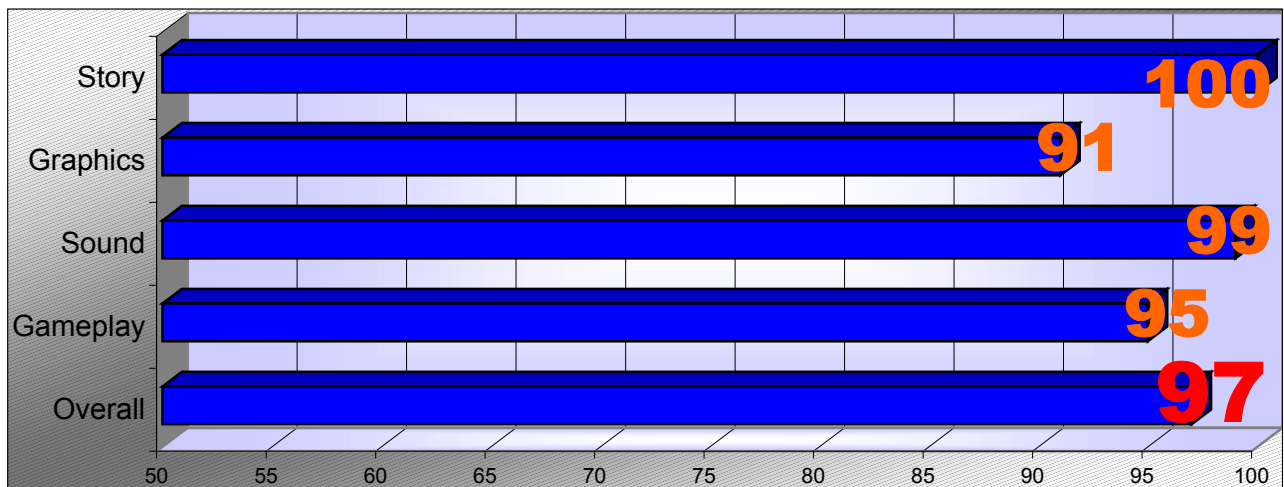
32 MB ram

4x CD-ROM Drive

640\*480 SVGA high colour (16bit)  
video card with 2 MB ram

Windows compatible sound device

300 MB free hard drive space



# 2002 Awards

Since it is the end of the year The Inventory would like to present you with the best adventure game of 2002 and the best fan-made adventure of 2002.

## Best Adventure Award

The best adventure game award for the year 2002 goes to Syberia by Microïds. Kate Walker the heroine of Syberia has won the admiration of adventurers worldwide and Benoit Sokal has placed himself among the high ranks of adventure developers. We haven't witnessed such story telling since The Longest Journey.

*\* Best Adventure Award 2002 \**  
  
*The Inventory*



## Best Fan-made Adventure Award

The best fan-made adventure game award for the year 2002 goes to King's Quest 2 remake by Tierra. The developers of Tierra resurrected king Graham and the famous King's Quest series and brought them out of the grave that Sierra had thrown them into, by producing the best King's Quest game to date.

*\* Best Fan-made Adventure Award 2002 \**  
  
*The Inventory*



# *Help for beginners*

Here I will try to answer some questions that people who have had no contact with adventure games before might have.

## **What are hot spots?**

In most adventures you need to interact with the world. And since this is not real life you cannot actually interact with everything you see. There are some particular items, people or entities in the world that you can interact with. Usually when you browse your mouse over an entity that can be interacted with the cursor changes in order to notice you that it has passed over a spot that is interesting, a spot that you can do something with it. This spot is a hot spot.

## **What are cutscenes?**

In most adventures there are videos throughout the game that present the story in a cinematic way where you can't interact. Those videos are usually shown in the beginning of the game, to give you an idea of what the story is about, after you have accomplished something in the game, in order to tell you what has to be done next or what you have just accomplished and in the end of the game to reward you for your efforts. All these videos are called cutscenes.

## **What are easter eggs?**

Easter eggs are funny interludes in the game that are usually crazy stuff put in intentionally from the programmers. They are difficult to find during the game and they are not required to solve the story.

## **What is disk swapping?**

Some adventures are too big to fit in one CD, and most usually come in 2,3 or even 4 CDs. On this case if you don't install the whole game on your hard drive you will have to change disks in various points during the game, hence interrupting your flow of the game. The more often disk swapping occurs the more irritating the game becomes.

## **What is a dialogue tree?**

When you control a character you usually have to discuss with other characters in order to gain information and progress in the game. In such a case usually a dialogue tree comes up where you can choose what your character is going to see. When you choose one branch of the tree and the character says what you ordered to say, then another group of branches will usually appear.

# Epilogue

The second issue of The Inventory came to its end. It was a bit disappointing that we could not provide you with the Ragnar Tornquist interview because we really wanted this to be a TLJ special. Nevertheless errors always happen in the beginning and all we can do is learn from them to be better prepared in the future.

If you enjoyed the magazine then all we ask from you is to recommend it to your friends, and if you come from the Nordic Region (Norway, Sweden, Denmark, Finland, Iceland) please join our Nordic Adventure Guild by sending an e-mail to [theinventory@yahoo.com](mailto:theinventory@yahoo.com)

You could also print out the magazine and let it somewhere in your house or in your work. Maybe someone will notice it, pick it up and get interested in adventures, you never know.

Next month we will probably have reviews of Law and Order and Cameron Files while we are still pondering on which adventure should we pay tribute to, but if I had to make an early I would say Gabriel Knight 3 (what??? Gabriel Knight again? yes cause this series is just amazing!) And next month we will definitely fill our celebrity corner with honorable adventure celebrities that are willing to share their thoughts with us.

The Inventory no 3 will probably come a little bit later in the month than no 2 because we are also human and we have to get some vacation as well. I will be traveling to Greece and will be eating and hanging around the whole time with friends. So if you hate our magazine you can always wish that my plane crashes!

NAG's plan for next year include the creation of a proper website and my friend Jannar Atle is working hard on that right now, so more news on that in the next issue.

Happy new year to everybody and have relaxing and funny holidays. And let's hope that we will have even more adventures in 2003.

Dimitris and Yngvil  
Nordic Adventure Guild (N.A.G.)