

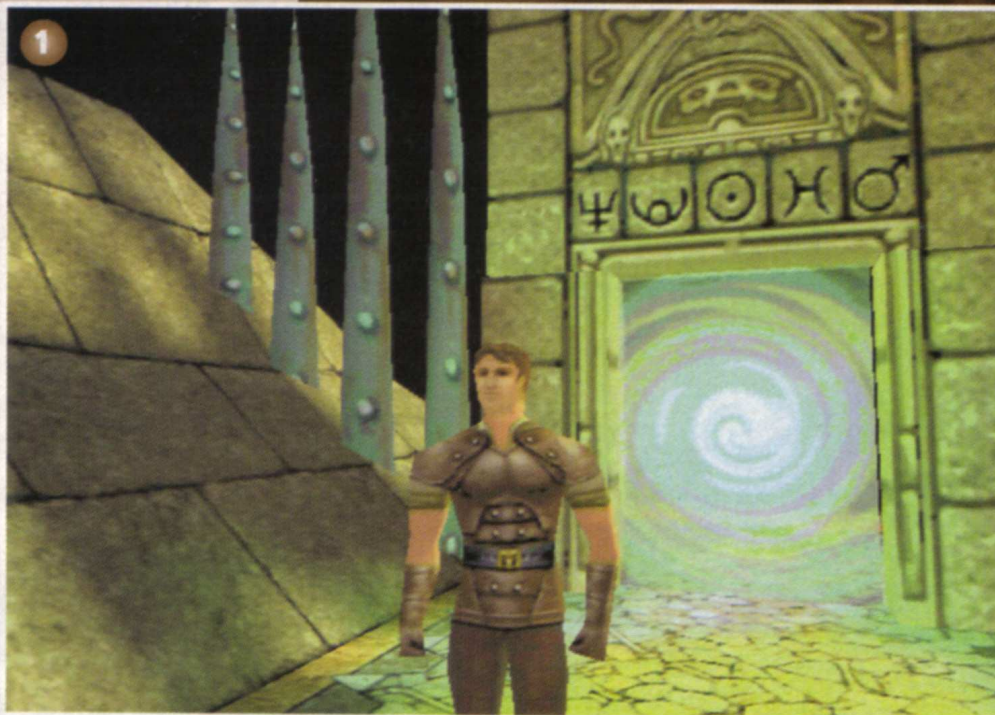
# Adventure

## 1. KING'S QUEST: MASK OF ETERNITY

Windows 95 CD-ROM, \$49.95  
Sierra On-Line, (425) 649-9800  
[www.sierra.com](http://www.sierra.com)

**WE'VE BEEN ANTICIPATING** the eighth game in Sierra's long-running KING'S QUEST series for close to two years now and, honestly, we've spent most of that time being skeptical about it. But now that we've actually played the game, we are willing to publicly eat crow and say, with assurance, that KING'S QUEST: MASK OF ETERNITY is the adventure game we most want to play this holiday season.

Veteran designer Roberta Williams, who goes all the way back with the Sierra series to KING'S QUEST I in 1984, is again at the helm, and there clearly was no reason to doubt her sure hand. As promised, Williams has taken this game in a completely new direction, while adroitly preserving the spirit of the series. It's a remarkable achievement.



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KING'S QUEST: MASK OF ETERNITY once again takes place in the kingdom of Daventry, and as before, you embark on a heroic quest to save the land. But that's about all this game shares with the past.

Williams' story is set in a completely 3D world, with an engine as powerful and robust as that of any current-generation action game. Really. Connor, your character, travels the beautifully designed levels in the game from either a third- or first-person

perspective. You *will* have to engage in combat now (part of our early skepticism), but the cool thing is that it's not only scalable, it's actually fun, too.

The greatest thing about the game, however, stems from the fact that despite the radical changes it's still an adventure game at heart. A real one, based on puzzle-solving, in which the only way to succeed is by using your brain.

We've bemoaned the death of the adventure game all year. With KING'S QUEST: MASK OF ETERNITY, Sierra—appropriately enough—has given the genre new life.