



Adventure games on the comeback!

Since the latest newsletter in October last year, a lot has been going on! Sierra fans, indie game developers and also alumni are working hard to raise awareness about the legacy of Sierra On-Line to gamers of all ages worldwide, releasing a whole range of new games (yes, NEW GAMES), and other material to give that nostalgia a good boost and make us put those 3.5" game disks in our old computer again. Phoenix Online for example has released episode 4 of The Silver Lining on November 5 and is working on the fifth and final episode of this magnificent King's Quest game. Phoenix Online certainly fell in the spotlight with their achievements, because they also announced their first commercial project, "Cognition: an Erica Reed Thriller", which is made in collaboration with Khaeon Game Studio and Jane Jensen, creator of the Gabriel Knight series! Also Fable Foundry has been extremely busy, with projects such as Nightmare Gloves and WerePups, and it appears their Art of Sierra project is in full swing again! These past months were particularly marked by Space Quest - not one, but THREE fan-made Space Quest games have been released. All this and more will be covered on the following pages.

Of course, a lot has been done on the Sierra Chest as well! Tons of music, screenshots, walkthroughs, videos and more are continuously being added. Thought I'd throw in some current stats:

Selfmade videos: 908

Demos, trailers and other downloads: 206

Games in database: 415

People in database: 944

Total pages: Around 3,300

Screenshots: 4,387

Website size: 66GB

And there is endless room for more! It's pretty much a bottomless chest \approx . Sierra games that have recently been completely inserted are: Cross-Fire, Hoyle Official Book of Games: Volume 1, Leisure Suit Larry 6: Shape Up or Slip Out, Shivers, Roberta Williams' Phantasmagoria and Coktel Vision's The Last Dynasty.



Also, as promised in the previous newsletter, the Sierra Chest Music Player has been activated midway October with an initial 600 songs. In the mean while, this has grown to nearly 900 songs over 44 soundtracks and continues to expand, so check it out! Many thanks to our programmer, Britton Mathews, for setting this up and to Sven Groot for recording some of the soundtracks on his authentic Roland MT-32 and Roland Sound Canvas SC-88!

But now, without further delay, let's see the new stuff! Enjoy the read!

Rudy Marchant

Sierra Chest admin

The Sierra Chest



Completed games

The Last Dynasty

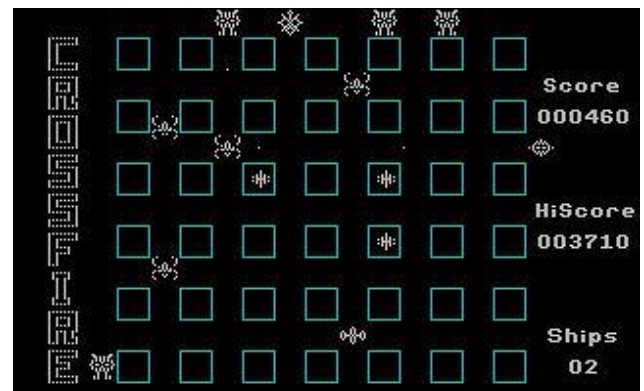
A long time ago, the Ultimate Knowledge, the sum of all learning, was entrusted to the Zandor Dynasty. To this day, it is Yannis who is its keeper. When his son, Mel, was still a child, Lord Iron of the Periphous solar system, conquered the Zandor galaxy. His power grew to the point where it threatened the planet Kisko, the Zandor imperial capital. They had to escape and take refuge on the planet Zynest 4. Yannis Zandor decided to precipitate the transfer of the ultimate knowledge, dividing it between Mel, and his brother. No longer unified, it would be powerless. He entrusted the care of Mel to Dok, the most loyal squire of the empire. Then he sent Mel to the blue planet, earth, so he could grow up out of the reach of Iron's claws. About a month ago, Lord Iron found Mel's brother and took control of his mind. Realizing he could do nothing without Mel's half of the ultimate knowledge, he sent out to find Mel. Thanks to Mel's inherited powers for space combat, he managed to escape him, but now he needs a refuge...

The Last Dynasty is space-combat game, designed by Sierra's French daughter company, Coktel Vision, who also designed the Inca games and Goblins games. You pilot your Arrow spacecraft through fourteen missions, which become harder as the game progresses. The Last Dynasty also has an adventure chapter where you will explore an enemy base in first person view, searching for and destroying a clone which lord Iron is making of Mel.



CrossFire

They have landed and are taking over the city. Steadily they're making their way across town, destroying everything in their paths. The town has been evacuated and your regiment has retreated, leaving you alone in the city, at the mercy of the aliens. The aliens have surrounded you, and laser shots fly from all directions. Your movements are confined but you haven't given up. If you're going to live, you'll have to concentrate on where the shots are coming from and where you're going because if you don't, you'll get caught in the Cross Fire. Cross Fire was originally designed by Jay Sullivan for the Apple II in its first release under On-Line Systems in a small folder. Like many other On-Line Systems releases, it was later re-released in a small SierraVision box. It was also one of the very few Sierra titles re-released for the IBM PC Jr.



The Sierra Chest



Roberta Williams' Phantasmagoria

Adrienne Delaney and Donald Gordon are a young happy married couple from Boston. Adrienne is a writer with a successful novel on her name: *Blue Moon Rising*. Donald is a photographer with a special interest in 18th and 19th century architecture. While working on pictures for a magazine, he discovers a 19th century land house on a private island in the rural north of Massachusetts. He convinces Adrienne to buy it. It is cheap, isolated and peaceful: the perfect place to write a new novel.

Then the nightmare and illusions begin. Adrienne wants to find out more about the mansion's history and its previous owner, who turns out to be a famous magician in the late 19th century, Zoltan Carnovasch. Zoltan, who was involved in dark magic, lead a bizarre life and was married five times. All his wives either disappeared or died in gruesome ways. While Adrienne discovers more facts about Zoltan and his life, Donald is beginning to change, becoming darker, hateful and angry. It appears he has become possessed by the magician or whatever evil Zoltan was possessed by. Then the murders begin... Will Adrienne escape the faith of Zoltan's wives and save her husband from his curse?



Shivers

Mystery sounds through the haunted halls and rings from the rafters of a deserted museum. Was this place a failed dream or was it the waking nightmare of an eccentric old man? Where is the museum's creator, and the other ill-fated visitors who disappeared so long ago? You enter, with nothing but your wits to help you survive. Wretched spirits watch for the innocent, the unwary, ready to steal your life's essence. Can you hear the shrieks now, the howls and moans and wails? They're waiting for you.

In *Shivers*, an adventure puzzle game designed by Marcia Bales, the player takes a dare from friends to spend a night in professor Windlenot's "Museum of the Strange and Unusual". The museum had yet to be opened and has been abandoned and forgotten ever since the professor has mysteriously disappeared 15 years ago. A collection of ancient South American vessels, believed to contain evil spirits, are removed from their display, opened and scattered all around the museum, with the spirits lurking in every corner. It is your task to find all the matching vessel parts, and capture them again before they can entirely drain your life essence. However, the task becomes harder as the entire museum is covered with puzzles which need to be solved in order to proceed.



The Sierra Chest



[Leisure Suit Larry VI: Shape Up or Slip Out!](#)

Imagine being stranded in a luxurious resort surrounded by NINE - count 'em - NINE breathtakingly beautiful babes. Imagine throwing them your best pick up lines, watching them melt with anticipation and desire. Imagine them dragging you to their soft, secret boudoirs, panting in your ear, ripping at your expertly tailored white polyester leisure suit, taking you to all-new passionate places before they...

Nah. On second thought, imagine you're leisure suit Larry. The most popular nerd in the history of computer gaming is back. This time he's won a two-week vacation at a wacky, toon-toned resort, filled with heart-achingly realistic babes. **IT'S BIGGER:** more jokes, more gags, more objects, and more silly, sexy situations. Snoop around dozens of toony locations and meet lots of animated characters. **IT'S LONGER:** help Larry on his quest to conquer nine intensely beautiful women, all rendered in amazingly life-like fashion. Each of them has a secret desire (wink, wink) and it's up to Larry (and you) to satisfy them. **IT'S HARDER:** more prurient puzzles, more bawdy brain teasers, more trashy inventory items, and more hilarious mishaps than ever!



[Hoyle Official Book of Games: Volume 1](#)

Edmond Hoyle, in the early 18th century, compiled the basic rules of play for card games into one book. Now Sierra brings you six games to play "according to Hoyle", which still means "by the book": Cribbage, Crazy 8's, Gin Rummy, Hearts, Klondike Solitaire and Old Maid. It's an excellent way to learn the official Hoyle's rules of play, to perfect your strategies, or simply to enjoy playing great games against a worthy opponent. From the very experienced, wily card buff in the game room to the three-year-old moppet in the nursery, there is something for everyone in these games. The experienced card player will enjoy an exhilarating and stimulating game of wits. The inexperienced card player will be able to learn the game, using all the correct rules of play, and can develop expertise to use when playing conventional cards with others. Even a three-year-old can play "Old Maid" alone after a little guidance.

There are a total of 18 opponents with different skills to play against. Play against ruthless card sharks - The Kid, Lenny, Colonel Dijon and even the author of the program. Or play against Sierra's super heroes and heroines. You've been through a lot with them - saved the galaxy with Roger Wilco, completed critical quests with King Graham and Rosella, been in several wrong places with Leisure Suit Larry, tackled the underworld with Sonny Bonds. Now you can sit down and enjoy a friendly game of cards with them.



The Sierra Chest



More to come

Lords of the Realm II upgrade

The year is 1268. The king of England is dead and now 5 rulers want to claim the throne. You are one of those rulers. In this turn-based strategy game with real-time combat, made by Impressions, you have to manage and conquer counties, feed your people, raise armies and build castles, use diplomacy, raise taxes and sometimes deal with plague and other hazards, while conquering the entire land and claim the throne.



Near completion: Gabriel Knight 3

Gabriel, who has taken on the job of a Schattenjager full-time, is hired by Prince James of Albany to protect his infant son, Charlie, from a group of vampires called "The Night Visitors". Charlie however is kidnapped, but Gabriel follows the kidnappers to a train where he is knocked out, waking up at the Couiza station and making his way to Rennes-le-Chateau where he begins to investigate the area and tour-group staying at the Rennes Hotel.



Hero's Quest

Quest for Glory 1: So You Want to Be a Hero? The town of Spielburg is surrounded by forests and mountains, where all kinds of weird creatures dwell. The town has everything it needs, even a Thieves Guild, except a strong, brave hero that would protect it. Are you interested? Develop your skills as a fighter, a mage, or a thief. The choice of class will influence many events in the game.



Shivers 2: Harvest of Souls

Your friends from the rock band "Trip Cyclone" went to a remote desert village to record music videos. When you arrive there, the roads are blocked by rocks from the surrounding mountains, the village is deserted and your friends have disappeared. As you find out about an ancient Indian curse and a man in a strange mask start haunting you, you unravel the truth about the disappearance of the people through clues, left behind in puzzles and music videos.



The Sierra Chest



More to come

3-D Ultra Pinball

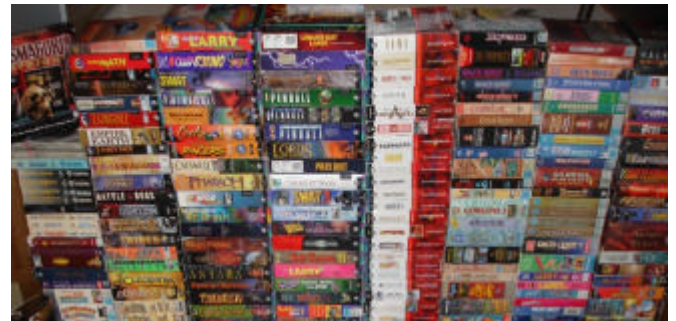
Snap back the plunger, then let it rip! Send that sorry sphere packing to three out-of-this-world playfields: a cavernous space mine, a gritty command post and The Colony, the mother of all pinball tables, in this first pinball game of Dynamix' 3-D Ultra series, based on Sierra's Outpost strategy game.



Reader's choice

Which game would YOU like to see inserted next in the Sierra Chest? Make a pick from below and send an email to ruudje_1976@yahoo.com with your choice. The game which gets most votes will be inserted in the Chest!

- Urban Runner: Lost in Town
- Caesar 2
- Space Quest IV
- Red Baron
- Leisure Suit Larry 5



Insert your favourite Sierra game in the Chest!

Is there that game which is at the top of your Sierra favourites list? That game which you played so many times that you could do it blindfolded, and know every pixel and detail of it? That game, which you have been waiting for to be inserted in detail in Sierra Chest, but still isn't in there and may take years before it finally does? **That game which you would like to insert in the Chest yourself?** Well, here is your chance!

Do not underestimate the amount of work that goes into inserting a game though – a small classic game takes about a week to insert in its entirety, and a large strategy game may take months! Text walkthrough, point list, graphics, maps, characters, credits, videos, music, screenshots,... it is all part of what needs to be inserted for each game!

We have done our first test with a Sierra fan creating the entire game page of "Space Quest: Vohaul Strikes Back" in the Chest and, while the page is not entirely completed yet, it's nearly there and looks fantastic! So, if you would like to insert YOUR favourite game, then contact us and we'll provide all instructions and set you up for it!



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Space Quest fans blast into 2012!

Last December was truly an exceptional month for Space Quest fans! It's a rare occurrence for fan-made Space Quest games to be released, but it is unprecedented to have THREE of them released in one month!

"**Space Quest: Vohaul Strikes Back**" was released on December 22. It is designed by Team VSB and can be downloaded for free from their website <http://www.sqvsb.com>. Following the mysterious events of "Space Quest 7", Roger Wilco and his pregnant bride-to-be Beatrice Wankmeister decide to spend some quality time together on Romanticon 7 - the most romantic planet in the known universe. Unfortunately, in the middle of a very intimate conversation, they're interrupted by one of Vohaul's ape-goons with news that Vohaul's mind has been saved from the supercomputer in SQXII and returned to the present to exact it's revenge on Wilco. The goon is promptly disposed of, but the clock is ticking and Roger takes it upon himself to travel to the planet Radon and take care of this Vohaul problem once more. He's defeated Vohaul twice before - what's one more time?



The team at Box of Mystery has been working on a Space Quest fan game as well, titled **Space Quest: Incinerations**. Set in a somewhat dark alternate future, this sister project and sequel-of-sorts to VSB reimagines Space Quest as a modern-day action-packed sci-fi thriller. "Incinerations" is a non-commercial 2D adventure game from the mind of Chris Ushko (lead animator of Team VSB), developed in Chris Jones' AGS Engine and rendered with 3D software. In it, you must help Roger and his friends take on a legion of villains in his quest to rescue the woman he loves, destroy a fiery super-weapon, and heroically recover his missing luggage! Space Quest: Incinerations can be downloaded for free from:

<http://www.boxofmystery.com/games/incinerations/>



Infamous Adventures also released the highly anticipated **remake of Space Quest 2** on December 30. Roger's life has returned to normal after the events in Space Quest I: The Sarien Encounter. Transferred to the Xenon Orbital Station 4 and promoted to head (and only) janitor, life is quiet until he is abducted by Sludge Vohaul, the evil mastermind behind the original Sarien attack of the Arcada. As Roger is being transported to the Labion labor mines as punishment for thwarting Vohaul's original plan, the prison ship crash-lands in a nearby jungle upon the planet. Once again, it's up to Roger to save the day, this time by stopping Vohaul's evil plan: to eradicate sentient life from Xenon by launching millions of cloned insurance salesmen at the planet. You can download the game for free from <http://www.infamous-adventures.com>





Phoenix Online Game Development

Our friends at Phoenix Online have been extremely busy as always. Since the latest release of the Sierra Chest Newsletter in October, they have held a pre-release chat party with several special guests, hosted the “Hassan and Graham Radio Hour”, released episode 4 of The Silver Lining, are working on the fifth and final episode, announced their first commercial project titled “Cognition”, successfully ran a Kickstarter, and earned multiple awards! Let’s see what they’ve all been up to!

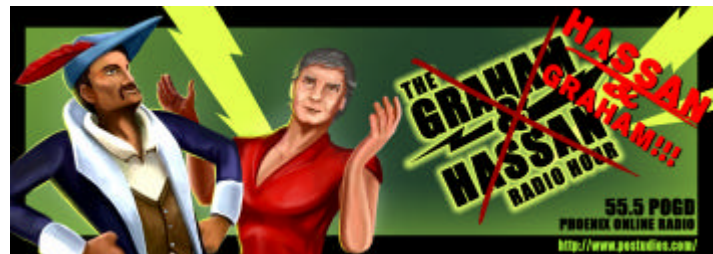
On October 29 2011, Phoenix held a pre-release chat party to celebrate the upcoming release of Episode 4 of The Silver Lining. There were special guests, a new game announcement and lots of prizes. Two of the guests were comic book artists **Romano Molenaar** of Khaeon Game Studio, and **Jane Jensen**, creator of Sierra’s Gabriel Knight series! Earlier in 2011, Cesar Bittar and Katie Hallahan of Phoenix Online had spent a weekend at the farm of Jane and her husband, composer Robert Holmes, in Pennsylvania, so there was a lot of speculation on what they might have been talking about! The wait was over: as the chat party started, the gaming fans laid their eyes on the trailer of “**Cognition: An Erica Reed Thriller**”, Phoenix Online’s first commercial project in collaboration with Jane and Khaeon! Jane Jensen is the story consultant of the game. Given Jane Jensen’s masterful story writing, there is no doubt in our minds that Cognition will be an absolute masterpiece! The synopsis of the story is as follows:

“Erica Reed, a Boston FBI agent, lost her brother years ago to a serial killer who was never caught. In the high-stress hunt to save him, she began developing the power of post-cognition: by touching an object, she can see its past. Though useful in her line of work, it has caused her both personal and professional problems. When she comes across a crime scene that has clues that were left specifically for someone with her abilities, a new hunt is on. Who knows her secret? How? And what do they want from her?”

Phoenix Online then began the Cognition Kickstarter project. Their aim was to reach \$25,000 to cover the basic costs for developing the game, offering various awards to the donors. The goal of the Kickstarter was easily achieved and exceeded!

Meanwhile, Cognition has been listed among “The Best Games of 2012” by PC Gamer and will also be featured at Game Connection America as one of the 15 finalists (out of 85 applicants!) for the “Best Project 2012” competition!

Find more information about Cognition at:
<http://www.postudios.com/cognition/>.



The Sierra Chest



Phoenix Online Game Development (continued)

On November 6, Phoenix Online broadcasted the Hassan and Graham Radio Hour, a one hour show which ended with the countdown to the release of Episode 4 of The Silver Lining: "Tis in My Memory Locked, and You Yourself Shall Keep the Key of It" which, along with episodes 1 to 3, can be downloaded for free from <http://www.ts1game.com>

In episode 4, King Graham finds out about the druid heritage of Queen Valanice and will have to look for three new ingredients to save her and his children. Once again he will meet various new characters, such as the Queens of Chessboard Land and Beauty and the Beast, as well as thoroughly explore old and new locations, such as the City of the Winged Ones and the castle and maze on the Isle of the Beast. As in episode 3, there is also an action sequence in which Graham fights the evil Shadrack.



Fable Foundry and The Art of Sierra

Also the Fable Foundry team members were invited as special guests at the Phoenix Online pre-release chat party. Fable Foundry, founded by Eriq Chang, covers several different projects. During the show they presented Werepups (hand-made puppets of baby werewolves), Nightmare Gloves (professionally crafted gloves from the Nightmare on Elmstreet movie franchise) and, of course, The Art of Sierra project! The Art of Sierra, created by Eriq, Brandon Klassen and Brad Herbert, had some delay due to the many other projects Fable Foundry works on, but the project, which is essentially a Sierra museum in a book, is in full swing again! When exactly it will be released is not yet known exactly, but a video on Youtube of Eriq rummaging through a stack of Sierra material, scattered all over the room, (while Brandon and Cesar Bittar were in the kitchen, lol), and the picture below give an idea of what they are currently all going through.





Adventure Gamers' Top 100 Best Adventure Games of All Time

Adventure Gamers: "Adventure games have been around for over thirty years! Hard to believe, isn't it? We've seen plenty of classics over the decades, and new gems are still being produced today. With such a rich history, just how many deserve to make a list of all-time greats? Our previous compilation of top adventures had 20 games listed, but that was nearly ten years old itself. So what would it be this time? 25? You'd be amazed how quickly those slots filled. 50? That leaves far fewer casualties, but some series alone can easily stake a claim to three or four slots. Why not 100?"

And that is exactly what they did, creating a top 100 of best adventure games of all time with descriptions of the games and the pros and cons of why they were listed on their respective spot. A very nice effort and an excellent pool of hits to go through and perhaps try out some games you haven't tried yet. Of course there were many Sierra games listed in it as well, namely the following:

- #96: Gold Rush!
- #84: The Colonel's Bequest: A Laura Bow Mystery
- #81: Quest for Glory II: Trial by Fire
- #78: Freddy Pharkas: Frontier Pharmacist
- #75: King's Quest: Quest for the Crown (AGI)
- #71: Leisure Suit Larry: Love for Sail
- #67: Pepper's Adventures in Time
- #48: Space Quest IV: Roger Wilco and the Time Rippers
- #42: Conquests of the Longbow: The Legend of Robin Hood
- #32: Gabriel Knight 3: Blood of the Sacred, Blood of the Damned
- #24: Police Quest 2: The Vengeance
- #23: Quest for Glory IV: Shadows of Darkness
- #16: Gabriel Knight: Sins of the Fathers
- #13: King's Quest VI: Heir Today, Gone Tomorrow



And the Sierra game which took the highest spot, **at number 3**, was **Gabriel Knight: The Beast Within**, which was also the highest listed FMV game of the top 100! The editors at Adventure Gamers wrote:

"The unabashed reverence held for The Beast Within is all about the story. The streamlined gameplay – at least in comparison to the other two chapters of the Gabriel Knight trilogy – may not be everyone's cup of tea, and the full-motion video presentation is a divisive one amongst adventurers. But there's ample reason why the 1995 sequel is still considered an essential landmark of the genre. Jane Jensen, widely considered the best writer and game designer of the acclaimed Sierra stable, once again penned a rich, riveting script that tackled some deeply thought-provoking themes head-on, like Gabriel's struggle to accept himself and evolve from the egotism of childhood into the conscious acceptance of adult responsibilities. He also suffers a philosophical dichotomy between the two halves of his soul; the Apollonian reason, order, and progress vs. Dionysian irrationality, chaos, destruction, embodied in the story by the polar opposites of Grace and Von Glower, respectively.

These inspiring themes emerge organically from a spellbinding plot that spans almost three centuries, encompassing the early history of the Ritter family and King Ludwig II of Bavaria, the long-lost opera of Richard Wagner, and the political machinations of Otto Von Bismark. The rich tale masterfully infuses a supernatural element as well – werewolves in this case – to illuminate human nature. The story is further deepened by some of the most fascinating characters ever to grace the genre, like the eminently charismatic Baron Friedrich Von Glower, brought to life by the talented Peter J. Lucas. It's an enthralling tale, and even if you don't usually like FMV, this game can't help but grab you by the throat from the very beginning to its sublime and heart-wrenching finale. The Beast Within certainly brought the best of Jane Jensen out, and to this day her script remains arguably the best the genre has ever seen."

You can see the entire list and descriptions at <http://www.adventuregamers.com/article/id.1401/>

The Sierra Chest



Leisure Suit Larry in HD!

Paul Trowe, Sierra alumni and CEO of Replay Games, which owns the intellectual property of the Leisure Suit Larry series, recently announced the remake of the original Leisure Suit Larry remake in HD, which is planned for the PC, Mac and tablets! Paul also stated the following:

For anybody that's a fan of Leisure Suit Larry, famous game designers and writers Al Lowe & Josh Mandel will be directly involved with the Leisure Suit Larry HD re-make to be out this fall in time for Larry's 25th anniversary edition complete with all new HD graphics, voice overs, sound, video, and everything else we can think of to make this the best Leisure Suit Larry re-make EVER!!! Head on over to GameTrailer.TV and check out the interview they did on SpikeTV with Al & Paul from Replay Games, the company that acquired the rights and are publishing the new version of the game!!! Head on over to the Replay Games fan page or the Leisure Suit Larry fan page for more info and to see the TV interview they did at DICE last week!



Sierra Gamers: King's Quest series to be inserted

Also Sierra Gamers, Ken and Roberta Williams' personal Sierra site, will receive a whole bunch of game page upgrades the coming months. Talkspot, the web design program in which the site is built, has received several upgrades, so we will have to get a bit used to it at first but that should not pose much of a problem.

First planned is the completion of the King's Quest series in detail (King's Quest: Quest for the Crown, AGI has already been updated as such). The only King's Quest game which will have to wait a bit, is Mask of Eternity. Once that game has been inserted in the Chest, the update in Sierra Gamers will soon follow.



In Memoriam: Shawn Bird



We regret to inform you that Shawn Bird, talented artist and designer at Dynamix since the early nineties, passed away early November 2011. He was around 48 years old. Shawn worked on titles such as Willy Beamish, Trophy Bass, 3D Ultra Radio Control Racers and The Incredible Machine, and was the concept artist of Johnny Castaway, the legendary screensaver of the stranded captain on his little island with just one palm tree.

We would like to express our deepest condolences to his family and friends. Rest in peace, Mr. Bird, and thank you for the amazing games you made that brought so much joy to all the fans!

