



The Sierra Chest Newsletter: Issue 6, January 2010

## Happy New Year!

Happy New Year, gaming fans! May it be a year of good health, lots of happiness, good finances and of course, lots of gaming pleasure! It's been 3 months since the latest newsletter, but a whole bunch of stuff has been added to the site, including five games in detail: The Beast Within, Police Quest 1, Phantasmagoria, Hunter Hunted and Leisure Suit Larry 6. The next game is fully in production and lots more is planned for the coming weeks and months.

The main page of the Sierra Chest site is also made a bit more dynamic. Instead of the traditional welcome screen, it is now being used to provide direct links to all the new stuff on the site and gets regularly updated. This lead to an increasing number of visitors, people spending more time on the site per visit, and an approximate 50 percent increase of subscribers to the Sierra Chest YouTube channel over the past 3 months.

You probably all know that the Sierra Chest is a member of the Sierra Gateway, but what you may not know is that we also cooperate with SAVE-EE for well over a year now. SAVE-EE is a fantastic initiative by dedicated fans of the strategy game "Empire Earth" and its expansion "The Art of Conquest". Once it was known that the Empire Earth servers, among many others, would be shut down in late 2008, these fans took it upon themselves to create a new lobby and continue to enjoy the online game experience. Sexacutioner, moderator at SAVE-EE, wrote an article about it in this newsletter. We highly recommend fans of strategy games to check out the site and lobby they created.

We'll also have a quick glimpse at the new acquisitions of the Sierra Chest collection, and finally have a summarized look at the Gamespot game awards of 2009.

Enjoy the read!

Rudy Marchant  
Sierra Chest admin



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## Completed games

### Gabriel Knight: The Beast Within

After leaving New Orleans, Gabriel moves to the Ritter Castle in Bavaria, Germany, his family heritage. One day, a group of villagers approaches the castle, and the elder tells you about a terrible death of a little girl, who was killed by a vicious wolf. Convinced that the wolf is a werewolf, the villagers ask the Schattenjäger to pursue and destroy the evil. The investigation brings Gabriel and his assistant Grace Nakimura to the mysterious Hunter Society and to Bavaria's dark past.

A full video walkthrough has been inserted, as well as a making-of section, box art, credits, character descriptions, a trailer, maps, inventory items and lots more, including the real location video tour made by GK-fan, Ipkiss2007.



### Police Quest: In Pursuit of Death Angel

Police Quest puts you in the role of a police officer in a small middle-American town. Your goal: to stop the flood of illegal drugs into the once crime-free community. Experience the daily trials of a police officer as you handle traffic violations, attend briefings, and experience the frustration of bureaucratic red tape. Face life-threatening situations, where the lives of innocent people depend on your sound judgment and quick reflexes.



Written and designed by retired police officer Jim Walls, Police Quest was one of Sierra's first games which strived to achieve authentic realism, making the game quite different from other classic Sierra adventure games. The game was in fact used as a real police training tool and comes with an indoctrination guide with police codes and procedures..

### Hunter Hunted

In the late 20th century, Earth was invaded by a technically superior race of brutal alien warriors. Five billion humans were exterminated in a matter of days. Those unlucky enough to survive were enslaved by the "Masters." Only the strongest, fastest and smartest of these slaves learned to endure. For entertainment, the Masters forced chosen slave fighters, satirically called "Hunters" to kill or be killed in dark, lethal arenas deep in the bowels of the decimated cities. The planet Kullrathe, home to a savage species of beasts, also fell under their dominion. Beast soldiers were captured and held in concentration camps where they too were forced to play the Masters' "Hunter Hunted" game.





## 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 landhouse 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, led a bizarre life and was married five times. All his wives either disappeared or died in horrible 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?

## Leisure Suit Larry 6

After Larry's latest adventure with Patty, he is now alone in this game. Wandering around Muscle Beach, he encounters a recruiter for a dating show on TV and faith throws him into it. Although he loses the show, he wins a 2-week trip to La Costa Lotta, an exclusive health spa filled with gorgeous babes! Once again, Larry will use his extraordinary seduction skills, smooth talking and physical attributes to try to win a one-night stand with each of the women. And once again... he will fail with every single one of them... or does he?



In production:

## Shivers 2: Harvest of Souls

When you arrive at Cyclone, a remote desert village surrounded by canyons and Indian burial grounds, the village has turned into a ghost town. Your friends, the members of the rock band "Trip Cyclone" who came to Cyclone to record music videos, have disappeared, along with nearly all other villagers. However, clues are scattered around the buildings. Can you solve the many puzzles and release your friends from an ancient Indian curse?







## More to come

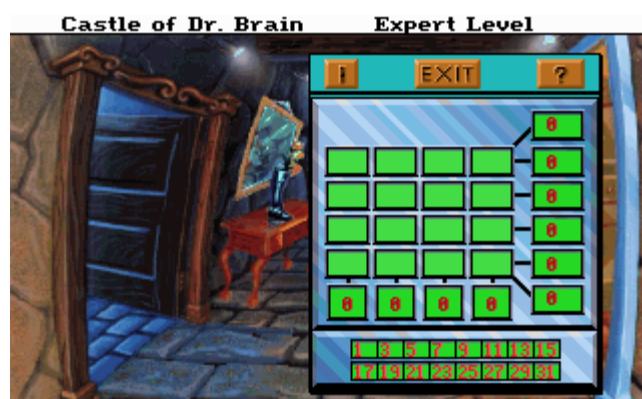
### Lords of the Realm II

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.



### The Castle of Dr. Brain

In this brain-blasting puzzle game, you will have to beat Dr. Brain's traps and puzzles in order to become Dr. Brain's apprentice. The puzzles are very challenging - mind, word, mathematics, programming, space puzzles and much more. Most of the puzzles are quite traditional (like building a picture from pieces, or finding hidden words), but some of them are very original and entertaining. Good for all ages.



### Police Quest II: The Vengeance

Little time has passed since the events of Police Quest, when Sonny became the key element in the arrest of Jesse Baines, the notorious Drug Lord. After the trial, Sonny's application to the Homicide division was accepted and he proposed to Marie. Life was good... until Baines escaped. Sonny is now in danger from a vengeful Baines. He goes to the field again to capture Baines, but things are about to get awfully personal...



### Hero's Quest (Quest for Glory 1)

The town of Spielberg 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.



# The Sierra Chest



## Sierra-related news



On Monday November 3, 2008, at 7pm GMT, the WON servers, dedicated to the Empire Earth and Empire Earth: The Art of Conquest online game-play system, were permanently shut down by Activision.

Fortunately however, there was advance warning to the community and several attempts were made to develop a system to replace the official WON servers. A solution was quickly released in the form of a virtual-lobby Windows application, created by Nuckin Futs. This new lobby, which includes automatic game listings pulled directly from the game and many other features, was quickly adopted by the Empire Earth community as the new standard for Empire Earth and Empire Earth: The Art of Conquest online game play, and can be downloaded at the official home of Nuckin Futs' Empire Earth Multi-player Lobby at Save-EE.com.



Save-EE has maintained a player base of players from around the world. As well as maintained a player base, there have been patches released to fix bugs in the game that were previously thought not repairable on the WON servers. Save-EE lobby utilizes the Direct Connect aspect of both Empire Earth and its Expansion. This results in most players being able to host. Unlike other game staging programs like Game Ranger, our EE lobby is fully functional, including a full lobby with which players can socialize before, during, and after a game. This results in players being able to fully enjoy their EE experience, like on the WON lobby.

The Save-EE lobby also has moderators and administrators, unlike the previous WON lobby, and other game staging programs. This has resulted in a player-friendly environment that any player can enjoy. The Save-EE lobby is currently the only game-staging program designed for Empire Earth and its Expansion. This means that administrators, moderators, and veteran players can assist you in most anything you might need help with.

The Nuckin Futs lobby is your answer to the dilemma of the WON server shut-down. With a friendly staff, and solid player base, why go anywhere else?

Sexacutioner  
Moderator at SAVE-EE





# The Sierra Chest

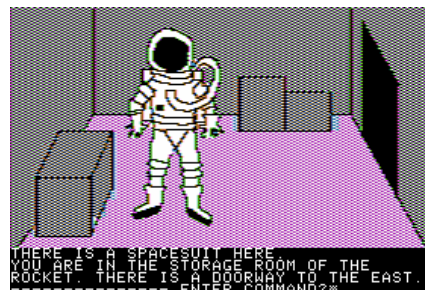


## Latest Sierra Chest acquisitions



### Hi-Res Adv. 0: Mission Asteroid

This collector gem, written for the Apple II, was released in 1980. Though it was made after “Mystery House” and “Wizard & the Princess” (Hi-Res Adventures 1 & 2), Roberta Williams wrote this game as a sort of tutorial for Hi-Res adventures. The auction was won for around \$94.



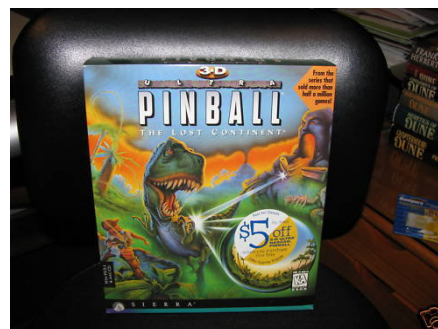
### Leisure Suit Larry 1

This first Leisure Suit Larry game was made in 1987. It is largely based on Chuck Benton's highly controversial text adventure game, Softporn Adventure, from 1981. Al Lowe added graphics to it and gave the protagonist a new identity: the loveable loser, Larry Laffer.



### Twice 3-D Ultra Pinball

The Sierra Chest's 3-D Ultra series is approaching completion with the addition of these 2 titles: “Creep Night” and “The Lost Continent”, the second and third instalment of the pinball series. “Lost Continent” was surprisingly won for just \$1.



### Mickey's Space Adventure

One of the 4 titles that Sierra made in cooperation with Disney halfway the eighties. Sierra lost the rights to the Disney characters shortly after while working on a fifth game which unfortunately was never released.



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## Gamespot's Best of 2009 Awards

Gamespot and its members have voted. Five main categories, each divided by several sub categories (some of which are rather stretched if I might add...). We're not going to look at all of them, but focus on the games and IPs, which were once in Vivendi's portfolio. The most notable title was Brutal Legend, who was nominated for six awards, but unfortunately did not win any of them. Now, get ready for some surprises.

### Category "Special Achievement": sub-category "Most surprisingly good game"

And the winner is (drum rolls...): **50 Cent: Blood on the Sand**.

It's ok. Do take your time to pick that jaw from the floor. Yes, apparently Blood on the Sand was a major improvement to 2005's "50 Cent: Bullet-proof", boasting improved controls, engaging game play, a suitable sound track, more fun weapons and better graphics. Oddly it was not nominated for the sub-category "Most Improved Sequel".

### Category "Dubious Honors": sub-category "Most disappointing game"

And the winner is...: **F.E.A.R. 2: Project Origin**

Another big surprise. So far, developer Monolith, which specializes in first person shooters, has always delivered superb games with great story telling, fast-paced action and excellent graphics. The No One Lives Forever games both scored over 90% at IGN and the original F.E.A.R. had the best shooter award of 2005 and best expansion award in 2006. It was the massive success of the first F.E.A.R. that led to the disappointment of F.E.A.R. 2: Monolith apparently couldn't match its previous success. "The Chronicles of Riddick: Assault on Dark Athena" was also nominated in this category.



### Nominated, but didn't win:

Category "Special Achievement": sub-category "Best graphics: Artistic": Brutal Legend

Category "Special Achievement": sub-category "Best original music": WET

Category "Special Achievement": sub-category "Best licensed music": Brutal Legend

Category "Special Achievement": sub-category "Best voice acting": Brutal Legend

Category "Special Achievement": sub-category "Best use of Creative License": Ghostbusters

Category "Special Achievement": sub-category "Funniest game": Brutal Legend

Category "Special Achievement": sub-category "Best use of control scheme": Ghostbusters

Category "Special Achievement": sub-category "Best original IP": Brutal Legend

Category "Special Achievement": sub-category "Most surprising game to make it past Aussie Censors" (what???): Prototype

Category "Special Achievement": sub-category "Best writing and dialogue": Brutal Legend

Category "Dubious Honors": sub-category "Most disappointing game": The Chronicles of Riddick: Assault on Dark Athena

Category "Dubious Honors": sub-category "Flatout worst game": Leisure Suit Larry: Box Office Bust (no surprise there)

Category "Dubious Honors": sub-category "Least improved sequel": "Assault on Dark Athena" and "F.E.A.R. 2: Project Origin"

Category "Dubious Honors": sub-category "Character most likely to fail a performance-enhancing drug test": Blood on the Sand

I know, I know... **Where the heck are the other 3 categories?!** The genre awards? The platform awards? The game of the year award? Well folks, sorry to say, but none of the former Vivendi IPs got an award or was even nominated within any of the important categories! We would like to congratulate Developer "From Software" and publisher Atlus Co for winning the game of the year award with "**Demon's Souls**"! Congratulations!