



# ADVENTURE EXPRESS

## Last quests of the year

The CD version of New World's *World of Xeen* arrived this week – on two CDs. It features over 200 talking characters and new cinematic sequences, and runs from the CD drive.

Legend Entertainment's *Spellcaster Party Pak* bundles all three of Steve Meretzky's hilarious *Spellcasting* adventures. In a real switch, the CD version is priced \$10 lower than the 3.5" floppy.

*Dungeon Hack* is out from SSI. Psygnosis, better known for arcade games, has a relatively decent action-oriented quest called *innocent until caught*. For more *Castle Frankenstein*-type 3D questing, look for *Kronolog*.

## Add-on disk for Star Trek: Judgement Rites

Interplay is working on a "Movie and Sound Pack" add-on for *Star Trek: Judgement Rites*. It plugs into the original program, endowing it with new sounds and cinematic sequences. The CD version of *Star Trek: 25th Anniversary* shipped, boasting voices from the original cast of the TV show.

## Lowball adventures

Forggman Software has a variety of 3D "virtual reality adventures" that cost an amazing \$14.95 each. We'll look at them in a future issue, but meanwhile you may want to keep an eye out for *Lethal Tender*, *Rooms of Doom* and *Curse of the Catacombs*. (Or call 1-800-876-FROG).

## Business update

Interplay signed a deal with Philips to do three CD games for PC and Mac. Only one is an adventure. A political thriller, *Voyeur* features full-motion video and such well-known actors as Robert Culp. Screen shots from it appeared in a recent *Time* magazine article on multimedia games.

MicroProse is rumored to be on the way to computer game history. Spectrum-Holobyte, which bought MPS last year, is said to be eliminating the label. If the current MPS location survives, it will be a tiny satellite office. Paragon, however, has escaped the debacle and is now an independent game developer again.

# FUTURE CLUES

## Dark Sun

**White Sands:** find Laussa in this area, which is south of Tequetzetel, and speak to her. After encountering Ssovan in the Salt Flats, return and tell Laussa about him. She will leave to find him; do not ask for a reward. Later, return to Salt Flats and speak to Laussa, who will offer you a reward; you'll get it whether you accept or decline: it's a Ring of Steadfastness (+3 Constitution).

Johnny Garrett, Jr.

## Companions of Xanth

**Finding Fairy Nuff and getting past the pail:** Take rock. Unlock gate with key. Open gate. Go to pier. Take sailcloth. Talk to Nada. Ask her to get rope from ship (and anchor). Go to deck (noting # of censers). Go to crossing. Pry log with anchor. In town, give log to woodman. Ask him to make a board. Go to meadow and try to take pail. Return to town and get board. Go to path between cliffs and put board on boulder. Put rock on board. Ask Nada to hit board. Go to meadow. Take pail. Go to screen door. Open mailbox and take envelope. Open envelope and read letter. Open screen. Talk to screen and ask about Ice Queen, Fairy Nuff, then solution. Open screen. Go to fairway, take tee. Go to fair. Give letter to Nuff. Ask Nuff about solution and explain the problem (getting recipe).

Paul Shaffer

## Dracula Unleashed

**Day One:** At 7:00 AM, visit Annisette. You will pick up a strange white cloth. Travel to the Hades Club, then Newstand. Read articles in paper. Go to Holmwoods for Harker's address.

Go to the Pub at 10:00 AM to get the Bookstore address. Go to Telegraph, hold Janos card and enter. Go to Bookstore for Asylum location and Occult book. Now visit Harker's Home (note roses) for card with Harkers Office.

Visit Asylum for blackjack. Check out Hades Club again. At 3:00 PM go to Holmwoods for gift. Go to Harkers office, hold gift, and enter. He will give you a cross amulet. Return to Hades Club.

Hold the amulet and check on Annisette. She will take the amulet, and Juliet will give you a rose.

Now head for home. Hold blackjack, wait until 9:00 PM, and enter home.

Read telegram from Janos. You will receive a Bowie knife. Check out the Pub, then on to the Asylum. Back home to sleep.

Fred J. Philipp and Clancy F. Shaffer