



# ADVENTURE EXPRESS



## Dynamix drops role-playing games

The sequel to *Betrayal at Krondor* will not be. At least it will not be a Dynamix game. They shut down the role-playing division the last week of January, citing weak sales that didn't justify the cost of development. Fans of John Cutter's work, however, can look forward to seeing him resurface somewhere else soon.

## Interplay's 10 Year Anthology

This just arrived on CD, and it is a real bargain for anyone who missed out on some of Interplay's earlier adventures and RPGs. You get a wide mix of game styles, from *Tass Times in Tonetown* to *Wasteland* and more recent releases such as *Castles* and *Star Trek 25th Anniversary*. You also get *Bard's Tale I*, *Dragon Wars*, *Battle Chess*, *Lord of the Rings*, *Mindshadow* and *Out of the World*.

## Bug report

If you can't get on the subway in *Innocent Until Caught*, you'll need a new game. Some of the disks in the first shipment had a bug that prevents you from doing so. *Quest for Glory IV* is reported by many players to be Sierra's buggiest ever. They have quietly made two patches available already.

## Larry on CD

The CD *Larry VI* is in production. Al Lowe was selecting voices for the game as we closed this issue. Larry's voice was the toughest choice, and Bill Murray's lounge act persona was the leading contender last week.

## Sega online

Sierra and AT&T's Imagination Network (formerly The Sierra Network) will open up the door to interactive gaming for Sega owners who get AT&T's new Edge 16 device this fall. They'll be able to participate in multiplayer games such as *The Shadow of Yserbius*, and even talk to each other simultaneously on the phone while playing. In addition to playing via the INN system, you can also call another person and play head to head games.

# FUTURE CLUES

## Quest for Glory 4

**Dark One's Cave** (Magic-using character): look at creature and book. Cross rope. Cast Dazzle. Cast Fetch (at book). Exit right. Climb up on altar. Use Erana's staff on Ad Advis. Tell Ultimate Joke (learned from Gnome.) Use staff on Ad Advis again, then use staff on crystal. Watch scene.

**Erana's Garden:** Cast Detect Magic. Cast Fetch (at red spot on tree). Cast Trigger (at lake). Cast Open at tulip bud. Cast Fetch at scroll.

**Domovi, night two:** exit room when tired, ask Domovi about help. Enter bedroom. Sleep until morning. Eat. Exit hotel. Walk to monastery. Use Dark sign on door. Use rehydration solution (from Dr. Cranium on day 3, traded for flask of grue goo near bonsai bush) on dried-out object. Give hexapod garlic. Use fireplace. Cast Open at desk. Look thru desk. Drink wine. Burn Big Book.

**Adventurer's Guild** (Thief character only): Unlock door (get key from Burgeomeister by asking about Guild). Sign logbook. Read logbook. Get rope and grapnel. Look at bookcase. Read all books. Use stair-stepper. Use grapnel on ring on ceiling. Climb rope. Get grapnel. Look under desk (note pattern and numbers). Use hooks. Solve puzzle by moving hooks under desk. Climb bookcase.

Zachary Borovicka

## Sam and Max

**Getting Max out of dunk tank:** Go to World of Fish and get bucket of fish that's under the sign marked "bait." At Gator Golf, replace golf balls with fish. Use fish as golballs. Using the dragon as a guide, position the golf flag in front of or behind the gators. You want the gators to be lined up in order to make a walkway. The game will let you know when you succeed. Before leaving, open door under dunk tank and get snowglobe.

Stacey Portnoy

## Day of Tentacle

**Miscellaneous hints:** Bernard should open all doors and look behind them (trade keys for crowbar). Annoy the residents by putting the speaker on the floor and turning on the stereo. Instead of flushing items between the characters, "give item to" works faster and from any location. Give decal to Doctor Fred, then videotape his actions (you must push Edna out first). Let Hoagie mail the signed contract. Laverne should use the tiny sweater on the cold, wet hamster (after dethawing him).

John Beck