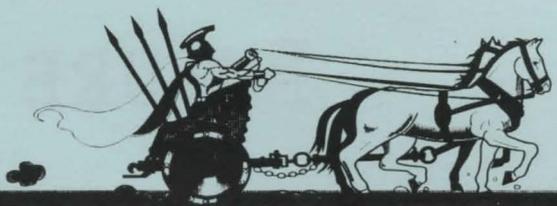


Adventure Express™



Spring releases

While issue #115 was at the printer, several new adventures hit the shelves. *Alone in the Dark 3*, from I-Motion, features a Western setting. I-Motion is running a related contest through June, and the prize is a trip to Tombstone, Arizona. So if you happen to win, drop us a card and we'll buy the first round at the Crystal Palace.

Discworld arrived from Psygnosis game. See this issue's CES story for details. Origin's new *Bioforge* is more of a graphic adventure (dubbed an Interactive Movie by Origin) than the kind of role-playing for which the company is best known. SSI's *Ravenloft: Stone Prophet* looks like a winner. Virgin's *Daedalus Encounter* could be worth a shot.

From Canada, a *Myst/7th Guest* quest-alike called *Jewels of the Oracle* is now available. *Jagged Alliance*, a combination of role-playing and strategy, shipped from Sir-Tech in late March. It is also covered briefly in the current issue. (All these titles are for IBM and are CD-only.) Sierra's *The Lost Mind of Dr. Brain* is the third in that series.

MacAdventuring

Origin just shipped *Super Wing Commander* for Macintosh. Interplay converted *Wolfenstein 3D* for the Mac.

In the offing

Full Throttle, LucasArt's latest adventure, should show up any day now. (We just got an invitation to the wrap party at San Francisco's DNA Lounge later this month.) Access is working on a new Tex Murphy title that will employ the *Under a Killing Moon* engine. It's due this fall. (Golf fans should check out the CD version of *Links 386*, which has helicopter fly-bys of all the courses, and features the voice of Bobcat Goldwaith as your caddy. They also shipped a new course disk, *Prairie Dunes Country Club*. (By Christmas, Access hopes to release a Pentium version of their golf game.)

Sound card update

The Roland LAPC-1 and MT-32 are receiving virtually no support now that the Rap 10 has replaced them, and even the Rap 10 gets little support from game developers.

According to sound card guru Rich Heimlich, the most economical option right now is a SoundBlaster 16 with an Ensonic DB (a daughterboard for General MIDI support).

FUTURE CLUES

Ravenloft: Stone Prophet

The Obelisk: Inside the obelisk, speak to the guardian of the stone prophet. The stone prophet will be found in the ante room of the obelisk. Explore the lower levels of the obelisk to find chests with pieces of two parchments, which you need to understand the stone prophet's words. Combine the pieces as you find them, and return to the stone prophet to translate the puzzle. Also locate Anhktepote's second Quarter Seal piece.

Al Giovetti

Hell

Dentist Office, Hell : Use the pschopomp and use the address that Katerna Goertz gave you. "Charon" scenic boat ride. You will be in Hell at the Styx. Give Charon the location Dentist's Office. Here you will encounter Malebolge and Alfred Czeschew. Use nerve gas on the nitrous tanks watch what happens. Take the drill, nitrous oxide and the gauze bucket. Click on the DC map and Charon will arrive now go to the Wall of Flame Pit.

C. F. Shaffer



Bureau 13

Getting into Weapons Plant: Go east to Forest Road, then north to Clearing. Pick up the branch and return to road. After truck passes by, drop the branch on the road. The truck will return and hit the branch, and the driver will exit the truck to check for damage. Enter the truck, and you will be taken to the Loading Dock inside the fence at the Weapons Plant.

F. J. Philipp & C. F. Shaffer