



Adventure Express!



March 1992

Late-breaking news from QuestBusters™!

BARN OF THE COSMIC FORGE

No, no, no — the sequel to *Bane* is called *Crusaders of the Dark Savant*. David Bradley just reminded me of that once again, and revealed a couple of dark secrets about the game. It will be the first RPG with multiple beginnings: three to correspond with the three conclusions of *Bane* and one for people who didn't play *Bane*. Nearly three times as big as *Bane*, *Crusaders* will feature what Bradley calls the first truly "interactive environment" in role-playing. Depending on your actions, you may meet entirely

different people than another player. And other parties of NPCs are seeking the same clue-bearing items you must find. If they get to one first, then the chest it's in will be empty when you find it. These parties interact with yours and others, so you may be able to trade for the item if they are allies, or fight for it if you're strong enough. But Bradley says it won't be a case of "you versus the computer. All the programming was designed to avoid that."

STILL 18 PAGES!

THE BOOK OF ORBS

The next edition of *Quest for Clues* will be ready in May, with solutions to 20 games released during and just after Christmas. In the fall we'll do a book with 20 games from spring and summer.

The Book of Orbs will cover: *Might & Magic 3*, *Conquests of the Longbow*, *Vengeance of Excalibur*, *Pools of Darkness*, *Monkey Island 2*, *Roger Rabbit*, *Police Quest 3*, *Martian Memorandum*, *Leisure Suit Larry V*, *Willy Beamish*, *Les Manley 2*, *Gateway to the Savage Frontier*, *Megatraveller 2*, *Spellcasting 201*, *Conan*, *Elvira 2*, *Cruise for a Corpse*, *Star Trek (Interplay)*, *Ultima Underground* and *Buck Rogers II*.

Advance orders received by March 30 will get free shipping. *Quest for Clues: The Book of Orbs* goes for a whopping \$15 this time, and you'll get one free issue of *QuestBusters* for each book ordered. (Overseas orders, however, will pay half the usual shipping charges, or \$6; Canadian members, \$3 shipping.)

And you can finally charge it to your VISA or MasterCard. Yes, just print and sign your name as it appears on the card, and provide the expiration date.

DUSK OF DE GODS

Spelling isn't everything, so pay no attention to the ads and box that spell Valhalla "Vahalla." Early reports from Clancy Shaffer and Al Giovetti indicate this tale of Vikings mythology may be the sleeper hit of the year. Shaffer, who's played them all, says he replayed this one four times (it has multiple endings). From Event Horizon, *Dusk of the Gods* is available for IBM and supports 256-color VGA.

ADDAMS APPOINTED RUMOR CZAR

When the going gets tough, the tough get a rumor going — that's the saying around here, and probably the reason for the letter I just received from the SPA, in which they appointed me, Shay Addams, as Rumor Czar. I'm now officially in charge of Rumor Control for the software industry. (Or at least that's the latest rumor.)

The hottest rumor I've heard lately says that *Gameplayer's Magazine* is in trouble. Not unless you call closing the doors and letting the staff go trouble. Because that's what happened. The rumor that they filed Chapter 7-11 (which contains a clause about Slurpees) has not, however, been confirmed at this date.

ULTIMA: YE SECOND TRILOGY

Origin is releasing a collection that includes *Ultimas IV, V and VI* this month. *The Second Trilogy* will go for \$79.95. They've got a similar package with *Wing Commander I* and both *Secret Missions* at the same price. *Ultima VI* is also out on CD-ROM. Software Toolworks is selling it, with the *Wing Commander* set, for \$99.95. But the *Wing Commander* and *Ultima VI* set is also being bundled with some CD drives, so keep an eye out for it if shopping for a drive.



April's clues — in March!

Eye of the Beholder 2

Forest: get the objects marked on the map provided here. Bones are at (D); dig grave. Arrows are at (B). Arm rear ranks with rocks (C) and daggers (A), which can be thrown in battle. When the old woman appears, inquire. Enter the hidden stairs and get the leather armor and scroll (E). Enter temple. Go west and talk to woman. Don't let Insal the Thief join, or he'll take off with your equipment when you rest. Search basin in Guards Barracks for dagger. Bash barrels to get contents (if any).

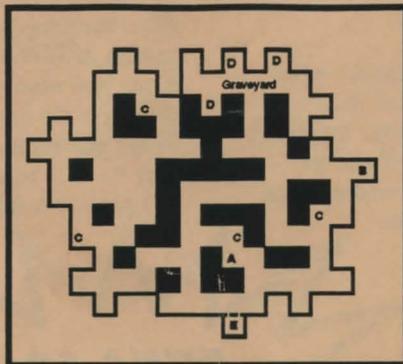
Donald Tong

Silver Tower, Blue Tower: Beholders and Wisps are immune to magic. Use hit and run tactics and save often. Kill all Beholders. Before leaving the Silver Tower area, the party must have a +2 Green Crystal Hammer (found on level where wind takes party up).

Area also has good leather armor for Thief (dragonskin). To leave the area for the Temple, search area with illusionary/shifting walls until you find and kill Beholder; you'll find Plate. Near or at this spot, look for button. This leads to area with two Beholders and an altar.

After disposing of Beholders, place hand on altar. This teleports party to Temple and permits party to pass Magic Mouth (Mark of Darkmoon). Use Green Crystal Hammer +2 on green wall to enter pale blue (Crystal?) tower.

Cast magic spell on both Elf carvings to proceed further. In area with Basilisks, search for three gems. Use teleportation devices to find one. Look for another in area where holes appear and disappear (follow holes traveling down passage). Look for third



Eye 2: The Forest

gem behind illusionary wall. Use in room with "cold to the touch" device on wall. This opens nearby door. In room with holes on floor, touch button. This closes a hole for a short time. Using haste spell, proceed. Repeat when returning (touch circular floor area, however).

You must find and secure "Eye, Crimson (ruby?) key and other parts of a Sword that look like keys. Use "Eye" in room with moving wall. (To get the "Eye," the party will suffer many Fireball spells that can't be escaped. Rest and save often. Map carefully. When all is secured (red key, talon, spur, eye, etc.), return to Temple. Open lock with Key and use items to enter next level (it will turn into a +3 level sword).

Charles Don Hall

Star Trek: 25th Anniversary

Mission One: Demon World

When you beam down, talk to Angiv-en: 1, 1, 1. Head east into chapel. Talk to Brother Stephen. Use medical tricorder on Brother Chub. Go west and north. Use stun phaser on Klingons. Use tricorder on Klingons. Get hand. North. Get berries. Return to chapel. Use berries on Stephen. Go to lab. Use berries on Stephen. Use ber-

ries on molecular synthesizer. Use Spock on computer. Use display. Speech option 2. He'll offer descriptions of what's in display. Go through all selections. Pick up the case. Pick up twisted metal and skull. Return to chapel. Use flask on Chub. Talk to Chub and Grizsnash. Return to berry bush. North. Use tricorder on door and boulders. Shoot boulders with full-power phaser until man is exposed. Use medical bag on man. Talk to man. Use hand on panel. Return to lab. Use hand on Stephen. Use hand on workbench.

Return to boulders. Use hand on panel. North. Use tricorder on machines and panels. Use panel with dials. Set dials so each row of lights has only one light glowing. Speech options: 2, 2. Use tricorder on alien. Use twisted metal on alien.

Mission Two: Hijack

On the bridge, select Spock and ship's computer. Type "masada" and note override code. Select Ohura and send prefix code. Teleport. Use medical bag on crewman. Pick up transmogrifier. East. Pick up mangled equipment. East. Use stun phaser on two guards. Use tricorder on panel and bomb. Use wires below panel, and Spock will disarm them. Use panel. Pick up wires and bomb. West. South.

Use Spock on transporter control. Use full-power phaser on welder. Use welder on metal scraps. Use comb-bit on transmogrifier. Use transmogrifier on transporter controls. Use wire from bomb on transporter controls. Use transporter. Talk to Cerath. Speech option: 1.

Paul Shaffer