



Adventure Express!



May 1992

Late-breaking news from QuestBusters™!

Inside Ultima Underworld

After a few days inside the ground-breaking dungeon quest *Ultima Underground*, I'm a believer — the startlingly realistic 3-D technology is amazing, the automapping near-miraculous. When you call up the onscreen map, you can type notes directly on it; they may be erased at any time. It's an eight-level dungeon whose first-person, 3-D view and click-on interface was inspired by *Dungeon Master* and is reminiscent *Eye of the Beholder*. But Paul Neurath's interpretation of this concept takes *Ultima Underworld* leagues beyond these and similar games.

The dungeon takes on a natural and convincing sense of depth and dimension as you track down eight talismans and solve a variety of logical puzzles with clues provided by NPCs' dialogue and in descriptions of assorted objects. Spooked by random noises and footsteps, mesmerized by the 3-D look and feel of the dungeon and its denizens, you'll soon forget you're playing a game. Character interaction with an assortment of NPCs is conducted via numbered menu selections and contributes to the story and the action. The mouse-oriented interface (not necessary but recommended) makes juggling objects and weapons easy. Playing nearly 100 adventures a year is not as much fun as most people think — but occasionally you get to play something like *Ultima Underworld*, and that's what makes it all worthwhile. We'll have a feature review by Russ Ceccola next month.

Faster than a VGA card?

Do the new breed of accelerated SVGA cards make any difference with games — would their graphics be displayed any faster, would they look any better? Naturally, the vendors all said yes. But the software developers say no, that even SVGA won't make most games look any better, since few exceed 320 x 200 resolution. The exceptions are MPC-compatible games that run under Windows. The accelerated SVGA cards provide a custom Windows graphics driver, so such games, as well as Windows applications, will enjoy faster graphics. Right now that means MPC-compatible games like Sierra's. So an accelerated card makes sense if you're upgrading or getting a new system with multi-media gaming in mind. We'll have more on this in a future issue.

Quests for the spring

Interplay's *Lord of the Rings: The Two Towers* is now set for mid-May. Currently in "final playtest," it features a new auto-map that

elements of the interface have also been cleaned up. It's going to be easier to switch between characters to equip weapons and fool with other items, among other things. Interplay also says the IBM version of *Out of this World* is also due in May.

LucasArts' *Indiana Jones and the Fate of Atlantis* is a June release.

The "talkie" CD-ROM version *Loom* is already out, and *Monkey Island 1* will be available on CD in May. They also have a

shows your location and is supposed to make it much easier to get and keep your bearings than in the first game. Many

Macintosh *Monkey 1*, and the Amiga *Monkey 2* is being wrapped up at this very moment.

**ANY
DAY
NOW**

Book of Ultima: the Revised Edition

Now it's time to deliver my latest excuse for this issue being late — I just wrapped up the revised edition of *The Official Book of Ultima*. This was a real nightmare, since I was also wrapping up *Quest for Clues: the Book of Orbs* at the same time.

In addition to the exclusive bio of Richard Garriott and solutions for *Ultimas I, II, III, IV* and *V*, it also has complete solutions for *Ultima VI* and *VII*, *Martian Dreams*, *Savage Empire* and *Ultima Underworld*. An appendix even covers the differences in

the Nintendo versions of *Ultima III, IV* and *V* and has a general solution for the Gameboy quest, *Ultima: Runes of Virtue*.

It costs \$18.95 and is expected in May. If you want to advance order by May 30, shipping charges are free for USA members, \$3 to Canada, \$6 to overseas. So take a pass on Prima's "Avatar" clue book, which has only solution for *IV, V* and *VI* and a general guide for *Ultima VII* — and get the one, the only — *The Official Book of Ultima*.



June's clues — in May!

like mace, bow, etc.

Save before advancing in a skill: you may get two points instead of three when you chant the mantra; if so, restore and try for three points.

Two mantras enable you to get items vital to the quest. Fanlo gets you a part of the Key of Infinity, needed to enter room with demon in it on level 8. Insahn reveals hints to the location of the Cup of Wonder. To get it, you need a flute. Play the tune 354237875 in the correct spot.

Nick Dor

Ultima Underworld

The best all-around character is the Fighter. Choose Sword skill if you want, but be sure to also pick Swimming or you'll drown. At the Shrines you can pray certain mantras to advance in skills. Mantras are based on Love, Truth and Courage.

Love (Om Lah): increases Picklock, Search, Track, etc.

Truth (Mu Ahm): increases magical abilities

Courage (Summ Ra): increases combat skills

There are more specific mantras that boost one skill two, sometimes three points.

Un: for better bargaining

Ra: better attack

Hunn: better appraisal

Lu: better Search

Amo: better Sword skill

Lon: better Repair

Gar: boosts Axe skill

Sahf: boosts Tracking

Anra: enhances Defense

Ora: improves unarmed combat

Fal: increases Acrobatic skill

Koh: boosts using un-edged weapons

Mandarg (Mandarg Mountains):
Suuvdaun

Brandon Doan

Leather Goddesses II

Getting the isotope: After operating the Professor's machine, go out of town, past the gas station and turn right. Go past the space ship (you can't do anything with it yet) to the gulch, which should be full of water. Operate boat. When boat gets close to the reactor, get out of boat and go through hole in fence.

Enter barracks. Open locker. Get uniform. Exit barracks via other end. Enter R2. Read all screens. Note adding 69 and "add 69 to all 4-digit codes." Exit R2. Go to HQ. Operate drawer in desk. Get key. Leave. Wear uniform. Leave base. Go to General's house.

Operate key on des. Get pink and white letters. Leave. Read pink letter, noting name of writer. Go to the "house" and ring the bell corresponding to the woman's signature on the pink letter. Get manila file. Leave. Go back to base. Wear uniform. Enter base. Go to L1. Go to isotope holder. Open toolbox. Examine manila file. Find words referenced in file in manual and add 69. Input those numbers and get the isotope.

James H. McCloskey

Might and Magic III

Hire two people and let them get killed in combat. When they're dead (or even unconscious) you don't have to pay them. Get them to carry the spare equipment. You may also benefit from their Direction Sense or other skills.

No Name Provided

Magic Candle II

Items needed to complete quest

White scroll: Oshcrun Castle

Pink scroll: Drakhelm

Gray scroll: Maratul

Conch of Calm: Catacombs

Orb of Light: Altesia Village (Pentyne)

Magical weapons

Nalanduir: in Namaz

Orcbane: in Drakhelm

Rhodadur: Dorak

Dreadslayer: Ruz

Passwords to Caverns & Towers

Shann (Mariz Island): Frilkenatz

Drakhelm (Gizra Mountain): Nokarvahim

Maratul (Deladorn): Ruandair

Dorak (Demonspine Mountain: Zardenak for East Gate, Wahamial for West

Ruz (North Krum): Jimmelkin

Catacombs (Deadwood Village): Yommanis

Namaz (Altesia): Vumakleh