



Adventure Express!



August 1992

Late-breaking news from QuestBusters™!

Back in the saddle...

Shocked to see *QB* so early this month? By combining the June and July issues (and taking a full week's vacation for the first time in eight years!), we managed to get back on schedule. Your sub has already been extended one issue to compensate for the combined issues last time.

SSI's best quest?

No one can ever accuse me of being a fan of SSI's Gold Box games. Finally they're just a bad memory, and SSI has launched a brand new series that I actually enjoyed. The interface and display in *Prophecy of the Shadow* are reminiscent of Origin's *Knights of Legend* and *Ultima VI*, and there are snazzy digitized graphics that remind me of those in Access Software's *Martian Memorandum*. Fred Brooks will have an in-depth look at it next month, but I can already give it a strong recommendation.

Walkthru update

We already have solutions for *Prophecy of the Shadow*, *Leather Goddesses II*, *Indiana Jeons and the Fate of Atlantis*, *Dagger of Amon Ra*, *Dark Seed* and *Ultima VII*. But because people have been upset when we've published a game's solution prior to the review, these will appear in the next couple of issues. Next month we'll feature a solution to *Planet's Edge*. If you'd like to see a particular solution soon, let us hear.

DisEnchanted Realms

The bimonthly adventure game journal *Enchanted Realms* ceased publication in mid-July. According to publisher Chuck Miller, the combination newsletter/disk package never really grew due to its \$48 price tag.

Current subscribers will have their subscriptions filled with *Computer Game Update*, a new publication from Hawaii, and Miller says he has no current plans to resurrect *Enchanted Realms*.

The Latest Quests

Infocom has released *Lost Treasures of Infocom II*, with the rest of the classic all-text games. Sierra's new edition of

Norsehelm Productions, has released their first product. *Ragnarok* is based on Norse mythology, a refreshing change of pace from the usual medieval setting.

Later this fall

In late August look for Accolade's *Star Control II* — and in our next issue, look for a special *Star Control II* contest. *Darklands* should also arrive by late

August, along with Paragon's *Challenge of the Five Realms* (it will go CD-ROM in November). In September, Event Horizon's *The Summoning* will be distributed by SSI.

Quest for Glory I, with clay animation graphics in combat and conversation, just arrived.

Seek & Slay!

Willy II

Willy Beamish II is in the final design phases at Dynamix. It will be more of an adventure game this time, with lots more puzzle-solving and exploration, and not as much focus on dialogue as in the original game.

But everyone who worked on the first game, except for Jeff Tunnell (whose got a unique game of his own underway), is working on it. Scott Wallin, who just joined Dynamix from Taito, is the head designer. It's set for a 1993 release.

No Mouth

That's the title of an upcoming graphic adventure from the producers of *Dark Seed* (which will be featured next month). It's based on a Harlan Ellison short story called *I Have No Mouth*.

The company, CyberDreams, led by Patrick Ketchum (who founded Datasoft way back when), will focus on science fiction games — and has pros like Chris Cranford (who did the original *Bard's Tale*) onboard.

September's clues — in August!

Prophecy of the Shadow

To create a character with the most strength possible, choose: play with friends; fight bully on own terms, play baseball. Buy and use all the Strength potions you can, which boost Strength permanently.

Use Incindiere and Cremere Magnus to defeat strong foes. Always search bedding and skeletons for items. You must put down the Shadow Sword to use a catalyst. Password for Robin's hideout is zinfandel. Translocators are two conical rocks by themselves. To find Robin's stash, stand south of the large rock (north of the jail in Bannerwick). Go 11 paces east, 4 NE, 5 E and search.

Useful items

Shadow Sword: in mine north of Silverdale (use on Lord Abraxus)

Ebon ax: from Cam Tethe in Granite Keep

Great Sword: search dead Mage hunter in Library

Key to Larkin's house: under his doormat

Key to Larkin's workshop: Berrin Book of Spells, lead catalyst: Larkin's workshop

Death Warrant (allows entry to Granite Keep): Robin's hideout

Treatise of Light (Inlustrare), platinum catalyst: Larf's Tower

Larf's Rod (to use Translocators): Larf's Tower

Tome of Earth (Terra Motus): catacombs under SW corner of Withering Lands

Bob Schreur

Ultima VII

There are two ways to get unlimited gold. Beginning characters may talk to the Cook in the castle, then visit the Slaughter House in south Paws and buy as many mutton as you can carry. Visit the Cook again, and she'll buy them all.

Advanced characters can visit Dungeon Destard in mountains west of Trinsic (enter on the northeast side). Kill all dragons: each holds 4-8 gems worth 30 gold each at Jeweler's Shop in Britain. (Monsters are restored when you exit cave, so you may repeat as needed.)

Brandon Doan

Dark Queen of Krynn

An effective party: Paladin, Knight, Ranger/Cleric, Fighter/Magic-user/Thief. After passing level 20, they can defeat any monsters. The prerolled team has some powerful weapons, so load them and grab the Dragonlance and Mace of Disruption for your party. Get the items by removing the characters, adding them back on, trading all their gear to one person and removing the characters — but when ask if you want overwrite, say no and rename them. Add the original characters back with all their powerful weapons intact, and you can repeat this trick to duplicate as many of them as you want.

Brandon Doan

Ultima Underground

Afew things that may prevent you from completing the game. Never kill anyone who does not attack you — especially Shak, the only one who can fix the Talisman. You may have to speak with or get help from other characters too. On level six, when you press the gray button to get the Vaf runestone, stand up one tier, not on the ground floor. Don't use the Silver Sapling tree too often to restore life: you lose experience points and may not have enough to complete the quest.

Russ Ceccola

Get the Pirate's treasure on one of the three islands west of Serpent's Hold: lots of gold, plus four Glass Swords (save these for the Stone Harpy on Spektran and the Ethereal Monster in Dungeon Deceit.

Tommy Russell

Super Cheat Menu

See August Keys for how to access this menu. Then use the "create object" option and the following numbers to make some of the most useful items:

553: Firedoom Staff

840: Flying Carpet

646: Gold Bar

548: Hoe of Destruction

404: Honey (for Emps)

666: Magic Armor

835: Magic Gauntlets

843: Magic Gorget

383: Magic Helm

647: Triple Crossbow

Mike Gernhardt