

# Adventure Express!

September

Late-breaking news from QuestBusters™

1992

## New Quests

*Dungeon Master* is out for IBM. *Treasure*, recently “released,” is the same game also sold as *Legends* (Mindscape), so be sure not to buy it twice. *Legend of Kyrandia* arrived from Westwood, via Virgin Games. It’s a *King’s Quest* clone done with the usual finesse Westwood has displayed over the years. *Waxworks*, distributed by Accolade, is scheduled for October (IBM) and November (Amiga). It’s from Horrorsoft, who did the *Elvira* games, and should be good for 100 hours of play.



## Ultima VII “add-on” from Origin: Isle of Fire

For *Ultima VII* players, *Forge of Virtue* is an “add-in” disk that installs a new world — the Isle of Fire — with numerous new quests culminating in an attack on the Guardian’s forces. Your character’s attributes when you complete quests as you travel back and forth between the Isle of Fire and Britannia. At \$24.95, it is a “game within a game.” (Installation also updates your *Ultima VII* program to the latest version.) CD-ROM alert: Two Origin compilations are out for IBM — *Wing Commander II/Ultima Underworld*, and the *Wing Commander II Deluxe Edition*, each \$79.95 each.

## Dynamix & Sierra previews

Jerry Luttrell was in town last week to show some early scenes from Dynamix’ *Betrayal at Kronedor*, which may be out for Christmas, and the CD *Willy Beamish*. Outdoors and dungeon scenes are in 3-D, the kind used in flight simulators, while some indoor scenes are 2-D. Dynamix designed costumes for each character, dressed up actors in them, and digitized the results for their representation in the game. It’s heavy on text and story, but also offers intriguing combat and a lot of puzzles. This new treatment of fantasy role-playing could even surpass *Ultima Underground*.

The CD *Willy*, which will be out for IBM and Sega soon, incorporates extensive new animation and art. And in addition to hearing the people talk, you can also have the program speak the text you normally have to read (and may toggle off the text displays).

We also got a look at *Space Quest V*, which spoofs *Star Trek* by putting Roger Wilco in charge of his own starship. It’s being done at Dynamix (where Mark Crowe has been for nearly a year), so Roger looks a little different — but don’t worry, he’s as wacky as ever.

## Solutions wanted

We are seeking solutions and maps for a couple of SSI games: *Treasures of the Savage Frontier* and *Dark Queen of Krynn*. Write first if you are interested in becoming a QuestBusters Guild member. 🐾

# October's clues — in September!

## Frederick Pohl's Gateway

There is a major bug in the first release. This is the fix Legend provided. It occurs in the armory: after you open the vent with the maintenance key, the program won't let you push the button even though it's described. To press it and summon the robot to ferry the gun to your room, leave the armory at this point and go to Room T20. Save. Quit. Then start the game again but don't restore immediately. Once the game has started and you're back in your room, restore. Leave Room T20 and go back to the armory. Take the gun. Stand on the cabinet. Now you can press the button. When the repair robot appears, put the gun in its basket. Go to your room, open the vent with the key, press the button and take the gun when the robot shows up.

Thomas Mullen

## Out of This World

These are codes for various levels. Level 2: HTDC 3: CLLD 4: LBKG 5: XDDJ 6: FXLC 7: KLFB 8: TTCT 9: XJRT 10: HBHK 11: TFBB 12: TXHF 13: CKJL 14: LFCK

Joseph J. Courter

## Ultima VII

To gets lots of gold (after you learn Resurrect), kill Cynthia in the Royal Mint in Britain. Search her body, take keys, open all the doors in the treasury with them. Watch for guards when taking gold. After you've got all the gold, resurrect Cynthia and trade the nuggets and bars for coins. Since you resurrected her, she has no hard feelings about you killing her.

Carol Mason

## Dark Queen of Krynn

The Cave: Search bodies of Otyughs and Shambling Mounds in NW corner for Flail +4. In chamber with three Beholders, enter from west side. As you're running away, use bows to kill them. Follow the signs of Crysia to NE corner of caves.

Naudilis: First you must complete a series of mini-quests, such as returning the Elvish children and wounded citizens to the Safe Hall (see JE 64), healing Palace Guards and the Elvish Priest in the Safe Hall, and fixing the gate with a hinge found in the Forge. Then seek Lyzian in the streets to discover the fate of Captain Daenor. When you find him, return to the Safe Hall for final instructions on riding Naudilis of the Sea Dragons. The chamber Lyzian speaks of is in NW of Celanost. After returning the eggs to the dragons and meeting with Lyzian, go to his chamber for the final encounter with Talhook and his Sahuagins.

Takin Nili