

Adventure Express



Jim Walls off the force?

Not really, though Walls is not doing the next *Blue Force* for Tsunami. Michael Levine, author of novels such as *Deep Cover* and *The Big White Lie*, is designing *Blue Force II*. Walls is reportedly branching out to different genres within the adventure game kingdom, and is also working up an educational program.

More new quests

Hand of Fate just mastered and should be out any day. (Westwood's sequel to *Kyrandia*, it is rumored to include five lines spoken by Picard from *Star Trek*.) Stalking the recently released *Bram Stoker's Dracula* is an ICOM adventure called *Dracula Unleashed*. It's a CD title from ICOM that features 96 minutes of "color motion video" at 15 frames per second. Out now for PC, it will also be available for Mac.

EA's *The Labyrinth of Time* has an uncommon plot based on King Minos and a time-traveling version of the labyrinth that Minos built in ancient Crete. It's CD, but their floppy-based *Simon the Sorcerer*, a "humorous interactive adventure," is supposed to ship in November.) Sierra's *Lost in Time*, a Coktel Vision quest, is out. Readysoft just sent us a demo of *Dragon's Lair* for the Sega CD, which they say will ship in November. Origin says there is a chance the next *Ultima* will be completed in time for Christmas. If it doesn't make it, however, *Ultima VII* probably won't ship until spring..

New clue book on the way

We're now taking advance orders for our next clue book – *Keys to the Kingdoms* – for delivery in February. Complete solutions will include: *Bloodnet*, *Companions of Xanth*, **Dark Sun*, *Dracula Unleashed*, **Eternam*, *Gabriel Knight*, *Goblins 3*, *Hand of Fate*, *Inca 2*, *Labyrinth of Time*, **Lands of Lore*, **Legacy: Realms of Terror*, *Leisure Suit Larry 6*, *Police Quest IV*, *Quest for Glory IV*, **Return to Zork*, *Shadowcaster*, *Simon the Sorcerer* and *Star Trek: Judgement Rites*. We'll send you any one solution as soon as it becomes available (those marked * are ready now). The retail cost will be at least \$16.95, but advance orders postmarked by November 30 can get the book for \$9.95 plus \$3 for Priority shipping. As with *The Book of Clues*, this one will include a coupon for another free solution of games such as *Stonekeep* and others released too late for inclusion. (The advance order price will increase by \$4 next month, and advance orders will not be available after December 31, 1993.)

Future Clues

Dark Sun

The Sewer: tell the Warren rat to let you pass or die. Get all the information about the Warrens from Churl. Then look at the map, go to the third opening north and kill the Worshippers and free the Chief daughter. Go to the second opening north and talk to the guard, who will take you to the chief.

The Temple of Skulls: after fighting the worshipers, use a bone wrench on the broken wheel (the one you used to free the chief daughter). Enter the Temple, talk to the Skulls, ask about the flushing pits and the Staff of Parting. The staff is hidden in the drain pipe just to your north. Talk to the chief and get your reward the Helm of Contemplation. On the way west, stop and rest at the stones in one of the alcoves

Escaping the Sewers: There are two ways out: the guarded main entrance for the water, and a secret one. When you cross on the stepping stones, check the sewer drains. A rod in one should be pulled to open a secret path. But you want to continue east to the end, then north to a body of water, and use the staff on the water, it will open and allow you access to Dagolor's Temple.

Teaquetzel: The Psurlons is lying; kill him. Go to the large chamber along the northern wall of the ruins. Talk to Crag's Shadow on the western side and tell him you want the Geni to defeat an evil army; he will agree to give it to you if you retrieve his body and lay it to rest. Go to the southwest corner up the Western Hall. At the top of the hall is a body that is an illusion. As you approach, it become a teleportal. Use it and port to the southeast. Go north up this hall and find the true body. Use the teleportal outside the door, which takes you to the dead King's room. Proceed north and west to Graig. Put the body in the center tomb and receive not only the Geni bottle but a +3 two handed axe.

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Lost in Time

Start: search for lantern, then go down one deck and discover water in pump. Locate palm oil. Oil pump. Pump water. From bottom of chain, get corkscrew. Ascend to deck above. Using lantern, search for sponge. Locate bucket with water. Wet sponge, use on poster to remove it. Use corkscrew on soft knothole under poster. Look through knothole and talk to man named Yorba.

Persuade him to give you knife. Use knife to cut notch in large post. Climb to next deck. Look into barrel until you get a towel. Get ring and use towel and ring to open a panel there. Find soap. Use corkscrew on soap to make shavings. Use shavings on bottom of sliding door. Melkior from year 2,092 is behind door. Using pliers from original inventory, turn around and get a wooden pin.

Prunellere: look at top of tractor and get apple to move horse.

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