

# Adventure Express



## Ultima VII: Serpent's Isle

Part two of *Ultima VII* arrived too late for mention in Adventure Road this time, or for closer examination of the program. Because the past few *Ultimas* have been so buggy in their initial version, we are advising everyone to hold off on this game until we've had a chance to look it over. It may be prudent to wait a few months, which is typically the time it takes for Origin to fix most of the bugs in a new *Ultima*.

## Heechee phone home...

Bob Bates says *Legend's Gateway 2: Homeworld* is set for June. This time you will venture through the black hole to visit the Heechee home planet. Later this year they're doing *Companions of Xanth*, based on the novels by Piers Anthony.

## Layoffs decimate industry

Hard to believe, but three major entertainment software developers -- Sierra, Micro Prose and Strategic Simulations -- laid off chunks of their staffs in the past couple of weeks. At Sierra and Dynamix, they affected every department, not just the programmers and designers, and 60 people vanished. Same for Micro Prose, where 30-40 people wandered off never to be seen again. SSI calls their action a "reorganization" and had no comment on layoffs -- but the rumor is they took the biggest whack, 25% of the staff. What does this mean for games? Maybe not quite as many new releases from some these companies this year, but with more time put into those that are published and with a better chance of them shipping on schedule.

Could it be coincidence that this occurred shortly after the annual SPA (Software Publishers Association) convention? Or was it actually the result of a back room meeting there where it was decided everyone would decimate their staffs at the same time -- so it would like as if the entire industry was in trouble, not just their individual companies? Very likely, according to Paranoid Paul, our new investigative reporter. After all, they obviously don't have these conventions to vote on the best games of the year. How else could they pick *Dark Seed* as best adventure/role-playing game? And why do they combine these drastically different kinds of games into one category?

# Future Clues

## Crusaders of the Dark Savant

A Thief can steal from Brother T'shober and the shop merchants all you want. Save before doing so, the reload if you get caught. Merchants aren't aware of the pilfering, so you can then sell the item back to them if you need cash. **Blindmeis:** be careful, or he will pick-pocket you.

Michael Becker

## Ultima Underground II

**Finding a blackrock gem:** there is a much easier way to do this than by using the clue in the March issue. All you must do to get past the four-candle teleport is to remove the candles. The first two can be removed without stepping on the red square. Once you do so, the teleport is deactivated. Then just jump down and slay the two Headlesses and get the

Fred Brooks

**New spells:** Enchantment (Vas Ort Ylem), Frost Beam (In An Flam), Time Trap (Tym Jux), Repel Undead (An Kal Corp), Valor (Quas An Corp). **Pits of Carnage, Level 3:** destroy Dire Reaper, break boulders with rock hammer. Jump up to ledge and look in sack to find chain gauntlets of Major Toughness, heal scroll and wand. Cast Ex Ylem on locked secret door on eastern wall of maze. Kill ghosts and skeletons. Ready Smite Undead spell (An Corp Mani) and save game. Get close to Liche and cast. Finish him off and collect Hur and Flam runes. Cast Ort An Quast, or use Reveal scroll to open hidden door. Inside room are three Basilisk oil potions needed later in the quest.

Eddie Deal

## Space Quest V

**Klorox II:** Walk down hill to the green house the building with the hole in the side. Find computer console. Click on console with hand. When loogies start to fall, move your head: Left, R, L, R, L. Droole will show up and save you. Mutant will revert and talk to you. Look at flies. Take note on floor to left of console. Look at. Put hand on console. Enter combination. Read Activity Log. Return to beam down point. Walk through SW corner of screen. Look at hazardous waste can for coordinates to Genetic Lab (41666). Exit. Beam up. To chair. If you detect a homing beacon, don't beam down now there is nothing there, return later.

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