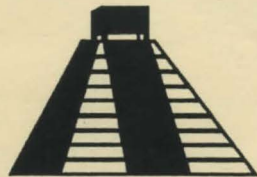


Adventure Express



Ultima VII: Silver Seed

Origin shipped an add-in module for *Serpent Isle*. You embark on the new quest, to travel back to the age of the ancient Ophidians and complete four mini-quests to obtain the Silver Seed, at any point during *Serpent Isle*. *Silver Seed* adds new features you can use in *Isle* and *Seed*. There is a single button command for feeding party members, picking door locks, telling time and for using a new artifact – a magic key ring that allows you to open doors without searching for the right key. You also get four more items, mainly weapons, though the Ring of Shal provides endless reagents. *Silver Seed* costs \$29.

New CD games

Tsunami has CD versions of *Protostar* and *Blue Force* on the shelves. *Blue Force* also includes an interview with designer Jim Walls.

Realms of Arkania update

If your disk three doesn't work (there was an error at the duplicator), call tech support for a replacement: 315-393-6633. You may also download it from CompuServe's GAMPUB Forum, where it's under the file name DATA.S01. While it looks a lot like a *Might and Magic*, *Arkania* is its own game once you get into it. The character system is extremely detailed, with numerous races, attributes, skills and NPCs.

DungeonMaster II: from Interplay?

Interplay will be doing the sequel to the *Faster Than Light* game that paved the way for 3-D adventures like *Ultima Underground* and *Eye of the Beholder*. No word on when it's due. They say that *Star Trek: Judgement Rites* will be out in time for Christmas, though.

Book of Clues

Hey – what are you waiting for? This is the best deal of the century in clue books: our early 40-solution books cost \$25, and you can still advance order all 35 solutions for only \$15.95 (see page eleven of the August issue) if you do so by the end of August. We are also offering a 10% discount on orders of two or more books. Only one change in the line-up: *Legacy: Realms of Terror* was replaced with a solution for *Realms of Arkania*. This is positively the final change, as we're in production now. (If you pre-ordered the book for the *Legacy* solution in particular, write now and we'll send it when it is ready.

Future Clues

Realms of Arkania

Going from Thoss to Liskor, you will see a monument to an Orc God. Use a raft, cross the river and destroy it, and the Gods will favor you.

In Thoss, Ysma Thinmarsdotter will tell you where to find a map fragment. She lives in the house across the street from the "Lusty Bull" Inn. She will also refer you to Hjore Ahrensson and Umbrick Sevenstones. Ysma will tell you about the Dark Mage.

C. F. Shaffer

Ultima VII: Serpent Isle

Monitor: Furnace is east, outside Monitor walls. Strip characters of all but weapons and bags with torches so they can survive the heat. Serpent Staff and Serpent Crown are NW of this area. Pick up bodies of pikemen, exchange for monetari in crematorium.

SoundBlaster Pro: don't select this when installing the game — choose Sound Blaster only. Otherwise you will sometimes freeze at the Moonshade teleporter, and it won't work at other times. Reinstalling with Sound Blaster only selected will fix this.

Ultima Underworld 2

Correction: the April issue's tip about the Dam Maze on the Ice World was in error. After you find the key, the correct combination to find the door is: up, down, down, in. Additionally, after completing this maze, jump off the north side of the bridge and go with the river flow. In a cave on the left side, you'll find a pile of gold, a ring, a sword of Great Accuracy and two runes (Lor and Ort).

If you're nice to Altara in Killion's Keep, she'll give you three more runes if you slay the Watcher.

Jeffrey Barker

Protostar

More planets to mine

09,057: orbit 1	123,027: orbit 4	156,051: orbit 2	147,075: orbit
63,051: orbit 2	54,084: orbit 1	75,090: orbit 4	45,084: orbit 1
105,054: orbits 1 and 5	93,117: orbit 1, humans		

C. F. Shaffer