

Adventure Express



New Releases

SSI's first strategy sim, *D & D Stronghold* is a kingdom simulator in which you control five characters in a campaign to conquer territory and run a kingdom that includes forts, temples, outposts, guilds, castles among it over 100 kinds of buildings. ICOM has the first color version of *Uninvited* out for Windows. SVGA is required. *Wrath of the Demon* is out from Readysoft (for IBM, ST, CDTV, C-64 and CD-ROM). Capstone says *Wayne's World* is out now as a graphic adventure.

Bloodnet

A "Cyberpunk Gothic," *Bloodnet* is a science fiction role-playing game about vampires in the future. An alpha version arrived recently from MicroProse, so the real thing can't be far off. It features "Hallucinographic" art.

Kyrandia II

Westwood's *Kyrandia II* is actually ahead of schedule but still won't be released until October. We saw the latest version in Vegas a few weeks ago, and it's much funnier than the first game — the development team has obviously grown more demented.

From TSN to TIN

Formerly called TSN (The Sierra Network), TIN (The Imagination Network) is no longer a subsidiary of Sierra. Instead, it's a new and separate company whose largest stockholder is Sierra. AT&T is the other major stockholder. (And if only Ted Turner would buy TIN, we could have an even better headline next month: TNN buys TIN (formerly TSN).

DOS Sick.0

Microsoft's innovative Double Space scheme for disk compression is less than recommended for games. It reportedly shredded the code of SSI's AD&D games, for instance, and we've heard numerous reports of other graphics-intensive software, mainly entertainment titles, with which DOS 6.0 is incompatible.

Future Clues

Day of the Tentacle

Getting lighter from cigar salesman (present): go upstairs, open second door. Use letter (the one Hoagie gets in mailbox) with inventor. Take Flag Gun. Go to salesman. Use Flag Gun with Lighter. Talk to salesman (get him to play his trick). Get Teeth by trapping them in the open grate. Give Teeth, Lighter and Cigar to Hoagie.

To get gold (past): go to Washington, give him Cigar. Wait. Give him Chattering Teeth. Wait. Take Blanket. Go on roof. Use Blanket with chimney. Go downstairs and take Gold Pen. Go in Lab and give pen to Edison.

To free Laverne from Tentacles: (future): go to doctor's office. Get Tentacle chart. Go back to Kernel. Go out ("to the bathroom") and send chart to Hoagie. Go back in. Go "to the doctor." Get on roof (through fireplace). Use crank (gotten from Bernard) with crank box. Use crank. Take flag. In past, go upstairs. Open second door. Use Tentacle chart with Designs. In future, use the flag.

Marc Zizka

Betrayal at Krondor

Fetters of Rime: get this spell as soon as possible. Most, if not all, monsters are affected by it, and it can work when Grief of 1,000 Nights fails. Use it to freeze foes, then finish off hand-to-hand. Thy Master's Will isn't worth the inventory space to carry wyvern's eggs, so use Rime instead.

Betrayal: be sure to explore dungeon in northwest corner of the Elvandar forest – the hilt of Gaeda is there. Go to river's fork, then travel north along edge of western mountains to avoid the sleeping glades. There are Scrolls of Mad God's Rage in this dungeon and in the southwest corner of the forest. Be sure by the time you finish this chapter that Gorath and Owyn are well-equipped with such necessities as whetstones and armorer's hammers; these items are in short supply in the next chapter that features Gorath and Owyn.

Lands afar: harvest mana at large yellow crystals. Use mana to repair your crystal staff, needed to cast spells. Two secret caches at the southwest corner of the island hold Valheru armor and Strength Drain spells, needed to kill Elementals. Save Pug, then find Gamina in the dungeon near the rivers in the southeast part of the island.

Mad God's Rage: sneak up on the spellweavers. Immediately use Fetters of Rime to paralyze them, then slay them hand-to-hant. Use Fetters of Rime in final combat scene. Dreads are affected by weapons.

Michael Seid