



Sanctuary Woods goes MAD

MADS, the MicroProse Adventure Development System used to create animated adventures such as *Rex Nebular* and *DragonSphere*, was bought by Sanctuary Woods in mid-February. Former MicroProse adventure game producers Matt Gruson and Raymond Benson joined the Sanctuary Woods team at the same time. The company plans to incorporate MADS with Woodscript, its cross-platform language and engine, to create animated adventures and to eventually produce multiplayer games for interactive television. The first adventure planned is based on Ripley's *Believe it or Not!*, due out by Christmas.

Swap Shop

The Summoning, \$20 for 3" version: Mili Roberts, POB 6486, Florence KY 41022-6846.

FUTURE CLUES

Very little news arrived while issue 109 was at the printer, so we have filled out this issue of *Adventure Express* with clues.

Quest for Glory 4

Helping Tanya (not Harding!): in the Inn, talk to the Domovoi at night and take the doll from the cabinet. Talk with the Gypsies about the sacrifice. Then go to the castle (you must have the key and know the secret passage via the crypt) and find Tanya's room. Convince her to come with you. After helping Tanya, don't go to her room later and try to do the same thing, for in early versions of the game, the program will crash.

Heart Ritual: this ritual is guarded by a Wraith. To find his place, go three screens south from the

town gate, two screens east and three screens south. Slay the Wraith and search his mound to get the Heart Ritual.

Rusalka: to find her true name, look in the Cemetery.

Dara Mony Chheang

The Summoning

The freeze spell is most useful throughout the game. In most instances you can run from the monsters back the way you came; they will usually follow just a short way, giving you a chance to renew HP and SP. Before fighting the **Ebon Knight**, get the Spell of Invisibility from Crossroad Cavern. Find the Snake Statues to the north, and then to the left of the entrance, about middle way to the east, you will find the Spell of Invisibility when you slay the Snake Statue.

The Warmonger is another Snake Statue to the northeast. Use Invisibility before going in to face the Ebon Knight, then cast the Freeze spell right away – this gives you a chance to get in some good hits before he can start to move around. Repeat the process until victorious.

Mili Roberts

The Seventh Guest

Attic Door - Knife Puzzle:

Number the points of the star as follow: Top point is 1; upper left point is 2, intersection to right is 3, next intersection to right is 4, and upper right point is 5. Returning to left side, first intersection is 6, middle is 7, and right is 8. Returning to left, lower left point is 9 and lower right point is 10. Click on the knives in the following order: 6, 10, 4, 2, 9, 10, 5, and 1.

Terri Pointer

Gabriel Knight

DAY EIGHT: During the night, you will have vivid dreams. When you wake up, you will see the key from your dreams on the table at the foot of the bed.

Use the key to enter the ornate door. Look at the center bookcase on the back wall. Take the “People’s Republic” book and read it. Use “Look” on the far right bookcase to find “The Primal Ones” book. Look at the far left bookcase for the “Sun Worshippers” book. Look at the left wall bookcase for the “Ancient Roots of Africa.” Look at the lower far right bookcase for the “Ancient Digs of Africa” book. Once you have located these five books and read them, the “Snake Mound Book” will appear in your inventory.

Use the “Snake Mound Book” on Gerde. Select “Use Mosley’s Credit Card” in the talk with Gerde so she will place some calls for you. This will put Africa on the map, and you will automatically proceed to Africa.

F. J. Philipp & C. F. Shaffer