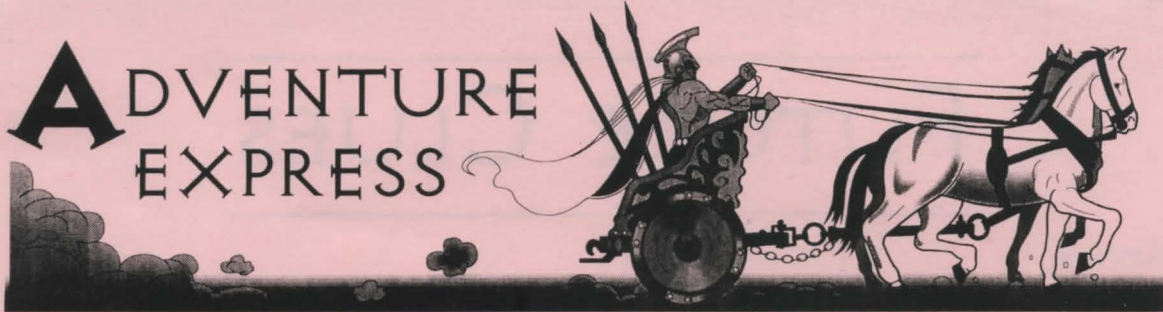


ADVENTURE EXPRESS



Chocolate CDs?

Yet another first from Access. They just sent us a promo package for their soon-to-ship *Under a Killing Moon* – and it included a chocolate CD replica of the game. It will now span three CDs instead of the originally planned two. Access says most players will have to change CDs more than five times to complete the game, which should stretch up to 60 hours. (However, there is no truth to the rumor Access is working with MicroProse to do a "joint sequel" called *Under a Killing Moo*.)

Arena bugs & patches

Bethesda Softworks' *Arena* had so many bugs that patches were quickly made available. Senior designer Ted Peterson says they weren't set up to test a game so huge (it was their first role-playing game). Right now they are up to version 1.04, and a team of over 25 testers continues to wrap up memory problems before finalizing 1.05. For the latest patch, check CompuServe and the online services, or call Bethesda (301-926-8300) and the technical support team will send you a disk. Peterson also said Bethesda is already working on an *Arena* sequel whose working title is *Daggerfall*.

DragonSphere -- CD only

It hasn't arrived here, but MicroProse's just-released adventure is a CD-only game. More next issue.

SSI update

Al-Qadim: The Genie's Curse, mentioned in *Adventure Road*, is set to ship in May. Additional titles not mentioned in the news are *Serf City: Life is Feudal* (also May) and *Skyrealms of Jorune: Alien Logic*, a CD only title set for June. (And SSI's latest release, which we called *Ravenloft*, is really titled *Ravencroft* – though this knowledge won't make the game any better.)

EA update

The Lost Files of Sherlock Holmes was converted for 3D0, though we have no word on which of the PC games it includes. All three of the original PC *Holmes* games have been discontinued. In June, look for Origin's *System Shock*, an "in the labyrinth" 3-D perspective game that is much smoother and faster than the *Ultima Underworld* series.

FUTURE CLUES

Arena

Riddle at Locked Door to Second Piece of Staff (ends with "...the quicker I run.") **Answer:** an hour glass.

Riddle at Locked Door to Third Piece of Staff: (ends with "...a Thief by the marks of my whole, might be caught." **Answer:** footstep.

Riddle at Locked Stone Door to exit Elden Grove: (ends with "...I am all thou hast." **Answer:** time.

April Wilson

Fortress of Ice: As you enter the Ice Castle, note the blue square to your right. Just north of this, turn and face west. Then use Wallpass to open the wall and take the stairs down. You want to get from your entrance on the eastern side, to the north part of the west side: work your way south, west and north to obtain the plate for the Mage. The Ice Golems are extremely difficult to kill. You need a weapon Frost Attack, or you can use the purify potion, move off a distance and use a Fire weapon (be sure and use Fire Resist on yourself). A good protection is also necessary.

F. J. Philipp & C. F. Shaffer

Ultima 8: Pagan

Increasing Strength: wherever you go, run and jump, then climb some. Your Strength will rise in leaps and bounds! **Dexterity & Strength:** attack nothing, or attack one of those sparring dummies – constantly! **Boosting Intelligence:** read a book, Rhian in particular. Read it repeatedly, and Intelligence will rise faster than if you just cast spells.

Pit of Death, Secret Treasure Room find a door with an arrow launcher nearby. Open the door, go on the side away from the arrow launcher and try to climb the door. Among other stuff, you will find five magic weapons and a shield. One of the weapons is a flaming scimitar called Flame Spit. It creates balls of flame that burn your foes while you attack them.

Ian P.

Alone in the Dark

Hallway in front of Jeremy's Bedroom: put the Indian Cover over the first painting you see. You can then walk halfway down the hallway. Then you must use the Bow and Arrow to shoot the painting at the other end of the hall, which allows you access through the hallway.

Robert Holbrook