



Larry 6 CD & assorted Al Lowe rumors

Al Lowe says the Larry CD shipped in mid-June. Lowe says the game was completely redone for CD and is Sierra's first all hi-resolution adventure. It boasts SVGA animations and background throughout, as well as giving you an earful of Larry for the first time in the history of the series.

Lowe is rumored to be moving from Oakhurst to Seattle this summer. (Since the release of Lowe's *Freddy Pharkas* last year, Local papers have reportedly been abuzz with stories of an irate sheep rancher and an unusual paternity suit, so we're not surprised to hear he's leaving the state.) A political satire, Lowe's next game will be "...an arcade game for non-arcade gamers." It's called *Capitol Punishment: Running from Office*. In an even more out-of-character move, he says his Christmas '95 project will be his first "family game."

More CD news

Legend's *Companions of Xanth* just showed up at the door, offering full-voice support. New World Computing says the *Inherit the Earth* CD is shipping now. It has more than four hours of digitized voices.

FUTURE CLUES

Ultima 8: Pagan

Argentrock Island: Answer Xavier's questions using common sense and info from books upstairs; answer them as any totally honest healing fanatic would. The entrance to the silver mine is in the western end of the monastery. Go east to find the locked door, behind which you'll find all the silver ore. Take enough ore for eight foci. The hut without doors can be opened with a secret door spell; you'll find the weapon "Protector" inside.

The third test involves healing a wounded Torax. Use the *Ariel Servant* spell to bring it across to you, then use *Healing Touch* on it. Now Xavier's focus is missing, having been stolen by Torwin. Talk to everybody once, then go back to Cyles and use the *Hear Truth* spell on him.

Go to Windy Point. Torwin should be here. Return to focus to Xavier. The *Breath of Wind* is with Stratos. Cast *Open Eye* to see it, and *Ariel Servant* to get it. WARNING: if you take the *Breath of Wind*, it negates most of your Theurgist spells. Wait and take it near the end of the game.

Sorcerer's Enclave: it doesn't matter which sorcerer you side with initially -- either will slay the other, then become your instructor. Reagents must be placed very carefully on the pentagram points, and candles must also be carefully placed. All spaces must have candles; if not red, then black is required. Prepare *Banish Demon*, *Ignite* and *Extinguish* and carry a red candle. You will need these for certain.

Once you have witnessed the summoning of Pyros, you must return to the Obsidian Fortress and slay Malchir. The easy way is to turn invisible, walk behind him and summon a demon. While he deals with the demon, attack from behind. He is carrying the **Tongue of Fire**.

Tear of the Seas: return to Tenebrae after slaying Malchir, and Devon should give you the key to his study. Locked inside a chest here is the Tear of the Seas. The study is in the southwest corner of the palace.

Pit of Death: the entrance is just east of the Mountain King's Hall doors (Stone Cove). The **Heart of the Earth** is hidden here. Guarded by skeletons, it's in the big room with the double-locked doors. The key is hidden to the east and north, but you should be able to open the doors with a *Golem* spell if you're careful. Cast *Open Earth* on the grave inside, and you'll have the Heart.

The final piece of the puzzle is in the Temple of the Ancient Ones. It's the **Obsidian Tip** of the Obelisk, which is with Khumash-Gor. After talking with the Zealan gods, open the door with a *Secret Door* spell and slay Khumash-Gor.

Getting to the Ethereal Plane: there are two ways to get here. One is to release Pyros after you slay Malchir. If you choose this route, you must then go back to Mythran and purchase the *Ethereal Travel* spell for 250 coins. A quicker way is to take all five blackrock items back to the Zealan Temple. Place the four Titan items on the altar, but keep the tip in your backpack. Double-click on the tip, and the other blackrock items will return to your pack, and you will simultaneously cast *Ethereal Travel*.

At the Ethereal Plane: you must enter all four gates to find and conquer the Titans. This is fairly easy. Just locate them and double-click on the blackrock item that corresponds with the Titan you're facing. Target the Titan, and *Bingo!* You've charged up the item and are teleported back to the Ethereal Pentagram.

Once all four items are charged, place them on the Pentagram points corresponding to the gate for the Titan they were used on. Place the tip on the fifth point (southeast) and double-click it. Target yourself. Now pick up the tip and replace it at the fifth point. Enter the gate.