

# Adventure Express

## Interplay to produce AD&D games

Just it looked like curtains for *AD&D* fans, or even worse -- that TSR might actually go into the software business and produce their own games -- we got word that Interplay Productions has signed a licensing agreement with TSR. The agreement grants Interplay an exclusive license to produce all electronic entertainment games for TRS's *Forgotten Realms* and *Planescape* product lines. Do not hold your breath, however, for Interplay says it will be another year (late 1995) before the first games ship. The *G.U.R.P.S.* line, based on Steve Jackson's RPG system, will arrive before any *AD&D* games.

## Computer tip of the Month

Never defrag your hard disk with tequila. Or even while drinking tequila. It has taken three days to rebuild our *Windows* system, and now we have to track down 47 more type-faces before the next issue. Most likely this will work out for the best, and *QuestBusters* will look even better than ever.

## No more news

That's right -- we're just slipping out of the long summer slowdown. Instead of just making up news items, as usual, we'll fill the rest of *Adventure Express* with clues.

## SEARCHFORCLUES

### SuperHero League of Hoboken

**Entropy at Yankee Stadium (Level 4):** Go to Yonkers Village (Sector 3D;6,9) and buy purple tubecar pass from pawnbroker. Go to Yonkers tram (Sector 3D;5,10) and take purple tubecar to Poughkeepsie. Go to 12,2 where you're given a metal rod and computer printout. Read computer printout. Go to Uptown New York and enter the vault (15,5). Use metal rod in hole of 4th booth. Take frozen body. Return to Yankee Stadium. Open the booth. Put frozen body in booth. Close booth. Put each bedistor in its appropriately colored socket. Push the button. Open the booth.

**Liberty Bell (Level 3):** Go to Yonkers Village (Sector 3D;6,9). Give plastic case (from

inventory) to shaman (getting NO2 canister). Buy orienteering guide while you're there. In a random fight about this time you should be getting a red tubecar pass. Go to Newark's tram station and take the plastic tubing. Use the red tubecar to get to Philadelphia. Go to 14,8 and agree to work out. Go to Liberty Bell (10,6) and put plastic tubing in bell's crack. Use NO2 canister on plastic tube. Shake NO2 canister. Lift the bell. Take the whistle.

Paul Shaffer

## **Dragonsphere**

**Castle:** Search all rooms for any item you can take - bone, goblet, sword, spell - sphere.

**Market:** Talk to everyone and make notes, buy item from merchant.

**Guard Station:** Talk to guards and offer to give them something to hold until you return. Use Spell Sphere on pool monster. Take tentacles. Talk to old shape-shifter and then enter cave of dreams. Talk to Shape-shifter again, take notes on language of Soptus Ecliptus people. Ignore Shifter Village for now.

**Fairy Woods:** Be nice to fairy until she becomes bored. Red wisps always lie, so wait until a red wisp tells you it is NOT safe to cross the maze. Butterfly king will ask seeming nonsense questions, but listen and answer carefully to pass his test. Ignore toads for now. Take crystal flower (for points).

**Desert:** Talk to trader and answer "no", then "yes", then "if you say so". Take notes of his speech and use notes from old shape-shifter to decipher directions to take. Oasis: Talk to Magi, and then to guard. Once inside tent, flatter Caliph and play his game. First time you win 3 prizes. *After* defeating Sanwe, return here and win 2 more important prizes.

**Mountain:** Talk to woman. Go west and get gold nugget. enter cave behind waterfall and talk to hermit. Go east, and climb up mountain, get feathers near nest. After woman saves you, go west and talk to birdman. Get mud, then climb down and return to hermit's cave. Climb back up to top and go around behind peak to get close to entrance to castle.

Answer Vine's questions: Sanwe has RED eyes. He has a scar on his LEG. His favorite food is BEEF STEW.

James R. Davis

## **Ravenloft**

### **Main floor of Old Church.**

Use Church Vestibule Key on right hole and enter. Note talking mirror and priest in trance. Go east and look for buttons on wall to open up the next two rooms. Get the Gold Church Key. Go past the mirror west and north to the stairs down. Pick up the Tome of Evil Artifacts on the ground. Descend steps. (While in Church, be sure to collect these items for later use: Special Scrolls of Atonement, Cure Disease and Remove Curse.)

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