

ADVENTURE EXPRESS™

FRANKENSTEIN LIVES!

Interplay's doing an adventure inspired by *Frankenstein*. You play the monster, awakening to find yourself charged with murdering a child from the village. Tim Curry stars as Dr. Frankenstein, and the graphics are supposed to look better than *Mist*. (Or was it *Myst*?) One of those, anyway. CD-only for Mac and PC. Spring 1995.

Stonekeep stumbled all the way back to 1995, but *Cyberia* and *Dungeon Master 2* are still planned for Christmas. *Cyberia* could also make it, and *Voyeur* was set to ship "any day now." *Kingdom: The Far Reaches* is also expected for "winter 1994." *Star Reach* and *Descent* too.

WOLF ON THE LOOSE

Sanctuary Woods just shipped *Wolf*, originally a Disney game. (If you want it, get it fast — this one won't be around for long!) They also have a "Turbo" PC edition of *The Journeyman Project*. Trouble is, to "turboize" it, they simply chopped cut from the beginning to the end of the full-motion scenes. Instead of calling it "Turbo," it might have been more appropriate for them to preface the game intro with a message like those on TV movies: This game has been edited to work on your computer. We chopped out all the parts you bought the game for."

BETAS BOOMING

Westwood sent a beta of *The Legend of Kyrandia 3* last week. and Legend Entertainment's Death Gate CD demo also looked good.

SOFTWARE INDUSTRY CALENDAR

A custom calendar is being introduced at COMDEX next week. Designed for the computer game industry, it will consist solely of the months of November, December and January.

LAST MINUTE ARRIVALS

Star Trail, Sir-Tech's latest installment in the *Realms of Arkania* series of RPGs, is out for CD. It features are better graphics than the first game, and included voice support too. (A floppy version is also available.) *Alone in the Dark 2* is now out on CD.

CLUES FROM THE FUTURE

Beneath a Steel Sky

Furnace Room. Click on the door's lock and ask Joey to open it. Reich will enter and the furnace will kill him. Get his ID card and glasses. Go out the door to the right. Go right one screen and enter the door near the Linc Terminal. Talk to the women until Lamb arrives, then tell him you are Security. After Lamb leaves go right, you will see a machine and cogs working. Put the wrench in the cogs. After the machine breaks take the wrench. Walk to the room on the left; a robot welder is there.

Use the wrench to loosen the shell on the robot and give it to Joey. Go back to where you broke the cogs and send Joey into the scanner protected storehouse. Ask him to disable the fuse box. You can now enter and click on the grating and it will fold over. Get the putty under it. Don't take anything else. Leave the store room.

FJ Philipp and CF Shaffer