

ADVENTURE EXPRESSTM

QUEST FOR MISS PIGGY, ET. AL.

We'll have Russ Ceccola's CES special next issue, along with a complete CES Party Report. Meanwhile, here are a few of the upcoming titles to look for this year.

I HAVE NO MOUTH, AND I MUST QUEST

A *Betrayal to Krondor* sequel is underway at Seventh Level. (Jon Cutter, who designed the first game for Dynamix, is doing *Muppets at Starwave*.) Look for *Dreamseed 2* from Cyberdreams this fall, with Harlan Ellison's *I Have No Mouth, and I Must Scream* due late summer (next month they're shipping the *H.R. Giger Screensaver*). Take 2 showed *Bureau 13*, an animated graphic adventure starring John Withers (well, at least he's in it somewhere) and should be out on PC CD later this month).

Sir-Tech's *Jagged Alliance* looked leagues better than its first CES showing, with full voice support and other effects. It's also due soon, but don't expect another *Wizardry* until next year. Same for *Might and Magic V*.

The Daedalus Encounter struck many observers as more impressive than *Seventh Guest 2: The Eleventh Hour*, which appeared on the adjacent monitor at Virgin's booth. *Braindead 13*, from Readysoft in Canada, is a Disneyesque cartoon that could propel the company to new levels.

SWOS

Interplay's *Frankenstein: Through the Eyes of the Monster* still looks like their next big hit. *Stonekeep* looked stonekept. (No truth to rumors *Stonekeep* was delayed again because they are adding a WW2 flight simulation to the dungeon and renaming it "Secret Weapons of the Stonekeep.")

SEARCH FOR SIERRA

Apparently unable to agree on how to spell "goblins" in Coktel Vision's next game, the designers of the wacky French quests are calling the next one *Woodruff and the Schibble of Azimuth*. Story and character interaction are more important than in previous games in the series. *Phantasmogoria* now looks like a late spring release. (And Activision's *Planetfall 2* turned into a fall title.)

FUTURE CLUES

NOCTROPOLIS

Finding the Succubus

Enter Hall of Records. Use jawbone. Ask about all. Travel to Stilletos. Open door.

1.1. Travel to Mausoleum. Open gate on right. Open door on right. Enter. Examine coffin.

Move cover on right corpse. Get key. Use key. Enter coffin. SAVE. 3.3.1. Move statue. Get lace from wall column. Use stairs. Move pillow. Look book. Get spear from cherub statue. Use spear. Exit chamber. Travel to Cathedral.

Succubus Showdown

Enter Cathedral. Talk to Father. 1.3. Move pillow in front of altar. Get bomb. Get chalice from altar. Use chalice (gets holy water). (Succubus enters. Wait for Stiletto to arrive.) Use chalice with holy water on succubus.

Shadowlair

2.2.2.2.4.2.3.2. Ask about all. Move panel on column to right of statue. Get book and noctroglyph. Move panel on column furthest to right. Get Darksheer uniform. Talk to Stiletto. Travel to Bornick Museum.

Paul Shaffer

STAR TRAIL

The Temple is in Kvirasim, a town of 20 squares vertical and 20 squares across, starting with 1 at the southwest corner, the squares across are letters, so the temple is at N11. The Lovely Meadow Tavern at H11. When in the Tavern or elsewhere use your pickpocket skills. The store is K11, the weapons store at J13. The Rest Inn at L4. You will meet and receive an offer from the Elvian Ambassador Starlight and also receive another offer from a merchant Alatzer. In any event in the morning leave and go to Gashok. Before you leave be sure you have an obsidian dagger for the Druid, tableware, lock picks, five rations for each, two water bags for each, fish hook, and some bon bons for mountain goats, equip your characters with clothing or armor and weapons, the best you can afford. Have the Druid collect Herbs at each stop and at least two of the party collect food and water. Three others will be used for guard duty. The Mages should also concentrate on wand spells.

C. F. Shaffer