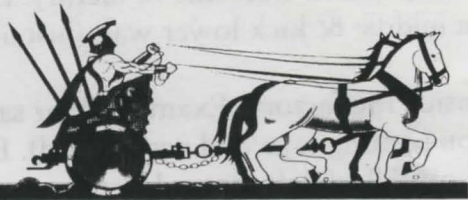


Adventure Express™



Summer releases

A couple of new titles arrived while issue #116 was at the printer. *Space Quest 6* blasted off for the retail shelves of America. *Buried in Time*, Sanctuary Wood's *Journeyman* sequel, also arrived. The CD version of *Superhero League of Hoboken* is also available.

CD collections

For IBM and Mac, Activision has released five CD collections of the original all-text Infocom adventures. Each focuses on a theme: Comedy, Fantasy, Sci-Fi, Mystery, and Adventure. Four to six games are included in each package. The Mystery collection features *Deadline* and *Lurking Horror*, for instance, while Sci-Fi includes *Hitchhiker's Guide to the Galaxy*, *Starcross*, *Stationfall* and *Suspended*. Accolade put *Star Control I* and *II* on the same CD for IBM only (Look for *Star Control III* in the fall.).

Summer non-releases

As usual, there are few new games scheduled for summer release, and most of those were actually scheduled for last Christmas but slipped a little. But you'll still get a new issue next month, because *QuestBusters* fell so far behind schedule this spring that we have plenty of material. Issue #117 is in production now, with a feature story on the upcoming adventures shown at the E3 show in Los Angeles last month.

FUTURE CLUES

Full Throttle

Getting into the factory: Back with Maureen, ask everything (getting clues to hidden entrance). Examine parts (noting serial numbers on the parts). The safe code is

the only 6 digit serial number. Go to factory (Maureen gives you photos as you leave). Go to west side of factory. Examine wall. Wait for meters to all show black in middle & kick lower wall (just above left hatch). Enter right hatch.

Inside the factory: Examine floor safe. Enter serial number (154492) and push button (getting tape and access card). East. Put card in card reader (entering film room). Push left motor lever once and the right motor lever twice (burning up the film). Enter second door from left. Put photos on easel (exposing Corley's murderer to crowd).

Paul Shaffer

Woodruff

Getting Across the Acid River: After exiting Azimuth's house pick up the red button lying on the ground, then talk to the onlooker. Head east to the Street of the Sad Boozook and talk to the young woman and the sad Boozook. Continue east to the Bridge of Slums and try to cross the river to the beggar on the other side. The click on the crate, and on the nut. Woodruff will put the crate down. Pick up the nut.



Throw the nut at the beggar, who will throw a boot at you. Get the boot. Return to Azimuth's house. On the roof is a boot. Throw your boot at this boot to knock it down.

Woodruff will now wear the boots, allowing him to cross the acid river.

Look inside the second boot and get the photo of Azimuth. Return to Street of Sad Boozook and show the photo to the woman. She will give you a newspaper article.

F. J. Philipp

The Orion Conspiracy

Morphing: Go to the Transport Pods room where you first arrived. Note the cocoons! The Agent and Chu will show up. Chu will inform you that she is an Alien and that the cocoons will hatch in three days and replace the crew. Chu will now morph into an Alien and kill the Agent. Devlin will flee to the Fuel Tanks room.

F. J. Philipp