

Adventure Express™



Torin's Passage

Al Lowe showed up at the QuestBuster's Castle last week to show off Sierra's latest vehicle for Lowe's twisted sense of humor, *Torin's Passage*. Though early reports suggested it was aimed at a younger market, the remarkably animated graphic adventure is clearly meant for experienced adventurers who have longed for the logic puzzles of yesteryear. The story is set on a planet that contains a series of worlds inside it, through which young Torin searches on his quest.

In addition to object-oriented problems, the game challenges you to solve an unorthodox puzzle before you may enter the next world. These take the form of the puzzles often seen in *Games Magazine*, in which you must analyze patterns and arrangements, and will prove delightful for all dedicated adventurers (you can skip them, fortunately, but will lose points for doing so). *Torin's Passage* will be out before Christmas, and we'll have a closer look at it in the next issue (which will be out before Halloween).

Lords of Midnight Snafus

It was not a huge surprise to hear that Domark's fantasy RPG, among other new and existing software, will not work if you have installed *Windows 95* (which we here at QB refused to install until at least early '96). But we have also received an even more insidious report that the only way to quit the program is to shut down your computer! We'll have more on *Lords of Midnight* next issue. Meanwhile, proceed with caution.

QuestBusters Snafus

Yes, there are a few typos in issue #117. These resulted from the rush to get another issue out in three weeks (a record!) and make up for publishing less frequently than customary this year. We'll make up for these typos by getting issue #118 out even faster, with even more typos! (The exciting conclusion of the E3 Party Report will appear in #118, for those of you who can't wait to find out how the final wild night concluded in our editor's never-ending quest for Wild Turkey.)

FUTURE CLUES

“God Mode” in Elder Scrolls: Arena

Bill Dawson’s discovery that pressing “N” to engage “FPS” mode (QB 116) does more than just stop time — it also freezes all turn-based spells. As long as “FPS” is active, these spells will continue long past their normal time limits. With a spell-casting character, this enables you to create a “god mode.”

I did it by creating a multi-spell, three spells at once. Make the first spell a non-target spell. Set the percent as one, with an increase per level designed to equal at least 100% (for a level 10 character, this would be 10% per level). Set it for one turn per however many levels your character is, minus one (for a level 10 character, set it for 9). Be sure you set it so you can still cast spells.

Now add a spell reflection spell and set it attributes as above. Add a create light spell and set it for maximum light and shortest duration. Finally, name it: Dungeon-Master95, for example.

If you have enough spell points left, make a second multi-spell. Use it to set your agility, luck and strength to the max, then name it Master-Thief. This one lets you pick most locks, and bash those you can’t pick.

Now you can play “god.” Go to the next dungeon or whatever. Make sure you are *not* in “FPS” mode, and cast Master-Thief (attribute enhancers won’t work if cast while in “FPS” mode.) Engage “FPS” and cast Dungeon-Master95. You are now in “god mode.” Random monsters will appear, but won’t attack. Spellcasting monsters will cast spells, but they will be reflected back at the fiends and possible kill them. (Some, such as ghosts, appear immune to their own spells.) You can walk right up to a monster and whack away, and it won’t whack back! **Important:** non-target spells must be cast *after* “FPS” mode is engaged, or no random monsters will appear.

Effects of “god mode” will continue until “FPS” is turned off, or the character rests or travels overland via the map, or the game is saved and turned off. If you must stop playing before leaving a dungeon, save the game and quit. When you restart, first load an earlier save, engage “FPS” and load your current game. Your spells will still be in effect, and you won’t have to recast them. (“God mode” works with non-spellcasters too, but only as a Knight. Use a potion of purification and a potion of invisibility after engaging “FPS,” and you can repair all weapons and armor when you rest. (Spellcasters will cast spells at you after you whack them, so it’s best to go after non-spellcasters.)

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