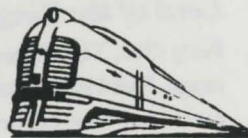


Adventure Express!

October

Late-breaking news from QuestBusters™

1992



Crusaders of the Dark Savant ships! — Really!

Next issue we'll feature one of our rare sneak previews. Bernie Yee has been playing beta versions of Sir-Tech's imminent *Crusaders of the Dark Savant* for months, and he got the near-final version in time for insights such as these: "With well-balanced gameplay, such an expansive world, populated with fascinating characters involved in the midst of a well-written epic, *Crusaders* demonstrates that a game can still come on two disks, take up less than 20 megs of hard drive space, not use earth-shaking graphics modeling, and still be utterly captivating. There is no doubt that *Crusaders* allows you to set foot in a complex, character-driven milieu where you don't feel like you are the only one there, or that the entire world revolves around your party. David Bradley must make one helluva dungeon master." Sir-Tech says the game has gone final and is being duplicated now. The game was set to ship October 1 — really!

Death of a Bard

Latest EA rumor is that they killed production of *Bard's Tale IV*. Why? After reportedly spending close to a million on development in the past year, they still didn't have anything to show for it. And besides, they now own the *Ultima* series, so why compete with yourself?

Might and Magic Candle

Not the combined efforts of Ali Atabek and Jon van Caneghem — this is just a combined headline. The latest word from New World Computing is that *Might & Magic: Clouds of Xeen* was being duplicated and will have shipped by now. From Mindcraft, *Magic Candle III* is due in December. Recently released by Mindcraft, *Siege* is a real-time strategic simulation in which you direct knights, goblins and other characters straight out of a medieval fantasy as they attack or defend one of many castles. To be covered in the next issue of *Simulations!*, it could easily appeal to RPG fans as well as to strategy gamers. (An expansion disk will soon allow head-to-head games via modem.)

Sierra and Westwood resolve trademark disagreement

Sierra was less than thrilled when Westwood mentioned *King's Quest* on the box and in ads for *Legends of Kyrandia*, but the situation was resolved without going to court. Westwood has agreed not to do so in the future, and will put a sticker on the game stating that *Kyrandia* and *King's Quest* are not related. A similar disclaimer will also appear in several new ads.

Ragnarok's revenge

From Norse Helm, this Viking mythology-based RPG we mentioned last month looks like something from 1985, even with VGA graphics. The display is reminiscent of *Ultima II*. We'll have more on it next issue, but meanwhile it's not recommended.

November's clues — in October!

Lord of the Rings, The Two Towers

Party One, The Glittering Caves: Enter the pass due north of Helm's Deep on south side of mountain range. Exit Helm's Deep, and go north along the west bank of river. Follow the wall of Helm's Deep north and then northwest to the pass that faces south. Follow the pass north, west, southwest and south until you reach a dead end and entrance to north central area of level one of Glittering Caves.

An Orc camp might be found along the southeast wall of the widest point of the pass, which enters the Glittering Caves in the northwest area of level two. Theoden, Eomer or Hama must be in party to complete this phase. Talking to Reof about secrets may or may not be needed to open the passage to level two in the south wall of the northwestern tunnel of level one.

Get a Gauntlet of Ogre Power in the southwest portion of level two and fight Hama's ghost. The passage to the surface is in the northwest of level two. Hold your breath in the pool of water in the southeast portion of the level to reach level three. Use Perception in the eastern part of level three to get the other Gauntlet of Ogre Power.

Return to the area along the western shore of the western river (on the map on pages 44 of the game manual) to pick up little rocks and large boulders needed later. Get several rocks and at least one large boulder. Only a character with the Gauntlets can pick up the boulders. Use Devices skill on abandoned mine elevator in northeast section of level one of caves. Take the elevator to level four.

Al C. Giovetti

Dark Queen of Kryn

Combat strategies: fight Enchanted Auraks and Enchanted Sivaks with arrows and spells. Both try and take your with them if you're standing next to them when you die. Elf Valley: the entrance is directly east of Trilloman, on the western slopes of the Steamwall Mountains. When assigned to count the leaves on the Mother of Trees, count four times, returning each time to report the count. Choose the Pluck option the fifth time. Get the Dragon Necklace.

Mike Prero

Heimdall

Third Quest: travel to islands in northwest pattern. Go to island northmost in center. Use Revelation to cross first bridge and get Water spell. Use Revelation on second bridge to get bag of stones. Now head to island directly south of first one. Use bag of stones in room with enchanted bag. Get power. Go to island directly northwest of start. Use powder in room of large ships. Get silver ring.

Go to third island northwest of start. Walk on pressure plates until silver ring falls. Get it. Head to island northeast of start. Use runestones to find path across water. Get silver ring from chest. Go to island directly above the island of large ships. Use Water spell to enter temple. Use all three silver rings near the circle in the floor. You get Odin's sword and will complete the game.

Peter Matta