

Adventure Express!

November

Late-breaking news from QuestBusters™

1992



QuestBusters goes big time!

Well, we're not exactly going four-color and 180 pages. (And in case you are wondering, the graphic to the left is not an illustration of our new office building — just more of the same cheapo clip art we picked up at a swap meet in Tombstone.) But after the page 14 fiasco in the October issue, we have brought in an editorial consultant to upgrade the quality of *QuestBusters* and *Simulations!*. Edgar Schrock will copyedit and proofread each issue and handle special projects to improve both newsletters and other publications. He won't begin on *QuestBusters* until next issue, but did arrive in time for the next *Simulations!*, due out in about ten days. (This will also free up editor Shay Addams to actually review a few more games in future issues.)

Lost in Space Quest with Larry Laffer: Rex Nebular

Everyone is gunning for Sierra, it seems. MicroProse's first animated adventure features a character who acts like Larry Laffer inside a *Space Quest* game. It's still a lot of fun, though, and everyone here enjoys Rex. Most adventurers don't seem to mind a clone, as long as it is entertaining (it's mainly the reviewers and designers who get bent out of shape about clones).

Lure of the Temptress

Haven't figured this one out yet — it's a Virgin game being marketed by Konami. Konami's press release dubs it role-playing, but *Lure* is really an animated adventure with full-screen graphics, animated graphics and logical puzzles. It employs what Konami call the "latest development in artificial intelligence, Virtual Theatre." We'll take a close look at *Lure of the Temptress* next issue (and review the sequel, *Lure of the Fisherman*, in January!). The IBM version just showed up, and an Amiga version is promised.

Wizardry VII Cluebook

Sir-Tech's cluebook will be out in mid-November for \$19.95. The solution won't be in *Quest for Clues: Book of Swords*, but you can order the Sir-Tech book directly from *QuestBusters* (see page 16 for shipping rates). Sir-Tech says the Amiga version of *Crusaders* will be out in the spring.

In the Offing

Coming in February from Sierra is a strange adventure called Inca. It's being developed by Coktel Vision, who did *Gobliins* (reviewed in the November issue). Origin may have *Ultima VII: Serpent's Isle* and *Ultima Underground* out for Christmas, but don't blame Santa if they're not under the tree. Paragon's *Challenge of the Five Realms* is more likely to show up by year's end.

December's clues — in November!

King's Quest VI

Spell book ingredients: Swamp ooze (from bump on log at Isle of Wonder), River Styx Water (from Realm of Dead), Black Horse Feather (Isle of Sacred Mountain), Salt Water (baby tears at Isle of Wonder, Vial of Sacred Water (oracle at Isle of Sacred Mt., after completing catacombs), Falling Water (fountain at Isle of Beast), Skull (catacombs), Hot Oak Embers (Isle of Mist, after using "make rain" spell), Bit of Sulphur & Brimstone (rotten egg at Isle of Wonder), Strand of Maiden Hair (Cassima at Castle)

Norman Hughes

Save the game after Beauty gives you the clothes. From this point you can follow one of two paths with different endings, then restore and try the other one.

Peter Spear

Might & Magic: Clouds of Xeen

In Asp: set SW and NE globes around well to Red to approach device to north. To avoid being repelled in NW part of city, cast Etherealize when just south of northern border of the area. Head north and west from there. Nightshadow: set three dials to 9 to activate/awaken vampire Rivercity: witches are in NW part of city. All party members need Swim skill to approach tent where guild membership is sold. Party should be very strong to attack characters in area west of training grounds. There is a hidden door south of 6,8, the toughest fight in the city.

Charles Jones

People & things: Winter Druid at A3: 6, 1. Autumn Druid at C2: 15, 9. Carlawana at C2: 10, 6. Man who needs Crystals of Piezoelectricity. Xeen Slayer Sword is at Newcastle Dungeon. Xeen's Castle is in Clouds of Xeen above Darzog's Tower. Levitate to walk over clouds. Go north to sign "Xeen 9N." Teleport 9 squares north. You must win 4 cupie dolls at fair to get Cupie Doll for Xeen's Castle. You should be at level 15, with temporary +10 levels, have Xeen Slayer Sword and cast Day of Protection when you tackle Xeen.

Tommy Russell

Frederick Pohl's Gateway

Aleph 4 mission: wait at lake's edge and get salamander. Get behind rock at Heechee dome and wait until aliens arrive. Then go to their village. Enter Chief's hut and hide under floor. When Chief returns, put salamander in tank. Wait until salamander leaves, then follow it back to the lake and retrieve the cylinder. Put cylinder in slot. The code: 4-4-3-2-5. Take all three fans. Put red fan in yellow slot, yellow fan in blue slot, blue fan in red slot. Take machine and return to base.

Mike Prero