

# Adventure Express!

December

Late-breaking news from QuestBusters™

1992



## In time for Christmas?

Because many of you play more than adventure games, this last minute wrap-up of the games that did and didn't ship in time for Christmas will cover more than quests. (It was put together in the third week of November, and games that haven't shipped by this date rarely reach the stores in time.)

*Star Control II* finally docked, but *X-Wing* is looking iffy. *Strike Commander* is definitely still off until January or February. *Lure of the Temptress* is one the best animated adventures since several Sierra's last few releases.

Sierra just released *The Island of Dr. Brain 2*, and *Aces: 1946* has gone final and has arrived. Look for *Turboscience*, *Football*, *The Incredible Machine*, also from Sierra, any minute now. And *Stellar 7* for the Mac. *Space Quest VI* and *Willy Beamish CD* will definitely make it for IBM, according to Sierra.

*Castles 2* is on the shelf. New World's *Spaceward Ho* is a glitzy new space conquest game for Windows 3.1 as well as DOS that lets up to 20 people play. SSI has two new RPGs: *Veil of Darkness* (horror) and *Spelljammer* (science fiction, but there are bug reports, so beware). Paragon's *Challenge of the Five Realms* and *Megatraveller III* are still nowhere in sight, and Legend Entertainment's *Eric the Unready* was rescheduled for January. Konami's *NFL Videopro Football* has kicked off.

## Picks for the season

These are the pick of the games from the last three months of 1992, according to a recent poll of the QuestBusters Guild.

**Animated adventures:** *King's Quest VI*, *Amazon*, *Lure of the Temptress*, *Rex Nebular*, *Quest for Glory III*, *Indiana Jones & Fate of Atlantis*

**Graphic adventures:** *Waxworks*, *Spellcasting 301*

**Text adventures:** *Lost Treasures of Infocom II*

**Role-playing:** *Crusaders of the Dark Savant*, *Might & Magic: Clouds of Xeen*, *The Summoning*, *Spellcraft*, *Dungeon Master*

**Air combat:** *Maximum Overkill*, *Aces: 194*, *Red Baron Mission Builder*, *Islands and Ice* (*Gunship 200 mission disk*), *Fighting Tiger* (*Falcon 3.0 mission disk*)

**Strategy:** *Spaceward Ho*, *Castles II*, *Tetris for Windows*

**Sports:** *Links 386Pro*, *Football* (Dynamix)

**One of a kind:** *The Incredible Machine*, *Stunt Island*

# January's clues — in November!

## Crusaders of the Dark Savant

**Rattkin Ruins:** To get in, you need the Bonsai Tree from Gorn Castle. Use the tree in the Sacred Grove near Rattkin Ruins, then go to Ruins and the tree will let you in.

To get the Reflexion skill: steal a ring from Blindmeis. Go to Ratskell's and have character wearing Ring put hands through window. Ask Blindmeis about Ring of Reflexion (which costs 12,000 gold).

**Dinysceus:** all characters can get Mind Control skill in Temple of Eternal Night. Meditate (after awakening all sleepers) to get it to 100.

**New City:** on terminal, type "023@41A2" at server prompt. At host prompt, type "Black Ship Command". In Personnel files, type "Domina, Vi". After Vi is locked in security cell, access computer and type "018@67C1" at server prompt, "Central Security Access" at host prompt. Go through (C)ontrol menu, deactivate security cell, go talk to Vi. (For free and easy access to a nice fountain under New City, tell Father Rulae: "Holy Sacrament".

Michael Seid

## Spellcraft

### Basic spells

Fireball: 1 Rage + 3P + 6C (Lux)

Fire Barrier: 1 Friendship + 2P + 3S (Lux)

Return Home: 1 Protection + 3J (Sceo)

Dispel: 2 High Hopes + 5J + 7C + 9S (Mens)

Star Healing: 1 Nature + 3S (Sceo)

Magic Wings: 1 Rising Air + 5J + 3P (Aer)

Cure Poison: 2 Hope Restored + 3S (Aer)

Lightning: 2 Falling Birds + 3J + 6C (Aer)

Magic Sword: 2 Protection + 6P + 3C (Erde)

Steam Vapor: 1 Cats Feet + 2J + 3P + 1S (Lux)

Remove Vapor: 1 Tower of Air + 2J + 3C + 1S (Erde)

Orc: 2 Slaves + 3J + 2P + 4C (Erde)

Ice Arrows: 2 Pinpricks + 6P + 3C (Aqua)

Mike Prerobaron

## Darklands

With a decent Alchemist, someone with high Charisma, and little money, you can get very rich fast, even early on — and even gain valuable alchemy training. Go to a large city and see which reagents are sold by the pharmacist and foreign trader. Check formulae you know and see which can be made with available reagents. Buy them, make potions, and have high Charisma guy sell them. Make several batches of potions at a time, and the money rolls in quickly. (The potion I made, Truesight, cost 190 and sold for 260 each.)

Liria Morrell