



Adventure Express!



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Late-breaking news from QuestBusters™!

Magic Candle II: "Cutting the final"

It looks as if *Magic Candle II* will win the race between *Ultima VII*, *Planet's Edge*, *Ultima Underworld* and *Crusaders of the Dark Savant*. All were re-scheduled for spring, but Ali Atabek just told me they are "cutting the final today...it looks like it will be in the stores by mid-February." He says it has a "one of a kind dragon" that can be defeated only by the most highly skilled characters; an alternative solution allows you to get past the fiend without combat.

Planet's Edge is still in beta, and Jon van Caneghem says it "...could be a day, or a few weeks." *Edge* can be solved in two completely different ways, which adds to the time it takes to playtest and debug the program. The Amiga *Might & Magic III* was being duped as we went to press.

Ultima VII and *Crusaders* are set for March. U. S. Gold will release Delphine's *Cruise for a Corpse* in March for Amiga and PC. The next *Indiana Jones* is not due until March or April. It's the biggest one yet — even the titles scenes are interactive, allowing you to move Indy around and interact with his environment as the credits appear.

Near-finished beta versions of Interplay's *Star Trek* are making the rounds of magazines who still review beta copies instead of the games that are actually sold in the stores. Interplay says they're waiting for Paramount's final OK, so it may be out by now. By mid-February, their *Out of this World* will hit for the PC; Amiga is already loose. But you'll have to wait awhile for *Lord of the Rings II*, which was postponed until March.

MPC World: CD software

Got a new CD drive? Then look for *MPC World*, the first magazine devoted to the subject. It's appearing every other month right now, with plans to go monthly. If you're in the market for a CD drive, check out NEC's new M series unit. And

Sierra is offering a Multimedia Kit with an internal Sony drive, a Pro-Audio Spectrum Soundcard, the necessary cables and a raft of CD software for \$795 (800-326-6654).

**QUEST
FOR
NEWS**

Recent releases

Hyperspeed is MicroProse's follow-up to their "combat & role-playing adventure" *Lightspeed*. *Populous II* is out from EA, along with a *PowerMonger* add-on disk (the *World War I Edition*) and the *Populous World Editor*. From Konami/Mirrorsoft, *Bloodwych* is an Amiga game recently converted for PC. Al Giovetti will cover it next issue, as well as *Twilight 2000*, and Russ Ceccola will take a look at *Rocketeer* and *Elvira II*. We'll also get Russ's official CES Party Report.

CES Rumor Control: Star Wars — The Quest?, Moon Rocks from Interplay?

If CES is good for only one thing, it's the rumors. Sure, most of them turn out to be totally false — but they're all so much more entertaining than the usual press releases. One that may prove prophetic, however, came from LucasArts' Noah Falstein. While watching a demo of *Indy and the Fate of Atlantis*, he told me to "...look for us to do something interesting with *Star Wars*." (Note that he didn't say Lucas Arts would do an *adventure* based on the movies, but that's my guess.) The rumor that astronaut Buzz Aldrin would pass out monogrammed moon rocks at Interplay's party for *Race into Space* proved utterly false. Books, we got — paperback books, at that!

Then there were the business-related rumors. The most persistent one was repeated by at least three people, who told me Origin was on the verge of laying off employees. This made sense in light of the fact that they had no new games to sell this Christmas. In reality, however dull and boring it may be, the company has simply stopped hiring everyone who walks in the door (in a year, they've gone from 50 employees to nearly 150). This, of course, also scotches the rumor that the name of Origin's next release was being changed to *Ultima VII: Clean out your Desk*.

March's clues — in February!

Monkey Island II

Hard mode: take shovel from sign by bridge, then walk across. Largo takes your money no matter what you say. At the cartographer, wait until he takes off his monocle, then pick it up and get a sheet of blank paper. Climb in the window on the bar's ship, take the knife, leave. Go to Inn and cut rope with knife. Take cheese squiggles from bowl. Go into room, take wig, leave. Go to launderer and talk to low moral fiber men, asking about leg. Get money for shoe polish, take bucket, keep saying please. Go to carpenter and buy shoe polish. Go back to launderer, shine his leg until he runs out of money. Go across bridge. Go to beach. Get stick, leave. Go to swamp, fill bucket with swamp mud. Get in coffin, paddle right to shack. Get string, right, ask about voodoo doll. Give wig, leave. Paddle to shore, go to cemetery, get bone. Go back to bar (through hatch), ask about Largo. After Largo leaves, get spit with paper. Go to voodoo lady, give spit, go to peninsula, give Dread monocle. Go back to Inn, go to Largo's room, close door, put bucket on door, walk behind dressing shade. Pick up Largo's laundry and give to voodoo woman to get voodoo doll.

Eric Curtis

Conquests of the Longbow

There's a typo in the game (that may have been corrected by now): when Marian says the password for the Queen's Knight is LEIGE, it is really LIEGE.

George Martin

Willy Beamish

In Mansion, get brass chalice and tablecloth in dining room. Go back and use tablecloth on ground around suit of armor. Take the thing sticking out of the armor. After the suit falls, get blueprints and helmet. Go in kitchen and throw chalice at cook. Sneak over behind large cauldron, get saucepan and use it just behind Chef Childish. Push cauldron, then go back and jump on frog conveyor. Stuff her head in the helmet and use the button to stop the conveyor. Go back out to dining room and get caught, but the frog will repay you. In Sludgeworks, use calendar from Tavern on protesters, then use pass on guard. Study blueprints for codes to use machine.

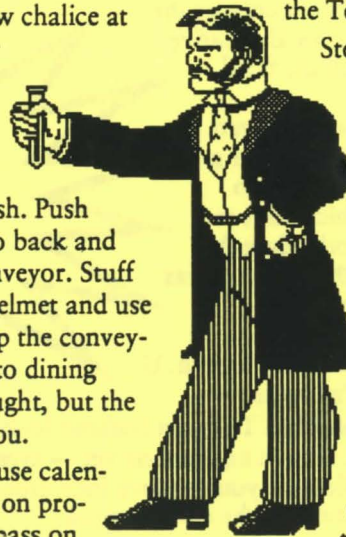
Donald Tong

Eye of ye Beholder II

Beneath Darkmoon, you must find four horns. One is in the far SW bunk on the first level below Darkmoon. Another is in a room to the NE on the second level, near the area with weak walls. A Fighter (Calandre) will join the party if you save her life in the southernmost room, behind a locked door, on this level. The third horn is in the SW part of level three, beyond the room with nine pads (use rocks to hold five pads down, forming an x pattern). There are lots of secret doors beyond this, so try bump-

ing into every wall. You'll find good weapons here as well as a horn. The last horn is on the floor on the fourth (Ant) level. Take the horns back to the main level of Darkmoon and blow all four in front of the stone carving of the four winds, opening a passage to the Test Area.

Steve H. Hicks



Silver Tower: in room with four levers, trip the NW, SW and SE in that order, then enter passage until stopped by final door. Look and press loose brick found before turning to that door. Return to first room and trip last lever (NE) to open final door. When presented with choice of which sparkling teleportation device to

use, enter the right device.

Stone Mouths: when mouth says hidden glow, you need Mantis idol. When mouth says Horn of Greed, you need five rocks. When mouth says one's refuse, you need packet of rotten rations. When mouth says nature's bounty, you need red gem. When mouth says have blade, you need cursed sword "hunger." When mouth says have parched, you need any scroll or map. When mouth says parched liquid, you need any potion. If a mouth say "when we have feasted," step aside to avoid a Fireball and to get rotten rations.

Charles D. Jones