

Adventure Express



The Day of the CD

The CD's ship finally docked this Christmas. In fact, a whole fleet of new CDs pulled into port (or should that be com port 1?). Throughout 1992, CD owners' major dilemma has been whether to buy a new game on floppies or wait for the enhanced CD version. Now the wait won't be as long — and several companies are now shipping the CD version first or simultaneously. LucasArts is showing the PC and CD versions of their upcoming *Day of the Tentacle: Maniac Mansion 2* at CES, for instance. More than a few CD-only games are also cropping up for computers, not to mention Tandy's new VIS, the Sega CD and other machines.

A new *Sherlock Holmes* arrived on CD the week before Christmas. It's the second in ICOM's *Consulting Detective* series. Like the first, it's CD-only and includes three mysteries. The color Mac version shipped first, with PC, Tandy VIS and Sega CD on the way. Another new CD-only Mac game, *The Vampire's Coffin*, hails from Canada's Sanctuary Woods.

A CD-only mystery for PC and Mac CD is shipping from Creative Multimedia, which is calling the series *Virtual Murder*. The first one is *Who Killed Sam Rupert?* They have a fantasy CD-only called *Beyond the Wall of Stars*, which is the first part of a trilogy.

With so many CD-only and simultaneous with floppy releases on the way, it looks as if we will finally have to break down and introduce a regular column about CD games. It will commence with the March issue, and offer hardware tips as well as a look at new CD software.

More new quests

Capstone just shipped *LA Law: The Computer Game*, which uses digitized graphics from the TV series and poses eight cases for you to tackle as a new lawyer on the team. *Indiana Jones and Fate of Atlantis* also turned up for color Macs. *The Spear of Destiny* is a 3-D PC action adventure based on the *Castle Wolfenstein* shareware game making the rounds recently. A Mac conversion of Buena Vista's *Heaven and Earth* also showed up.

Far out West

Sierra's taking a *Blazing Saddles* approach to their 1880's Old West adventure *Freddy Pharkus: Frontier Pharmacist*. Which figures, when you consider it's being written by Al Lowe. There's no set ship date on *Freddy*. Sierra's next major release will be *Space Quest V*. Distributed by Sierra, Coktel Vision — who did *Goblitins* and whose next release will be *Inca* — has two more RPGs lined up for 1993. The *Prophecy* will employ "art video-capture" And if you didn't get enough wacky puzzles in *Goblitins*, a sequel is on the way.

Future Clues

Spellcasting 301

There are two ways to get money. Cast Uppssy on the casino (from outside), and the dealers will stop cheating. Ruelotto is recommended for winning quickly. Every day the maximum wager is raised by 10 gold pieces, so you may want to wait awhile. You may also sell things to the pawn shop. Many items, such as your cloak and Otto's tie, are more valuable if you cast Uppssy on them. You can always buy an item back if you discover it's needed later.

Carl Muckenhoupt

The Summoning

When fighting monsters that can shoot at you (Hags, Specters, Jesters, etc.), or if you're low on spell points, run to an adjacent room and stand next to the wall closest to the room you just left. The monsters will continue firing, but will hit the wall. While you regain spell points, they'll be running into each others' shots and killing themselves! Then go back and finish off the last one, who will be wounded. This trick is especially useful in the Citadel basement.

Mike Blackburn

Rex Nebular

Abandoned City (Machopolis): Go west. Enter car. Bring up controls. Select Sandbar Restaurant. Enter restaurant. Get Fishing Rod and Padlock Key. Disassemble rod for Fishing Line. (Expert Mode: open cash register.) Return to car and go to Abdul's Service Station. Go in side entrance and get Polycement and Rearview Mirror. (Expert: throw bone over fence. Go in side entrance. Throw bone in danger zone under car. Push lift button down.) Exit and go to Kane's Lab. Enter Lab and pull lever on Laser Cannon. Put mirror in laser beam. Exit. (Expert: Go to Macho Prose Software and get penlight on counter. Open for Durafoil cells.) Exit and go to Residential.

Fred J. Philipp

The Legend of Kyrandia

Don't leave the caverns until you get the Will O' Wisp spell. There's a key hidden in a later area that you can't reach using Fireberries; as a Wisp, you can. You must use the Freeze scroll twice. First in the caverns to cross the lava bridge and get the key; make sure you have a tulip, blue gem, yellow gem, red gem and an apple. The globe Malcolm takes is hidden in the west part of the forest. Use Freeze scroll to get globe. Take it back to the fountain and fill a flask with magic water. Drink it and fill flask again. Take flask to hut and pour in cauldron. Put tulip and yellow gem in cauldron....

Jim Davis