

Adventure Express



Eric the Unready: All aboard the Quest Bus

Legend Entertainment's *Eric* is Bob Bates' latest quest. The longer you've been playing adventures, the more you'll appreciate the humor — the *Zork* jokes in particular. *Eric* is also Bates' easiest game yet. Maybe he wanted to be sure everyone gets to read all the jokes!

Lord of the Ringworld?

Described in Russ Cecolla's CES story in the accompanying issue, *Ringworld* was in production as we prepared to mail this issue and should be in the stores in early February. Incidentally, it turns out that Tsunami Media, the game's developer, is not the same Tsunami run by Joe Ybarra. It's based in Coarsegold, California, and about half the staff are former Sierra people. That explains the connection with another Coarsegold resident, Jim Walls, whose *Blue Force* is set to ship in May. (However, there is no truth to the rumor that they are teaming up with Interplay to produce a series called *Lord of the Ringworld*.)

SSI's Vaporquests

Dark Sun is now scheduled to ship in mid-March. All they will say about *M* is "later in the year." But if it's delayed much longer, they'll have to change the name to *Z*.

Spaceward Ho!

About half the people who get Adventure Express also received their *Simulations!* with this issue. So we'll take this opportunity to point out that New World's *Spaceward Ho!* was actually designed by Delta Tau, who did an earlier version for the Mac. And the review was in error about the lack of copy protection, perhaps because it is so unobtrusive.

Source of the Swords

The swords depicted on the cover of *Quest for Clues: The Book of Swords* are from Richard Garriott's collection. But rumor has it the shield is actually a used hub cap from his monster truck collection.

Future Clues

Star Control 2

Secrets of quaspace: between Chandreskhar and Ciroiini is a port that opens from the 17th to 20th only and takes you to a new dimension called quaspace. Take the warp pod from the derelict Urquan dreadnaught (on Alpha Pavonis VII) into quaspace and enter the upper-right portal (a big one) to visit the Arilou homeworld. They will use the warp pod to create a custome portal-spawner for your starship. You can use it to enter quaspace any-time, anywhere, from hyperspace.

The Thraddash and Ilwrath: to eliminate both, find 'caster (on moon of Arcturus I) and go to the Ilwrath homeworld (in Alpha Tauri). Use the 'caster as soon as you enter the system. Tell the Ilwrath to attack another target, and they'll go after the Thraddash. In a few weeks, they'll annihilate each other.

Matt Bergeron

Ultima Underworld 2

Flood control center combination: key is switch up, chain up, button out and lever up. Go through maze and find key. To get the door to the flood lever to appear, the switch must be down, the chain down, the button in and the lever down. Go through maze, find door and open it with key. Pull lever, and flood gate opens.

John Mason

Ice Caverns lever puzzle: for key, switch is up, pull chain is up, button is orange, lever is down. For door, switch is down, lever is down, pull chain is up, button is dark.

Runes: kill goblins on level 5 of Prison Tower, and thief on level 3 of sewers. Mani rune is in northeast part of Ice Caverns level 1. Nystul has some runes in the back room in Lord British's castle.

Blackrock Gems: in Killion's Keep, go to second level dungeon. Search for secret door to north. Follow path to room with four candles. Take four candles to disarm trap; gem is in middle of room.

Prison Tower: get franzium gauntlets from goblin on level 6. See armorer on level 5 for duplicate. Free Bishop on level 8 by giving him one of the franzium gauntlets.

Tommy Russell

Eric the Unready

Examination chamber: look in pocket. Read paper to girl. Give hanky to girl. Put leaf in hanky. Wait. Again. N. Stand in wine. Wear ring. Wait (for girl). Remove ring. Out. Give book to girl. Wait (for statue's mouth to open). N.

Bruce A. Smith