

Adventure Express



Crusaders Clue Book on the Way!

Sir-Tech just shipped a 179-page clue book for *Crusaders of the Dark Savant*, with complete maps. We will have them in stock by the time you read this, so advance orders should arrive within a week. To order, send \$19.95 plus shipping (\$3 in USA, others see back cover of *QB*). The usual free issues will be added to your membership.

Space Quest 5 solution

An erroneous item in the March "Adventure Road" column says the solution is included in *The Official Space Quest Companion*. But it turns out the book merely provides a preview of the game. So if you ordered the book from us, we'll send a free copy of the solution, which is underway in production.

Patch update

Norsehelm Productions has a pair of patches for *Ragnarok*. One provides sound support for Pro Audio Spectrum, Sound Blaster & Pro, Ad Lib and Sound Source. The other fixes all known bugs, including lycanthropic and equipping. Call customer support: 1-800-892-3488.

More sound boards?

That's *all* we need. Logitech released the SoundMan 16, which is Sound Blaster-compatible. It has software-selectable IRQ, DMA and IO settings, so you never have to open the computer and fiddle with all those jumpers and switches on the board. And Gravis has a new board, UltraSound, that is also SB-compatible (we'll have a look at the latter in issue # 8 of *Simulations!*).

Amiga conversions

Bard's Tale Construction Set has been released by Interplay. *Crusaders of the Dark Savant* will be out for Amiga later this year.

Future Clues

Lure of the Temptress

In town: Talk to strangers to automatically ask them about who you're currently seeking. Explore town and meet Gwyn, Luthern the Blacksmith and Mallin. If you meet Luthern on the street, talk and answer 1. Follow him to the ship, and he'll tell you about Goewyn. Mallin will give you a gold bar if you answer 1. Take it to Ewan in the general store. Give it to him, and you'll get 12 groats and a gem. Exit east and south and look at sign. Note description of gem. Go into Magpie and talk to barmaid. When she tells about Morkus, give her a gem, and you'll get the flask. Talk to Morkus, bribe him, talk to him again. Return to Luthern and tell him the bad news. Return to outside of Magpie and talk to stranger sitting in square. When real contact is made, he'll give you a lockpick.

David Riesberg

Magic Candle III

To read a sign on the other side of a wall, talk to it instead of looking at it.

Eddie Deale

Ultima Underground

Key to Armory in Britannia: though a Thief in the sewers will tell you he lost the key to a green giant, he really means he lost it to a Reaper in the southeast section of level 4. You need powerful magic or a weapon to kill the Reaper. Try the Lightning Wand from the headless area, or the Jewelled Sword of Major Damage in the Reaper area (to get the sword, shake rose bush several times, and it will be revealed). After slaying Reaper, go to back of room and search debris in the hole to find the key.

The Dam Maze (Ice World): the combination to find the key is up, up, up, out. The combination to find the door is down, down, up, in.

Liria Morrell

Crusaders of the Dark Savant

When you find a treasure chest, save. If you don't like what you find inside, restore the game and try again: sometimes you'll get a better weapon, etc. Use the Identify spell to see how powerful and what the item is. This works on most chests in the game.

Jason Smith