

Adventure Express



Out at last

Tsunami expects to ship *Blue Force: The Next of Kin* by the end of May. It's the latest animated adventure from Jim Walls, who did the first three games in Sierra's *Police Quest* series. A CD version of *Wacky Funsters* is due out about the same time.

Dynamix has the Sega CD of *Willy Beamish* on the shelves. They said *Krondor* was actually ahead of schedule, so it could be available by month's end. *Legacy of Terror*, from Micro Prose, is ready to go. Bethesda Softworks has an add-on disk for *Terminator 2029*. Called *Operation Scour*, it provides twelve new missions and enhanced graphics. *Eye of the Beholder III* shipped from Strategic Simulations.

CES preview

Everyone is gearing up for the Chicago CES in June. Many companies hold off of making new product releases until the show. LucasArts, however, let us know in advance what they've got lined up for the rest of the year. *The Dig*, Brian Moriarty's first adventure since *Loom*, is scheduled for the fall. It's a science fiction story. LucasArts says a major Hollywood film producer/director was involved in the production.

Lucas has *Sam & Max Hit the Road* set for this fall too. Starring a bunny and a rabbit who are detectives looking for Big Foot, it sounds like a kid's game. But Lucas says it works on two levels and will actually appeal more to adults.

They plan three CD releases later this year: *Day of the Tentacle* and *Indiana Jones and the Fate of Atlantis* will be "Talkies" that feature voices by professional actors, while *Rebel Assault* is a Star Wars arcade game that won't be released on floppy.

Sierra will be showing *Gabriel Knight* at CES. This "Hitchcockian psychosuspense" story is set in New Orleans and was written by Jane Jensen, who worked with Robert Williams on the latest *King's Quest*. Look for it later this fall. Paragon has apparently shut down production on *Megatraveller 3*.

Future Clues

Ultima 7, Part 2: Serpent's Isle

To pass the Knights Test: collect the keys to open the doors. To get the key on top of the pillar, stack the stones to get the key. Look at the walls. If a wall has a secret door, the game will show the word "wall" with a capital "W". After you find the third secret door, you will get to the exit. There you will have to duel the dungeon master. Get Dupre and Shamino, who are waiting for you, to rejoin before attempting to defeat him.

Tommy Russell

Eric the Unready

Swamp of Perdition: don't forget to give "?" the berries for direction.

Island of Lilliput: there is a conveyer used to make things smaller or larger. Think about the dragon and the iceberg.

At the fair: to get the Steak of Eternity, you must be wearing the Jester's cap, the gloves, the chamberpot, and the scarf from the maypole. (They protect you from his fiery breath.) You have to get put in the stocks so a boy can throw an apple at you. Give it to the guy roasting a pig, and get his gloves when he leaves.

Marjorie Bullers

Ultima Underground II

Ethereal Void, Ultima 1-type dungeon: don't enter the Moongate right away. Keep exploring the maze, and you'll find an axe on the ground. Take it! It is the Axe of Lifestealing, which takes hit points from enemies and gives them to you. This is helpful in the final battle against Mors Gotha if you have high axe skill.

Tomb of Praecor Loth, level 4: to get by the second liche's barrier, you must disarm a trap. Head east, and you will find a room of pillars. Cast Daylight to see the other side of the room, then cast Telekinesis. Move the candles from the other side of the room into your possession. The barrier near the liche will disappear.

If the game is too dark: delete the file "shades.dat". This eliminates all shadows in the game.

Tommy Russell