

Adventure Express



More solutions added to *Book of Clues*

Since closing the current issue of *QB*, we have obtained walkthrough for *Might & Magic: Dark Side of Xeen* and the third *Xeen* game that results from installing *Dark Side* and *Clouds of Xeen* together. And Mindcraft Software offered to provide a solution for their upcoming release, *Bloodstone*.

In case you are wondering how we can offer such a great deal on *QuestBusters: The Book of Clues* (\$12.99 for advance orders!), it is the first clue book we will publish independently. That's also the reason we can guarantee advance orders will be shipped before it reaches the stores. We have brought in a New York design team and Michael Winterbauer, the artist who did the cover for both *Xeen* games, to ensure the highest production values in the book. (See page 11 of the June/July issue for special advance order prices.)

More new quests

Well, nothing has arrived except *Dark Side. Bloodstone* will be set in a Dwarven world where your decisions regarding two tribes of Dwarves determine which alternative ending you see. *King's Ransom*, a role-playing game from Canada's ReadySoft, is due in September for Amiga, IBM and IBM CD. And Al Lowe's Leisure Suit Larry VI is supposed to be out in November. Al promises "more girls than ever before..." in this quest, which has no subtitle at the moment. The big adventure for July and August looks like *Gateway: Homeworld II*. Role-playing fans should check out *Dark Side of Xeen* and Sir-Tech's *Realms of Arcania*.

Circle of Scepters

So far ten people have signed up for lifetime memberships by joining the Circle of Scepters, which leaves room for only 90 more. Join now, and get *QuestBusters: The Book of Clues* as one of your two free books (or pick any one game). Rates are \$300 to USA and APO, \$350 to Canada/Mexico, \$400 overseas Air Mail.

Future Clues

Dark Side of Xeen

Great Pyramid, level 2: code number is 1701

Darkstone Tower, level 5: answer is 120

Monk at A4: 1, 4: answer is Palindrome

Location of treasure: talk to tree at E2: 8, 15

Great Northern Tower, level 4: have characters sit on all four emotion thrones, then sit on euphoria throne to boost levels and stats

Dragon Clouds above Dragon Tower: first drink from the best Darkside fountains (+100 element resistance, +2,500 hit points, +100 might, +1,000 spell points), then cast elemental protection spells, heroism, etc. Save after every few encounters. Lots of crystals are strewn about here, each granting five permanent level increases.

To complete the quest: you need Lord Xeen's Scepter of Temporal Distortion and Sheltem's Cube of Power. Free Prince Roland beneath Castle Alamar, awaken the Sleepers on each corner of the skyroads (say earth, air, water or fire to enter elemental planes) and activate reflectors at four corners of upper Xeen, not Darkside.

Eddie Deale

Alone in the Dark

Art gallery & Library: in gallery, shoot Indian painting with bow. Go to room, pick up fake book, push grandfather clock, get key. **In library:** use lamp. Run to left side and search bookshelf that says there's a mechanism to trigger. Use fake book. Enter passageway. Get talisman. Pick up knives. Some books may be deadly; read them inside pentacle. Use sacrificial knife to kill creature in library; search for more books.

Joaquin Nepomuceno

Ultima VII: Serpent Isle

Goblin country, King's Treasure Chamber: get the key from Pomdirgun by entering village in valley's center after 12 and slaying him in largest hut. Also get Shamino's arrows and treasure, then free one Pikeman in prison. Get scrolls and Helmet of Courage in Chamber, give scrolls to Brendann or Caladin, and they will jail Marsten and Spektor.

Clancy F. Shaffer and Fred J. Philipp