

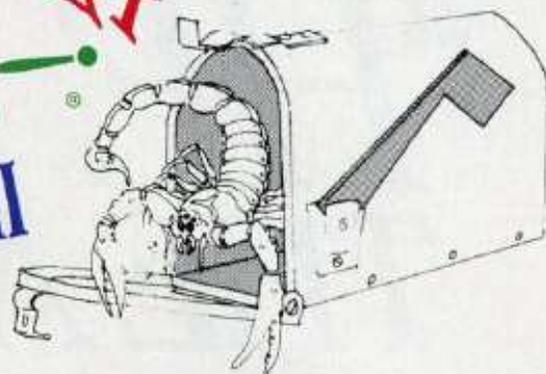
Scorpion's Mail

Advanced
Engineers & Dragons

WIZARDRY

Might and Magic III

ELVIRA



Well, the old back room isn't as crowded as I thought it would be. Probably because all those releases that were supposed to be fighting for room in your Christmas stocking didn't show up. Oh, Sierra got a few goodies out the door and New World published *Might & Magic III*, but as I write this, there isn't much else on the market — no *Ultima VII* (it will be February, at least), no *Wizardry VII* (February, to be precise), no *Magic Candle II* ...you get the picture.

So, at least for those of us who prefer adventure/CRPG games, it's been a lean holiday season (sniff). That's been reflected in the mail bag, too. The last couple of months have been the lowest in letters received the whole year, at a time when it's often the heaviest. Ah well, less work for me! (grin)

Might & Magic III: By far, the majority of letters were about this one, which isn't surprising. Lots of questions about bugs from those who purchased the initial version, but those were covered pretty thoroughly last issue in my "MM3 Tips" article. All I'll say about that is, if you run into any of them, send your disks back to New World for the update. It will save you a lot of frustration.

Speaking of frustration, if you're having a hard time with any of the puzzles, you may want to visit the pyramids (except the one on the Isle of Fire, which has no solutions). They have the answers to pretty much everything. The drawback is that you don't know what you'll hear until you hear it, so you may end up getting answers you didn't really want to know about. On the other hand, at least you can't become permanently stuck on any puzzle, either.

Eye of the Beholder: Here are some more clues to the hidden bonuses for those who like to do *everything*. On level 9, have ya ever wondered about that inscription on the wall about the key

being on the other side? Bet you looked all around and couldn't find a key. That's because, strictly speaking, there isn't a key to be found. On the other hand, if you could figure out what to do at that place where the inscription is written, really throw yourself into the problem, as it were, you just might discover something. A little further down, on level 10, is a room with some niches and Mantis guards. You probably killed the guards and grabbed all the stuff (most of which isn't all that terrific). That's a start. Now you have to do something else. Don't be chicken!

Elvira: Down in the catacombs is one very nasty critter with a rock. You don't want to go up against this thing until you have the right weapon. That just happens to be the crusader sword. Nothing else will really do the job. Of course, *finding* the sword, that's another matter (heh). You'll have to go through the garden maze first, among other things.

Bane of the Cosmic Forge: Having dispensed with Bane and Rebecca, some people are stopped cold by the final grate that wants a password before it will open. This would be a good time to read that King's diary you've been lugging around for most of the game. What's that you say? It's in code? Well, shucks, here I thought you were a star adventurer and could figure that one out.

Spellcasting 201: Elevephants, dontcha just love 'em? No? Aww, too bad. Maybe that's because they're so big and mean-tempered. Oh, you got all that taken care of and now you want to slip the thing out of the frat house. Let's face it, elevephants weren't born to be stealthy. Tip-toeing through the tulips isn't exactly their forte. So, you just better forget about going through the front door and look for another way out.

Pools of Darkness: Like most gold box productions, *Pools* is pretty straightforward, except when it comes to

Moander's Heart. This area is giving a lot of people some fits. That's mostly because of the Watcher. She's never in the same place twice, so you have to run around a lot to find her. And you have to find her several times. She's the key to the solution of this entire area, so keep looking. Without her help, you'll never finish this segment.

King's Quest V: Some folks are in too much of a hurry to get past the snake. Relax a little. Do everything in and around the town first. If you try going into the mountains with some things left undone, you either won't get very far, or you'll find yourself in a no-win situation. After a certain point, there's no turning back. By the way, don't eat the pie! It has a much more important purpose than filling your tummy.

Timequest: The convolutions of this one are causing headaches in a few people. This is not surprising, the way various time periods link to each other. Keep in mind that King Tut/Charlemagne/Napoleon need to be done pretty much together, as the last sequence in the game. The thread begins with Charlemagne (or, more properly, his crown), although Peking 1940 has to be done before you can start up this route. Get everything else finished first, then work on this chain, the most complicated in the game.

That's about it for this look into the mailbag. Remember, if you need help with an adventure game, you can reach me in the following ways:

On Delphi: Visit the GameSIG (under the Groups & Clubs menu). On GENie: Stop by the Games Round Table (type: Scorpia to reach the Games RT). By US Mail (enclose a self-addressed, stamped envelope if you live in the United States): Scorpia, P.O. Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring! caw

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