

## Scorpion's Mail

## Hints For Adventure Games

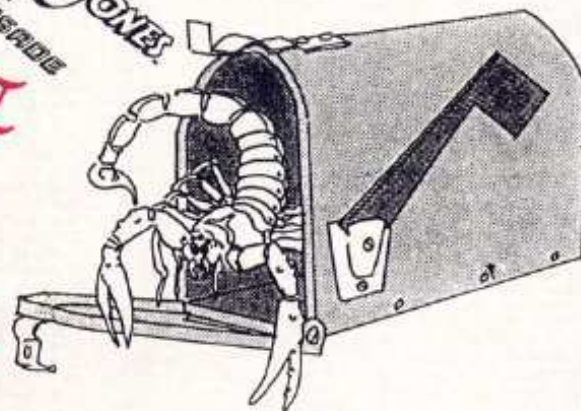
As Told By Scorpia

WASTELAND

The Fool's Errand

WING  
COMMANDER

Ultima V

INDIANA JONES  
and the  
LAST CRUSADE

**W**ell, it's a good thing Fred and I made some extra room back here. The number of requests for the secret of the *Ultima VI* cheat menu exceeded even my expectations. I have begun to wonder if I should have said anything about knowing it. It seems to have caused a veritable flood into my mailbox (not to mention the back room here, which has suddenly become very crowded).

No matter, I can handle it (I hope!). Meanwhile, let me put in a reminder here to be careful with those SASE's. One reply came back to my box (over two weeks after I sent it!) because the correspondent had used, not a postage stamp, but a Nature Conservancy stamp, on the envelope (oops). And there are still those who forget to enclose a SASE in the first place. You really need to have one if you live in the United States, folks (that is, if you live in the U.S. and want a reply!). With all that said, we can move on to this month's questions.

**Ultima V:** People continue to have some difficulties with *Dungeon Shame*. In particular, they can't find the way out of the first room, and they know there has to be more than that. Quite right, there's *definitely* much more. To reach that "much more," you need to be pushy. Axes and arrows aren't going to work in this instance; you'll have to get your own hands dirty. Also, regarding *Dungeon Doom*: this place is tricky. There's more than one way to various levels, and you can spend a lot of time going in circles. What you really want to find is a room with (among other critters) some sandtraps. When you've reached that, you're on the right path.

**Wasteland:** Folks are still having problems with obtaining the four special keys needed for the end game at Base Cochise. One can be gotten from the Cyborg Commandos in Las Vegas. The other three can be found in Citadel. You

will have to go through Citadel very carefully to get all of them.

**Quest for Glory** (formerly **Hero's Quest**): Some readers have been having a hard time looking for the secret entrance to the Brigand's fortress. They've been doing all sorts of things in the tavern, thinking that the way is under the trap door. Nope. Wrong. The trap door has nothing to do with it (as any Thief could tell you, hehe). The entrance is in the outdoors, cleverly concealed amongst some rocks. Just be careful you don't get bounced around. Also, for those who have been asking why **Sierra** suddenly changed the name of this series from *Hero's Quest* to *Quest For Glory*, it's simple: *Hero's Quest* (as a game title) had already been snapped up by **Milton Bradley**. To avoid all sorts of problems, **Sierra** thus made a little change in the title of their product.

**Wing Commander:** I haven't played this one; it's not really my type of game. However, there is one tip about it that I'd like to pass along. Going by the many messages online about WC (of nearly universal acclaim, too), it appears that best results are obtained by using an item called the **Kraft Thunderstick**. Those who switched from whatever they were using before to this particular joystick found the game much more playable.

**Fool's Errand:** Of the several really difficult puzzles in the game, one that seems to be driving folks up the wall, is catching the elusive question mark that always bounces away when you get close to it. The secret to success here is obtained in the solution to another puzzle. Remember the points of the compass. Also, when putting together the Sun map, check the tiles against the paragraphs on the scrolls. Most (though not all) tiles will have something on them that relates to a paragraph, and the tiles should be assembled in the same order

as the paragraphs on the scrolls, beginning with the Sun tile.

**Ultima VI:** As I mentioned in my original article on this game several issues ago, it is perfectly all right to take anything you want from Lord British's castle. That includes chests, locked or not, as well as the potions sitting on the table (although I never bothered with potions myself), and items in boxes and barrels. This time around, you don't have to be afraid to snarf anything.

**Indiana Jones & The Quest for the Holy Grail:** Most people are aware there's a key in Henry Jones' house they have to find. Only they can't find it. Well, the place is such a mess already, a little more won't hurt, right? So you may want to try knocking things around a bit; you never know what you might find.

**Neuromancer:** Money. Everyone seems to want money. Not surprising, really, since you need plenty of bucks to equip yourself with the very latest in cyber-decks. There are several ways to obtain cash here (admittedly, not very legally). One is to have a chat with a certain Panther Modern, who can be quite helpful in this regard (he can be helpful in other ways, too).

That's about all for this trek into the mailroom. In the meantime, if you need help with an adventure game (please, no questions about war, strategy, or arcade-type games!), you can reach me in the following ways:

On Delphi: Stop by the GameSIG (under the Groups and Clubs menu). On GEnie: visit the Games RoundTable (type: Scorpia to reach the Games RT). By US Mail (enclose a self-addressed stamped envelope if you live in the United States): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring!

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