

# In A Pinch?

*Scorpia Leads The Way Out Of Some Tight Spaces*

**S**eems that mysterious wall map in *Prisoner Of Ice* just refuses to open. What you need isn't obvious, nor is the location, and it's hard to see, besides. Check out the doctor's office very carefully, moving the cursor slowly, so you don't miss anything. You'll get the point eventually.


tle trouble finding a specimen of his blood (a necessary ingredient to the ritual). Since he died rather a long time ago, there's no handy corpse around to provide a donation, but perhaps something else can be made to serve the purpose. This is where you need to be on the cutting edge, and not afraid to do a little vandalism. You can learn a lot from reading books.

**Gabriel Knight 2**—So here's Gabe in the dressing room of the opera house,

about to make an unscheduled appearance in the performance...provided he doesn't get caught, of course.

Things will not go well if the singer catches sight of our hero. Obviously then, Gabe shouldn't be obvious (heh). The first item to reflect on is clouding the issue a bit, then ducking out of sight. Follow this up with an immobilization,

two ways to reach the Unity Device and neither are especially easy. You can refuse the Chodak escort and go to the computer on your own. Then you can record the Device's coordinates before the Chodak show up again and wipe the data. This means going through the security room twice, but you only have to maneuver one person across to the door. The other way is to go with the Chodak, then use information you've picked up elsewhere to go to the black hole, and from there, about 30 light years into Romulan space to grab the light waves that will pinpoint the Device. This, alas, means fighting a lot of Romulan ships, as well as finding the right course into their territory, so you're really better off doing it the other way.

**Entomorph**—So Squire Warrick is crawling around the ant hill, and getting nowhere fast. That's not too surprising, since this is one area he can't conquer on his own. It's alright to poke around in there so you know the territory, but don't expect to get much done, beyond learning how to stay alive for awhile. No, in this case, you're going to have to obtain a little aid from some cousins of mine in the arachnid family, who have, as it were, a world wide web of their own. 



**CHATEAU ROSEBUD** A nice bouquet of flowers can do wonders for perking up the spirits in *GABRIEL KNIGHT 2*.

**Anvil Of Dawn**—In the Underground City, there's a sleeping imp who dreams about spells. Some people would like to "listen in" on those dreams and maybe learn some new magic. Only every time you pop in, the imp wakes up, and doesn't go back to sleep until you leave. Well, maybe if you had a little time on (in?) your hands, you could keep things quiet long enough to find out what you want to know. I don't need to spell it out any more than that.

**Shannara**—Adventurers looking to raise the ghost of Stenmin are having a lit-

and you'll have this problem all taped up.

**Discworld**—Rincewind would love to get his hands on the fishmonger's belt buckle. Very likely, you've figured out the prunes and caviar part, but that isn't quite enough in this case. Some prep work is necessary here. First, you'll need several helping arms (string them along). Then you need something that will provide the fishmonger with his just desserts. After both have gone down the hatch (so to speak), the belt buckle will be yours for the taking.

**Star Trek: A Final Unity**—There are

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▶**AOL (new!)**: Scorpia's Lair (keyword: Scorpia).

▶**Delphi**: GameSIG (Groups and Clubs menu).

▶**GEnie**: Games RoundTable (type: Scorpia)

▶**U.S. Mail** (with a self-addressed, stamped envelope if you live in the U.S.)  
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