Scorpia Goes Gold

The Queen Of Crustaceans Comes To The Rescue For The 50th Time

This is something of a momentous occasion–the *50th Mail column* (Eek! It can't be *that* many, can it?). That's a lot of columns and a lot of mail–and a lot of years, but let's not count those (wink). Even after all this time, I still enjoy helping out gamers where I can. I get a kick out of hearing that someone was able to complete a game thanks to a hint I gave. But let's not get maudlin here (I have a reputation to maintain, after all!). Besides, the mail sacks are waiting...

ANVIL OF DAWN: Most of the puzzles aren't too tough, but many adventurers tend to have trouble in the Barrier. Specifically, they're having a hard time getting out the other door. This requires several steps. The first one is getting to the floor plates in the extreme four corners of the level. All of those have to be weighed down. Then there are some switches that have to be pulled, including along the exit corridor. After you've done all that, you'll be able to go on to bigger and better dungeons.

DARK SEED II: One of the tricky situations in this game is determining who is Ik and who is Uk. This is easy to do, once you have all the necessary information. You need to speak to them first to start off. Then you have a little chat with the officer in the jail near the Hall of Justice, and follow that up with a conversation with the guard outside the house. That will give you everything you need to know to tell the twins apart correctly.

DISCWORLD: Rincewind's adventure continues to give gamers fits (well, it *is* one of the harder games around these days). One section causing premature gray is getting the broomstick back from Windlepoons in Act III. For this, you need something slinky, something stiffening, and a fertile imagination. Put them all together, and you'll be able to make the switch.

EYE OF THE BEHOLDER II: After a long hiatus, this one appears to be popular again (must have something to do with those shovelware multipacks. Heh). There are several tricky instances in the game, and one of them is the place with the sign that reads "You must leave many things behind." Well, "many" doesn't mean "all," and you don't need to put something on every floor plate, just on some of them. Think of it as marking the spot.

GABRIEL KNIGHT 2: The end game in the basement can seem harder than it actually is if you don't realize that Gabe can shut the doors down there. Just trying to chase the werewolf around won't work; he'll get away every time. You must close off access to all the bolt holes before you go after him. Then, you have to work out the one right path to force him into the furnace room.

I HAVE NO MOUTH: Ted's scenario isn't too difficult, except perhaps for discovering the location of the mirror. The devil's hint is a trifle on the obscure side, and he isn't referring to the evil chapel (which would seem the likely spot). In this case, you'll probably want to catch up on your reading; there's some hot stuff to check out.

PRISONER OF ICE: Some folks have found the office safe to be a bit difficult to open up. They have half the combination, but the other part eludes them. That half is not easy to find, and you could use the brute force method (trying all the numbers on the dials) as a last resort. But it's much easier to just get the second set of numbers. You'll want to check out the reading material in McLaglen's room very carefully, and very slowly.

Until next time, happy adventuring!

Scorpion's Mail

THE ORIGINAL SCORPION'S MAIL Scorpion's first Mail column appeared in the March, 1988 issue of *CGW* (#45). It had hints for BEYOND ZORK, BARD'S TALE I, ULTIMA IV, MIGHT & MAGIC, as well as other games even more obscure. Hints historians can find her first column online at www.zd.com/gaming. The old arachnid's aged rather well, wouldn't you say?

CG ON-LINE

Reach Scorpia at:

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- **Delphi**: GameSIG (Groups and Clubs menu).
- **GEnie**: Games RoundTable (type: Scorpia)
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