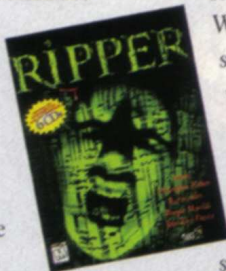


# Hinting Around

*Don't Take An Axe To Your Rig—Read Scorpia's Tips Instead*

So here we are, out of the dry (gamewise) summer and into, everyone hopes, a bountiful pre-Christmas season of gaming. I sure hope so, because we can certainly use some good new products, especially role-playing games. Many of the letters I've been receiving lately have said, pretty much, "adventure games are nice, but where are the CRPGs?" Where, indeed?

So few have been released this year you can count them on one hand. That's dismal, to say the least. The renaissance of the adventure game has really overshadowed the RPG the last couple of years. So we can only hope that, before too long, rumors of such games as the new *MIGHT & MAGIC*, *ULTIMA IX*, *LANDS OF LORE II*, *DAGGERFALL*, *WIZARDRY VIII*, and so on, will turn out to be reality (any game not in my claws, or not in the stores, is a rumor as far as I am concerned). In the meantime, there's still



mail on older games to be answered, so let's get to it.

**RIPPER:** People fooling around in the Isis well may be having a little trouble "breaking the Ice" (heh). The Egyptian hieroglyphics can be confusing, and this can be a tough puzzle until you catch on to the secret. Then it's as simple as A, B, C, if you know where to start, and you should.

**STONEKEEP:** Fighting in this game was pretty easy for the most part, until the party arrived in the Palace of Shadows. Then it turned very tough, very quickly. With every combat a real life-or-death struggle, I looked around for a better way, and found one: invisibility! Once the group couldn't be seen, the monsters were duck soup. We could walk right up to them, beat on them and they never noticed a thing. Good stuff! Just remember when fighting those skeletons that you have to pick up the skulls, swords and helms they drop, or the critters will come back together again.

**GABRIEL KNIGHT 2: THE BEAST WITHIN:** A lot of gamers are having trouble finding matches at the hunting lodge. First, the fire has to be going in the fireplace. That means visiting all the rooms upstairs, including a certain locked one. Then check the mantle over the fireplace very carefully. The box is small and easy to miss. But if the fire is going, the matches are there, so look close, and you should see them.

**LANDS OF LORE I:** People are still playing this one, and still having the same difficulties. One of those is the White Tower, particularly the snakes upstairs. Unfortunately, there isn't anything you can do about them once they appear; you just have to stand there and take the damage. So you have to stop them from showing up, and that means killing the ghosts as soon as possible. It's the ghosts that summon the snakes. No ghosts, no snakes.

That's easier said than done (as I well know!), but using emerald swords can help matters a great deal; those are the best weapons against spooks.

**ENTOMORPH:** Some folks are a little bugged (heh) by not being able to do anything in the pyramid. At least, not without a certain coin. This is a tricky thing to find, but if you look carefully around the third rebel hideout, you may come across it. Just don't expect anyone there to roll out the carpet for you.

**ULTIMA VII: SERPENT ISLE:** Yep, the *ULTIMAS* remain popular, and so do the problems. In this case, it's getting the password to a certain gate up in Gwani land. This one is not easy. First, of course, you have to help the Gwanis. Then you have to remember you're looking for Batlin. Then you have to do something to get on his trail again. Finally, after all that, you need to find someone (not too far off) who will give you the password.

**ANVIL OF DAWN:** Some gamers are, so to speak, stuck on the heights. They've gone through Quagmire, climbed the mountain, and now discover they can't go any farther, at least not on their own. Reaching the evil stronghold across the way requires help, and if you think otherwise, you're just whistling in the dark.

**RAWENLOFT: STONE PROPHECY:** Players at the end game are wondering what to do now that they have Anhktepot coming after them. Well, I don't suggest trying to fight him; that's a losing proposition. However, if you've reassembled the two seals and used them in the proper places (which you should do before waking the Big A), then all that's necessary is to play follow-the-leader and bring about the happy reunion.

And that's it for this look into the mailbag. Until next time, happy adventuring! ☘

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