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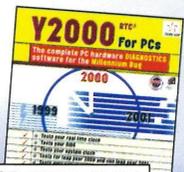


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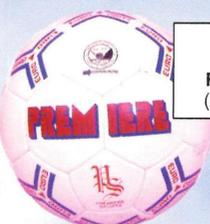


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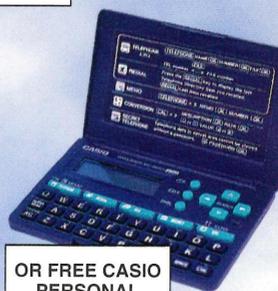
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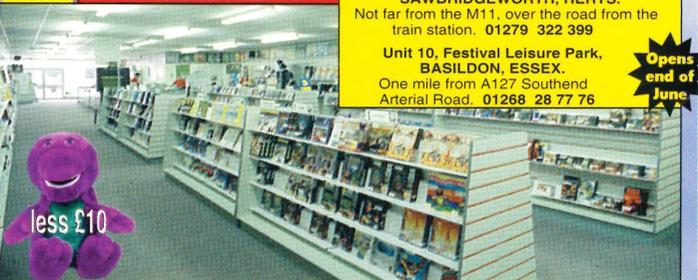
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# EDITORIAL

Welcome back! Or, of course, if you're a new reader to the mag be prepared for the greatest paper party on earth! This issue there's a shed full of game delights...

**W**hat has happened to the weather? A couple of days of sun and then rain, sleet and snow, don't tell me I've slept through the summer. Oh well never mind, if you can't go outside you might as well get on with completing those new games you bought and who better to help you on your merry way than the magazine they call UPC Strategies?

This time of year is traditionally quiet as far as game releases go but we have still managed to find some huge games to bust and include in this issue; *Civilisation: Call to Power*, *X-Wing Alliance*, *Redline*,

*GTA London* plus many more. We have even added a new section covering online gaming, which starts this month with the greatly anticipated *Half-Life* mod, *Team Fortress Classic*.

As if that lot isn't enough, we have filled the CD to bursting point with all the tips, cheats and trainers you could need in a month of wet Sundays.

See you on the next month page...



## THE TEAM

### Simon

#### GAME OF THE MONTH: REDLINE

Simon has been spending most of his time this month moaning at the new boy, Charles, for not being spot on with everything he has done and organizing bets on everything from the lottery to the Grand National.

The power seems to have gone to his head and everybody is sure we will soon see cups of tea and slippers being taken to his table as he reclines in his easy chair and makes up useless memos, but hey, why change the habit of a lifetime eh? As for playing games it's hard enough to find your way to his desk through all the health magazines and the brown bread butties, let alone see his monitor through the canopy of post-it notes he sticks to every surface.

### Charles

#### GAME OF THE MONTH: FALLOUT 2

Welcome to our young, fresh and altogether new writer, Charles, or Chuckie as he likes to be known, was so keen to become part of the Strategies team he offered to come into the office and work for free to prove himself (ingratiate himself more like) to the rest of the guys. If only Simon and Russ were this keen to work, the mag would be finished in about a week. Chas (another favourite nickname) has been concentrating on the strategy side of the mag and has produced guides for *X-Wing Alliance* and *Civ: Call to Power*, so any problems ask for him when you phone.

### Marieclare 'MC'

#### GAME OF THE MONTH: TEKKEN 3 (PSX)

MC has finally found true love and as a result she has been almost ladylike for the last few weeks. She has stopped shouting expletives across the office and is finally getting over her two year bout of PMT. (A comedian too Russ...is there any end to your talents?-MC).

As you can see MC finds it difficult to see the difference between a PlayStation and a PC and has chosen *Tekken 3* for her game of the month, this is only because she beat her new boyfriend ten times in a row at it and thinks she has struck a blow for female gamers everywhere.

### Russ

#### GAME OF THE MONTH: HALF-LIFE: TEAM FORTRESS CLASSIC

For the majority of this month Russ has managed to avoid donning his cap in to work everyday, revealing, in amazement to us all, that he has actually got a head after all, topped off with two or three tubs of gooey stuff - something for the ladies in the house?

When he finally gets in to work late due to the new morning hairdo ritual he is mostly glued to *Half-Life* (excuse the pun) in amongst going to check his barnet in the lavs every five minutes. Russ needs to play a tad more *Kingpin* methinks, to cure him of this girlie phase.

## ULTIMATE PC STRATEGIES

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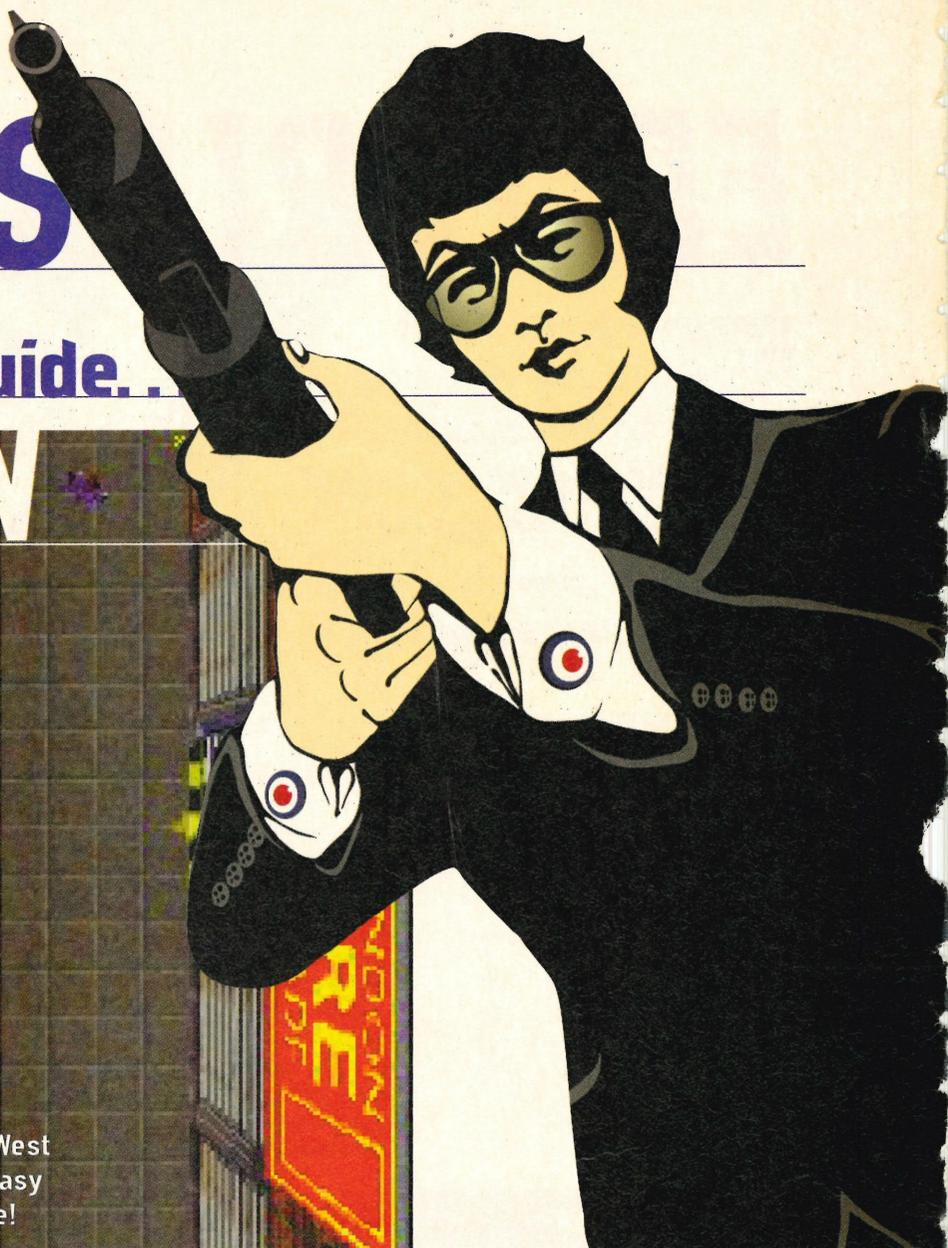
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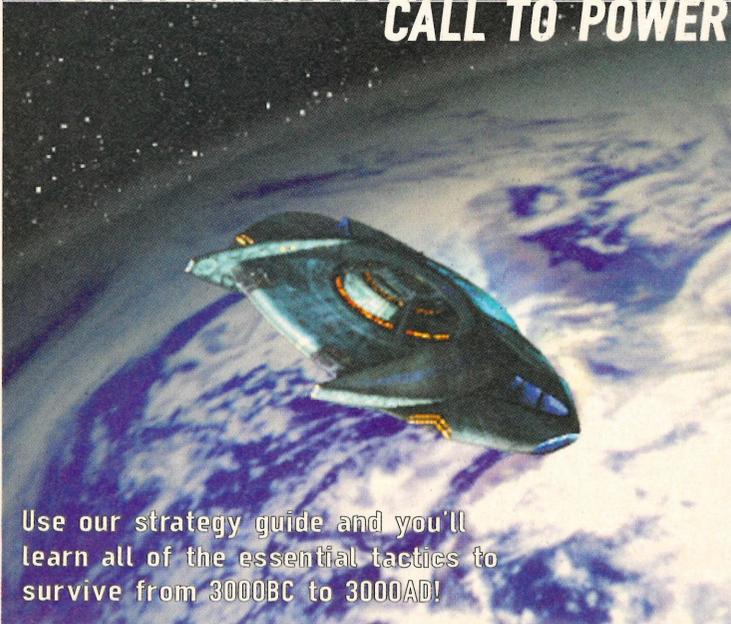


It's time to wipe out the capital from East End to West End using a variety of violent methods. Not all is easy though, unless of course you use our mapped guide!



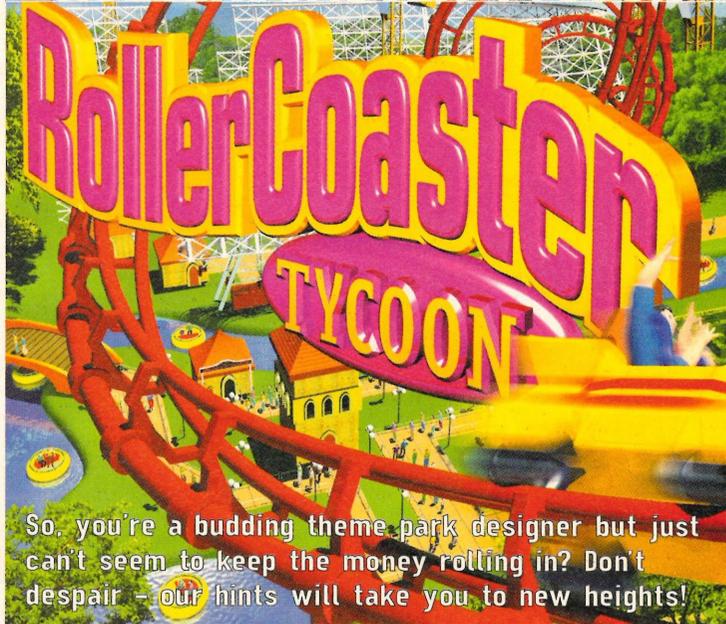
## Also featured...

### 24 CIVILIZATION: CALL TO POWER



Use our strategy guide and you'll learn all of the essential tactics to survive from 3000BC to 3000AD!

### 76 ROLLERCOASTER TYCOON

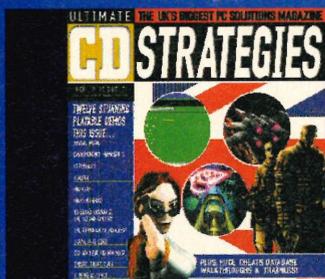


So, you're a budding theme park designer but just can't seem to keep the money rolling in? Don't despair - our hints will take you to new heights!

# And the rest...

## 6 ON YOUR CD

### YOUR FREE CD – EXPLAINED...



As the latest playable demos arrive on the scene, we grab them and pack them onto our 650MB CD. Also on there you'll find a rather nice collection of tips, walthroughs, trainers and more. Oh yeah!

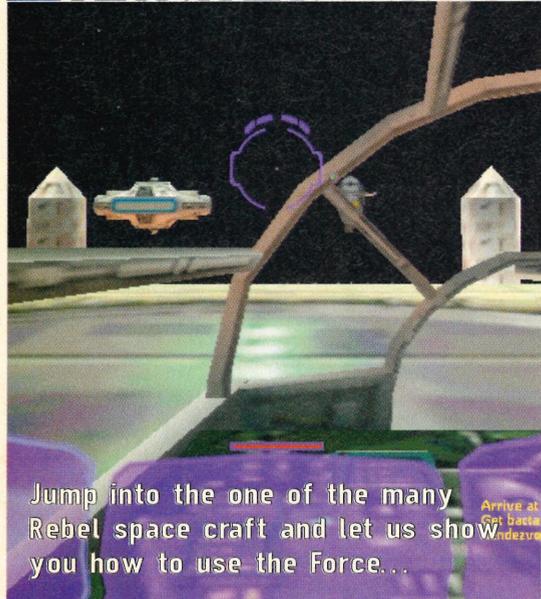
## 8 NEWS.EXE

### THE LATEST GAMES INFO...

Can you honestly say that you're updated with the latest PC games industry developments? Of course not. Well, we can help you by providing you with our brief summary of some of the bigger stories around...

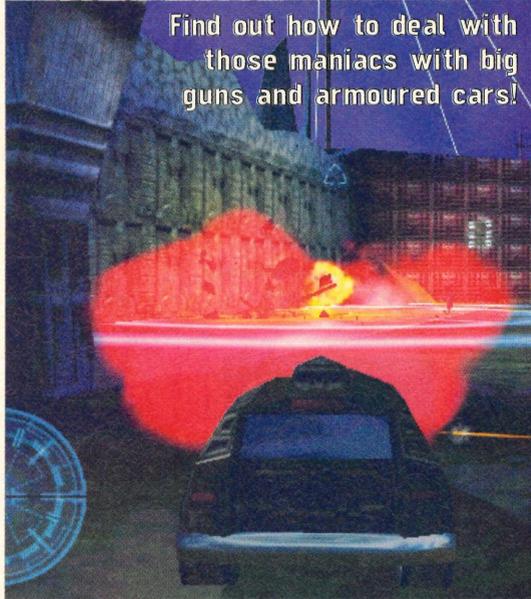


## 36 X-WING ALLIANCE



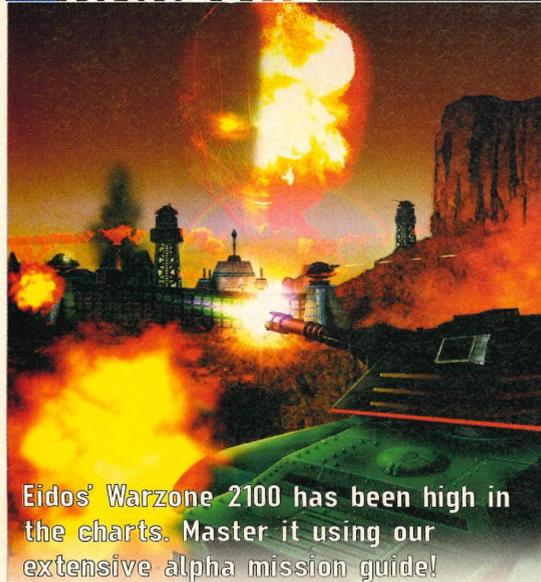
Jump into the one of the many Rebel space craft and let us show you how to use the Force...  
Arrive at the base rendezvous

## 40 REDLINE



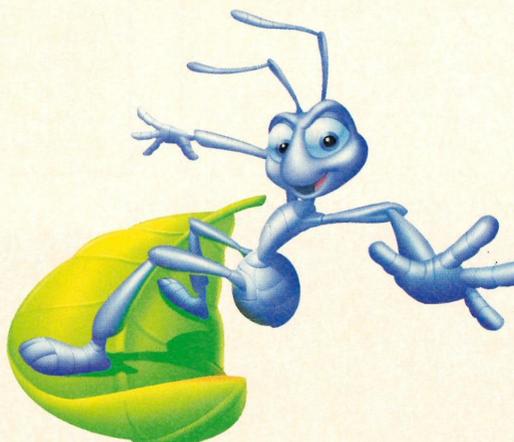
Find out how to deal with those maniacs with big guns and armoured cars!

## 48 WARZONE



Eidos' Warzone 2100 has been high in the charts. Master it using our extensive alpha mission guide!

## 58 A BUG'S LIFE



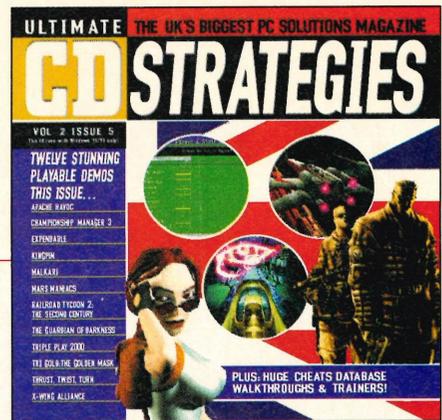
As you probably know by now, these aren't just a bunch of cute characters. How to not get bugged - inside!

## START2FINISH

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# ON YOUR CD

As well as a bunch of other great playable demos, this month's CD features the brilliant Kingpin. And don't forget the cheats, walkthroughs, tips and trainers...



## DEMO OF THE MONTH

# Kingpin

Publisher: **VIRGIN INTERACTIVE**  
Release Date: **MAY**  
Controls: **MOUSE, KEYS**

**T**hat's right, we do have a playable demo of *Kingpin* on this month's UPC Strategies CD. It starts off with you getting a kicking from the Kingpin's thugs. When you eventually get up, it's time to get some money, hire some bodyguards, and start your mission to become the new Kingpin. Sadly, we've had to edit out the swearing on this demo for legal reasons. Still, don't worry, thankfully this isn't a game that relies on swearing to make it sell, and the gameplay suffers not one bit. ■



# Thrust, Twist & Turn

Publisher: **TAKE 2 INTERACTIVE** Release: **EARLY SUMMER '99** Controls: **KEYS, WHEEL**

**T**his has to be the fastest racer ever to appear on the PC – or any console, for that matter. Imaginative tracks with features such as loop-the-loops and vertical gradients, coupled with an amazing sense of speed, make it unbeatable. Our demo boasts a race around an as-yet-unfinished track situated in a futuristic city in one of the cars that will be available in the finished version of the game. When it's completed, Thrust, Twist and Turn will feature tracks in such diverse places as Egypt, Pacific paradises and space colonies ■

# Guardian Of Darkness

Publisher: **CRYO INTERACTIVE**  
Release Date: **OUT NOW**  
Controls: **KEYS**

**T**his is a one-mission demo of the new action/adventure game from Cryo Interactive. This is a tough game to get into, but it's a very enjoyable once you've got the hang of it. ■



# Apache Havoc

Publisher: **EMPIRE INTERACTIVE** Release: **OUT NOW** Controls: **STICK, KEYS**

**T**his is a 3Dfx only demo featuring one ordinary and one free-flight mission. Check the readme file for all the controls. ■

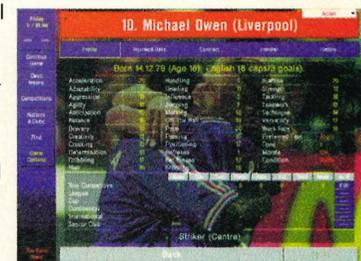


# Championship Manager 3

Publisher: **EIDOS**  
Release Date: **OUT NOW**  
Controls: **MOUSE**

**T**his is a demo of the latest *Championship Manager* title, so what more can we say?

This has to be the greatest football management game ever devised. There's too much in it to adequately describe *CM3* here, so if you're unfamiliar with the control method, check the readme file or just click on the various menus and buttons to get started. It's that simple and it's obscenely addictive, so have fun! ■



## ULTIMATE CD STRATEGIES DISC INFORMATION

### Utilities

Each month, as well as a selection of game demos, the UPC Strategies CD also contains a Utilities directory featuring the latest version of Microsoft's Direct X (which some games require to run) and Norton Anti-Virus. To install them, simply click on the Utilities folder and then select one. The on screen instructions then take you through the remaining installation process.

### CD Help

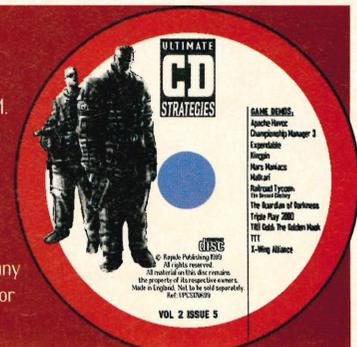
Although tested thoroughly for faults, if you encounter a problem with your UPC Strategies CD-Rom that you are unable to resolve, you can call our CD helpline. Manned between the hours of 3pm and 6pm weekdays, the number to call is 01392 498965.

### Requirements

The UPC Strategies CD should be used Win 95/98 computers with a processor no slower than a P75 equipped with at least 16MB of RAM. Please note that selected games may require a higher specification computer, sometimes with 3D acceleration hardware.

### Disclaimer

While every care is taken in the production of your CD, Rapide Publishing cannot accept any responsibility for the loss or damage of any files due to its use. We advise users to back up any important data prior to installing any new software.



# Expendable

Publisher: RAGE  
Release Date: OUT NOW  
Controls: KEYS, MOUSE

**P**lease Note: Follow the instructions below for installing *Expendable*, as it won't work with any other method.

- 1) Insert the UPC CD and double click on My Computer. When the CD drive registers it, right click and select Explore.
- 2) Select the Demos folder and then the Expend folder.
- 3) Drag the cursor across all the files.
- 4) Go to Edit and select Copy.
- 5) Now double click on your Hard Disk, go to Edit and select Paste.
- 6) Once all the files are copied onto your Hard Drive, you can then install *Expendable* by double clicking on the setup.exe file.

Provided you've succeeded in installing the game, you will be faced with a one-level demo which can be played by one or two people. The controls can be configured in-game. Beware, though, as this demo requires a 3DFx card to run. ■



# Mars Maniacs

Publisher: TBA Release: SUMMER '99 Controls: KEYS,



**T**his is a one-track demo of another futuristic racer with very cool graphics. Choose from one of eight cars and start racing! ■

# X-Wing Alliance

Publisher: LUCAS ARTS Release: OUT NOW Controls: KEYS, STICK

**T**he latest addition to the *X-Wing* series is quite a monster of a game. With over fifty missions, it'll take even a hardened gamer a while to complete. This demo contains one mission and a free-flight option in the Millennium Falcon. You can view the controls by opening the readme file. ■



# TRII Gold: The Golden Mask

Publisher: CORE Release: OUT NOW Controls: JOYSTICK, KEYBOARD

**S**ee a complete level of *TRII: The Golden Mask*, the latest add-on for the excellent first sequel to *Tomb Raider*. In this demo you'll get to grips with pistols, a shotgun and a harpoon gun, as well as running over bad guys in a nifty little snowmobile. ■



# Triple Play 2000

Publisher: ELECTRONIC ARTS Release: OUT NOW Controls: KEYS, MOUSE

**P**lay as either the National League All-Stars or the All-American All-Stars in a playable demo of possibly the greatest baseball sim ever created. The controls are awkward to get used to, but once you are comfortable with them you'll find it's one of the best sports games out there. ■

# Malkari

Publisher: INTERACTIVE MAGIC  
Release Date: OUT NOW  
Controls: KEYS, MOUSE

**E**xperience strategy gaming at its best with this interactive preview of Cryo's latest game. This demo contains all three tutorial levels of Malkari and introduces you to the controls and basic strategies of the game. The plot places you as the leader of a small colony, and you must use diplomacy and weapons to fend off your rivals and put your people in their rightful place as the greatest civilisation in the galaxy. ■

# Railroad Tycoon II: The Second Century

Publisher: ?  
Release Date: ?  
Controls: ?

**E**xpand on the excellent *Railroad Tycoon* with the *Railroad Tycoon II: The Second Century* add-on. This add-on provides you with a whole host of new features to tinker with to your heart's content. In this demo you will be able to play with a few of these features to whet your appetite for the full version. ■

## ALSO ON YOUR CD-ROM

### Video Walkthroughs

These are video clips of certain hard areas of games that you can actually watch being beaten rather than having to interpret our text. We often get phone calls asking us to help people through certain parts of a game, but without the game in front of us it is very difficult to give advice, so now you can simply watch what we do and then copy it. If you would like to see a video walkthrough on the CD then please write to Video Walkthrough Requests, Ultimate PC Strategies, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP. If we are able to produce a video walkthrough, it will appear on the CD two months after your letter.

### Trainers

Trainers are stand-alone programs that run at the same time as the game you wish to cheat at. These trainers can offer loads of different options for that game, including extra lives, unlimited ammo and extra money. This is obviously a good thing for games where traditional cheats do not exist. To use the trainer programs you need to first start your game and then switch back to Windows using alt-tab and start up the trainer, select the cheats you want and then switch back to the game, leaving the trainer running in the background. Simple. All the trainers on the CD are supplied by [www.MegaGames.com](http://www.MegaGames.com).

# NEWS.EXE

With details of EA's new line-up, more news on *Quake III* and the usual chart run-down, welcome back to another exciting PC games update...

## POPULATION GROWTH

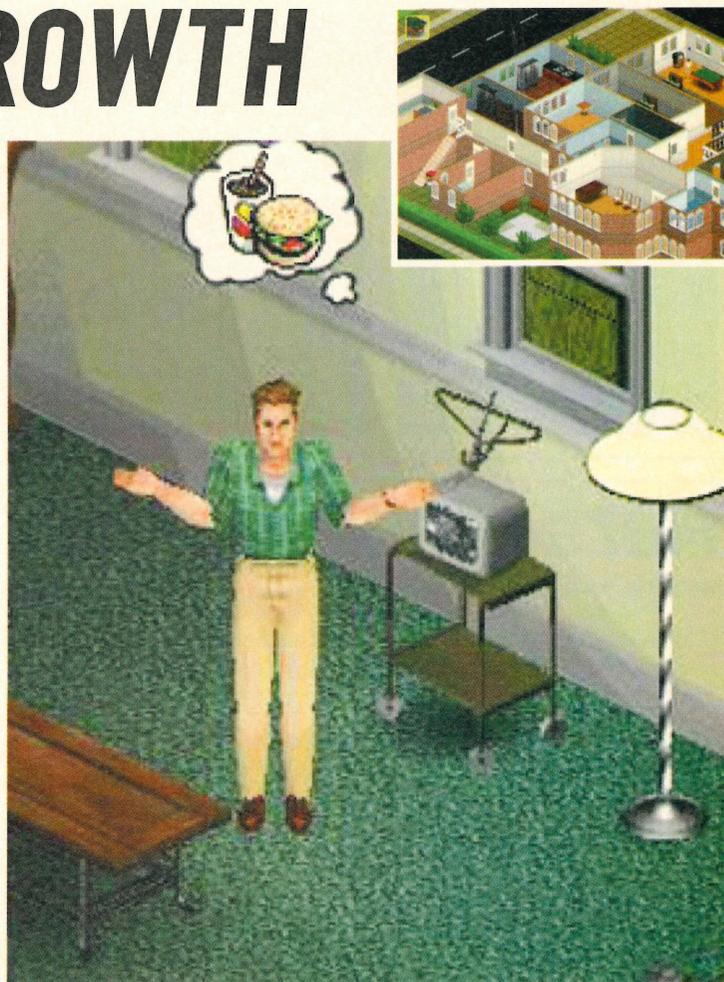
### EA ANNOUNCE THE LAUNCH OF A SIM CITY SPIN-OFF TITLED THE SIMS

**W**ondered what all those little characters darting about the thriving metropolis in *Sim City* are up to? Well, now EA are to give gamers the chance to find out with the launch of a new strategy game titled *The Sims*. Rather than running a whole city, *The Sims* places the player in charge of a small neighbourhood and challenges them to manage and direct the lives of the small group of Sims under their control. Players must aid their Sims in achieving contentment by helping them with everyday matters such as careers, friends, family and romance!

Players can choose to create their own family of Sims by distributing 'character points' from a pool, or they can select from a dozen of pre-generated ones. For this family players must then build a home and furnish it so as to keep them happy. The game will include an architectural design tool which will allow players to custom-build their own unique homes. These dwellings can then be kitted out with over 150 different objects and artefacts, each of which can influence

the feelings of the Sims living there. The environment and standard of living that the Sims enjoy will influence their lives and, in particular, the career path that they choose. There will be ten different occupations available to all the Sims in the game, including astronaut, mayor, actor, or those that are ill-treated can end up as criminals.

The 3D isometric view gives the game a *Theme* feel, and the thought bubbles also look familiar. This promises to be unlike anything we've seen before though, and with Maxis, the creators of the acclaimed *Sim* series, developing the title, it promises to be one of this summer's blockbusters. We hope to have more for you next month.



## QUAKING MAD

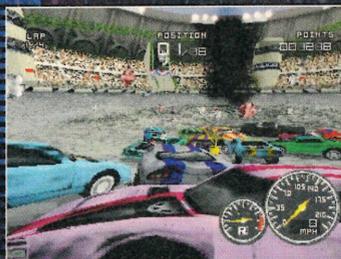
**NEW QUAKE III: ARENA SCREENSHOTS LEAVE THE OPPOSITION QUAKING!**

**A**t the time of writing, these shots were posted on the Web a matter of days ago. It seems every time we find some more shots for this game, it looks better and better. The Strats team are climbing the walls impatiently waiting for a playable demo, but for the moment we have to make do with these impressive new shots. As you can see, the backgrounds are incredibly atmospheric and very detailed, and as for the characters running around... Suffice to say they could rank among

the most impressive we've ever seen. We mentioned in our last issue that the weapons are being designed so that players, regardless of their ability, can be evenly matched, ensuring some very close contests instead of 20-nil thrashings, and it seems that the level designs are also being thought out to ensure that every match will be a fast, close contest. *Quake III* is scheduled for release in June of this year, and if it looks this good now, then prepare to be left speechless by what could be the future of first-person gaming.

## DEMOLITION RACER

Fans of *Destruction Derby* will be pleased to hear that a new title of similar design is on the way. *Demolition Racer* puts the player behind the wheel for some king-of-the-crash action. Race for the chequered flag or just enjoy the thrill of wiping out other cars with head on collisions... The choice is yours.



# THE CHARTS

## TOP TWENTY

**1** **Championship Manager 3**  
Eidos Interactive

**2** **Star Wars: X-Wing Alliance**  
Activision

**3** **Civilization: Call To Power**  
Activision

**4** **Rollercoaster Tycoon**  
Hasbro Interactive

**5** **Toca 2 Touring Cars**  
Codemasters

- 6. Superbike World Championship ..... Electronic Arts
- 7. Jimmy White's Cueball 2 ..... Virgin
- 8. Sim City 3000 ..... Electronic Arts
- 9. Half-Life ..... Havas Interactive
- 10. Grand Theft Auto: London 1969 ..... Take 2
- 11. Norton Antivirus 5.0 ..... Symantec
- 12. Grand Theft Auto ..... Take 2
- 13. Commandos: Beyond The Call Of Duty ..... Eidos Interactive
- 14. FIFA 99 ..... Electronic Arts
- 15. Delta Force ..... Electronic Arts
- 16. Sid Meiers Alpha Centauri ..... Electronic Arts
- 17. The Simpsons: Virtual Springfield ..... Fox Interactive
- 18. Autoroute Express GB 2000 ..... Microsoft
- 19. Baldur's Gate ..... Virgin
- 20. Microsoft Flight Simulator 98 ..... Microsoft

### THIS MONTH'S NUMBER ONE:

Will Eidos ever shift from the top of the charts? Yet again that popular footy management sim has a firm grip at the top and it's doubtful that it'll move for some time. Currently the Premiership isn't over but I'm hoping that Man Utd win (Simon).



This month's Top 20 games. Compiled by ELSPA and in conjunction with Charttrack.

## BUDGET TOP 10

- 1. Theme Hospital ..... Electronic Arts
- 2. Worms ..... Infogrames UK
- 3. Atomic Bomberman ..... Virgin
- 4. Theme Park ..... Electronic Arts
- 5. Monopoly Star Wars ..... Hasbro Interactive
- 6. Tomb Raider: Unfinished Business ..... Eidos Interactive
- 7. Key Clipart 25,000 ..... The Learning Company
- 8. Blade Runner ..... Electronic Arts
- 9. Sim City 2000 S.E. .... Electronic Arts
- 10. Lego Island ..... The Learning Company

## Competition Winners!

**CONGRATULATIONS** to those who won competitions in issue 14 of *Ultimate PC Strategies*. Your prizes are in the post!

**COPIES OF HALF-LIFE** Kristopher Jukes, West Midlands. Mr B Toogood, Cambs. Mr P J Ide, Lincs. Andy Parrish, Herts. Mary Mooney, N. Ireland. Terry Johns, North Devon. Mr W Wiggins, London. R Floyd, London. Michael Lewis, Oxfordshire. Rachel Kramer, Essex.

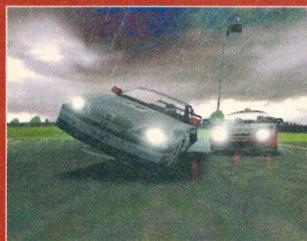
SCIENTISTS HAVE  
FINALLY UNRAVELLED  
THE DNA CODE OF A  
REAL GAMES ANIMAL...

# DATA BURST

Another selection of new cheats for you to try out this month including a rather large collection for this month's big game, **GTA London 1969**. Killing made easier!

## TOCA 2

**F**irst of all type in 'TOPDOWN' as your name. You should then hear a voice saying Tiff "Cheat Mode Enabled". This should give you access to a *Grand Theft Auto* type view. That's not all though, also try these names and you'll be surprised with what they do: **HANGOVER REPEL**.



## GRAND THEFT AUTO LONDON

6661970	Infinite lives.
tourettes	Infinite lives and hit * key for all weapons
ohmatron	Infinite lives and hit * key for all weapons
pieandmash	Infinite lives and hit * key for all weapons
asawindow	Infinite lives and hit * key for all weapons
notourettes	Infinite lives and hit * key for all weapons
flashmotor	All levels
super well	All levels
travelcard	All levels and Infinite lives
iamfilth	Infinite lives
tithead	Infinite lives.
deathtoall	Infinite lives and hit * key for all weapons
iamgod	10x Multiplier Infinite lives press * for weapons
averyrichman	999999999 points
uaintnuffin	999999999 points, all weapons if you press * and all items
psychadelic	999999999 points, all weapons if you press * and all items
silence	999999999 points, all weapons if you press * and all items
driveby	999999999 points, all weapons if you press * and all items
herc	999999999 points, all weapons if you press * and all items
rommel	Debug Mode



## TOM CLANCY'S SSN

### ALL codes

First of all activate the Comm panel by pressing 'B'. Then type 'CISCO SEZ' and hit 'Enter'.

After that you can put in these codes after pressing 'B':

BE MY BUDDY	Makes targeted sub or ship be on your side
FLIP HER	Turns your sub around
ZEPPLIN	Your sub flies like a blimp
DROP ANCHOR	Makes sub stop
HEAL ME	Fixes your sub



## ABE'S EXODDUS

### Cheat Codes:

#### Level Skip

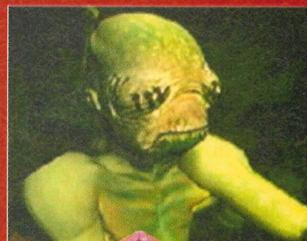
At the Main Menu, hold 'Shift' and press 'DOWN', 'RIGHT', 'LEFT', 'RIGHT', 'LEFT', 'RIGHT', 'LEFT' and UP.

#### View Next FMV Sequence

At the Main Menu, hold 'Shift' and press 'UP', 'LEFT', 'RIGHT', 'LEFT', 'RIGHT', 'LEFT', 'RIGHT', 'DOWN'.

#### Next Path

At the Gameplay Menu, hold 'Shift' and press 'LEFT', 'RIGHT', 'UP', 'DOWN', 'LEFT', 'RIGHT'.









# CONTINUED...

## S-CART

This is more like it. Speedy and reliable durability make this an ideal crim's car. Not that rare either, look out for one near you.



SPEED FACTOR ○○○○○○○○○○  
 DURABILITY ○○○○○○○○○○  
 SELLS FOR - £800

## SQUEALEY

Another nice and nippy motor. Its size means squeezing through heavy traffic is easier. Durability is low but you can't go wrong with this one.



SPEED FACTOR ○○○○○○○○○○  
 DURABILITY ○○○○○○○○○○  
 SELLS FOR - £800

## HAROLD

Urgh! This slow, fat old piece of crap couldn't win a go-kart competition. Stay well away unless absolutely desperado.



SPEED FACTOR ○○○○○○○○○○  
 DURABILITY ○○○○○○○○○○  
 SELLS FOR - £300

## BEAGLE 3

This three wheeled slow mobile will sign your death warrant if trying to evade capture. Acceleration and speed are terrible.



SPEED FACTOR ○○○○○○○○○○  
 DURABILITY ○○○○○○○○○○  
 SELLS FOR - £300

## JUGULAR E

This classic looking motor goes fast and manoeuvres well enough. Its durability is average, just watch that big nose sticking out.



SPEED FACTOR ○○○○○○○○○○  
 DURABILITY ○○○○○○○○○○  
 SELLS FOR - £800



## PUBLIC TRANSPORT

Travelling on public transport has never been so much fun. These vehicles are everywhere so check out the stats!

### TAXI

The black cab of London is recognised world wide. In GTA London they're everywhere. Reliable and durable, they make a good getaway vehicle when needed.



SPEED FACTOR ○○○○○○○○○○  
 DURABILITY ○○○○○○○○○○  
 SELLS FOR - £192

### DOUBLE DECKER

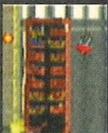
Makes a great ramming vehicle for road blocks. Acceleration is poor and cornering is even worse but what did you expect, eh?



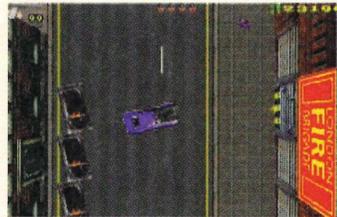
SPEED FACTOR ○○○○○○○○○○  
 DURABILITY ○○○○○○○○○○  
 SELLS FOR - £0 (TOO BIG)

### TOUR BUS

Another good vehicle for ramming road blocks. Acceleration is a little better and cornering is easier but you'll scare those tourists to death.



SPEED FACTOR ○○○○○○○○○○  
 DURABILITY ○○○○○○○○○○  
 SELLS FOR - £0 (TOO BIG)



## 2nd Phone

### Your mission

Harold and the boys are having a flutter on the footie. Help them to win by holding the opposing team hostage for a while.

### How?

Head down to central Brixton Way and pick up the rocket launcher there. Now take out the coach that's about to pick up the team. Harold'll tell the team that taxis are on their way to pick them up. Go get a black cab in south east Camberwell and head to south Bermondsey to pick up the midfield players. Make sure they all get inside the cab. Now head to west Brixton and drive the cab into the garage there.

### Tips

Watch out for cops as you pick up the team. Don't get too close when hitting the bus. Remember to change your weapon from the



rocket launcher to open boxes. Don't smash the cab up too much.

## 3rd Phone

### Your mission

There's a deal going down. Head to west Chelsea and meet the Mod gang there.

### How?

Talk to the guy in west Chelsea, he'll be needing a slap before he talks (no guns!). Now head down to south west Westminster and get up on the roof, pick up the flamethrower and take out the gang there. Now hop on the scooter and drive straight. This'll take you over a jump to the next building.

Now take the bike (containing the stash) to Len's garage in north east Westminster. Be careful, the cops'll try and knock you down. Make it to Len's in one piece, with the bike and it's another mission complete.

### Tips

Unlike *GTA* the footpaths in the London game are wider. Use them





(especially when on the fragile bike or scooter) instead of the roads to avoid heavy traffic and accidents.

#### 4th Phone

##### Your mission

Go talk to Keith in north Bow, he's your contact on this one. You've got to find Chalkie.

##### How?

Talk to Keith, then go collect a car in north west Angel and look for Chalkie. Head to Soho and find Chalkie. Give him a slap and make him squeal about where he dropped the stash. Go collect it, then head back west to kill Chalkie.

Now head to Chalkie's pub in west Soho. Get out the car and place explosives around the outside of the pub. The explosives blow it and that'll be another mission complete.

##### Tips

When taking out a hit on someone, try running them down. It's quick, easy and it'll save you bullets.

### 5TH MISSION

##### Your mission

Go talk with Albert Crisp's contact (Dr Zel) at the museum in north west Westminster. He'll sell you some hot paintings.



##### How?

Pick up the paintings and take them to a garage in north Soho. Once you've made the drop off Harold tells you to go pick up Zel from the boozier he's in. First pick up a cab in south east Bow, then pick up Zel in Soho. He'll pass out in the cab, take it to east Bermondsey.

While Zel sleeps in the cab use the sweet van parked by the water to nudge the taxi into the drink. Once done you've completed another mission.

##### Tips

Watch your speed as you approach contacts, running them down fails a mission. Also watch your speed as you nudge the taxi into the river, be gentle or you'll go in too.

### 6TH MISSION

##### Your mission

Look after bank robber Sid from a healthy slice of the action. Go get the catering van in east Chelsea.



##### How?

Pick up the van, when you do there's 112 seconds on the clock. Head north to pick up some liquor loaded pie 'n' mash in north Hyde Park. Now it's pickled eggs in central Camden Town. Once picked up it's time to get some Yorkshire pudding (very nearby south Camden Town). For pudding it's gotta be spotted dick, you'll find it in west Camden Town nearby.

That's all the grub needed, now go see Sid in Hyde Park. Once Sid's finished his food pick up what's left and head to west Bow. Put the van in the garage and it's mission complete, gringo.

##### Tips

Watch yourself in the park - speed into the water areas and you're brown bread. Don't worry about all the items you need to collect, all of them are close together in Camden Town.

### 7TH MISSION

##### Your mission

One of Harold's lads is feeling frail about a power plant job he has to pull off. Go down to the Prince Albert pub in Northwest Soho and meet his mate. Give him a slap.

##### How?

Head south to the power station and stop Midnight from leaving. Steal the car back and park it outside the power station. Now run away before the car blows. Kill



## BONUS MISSIONS

The bonus missions come in the form of stationary cars parked around the city. Here's the jobs and the locations.

### Lucan Job Location

Stretch Limo in a car park in north Chelsea.

#### Your Mission

Drive the old lord to the plastic surgeon so he can disappear. He's had some boover with the nanny, you see.

##### How?

Get in the motor and head for the surgery in south east Soho. Drive in an' it's job done son.

### Missing Hood Location

A blue Crapi parked up in north Soho.

#### Your Mission

Gary's been hurt and the old Bill are after him. Take him to safety so he can get fixed up.

##### How?

Easy, drive poor Gazza to east Bow and stuff the car in the garage. Job's a good 'un!

##### Tips

Don't smack the car up too much, getting wasted on such a simple mission just wouldn't be mustard.

### Store Bombing Location

In the north east of Brixton, a Ranger parked on a grassed area next to some trees.

#### Your Mission?

Drive said Ranger to Jihad's Department Store and watch the fireworks.

##### How?

Motor up to the store and you find a garage door in the side. Drive in to prime the bomb then stand WELL back to avoid getting your fingers burnt!

##### Tips

Your car's rigged, throwing it about the road would not be a good idea. Take to the back roads to avoid the heavy traffic and the rozzers.

# EMERGENCY VEHICLES

**T**hese vehicles of law, order and er. emergency are all up for grabs. They're sometimes fast and have sirens (press R) – cool eh?

## COPPER

As in GTA the police vehicle is bloody fast and fun to drive. Its sirens are a source of indefinite enjoyment.



SPEED FACTOR ●●●●●●●●  
 DURABILITY ●●●●●●●●  
 SELLS FOR – £0 (TOO HOT)

## AMBULANCE

In '69 the ambulances were huge. Cop a load of this giant whale of a meat wagon. It moves pretty well for its size but it crashes into everything.



SPEED FACTOR ●●●●●●●●  
 DURABILITY ●●●●●●●●  
 SELLS FOR – £0 (TOO HOT)

## FIRE TRUCK

A bit of a rarity on the street, the fire services must be stretched. Hang around fires and one'll turn up. Similar in size to a bus but a bit nipper and easier to bend round corners.



SPEED FACTOR ●●●●●●●●  
 DURABILITY ●●●●●●●●  
 SELLS FOR – £0 (TOO BIG)

Midnight and it's mission complete.

Harold's boys have been taking down banks all over the city. You've got to pick them up in a bus. Go collect it and pick up Fingers in south Soho. Now head to the south east of the city and pick up Lenny. Once Lenny's in, head to the north east of the city and pick up Terry. Now take all the lads on the bus to a garage in east Mile End to complete the mission.



# SECRETS

## 1 Kill Frenzy 1

**Location**  
 Stadium in Southwest Southwark  
**Weapon**  
 Machine Gun

## 2 Kill Frenzy 2

**Location**  
 Northeast Bermondsey  
**Weapon**  
 Flame Thrower

## 3 Kill Frenzy 3

**Location**  
 North Chelsea  
**Weapon**  
 Flame Thrower

## 4 Kill Frenzy 4

**Location**  
 Northeast City  
**Weapon**  
 Flame Thrower

## 5 Kill Frenzy 5

**Location**  
 Southeast Bow  
**Weapon**  
 Rocket Launcher

## 6 Kill Frenzy 6

**Location**  
 North Westminster (Buck' Palace)  
**Weapon**  
 Rocket Launcher

## 7 Kill Frenzy 7

**Location**  
 Northeast Hyde Park  
**Weapon**  
 Royal Pain (tank)

### Tips

Midnight hangs around the power station, look for him there. Remember to slap his mate, nothing too heavy and definitely no guns.

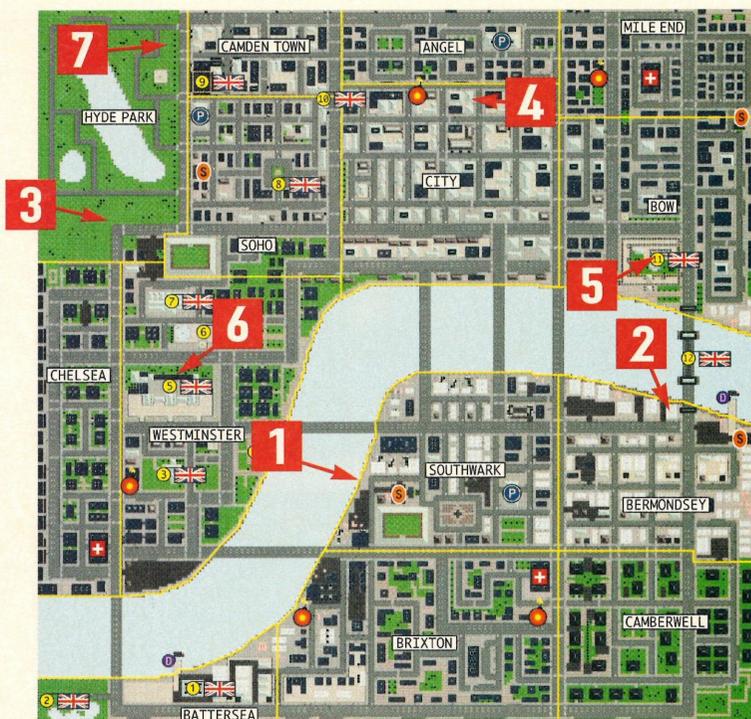
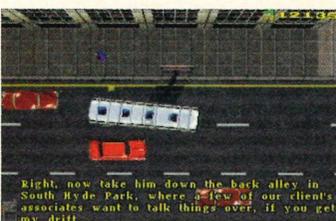
## 8TH MISSION

### Your mission

Jack Parkinson wants three beagles. Go to a car dealer in north west Bermondsey and pinch them.

### How?

Take two beagles to a garage in Bow. Then the third one is to the west to one of Harold's lock ups. Pop the last one in for another mission complete.



Top job, mate. We'll be in touch when we need you to get the ransom money. We'll be on the game himself after this.



### Tips

The beagles are slow and their acceleration is worse, try to drive carefully and avoid the law. Try using back streets if you're being hunted by a lot of law.

Westminster and the other two are circling nearby.

### Tips

Hit the cars by getting in front of them, then blow the crud out of them. When you take them out beware the blast, if you're set alight by the blaze you're as good as dead.

## 9TH MISSION

### Your mission

Escort an old mate of the Crisp boys from court. Watch out for the over zealous reporters.

### How?

Head over to meet him in north west Westminster. Three reporters will try to flee the scene, go after them and kill them. First one's in north



There's a bus waiting for you in West Brixton. Use it to pick up the headline girl. He thinks he's getting VIP treatment to a football match. We'll give 'im VI cffin' D.





## CHAPTER 3. CHELSEA SMILE

Missions 12  
Secrets 7  
Target Points 200000

Climb in the nearby Crapi and raz on up to the phones in north west Bow. You have four phones here, we'll start from the right.

### 1st Phone

#### Your mission

Some posh nob is messin' with



Get out the bus, but make sure it gets a right proper receipt in.



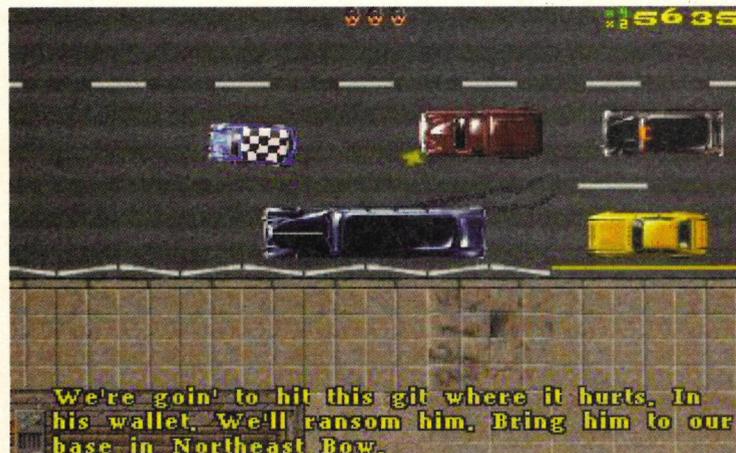
Albert Crisp's favourite boys. We'll have to kidnap the nonce but first you have to keep the law busy.

#### How?

Get your arse down to west Soho and collect the truck. Clamber into the left-hand flatbed and make for Big Ben sharpish. Give the caretaker



New boss! The name's Lucan, but you can call me Sid. Make me to a local plastic surgeon in Southend Soho. I need to... disappear... Had a spot of bother with the bunny.



We're goin' to hit this git where it hurts. In his wallet. We'll ransom him. Bring him to our base in Northeast Bow.

a slap then go to the control panel. Get back into the flat bed and stop the tour bus. Drive the bus back to Big Ben, pick up Fritz and his bunch then take the tourists for a ride into the lock up. Nice one.

## 2ND MISSION Your mission

While the fuzz look for lost krauts you'll be needin' to get your hands on the posh git so we can hold him for ransom.

#### How?

Quickly nab a nifty motor and track down the posh nonce. Hijack his limo and take it to the lock up. Grab a tasty set of wheels and wait for the ransom money to arrive. Make for north east Brixton, pick up the stash and run it up to east Bermondsey for a pat on the back. No time to ponce about, get another motor and catch up with the limo. Hijack it and nip back to the palace for the reward and another completed mish'.

#### Tips

When picking up the jerries keep facing up screen, this'll save you the bover of turning round.

### 2nd Phone

#### Your mission

Some upstart is hassling a client, it's your job to wipe him out.

#### How?

Get down to south west Soho to get the readies and more info. Next stop, west Brixton. Hop in the bus and pick up the hasslin' git from south west

## GREASE LIGHTNING

If John Travolta was here greased head to toe, leather clad and boppin' to cheesy beats, this is what he'd be drivin'...

### BUG

As in GTA this VW bug may be trendy as hell for surf bums, but its general slowness and poor acceleration make it a desperate GTA crims' choice of car.



SPEED FACTOR ○○○○○○○○○○  
DURABILITY ○○○○○○○○○○  
SELLS FOR - £200

### GARDEN SHED

This little convertible is slow and its poor acceleration makes it a poor getaway driver's choice of car. You'd be better off with the dire Bug.



SPEED FACTOR ○○○○○○○○○○  
DURABILITY ○○○○○○○○○○  
SELLS FOR - £100

### FEROCIOUS GTO

This top notch motor has supreme acceleration plus good durability. Its top speed is excellent making it an ideal choice in any circumstance.



SPEED FACTOR ○○○○○○○○○○  
DURABILITY ○○○○○○○○○○  
SELLS FOR - £1,200

### RENO 17TL

A nippy little motor that has enough oomph to get you out of trouble. Lack of durability means it suffers after a few smash ups.



SPEED FACTOR ○○○○○○○○○○  
DURABILITY ○○○○○○○○○○  
SELLS FOR - £400



## BONUS MISSIONS

### Rhino Rug Job Location

South west Bermondsey, look for a Ranger parked next to two tankers.

#### Your mission

Get the stolen rugs back to the twins.

#### How?

Simply drive the Ranger to south west City and drop them off for a tasty reward.

### Crisp's Cop Car Location

Check out Southwest Westminster, find a police car in a lay-by and nick it.

#### Your mission

The Crisps need a cop car for a job.

#### How?

Take the cop car to the twin's garage in the north east City, just don't smash up the motor!

### Tanker Diversion

#### Location

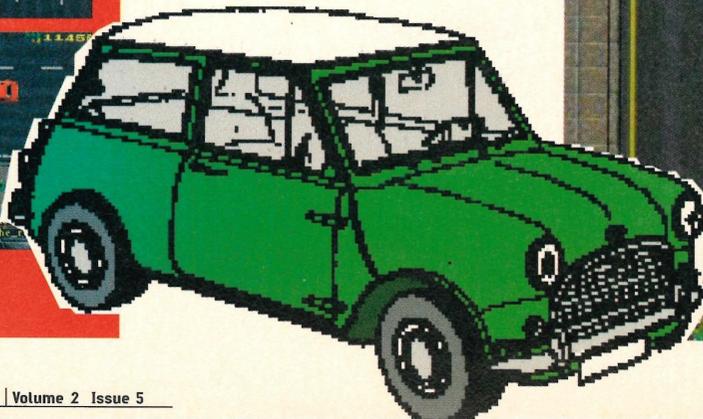
Head into central Bow, parked up in an alley is a tanker.

#### Your mission

Use the tanker to create a diversion while the Crisps do a job.

#### How?

Drive the tanker to the nearby intersection in south west City. Stop the tanker and get out quick, it's sky bound!



## DODGY MOTA'S

### LOCUST

A real boy racer car that tears up the street. Durability is fair but don't smash it up too much or you'll be chugging along like Damon Hill after two laps of a GP race.



SPEED FACTOR   
 DURABILITY   
 SELLS FOR - £600

### MC HAMPER

This small sports car holds its own with any other vehicle in GTA London. Its durability is low, but its ability to weave through heavy traffic comes in very handy.



SPEED FACTOR   
 DURABILITY   
 SELLS FOR - £800

### CRABI

A nippy motor favoured by people called Kevin. The big engine certainly gives this set of wheels a great 'lose the fuzz' ability.



SPEED FACTOR   
 DURABILITY   
 SELLS FOR - £500

### MANGLER

Certainly fast enough for the growing crim to whip around town evading the law. Does slow considerably once front ended, but a guaranteed good drive if you find one.



SPEED FACTOR   
 DURABILITY   
 SELLS FOR - £850



Southwark. Take him to the back alley in south Hyde Park for a bit of a 'chat'. Get out of the bus and waste it. Pick up the nearby motor and drive to south east Mile End to drop off the dough.

#### Tips

The four guys in the alley will shoot up the bus, make sure you don't get in the way. When driving the cash home the filth will be out in force, stick to back alleys and side streets to lose the heat.

### 4TH MISSION Your mission

A big job. We're gonna lift the Crown Jewels from the Tower.

#### How?

First job is to pick up a taxi from City Central. Drive down to the Tower of London and have a word with the Beefeater. Smack 'im one, then when he gets in the cab, drive to east Mile End. Drop the cab off at the garage then pick up the Beagle 3.

Get your butt back to the Tower and drive into the grounds. Park the car next to the building and get out quick. Go around the corner and grab the stuff after the blast. The fuzz are well on the case so leg it out of there and get a car ASAP. Drive up to the garage and drop the ped off. Nice one son!



### 5TH MISSION

#### Your mission

A delivery of used readies is being dropped off at the North City Bank. We want it, so get it, right!

#### How?

Get a nippy car straight away and take it to the North City Bank, you only get 66 seconds. Get in the van but get out straight away as it's gonna blow. Grab a cab and drive the dosh to the crane in north Battersea. Drive up to the side of the dock and get out, the crane does the rest. Quickly get to a road and grab the fastest motor around. Catch up with the van and do as before. Grab a cab and get back to the crane to finish the job.

### 3rd Phone

#### Your mission

We want to take over the market but another gang think they run it. You're going to take out their big boys, no messin'.





## SECRETS

### 1 Kill Frenzy 1

Location  
North Westminster  
Weapon  
Machine Gun

### 2 Kill Frenzy 2

Location  
South Bow (Tower of London)  
Weapon  
Machine Gun

### 3 Kill Frenzy 3

Location  
Central Brixton  
Weapon  
Flame Thrower

### 4 Kill Frenzy 4

Location  
North Southwark  
Weapon  
Flame Thrower

### 5 Kill Frenzy 5

Location  
West Brixton  
Weapon  
Rocket Launcher

### 6 Kill Frenzy 6

Location  
Southwest City  
Weapon  
Rocket Launcher

### 7 Kill Frenzy 7

Location  
Southeast Bow  
Weapon  
Royal Pain (tank)



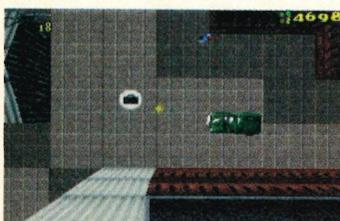
## CHAPTER 4. DEAD CERTAINTY

Missions 13  
Secrets 7  
Target Points 30000

Grab the nearby motor and flame-thrower then drive to the phones in west Angel.

### Phone 1 (bottom right) Your mission

Take out Lenny's lads so we can get to Lenny himself.

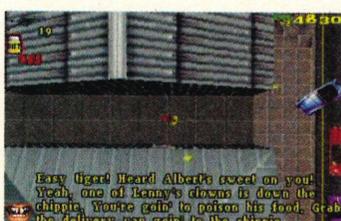


### How?

First stop north Southwark to have a word with big mouth Terry Dawkins. Next hop down and collect the tank and take it to the compound. Kill and destroy everything to sort out Terry and his boys.

### Tips

The tank may be strong but it won't last forever, keep moving about running over the guys shooting at you and any cops that arrive on the scene.



## 2ND MISSION

### Your Mission

Take out Big Gerald so the boys can regain control of Southwark.

### How?

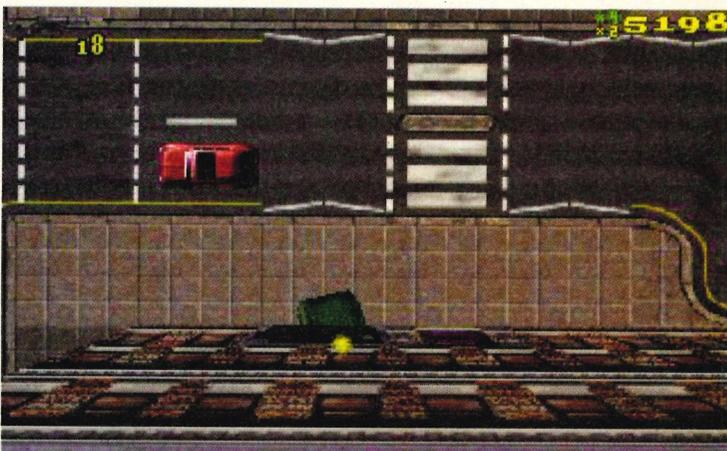
Meet up with Tel in west Bermondsey. Quickly stop the delivery van nearby and take to collect the poison in west Brixton. Drive down to the restaurant in north Brixton and drop the poison

off, be quick as you only get about 16 seconds! Now get back to Terry in Bermondsey.

Nick Gerald's motor from outside his house and drive it to the bomb shop to get it rigged. Return it to Gerald's and stuff it back on the drive. Get out and wait for Gerald to get a shock!

### Tips

Watch out when you meet with Tel, don't mow him down, get out and walk





instead. Don't get taken out with Gerald's jam jar, he gets out leaving it to roll about before going up.

## MISSION 3

### Your mission

It's Lenny's turn to have a visit, he's been mouthin' off far too much lately. First you need to find out where he is.

### How?

Meet with Terry in south west Bermondsey. Get in a motor and head up to north east Southwark and give Reg a smack. Kill Reg then head for the fire escape to Lenny's roof. Get up to the roof and talk to Lenny. When he's said his piece shoot him and finish the job.



### 2nd Phone (bottom left)

### Your mission

Albert has a bet on the big game. Only one problem, Rangers' dodgy keeper. Your job is to wipe out the players.

### How?

Nab a set of wheels and head for the stadium in south west Southwark. Take out as many of the players as you can in thirty seconds. Some of the players escaped, get after 'em!

A few associates have been cornered, head to west Battersea and save 'em. Just drive at the guys in red and the cowards scarpers.



### Tips

On the way to the stadium get tooled right up, the more ammunition the better to waste those bleedin' donkeys! When going to save your mates take care as you approach, because running the bladdy lot down won't curry much favour with the twins, oh no.

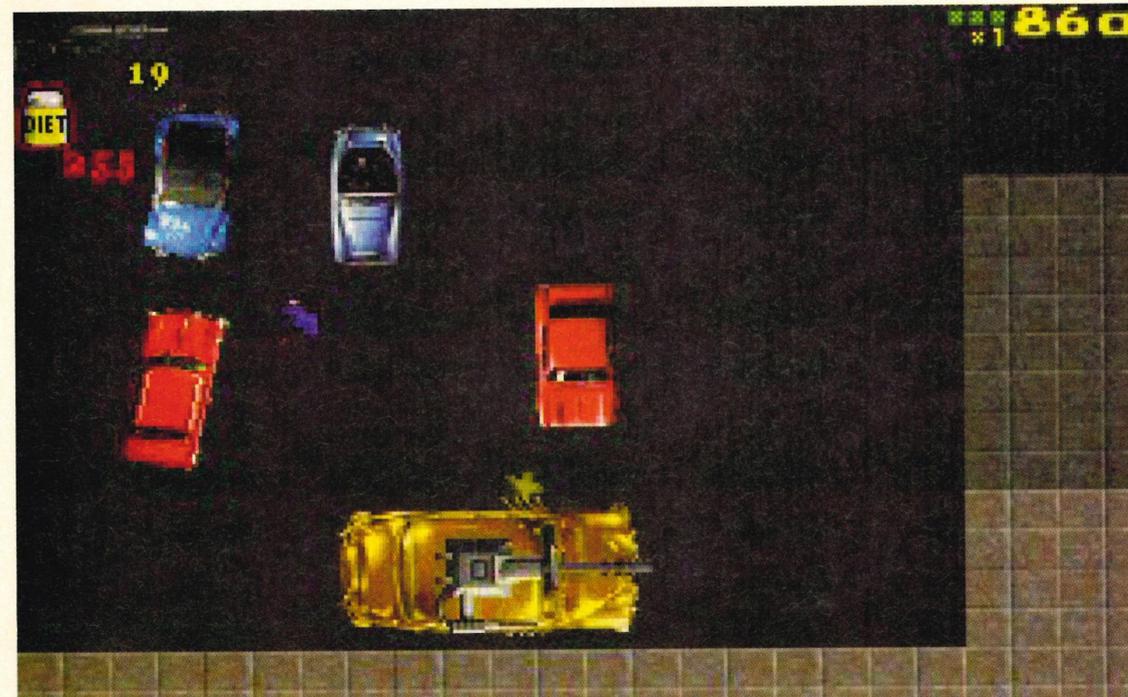
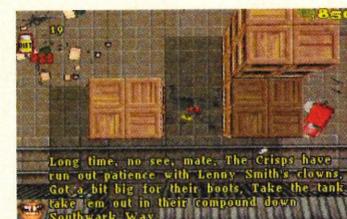
## 5TH MISSION

### Your mission

Harold Cartwright has picked up some of Albert's personal supply. Find Harold - the slaag! - and get the stuff back.

### How?

Talk to one of Harold's monkeys, Cyprus Phil, in north east City. Kill Phil then head for Beryl. Throw a bullet in 'er then catch a smart motor. Chase Harold and waste his car. Go to Harold's flat and grab his car, take it to east Mile End to complete yet another mission successfully.



## ROLLING THUNDER

**C**ruisin' around London's a lotta fun. But watch out for the law, they're everywhere. To make sure you're in the right motor check out our vehicle guide for the inside info.

### RANGER

Unlike the vans similar to this in GTA, the Ranger has good speed and handles well. It's big so doesn't weave through heavy traffic well.



SPEED FACTOR   
 DURABILITY   
 SELLS FOR - £500

### JUG SWINGER

This Austin Powers sports car whoops the police into a frenzy. Top speed and great handling mean a lot of fun in this Union Jack painted fun mobile.



SPEED FACTOR   
 DURABILITY   
 SELLS FOR - £600

### FAT

Like the Fiat it's based on, this chubby little lawnmower engine is slow and awful to drive. Hop in to this to evade the boyz in blue and you're either stoopid, bored of life or just plain desperate.



SPEED FACTOR   
 DURABILITY   
 SELLS FOR - £200

### SWEETS VAN

A desperate man's choice indeed. This slow old van is made to transit delicate sweets across the city, not hardened crims who've just done over a gang of mods.



SPEED FACTOR   
 DURABILITY   
 SELLS FOR - £400

# GOIN' CHEAP GUY'

## TANKER

Another good ramming vehicle for the road blocks you may face. But don't try getting anywhere quick in it as it accelerates like a whale on roller skates going uphill.



SPEED FACTOR 100%  
 DURABILITY 100%  
 SELLS FOR - £0 (TOO BIG)

## SCOOTER

These might look good in Italy but when you a desperate crim on the run it's about as much use as a chocolate fire-guard. Only use to get on to rooftops.



SPEED FACTOR 100%  
 DURABILITY 100%  
 SELLS FOR - £0 (TOO SMALL)

## BIKE

As in GTA, these bikes leave you open to attack (you can be knocked from the bike easily). Only use to get on to rooftops.



SPEED FACTOR 100%  
 DURABILITY 100%  
 SELLS FOR - £0 (TOO SMALL)



## 6TH MISSION

### Your mission

Good afternoon, Agent Templen, Nemesis is poisoning London's tea supply, the cad. It's your job to bally well stop him.

### How?

Pick up the car and drive to west Southwark.

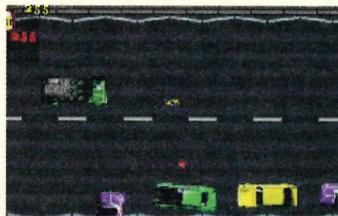
### 3rd Phone (top right)

### Your mission

An MP associate of Archie is having problems with his creditors. He don't like hassle so go and hassle them, know what I mean?

### How?

Pick up the call girl waiting in the limo in west City. Get in the limo and drive the 'lady' to south east Mile End. Drop her off then get up to north east Mile End and pick up the skanky tart. Drop this rough bit of fluff off at the garage by the hotel. Quickly grab a motor and get after



## 7TH MISSION

### Your mission

Rough Tony, the old tart's pimp, has kidnapped the classy bird from earlier. Get her back before anything nasty happens. If it does things'll kick off.

### How?

Drive down to the limo in west City then get it back to east Mile End. She's been roughed up, so it's tart killin' time! Head for north City and take out the first one. Waste the other two prossies then make for Tony himself. Kill Tony and pinch his car from central Angel. Swing by the warehouse in north Bermondsey and drop the wheels off. Job done.

the creditor who's making a run for it. Just run the git over and head off to collect the dough in south City. Run the cash up to the hotel in west Angel to make Archie almost smile!

### Tips

The money is stashed in the middle of the houses, take a breather when you pick it up as the rozzers won't be able to find you.

## BONUS MISSIONS

### Indian Take-Away

**Location**  
Green Myni found in south east Bow

**Your mission**  
Deliver the take-away to the Crisps.

**How?**  
Drive the Myni across town to the garage in north Westminster. No problems.

**Your mission**  
Get the bus into the Crisps' hands.

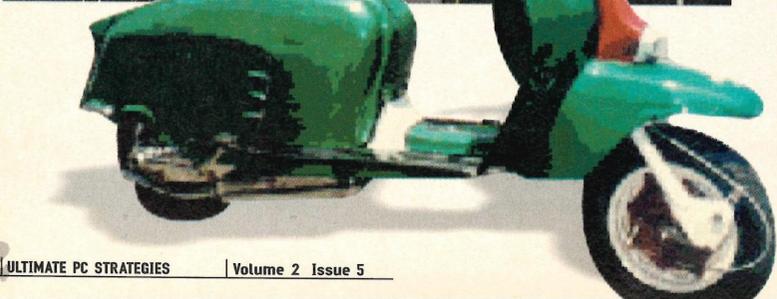
**How?**  
Deliver the bus to the garage in south east City for a good pay day. Bootleg Delivery

**Location**  
A brown van in north west Southwark.

**Your mission**  
Deliver the van load of bootlegged Trojan records.

**How?**  
Drive up to north City and into the garage at the record shop.





**Tips**

Approach the tarts on the pavement so you can hit and run quickly. When Tony's after you, stay in the car and run him over, he's tooled up and won't hesitate to use a shootah to get out of a tight situation.

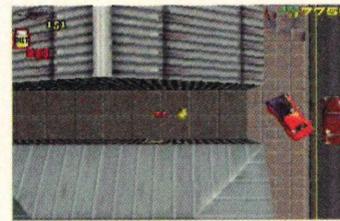
**4th Phone (top left)**

**Your mission**

The Crisps are planning a big job, they need you to sort out a few things.

**How?**

The twins need two Mynis, steal the first from north Chelsea and take it to north east Bow. The second is in east Bermondsey. With those two in the garage, head over to north east Bermondsey to test drive the



souped up Myni. Drive around until the timer runs out then go to the rigged van. Park up and get in the van. Get out again and walk to the safe area to set off the explosion.

**Tips**

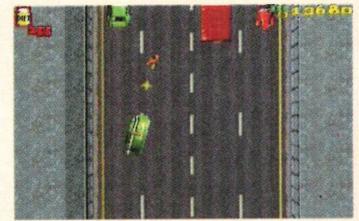
When test driving the Myni don't smash it up, after the time limit you

may be safer nabbing another car to get up to the van.

**9TH MISSION**

**Your mission**

A job is going down in Trafalgar Square, it's your job to make things happen smoothly.



**How?**

You need a fast car, get one then drive to the phone in south west City. Swiftly head up to Trafalgar Square and place the scrambler by walking to the corner of the street. Quickly get back in your car and place the other two scramblers. Grab the rocket launcher and use it to destroy the tank. Get yer butt back to Trafalgar and pick up the goods. Get in the nearby Myni and race off. Watch out, the filth has set up road blocks near the square. Get to the south west Bow garage to reach safety.

**Tips**

When dropping off the scramblers stop the car with the driver's door as close to the drop off point as possible, this saves valuable time. Don't drive right in front of the tank or it's goodnight me old mucker, no jellied eels for you. Stay behind it and wait for it to get caught up in traffic then get out and blast it.



# CIVILIZATION: CALL TO POWER

So you've brought the latest *Civilization* game and don't know your Ramayana from your Plasmatica? On these pages you'll learn how to survive for 6000 years or destroy entire civilizations – the choice is yours...

## BASIC TACTICS

**T**he key to *CCTP* is to get the hang of building, exploring and diplomacy. In this guide we give expert advice on how to manage your civilization while you negotiate with/destroy your rivals.

## WINNING TACTICS

Victory in *CCTP* can come about in three ways. These ways are:

### BLOODLUST

To gain the bloodlust victory you must simply capture or destroy all foreign cities and units. Although it sounds simple, this victory actually takes a long time to get due to the amount of time you have to spend building units and sending them into battle.

### ALIEN LIFE PROJECT

The goal of the Alien Life Project is to clone and synthesise alien DNA. To do this you have to make your way through all the scientific advances and build a wormhole sensor. The rest of the details to this victory are given to you in the manual.

### HIGHEST SCORE

To achieve this goal your civilization has to survive six millennia until the year 3000AD, and only if you have the highest CIV score out of all the other civilizations remaining will you win.

## ULTIMATE PC STRATEGIES

INFORMATION		
PUBLISHER	ACTIVISION	
DEVELOPER	ACTIVISION	
WEBSITE	WWW.ACTIVISION.COM	
SPECS	MIN	REC
PROCESSOR	P133	P166
MEMORY	32MB	64MB
HARD DRIVE	400MB	670MB
GRAPHICS	16-BIT SVGA	3DFX
CONTROLS	KEYS AND MOUSE	

### EASY STUFF...

Researching advances.

### WATCH OUT FOR...

Rival civilizations.

### BEST CHEAT...

The golden cheat contained in the cheat menu.

### UPC GAVE IT...

**80**  
OUT OF 100

**Special Reserve**  
Live @ <http://special.reserve.co.uk>

**SEE INSIDE BACK COVER**  
01278 321 321

Civilization was cracked on a Special Reserve PC – as recommended by the UPC Strategies team!





## BUILDING YOUR FIRST CITY

Ideally you should build your first city somewhere that has good amounts of food, production and gold. There should always be a suitable place to build next to where you start, although you may have to do a bit of exploring before you find a good site to build on. Once your first city has been built, you're on the road to winning.

### Building more cities

When you build another city make sure that it is placed on good terrain. The preferable location would be on Forest, Jungle or River tiles, although all of them in one city would be a huge achievement. It is best that you avoid placing your cities on Desert, Desert Hill, Glacier, Plains, Polar Hill, Swamp and Tundra tiles. This is because they very poor gold, food and production values. You should also avoid placing cities so that they cross borders. If two of your cities do cross borders you have to share resources,



and you are unable to attain the maximum of twenty workers in any of those cities.

### Destroying your cities

If you try and get the Bloodlust Victory you must gain possession of many more cities. As you gain cities you reach the point, where, if you gain more cities, you have to suffer a severe drop in happiness due to the size of your empire. This can be countered by constructing buildings with a happiness bonus (clock towers, drug stores etc.). A cheaper alternative is to disband all of your cities containing a population of three or less. This leaves room to carry on capturing cities and not have to make more buildings to keep everyone happy.

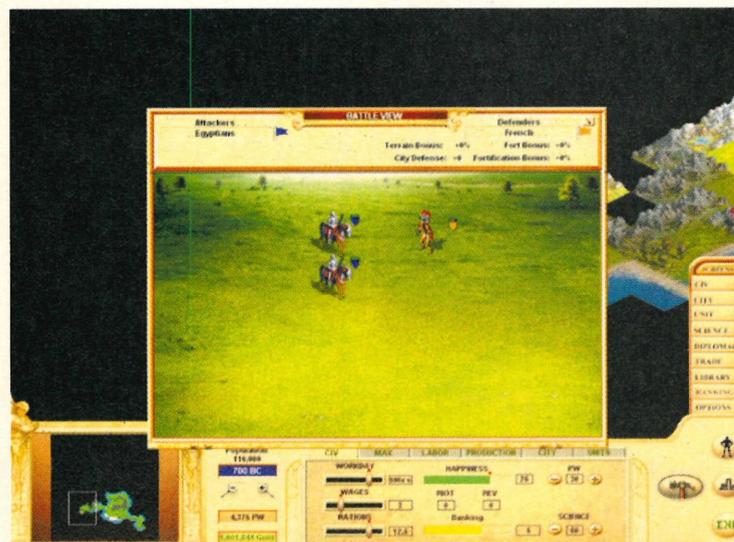
### Getting the most from your people.

If you want to get the most out of your people you could try manipulating the workday, wages and rations bars



located on the Civ tab. Start off by increasing the workday to the maximum twelve hours. Next move the rations right down to 5.0. Now move the wages bar up one notch to four. This counters the unhappiness caused by your changes to the workday and the rations. As the game progresses, your population grows in size, and unhappiness grows with it.

Eventually your cities come close to or actually begin rioting. When this happens, increase the wages by one. This should keep them happy for a few more turns. Once they get unhappy again, increase the wages again. Eventually you get to the point where your wages bar has been increased to the maximum 7.5. If your citizens are happy with the maximum wages it is



## PLAYING GOD

In *CCTP* it is possible to change the statistics of all the units by editing the Units file in located in Activision/Civilization-Call To Power/ctp\_data/default/gamedata/Units. In here you can change things such as how much units cost to build and how far they move. Shield cost line, for example, is how much it costs to build a particular unit. To change how far a unit can move each turn you change the Max Movement line. You can even change what the unit looks like. When changing the movement cost remember that 100=1 movement point. Before editing this or any of the files it is a good idea to make a copy of it and place it on your desktop so it's easy to find. The quick way to find the units you want to edit is to use the Find Function in Wordpad. Just simply type in the name of the unit you wish to edit and it will find the word. We recommend finding the units this way as the file is huge. When you are done making changes save the file as a text file. Now when you start a new game you will be able to see whatever you may have changed in a previous game. Pretty nifty stuff, we're sure you'll agree...

```
### UNIT DONE ###
UNIT SETTLER (
SHIELD_COST 540
POWER_POINTS 400
MAX_HP 1
ATTACK 0
DEFENSE 10
FIREPOWER 2
ZB_RANGE_ATTACK 0

BATTLEFIELD_RANGE 0
BATTLEFIELD_RADIUS 1

VISION_RANGE 1

ACTIVE_DEFENSE_RANGE 0
ELECTRONIC_COMBAT_FACTOR

MAX_MOVEMENT 100
FUEL 0
```

```
### UNIT DONE ###
UNIT SETTLER (
SHIELD_COST 0
POWER_POINTS 400
MAX_HP 1
ATTACK 0
DEFENSE 10
FIREPOWER 2
ZB_RANGE_ATTACK 0

BATTLEFIELD_RANGE 0
BATTLEFIELD_RADIUS 1

VISION_RANGE 1

ACTIVE_DEFENSE_RANGE 0
ELECTRONIC_COMBAT_FACTOR 0

MAX_MOVEMENT 100
FUEL 0
```



happy with Wonders and Improvements. You should also start Terraforming the tiles surrounding your cities. When you Terraform a tile it gives you the choice of changing the type of terrain or adding things such as Farms, Roads and Railways. If your cities need more food it is a good idea to build as many farms as possible around the city so that more food can be produced.

safe for you to drop it down a few notches. When they become unhappy again just boost it back up to 7.5 and then move it back down once they're happy again. As you progress through the game you will no longer have to bother about slider manipulation, but in the beginning of the adventure it is very important.

### Coping with overpopulation

If you are a good ruler your cities might contain populations up to one hundred and fifty. If this is the case you must remember that you can only have up to twenty workers bringing in food. Since they have to feed up to one hundred and fifty people, it is a good idea to keep them



### Terraforming tiles

As well as making farms, it is also a good idea to build roads and railways. Building these reduces the amount of movement points needed to get to a destination. Other things you can build are listening posts/radar, which can prove quite useful in monitoring activity on your borders.

## EXPLORING THE WORLD

When your first city is up and running pretty smoothly you need to



think about exploring the map.

Start off by building two warriors (or one warrior and one phalanx if you've got the Advance). Select one of the warriors and use him to explore the immediate area around your city. Keep the other unit inside your city just in case any barbarians/rival civilizations pay you an early visit. While you explore you will find lost civilizations that provide you with bonuses. These can range from gold to new cities. They can also contain barbarians. It is quite useful to save some of these until much later in the game as the bonuses contained in them change as you progress through the ages.



## DIPLOMATIC RELATIONS

### First contact

As you explore you will encounter barbarians and rival civilizations. When you encounter barbarians you should kill them as soon as possible. This is because they can't be negotiated with and only want to destroy your civilization. When you encounter rival civilizations a different tact is called for. Once contact has been made, select diplomacy from the screens menu. Select the civilization you want to contact then click on the 'send emissary' button. This opens up the negotiations screen, allowing you to make peace, declare war, send a gift





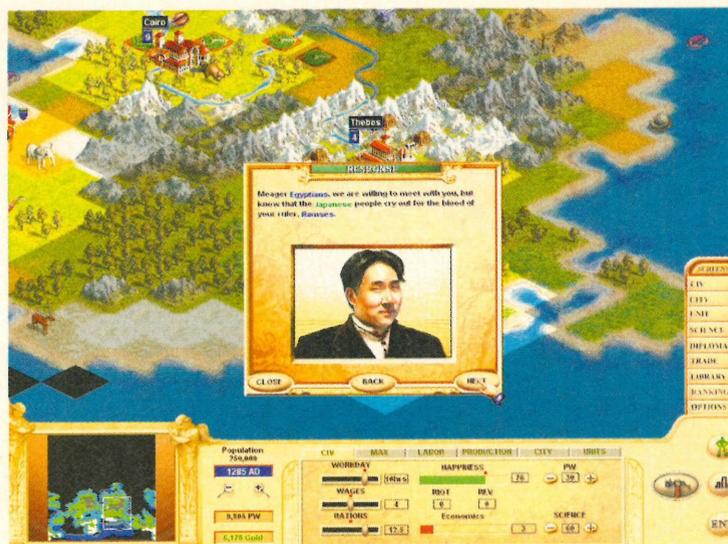
or demand one. To start off with it's best that you try and get a peace treaty. If they refuse a peace treaty, soften them up with a gift – this can be either gold or one of your Advances. Hopefully they should agree to peace, but sometimes they do not. If they deny your terms for peace there is not much you can do except avoid confrontation while you build up your units and Advances.

### Making Embassies

Should you be on friendly terms with another civilization, it is a good idea to try and establish an embassy in their city. If you successfully establish an embassy you will be able to see exactly what Advances they have and what the state of their military readiness is. Another advantage of establishing an embassy is that you can exchange goods, gold, Advances and maps with them.

## MAKING ADVANCES

Right from the start of the game it is a good idea to put as much as you can into gaining new Advances. There are



at least four ways of gaining new Advances other than funding it with gold. These ways are as follows:

### DIPLOMACY

If you have established an embassy with a civilization you can exchange Advances with them. If you're not in the mood for being nice or you're at war, you can simply demand one of their Advances or you will destroy them. Making demands for Advances is best saved as a desperate last resort because making demands tends to have a negative effect on diplomatic relations.

### THEFT

Instead of conquering a city to gain Advances, you can steal them



instead. You can do this by using the spy. The problem with this is that if he is discovered that unit will be destroyed and diplomatic relations with that city are affected. If you're at war with the city then you don't really have to worry about whether or not you have offended them.



### ANCIENT KNOWLEDGE

Sometimes when you encounter a lost civilization the bonus will be a shiny new Advance.

### CONQUEST

Whenever you capture an enemy city you automatically gain all that it contains. This can sometimes come in the form of an Advance that you have not yet discovered.

### Funding your research

The length of time it takes you to research a new Advance all depends on the following things: how much gold you produce, how much of it is spent on research, how many scientists you've employed and, finally, what type of government you have. If your civilization produces a lot of gold you can increase the civilization science setting. This allows you to allocate a percentage of your gold to just scientific research. The science setting is located on the Civ tab. The Civ tab also allows you to check what you are researching and how many turns will pass until it is finished. If you can't afford to rely on gold for your



# TRADING

If you wish to gain large amounts of gold (which we're sure you want to do) then you should look into trading with other civilizations as well as your own. If you want to trade you have to have tradable goods within the radius of your city. You also need to have a caravan and someone to trade with. To get the most gold possible out of trading a product you should create a monopoly. Remember that you can only have four goods in a monopoly, e.g. four grapes. The goods you can have as a Monopoly are as follows:

- ALLIGATOR
- BEAVER
- GRAPES
- CARIBOU
- COFFEE
- CRAB
- DIAMONDS
- ELEPHANT
- GIANT SQUID
- JADE
- OIL
- PEARLS
- POPPIES
- RUBIES
- SUGAR
- TOBACCO
- WHALES

Having a Monopoly in a product is very rewarding in the way of Gold. If you trade in one good you receive ten gold, if you trade in a second good you get twenty gold. This goes up to forty, and when you get to there the gold really starts to mount up. If you build a Labyrinth you will receive free caravans. We don't recommend this as the Labyrinth becomes obsolete very quickly and the gold would be much better spent on production.



research you can hire scientists within your cities. Scientists only do research and therefore don't produce food, so make sure you are producing enough food to sustain them as well as your populace. Yet another way to improve on your research is building Improvements in your cities. Improvements such as the Academy, Publishing House, University, etc. provide you with a bonus to your science rating.

## DEFENDING YOUR CITIES

While you explore the map it is a very good idea to have at least one fortified unit in each of your cities. This is because you always need to be prepared for an attack from barbarians or another civilization. Although you might have a treaty with a civilization, they sometimes decide to attack your units in an unprovoked attack.

### Defence units

As you progress through the game you are naturally able to construct more units. Some of these units are

especially good for defending your cities. One of the best units to defend your city is the Marine. You can get the Marine by researching Mass Production. By the time you can start producing Marines your cities should be quite large, with anything from ten to twenty workers in them. This enables you to produce the Marines and other units quite quickly. If you want to produce them very quickly check out the 'Playing God' boxout.

### Defence strategies

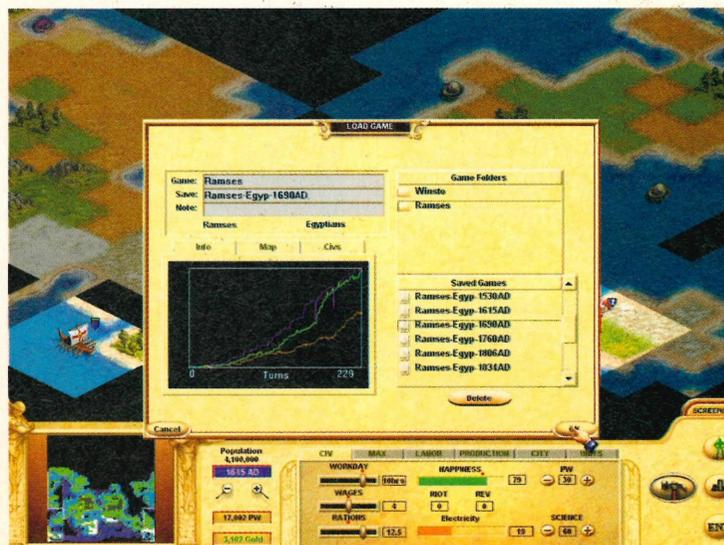
When you start the game you should try and research the Phalanx as soon as possible. This is because the Phalanx is the best unit for defence at the beginning of the game. They are ideal because they are strong, good

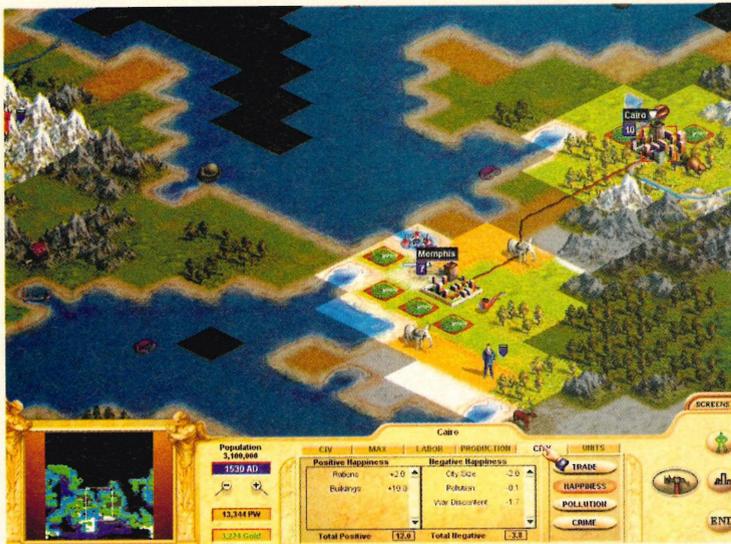


value and, most importantly, quick to build. If you only start off with the ability to build warriors you'll just have to make do with them until you have made the necessary Advances to get the Phalanx. While you have units exploring the map you should put five Phalanx into build queue. This will ensure that your base will be adequately defended. As the game progresses you will be able to build different better defensive units such as the Marine, Cannon, Artillery and the Fascist.

### Placing defensive units

If you are playing with a defensive strategy it is good idea to place your units strategically. It is wise to look around the area surrounding your cities and see if there are any places where the land is constricted so that it's one tile wide. These are called choke-points, and throughout the game units controlled by the computer will constantly gather there. If you don't want any rival civilizations trespassing on your territory it is a good idea to place at least one unit on each of the choke-points. This will make sure that the





rival civilizations cannot get through into your land unless they want a war, in which case they'll attack the unit(s) obstructing their way. If you don't want to place guards at the choke-points, your best option to get rid of trespassing units is the diplomatic way. To do this simply go to the diplomacy screen and choose Demand Action. Next choose Stop Trespassing. If they refuse you can either repeat the process or kill the trespassing units.

### Defending in war time

When you start a war with an opposing civilization they will probably try and retaliate. Sometimes the other civilizations will also join in the war, or at the very least want the blood of your leader. The best way to defend yourself is to have stacks of nine fortified units in each of your major cities. You should also get as many units as you can spare over to the choke-points and fortify them in stacks of nine. This will aid the defence of your civilization greatly, giving you ample time to build up your attacking units.



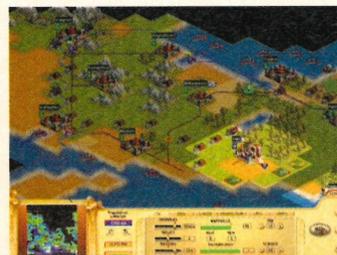
## GOVERNING YOUR PEOPLE

### What does a government do?

Each different government in *CCTP* changes the statistics of your civilization. For example, if your chosen government was Communism, your civilization would have a very high production rate but a very poor science rating. You would also have an increase in pollution due to the amount of production being done. Also each government is ideally suited for different types and sizes of civilization which will be explained later.

### Changing a government

In *CCTP* there are a total of eleven governments you can enact. It is only possible to have one government ruling at any one time, so it is vital that you check to see if the government is suitable for your civilization. The reason for this is that when you enact a new government a state of anarchy occurs while it is applied. When your civilization is in a



state of anarchy, production, gold, military and growth all have their statistics lowered considerably, leaving you open to attack from other civilizations. Therefore you should think long and hard before changing your government.

### Types of government

Here is a list of each of the eleven governments, including their statistics and when they should be used.

#### Communism

GOLD: BAD  
GROWTH: AVERAGE  
MILITARY: GOOD  
PRODUCTION: EXCELLENT  
SCIENCE: AWFUL  
MAXIMUM SCIENCE RATING: 60%

This type of government is perfect for production within a small empire. The downsides of this type of government are the poor science rating and the increase in the amount of pollution produced by each of your cities.

#### Corporate Republic

GOLD: EXCELLENT  
GROWTH: AVERAGE  
MILITARY: AVERAGE



PRODUCTION: GOOD  
SCIENCE: GOOD  
MAXIMUM SCIENCE RATING: 60%

#### Democracy

GOLD: AVERAGE  
GROWTH: AVERAGE  
MILITARY: BAD  
PRODUCTION: AVERAGE  
SCIENCE: GOOD  
MAXIMUM SCIENCE RATING: 20%

The Democracy is the most powerful government that you can use on a medium empire. It is ideal for people that want to produce a lot of gold and scientific research. The drawback of this particular government is that it leaves you open to attack from other civilizations.

#### Ecotopia

GOLD: GOOD  
GROWTH: GOOD  
MILITARY: GOOD  
PRODUCTION: BAD  
SCIENCE: GOOD  
MAXIMUM SCIENCE RATING: 80%

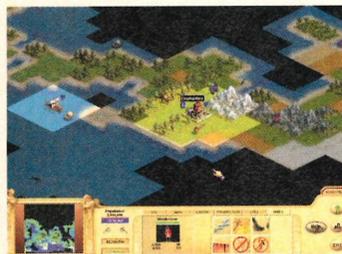
Ecotopia is the perfect government for a civilization set for brutal, bloody war. As well as providing good stats for everything except





MILITARY: AVERAGE  
 PRODUCTION: AVERAGE  
 SCIENCE: AWFUL  
 MAXIMUM SCIENCE RATING: 50%

This is the government that you begin the game with. As you can see it is a pitiful government, and the quicker you change it the better. Tyranny is the only government bettered by the Monarchy.



production, it also gives a nice wartime happiness bonus to each of your cities.

### Fascism

GOLD: BAD  
 GROWTH: AVERAGE  
 MILITARY: EXCELLENT  
 PRODUCTION: GOOD  
 SCIENCE: AVERAGE  
 MAXIMUM SCIENCE RATING: 70%

Fascism is perfect for war within a medium empire. It is also the only government to allow production of the Fascist unit.

### Monarchy

GOLD: BAD  
 GROWTH: BAD



MILITARY: GOOD  
 PRODUCTION: AVERAGE  
 SCIENCE: BAD  
 MAXIMUM SCIENCE RATING: 50%

The monarchy is one of the worst governments to have in this game. It is only useful if you wish sustain a particularly small empire.

### Technocracy

GOLD: AVERAGE  
 GROWTH: GOOD  
 MILITARY: AVERAGE  
 PRODUCTION: EXCELLENT  
 SCIENCE: GOOD  
 MAXIMUM SCIENCE RATING: 80%

Technocracy is the best government for a large empire that is heavily into production. It guarantees stability

within your cities (subdues dissent) and a very high production rate.

### Theocracy

GOLD: GOOD  
 GROWTH: BAD  
 MILITARY: AVERAGE  
 PRODUCTION: GOOD  
 SCIENCE: BAD  
 MAXIMUM SCIENCE RATING: 60%

The Theocracy is best suited for medium empires that are facing war or religious warfare. It is the only government to allow production of the Cleric.

### Tyranny

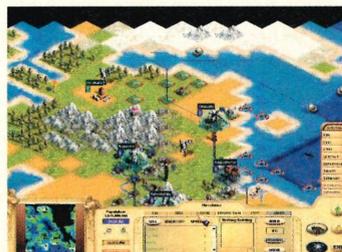
GOLD: BAD  
 GROWTH: AWFUL

### Virtual Democracy

GOLD: GOOD  
 GROWTH: EXCELLENT  
 MILITARY: BAD  
 PRODUCTION: BAD  
 SCIENCE: EXCELLENT  
 MAXIMUM SCIENCE RATING: 100%

If you want to sustain a large empire then this is the government





for you. It is the best government for a large empire that wants to get ahead in science.

## KEEPING THE PEACE

All through *CCTP* you will discover and make things that your citizenry either like or hate. When your citizens are happy with you they'll celebrate and praise your brilliance, but if they're unhappy they'll riot and leave your cities or even destroy them. Keeping your citizens happy is a good thing to do since constant riots can be quite a hindrance to your production. Your citizens are picky people and can become unhappy from many things. Losing battles, overcrowding, pollution, poor wages, etc. all add to their unhappiness and eventually build up to riots in your cities. One way for you to keep your citizens happy is if you build Wonders and Improvements in their cities. Wonders and Improvements all provide you with bonuses. Improvements such as Cathedral, Body Exchange and Temple all provide you



with Happiness bonuses, whereas Wonders like the Sensorium eliminate all unhappiness from overcrowding pollution. Another way is to follow the guidelines set below.

## Keeping civilizations happy

Factors that change happiness can either affect one city or your entire civilization.

Below are the factors that affect your entire civilization.

## Government

The type of government you choose directly influences the workday, wages and rations expectations of your people. Your choice of government also affects

the amount of pollution and crime in your cities as well as the maximum science setting you can have. It also determines how many cities you can control without incurring a happiness penalty.

## Pollution

In *CCTP* pollution is one of the greatest causes of unhappiness. As your cities start increasing in size they also start producing more pollution. Pollution doesn't just add to unhappiness, it also adds to global and local disasters. Global disasters create dead tiles and flooding. Local disasters also produce dead tiles. Dead tiles have no food, production or gold values, therefore making them useless. Pollution can be countered by building Improvements and Wonders like the



Recycling Plant and the Sensorium which reduce pollution in your cities.

## War Discontent

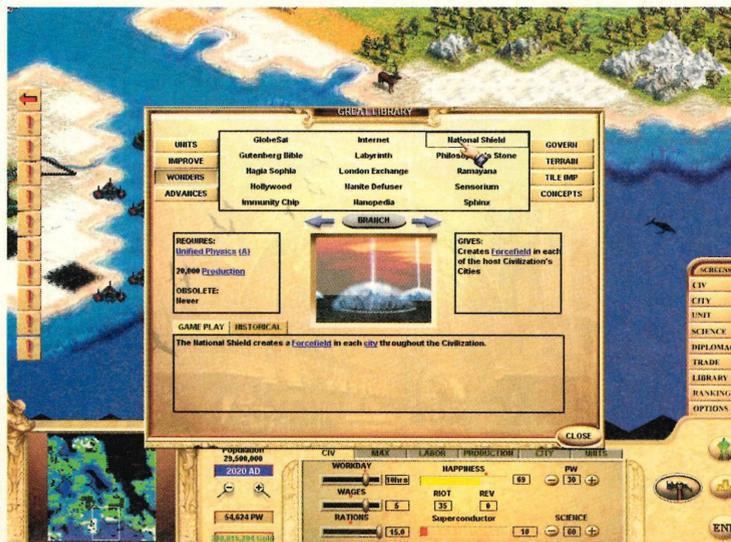
War discontent occurs in two ways. The first is when military units leave the city that they are protecting. This doesn't cause a large unhappiness bonus, but it makes one nonetheless. The second way causes quite a significant unhappiness bonus and it occurs when any of your military units are killed in battle.

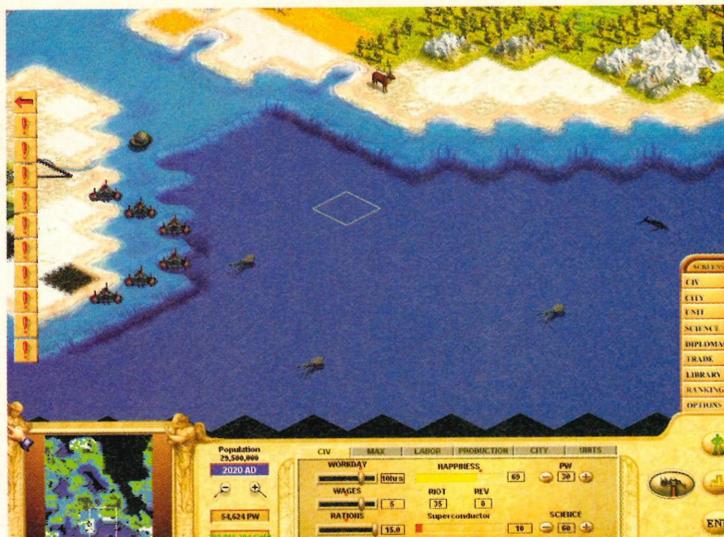
## Overcrowding

Any city that is overcrowded will contain unhappy citizens. When a city is full of unhappy citizens any changes you make to their workday, wages and rations will have severe effects, which can be either good or bad.

## Too many cities

Some of the governments available in *CCTP* have a limit to how many cities you can have before incurring a happiness penalty. If you want to have more cities it is a good idea to either disband any or all of your less productive cities or change to a





government which allows a much larger empire. If you don't do any of these things and still choose to build more cities you will suffer riots throughout most of your empire.

### Capital Distance

As your empire expands your cities get further and further away from the capital. When your cities become a certain distance from the capital they start having negative bonuses to their happiness. Building roads or railways between your cities decreases this bonus. This is because it reduces the amount of movement points needed to reach the capital.

### Unhappiness attacks

Quite a few of the special units contained in this game have special abilities that cause unhappiness in enemy civilizations. They can either reduce the actual happiness or create riots and uprisings. The only way to counter these attacks is by having a unit of the same type inside your city. This allows you to see the unit coming towards your city, allowing you to send in a military unit to finish it off.

### Crime

Crimes in your city occur only if your people are unhappy. Once unhappiness reaches a certain level your people start stealing food and production. Building a courthouse in a city reduces the crime rate by 50%. If you build a Chichen Itza all crime within your civilization will be eliminated.

### Entertainers

It is a well known fact that entertainers make people happy. The more entertainers you have in a city, the happier they'll be. If only everything was this simple!

### Improvements

Building improvements such as the Temple, Cathedral, Coliseum and Body all



add to the happiness within the city they're built in. Unlike Wonders you can have one of each thing in all of your cities instead just one for your civilization.

### Wonders

Wonders are constructions that have a positive affect on your entire civilization. They take quite some time to build, but once they're finished they provide you with a very good bonus to your happiness, production, science etc. The effect the Wonder has on your civilization is determined on what the actual wonder is.

## THE SPYING GAME

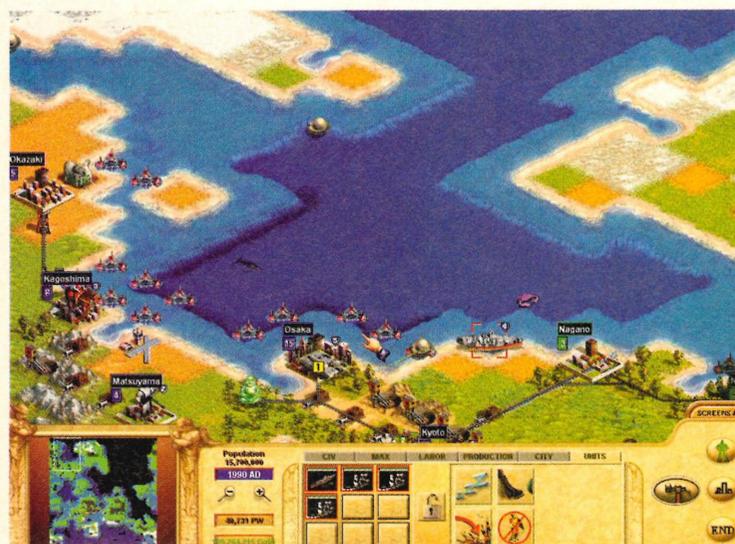
At some point in the game you might find that your civilization has started to fall behind the others in the way of Advances. Providing you don't mind a little dent in diplomatic relations you should seriously consider a bit of espionage. The units capable of spying on a city are the Diplomat, the Spy and the Cyber Ninja. The Diplomat has the poorest spying abilities, while the Cyber Ninja has the best. When you conduct a successful spy mission on a rival city

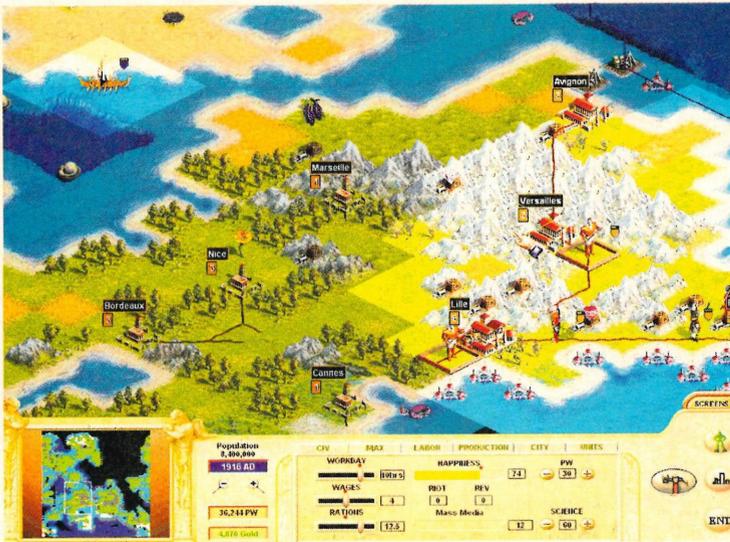


you will find out what buildings it contains, what it is building and how many units are contained within it. The dent in diplomatic relations will only occur if your spying unit gets caught. Remember that your spies can be seen by any spies belonging to rival civilizations and vice-versa.

## WAR

"I say we nuke 'em." Warfare in CCTP doesn't exactly stay true to real life. An example of this is the fact that two musketeers can somehow occasionally defeat a stealth bomber in battle. Nevertheless war in this game is a fine art. If you want to go for the all-out obliteration of your rivals it is recommended that you use the excellent





have detonated send in your paratroopers to wipe out any enemy troops that remain in the city. If the enemy has a lot of reinforcements nearby and you don't think you can defend the city you should do the following: sell all Improvements and fortifications in the city then move your paratroopers out of the area.



combination of nuclear weapons and paratroopers. If used correctly the combination of nukes and paratroopers can literally destroy a city (or at the least leave it open to conquest). If you amass enough units you can even destroy an entire civilization. These units are very expensive to construct so it is a good idea to avoid conflict until you are ready for it. The first step is to reveal where all the opposing cities are. You can do this by exploring the world or exchanging maps with the civilization you want to destroy. Once you've learned the location of their major cities it is time to move your units into position. When placing your units remember to keep the warheads safe in one of your cities or, if you can afford it, in a submarine. You must also remember

that only one paratrooper per city can be launched each turn. If your cities are too far away you can build some small cities closer to the enemy if you wish. Once all of your units are in place, go the next turn. At the beginning of the next turn launch your nuclear weapons at the cities you wish to destroy. After the weapons

### War on a budget

If you don't have the necessary gold or Advances for nuclear warfare and still crave conflict, it is still possible to win a war. To do this you have to be able to build units that can bombard as well as other military units. The ideal combination for this is six Tanks and three Cannons/Artillery stacked together. If you have battleships it's even better. Again, it is a good idea stay on good terms with the other civilizations to start with, if only to get their maps. Once you've picked a city start moving your attacking units towards it. Stop moving your units when they are right next to the city. Select your Cannons/Artillery/Battleships and bombard the city for a couple of turns. After they've been softened up send in

all nine of your attacking units. A brief battle might ensue but you should emerge victorious. If any of your units were killed or severely injured in the battle just build some more in the city you've just occupied. Once you're up to full strength it is time to move onto the next city, and the next, and so on.



# KINGPIN: DEMO WALKTHROUGH

Next month we're going to bring you the full guide to this amazing new shooter, but for the moment, why not use our walkthrough to the demo on your cover CD?

FEATURED...  
**ON THE COVER CD!**

## TIP

**K** eep your weapon holstered until you know someone is a threat and must be dealt with!

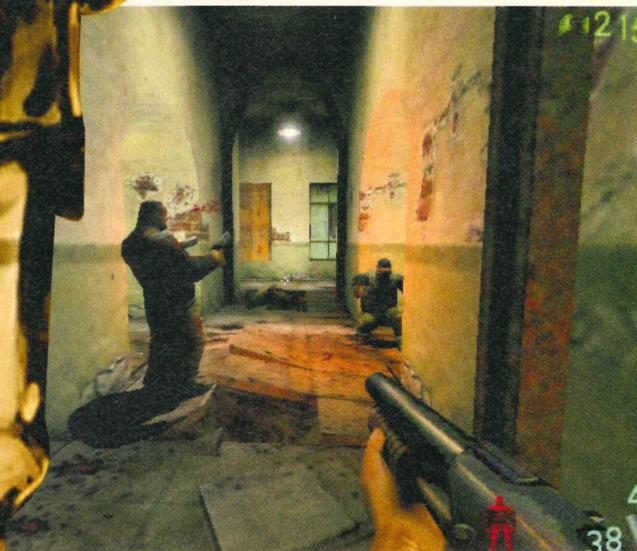
## PART 1

**Y** ou start off getting the s\*\*t beaten out of you by two thugs in an alley. After they leave you, vow to get them back and find a pipe behind a dumpster. Walk down the only path you can take and talk to the homeless man. He offers you a crowbar for a dollar. You don't have any money right now, so walk over to the man and his lady. You can talk with them if you like, but you can also kill the both of them and find a little dough (use crouch + action). Now you can get the crowbar from the homeless man. This crowbar makes it much easier to kill guys without taking substantial damage. Continue up the stairs and turn left. You pass a thug in a blue shirt who follows you



around for ten dollars. If you continue on a little further you find a woman. Talk to her several times and she reveals: "You will need a gun or those guys will tear you apart," and that you can get one at the Pawn-O-Matic. Walk back and go to the Pawn-O-Matic. The owner buzzes you in and tells you that he will trade a gun for a coil in the warehouse found in Storeroom B.

Exit and go back to where you originally turned left and take the path on the right. You find another woman here with some advice. She eventually tells you to wait until the radio is on so the guards are distracted. While the radio is on make a run for the second door on the left. Once you are in, continue to your right. You eventually find a room containing one man. Kill him with the crowbar before he escapes, as he will get the guards who you don't stand a chance against. In that room pick up the flashlight and the key and head back toward where you entered the warehouse and continue down in the other direction. You descend a set of stairs and find Storeroom B. Inside Storeroom B you is the coil above the shelves on the side of the room with the red light towards the ceiling. You can't get the coil from within this room, but you can pick up some other goodies





such as health kits (which you probably need from your first and only fight). Head back up the stairs and turn right, into Storeroom A. There is one man in here near a poker table. Kill him quickly with the crowbar. Now go back to where you entered this Storeroom and find the odd box near the door. You can drag this box to the second to last room of boxes on the other end of the room (towards the table but on the same side as the door).

Jump on this box to get to the next set of crates and jump over the break through the next set that puts you right in front of the air vent. Break the air vent with your crowbar and continue onward. You can use your flashlight in here if you wish. At the end of the short tunnel you drop right on top of the shelf that the coil is sitting on. Get the coil and go towards the entrance of the warehouse. Wait for the radio to start up again and dash past the guards to the Pawn-O-Matic. The shopkeeper gives you a pistol and you can be on your way.

Note: Assuming you have been checking all bodies for money, you may have a little extra cash right now. You might want to buy an extra clip of bullets.



Walk past the woman opposite the Pawn-O-Matic with your gun holstered and show your gun to the group of thugs. They will get hostile, so beat the s\*\*t out of them! The guy with the gun is carrying a key, so be sure to check out his loot.

## PART 2

Enter the sewer and walk down the stairs. You have two choices: left (2) and right (1). Go right and follow the path until you meet some thugs. These guys are going to be hostile, along with mostly everyone else in the last part of the demo, so beat the s\*\*t out of them with one of your trusty weapons. When you're done, enter the door and head up the stairs. Enter the other door at the top. You find a room with some pipes and boxes. Walk up the small set of steps and through the other door with windows on both sides. In the back room is a shotgun, some ammo, and some health. Grab all of it. Go back out to the sewer and go straight through the east tunnel and then take the south tunnel to a new set of stairs and another door. Go through this new door and the next part of the walkthrough loads.

From here, go right (you should see some rubble and a piece of wood holding part of the ceiling. Go past it and you should be outside the bar area with a mean black dude who tells you to get off his street and a man dressed in women's clothing (keep your weapon holstered). Go into the bar and hire the two guys in blue shirts. Exit the bar with these two guys and have them kill the guy with the attitude outside. If you search him you will



find a watch. Go back into the bar and back into the men's room. The guy in the men's room rewards you with a key. Leave the bar again and go back into the tunnel, and this time take the other path which leads to some stairs. Go up the stairs and have your hitmen take out the woman. Now send your guys into the room and they clear it out of the two thugs and mega-bitch (woman with an attitude and two guns - nothing special) in there. Go all the way up the steps and out the door, over the wooden plank and in through the door. Go through the next door and find the Maintenance Room out in one of the hallways. Shoot the vent in the Maintenance Room and enter it. At the end there is a room with some thugs. Kill them and enter the room. On the left side of the room there is a wooden bench-like piece of furniture. Jump on top of it and press F on the 'Radio City' picture. The picture moves - it's a hidden safe, and inside there is a key. Get the key and exit the room. Go find the Exit door with all the wooden planks covering it at the end of one of the hallways in the building. Use the crowbar (to save bullets) and remove the wood to uncover the door (notice the colour of the wood, it has a greenish tint to it. Whenever you see this wood try to take it down). The next part of the game will now load and the pace really starts to pick up.

Go down the stairs and out into alley and shoot all the b\*stards that try to screw with you (happens to be all of them). Enter the other door and kill whoever you see (as usual). You find a room where when you look out you can see another broken window with some

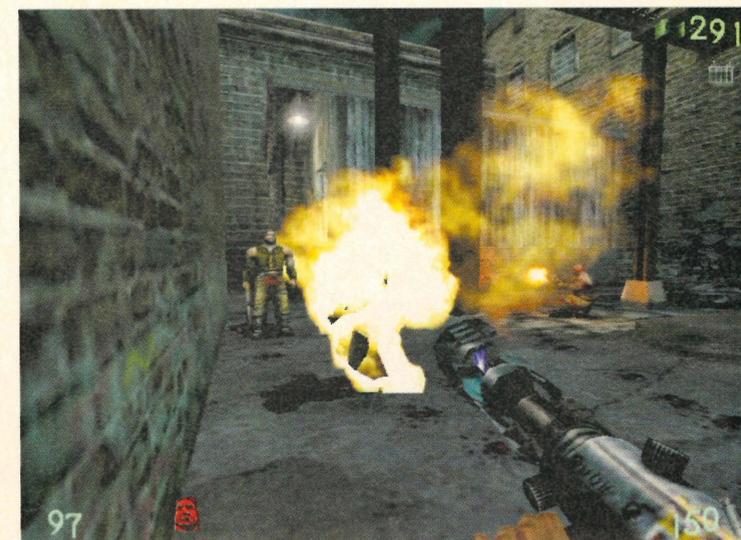


bad mutas shooting at you. Kill them with the shotgun or pistol and get over to the other window where the guys were. Go into the room and you find a key and stumble upon some flame-thrower gas (kick-ass flame-thrower?!?! You get this soon). Now kill the guys in the room and leave to the alley and go through the new door. Kill the guys you see and head up the stairs and get all of the health. Now hang a right and take the stairs down and go out the door. You find some dogs and an old car. Kill the dogs and go around to the back of the car to get the battery. You can also get the wicked flame-thrower here. Smash in the roof of the car and shoot the floor of the decrepit automobile to reveal a box. Now, don't shoot the box, but instead open it with your crowbar and you get the flame-thrower. Bitchin'! now make your way all the way back to the bar area, frying everyone you see on the way. On the opposite side of the bar there is a little place with steps along the side of the pathway that leads up to a door. Go through the door and kill the guys and dog that may enter the room. Now go jump on the motorcycle to complete this brilliant demo and get the hell out of this Godforsaken hell hole of a rat-infested town!

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Kingpin demo was cracked on a Special Reserve PC - as recommended by the UPC Strategies team!



# STAR WARS: X-WING ALLIANCE



*WITH COUNTLESS SHIPS TO PILOT AND DESTROY AS WELL AS A DEATH STAR, IT'S NO WONDER THAT THIS LATEST STAR WARS GAME HAS ATTRACTED THOUSANDS OF ENTHUSIASTS. HERE YOU'LL FIND USEFUL INFORMATION ON EACH OF THE 53 LEVELS IN THE GAME AS WELL AS COMBAT TIPS TO HELP YOU DEFEAT THE EMPIRE.*

## PROLOGUE: FAMILY BUSINESS

### Mission 1 Aeron's Lesson: Transport Operations

**T**his is just a simple training mission. Just fly your Correllian transport to Harlequin station and pick up some supplies. Watch out for: Viraxo fighters

### Mission 2 Emon's Lesson: Weapons

Another training mission but this time you get into your gun turret and do some target practice.

### Mission 3 Aeron's Error: Data Recovery

There's a problem with your cargo records and need to update what has been lost. You recover this lost data by inspecting your cargo. Watch out for: Smugglers

### Mission 4 Sticking it to the Viraxo: Covert Delivery

Plant the illegal Spice the smugglers had hidden in your cargo and plant it at Viraxo storage facility. After that get the Empire's attention by destroying some of the Viraxo cargo floating about. Watch out for: Imperial and Viraxo fighters



### Mission 5 Black Market Bacta: Cargo Transfer

Join up with Galin and rendezvous with smugglers to obtain some Bacta for the rebels. Watch out for: Pirate ships

### Mission 6 Rebel Rendezvous: Aid To The Alliance

Escort Tomaas and Galin as they deliver their shipment of Bacta to the rebels.



### Mission 7 Nowhere to go?: Escape Imperial Attack

Your home is under attack and you must escape with as much of your cargo as possible.

## JOINING THE REBELLION

### Mission 1 Deep Space Strike Evaluation

Yet another training mission but this time proving your flying skills in the rebel training ground.

### Mission 2 Starfighter Superiority Evaluation

Prove your starfighter combat skills against other fighters

## BATTLE 1: CLEARING THE WAY

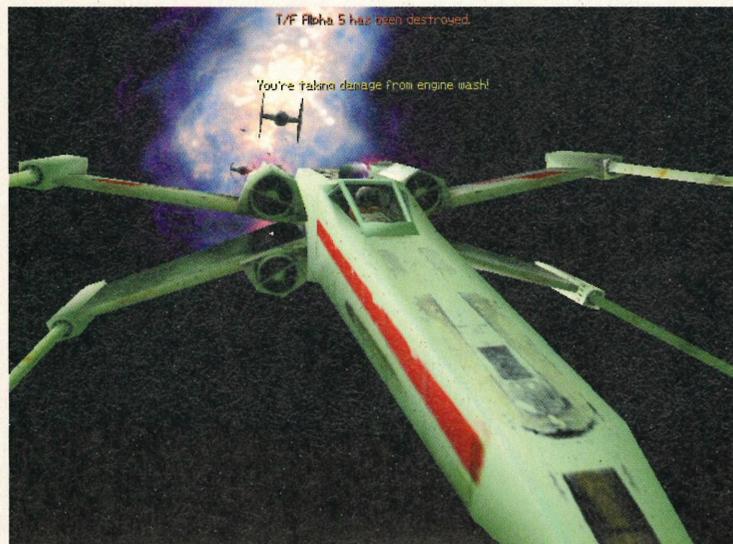
### Mission 1 Convoy Attack

Attack an Imperial convoy being escorted by the Imperial Strike Cruiser Scythe. Destroy the cruiser and the convoy. Watch out for: Imperial fighters

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X-Wing was cracked on a Special Reserve PC - as recommended by the UPC Strategies team!





### Mission 2 Rescue Uncle Antan

Join Emon and attempt the rescue of your Uncle from a Viraxo installation. This is your only chance to free him so don't fail. Of course if you do fail you can always re-fly the mission.

### Mission 3 Reconnaissance Of Imperial Task Force

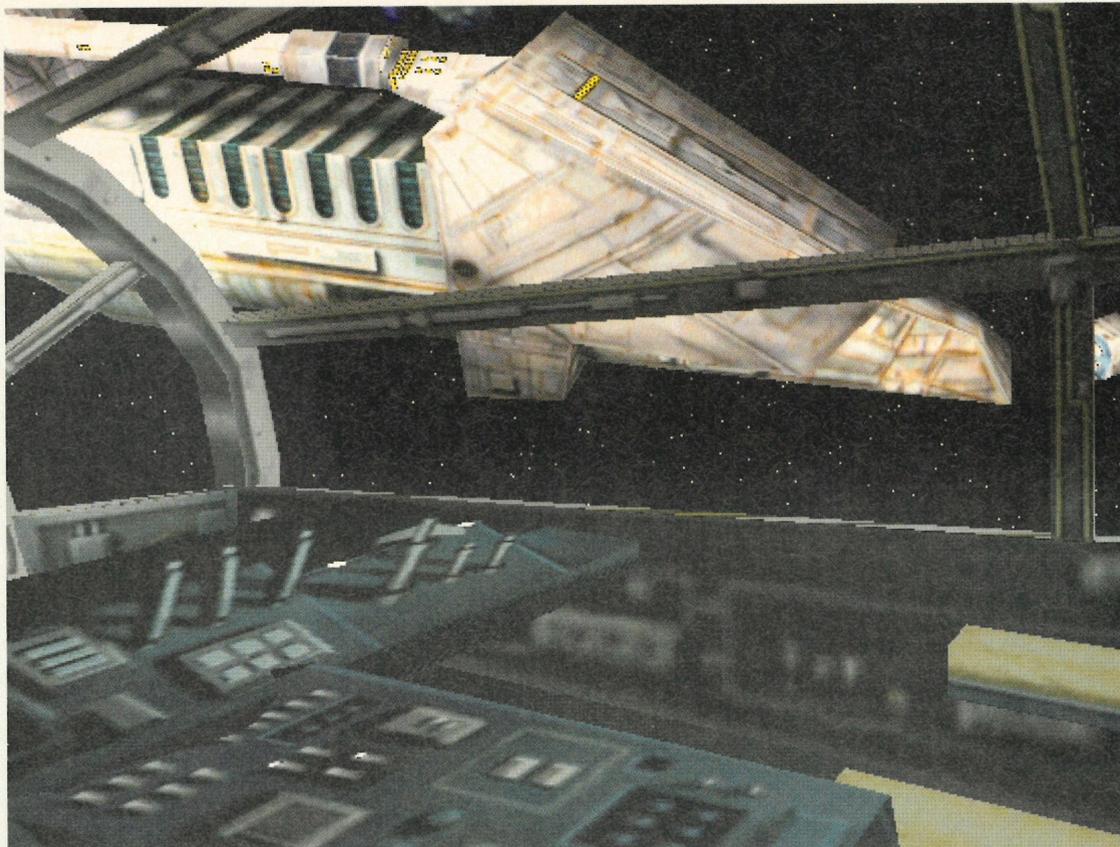
Join a group of A-Wings as they conduct reconnaissance on an Imperial convoy. Watch out for: Imperial Probe Droids

### Mission 4 Rescue Echo Base Prisoners

Intercept an Imperial Dreadnought carrying prisoners from the battle of Hoth. Disable the Dreadnought and protect the rescue crews. Watch out for: Imperial Fighters

### Mission 5 Recover Imperial Probe

Recover a damaged Imperial Probe Droid



for your Sister Aeron and smuggle it through a customs checkpoint.

### Mission 6 Stop Resupply Of ISD Corruptor

Ambush an Imperial supply convoy as they try to re-supply the ISDII Corruptor. Watch out for: Ships escaping into hyper-space

### Mission 7 Destroy Imperial Sensor Net

Conduct a strike against an Imperial sensor station.

## BATTLE 2: SECRET WEAPONS OF THE EMPIRE



### Mission 1 Flight Staff Transfer

Respond to a distress call from an ambushed convoy and prevent it from being destroyed. Watch out for: Imperial Prototype Fighters

### Mission 2 Ensnare Imperial Prototypes

Using decoy cruisers, lure the Prototype fighters into an ambush. Disable one of each fighter and then escort the recovery craft.

### Mission 3 Kill K'Armyrn Viraxo

Intercept and destroy K'Armyrn Viraxo's pleasure yacht in attempt to finish him off. Watch out for: Bounty Hunters

### Mission 4 Raid Production Facility

Escort ATR Storm unit to an Imperial construction facility as they try to uncover data on the experimental fighters



## YOUR FAMILY

### Tomaas Azzameem

**Y**our father has been the head of the family shipping company ever since it was created. He is a great leader and his decisions are always calm and calculated, leaving nothing to chance.

### Antan Azzameem

Your uncle co-founded the company with your father. He is a kind man and always has the family's best interests at heart when he makes decisions.

### Galín Azzameem

Galín is your oldest brother. He has a firm distinction between right and wrong making him very sympathetic to the rebellion.

### Emon Azzameem

Emon is your middle brother and is a bit of a mischief maker. Wherever there is trouble he'll be involved.

### Aeron Azzameem

She is your older sister and will accompany you on the majority of your missions. Aeron is also an accomplished computer hacker and slicer as well as being a damn fine pilot.

### Olin Garn

Olin is a bounty hunter with very strong ties to your family. Before becoming a bounty hunter he was freighter pilot and became a very close friend through all his dealings with the Azzameem family.

### Emkay

He is a heavily modified maintenance droid with a bit of an aggression control problem. Whenever you fly on a mission you can always bet he'll want to get in a fight.

### Dunari

Dunari runs the galaxy's most infamous casino and although he is known to deal in dodgy goods he is a good family friend who can always be relied on.

# KNOW YOUR WEAPONS

**A**n important thing to know about this game is that all the warheads don't act the same way. Here we explain what each warhead is best suited for.

## Concussion Missiles

These are best suited for when you are fighting slower moving craft as they can be avoided fairly easily.



## Proton Torpedoes.

These warheads are even slower than the concussion missiles but they do pack a punch (they did destroy the Death Star). They're best used on capital ships and slow moving fighters.



## Advanced Concussion Missiles

These are much faster versions of the ordinary Concussion Missile and are more difficult to avoid.



## Advanced Proton Torpedos

Like the Advanced Concussion Missiles these are much faster and more powerful than their basic counterparts.



## Mission 5 Defend CRS Liberty

The Liberty has fallen under attack and you must defend it from Imperial attack long enough for it to enter hyperspace.

## Mission 6 Destroy Imperial Research Facility

Destroy the Imperial staging ground for the experimental fighters as well as the command ship nearby.

Watch out for: Experimental and ordinary fighters

# BATTLE 3 OVER THE FENCE

## Mission 1 Liberate Slave Convoy

Attack a slave convoy and liberate the slaves being transported.

## Mission 2 Supply Rebels With Warheads

Hijack a shipment of warheads from the

Viraxo and deliver them to the rebellion.

## Mission 3 Recon Imperial Research Facility

Investigate an Imperial research facility.

## Mission 4 Investigate an Imperial Communications Array after receiving information from an anonymous source.

Raid an Imperial communications centre for information vital to the rebellion.

## Mission 5 Plant Listening Device

Plant a listening device on an Imperial communications relay in order to monitor the Viraxo's



dealings with the Empire.

## Mission 6 Rendezvous With Defector

Rendezvous with the Imperial informant.

## Mission 7 Scramble!

Commander Kuapalo has stolen a shuttle and you must disable it before he reaches hyperspace.

# BATTLE 4 THE BOTHAN CONNECTION

## Mission 1 Shipment To Mining Colony

Raid a Viraxo storehouse in order to obtain supplies for the rebellion. Watch out for: Black Sun Pirates

## Mission 2 Reconnaissance of Imperial Convoy

Conduct reconnaissance of an Imperial convoy. Fly to its location and conduct reconnaissance of the area.

Watch out for: Being detected by Imperial ships

## Mission 3 Mining Colony Under Siege: Rescue Aeron

The mining colony Aeron is hiding out on is under attack. Hold off the enemy fighters until she has escaped the facility.

Watch out for: Fighters attacking Aeron's ship

## Mission 4 Capture The Freighter Supresa

Investigate a freighter for information on a top priority Imperial military project. Once the freighter is located,





disable it so that it can be captured.  
**Mission 5**  
**Abandon Rebel Base At Kothlis**

The rebel base is under attack and you must stop the computer program from falling back into Imperial hands.

**Mission 6**  
**Protect Imperial Computer**

The Empire is attacking the Corvette Razor in another attempt at retrieving the stolen computer. Fend off the attack long enough for the Corvette Razor to reach hyper space.

**BATTLE 5**  
**MUSTERING THE FLEET**

**Mission 1**  
**Protect Alliance-Smuggler Meeting**

The Alliance is holding a meeting with a trading coalition. Fend off any fighters that try to disrupt the meeting. Watch out for: Pirates and Imperial Vessels

**Mission 2**  
**Attack Imperial Convoy**

Assist the Hurrim in a raid against an Imperial convoy. Watch out for: Hurrim Treachery

**Mission 3**  
**Break Emon Out Of Brig**

Join Dunari in an attempt to rescue

your Brother Emon. Retrieve a bomb hidden among some cargo, then use it as a distraction while Dunari tries to rescue Emon.

**Mission 4**  
**Protect Smuggler Retreat**

Protect friendly smugglers as they flee an Imperial attack.

**Mission 5**  
**Rescue Smugglers**

Escort Dunari's associates as they flee an attack from the Hurrim.

**Mission 6**  
**Recover Family Data Core**

Rescue the families datacore. Watch out for: Imperial fighters

**Mission 7**  
**Attack Pirate Base**

Attack a base holding a well organised group of pirates. Watch out for: Imperial Star Destroyer

**BATTLE 6**  
**THE DARKEST HOUR**

**Mission 1**  
**Meet With Bothan Delegation**

Rendezvous with the Bothan Spynet for information on the Death Star II.

**Mission 2**



**Locate Mercenary Base**

Aid the rebels in their search for the Mercenary base. Watch out for: Imperial Traps

**Mission 3**  
**Raid Mercenary Base**

Raid the Mercenary base that was formerly the Azzameen family home.

**Mission 4**  
**Rescue Bothan Spies**

Rescue the Bothan spies returning from the Death Star construction site before they are discovered by the Empire.

**Mission 5**  
**Steal Imperial Shuttle**

Steal an Imperial shuttle for use in the Battle of Endor.

**Mission 6**  
**Escort Rebel Fleet**

Escort various sections of the rebel fleet to Sullust. Watch out for: TIE Bombers

**Mission 7**  
**Family Reunion**

Rescue your father and brother from an Imperial holding vessel based on information supplied by your Uncle.

**BATTLE 7:**  
**THE BATTLE OF ENDOR**

**Battle of Endor**

The Alliance attack is ambushed and you must destroy the first wave of attacking TIE fighters.

**Phase 2:**  
**That Things Operational**

Engage the Imperial fleet point blank while you wait for the shield to be lowered.

**Phase 3:**  
**The Shield Is Down**

Fight through the Death Star's fighter defences and head towards the rallying point.

**Phase 4:**  
**Death Star Tunnel Run**

Fly through the Death Star and destroy the Primary core. Beware: It takes some time to blow up the core.

Handy Tip: You can shoot the pipes that get in your way while you fly through the Death Star.

**Heavy Rockets**

These are very slow and easily shot down but when they do hit the target it does a good amount of damage.



**Space Bombs**

These are much more powerful and harder to shoot down which makes them the perfect weapon against slow moving heavily armed ships.



**Mag Pulse Warhead**

Although it doesn't do any damage the Mag Pulse warhead does knock out a ship's weapon systems for thirty seconds.



**Ion Pulse Warheads**

These are basically a cross between proton torpedoes and an ion cannon. When they hit a ship they knock a massive chunk off it's shields and when a ship doesn't have shields they disable it.



# REDLINE

## ULTIMATE PC STRATEGIES

### INFORMATION

PUBLISHER ACCOLADE

DEVELOPER BEYOND GAMES

WEBSITE WWW.ACCOLADE.COM

SPECS	MIN	REC
PROCESSOR	P166	P300
MEMORY	16MB	32MB
HARD DRIVE	50MB	100MB
GRAPHICS	3DFX	3DFX
CONTROLS	MOUSE, KEYS	

### EASY STUFF...

Firing your weapons. Actually hitting a target is something else and takes a lot of practice.

### WATCH OUT FOR...

The enemy in general. They're very good at staying behind you. Lay lots of mines to avoid them!

### BEST CHEAT...

You can find a selection of cheats for Redline on the third page of this guide. Wahey!

UPC GAVE IT...

**60**  
OUT OF 100

Special Reserve  
Live to stay!  
specialreserve.co.uk

**% OFF**  
01279 321 321

Redline was cracked on a Special Reserve PC - as recommended by the UPC Strategies team!

With vehicles also available to be used as destructive weapons, Redline may prove to be a problem for some. Of course, not for the Strategies team! Check out the following handy hints and level guides and become the ultimate warrior...



## GENERAL INFORMATION

**B**esides the basics like strafing and saving often (F6 for quick save), here's some information that will help get you through the missions in Redline:

### Handbrake

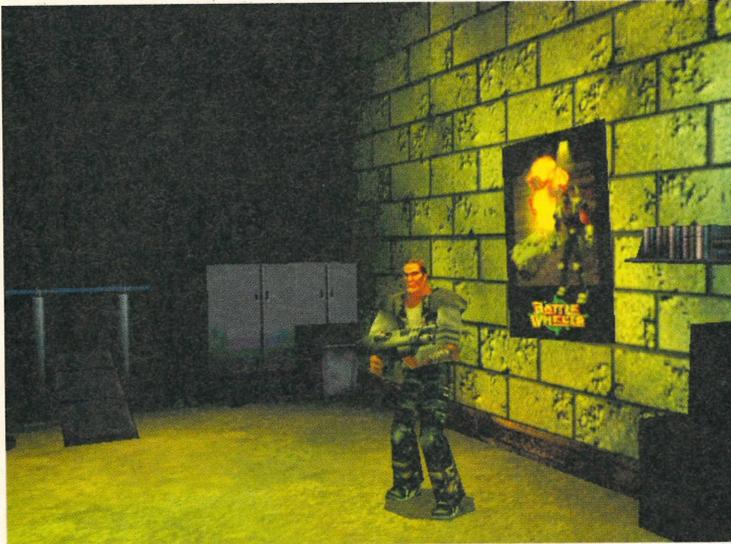
Using this (spacebar) during car-combat or general driving allows for more precise control of your vehicle. Mastery of this feature is a must for both Single Player and Multiplayer Redline.

### Radar

This In-Car feature (also available as an on-foot power-up) allows you to spot on-foot and in-car enemies and empty vehicles. It also helps you use your vehicle's side-firing weapons (if available). The radar also displays elevation of enemies and empty cars. A blip on the radar with an arrow pointing up indicates an enemy or car above your current location. A blip with an arrow pointing down indicates an enemy or car below you. NOTE: The radar has a limited range so it will not display all objects in the entire world.



USE THE LEVEL OPENING SEQUENCES TO PREPARE YOURSELF FOR THE CARNAGE!



**THIS LEVEL GIVES YOU THE OPPORTUNITY TO USE THE THROTTLE AND BURN FROM 'A' TO 'B'. BEWARE OF THE JUMPS THOUGH, THEY'RE BIG!**

### Radio Messages and Mission Bullets

These are received by the player during the mission. A more in-depth briefing precedes every mission, but the mission can be played without listening to the briefing. Mission bullets are updated as objectives are completed, sort of like in-game newsflashes. Bring up the Mission Bullet (Enter) when you do not know what to do next, to remind yourself.



**ALTHOUGH YOU ARE ABLE TO GET OUT OF YOUR HIGHLY-ARMED VEHICLE IT'S NOT ADVISABLE. SOME TIMES YOU'LL BE FORCED TO AND WHEN YOU ARE BE SURE TO TAKE COVER. IT'S A-KILLIN' TIME!**

### Saw-Flying (Multiplayer and Freakway only)

This is another crucial feature that could keep you alive in Redline. Saw-Flying allows you to traverse the terrain in a more efficient manner than running around on foot. Here is how to do it:

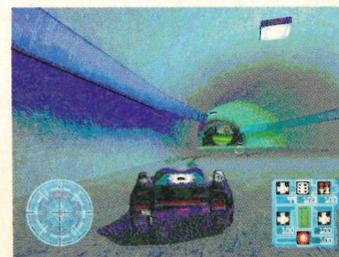
Select the Saw (1 on the keyboard) and fire it up (ctrl). With the Saw activated, run forward and jump (space). As long as the Saw is activated you will be able to fly around, but be aware that the Saw has a battery that must be recharged.

### Level Specific Information

**Redline** is broken into 12 challenging missions. The following information will highlight various aspects of each:

## MISSION 1: STADIUM CITY

### Main Objective



## POWERUPS

**B**esides your normal health and ammo powerups, **Redline** features additional powerups you may or may not be familiar with:

### Car Armour

These light blue spherical globes will restore all armour.

### Car Ammo

These powerups are red in appearance and replenish all ammo.

### Car Alarm

Driving over this dark blue sphere arms your current vehicle with an anti-car jacking device. Entry of this vehicle by persons other than yourself will result in the car blowing up. **NOTE:** Multiple cars can be armed at any given time, but when the player dies the Car Alarm is forfeit and is set off the next time anyone enters the vehicle.

### Radar

This allows the player to use a radar as if he were in a vehicle.

### Radar Stealth

This power-up makes the player 'invisible' on opponents' radar. Any IR tracking weapons are neutralised, but heat seekers and psi shots can still track the player.

### Weapon Targeting -

This valuable power-up will make all the player's on-foot weapons track to an enemy in the player's field of vision (a targeting reticule appears on enemies). Players possessing this have a green glow about them.

### Weapons Supercharged -

When this is picked up all weapons do twice the amount of damage they normally would. Players have a red glow for the duration of the power-up.

### Energy Armour

This is basically invincibility. Do not shoot any players who have the yellow glow as your weapons have no effect.

**NOTE:** Radar, Radar Stealth, Weapon Targeting, Weapons Supercharged, and Energy Armour are ALL on-foot power-ups and have a limited duration. All of the above mentioned effects do NOT affect the player when he is in a vehicle or turret. However when the player is in a vehicle or turret, the power-up(s) in possession do not run down until the player is on foot.

Defeat Rant and the Red Sixers who have taken over the city.

### Finding the Bike (secret)

In the area where the player is attacked by the two Red Sixer Tarantula cars, there is a hidden entrance to an area that has a motorcycle (the entrance is cunningly hidden behind one of the outer columns).

### Hidden Area of the City (secret)

In the tunnel following the Tarantula fight, there is an entrance on the right side that leads to a portion of the city that houses multiple powerups.

Fighting Rant - When facing the Red Sixer leader be sure to use strafe. His weapon takes a few seconds to charge so try to move out of the way just before the projectile reaches you.



# REDLINE GAME CHEATS

**H**old down "GOD" simultaneously to bring up the command line.

**IMMORTAL:** God Mode On

**MORTAL:** God Mode Off

**RETICLE:** Smart Reticle - Turns Red when Over a Target

**CAMERA:** On-Foot 3rd Person Camera  
**ALLAMMO:** All On-Foot Weapons get Max Ammo

**RADAR:** On-Foot Radar

**DBDAMAGE:** On-Foot Double-Damage

**CW:** Max Car Weapons

**CA:** Max Car Ammo

**TARGETS:** Targeting for On-Foot Weapons

**STONEAGE:** Running Person in Place of Car

**CAROFF:** No Car Geometry

**CARFLIP:** Flip Car Geometry

**WHEELSOFF:** Car Wheels Off/On

**CARREVERSE:** Reverse Car Geometry

**TEAMBEYOND:** Loads a Credits World of Beyond Games



## MISSION 2: YAHOO

### Main Objective

Destroy all Accumulators in the city.

### Taking out the Turrets

In the ambush area, shooting the 'glowing' tank on the wall destroys everything in the general area. There are also 'glowing' barrels below the turret on the right which if shot destroy the turret above.

### The Leper Banshee

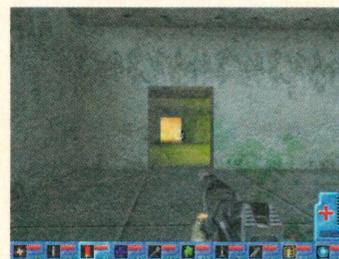
After dropping into the hole created by the destruction of the second Accumulator, you notice a garage door with a crack in it that is located directly across the street from the room you dropped into. Shoot that door to reveal the Leper Banshee bike.

### Finding Dean (secret)

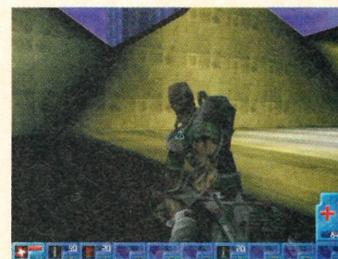
Dean (an MIA Company member) can be found in the area where the third accumulator is located. The player needs to search the concrete slabs to find the entrance to Dean's holding cell. Freeing Dean results in an alternate ending scenario.

### Hidden Car (secret)

In the area where Accumulators 4-6 reside, another 'glowing' tank is located in the far corner which hides a Leper Mantis and power-ups.



**YOU HAVE A HUGE SELECTION OF DESTRUCTIVE WEAPONS TO TRY OUT WHEN NOT IN A CAR.**



### The Final Accumulator

This one is a little different from the others you have come across. First, shoot the explosives blocking the way inside the base of the Accumulator. Next, drive inside and destroy the three Accumulator posts. Now quickly exit the construction site before the Accumulator explodes.

## MISSION 3: TOXICO

### Main Objective

Find and retrieve Liddy's stolen vehicle.



### Manual Override

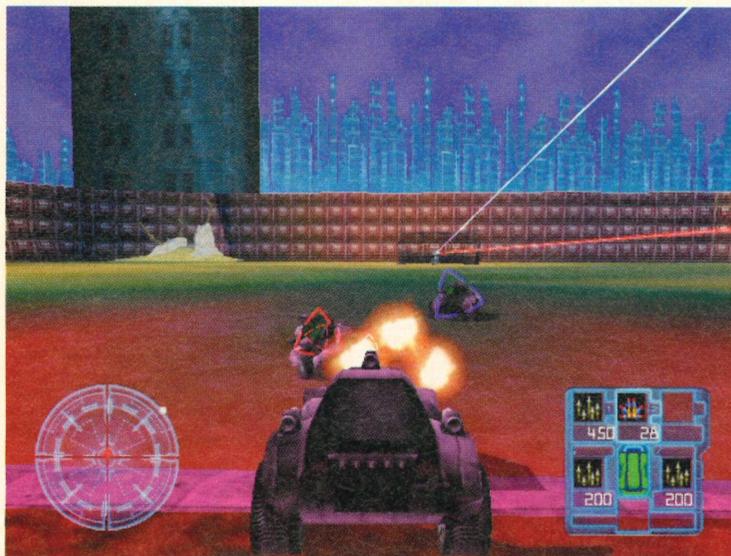
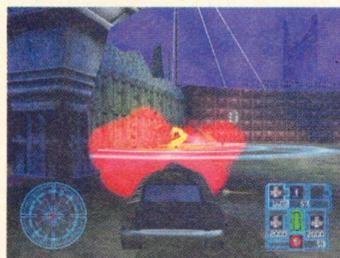
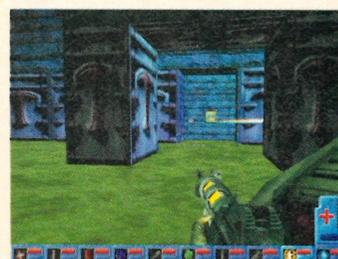
If the player has blown his cover and the front gate is locked down, the second guardshack has a switch that gives the player access to the manual override. The player then needs to flip the manual override (located to the left of the gate) to open the front gate.

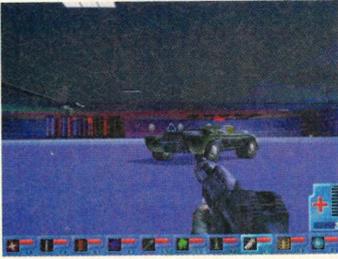
### Vent Entrance (secret)

Destroy the last vent (the one furthest from the front gate) and drop in the secret vent shaft. Double-Damage and Minigun ammo can be collected in the room below.

### Releasing the Dragon

Once you have brought the underground generators back online, you gain access to the Barracks. Upon entering the Barracks, you should notice a footsoldier heading toward a computer panel. If he reaches the computer panel unmolested, he sounds an alarm and releases the Dragon waiting up above in the rafters. Your Saw-Blade and Machine Gun have no effect on the Dragon. Kill the footsoldier or destroy the panel to avoid the confrontation with the Dragon.





IT'S MAN VS THE SOUPED UP CAR. WHAT YA GONNA DO? EH, SO WHAT YA GONNA DO?

### "Tool" Door

While exploring the far reaches of lower base of the Templars, you will run across a door that definitely looks broken (it has a crack with sparks flying). You may get the "Tool" vocal from Liddy which means you need to use either a rocket or grenade to blast through the door. Search the other rooms to find the appropriate ammo.

### Turret (secret)

The turret on the catwalk can be accessed by destroying all seven of the computers in the Control Room.



The turret can then be used to fight the Prototank rather than jumping into the Templar Warlock vehicle. The turret is the perfect weapon against the Prototank's assault.

### Got the Tank... Now Get Out

There are only two more doors that you must deal with to get out of the base: 1) the heavily armoured door that leads to the surface, and 2) the actual front gate. Both of these are easily handled by a single blast from the Orgone Cannon (1 on the keyboard). If you do not want to leave in such haste, this is the perfect time to thrash the opposing Templars with Liddy's cool 'toys' on the tank.



## MISSION 4: RED6

### Main Objective

Drive the van loaded with explosives into the core of the Accumulator Tower.

### Protect the Van

During parts of this mission, there will be times when you must leave the van to activate switches, pickup power-ups, etc. Try not to leave the van unprotected for long periods of time as AIs either try to destroy it or car-jack it - both of which result in a mission fail.



### Steps to Access the Elevator

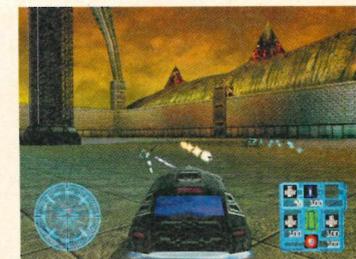
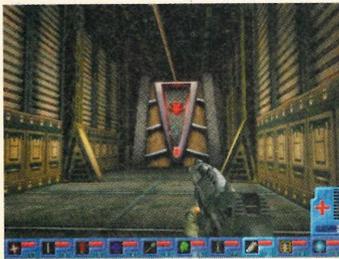
In order to get the van to the top of the Accumulator, you need to access the Observation Tower elevator. Here is how you do it:

Shoot the glowing tank on the side of the Control Room.

Enter the Control Room and destroy all of the computers. Destroying the computers lowers the blue forcefield beams (on the floor).

Return to the van and drive below to the newly accessible area and shoot at the Coolant Tanks (which are on the other side of the bars). Destroying the Coolant Tanks breaks the bars.

Walk through the broken bars to





activate the switch that gives access to the Observation Tower elevator.

### “Chicken” Scenario

On the bridge that connects the Observation Tower with the Accumulator, there is a Red Sixer Armadon impeding your progress. Liddy tells you to punch it so switch to the Company Van’s Gatling Guns and charge on firing! You will receive damage, but you should survive the onslaught. NOTE: There are various methods to defeating the Armadon. Try different approaches to see what works for you. Also, be sure to have plenty of armour when going head-to-head against the Armadon or he’ll make quick work of you.

### Delivering the “Package”

Be sure to gain lots of momentum when attempting to drop the van into the accumulator core (you must bail out of the van before it completely falls into the accumulator). If you do not have enough speed built up, you have to reenter the van and try again (not to mention risk falling into the accumulator).



## MISSION 5: AIRPORT

### Main Objective

Retrieve the EMP weapon.

### Clear out the Parking Lot

As you enter the parking lot area of the airport, you are engaged by on-foot AIs, several vehicles, and an under-mounted turret.

Be sure to clear out this area first before

driving the Toxicorp fuel truck in front of the destructible wall (that gives

access to the interior of the terminal). Using freelook and/or the heat-seeking missiles of the Company Car will take care of the turret.

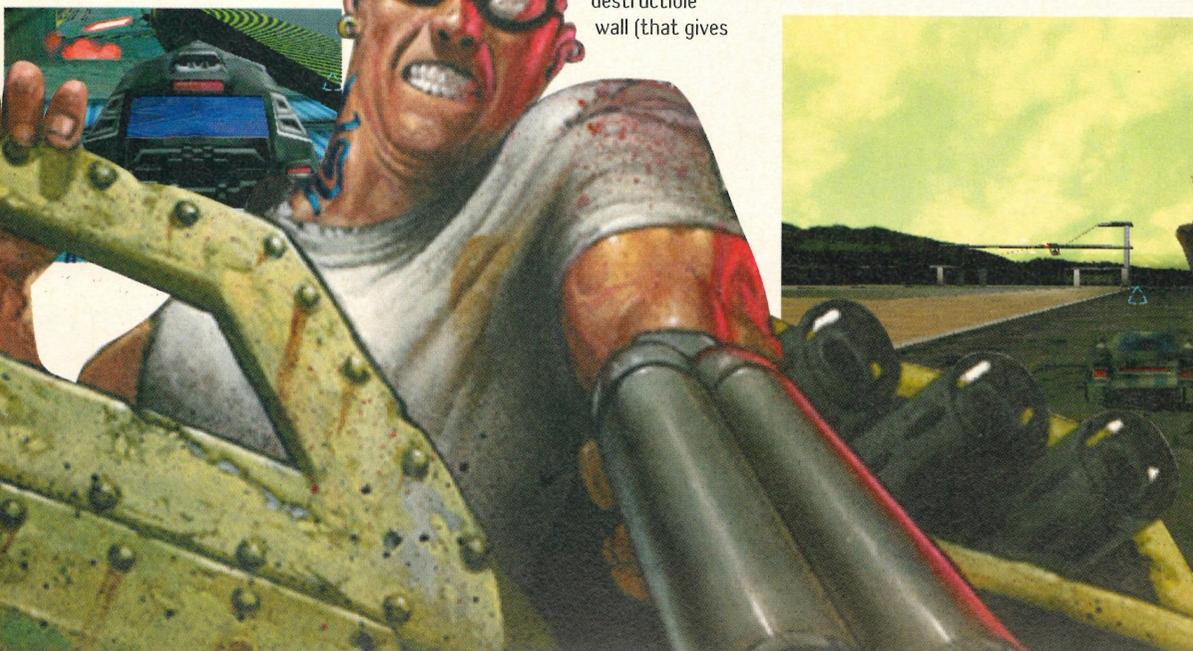
### Get to the Roof!

During a portion of the mission, a five-minute timer is activated. Get yourself to the Control Tower as soon as possible. From here you need to jump out to a platform (just outside the tower) and make a beeline to the turret on the roof.

### Downing the VTOL

Once you have entered the turret and fired your initial shot at the VTOL, a 30 second timer is initiated. If timed

correctly, you can bring down the VTOL in an area closer to the jump out point of the mission (the jump out mound is located near the area where the player originally jumped in). It takes six shots from the Orgone Cannon to destroy the VTOL.

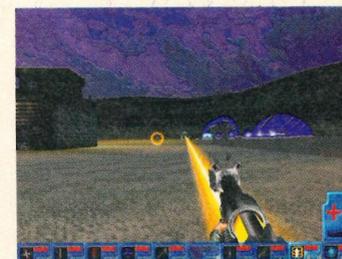




ALONG THE WAY YOU'LL FIND OUT YOUR MISSION OBJECTIVES. BE SURE TO READ THEM.

## Using the EMP

When attempting to leave the airport, try to pick up as many of the EMPs as possible (you need to use at least one EMP to get an enemy out of his car). Use the newly acquired vehicle to jump out of the installation.



## MISSION 6: FREAKWAY

### Main Objective

Survive the arena-combat.

### Saw-Flying

Because the player is likely to be under fire from multiple angles, saw-flying becomes a crucial skill to use to get you out of a jam. There are also sniping platforms located in Area 1 which give you a chance to take out AIs from a safe distance.

### Power-up Management

As a general rule, it is important not to grab power-ups prematurely. This rule is definitely a must for the two car-combat areas of this mission.

### Extra Vehicle #1 (secret)

If you manage to fly to the very top of the 1st Area (directly above the huge flame), a Red Sixer Armadon becomes available in the 2nd Area of combat (it would normally be blocked off by Redline beams around the hand structure in the 2nd Area).



SOME WEAPONS THROW OUT HUGE ENERGY BLASTS. ENOUGH TO WET BIG BOYS' PANTS!

### Extra Vehicle #2 (secret)

On the road to Area 2, there are 3 switches located above the road. If all three are activated (by shooting them with freelook), you are then given a Templar Crusader which you can then use to try and clear Area two with.

## MISSION 7: CHALLENGE

### Main Objective

Defeat Bork and defend the Company outpost.

### Damn Bork!

The most challenging part of this mission is killing Bork, the Company traitor. Once you have gotten his hit points down by a considerable level, he calls in his Red Sixer buddies to bail him out. One strategy that works effectively is to get Bork to follow you. If you can evade his gatling gun bullets and IR missiles, you can lay mines that Bork will trip as he follows you around. Another thing that may help out while laying mines is switching to the Rear View Camera (F3).

### Liddy's Tank (secret)

Liddy's Tank is found on the outskirts of the northern road leaving the Company outpost (the side where Bork starts during the challenge). It is kind of tricky getting to it because if you just drive out in that direction you receive a mission fail for leaving the combat area. Here are the steps:

Stay to the right side of the road when heading to Liddy's Tank.

You see an orange pylon on your left. Make a hard left turn as soon as you pass the pylon.

As you approach the wall, you should see another orange pylon (this time on your right side). Make a hard right turn as soon as you pass the pylon.

The basic motion of the path through the pylons should be an "S" turn. Continue driving until you see Liddy's tank on the side of the road.

If you should choose not to do the aforementioned secret, Liddy joins you in his Tank. When you hear him say

"I'm going for my rig hold the line," this means you need to defend the outpost just a little longer. If you're in pretty bad shape, Liddy can wrap up the remaining Armadons while you hide behind him.

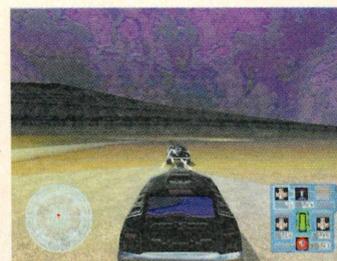
## MISSION 8: SANCTUM

### Main Objective

Find and retrieve the Serum.

### Finding the Warlock

After opening the second gate, you see a ramp similar to the one that was seen in the beginning of the mission. If you





**A FEW MORE TIPS FOR YOU: WHEN YOU'RE NOT BATTLING OUT AGAINST THE REDLINE BAD GUYS, TRY TO KEEP AN EYE ON THE RADAR AT THE BOTTOM LEFT OF THE SCREEN. YOU'LL SEE MORE COMIN'**

line up your vehicle so it aims for the left side of the ramp, you can jump into a secret area where a Templar Warlock and various powerups can be found. This area can also be accessed from the other side of the street if you do not make the jump in (a wall with a crack in it exposes the hidden Warlock).

### The Subway vs the Minefield

There are two paths to the Sanctum building. The primary route is through the Subway which results in the player using the EMP on a couple of Templar Warlocks guarding the



entrance to the building. The secondary approach is through the minefield. If you can successfully navigate this area, you get to keep your current vehicle and an additional empty Warlock is available by the last jump ramp.

### Powerups in the Lower Sanctum

Once you have made it to the lower area of the Sanctum building (where the elevator shaft is surrounded by flames), you see crucified bodies hanging in various locations. Destroying all of them gives you access to a hidden area where Gauss Cannon ammo and other valuable items can be found.

### Templar Initiation Ritual

This puzzle actually gives the player access to the elevator to the Upper Sanctum. What you must do is touch all four of the flaming hot spikes to activate them. You incur minimal damage, but there is no way around it.



### Shiva!

The Shiva statue can only be destroyed by firing explosive weapons at its arms (Grenades, Rockets, and Gauss Cannon shots). Once the arms are destroyed repeat with the head section.

## MISSION 9: BOOM

### Main Objective

Race to the Company outpost before the bomb detonates.

### The 2 Tarantulas

Destroying the two Tarantulas has an effect later on in the mission. If both are not destroyed, an Armadon blocks the first bridge. Try focusing on the closest one as the lead Tarantula usually finds a mine and blows himself up.

### Slave Zero? (secret)

A model of Slave Zero can be found in the depths of one of the chasms. After the first jump, you make your way to a narrow bridge you must cross. If you drive as far left as you



**BE SURE TO WATCH OUT FOR YOUR VEHICLE'S DAMAGE USING THE INDICATOR IN GREEN!**

can from the bridge, you should drop into the chasm containing Slave Zero.

### Fight or Flee?

Because you are timed for this mission, it is important to keep altercations down to a minimum. The five minutes and 30 seconds allotted to get to the Company outpost is more than enough time if used correctly.

## MISSION 10: AREA51

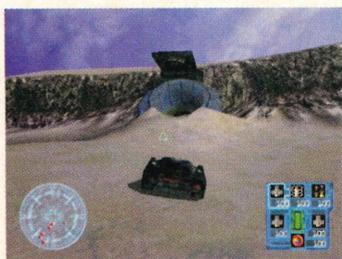
### Main Objective

Infiltrate the innards of the Company HQ.

### Deal with the Turret

Destroying the turret is your first priority of this mission. Try to let Dean take on all of the Leper vehicles while you attack the turret. Try using an EMP on it. This allows you to blow up the empty turret at your leisure.





### Crashed UFO (secret)

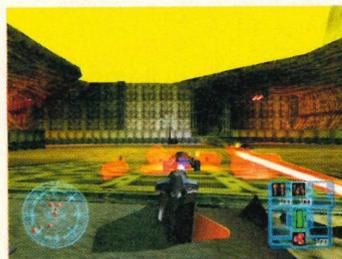
If you venture over to the crashed UFO, you can expose a hidden area (by destroying a panel on the UFO) that houses numerous powerups.

### Leper Field Commander

Use the Gauss ammo and other high impact weapons on him. The Saw, Machine Gun bullets, and Shotgun pellets have no effect on him.

### Underground Tunnels

Work your way to the bottom of the aliens' lair rather quickly. This minimises the damage sustained by the hordes of aliens. Stop only to pick up the necessary Alien Gun ammo and health power-ups.



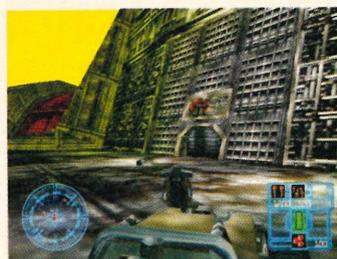
### Finishing the Level

During the final confrontation with the aliens, you have two objectives: 1) keep the aliens from destroying you, and 2) find a way out. The second objective can be accomplished by shooting the hanging orb-like structures scattered about the ceiling. Once all of the orbs are activated (they light up once shot), a glow appears in the centre of the room - run for it.

## MISSION 11: BARRAGE

### Main Objective

Infiltrate and destroy the Sixer accumulator and destroy the



opposing accumulators.

### Turret Trouble

After passing the first gate, you encounter three under-mounted turrets as well as vehicles and on-foot enemies. You can try to run the gauntlet to the Decontamination Room or methodically take out the turrets. To take out the turrets, try to position yourself with geometry blocking the turret's blast while at the same time giving you a direct line of sight to them (use freelook - it is easier said than done). If that fails, try using the EMP. You start the mission with one, but there is another hidden in the level.

### Fire Suppression Switch #2

Once you have access to the Inner Accumulator, you need to activate another fire suppression switch. As you enter the area, you notice a ledge on your right side. Follow the ledge all the way to switch room, but be aware of enemies shooting rockets at you.

### Blast your way Out

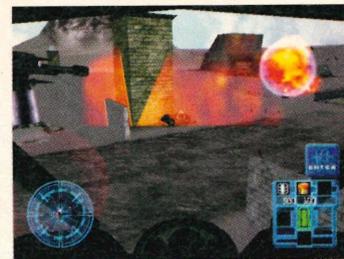
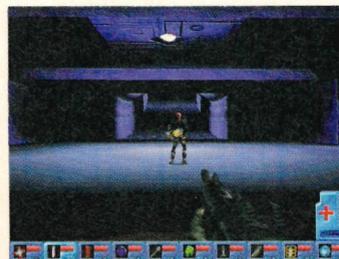
To gain access to the exterior of the accumulator, you must push one of the explosives close enough to the wall (with the crack in it) and detonate/shoot it. If you have any Gauss Cannon ammo left, you can also use it to blow through the wall.

Shoot the Super-Structures - During the final scenario with the 2 opposing Orgone Cannons, try to lob your shots so that they hit the larger structures above the firing Cannons. Usually three shots apiece will do the trick.

## LEVEL 12: SHOWDOWN

### Main Objective

Defend the base and defeat the Red Sixer Gang Leader, Rant.



### Access to the Briefing Room (secret)

The briefing room is locked down, but it can be accessed by accomplishing a tricky task. In the area prior to where the player starts there is a window on the right wall. You can position yourself in such a way that a peculiar piece of scenery is visible, you can then use the sniper rifle to shoot it and the Briefing Room doors will now open to reveal powerups.

### Hidden Stash (secret)

Again in the area prior to the player's start point, there is another peculiar piece of scenery which if shot opens an area with powerups. Look above and to the right of the Briefing Room area (while facing the Briefing Room). You see the geometry which looks like a control panel. A secret compartment opens behind you to reveal Weapon Targeting and a Health powerup.

### Man the Turret

After making your way topside, head straight for the turret on your left side (the one on the right is already manned). Hold off the Sixer forces long enough to make it to the final showdown against Rant.

### Powerup Quickly

During the one-on-one fight with Rant, blow up the car carcasses to powerup your van. Knowing where the powerups are located is crucial during the fight against Rant. If you are having trouble, you could try fighting Rant in one of the other vehicles by powering it up.





# WARZONE 2100

## ULTIMATE PC STRATEGIES

INFORMATION		
PUBLISHER	EIDOS	
DEVELOPER	PUMPKIN STUDIOS	
WEBSITE	WWW.EIDOS.COM	
SPECS	MIN	REC
PROCESSOR	P200	P300
MEMORY	32MB	64MB
HARD DRIVE	350MB	350MB
GRAPHICS	SVGA OR 3DFX	3DFX
CONTROLS	KEYS AND MOUSE	

### EASY STUFF...

It is all too easy to spend too much time on offense and not enough on defence. Defend well.

### WATCH OUT FOR...

Cyborgs, once the synaptic link technology has been discovered the enemy will throw hordes at you.

### BEST CHEAT...

There are no cheats currently available but you can find a handy power trainer on this month's CD.

UPC GAVE IT...  
**92**  
OUT OF 100

**Special Reserve**  
Live @ <http://special.reserve.co.uk>  
**SEE INSIDE BACK COVER**  
**01279 321 321**

Warzone 2100 was cracked on a Special Reserve PC - as recommended by the UPC Strategies team!

Eidos' latest 3D strategy game has received great press as well as a very respectable chart position recently. For those of you who bought a copy of the amazing Warzone 2100, here's your ultimate level guide. Be careful now...

## ALPHA SECTOR CAMPAIGN

**Y**our team's objective is to retrieve Pre-Collapse technology. The main objective is to find the Synaptic Link Technology. The Western Sector is a barren wasteland with dry ground and little vegetation, broken up by ridges and plateaus. This campaign requires you to build a base, research new technologies, explore the area and destroy any Scavengers that you encounter.

## ALPHA 1: SCAVENGER RAIDERS

**BUILD A FORWARD BASE**  
Start the mission by assembling your MG Vipers into Group 1 then send them to the narrow gap east of the Landing Zone. Use a truck to build an Oil Derrick on the power

source and use the other two to build a Command Centre and Power Generator. Next build a Research Facility. As you construct your base you're attacked by Scavengers, but your MG Vipers fend them off. Once your Factory is complete, start building some more MG Vipers.

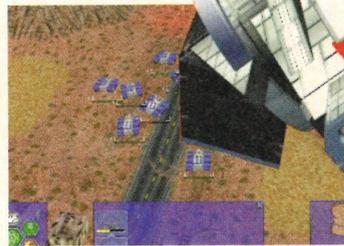
### SEARCH FOR SCAVENGER OUTPOSTS

During the mission you receive new orders to locate and destroy Scavenger outposts in the area. There are four outposts altogether, each located north of your base. As your Factory produces more MG Vipers, send Group 1 along the road to the east, and then north. The first outpost is just west of the road. Keep them away from the base

and attack the Scavengers from a distance. Once you've eliminated the Scavengers, start attacking the MG Towers. Once these have been destroyed, build an Oil Derrick on the Power Source then retrieve the Artefact. After your units have recovered, start researching Hardened MG Bullets in the Research menu. Assign the MG Vipers you've produced to Group 2 and send both groups up the road to the next outpost. Do the same as you did with the last base then build another Oil Derrick on the Power Source. There's also another Artefact here. Position your MG Vipers to the West in order to fend the rest of the attacks.

Continue producing MG Vipers. Add the new units to your two





groups. Once you have six in each group, send them west to the third outpost. Use one group to attack from the north east and the other from the south east. Recover any Artefacts you find. The final outpost is located south of the third. It's heavily defended by MG Towers and Flame Towers. There's also a lot of Scavengers around. Bring up some reinforcements and destroy the scavengers as they come to you. Use this time to complete research.

During this mission you'll find Flamer Technology, so straight away make a Flamer on a Viper chassis. Build some of these and them to your assault. Take out all the defending Towers before eliminating the base. Recover the Artefact and any barrels you see lying around as they add to your power supply.

## ALPHA 2: POWER SURGE DETECTED BACK TO THE BASE

Now you've secured the area to the north, it's time to do the same in the south. Move all of your trusty units back toward the base and build some more Flamer Vipers. Produce new units while the Research Centre studies Engineering which leads to the Mobile Repair Turret and the Repair Facility. Build a Repair Facility and order all units to return for repair after receiving medium damage.

## DESTROY MORE OUTPOSTS

Send a large group south towards the first outpost. Use Flamers to

destroy the bunkers you encounter. Continue on until you come to the outpost on the west side of the road. Destroy the base and then blow up the remaining bunkers to the west.

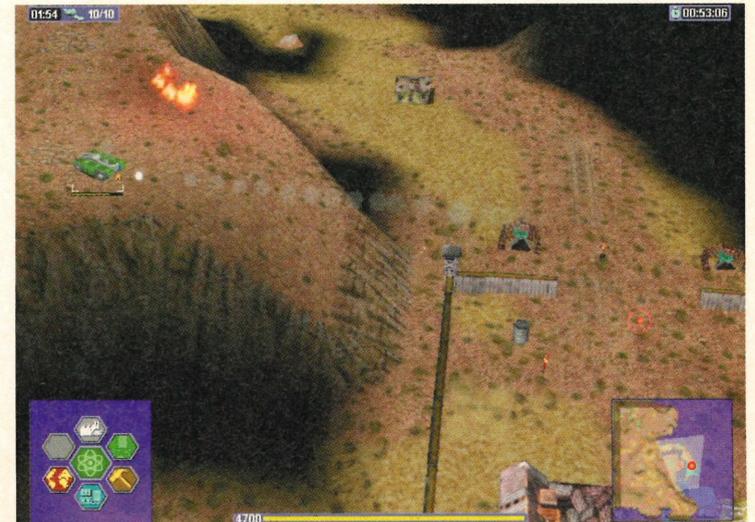
Just south of the first outpost, the Scavengers have erected a Sensor Tower. Send some units out to destroy it and recover the Artefact. The Artefact gives you the handy capability to research Sensor Turrets and Sensor Towers. Organise two groups of ten units and another containing five. Use the small group to defend the area around the first outpost and prevent enemy units from attacking your base. Send the other two groups to the second outpost. On the way you run into more bunkers. Destroy the bunkers and the base defences before eliminating the base.

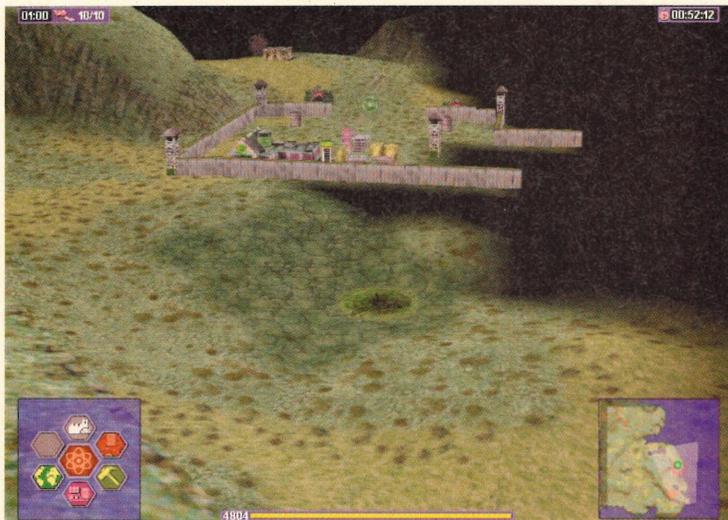
The third outpost is well-defended. Send one of your groups down the road while the other travels along the western map edge. Assault the outpost from two sides. Once it's destroyed, use a truck to build an Oil Derrick over the Power Source.

## ALPHA 3: THE POWER MODULE ARTEFACT

### MORE POWER

This mission is split into two parts. For the first part, research the Power Module. Before using a truck to upgrade your Power Generator, make sure all other research has been completed. Change the MG Viper weapon to Twin MG in the design menu and start producing them instantly. Now recycle all the old ones with MG Vipers. This gives all your new MG Vipers the experience of the old and the firepower of the new. After you've





produced ten MG Vipers, send a truck to upgrade the Power Generator.

### NEW ORDERS

The second half of the mission has a time limit of fifteen minutes. Load ten MG Vipers with Twin MGs aboard the transport and take off. After landing, divide your force into two groups. Send Group 1 north to recover the artefact (destroying any Scavengers you meet) and use Group 2 to defend the LZ.

The Artefact is at the north end of the canyon and is defended by a Flame Tower. Destroy the Tower and take the Artefact. Now start researching the Heavy MG. You now receive orders to head to the LZ. As you head back, Group 2 repel any Scavenger attacks. Once your units are back at the LZ, the mission ends.



front, but always keep some back at the LZ for defence. Now head north until you encounter some Rocket Pits and other defences. Destroy these and carry on until you arrive at the Research Centre. Destroy the Research Centre and recover the Artefact. Now start researching the Mortar. Once you have the Artefact, you receive new orders. Send two groups north to wipe out the last outpost in this zone. Destroy the Rocket Pits first, and recover any Artefacts you find. Head back the way you came towards the LZ so that you avoid additional defences. Demolish your MG Guard Towers for the mission to end.



## ALPHA 4: INVESTIGATE RESEARCH CENTRE

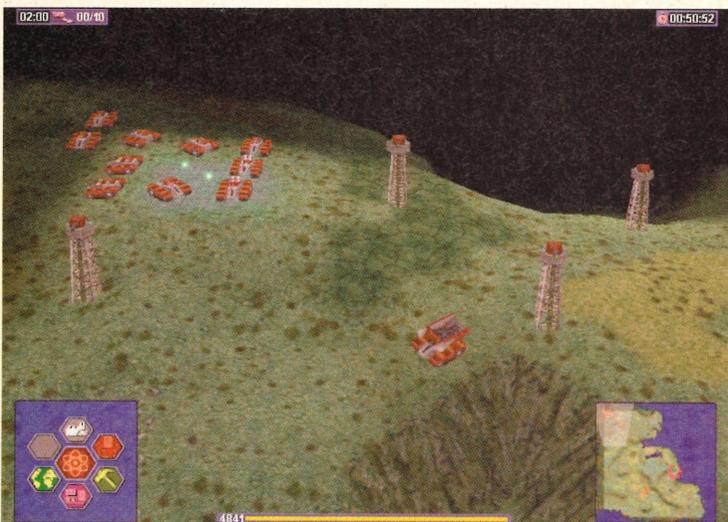
### PREPARATION

This has a thirty minute time limit and requires several units. After you've researched the Heavy MG, use it as the new Viper weapon and start producing them. Next design a unit with the Repair Turret. Have your trucks build a second Factory to aid the manufacturing. Build a couple of Flamer Vipers and Repair units at the second base. After you have 20 combat units ready to go, load a truck, a Repair unit, three Flamer Vipers and five MG Vipers onto the transport and take off.

## ALPHA 5: ENCODED SIGNALS DETECTED

### TO THE LZ

Start off by repairing your units and researching all you can. Next design a Mortar unit and begin producing it along with a unit with a Sensor Turret. Load a truck and nine MG Vipers aboard the transport and take off. Once at the LZ, build a Repair Facility and two MG Guard Towers east of the LZ. Divide the units into two groups. Keep one back for defending the LZ while the other one heads south towards the red radar blip. On arrival, destroy the Scavengers then head off east to an old road.



### SECURE THE LZ

When you arrive group your combat units together and send them west to destroy the two Scavenger bunkers. Construct a couple of MG Guard Towers at the entrance area to the LZ. Click on the transport button to load the transport with more units from your base. Bring one more Repair unit and nine combat units. Order your units to return for repairs at medium damage.



### TO THE RESEARCH CENTRE

After reinforcements arrive, send the first group west while the new group defends the LZ. The first group encounter several bunkers. Destroy the bunkers and carry on west until you reach a small Scavenger outpost. Destroy the base, and if you've taken heavy losses send Group 1 back and bring Group 2 forward, along with Group 3 when it arrives. As units are repaired, send them back to the





## SECURE THE ZONE

Bring some MG and Flamer Vipers in the second transport and send them south to the valley north of the outpost. Here they can protect your base from attack. The third load should contain the Sensor unit and nine Mortars. Assign the Mortars to the Sensor unit and move them to the road south of the outpost. Use this group to destroy the base defences while the other groups destroy the Scavenger units. With the outpost destroyed, move your units towards the north east and repeat the process. You're now fighting the New Paradigm. Its base is much better defended. Once you get through the main defences along the wall, you can send in your groups to level the base. Destroy the Factory in the north east corner to prevent new units from being produced. When the base is destroyed and all enemy units are eliminated, the mission will end.

## ALPHA 6: ENEMY ATTACK

### DEFEND THE BASE

The New Paradigm is establishing a large base east of yours. Send all of your undamaged units to the gap east of your base and repair the damaged ones. Defeat the New Paradigm units and carry on toward the southern map edge. Now start producing three groups of ten combat units and one group of Mortars with a Sensor unit. Keep one



group back to defend the base. The enemy will probably attack your Oil Derrick in the south. Send a group to take it back and use a truck to rebuild the Derrick if it was destroyed. Position your groups at the mouth of the canyon leading east. This is where the enemy must advance to get to your base. There are numerous technologies to research during this mission, so it's a good idea to construct a second Research Facility. Helpful technologies are the Factory upgrades, the Medium Cannon, and the Cobra Medium Body.

## ON THE OFFENSIVE

Send a fast unit down the canyon to locate the enemy. Several enemy units pursue it. Bring it back and let the combat groups clear the canyon. Next bring the Sensor unit forward to target defensive structures such as Bunkers for the Mortar group. Protect the Sensor unit with a combat group. Continue down the path until you've opened it all up.

Position your combat groups to protect the Mortar group as it clears a path east. Destroy the defensive units as you go. Most of your groups will have several casualties, but some should have got away to be repaired. Check at the base and bring the repaired units back up to the front to restore the group's strength. Use your Mortars to bombard the defences to the north, including the Tank Traps. Keep your combat groups back except when they must defend your Sensor units. Destroy everything here and recover any Artefacts. Next start attack the LZ. Once the LZ is under your control the enemy can't bring in reinforcements. Now you must assault the hilltop outpost west of the LZ. Use Mortars to destroy the defences. By this time the New Paradigm forces are boxed in. Send a combat group and Mortar group north to destroy the Scavenger outpost near the map edge. Start your attack on the main base. Destroy the base and recover any Artefacts there before destroying the second LZ.

## ALPHA 7: ESTABLISH A FORWARD BASE

Start off by building some defences and a Repair Facility at the forward base area. The New Paradigm will land transport one at a time, full of units, at a point north of their old base and in the south east of the map. Keep the enemy boxed in and don't let them make it to the lower level of the map.

Build a Factory at the forward





## ALPHA 9: SYNAPTIC LINK LOCATION

### PREPARATIONS

Start off by recycling the older units such as the MG and Flamer Vipers and redesign some of your units to take advantage of the heavier bodies. Begin producing new Heavy Mortar units and Mini Rocket Artillery units.

Also produce some Medium Cannon Cobras and Lancer Cobras. Next load a truck and a selection of Cobras with Cannons and Lancers aboard the transport and take off. When you arrive at the LZ, send two combat units to guard the ramp to the north while the rest cover the east. Construct a Repair Facility then build some defences along the north ridge line. Call for reinforcements quickly, as it takes three minutes for them to get to you. The second load should have more combat units, and the third should contain a Mortar group.

### CLEAR OUT THE PERIMETER

Send your Mortars east to target the defences on the ridge east of the Scavengers. Use the usual tactics of Mortars and combat units then start attacking the second outpost. When the southern map edge is clear, send the Mortars back to the LZ and leave a group of combat units in the pass to guard against attack. Continue to bring in reinforcements. Now secure the western side of the map. Send the Mortars north along the western map edge, taking out defensive structures along the way. You run into lots of enemy units, so keep your Mortars protected.

Cannon Cobras and four Lancer Cobras onto the transport and take off. When you land, put them in a single group and send them to LZ 2. Ignore the Scavenger outpost near the first LZ as it's not an objective.

Defeat the enemy units you meet as quickly as possible. Continue on down and head straight to LZ 2. Once you reach it, position your group to defend LZ 2.

### DESTROY THE BASE

Start off by bringing in reinforcements. First bring in a truck and nine heavy combat units. Defend the LZ while the truck constructs a Repair Facility. On the next transport bring ten more combat units and, on the final transport, bring a Sensor unit and Mortars. Use two groups to form a defence and send the rest to begin bombing the Scavenger outpost to the north. Once the walls are down, send the combat and Mortar groups up on the ridge above the main enemy base. Destroy the Rocket Towers first, then begin eliminating the Factories. Recover the Artefacts and begin researching the new technologies you'll need. When all the structures are eliminated return to LZ 2 to end the mission.



base as well. Construct Tank Traps to restrict the enemy's ability to manoeuvre. Now build a Sensor Tower near each landing point and assign Mortars to them. After successfully repelling several waves, the mission ends.

## ALPHA 8: ENEMY TRANSMISSIONS DETECTED

### SCOUT THE ZONE

Begin by producing lots of new units with Medium Cannons, Mini Rockets and Lancer Missiles with Tracks and Cobra Bodies. Load six Medium



### ASSAULT THE MAIN BASE

The Scavenger outpost is your next target. By now you should have received another Mortar group. Send it along the southern map edge, then north to begin bombarding enemy Towers and hardpoints. Keep bombarding the defences while the escorts take care of the Paradigm units. After the second Mortar group clears the ridges east of the New Paradigm base, it begins targeting the Factories and other defences. Destroy all structures in the enemy base and recover the Artefacts. Begin researching them immediately. When no enemy units or structures remain, the mission ends in success.

## ALPHA 10: COUNTER ATTACK

### DEFEND THE BASES

In this mission all of your units begin at your main base (Base A) and there is nothing except maybe a few trucks at the forward base (Base B). First build some defences at the narrow neck of land leading to the plateau. Build a wall across it, and Tank Traps, leaving one square open. Then build hardpoints and other defences. Start producing units to defend Base B as you won't be able to reinforce it from Base A.

At Base A, organise your units into groups. Build a Sensor Tower on the ridge west of point 2, then



assign all Mortars to it. Build several hardpoints and bunkers at the north and south entrances of your main base. Only Cyborgs will attack from the north.

Once the attacks have died down, go searching for enemy units to complete the mission. Send a group from Base A toward the north, then to the north west corner of the map. The group may find some Cyborgs. Once that area is clear, send a group south, then east, then finally north, until it arrives at Base B. If the mission still refuses to end, send groups out to search the entire map, but keep your defences manned in case the enemy sneaks past your patrols.

## ALPHA 11: STOP THE REMOVAL OF ARTEFACTS TO THE ENEMY LZ

You must act quickly to prevent the enemy from loading Artefacts aboard its transport and taking them away. Load your transport with heavy combat units and send them on their way. While the mission timer gives you 30 minutes, you have about half that time to stop the Artefact from leaving the area. Don't bother to make any structures at your LZ as there's no time. After the first group arrives, bring in two more combat groups and a Mortar group.

Send a group east in order to eliminate all of the Scavenger defences. After all of the groups arrive, send two of them east, then north into the valley. From there, head over to the east map edge and then on to the north eastern corner. Advance to the north west corner, then on to LZ 2 in the north west, destroying any there. Along the way you'll destroy a unit carrying the Artefact. Recover it. While the first two groups are racing on to the enemy LZ, the rest can begin attacking the Scavenger outposts. You need only to destroy all defences, Factories and units, then return to the LZ to complete the mission.



## ALPHA 12: INCOMING TRANSMISSION

### ADVANCE TO THE BASE

Before you head off on the away mission, research the Heavy Cannon and use it to replace the Medium Cannon on your tanks. Load a truck and nine heavy combat units onto a transport and take off. The LZ is located in the south west corner of the map. Make your way across the island to the enemy base in the north east. Bring in another load of combat units as you start constructing a Repair Facility and some defences. Place your combat units near the two openings north east of the LZ.

After you have three loads of combat units at the LZ, bring in a Mortar group. Leave a group behind while the Mortar and the other two groups head east. Destroy the outpost, all of its defences and then recover the artefact.

Begin your advance up the neck of land leading north. Destroy any bunkers and Towers you meet along the way. During this time, continue bringing in reinforcements. The enemy make several counter-attacks against you. While the main force is advancing up the island, you can begin making some raids on the enemy. Build some Hover units with Heavy Cannons and send them around to the east, then north to attack the enemy LZ on the plateau. Also, design Heavy Mortar and Sensor Hover units to bombard the enemy from offshore. Hover units aren't as strong as your other units, so try to keep them out of fights as much as possible.

### INTO THE BASE

After you've broken through the first line of defences, move toward the base entrance.

Bombard the defences, then rush in to begin destroying the structures. Use your Hover Mortar group to attack defensive structures south of the enemy headquarters at point 5. Use your main force to advance from the west after destroying all of the structures and defences. Wipe out the headquarters on top of the hill in the north east to complete the mission.



# MAIL DOMINATION

Once again we have provided a printed forum for readers to display their gripes, questions, queries and general mad ramblings. Read on and be enlightened...

## STAR LETTER

### WB Vs UPCS

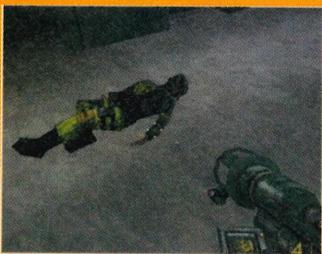
Dear Ultimate PC Strategies, I am an avid PC gamer and have been anxiously waiting for *Aliens Vs Predator* since it was first previewed in UPC. When I read in Issue 15 that you were doing a guide to the very game I am waiting for, I immediately reserved a copy of Issue 16. The thought of knowing all the secrets and cheats before I got the game positively thrilled me. Imagine my disappointment when I entered the newsagents, paid for my reserved copy of Issue 16, and



discovered that there was no *Aliens Vs Predator* guide contained within it, even though you had promised it would be in there the previous month. What on earth do you think you're playing at, conning the innocent reader? If I hadn't spent the last of my pocket money buying your disappointing mag I'd hire a lawyer and sue your ass.

**WILLIAM BARRET – WESTON-SUPER-MARE**

We apologise for not having the *AvP* guide in Issue 16. Due to unforeseen circumstances, the release date was changed and we were unable to get hold of the game code. As soon as the game is released, you can be sure that we will print a complete guide to the game, covering all three characters, all the cheats and all the secrets. We'll also be sending you a free copy of the mag!



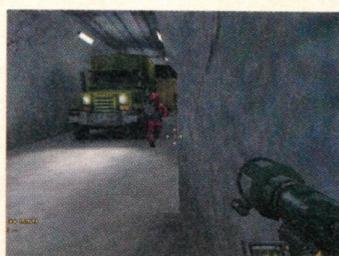
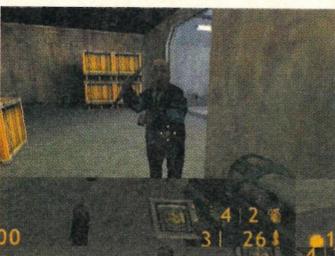
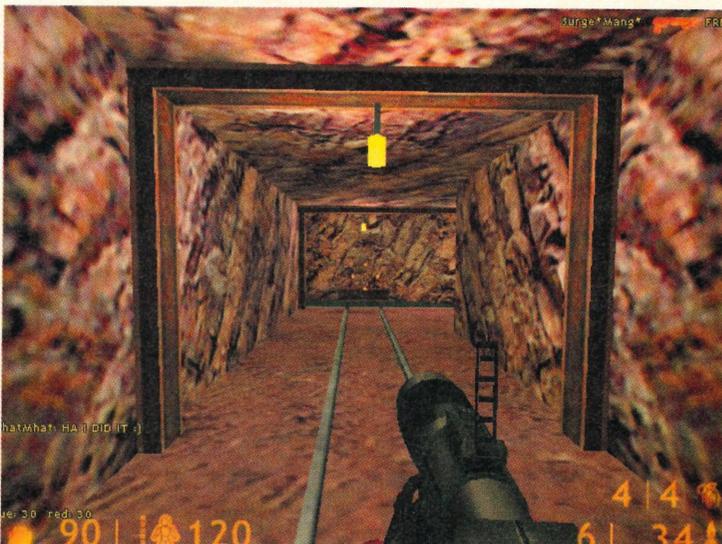
## Net result

I'm a big fan of net gaming and love nothing better than a game of *Half-Life* multiplayer. The thrill of picking someone off with a well-placed crossbow bolt to the head is the best experience ever in a game – especially if you do it to a human opponent. What I want to know is, where's the best place I can get new skins from? I crave individuality when I stalk my in-game victims, just so they remember what I look like. I've also been playing *Tribes* over the net, and was wondering if you have any tips and tactics on it. I ask this because I think it beats everything on the net, including *Team Fortress*, and I want to be the best on the net when it comes to *Tribes*.

**SLIM REAPER**



*You're in luck, Slim, since we know of a site on the internet that will suit your desire for skins perfectly. Check out [www.3dpallet.com/half-life](http://www.3dpallet.com/half-life) for all the skins you'll ever need. As for Tribes, we both agree and disagree with your opinion. Yes, it's an excellent multiplayer game and one of the best and most atmospheric ones to date. However, Half-Life will always have a special place in our hearts as one of the best multiplayer games, as will Team Fortress. Reserve your judgement on which multiplayer game is best until Team Fortress 2 arrives. This is because Team Fortress 2 utilises the Half-Life game engine and will provide kick-ass gameplay and graphics to match. As for tips on Tribes, we recommend you watch this space, more specifically our new on-line section, which gives tips on all the best net games. This month it's Team Fortress Classic, but expect Tribes to be busted open any time soon.*



## QUIPS AND WHIPS...

Here's a selection of the mad ramblings we've been sent, e-mailed and heard in the pub:

CHICKEN MAN! Chicken man? – Skum.

I am king and you shall be my queen – Drunk guy talking to himself.

You here to wax my bannister? – Dodgy guy in *Fallout 2*.

MMM! Bread, yeah! – Boy in the dodgy hat.

### People Trouble

Dear Strategies Team,  
I love your magazine and think all the other new PC tips magazines are rubbish and are just trying to copy you. Last week it was my birthday, and my mum got me *Civilization: Call*



*To Power*. I'm really stuck on it and don't know what to do. Are you doing a guide for it, and when will it be in your mag? I just can't do this game.

**CHRISTIAN WIGGINS**  
(AGE 10) – EAST SUSSEX

*Well Christian, if you're reading this letter right now you'll no doubt be fully aware that this very latest issue has a complete, full strategy guide to Activision's latest Civ game. It's always a pleasure to help the younger generation of PC gamers, because you can't get much fun out of a game you cannot do.*

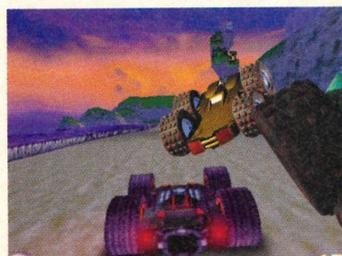
### Opinionated reader

Dear Strategies Team  
Why is it that when you buy an excellent game and play it through to the end you either get rubbish last levels or a rubbish ending? I brought *Civ: Call To Power*, and was more than annoyed at the rubbish cut scenes you receive when completing the game. It was exactly the same with the *Tomb Raider* trilogy. Great gameplay but, once again, rubbish last levels and rubbish endings. Now I'm done ranting, I'll ask my question: I went out and purchased *Rollcage* after playing the demo on your excellent



cover CD, and I was wondering whether or not there are any cheats for it? I'm also stuck on defeating the final boss in *Unreal*. Can you help me?

**JJ – SOUTHAMPTON**



*Of course we can help you, JJ. On the Rollcage menu screen type IAMALAZYBASTARD to open up the debug menu. This menu will give you access to all manner of weird and wonderful cheats. As for Unreal, here's what to do: Before the Queen attacks she will rear up and scream. As she does this, get a few shots in,*

*then circle around her to avoid her projectile attacks. You should also use the upper level, as you can get a good lock on the Queen from there with the eightball gun. Keep avoiding her attacks and you will eventually defeat her and win the game.*

## FREQUENTLY ASKED STUFF...

Another barrage of the most often asked or just interesting questions we get each month...

Q. When is *Team Fortress 2* coming out?

A. August this year.

Q. Will *C&C: Tiberian Sun* ever be released?

A. July has been the latest release claim from Westwood, but don't hold your breath (cos you'll die if you do).

Q. When will you do an *AvP* guide?

A. As soon as the game is released.

Q. When are the new *Star Wars* coming out and will you be doing guides for them?

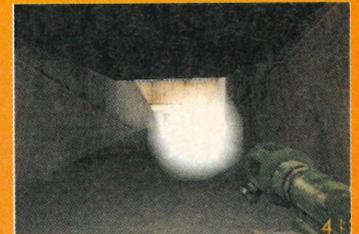
A. The new *Star Wars* games will be released in June. As for the guides, they should hopefully appear in our very next issue.

Q. *AvP* was not in last month's guide. Why?

A. If you read our *Star Letter* you will see that it was due to production delays and no fault of our own. Expect the guides to appear very soon.

Q. Are there any cheats for *Rollercoaster Tycoon*?

A. Sadly there are no cheats for *Rollercoaster Tycoon*. Although we do have a very useful trainer on this month's cover CD.



Keep in touch now y'all hear...

Mail Domination @ Ultimate PC Strategies

1 Roman Court, 48 New North Road

Exeter EX4 4EP

# TOMB RAIDER II: THE GOLDEN MASK

Stuck on the new *TRII* demo on this month's cover CD? Well read on for the complete walkthrough...

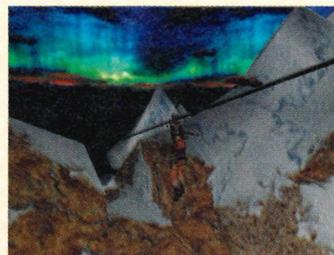
## Demo Completion

**Y**ou start off in a water pool. Swim over to the ledge at the left of the cave and climb onto it. Kill the shark and the tiger in the cave. Dive into the water and pick up the harpoon gun and harpoons.

Swim into the small cave to find the first secret.

Enter the cave and pull the crate behind the pillar to reveal a medi pack. Avoid the snowballs and kill the leopards you encounter. Find the cave with two pillars and climb the wall to the top. Kill the guards at the top and take their items.

Jump the ice slope and pull out the crates, revealing a medi pack and shotgun shells. Climb the pillar and go down the sliding slope. Kill the leopard and eagles, then follow the path



where the leopard came from. Drop down and kill the guard, then take the 'Guard Key' at the end. Ignore the guard and go to where you encountered the eagles. Climb the wall and go right. Look for the keyhole and use the Guard Key to open the door. Kill the guard, then rush over to the crate. Push the crate to reveal a passage heading to the right. Jump the gaps to find an automatic pistol, which in turn opens a door.

Head to the door you opened earlier with the Guard Key and climb the upper ledge. Jump the slope at the end of the walkway and kill the guard on the other side. Climb the wall to the left by doing a running jump. Climb down and head for the wall on the opposite side. Kill the Leopard and climb the wall. Next, kill the guard and the Leopard, then flip the switch. Backtrack the way you came, then climb all the way to the top.

Follow the path and onto the crate to get the medi pack. Kill the guard and take his snowmobile. Drive the snowmobile through the icy glass wall and kill the guard on a snowmobile. Don't crash into the last glass wall or you'll load your last saved game.

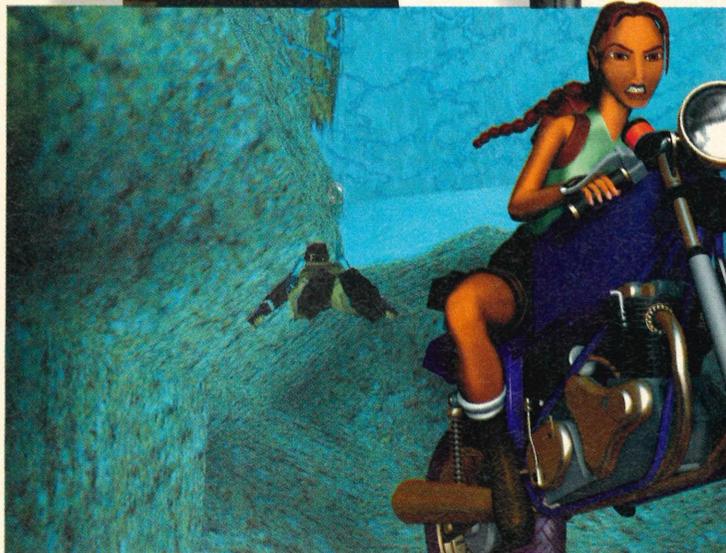
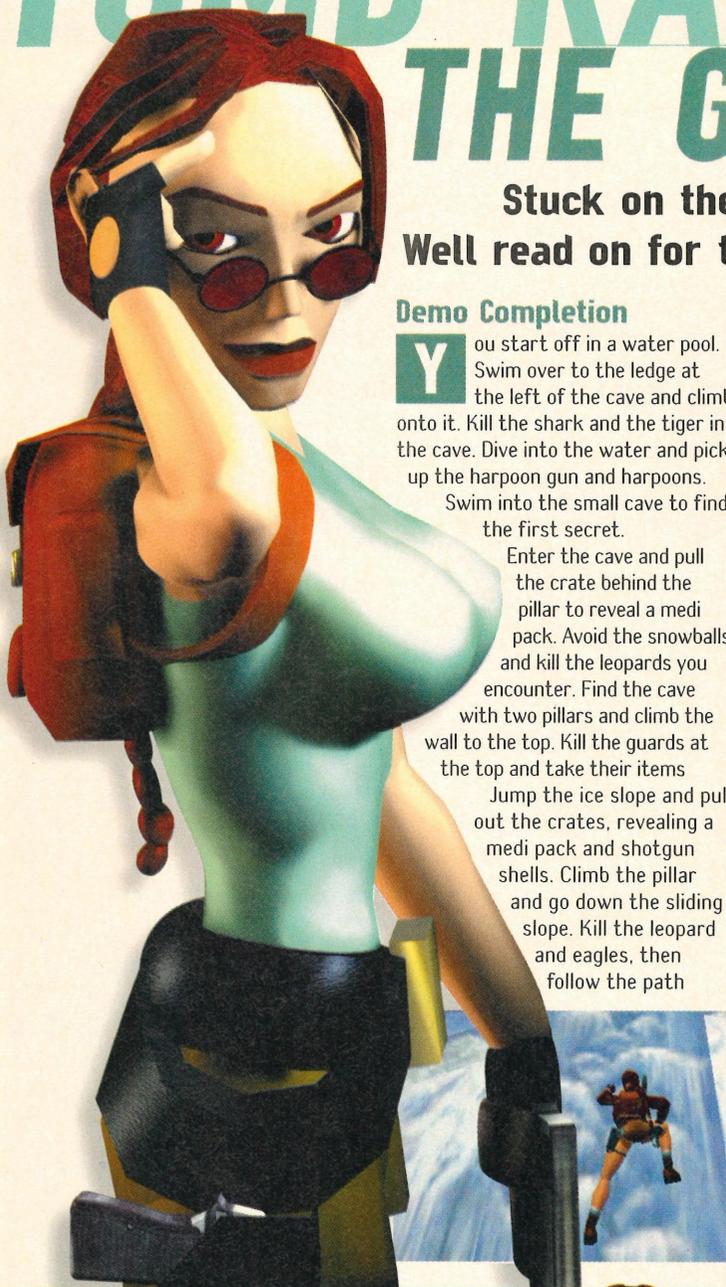
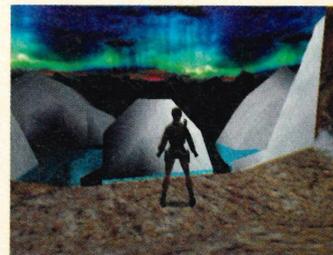
Flip the switch on the left wall near the cave entrance, then kill the guard in the hut. Enter the hut and flip the switch. Dive into the water and swim

through the tunnel to an opening.

Climb the invisible falling platform and run to the other end to get a medi pack. Do a running jump to the side, then make your way into the cave. Pick up the items at the end of the cave and then go to the mouth. Kill the invisible guards and pick up a golden skull, which is the second secret. Now kill the other guards.

Go to the opposite end and shoot the wall. Kill the leopard and go the end. Climb the wall and kill the guards before flipping another switch which opens the wooden gate. Kill some more guards, then ride the snowmobile up the slope. Kill the next two guards and pick up the key. Continue until you find a key hole.

Open the door and kill the leopard. Run to the end and flip the switch in the corner. Return to the door entrance and through the newly opened door. Kill the guards and flip the switch. Dive into the water and swim through the tunnel to end the level.



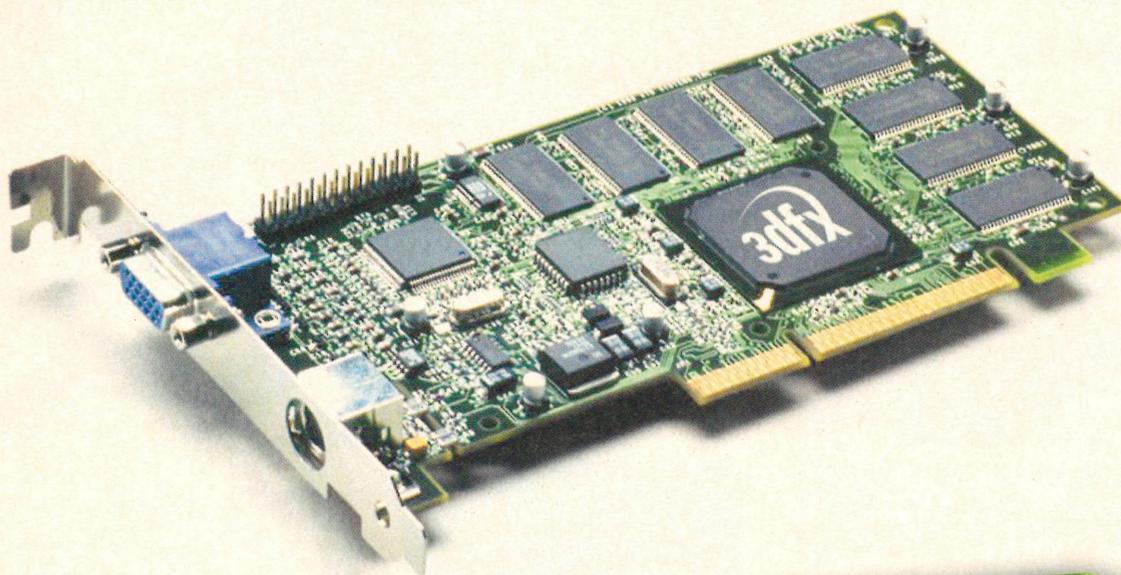
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Tomb Raider was cracked on a Special Reserve PC - as recommended by the UPC Strategies team!

# ALL THE THREES!

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## THE QUESTION

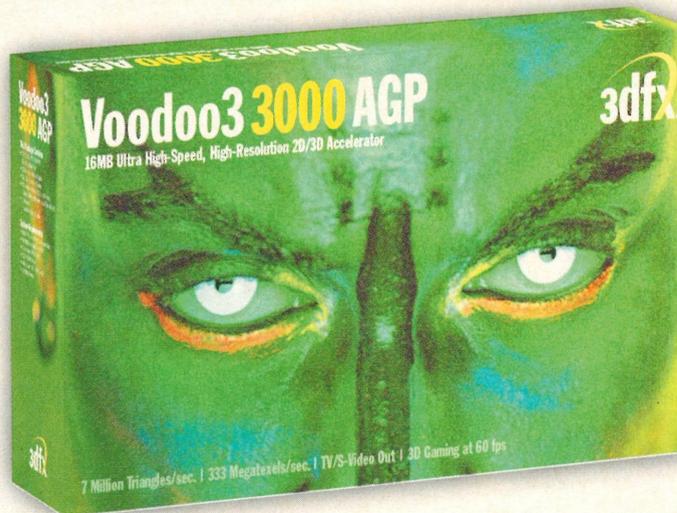
What does 3D stand for?

- A) Three Dimensional
- B) A bra size
- C) Three Demons

SEND YOUR ANSWERS TO 3DFX GIVEAWAY, ULTIMATE PC STRATEGIES, RAPIDE PUBLISHING, 1 ROMAN COURT, 48 NEW NORTH ROAD, EXETER, EX4 4EP.

## COMPETITION RULES

The competition will be drawn on 28th June 1999 – the first correct answers drawn at random will be the winners. The winners will be notified within 28 days of the first draw. Employees of Rapide Publishing including their families, are not eligible. No cash alternatives will be offered. No correspondence will be entered into. Proof of postage will not be accepted as proof of receipt. No purchase necessary. The editor's decision is final. And he's very hard!



# A BUG'S LIFE

This cinema blockbugster hits the PC in style, mixing movie footage with some great gameplay. This month we provide a full game guide for everyone who's been feeling a bit bugged out recently. ...



## ULTIMATE PC STRATEGIES

### INFORMATION

PUBLISHER DISNEY INTERACTIVE

DEVELOPER DISNEY INTERACTIVE

WEBSITE WWW.DISNEYINTERACTIVE.COM

### SPECS MIN REC

PROCESSOR P166 P300

MEMORY 16MB 32MB

HARD DRIVE 100MB 250MB

GRAPHICS SVGA or 3DFX 3DFX

CONTROLS KEYS OR PAD

### EASY STUFF...

Most enemies are predictable in movement. Berries can be sussed easily enough.

### WATCH OUT FOR...

Wall bashing insects. They jump out at you. Grasshopper contact causes major damage!

### BEST CHEAT...

Currently we don't have any cheats for this game, but check out the Internet for trainers.

UPC GAVE IT...

**80**  
OUT OF 100

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Live at <http://specialreserve.co.uk>  
**UKGAMES.COM**  
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A Bug's Life was cracked on a Special Reserve PC -- as recommended by the UPC Strategies team!

## MAP KEYS

- START
- HOVER PLANT
- ROPESWING
- HARVESTER
- RASPBERRY
- TOKEN
- WORMHOLE
- SPIDER
- WASP
- ACID
- BEETLE
- SEED
- MOZZY
- BIRD PART
- TELESCOPE
- LEAF
- GRAIN
- DANDELION
- BUG
- FENCE
- CAN
- EGG
- BOTTLE
- FIRST AID
- TOP VIEW
- WALL BUG
- JAR
- THORNS
- CAN
- BIRDS NEST
- BOX



**Y**ou must guide Flik on his journey. His quest, to find help and rid the colony of the invading grasshoppers. Here's our straightforward level guide plus exclusive level maps to guide you through.



## LEVEL ONE: WELCOME TO ANT ISLAND

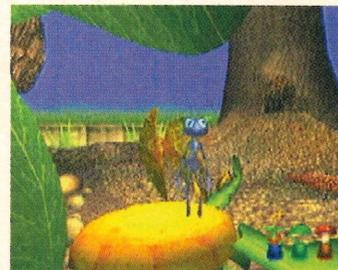
### Primary objective

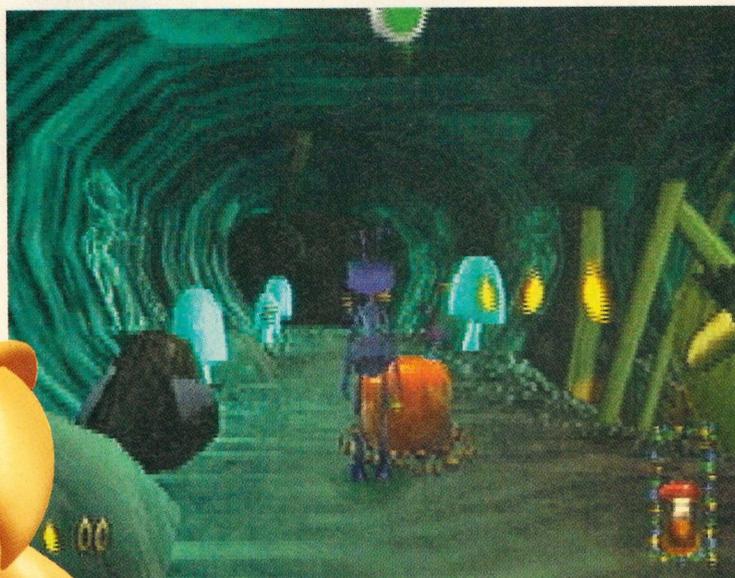
Find entrance to the anthill.

### Other objectives

Collect 50 grain.  
Collect all the FLIK letters.  
Gain as many tokens as possible.

A straightforward enough level where your main objective is to





locate the anthill. On the way you have several other objectives you can choose whether or not to complete. Check out our map for the best route and all the item locations.



Gain as many tokens as possible. Collect 50 grain.

This underground tunnel run is too easy to take quickly. Watch out for side entrances to other tunnels requiring a certain number of grain to enter - getting them to open can be rewarding.

## LEVEL TWO TUNNEL RUN

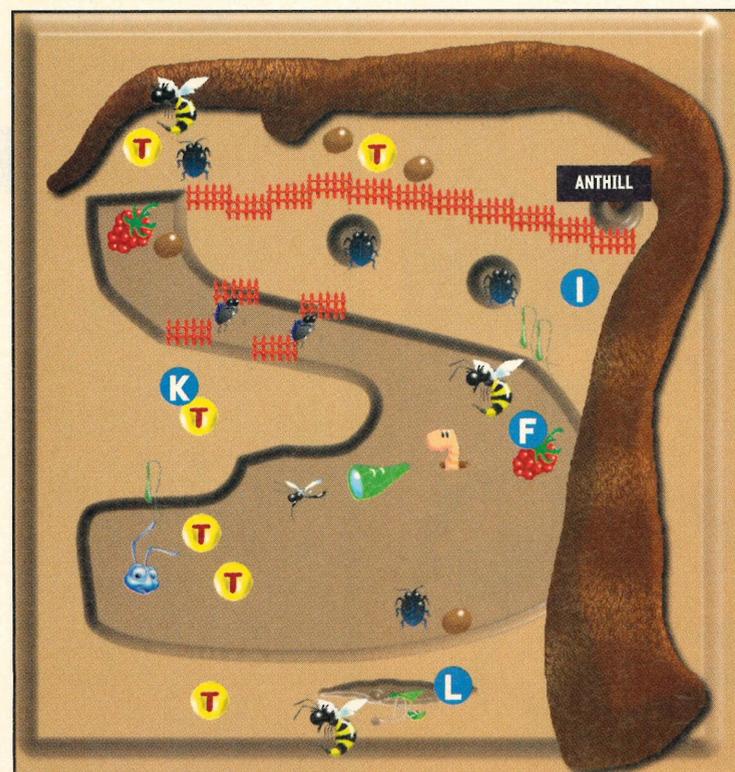
### Primary objective

Locate the entrance to the Council chambers.

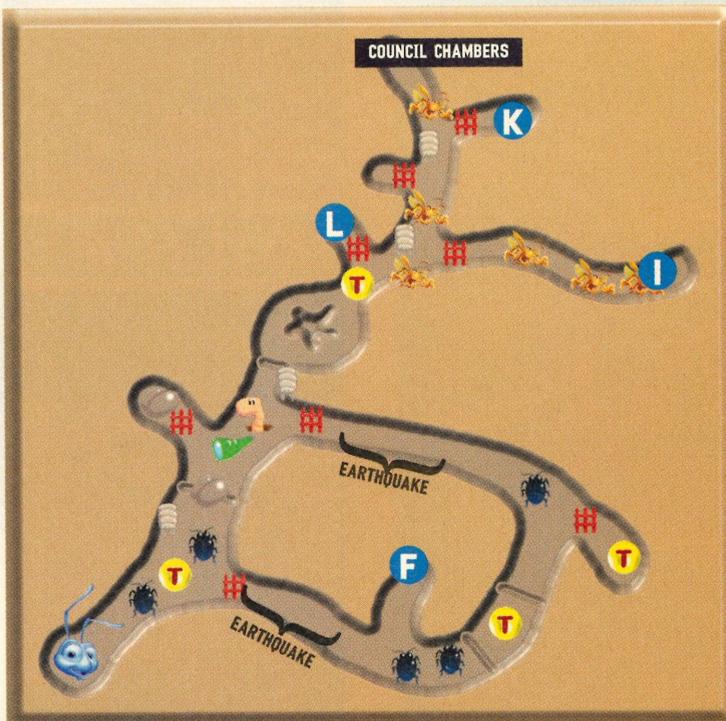
### Other objectives

Investigate all the tunnels. Collect all the FLIK letters.

## LEVEL ONE



## LEVEL TWO



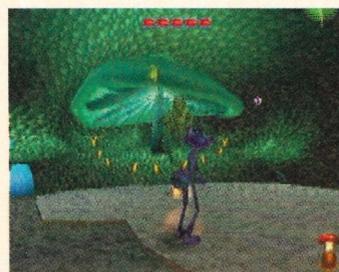
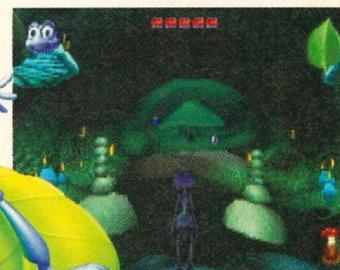
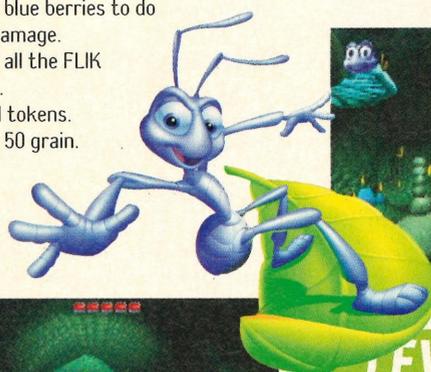
## LEVEL THREE THEY CALL HIM THUMPER

Defeat Thumper.

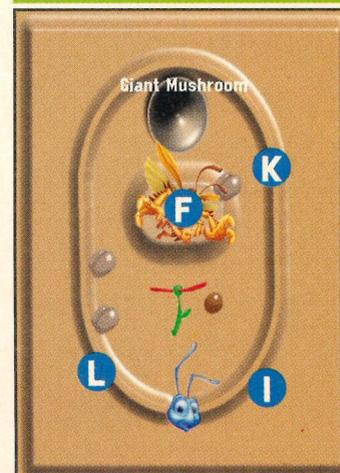
### Other objectives

Collect blue berries to do more damage. Collect all the FLIK letters. Gain all tokens. Collect 50 grain.

Thumper's been ordered to destroy you. Get ready to be a hero, Flik. Thumper is fairly easy to beat and he stays in the central area. Collect all the grain and watch out for mosquitoes. You should be able to collect everything then destroy Thumper who's hovering around the central area. Watch his energy bar at the top of the screen.



## LEVEL THREE



## WATCH OUT FOR...

**L**ittered with enemies. Ant island can be dangerous for Flik. Look out for these enemies on this level...

### Mosquito

Will not intentionally attack, but walk into its path and you're sure to get a shock.



### Beetle

Will attack should you get too close, though a couple of red berries will wipe 'em out.



### Giant worm

A mini hole in the floor signals a worm hole. Walk over or near it and he pops up to take a chunk out of your health.



### Hard shelled bug

This bug blocks your progression by lowering a rock-hard shell over its body. Simply jump over him or blue berry him if you're feeling violent.

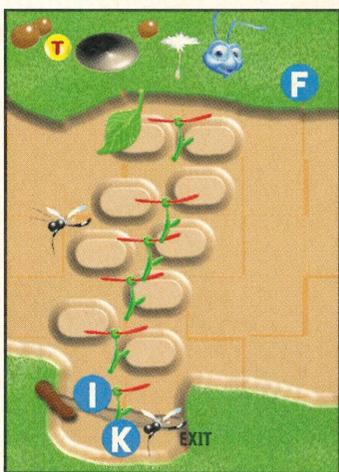


### Wasp

This aerial enemy loves to stick his stinger in Flik's frail body. Blue berries or simple evasive manoeuvres should suffice.



## LEVEL FOUR



## LEVEL FOUR DANDELION FLIGHT

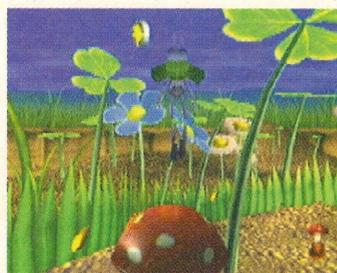
### Primary objective

Ride the winds and enter riverbed canyon.

### Other objectives

Collect grain from cliff ledge.  
Collect all the FLIK letters.  
Gain as many tokens as possible.

This tricky flight across the canyon is Flik's first major step on his quest. Pop open that dandelion seed on the cliff edge and grab one of the floaters. As you drift over the canyon you must hit the



spinning blower plants to stay airborne. Hit the deck and the bird will kill you.

## LEVEL FIVE RIVERBED RUN

### Primary objective

Find your way out of the riverbed maze.

### Other objectives

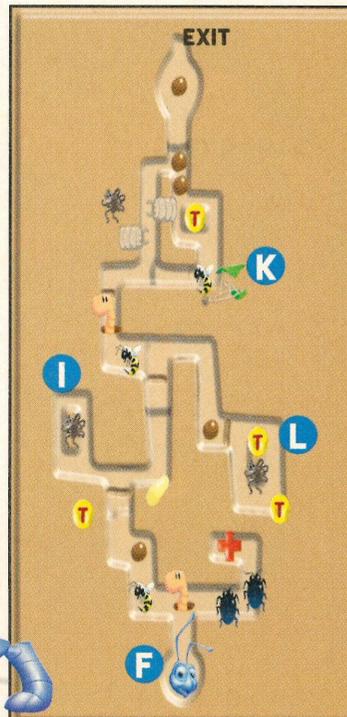
Climb rocks and get tokens on top.  
Collect all the FLIK letters.



Gain as many tokens as possible. Collect 50 grain.

The crossing was successful and you must now find the way out of this river bed. The dry cracks have produced huge canyon areas and Flik must find a way out. Follow our map and you'll find the route to high ground in no time.

## LEVEL FIVE





## LEVEL SIX BIRD BAIT

Primary objective  
Defeat the bird.

### Other objectives

Climb the outer rim of the cliff to gain grain and tokens.  
Collect all the FLIK letters.  
Collect 50 grain  
You must defeat the bug-hungry bird before proceeding. Get all the collectibles on the ground first then head up the cliff ledge rims. Here you'll discover you can jump easily to the sections in the middle and attack the flying beast with relative ease. Keep moving and firing. The bird's pretty damn slow to attack and is easily defeated, so you shouldn't have many problems with the feathered fiend.

## LEVEL SEVEN LITTLE ANT, BIG CITY

Primary objective  
Find Heimlich, Slim and Francis.

### Other objectives

Use climbable areas to gain more grain and tokens.  
Collect all the FLIK letters.  
Collect 50 grain.

This is the city, watch out for nasty residents and heavy traffic. You'll find there are sections of the city where you must collect a certain amount of grain before proceeding. First you'll need 10, then 20 and finally 30. Take out flies with blue berries for grain and investigate all areas.



## LEVEL SEVEN



## WATCH OUT FOR...

**L**ittered with enemies this adventure can be dangerous for Flik. Look out for these enemies...

### Daddy long legs

Will attack you and launch webs at you. Avoid contact and attack from a distance.



### Blue bottle

Hovers around waiting for you to come near. Easily taken out with a blue berry shot.



### Hard back bugs

These big hard-backed bugs do damage should you get in their path. Just avoid walking in the pathways they patrol.

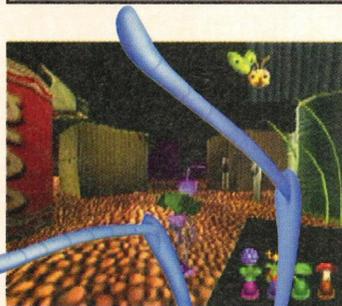
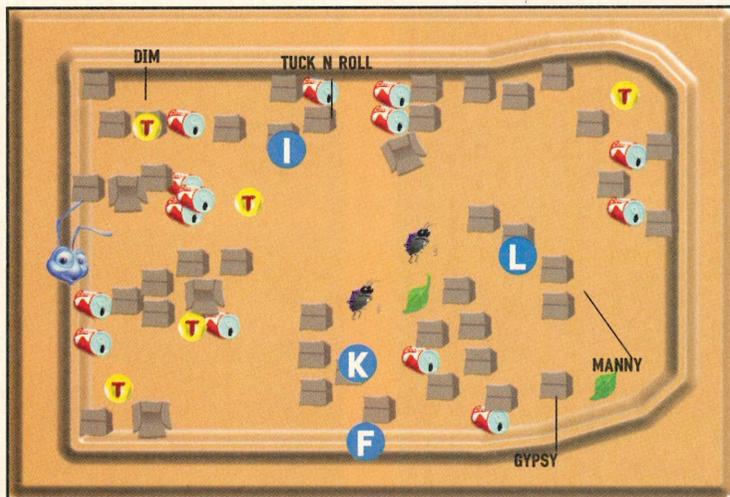


### Hoppers

They attack if you go near them but if you give them a wide berth you should avoid injury.



# LEVEL EIGHT



## LEVEL EIGHT MEET THE CIRCUS TROUPE

### Primary objective

Meet Manny, Gypsy, Rosie, Dim, Tuck and Roll.

### Other objectives

Collect 50 grain. Look in all areas, including rooftops.

Collect all the FLIK letters.

Gain as many tokens as possible.

You must find the circus troupe members. They're scattered around the city square area, check out the map to locate them.



You'll also come across signs with faces on them that will direct you to their various separate locations.

Collect all the FLIK letters. Gain a blue berry to cause more damage.

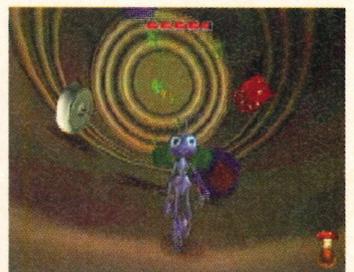
Thud hovers inside the can between you and freedom. From the start turn around and pick up the blue berry. Now fire at Thud and he'll fly to the other end of the can. This forces you to negotiate the litter debris in the can as you cross to the other side. Watch out for spoons, food and dice etc. Keep firing until Thud hits the deck. Not brain taxing but watch your step!

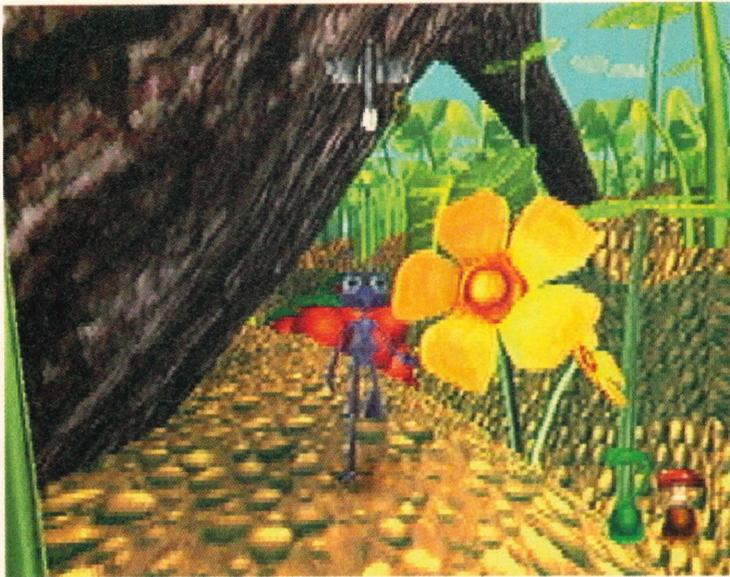
## LEVEL NINE HORSEFLY MAYHEM

### Primary objective

Defeat Thud.

### Other objectives





## LEVEL TEN ASSEMBLE THE BIRD

### Primary objective

Find all the parts to the mechanical bird.

### Other objectives

Use harvester to gain gold berries.  
Collect all the FLIK letters.  
Gain as many tokens as possible.  
Collect 50 grain.

Find all the parts of the mechanical bird in this level using the map for the locations. Look out for hover plants, they can help you in reaching previously un-reachable areas which is useful to say the least. Don't take the harvester anywhere near any places where there's a danger you can't take it back out of (and you can't jump with it strapped on). Watch out for worm holes, wasps and beetles etc.



## LEVEL ELEVEN BLUEBERRY SCOUTS TO THE RESCUE

### Primary objective

Find all five Blueberry Scouts needed to fly the bird.

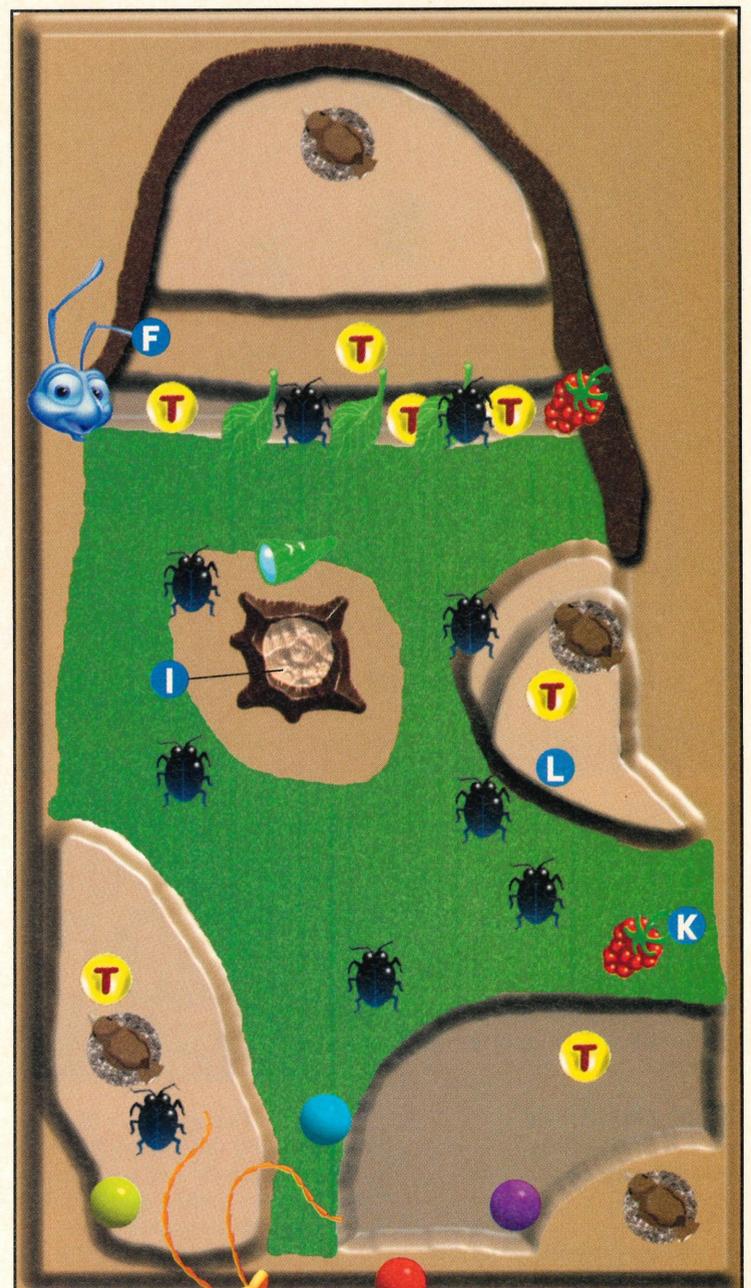
### Other objectives

Climb the branches of the tree and collect items.  
Collect all the FLIK letters.  
Collect 50 grain.

You must locate all five scouts to fly the mechanical bird. Scour the base of the tree then make your way up it. Watch out, this is an acorn tree and the acorns roll down the very path you're climbing. You can fire at these rolling seeds or just stand aside. Also you need to swing across several ropes and web strings. The branches of the tree are where you'll find most of the scouts.



## LEVEL TEN



## LEVEL TWELVE



### LEVEL TWELVE LEAD THE REVOLT

#### Primary objective

Show the ant colony how it's done and defeat Molt.

#### Other objectives

Collect all the FLIK letters.  
Gain as many tokens as possible.  
Collect 50 grain.

The problem with defeating Molt is the



constant red berries that are thrown into the arena. Once you gain the blue berry you'll have to avoid running into a red berry. Try going for tokens straight away and gain the blue berry plant token. Gain collectibles by using Flik's

superior speed. Rush around Molt to collect the FLIK letters and grain. When you're ready destroy Molt and instigate a revolt!

### LEVEL THIRTEEN GRASSHOPPERS LEAVE

#### Primary objective

Save Atta from Hopper.

#### Other objectives

Use harvester to gain gold berries.  
Collect all the FLIK letters.  
Gain as many tokens as possible.  
Collect 50 grain.

To save Atta from the Hopper's clutches gain some berry power and keep hitting him. You need to scour the rain soaked



ant island for berry power, grain and tokens. It's best to head for higher ground in order to hit the hopper. Use Tuck and Roll to jump high in the air.

### LEVEL FOURTEEN ATTA FLIGHT

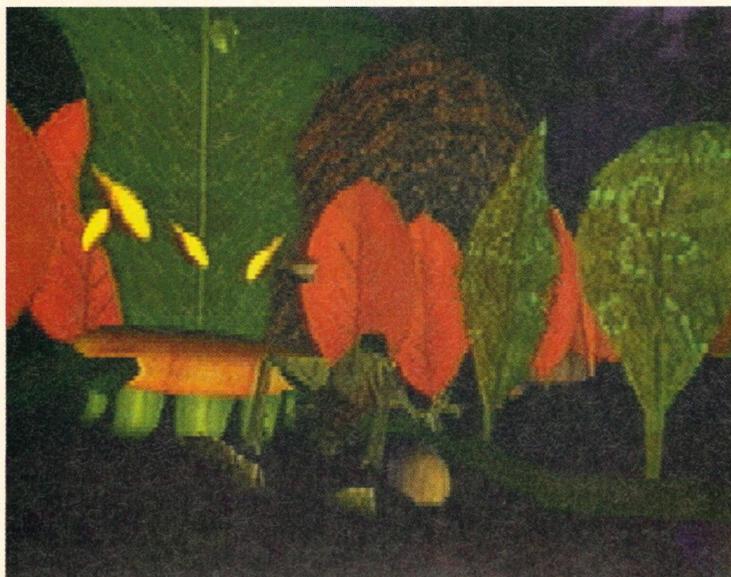
#### Primary objective

Navigate through riverbed canyon and lead Hopper to the birds nest.

#### Other objectives

Collect all the FLIK letters.  
Gain as many tokens as possible.  
Collect 50 grain.

You and Princess Atta must escape the clutches of the evil Hopper by flying through the River bed canyon. This dangerous flight is under your control. Press X to elevate Atta and yourself above obstacles below. Also





be aware of the Hopper, who's gaining on you. Watch out for the sides and beware other enemies! You won't need a map for this one, just watch your tail.

## LEVEL FIFTEEN SAVE THE COLONY

This is it, the last level of the game and the final confrontation with the grasshopper leader. There are three sections to this level that require you to hit the Hopper before moving on. The first section is simple,



collect a blue berry token from the upper platforms and shoot the Hopper then chase him as he smashes through the gate.

In section two you'll need to chase the Hopper around as he moves from area to area. It's best

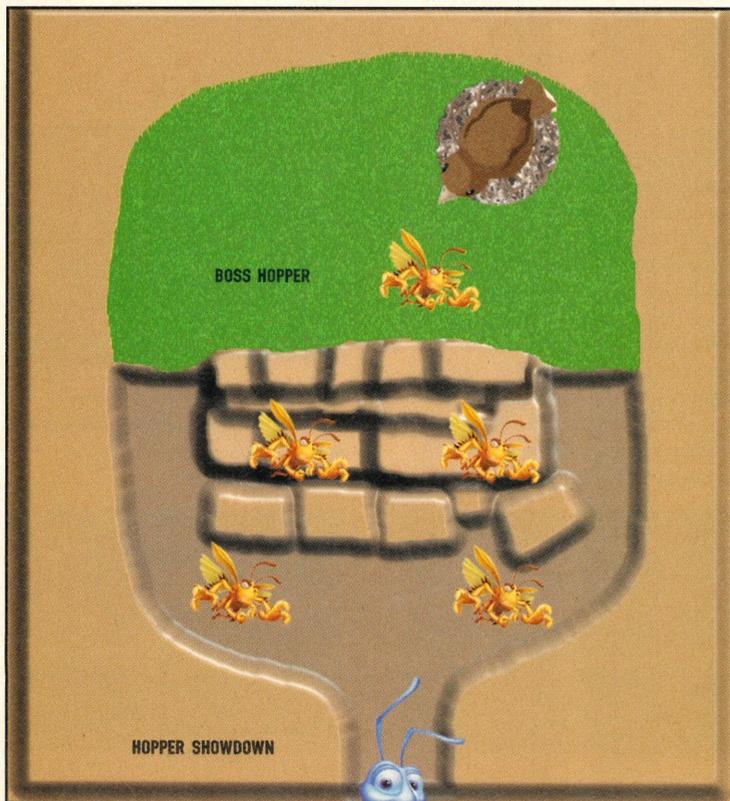
to use a hover plant and carry it around. Use it to climb the platforms and hit the hopper. Repeat this until he smashes through the next gate.

In section three you'll find yourself climbing a steep hill of steps. You'll have to hit the Hopper a couple of times. Then at the top you have to finish him off near the bird nest. Once his energy is worn down the bird does the rest... The Hopper is history!

**victory. Now sit back and enjoy the closing scene from the film. You're a buggy hero my son!**



## LEVEL FOURTEEN



**Congratulations! You've led your people to**





# POOL SHARK



## ULTIMATE PC STRATEGIES

INFORMATION		
PUBLISHER	GREMLIN	
DEVELOPER	MIRAGE LTD	
WEBSITE	WWW.GREMLIN.CO.UK	
SPECS		
	MIN	REC
PROCESSOR	P166	P300
MEMORY	32MB	64MB
HARD DRIVE	40MB	80MB
GRAPHICS	SVGA	DIRECT X
CONTROLS	MOUSE	

### EASY STUFF...

**Chalking your cue.**

### WATCH OUT FOR...

**Measuring ball speed correctly.**

### BEST CHEAT...

Unfortunately folks, we don't have any cheats for *Pool Shark*, but as soon as we have...

UPC GAVE IT...

**45**  
OUT OF 100

**Special Reserve**  
Live at <http://special.reserve.co.uk>

**% OFF**  
01279 321 321

Pool Shark was cracked on a Special Reserve PC - as recommended by the UPC Strategies team!

Pool – a game that requires a good eye and occasionally some mathematical skills to successfully pot a coloured ball. Whether you bought *Pool Shark* to avoid going down your local pub or just wanted a version of the game that would give you some practice, you're still bound to need some help to become top dog. Thankfully there's one in the office ready to help you...

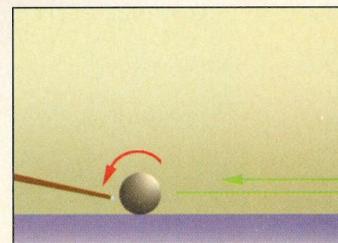
## PHYSICS

**P**ool Shark has an accurate and fast physics engine, here are a few details which can assist in playing the game. Some of this may seem obvious – but after reading it you will understand why things happen like they do.

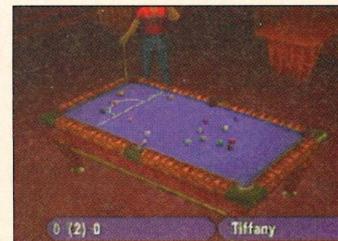
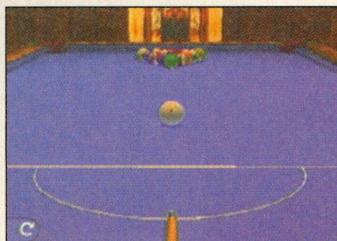
### Roll And Slide

All balls, but particularly the cue ball, have two basic types of motion. When a ball is rolling it will

do so in a straight line slowly reducing its speed. At some critical point the ball will no longer have enough energy and stops. This appears to happen quite suddenly on some cloths. The sliding phase is much more interesting, the ball is not in full contact with the surface and may be spinning in a different direction to its movement. Friction from the cloth is trying to grab the spin of the ball, and the ball is trying to change direction to that of the spin. Thus, if you have

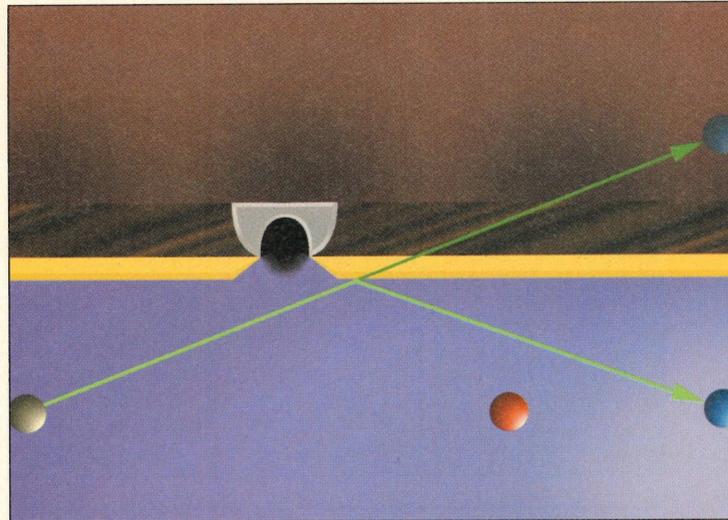


backspin the ball will be slowing down as it slides. If you have side-spin the ball will be trying to change direction.



## SPIN FOR POSITION

You put spin on the cue ball by hitting off centre. In fact if you hit the cue ball dead centre you will actually slightly stun the ball, if you want the ball to roll with no slide you must hit it slightly above centre so that the initial top spin is the same as the rolling spin. Spin can be used to change both the direction of the cue ball after the impact and its speed. If you use topspin the cue ball will generally finish up straighter than the natural angle. If you use backspin it will be behind the natural angle.

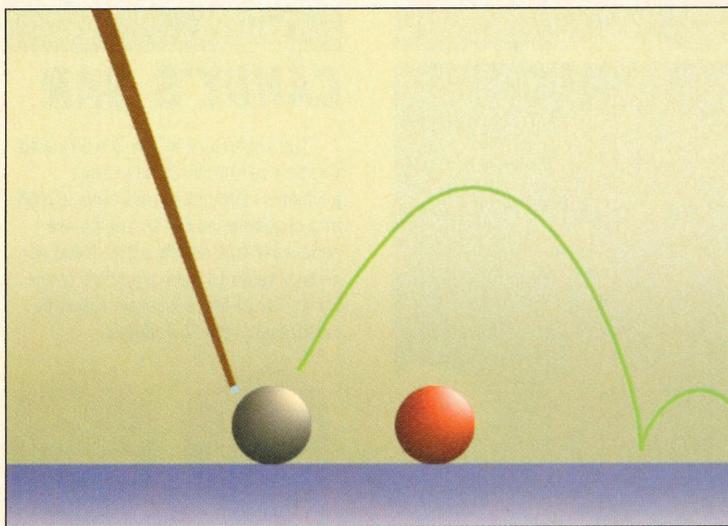


## CUSHIONS

Cushions are not just there to prevent you losing the balls onto the floor. A cushion also has a natural (or true) angle, which depends on its stiffness. It helps to think of true cushions like mirrors, if you look at a mirror from the right you will not

see yourself but objects to the left of you. The light rays coming from the object bounce off of the mirror and reach your eyes. Now think of cushion play by reversing the process. What you need to do is imagine you're seeing the target beyond the cushion. In fact if you

draw a straight line from the target, through the cushion and at right angles to it, the imaginary target will be the same distance beyond the cushion as the target is in front. It all sounds a bit mechanical, but does help you to move toward the instinctive feel for cushion play.



## UP AND AWAY!

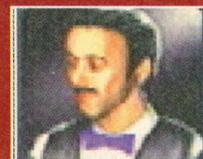
Sometimes the only way to get out of a sticky situation is to use a jump shot. You can take a look at a jump shot in the School of Pool trick shots. The principle is quite simple. Hit the cue ball from above. The cloth bunches up as the cue ball is pushed down and assists in gaining height. In general you need to raise the cue butt to around 45 degrees. It also helps to use a little bottom spin both to assist in take-off and slow the ball down once it lands. It's not easy, but it's a handy skill to acquire if you can.

## OPPONENTS

### LT JAMES JASSE

#### SENIOR AMATEUR

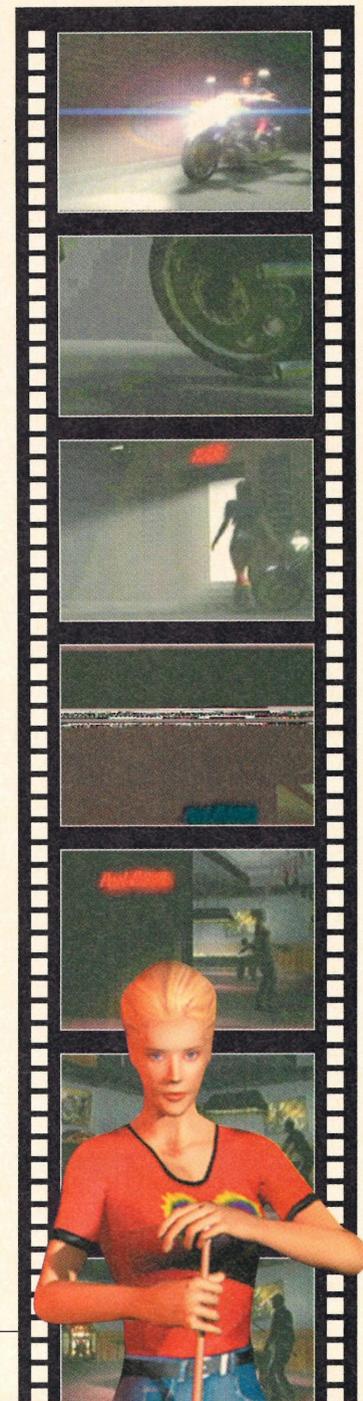
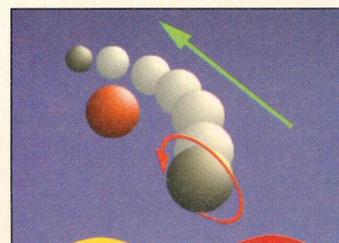
Lt Jasse's cue stroke is very soft. This often supports his positional play, but it can result in the object ball not reaching the pocket, mainly on combination or rail shots. To compensate for this he cues with top-spin in the hope that this will add extra speed. His directional accuracy is moderate. He is prone to make rash decisions, but his play is best described as 'steady'.



## SWERVE SHOT

To get around a ball all you have to do is hit the cue ball at an angle and with some side spin. Should be a piece of cake. There are however a couple of bits of golden knowledge to help you achieve Nirvana. You need to use side to pull the ball in the direction of the object ball once you have cleared the blocker. But the amount of side you can put on is always smaller than the forward sliding speed. You will need lots of spin but too much forward speed and the ball will never turn. So you can do two things: raise the cue butt which means you are hitting into the table so some of the

initial sliding speed is immediately lost; alternatively you can apply bottom as well side, this will slow the ball as it transfers to rolling. All this means that the impact with the object ball will be at low speed so don't expect to do much more than dribble it into a pocket.





**AIM/ADJUST**

This allows you to alter the basic angle of aim on your chosen ball.



**TOP VIEW**

As the icon shows, this feature gives you a top-down perspective of the table.



**ENGLISH**

Allows you to position your cue on any part of the ball, perfect for screwballs.



**BUTT ANGLE**

Allows you to change the angle of the cue, use this for chip shots.



**ZOOM/PEEK**

Gives you complete control of the camera allowing you to zoom in and out.



**MOVE BALL**

Allows you to move the ball to any position on the table after a foul.



**NEXT BALL**

Automatically positions the cue in line for the next possible shot.



**FINE TUNE**

Gives you the ability to fine tune the position of the cue tip on the ball.



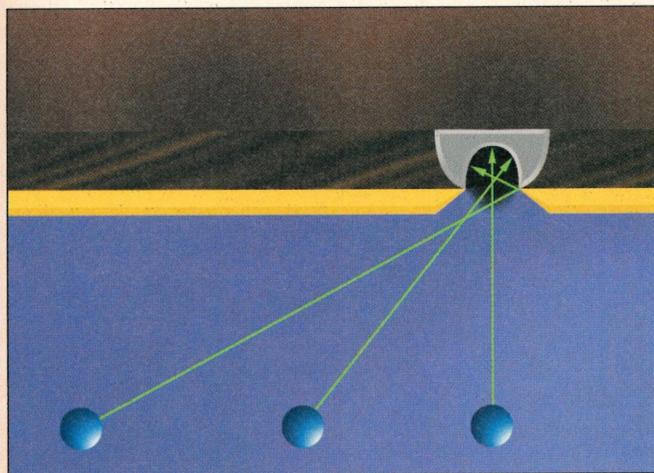
**MAXIMUM STRENGTH**

Increases and decreases the size of the power bar to each extreme.



**SHOT STRENGTH**

Allows you to fine tune the strength of a shot by decreasing the speed of the bar.



**POCKETS**

Corner pockets can be approached from most angles. However, as the angle gets larger, if you simply aim for the centre of the pocket you risk hitting the jaw and the near-side cushion. It's best to aim to bounce the ball off the far jaw and back into the pocket. At even greater angles this will bounce the ball back. The greatest margin of error is where the ball is heading straight into the pocket. Side pockets generally have wider jaws. This means that both critical points are at smaller angles and the pocket is more prone to rattling balls out. Side pockets should generally only be approached from fairly straight angles.

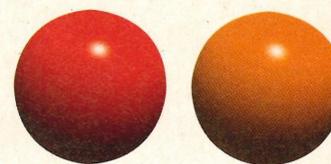
**LOCATIONS**

Each location has its own style and décor, with tables to reflect the surroundings. There is a standard 44x88" table, a second rectangular table and a custom built table of an unusual shape to play on.



**CANDY'S BAR**

The tables are all fairly well cared for, so you shouldn't have any problems. The hexagonal table is a bit of a challenge as far as angles are concerned but on the other hand you always seem to have a pocket to go for in any of the six corners, but be careful with the jaw angles.



**OPPONENTS**

**SLIM CHANCE**

**AMATEUR**

Slim will often take on difficult shots in order to win the game quickly, but his skill doesn't match his judgement. He rarely uses the safety. He often under-hits, on the positive side he does improve as the game goes on. To beat Slim Chance just keep your head and take the pots he offers you.



**CANDY GIRL**

**JUNIOR PROFESSIONAL**

Candy is a slow player. She will often use a safety shot to avoid even minor risk. She's a little under-confident. She is a good positional player and is able to clear up a nicely set-up table. You could try beating her at her own game using safety. She struggles on a



difficult shot, but be prepared for some nasty situations yourself.

**BOOMERANG**

**BRUCE PROFESSIONAL**

A fair positional player who plays to his strengths. Tends to play a straight game with few combos or snookers. He is a good judge of a table and knows the deficiencies of the old Croc Shack surface. He has learned to compensate for these drawbacks and use them to his



advantage. Bruce offers chances when a deep draw fails to come off - be prepared to use them.

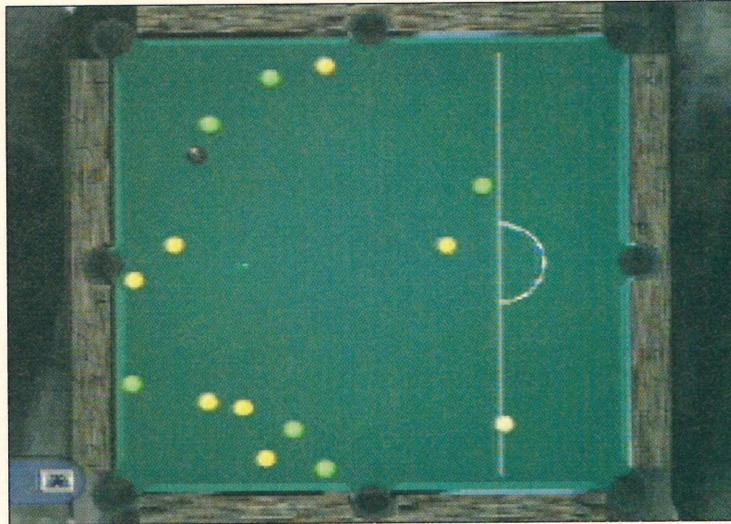
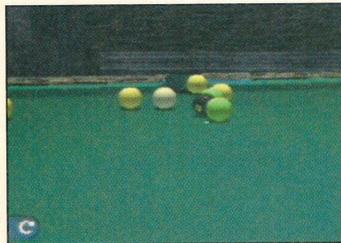
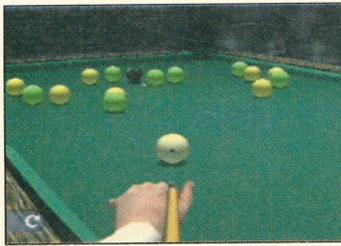
**CHOPPER**

**JUNIOR PROFESSIONAL**

Chopper's game is fast and firm. However, she has a much greater degree of control. She plays good position, using stun especially, making her good 8-ball player. Has the weakness that she likes to both look good and display her mastery of the game. She often uses risky cannon or

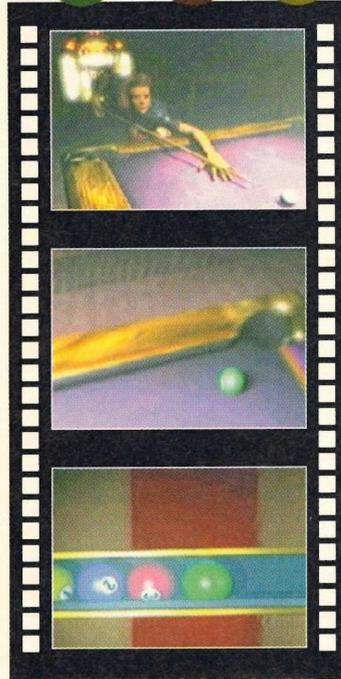


carom shots. She is a little weak on safety play. Another weakness is she succumbs to pressure.



## CROC SHACK

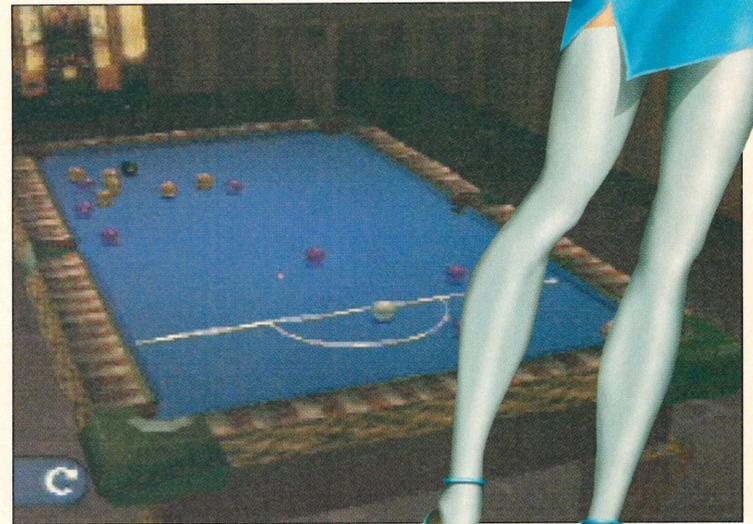
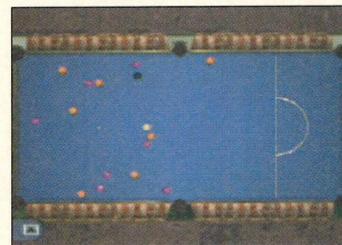
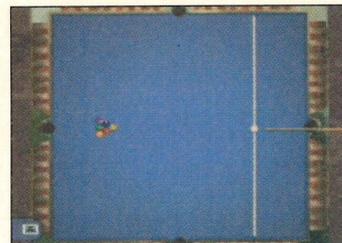
All three tables are looking a bit worse for wear, the cloth is a little sticky so you need a bit more cue force. The cushions are dead which means that any rail shots don't give very true angles. This might well be a great time to learn swerve shots - the grippy cloth will help you get some good swerve action going. The non-standard table is a square with eight pockets - plenty of choice there then.



## THE PIT

The tables are a little slow but generally quite well looked after. The rails are good and the table cloth is not overly grippy. The feature table is a

square with side pockets. This can be a little awkward in that balls tend to get stuck in the dead corners. The pocket jaws are a little narrower than a corner pocket and should be approached at ninety degrees if possible.



## SAYONARA KID

### JUNIOR PROFESSIONAL

Not the most consistent of players, he can display flashes of genius, he is prone to mistakes. The Kid's home table is fast and springy, making positional shots and safety difficult to judge, so he avoids them. He prefers to look for double pots or push balls off cushions. When you're playing the

Kid it's the table you have to defeat. Use snookers - he can't handle the rails that well.



## WIPEOUT

### SENIOR AMATEUR

Drag the game out so Wipeout gets bored. When frustrated he might just push the balls round the table in hope. His play is based on instinct, in general he tries to play the simplest possible shot. He rarely uses cushions. He does however have a sharp eye for the big breaker. His

preferred game is 8-ball or straight where there are plenty of obvious options.



## ED CASE

### AMATEUR

Ed has a very strong cueing arm and uses it to fulfil his match winning (?) strategy. He prefers to play with as few rules as possible and particularly dislikes 'call-shot' rules. Ed is a good potter but only uses positional play to try to get a few more balls on the move. Ed prefers 9-ball type games.

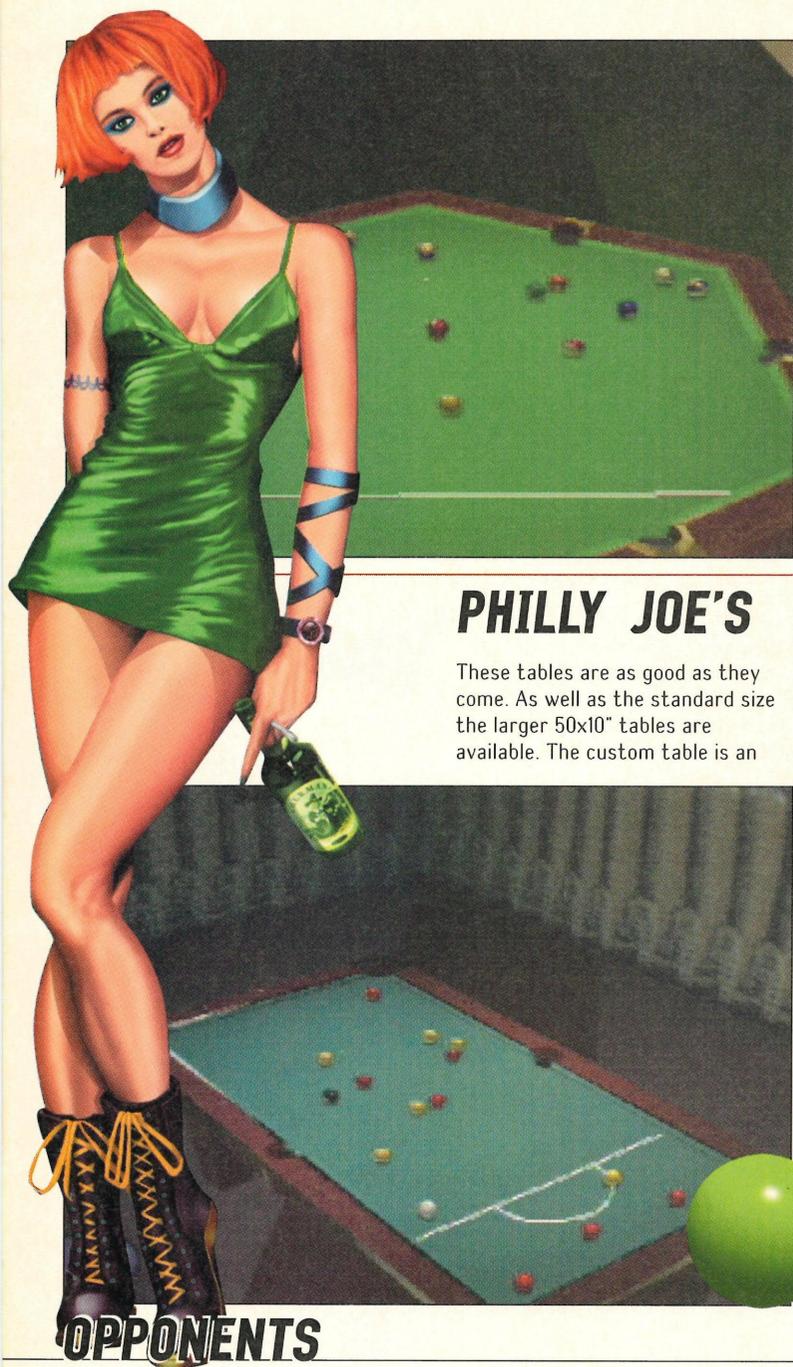


## IDORU

### AMATEUR

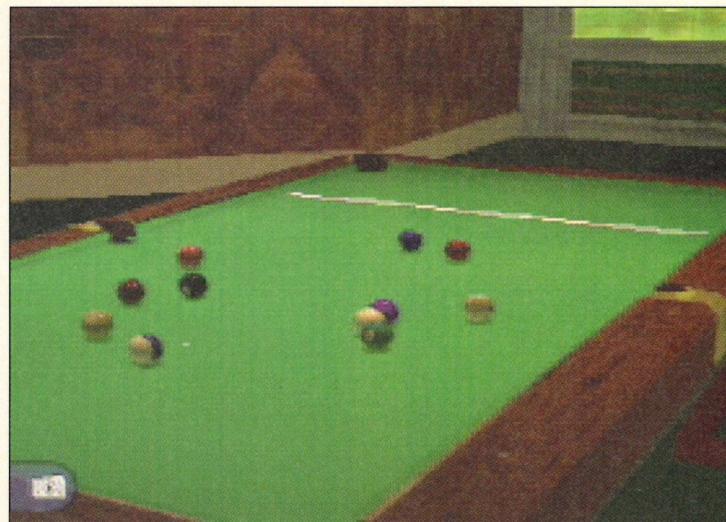
Whilst generally a good player Idoru often has brainstorms. Usually she is trying some sort of exotic plant or carom or some other devious trick shot. However since she rarely executes it accurately the rest of us are often left bewildered. Idoru is not difficult to beat, it's the Neon table you have to overcome.



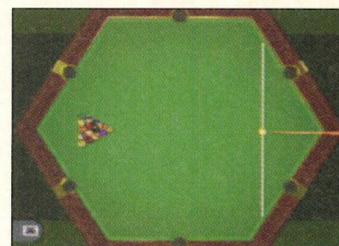


## PHILLY JOE'S

These tables are as good as they come. As well as the standard size the larger 50x10" tables are available. The custom table is an

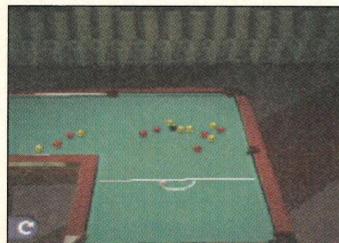


nightmarish L-shaped (dog-leg) design. Playing this table requires a whole range of new strategies. To play consistent position you need to be able to move the cue ball around the angles. To get out of trouble be prepared for two-rail shots or swerving around the corner. Remember: there's nothing to stop you jumping across the dog-leg!



## 1815 CLUB

The tables are covered with the best baize and are generally fractionally faster than normal, being intended for much larger tables; the second table's large enough to be used for snooker. There is also a hexagonal table with side pockets. Plenty of choice but the rail shots can be tricky and you cannot pot balls from acute angles.



## OPPONENTS

### TIK TOK

#### SENIOR AMATEUR

Tik Tok is quite a good player as long as he sticks to simple shots. TT is limited to positional play but tends to be inaccurate as he lacks the necessary touch on the cue ball. Tik Tok is famous for fluke shots. His 9-ball break, for example, is intended to pot a ball,

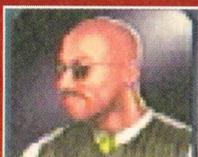


preferably the 9-ball, at any cost. However it often results in his hallmark jump of the cue ball.

### NU JACK HUSTLER

#### PROFESSIONAL

Nu Jack is a consummate professional and always plays to win. Jack views safety play as a last resort, and often attempts doubles or combinations. This is NJ's weakness, as he sometimes makes mistakes on difficult shots, leaving an easy option. He uses spin sparingly. If you wanna play dirty leave Jack shots where the natural

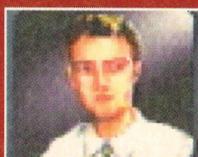


path is close to a pocket.

### GARY NOONE

#### PROFESSIONAL, UK 8-BALL CHAMPION

Gary's 8-ball break leaves most of the balls in the pack – resulting in an exchange of safety shots. Give Gary two shots and he takes full advantage. He is a risk-taker who hates long shots and rails so use the full length of the table on safetys. Don't be lulled into a false sense of security if Gary has more balls left than you – he's probably up to something.

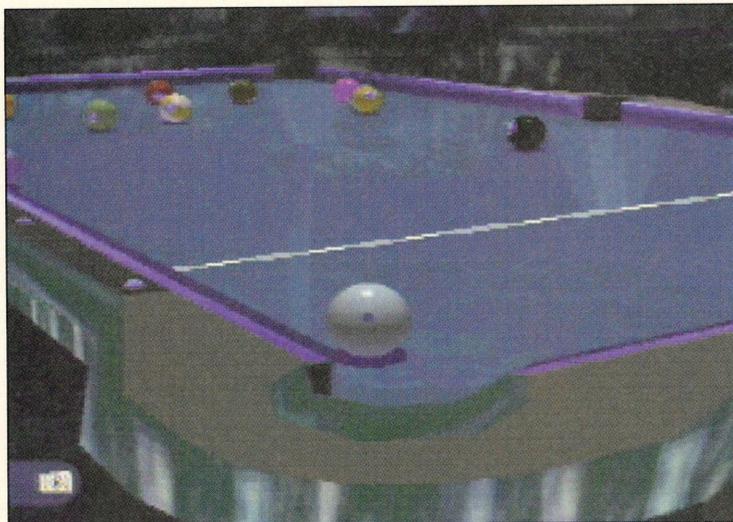


### AL CHEESEMAN

#### PROFESSIONAL

Al's game is prone to errors of strategy. His high accuracy means he can use the rails to pot balls and also use side-spin to get out of trouble. He is difficult to snooker. As his game relies on accuracy he takes a while to warm up. A weak positional player, he often leaves himself snookered. The best way to beat Al is to out-play him. When Al messes up on position, make the most of it. Don't use safety play or challenge him to a game of bank unless you're prepared for a thrashing.





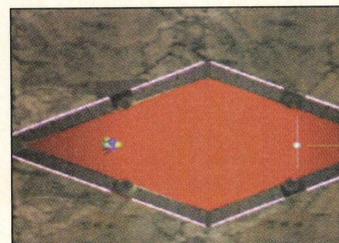
## NEON CITY

The tables are fast and the springy rails should be avoided at all costs. Swerve shots are not a real alternative, as the playing surface does not receive spin well. The cue ball will generally slide a long way before the spin works.



## ELYSIAN FIELDS

The tables are slightly smooth so you need a bit of extra effort on spin shots as the ball slides a little further before the spin takes. The custom table at Elysian fields is a diamond shape with corner pockets. Although the balls do not get trapped at the long ends as they do in a side pocket diamond table, there are short flat rails beside the long end pockets which means balls are not sucked in as you might expect. The short corner pockets don't have the fringe rails, but are so wide you should treat them as side pockets.



## PARADIZE HOLE

The tables are a little short on slate and heavy on wood, making the playing surface quite springy - avoid jump shots. The rails are OK, so the preference is to use them to get out of snookers. The cloth itself is both fast and grippy, balls will tend to roll for some time but any spin is rapidly grabbed by the surface. The non-standard table here is a diamond with side pockets, a real bitch. The narrow ends tend to trap the balls and rail angles are difficult to read to say the least.



## Z GENERATION

The table surface is frosted glass with a textured plastic coating. This does tend to make it a little slow which assists positional play. On the other hand the table does not take up cue

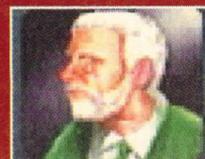
ball spin very well. The feature table is an unusual triangular design with pockets at each corner. The rail angles do sometimes help the ball into the jaws. On the other hand with only three available, the pockets can become easily cluttered or blocked.

## THE COLONEL

### SENIOR PROFESSIONAL

Prefers straightforward games, stringing together pots with planned positional play. The Colonel dislikes cushions, preferring a fine cut or swerve shot. The Colonel relishes a long pot. His age tells as the Colonel becomes tired over long matches. To beat him take the chances

offered and for safety jam the object ball up close to one of yours - don't rely on distance alone.



## ALVIS BURGER

### SENIOR AMATEUR

A reasonable snooker player. He has studied Al Cheeseman, and developed skilled use of rails. Alvis has also developed quite a good jump shot. He will often take a flashy shot in preference to an obvious one and fail to make it. Try tempting him into one too many flashy

shots with good safety play. Don't let his hip-swinging antics distract you from the game.



## PHILLY JOE

### WORLD NO. 1

A master of position and strategy, he uses all techniques open to him but only after careful consideration. Joe is one of the few players to fully understand spin-position. He even uses the jump shot if there's nothing less risky available. When playing 9-ball or other limited option games Joe prefers a safety to a risky pot. To beat Joe, take advantage of half

chances. He tries too hard to achieve position and pots, using too much power - seize the moment.



## TIFFANY

### AMATEUR

Tiffany could be quite a good player, if only she could maintain her concentration. She has a good cueing arm and is a good potter. But she tends to rush her shots, often choosing the easiest or most convenient shot when other options might prove better in the long run. Tiffany tends to get bored in longer

matches and is easily distracted - particularly by a nice tight male butt!



# THE SECRET OF MONKEY ISLAND



LucasArts have recently re-released the Monkey Island series, so we thought it appropriate to do a guide for one of each the games every month. This month it's *The Secret of Monkey Island*.

## PART ONE The Three Trials

The first part of the game requires you to pass three trials. The trials are as follows:

**Mastering the sword:**  
Find a sword and defeat the Swordmaster.

**Mastering the art of thievery:**  
Steal the Idol of Many Hands from the governor's mansion.

### Treasure hunting:

**F**ind the treasure map, get a shovel, then dig for the treasure.

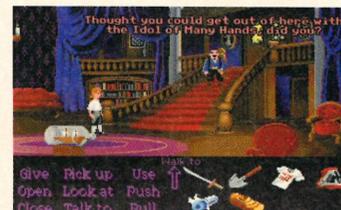
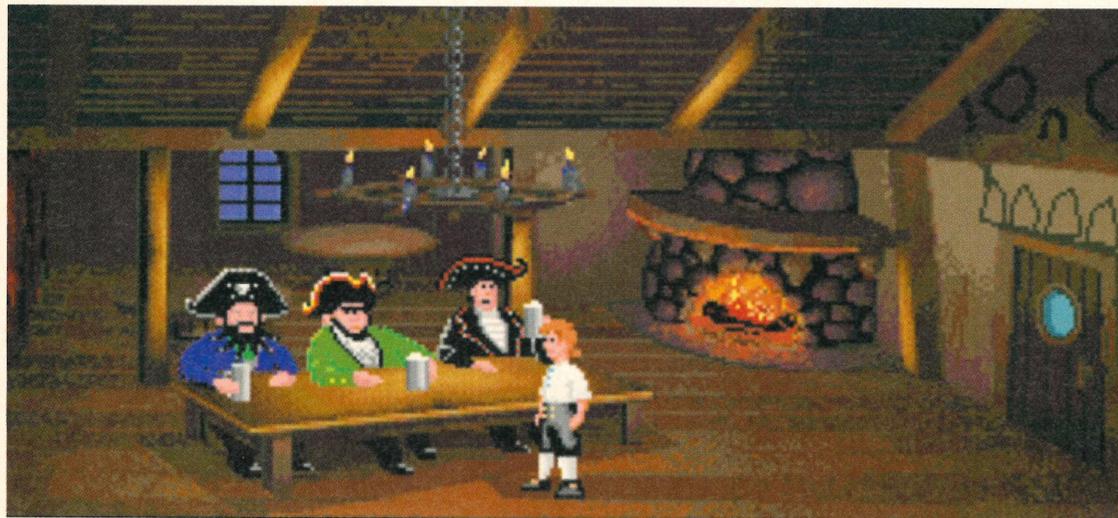
Enter the Scumm Bar and talk to the important-looking pirates - they'll tell you about the trials. When the cook serves the pirates, go into the kitchen and get the meat and the pot. Get rid of the bird by rocking the plank. After the bird has flown away, pick up the fish.

Leave the village and go to the clearing. There you'll find a circus. Talk to the Fettucini and agree to do the stunt. Show them your pot to use it as a helmet - doing this will earn you 478

pieces of eight. Go back to the village and find the man with a parrot standing in the street. Talk to the men in front of the rat and take the Minutes if they give you two pieces of eight. Go to the Voodoo House and pick up the rubber chicken. Head right and talk to the Voodoo Lady. Leave and go to the old man's shop. If he's not there, ring the bell. Buy the sword and the shovel and leave the store. Exit the village and walk to the bridge. Give the fish to the troll and go to the house. Talk to One-Eyed Jack and pay him to teach you sword fighting. Show him your sword and start your training. You'll start with only a few insults and three responses.

As you hear more of them they'll be added to your repertoire. To learn new insults and responses run over to the pirates roaming the map. After defeating all the pirates you'll have all the insults and their responses. Once you've done this, take the path leading from the fork to reach the maze leading to the swordmaster. Head north and you see a plant with yellow flowers. Take the flowers and go north east, east, west, and then north. You should see a signpost. Push the signpost to lower the bridge. Walk over the bridge to get to the swordmaster - you need to defeat her five times to win. Her insults are different to the ones you have, but your responses will work - they just have to rhyme with her insults.

Go back to the village and over to the governor's house. Use the meat with the flower, then give it to the dogs. After they fall asleep, enter the mansion and open the door inside. Watch the sequence and then go to the prison. Talk to the prisoner. Go to the shopkeeper and buy some breath mints from him. Give the breath





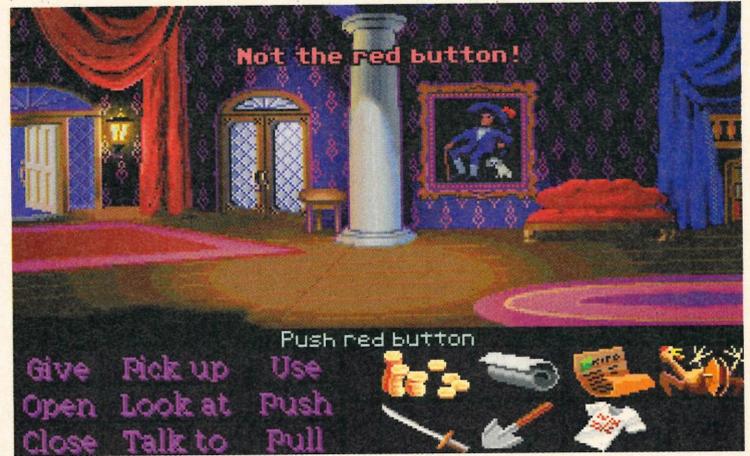
I heard there was going to be a weenie roast here. I'm looking for fun. Seen any? What's green and hairy and has a thousand legs? Do you ever wonder if we're all just characters in a novel?

mints to the prisoner and ask for the file. Check your inventory and give him the gopher repellent you picked up during the fight sequence. Eat the cake you're given to get the file. Go back to the mansion and jump into the hole. Watch the sequence. Talk to the sheriff until the governor appears. Leave the mansion to meet the sheriff and get thrown into the water. Grab the idol, walk up to the docks, and talk to the Governor. Go back to the Scumm Bar and tell the pirates about your progress. Leave the village and go to the beginning of the maze where you found the Swordmaster. Go north to the yellow flowers and then go west to a campsite. Take the turn left to go north. Now go west, north, west, north, north, east, west, north, and finally east. Use your shovel on the 'X' to get the treasure.

Go back to the village and talk to the cook. Enter the Scumm Bar and take all five mugs that are on the table. Use a mug on the grog (note: the grog is very corrosive, so you'll have to pour it into another mug

every time the mug starts to melt) and run to the prison (remembering to change mugs) and use the grog on the cell lock. Ask the prisoner to join your crew. If you fail the first time just get more mugs and try again. Go back to the swordmaster and ask her to join you as well. Now leave the village and go to the shore.

Use the rubber chicken on the cable to get across, then ask Meathook to join you. Take his test by touching the beast. You'll now have your crew. Leave and go to the place on the map with all the lights. Talk to Stan about everything and then leave. Go to shopkeeper's house and ask him for a note of credit. Watch him open the safe and take note of the combination. Ask him to find the Swordmaster. When he leaves, open the safe using the combination you've acquired and get the credit note. Go back to the Used Ship Emporium and talk to him. Buy the Sea Monkey from him using the note of credit. When you buy the ship he'll give you a magnetic cross. Go back to the village and set sail.



Give Pick up Use  
Open Look at Push  
Close Talk to Pull

Push red button

## PART TWO

### The Journey

**T**alk to your crew and then go into the Captain's room. Take the feather pen and the ink, then open the drawer. Take the book and read it. Go back to the deck and talk to the crew. Climb the rope ladder and take the flag. Go down to the deck and open the hatch behind the crew. Go down the hatch and then through the door into the kitchen. Take the pot, then open the cupboard. Take the cereal and then open it to get the small key. Leave the kitchen and go down the hatch. Open the chest to get the wine, open the keg to get gunpowder, then take the rope. Go to the Captain's room and open the cabinet. Use the small key to open the chest. Take recipe and the cinnamon sticks. Read the recipe then go to the kitchen. Use the pot with the following:

note  
business card  
feather pen  
cereal  
piece of paper

Jolly Roger  
ink  
breath mints  
fine wine  
100% cotton T-shirt  
T-shirt  
rubber chicken  
staple remover  
small key  
dusty book  
cinnamon sticks  
gunpowder

The pot will explode and put everyone to sleep. When you wake up you're on Monkey Island. Use the map on the fire. Go back to the store room and get some more gunpowder. Use the gunpowder and the rope on the cannon. Use the pot as a helmet, then light the fuse with the burning map.

## PART THREE

### Under Monkey Island

**A**fter you've landed, pick up the banana. Go to the fort and push the cannon to get the cannonball. Take the gunpowder, rope

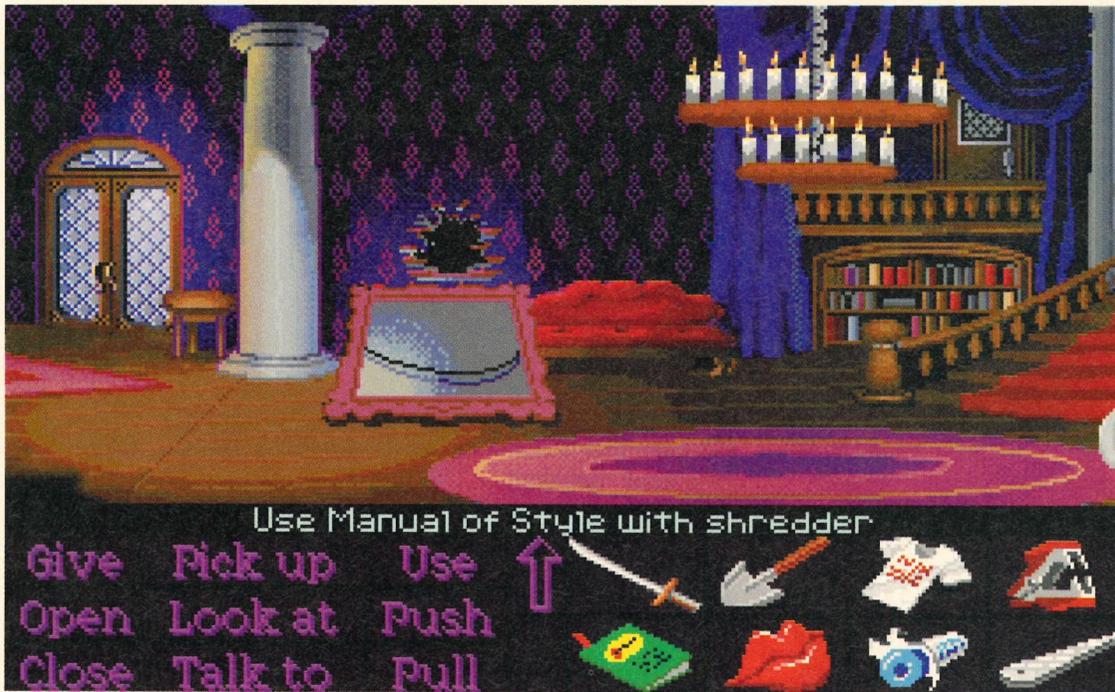


Give Pick up Use  
Open Look at Push  
Close Talk to Pull

Walk to



Give Pick up Use  
Open Look at Push  
Close Talk to Pull

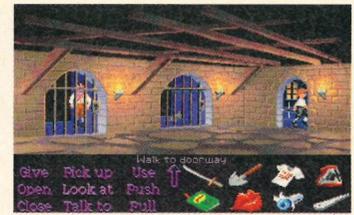


and the spyglass and talk to Herman Toothrot. Go to the fork in the river and pick up the note. Pick up the flint and climb up the hill. Carry on up past the catapult and up to the top. Use the spyglass to find the banana tree. Go down to the catapult and adjust it until you have it on target. Push the rock to activate the catapult. If you miss, reposition the catapult and try again. Once you've hit the tree, go down and pick up the bananas. Go to the river fork and use the gunpowder on the dam. Use the flint on the gunpowder to blow up the dam. Leave and go to the pond at the end of the river. Take the rope from the dead body. Go to the crack and use the rope on the strong branch. Go down the rope and take the oars. Go to the banana tree and use

the oars with the boat. Go to the village in the north and walk over to the giant head. Pick up the bananas and walk out of the village. Talk to the cannibals and they'll lock you up. Pick up the skull and open the floorboard. Enter the hole to leave the village.

Go to the forest north of the beach with the banana tree. Look at the monkey, then give it all of your bananas. He'll now follow you around the map. Go to the clearing on the east of the island and pull the noose on the totem pole. The monkey will now pull the noose, allowing you to pick up the idol. Go back to the village and give the idol to the cannibals. Walk over to the hut they locked you in previously and open the door. Take the banana picker and walk to the right. Give the banana

picker to Herman and leave the village. Go back into the village and talk to the cannibals. Give them the leaflet and they will give you the navigator's head and necklace. Go to the Giant Monkey Head. Use the key in the Gigantic Monkey Ear to open the Monkey Head. Enter the head and use the navigator's head to find the right direction to go in. Keep following the head's directions until you find the ghost ship. Talk to the navigator's head until he gives you the necklace. Get onto the ghost ship and enter the Captain's room. Use the magnetic cross on the key. Go to the deck and climb down the hatch. Go to the right and take the ghost feather. Use the key to unlock the hatch. Go back to the bedroom and use the feather on the sleeping ghost's foot.



Take the wine bottle and the jug o' grog and go back to the unlocked hatch. Go down the hatch and use the grog on the dish - take the blob of grease. Head back up to the deck and use the grease on the squeaky door. Open the door and take the tools. Go back to the room with the chickens and use the tools on the glowing crate. Take the root and go to the cave. Watch the sequence and then talk to the funny ghost. When your crew return, talk to them.

## FINAL PART Guybrush Kicks Butt

**M**ake your way to the church (using the potion on any ghosts you encounter) and talk to LeChuck. The potion will jam and you'll receive a bit of a kicking. When you enter the emporium, get the root beer and use it on LeChuck. Now sit back and watch the fireworks!



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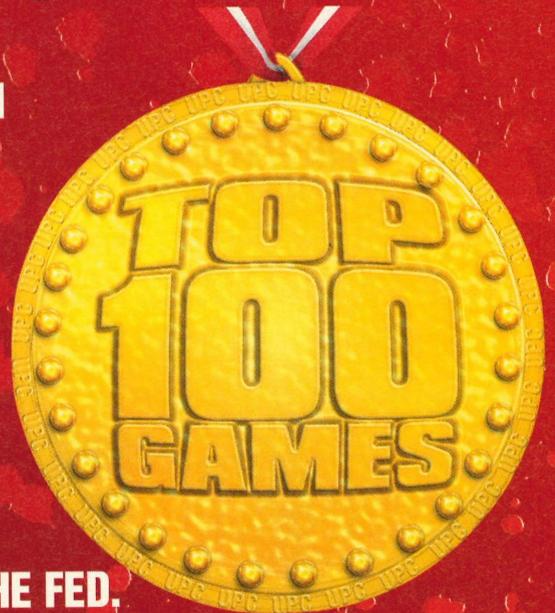
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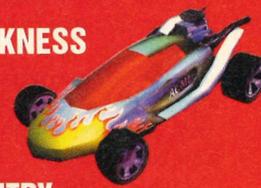


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# ROLLERCOASTER TYCOON



**How to build the ultimate ride, how to get the public on it, and how to keep them on it – these are the key elements of Rollercoaster Tycoon, and we're the guys to tell you how to do it. Four pages of essential tips await so, go on – what are you doing reading this? Get building!**

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Rollercoaster Tycoon was cracked on a Special Reserve PC – as recommended by the UPC Strategies team!

## Adding Excitement to Rides

**B**uilding an exciting ride isn't purely about the number of loops, twists, turns and drops you design into the track layout. Try to think about what the riders will see, feel and experience as they are riding, and also what the ride looks like from nearby footpaths and other rides. The ride 'excitement' rating in the game can be affected by many things, and increasing the excitement rating means your guests enjoy the ride more, pay more, and probably come back to ride again.

Here are a selection of ideas to try, each of which can add excitement to a ride:



Build footpaths close to the ride, or even better, a bridge across the ride at an exciting point. This allows guests walking around the park to see the ride in action at close quarters, which may entice them onto the ride. This picture shows a log flume drop under a footbridge, allowing the guests to see the action, and also adding to the excitement of the ride as riders dive under the footbridge.

Use tunnels to make drops more exciting. A steep drop into a narrow tunnel can be much more



thrilling than the same drop out in the open air. This doesn't just apply to roller coasters. This picture shows a log flume drop straight into a tunnel.



With some roller coaster types, careful use of the 'head-chopper' illusion can be used to spice up a ride. Here we see a car on a single-rail roller coaster diving down under a monorail track. There's plenty of clearance, but it doesn't seem that way to the little guests rushing down the slope, all of which adds to the excitement.



Careful use of water can add interest and excitement to a ride. Here we see an inverted roller coaster train rounding a bend at speed, with the riders' legs very close to the water surface.



Try to surprise the riders so they never quite know what to expect next. Here we see a wild mouse-style roller coaster where the mine truck cars emerge from the dark tunnel at speed, round a 180-degree bend in the bright sunlight, then plunge back into the darkness again.



Carefully combining two or more rides into the same area of land adds excitement to both the rides. Here we see a river rapids ride winding through a mine train roller coaster track, in a landscape themed to resemble an abandoned mine.



Clever use of theming and scenery can make even the most mundane of rides a fun and exciting experience. Here we see a simple car ride enhanced by the use of scenery, theming, variation in height and tunnels.



Another example of adding excitement to the first drop of a roller coaster. Here we see a roller coaster train dropping at speed into a tunnel, the excitement being enhanced further by the use of scenery.



Let the guests see other attractions while they are enjoying a particular ride. Here we see a log flume going through the vertical loop of a roller coaster. Imagine the log flume riders' surprise when the roller coaster train roars through the loop and over their heads!



Use the gentle rides like monorail and miniature railway to allow people to see the best bits of the park. This makes the ride more exciting and also entices them onto the more thrilling rides later. Here we see the riders on a monorail train passing near the vertical loop of a steel roller coaster.

### Reducing Ride Intensity

**A**n intense ride can be fun, but there's a thin line between pleasure and pain, and if your ride is too intense you'll find that nobody will want to ride it. As a general rule, if the 'intensity' rating is over 10, the ride is probably painful rather than pleasurable, and you'll have to do some re-designing work.

Many things can make the ride too intense, but the usual culprits are the vertical (up-down) and lateral (side-to-side) accelerations (G-forces). The peak values can be viewed on the statistics page on the ride information window, and if the lateral Gs are above about 2.5 or negative vertical G's exceed -2, then the ride will be seriously uncomfortable for the riders. Excessive positive vertical Gs can be a problem as well, but short peaks of +6 or +7G can be tolerated by the riders.

If you need to reduce the intensity of a ride, use the acceleration graphs to locate the problem areas, and then re-design the track to reduce the lateral or vertical G forces. Here are some examples of how to reduce intensity in some situations:



#### Before:

Here we see a steep drop followed by a sharp banked turn which the train will traverse at speed. Although the sharp banked corners can be very useful in a confined area, to add excitement towards the end of a ride, using them straight after a long drop will result in high G-forces, pushing the riders sideways and into their seats. To reduce these forces, try to use larger radius curves where the train will be travelling at higher speeds.

#### After:



#### Before:

The entry speed to a vertical loop (or other inversions) is quite critical, and can make the difference between the ride being great fun or being painfully uncomfortable. If the speed is too high, try re-building the loop at a higher level so that the train loses enough speed climbing the approach hill before entering the loop.

#### After:



#### Before:

Unbanked curves taken at speed can be uncomfortable so, where possible, try to use banked curves or design the track so that the curves are taken slowly.

#### After:



#### Before:

Sometimes the length of train can make all the difference to the intensity. A longer (and hence heavier) train will tend to run faster and produce higher forces, so try running shorter trains to reduce intensity. Be careful though, as a shorter train might run so much slower that it doesn't complete the circuit.

#### After:



On track types where it allows, be careful how you use the sharp transitions between level and very steep slopes. If the speed is just a bit too fast, the positive and negative G-forces can become far too high. Much better to use intermediate slope transitions to reduce the forces and provide a smoother ride.

**Before:**



**After:**

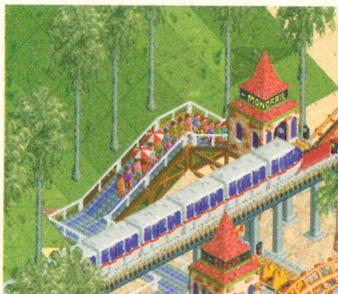


Your skills as a roller coaster designer will improve with practice, so don't despair if your first designs don't work well or are far too intense. With a bit of practice you soon know how to avoid the problems and build a fast, exciting and fun ride for the guests in the park. And you don't need to avoid using loops, sharp turns, and steep drops in order to keep the intensity reasonable - here is a large steel roller coaster with steep drops, tight turns, and eleven (yes, eleven) inversions which still has an intensity of less than 10.

**Maximising Profits**

**H**ere are some tips on how to increase your income and maximise profits.

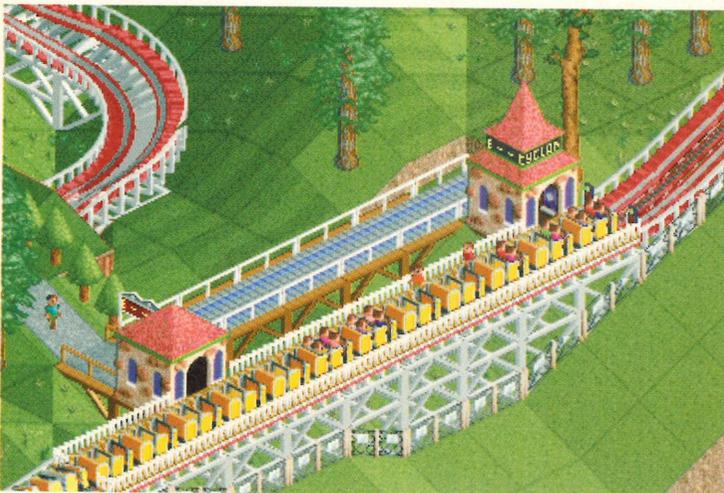
The time taken for guests to get on a ride can be critical - try to always build the ride entrance next to the last block of a station platform so the trains can be loaded as quickly as possible. This allows the ride to operate at maximum capacity without long delays waiting for



passengers to walk along the platform from the entrance to the train.

On-ride photographs are a money-spinner. The running costs are very cheap, and guests are willing to pay high prices for a photo if the ride is exciting enough. Be careful with the positioning though - try to position the on-ride photo track in an exciting position where the train is travelling at speed.

Some of the more gentle rides can be money-spinners in poor weather. Rides like the monorail give the guests a chance to shelter from the rain and



also enable them to see some of the other attractions around the park, so they know where to go when the weather improves.

Umbrellas can also be a money-spinner in poor weather. The guests are often willing to pay vastly inflated prices for umbrellas when it rains, so use the opportunity to make a quick profit by increasing the prices when it's wet.

In climates where the weather can be poor, build at least one big ride partly or entirely underground. Underground or dark rides can be very exciting and

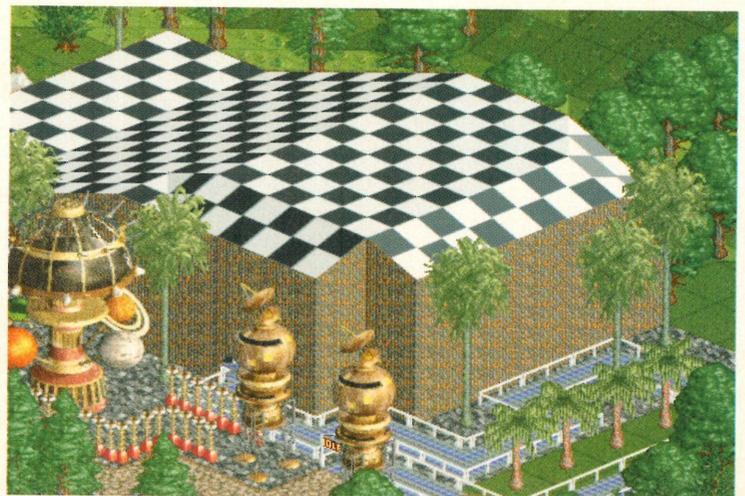


also very popular when it's pouring with rain outside.

Try to build your largest and most popular rides at the far end of the park rather than near the park entrance, as seen here. Positioning your big rides further into the park means your guests are drawn past all the other rides and spending opportunities on their way to the big ride. If you put popular rides near the park entrance, the queues may become far too long and guests become unhappy before they've even had a chance to see the rest of the park.

Water rides can be very popular, so try to build the station platform as long as you possibly can so that the maximum number of boats can be used and guests don't have to queue too long.

Charge the guests a much higher admission price for a brand new ride. Keep putting the price up until the guests complain, then drop the price until they stop complaining. You'll have to keep checking guests' comments about the ride though, as the novelty factor of a new ride wears off quickly, and you'll have to drop the price to keep the guests riding as the ride gets older.





### Maintenance:

**F**or every four rides you build you should hire at least one new Mechanic. This keeps a 'net' of coverage on your park, and there is usually be a mechanic nearby if a ride breaks. (For every roller coaster ride you build you should hire a new Handyman to help with the added vomit produced) As your rides age, their reliability will go down. To help alleviate this problem, change the Inspection rate to 'every ten minutes'. Also, if your rides are REALLY old (five+ years) you need to take drastic measures to ensure that they don't crash.

Consider replacing the ride. Or just reduce the number of trains on a roller coaster down to one. (This will avoid a crash) Another way to tell if it is time to replace a ride is 'Down Time'. Finally, you need security guards to stop Vandalism. But since you can't always stop it, you need to know what to do afterwards. Vandals strike only three things: benches, garbage cans and lights. The vandalised bench will be broken in half, the garbage cans tipped over, and lamps have their lights broken. Simply replace the old items with new ones to fix. (Don't right click to remove! That will get rid of

the path as well.) Don't worry about finding the vandal (they are the ones with the snarling red faces on the people screen), just add a security guard to that area. One way to guarantee a good response time from your mechanics is to hire one mechanic for every ride (yes, EVERY ride) and give them ONE route marker right by the exit of the ride. Then set all the ride inspection times to ten minutes. This comes in handy when your roller coasters are very old, when a failure could be fatal. With any luck your Mechanic will fix the ride before any accidents happen.



## USEFUL TIPS

1. Not sure if your ride's safe? Test it first!
2. Graceful and elegant rides add to the excitement.
3. Theming adds to the thrills and excitement.
4. Build what your customers want.
5. Benches help people recover and rest.
6. Park rating falling? Maybe it's dirty.
7. Gentle rides give people time to see the rides in the park.
8. Guests hungry? Make more money by selling them food.
9. Plants and trees are not just for gardens.
10. Your rides should surprise their riders.
11. Watch the thoughts of your customers.
12. Use R&D to create new ride types.
13. Intense rides make people ill.
14. Efficient parks are more attractive to potential customers.
15. Make your paths easy to follow.
16. Footpaths built close to rides add excitement.
17. Rides need not be built in separation.
18. Tunnels are dark but they can be exciting.
19. Install new tracks/scenarios by placing on hard disk and double-clicking.

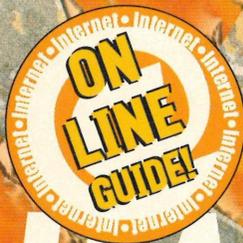
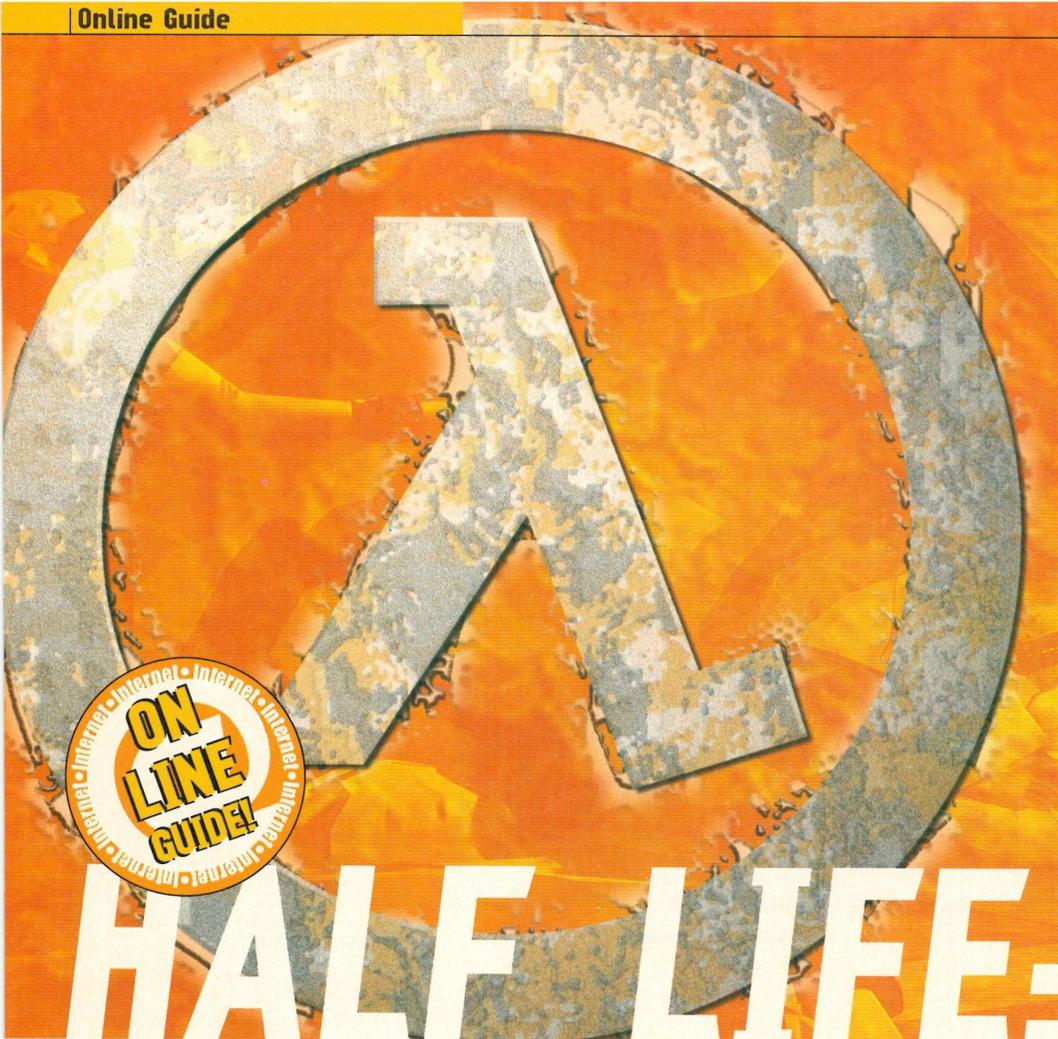


## ...AND A COUPLE OF SPECIALS:

Name a guest "Chris Sawyer" and he will walk around taking pictures.

Name a guest "Simon Foster" and he will walk around painting pictures.





**Team Fortress Classic for Half-Life has finally arrived, and it was definitely worth the wait. No more running around blindly on your own, scared of your own shadow and shooting at anything that moves... oh no. Now you can work as part of a smoothly oiled machine to achieve your objectives, and have some squad-based fun into the bargain.**

**ULTIMATE PC STRATEGIES**

**INFORMATION**

**PUBLISHER** SIERRA  
**DEVELOPER** VALVE  
**WEBSITE** WWW.SIERRASTUDIOS.COM/TFC

SPECS	MIN	REC
PROCESSOR	P166	P233
MEMORY	16MB	32MB
HARD DRIVE	21MB	21MB
GRAPHICS	SVGA or 3DFX	3DFX
CONTROLS	KEYS AND MOUSE	

**EASY STUFF...**

**Finding a game and joining it, there are already loads of servers up and running TFC.**

**WATCH OUT FOR...**

**Dodgy lag rates, most servers are in America, try to find one in Britain for a faster connection.**

**BEST CHEAT...**

**There are no cheats but you can do a few things to speed up your game. See other boxout**

**Special Reserve**  
 Live @ <http://special.reserve.co.uk>  
**UKGAMES.COM**  
 01279 321 321

Half-Life was cracked on a Special Reserve PC - as recommended by the UPC Strategies team!

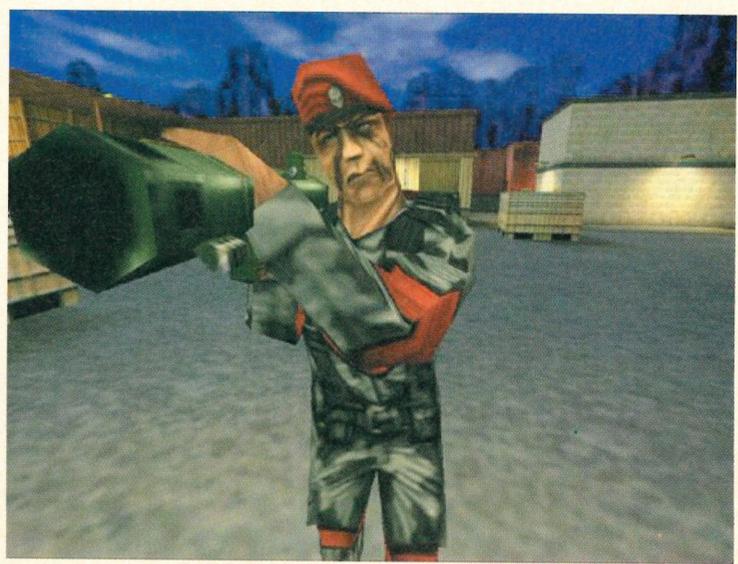
# TEAM FORTRESS CLASSIC

**A Touch of Class**  
**I**f you have ever played *Half-Life* online, you'll know all about choosing skins and models to use in the game. The model you choose never makes that much of a difference, unless you're playing the simple team games included in update 1008. But now they do. In *Team Fortress Classic*, the team and model you choose are all-important to your role in the game.

**Teams**  
 There are two teams to choose from (Red and Blue) in all but one of the games (Hunter - you'll get to that later). This choice simply defines what colour flag or key or base you are trying to capture. Note: It's usually best to press the Auto Team button as this puts you on the team with the least players and therefore helps keep the games more equal.

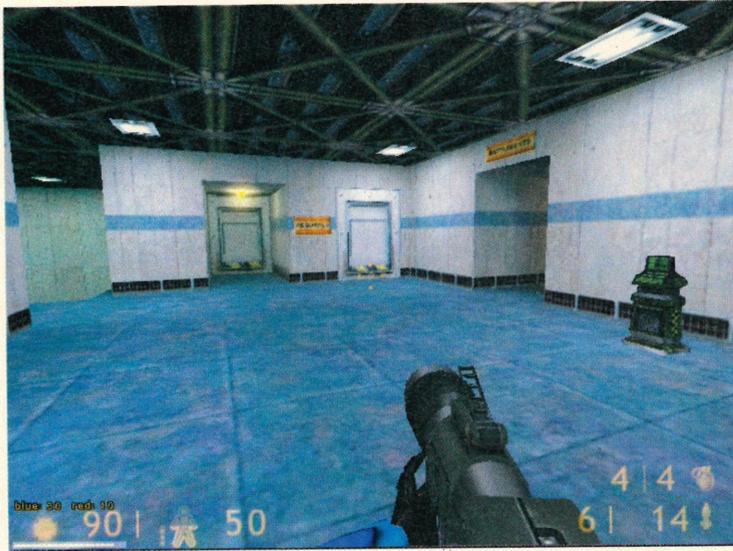


**Classes**  
 When it comes to choosing your class there can be problems, as everybody wants to be the Sniper or the HWGuy, but you soon find that if this is the way you play your team will not fare well against a well-organised, balanced team. Each class has its own use in the game, and all should be tried out to find your favourite.  
 Note: Remember, you can switch classes by pressing the B (default) button and switch teams by pressing N (default).



Let's take a look at all of the classes and their strengths and weaknesses:

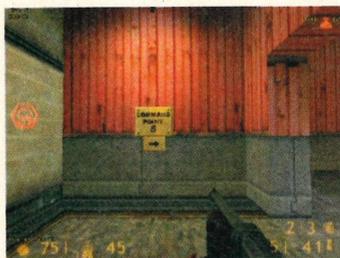
**Soldier**  
 The Soldier is a well-rounded character with a good selection of weapons and good health and armour ratings. He has no special function in the team other than as the workhorse.  
 Starting health: 100  
 Starting Armour: 200  
 Weapons: Crowbar, Shotgun, Super



Shotgun, RPG (fast fire rate), Standard Grenades, Nail Grenades. Special Weapon/Skill: Reload current weapon

### Scout

A fast, agile model, the Scout should rely on his speed to keep out of gunfights as it's not often that he'll come out better off. The ability to check where the flag or key is at any time is useful, as is the ability to uncloak enemy spies in disguise. Health: 75  
Armour: 50  
Weapons: Crowbar, Shotgun, Nailgun, Caltrops, Concussion Grenades. Special Weapon/Skill: Ability to check the position of the enemy flag at any time from anywhere.



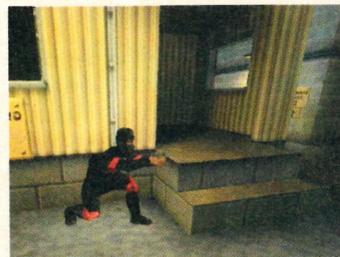
especially useful, but a close inspection reveals slight differences, so use with caution. Also remember that you lose the disguise if you attack a player with any weapon other than grenades. Health: 90  
Armour: 25  
Weapons: Knife, Silenced Pistol, Super Shotgun, Nailgun, Standard Grenade, Confusion Grenade (attacks from all angles, from invisible enemies). Special Weapon/Skill: Change skin, change colour, feign death.

### Pyromaniac

The Pyro is a perfect first-line defence against marauding enemies. The flame-thrower and the flame rockets he packs take sizable chunks out of anyone they touch and make it

### Spy

The spy is another fast model who has numerous uses in a team. He won't stand up against any of the other classes in the game in a firefight but has a few special skills up his sleeve that make him dangerous. The ability to change colour to that of the opposition is



easier for the others to kill them. Health: 100  
Armour: 150  
Weapons: Crowbar, Shotgun, Flame RPG, Standard Grenades, Flame Grenades. Special Weapon/Skill: Flame-thrower

### Medic

Not many people want to be the medic, but in the right hands he is one of the most useful members of the team. His weapon selection is fairly good, plus he can heal both himself and his team-mates, and if their health is full can give them an adrenaline boost. With the same medi-pack, he can also poison the enemy, who in turn poison anybody they come into contact with.



## MAKE CONTACT

**Y**ou can send a message to your team-mates with the 'Team Message' key (U by default). This is the standard method of communicating with your team-mates. It's great for talking, but there are better ways of sending specific information. For example: Don't forget to call for a Medic using your 'Medic!' key (Z by default) if you're low on health and you see a Medic on your team nearby. Medics can even provide you with adrenaline boosts that will actually take you over the maximum health of your class for a short time. Keep an eye on your team-mates' health and armour. Simply point your crosshair at your team-mate and you'll see a readout in the bottom-left corner of your screen that displays their name, health and armour. If they're defending

with you, tell them you'll defend the Ramp Room while they quickly go and resupply. Make sure there's always at least one defender left in the Ramp Room!

Avoid picking up ammunition you don't need when resupplying. As a HWGuy, you don't use rockets, so don't pick them up (your team-mates will need them!). If you do pick some up by accident or get some rockets from a fallen enemy, you can give them to your team-mates using your 'Discard Unused Ammunition' key (X by default). This will cause you to drop a backpack containing all the ammunition you're carrying that you don't need.

Read any team messages you receive from other team-mates. You'll see them in the bottom-left of your screen, prefaced by (TEAM). They should warn you of incoming enemies, tell you if the enemy has broken through defence and so on.

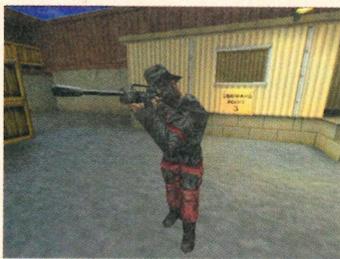




Health: 90  
 Armour: 50  
 Weapons: Shotgun, Super Shotgun, Nailgun, Standard Grenades, Concussion Grenades.  
 Special Weapon/Skill: Medi-Pack (can be used to poison as well as cure)

### Sniper

Everybody wants to be the sniper. Well, of course; he's so cool and unflappable, isn't he... well, maybe. But if you get in close with one of the fighting classes he is as vulnerable as the rest. If you have a steady trigger finger and like the sort of gameplay



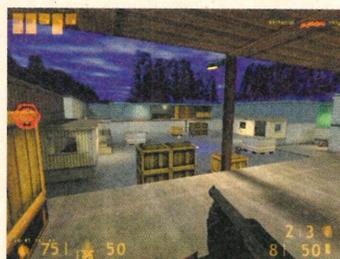
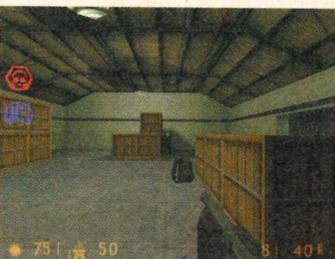
where you sit around picking off every person that runs by, choose the Sniper. But if you like to mix it a little, you may find the Sniper a little weak toe to toe. The sniper rifle you use can be powered up by holding the fire button for a few seconds before shooting. Hit anyone in the head with a three second power-up and they're dead meat.

Health: 90  
 Armour: 0  
 Weapons: Crowbar, Sniper Rifle, Assault Rifle, Nailgun, Standard Grenade.  
 Special Weapon/Skill: Zoom

### Demolitions Man

This guy has got to be our personal favourite; he is so powerful if you know how to use him. Demo Man is best used as a defensive player, and with a little bit of planning he can hold a base almost single-handed. He is also the only model that can clear the blocked paths on some of the levels by using his Det Pack. He is also useful as part of an attack team; he can clear flag rooms of enemy guards and create clear paths for the flag bearer to escape through.

Health: 90



Health: 90  
 Armour: 50  
 Weapons: Crowbar, Shotgun, Det Pack, Standard Grenades, Cluster Grenades.  
 Special Weapon/Skill: Grenade/Pipe Bomb Launcher.

### Engineer

The Engineer is the model for those who don't like to do the running and



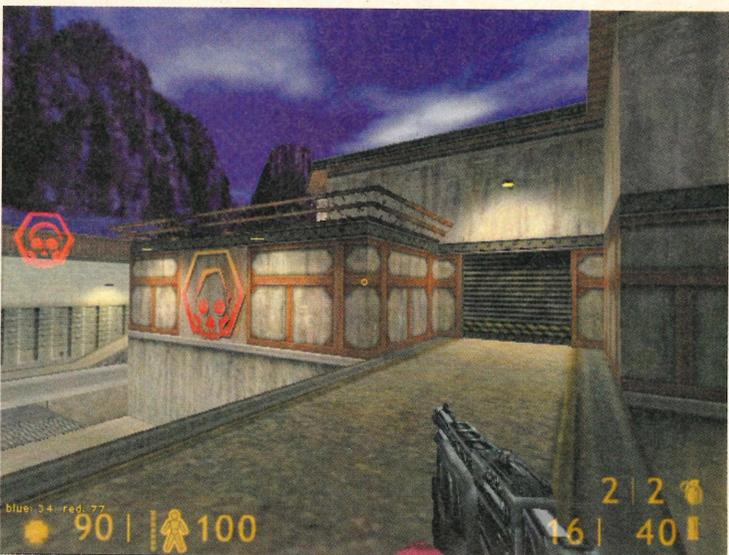
would rather see machinery doing the hard work. Capable of building turrets and health dispensers, he really is one of the best defensive models in the game. You do need to think about where to place your turrets as you can only build one at a time, so placement is everything.

Health: 80  
 Armour: 25  
 Weapons: Spanner, Laser Pistol, Shotgun, Standard Grenades, Emp Grenades.  
 Special Weapon/Skill: Ability to build health/ammo dispensers and gun turrets that can be upgraded by using the spanner.

### Heavy Weapons Guy

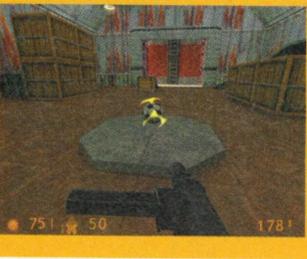
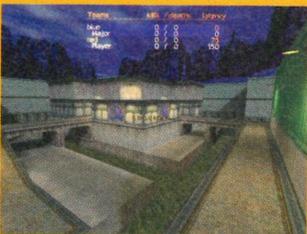
John Rambo and the Terminator cower away from this guy when they meet him in the pub. The Heavy Weapons Guy is an awesome model capable of taking down whole armies single-handed. Carrying huge amounts of ammo and armour, the HWGuy is the human equivalent of a tank.

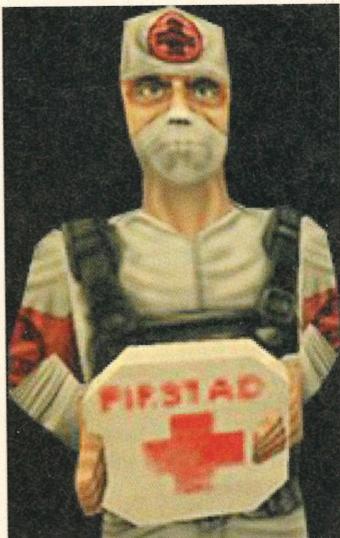
Health: 100  
 Armour: 300  
 Weapons: Crowbar, Shotgun, Super



## ONLY FIVE MAPS?

If you are tired of playing the standard five maps that come with the game and you have Internet access, have a look at the Half-Life Skins and Levels Archive at [www.3dpalette.com/half-life](http://www.3dpalette.com/half-life) for daily updated maps files for both Half-Life and Team Fortress Classic, as well as models, skins, single-player missions, mods and files.





Shotgun, Standard Grenades, Cluster Grenades.  
 Special Weapon/Skill: Minigun, a devastating close-range weapon but takes a couple of seconds to warm up.

## GAME TYPES

There are six maps included in the game, and for each one there is a different game style. Some of the games are similar, such as capture the flag/capture the key, but some are totally different games such as hunted (think of 'The Bodyguard') and push (football with guns). Any maps that are made and posted on the net in the future will be variations of these games, so any



general tips will apply to them all. However, here are some specific tips for each of the six standard maps.

### 2Forts

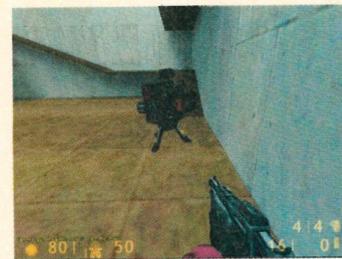
Game Style: Capture the flag  
 Size: Small  
 This game/map lets you choose to be any of the classes, so it is important to check what classes are already in the game.

#### Tips:

1. The most important area of this map are the ramp rooms. Any player who wants to get to your flag has to pass through this room first (except for soldiers, who can rocket jump up to the battlements). This is



a good area for HWGuys and Engineers to hang out.  
 2. Remember that there are two entrances to each base: the front door and a submerged tunnel under the bridge. This tunnel emerges on the lower floor of the enemy base.  
 3. Snipers are especially useful on this



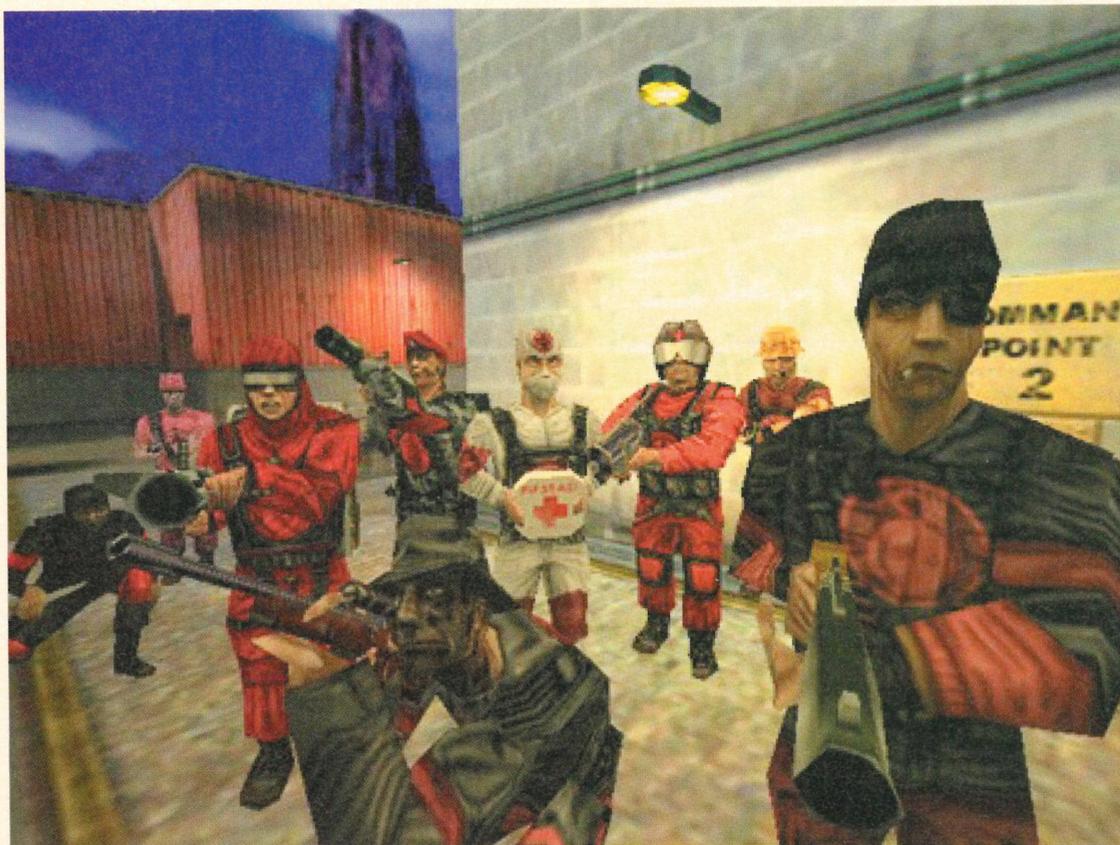
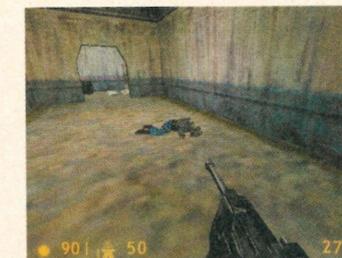
map as they can see the whole of the front of the enemy base. Any player wishing to cross the bridge or the battlements will have to brave the wrath of the Sniper.

4. The Flag room on this map has two entrances, so if you are charged with guarding the flag alone, do it from inside the room rather than from one of the tunnels leading to it.

5. As with all the maps, Team Talk is essential to the smooth running of the team. Spies can relay information about gun turrets, defensive numbers, attack squads etc. allowing the rest of the team to operate properly.

### Rock2

Game Style: Capture the Key  
 Size: Large  
 This is a twist on the capture the flag/return to base scenario, with players required to capture a key from the opposition warder's office (it's set in a prison) and take it to the gas chamber. This releases gas into the rest of the level, where any other players, both friend and foe, need to find the protection suits dotted around or die.





**Tips:**

1. This is a large, symmetrical level so spend a few minutes exploring your side to find where the key and gas chambers are. This lets you move quicker once in the opposition base.
2. Demo men play a big role in this level as they can open an alternative route into the enemy base. This route is found by diving down when in the water separating the two bases and following the tunnel to the mineshafes. You can then set a Det Pack next to the pile of rubble to blow it up and reveal a tunnel leading to the showers in the opposition base.
3. Use your team talk to alert your team if you are about to go into the

- gas chamber with the key. This lets them get to the suit storage areas with time to spare.
4. If you are nowhere near a protection suit when the alarm goes off, try to get to the water as this protects you as well.
5. Gun turrets can be hidden in the corners of the main yards. Make sure they are in the corner facing the entrance to the warden's office and the entrance to the yard as this gives them the most time to fire at the targets as they run past.
6. Remember that once in the enemy base you cannot cross the red lasers to get at the supplies. If you are low on ammo or health you need to either go back to base or risk it.

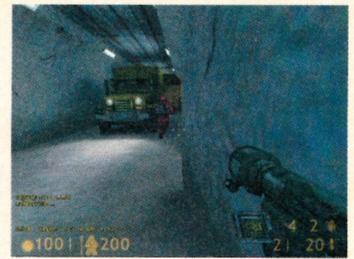


**Hunter**

Game Style: Assassination  
 Size: Medium  
 This is one of the coolest games available in *Team Fortress*, and it requires at least three people to play. The basic idea is that the Hunted is trying to get to a certain point while being hunted by the Assassin. The Hunted has no weapons other than an umbrella and must rely purely on his wits, speed and, of course, the other team in the game, the Bodyguard. Points are awarded to the Hunted for escaping and to the Assassin for a kill.

**Tips:**

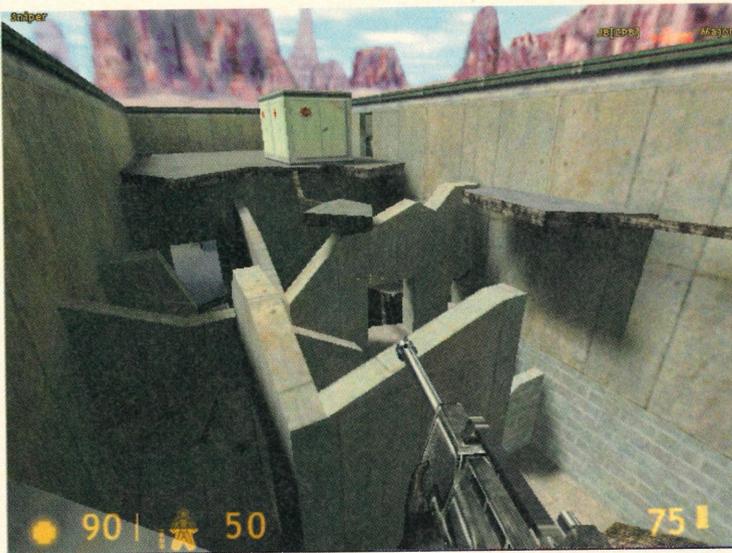
1. When playing as the Hunter, don't just wait for the Hunted at the escape doors - one mistake on your part and



it's 25 points down the drain. Take the fight to him, force him out into the open and use the multiple routes to your advantage.

2. If playing as the Hunted, use your bodyguards to the full - don't be afraid to order them around using your team talk button. That said, it is sometimes worth making a run for it if you think the Assassins are confused as to your whereabouts.
3. The Assassins can use the sewers, which is very useful as they lead to many areas of the map quickly and easily. Spend a bit of time working out where the manholes are on the level.
4. It is tempting to always use the HWGuy when playing as a bodyguard, but they sometimes let you down due to their speed- or lack of. Try out the Soldier and, if there are enough of you on the bodyguard team, the Medic classes. A good medic can make all the difference.
5. Bodyguards don't always need to stick rigidly to the Hunted and should try acting as decoys to lure the assassins away while the Hunted makes good his getaway.
6. Remember that holding the fire





button on the sniper rifle down for three seconds charges it up and more likely get a kill even if the shot hits a leg or arm.

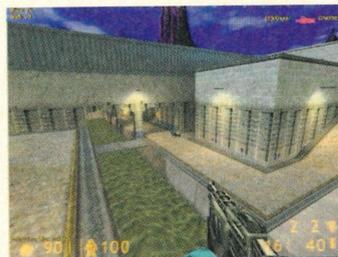
### Canal Zone 2

Game Style: Zone Control  
Size: Medium

The basic premise of this map is similar to 'king of the hill'; capture an area and hold it for as long as you can, points are awarded the longer you hold the Command points, with additional points added for capturing all five. Flags must be collected from your team's command centre and taken to the designated points to capture them. Carrying flags slows you down considerably.

#### Tips:

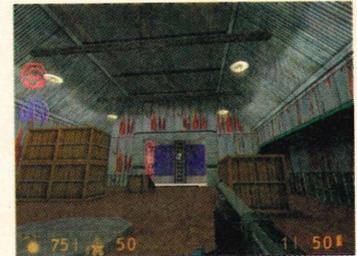
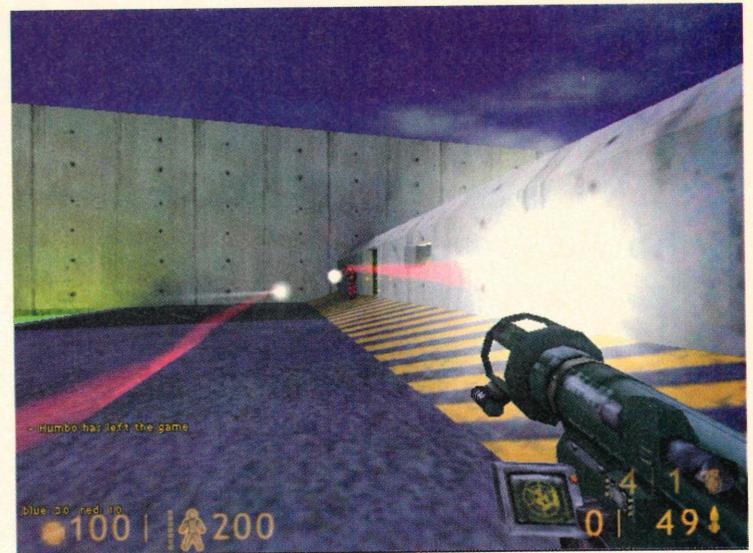
1. Use the fastest classes to carry the flags such as Scouts and Spies. It may seem like a good idea to use the HWGuy, but you are a sitting target for anyone who sees you. Use the heavier classes to protect the flag carriers as they make their way to the command points and then to protect the points once the flag is in place.
2. Teamwork is essential on this



- level - even more than the rest. If your team isn't working well you will find it very hard to capture and hold the command points.
3. It is almost impossible to get into the enemy base, but try it anyway. A Demo man can cause major damage once inside by blowing up the command centre. All command positions held by that team are then lost.
4. Try having one team of men just to intercept enemy flag carriers. A combination of sniper, soldier and demo man can be very effective for this.

### The Well

Game Style: Capture the Flag  
Size: Medium  
Another capture the flag level.



#### Tips:

1. Once again, snipers can be very damaging on this level, either at the front of the base watching the enemy doors or inside the main lift room, as everybody needs to come through here to get at the flags.
2. Good general defensive points are the hallways just inside the main doors to the bases, the walkways by the flag room and the ramp room.
3. Demo men can open up the blocked water tunnels allowing alternative access to the enemy base.

### Push

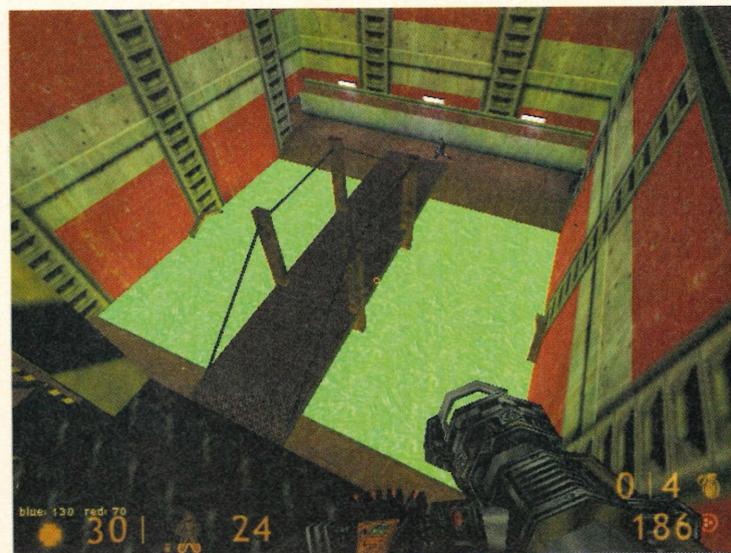
Game Style: American football, with guns.  
Size: Smallish  
This is a strange but enjoyable game



that works well with either large or small teams. The main idea is to pick up a ball that starts in the middle of the level and take it to a goal area in the other team's base to score. Of course, the other teams are trying the same thing and you all have guns to help you.

#### Tips:

1. Remember you can pass the ball to your team-mates if the opposing team's defences are battering you.
2. Speed is the key here, especially if there are only a few of you playing.
3. The ball stays where it is dropped, so remember to tell your team-mates where it is.
4. Spies can help you gauge the best time to attack the goal.



# SHORT CUTS

Once again we bring you an updated and unrivalled twelve pages of tips, cheats and passwords to help you through games – both old and new, good and bad. If you can't find a cheat or think you have a code we haven't got, why not drop us a line at the usual address or e-mail us at [russ@rapide.co.uk](mailto:russ@rapide.co.uk)...

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### Age of Empires

Press Enter to activate chat mode and type any of these (case sensitive):  
DIEDIEDIE - Kill everyone  
RESIGN - Resign from the game  
REVEAL MAP - Reveal Map  
PEPPERONI PIZZA - 1,000 food  
COINAGE - 1,000 gold  
WOODSTOCK - 1,000 wood  
QUARRY - 1,000 stone  
king arthur - Changes the birdies into deadly dragons  
pow big mamma - Gives you a new unit; a baby on a trike! convert this! - Gives the player a new priest unit (Saint Francis)  
stormbilly - Fancy a sci-fi robot?

### Atomic Bomberman

EASTER EGG  
At the main menu, hold CTRL and press E six times. A level editor options screen will appear. In the directory where the game is installed, go to the data folder. Open the sound folder. In it are pictures of one of the creators as well as secret themes.

### Battlezone

If you are having trouble getting through this tough game then help is at hand in the form of these handy cheats.  
At any time during the game hold CTRL and shift and type:  
BZTNT = Infinite ammo  
BZFREE = Infinite pilots and scrap  
BZBODY = No damage  
BZRADAR = Radar view  
BZVIEW = Extra views

### Blood

To use these cheat codes press T and then enter the code:  
cap in my ass - God Mode  
no cap in my ass - Turns God Mode off  
lara croft - All weapons and supplies calgon - Level warping  
onering - Makes you invisible  
spork - Gives you 200% health  
grisworld - 200% armour  
funky shoes - Super jump  
keymaster - Gives you all the keys  
goonies - Provides the full map on map view

## ARMY MEN 2

**F**irst of all enter the game's message mode by pressing 'Backspace'. Then type "lwhen all else fails..." to get the cheat mode to work. Now enter one of the following codes into the message screen to activate many different cheats:

### Cheat Codes

!pattons speech - You've inspired your troops!  
i give up - Restart level  
!veni vidi vinci - Skip current level  
!night of the walking dead - Enemies turn into zombies  
!suicide kings - Sargeant dies  
!ninja arts - Sargeant has stealth ability and is faster  
!god of gamblers - Random item  
!paper dolls - Para troopers  
!watchtower in the sky - Recon  
!geronimo! - 12 air strikes  
!beautiful nikita - Infinite sniper rifle  
!fourth of july - M80s  
!roach spray - Infinite aerosol  
!ruby ray - Infinite magnifying glass  
!aluminum foil - Flak jacket  
!smorfs - Blue uniform

!metal sheeting - Grey uniform  
!shrink wrap - Tan uniform  
!pooper scooper - Mine detector  
!gnomish inventions - Explosives  
!acme discs - Land mines  
!a better tomorrow - Vulcan gun  
!no rocket launcher - Infinite bazooka  
!village people - Infinite flamethrower  
!i have a rock - Infinite grenades  
!phoenix! - Flame man  
!surprise party - A bunch of enemies appear out of nowhere  
!armageddon - Everyone dies in one massive air strike  
!doctor doctor - 100% health  
!spidey senses tingling - See all enemies on map  
!jumpjets - Flight mode  
!santini - Invincibility

## Blood 2: The Chosen

hen in the game just press 'T' and in one of the following

MPGOD = God mode  
MPKFA = Weapons  
MPAMMO = Full ammo  
MPCLIP = Spectator mode (no clipping)  
MPHEALTHY = Fills up your health  
MPWHEREAMI = Displays your coordinates  
MPHIDEME = Hides your coordinates  
MPBEEFCAKE = Increased power (more gore)  
MPKILLEMALL = Kills all monsters on level  
MPSPEEDUP = Increases your speed (1.5)  
MPSTRONGER = Increases your strength (1.5)  
MPCALEB = Changes your character model to Caleb  
MPOPHELIA = Changes your character model to Ophelia  
MPISHMAEL = Changes your character model to Ishmael  
MPGABBY = Changes your character model to Gabriella  
MPBERETTA = Gives you the Beretta - type twice for dual weapon  
MPSUBMACHINEGUN = Gives you the sub-machine gun - twice for dual weapon  
MPFLAREGUN = Gives you the flare gun - twice for dual weapon  
MPSHOTGUN = Gives you the sawn-off shotgun - twice for dual weapon  
MPSNIPERRIFLE = Gives you the sniper rifle  
MPHOWITZER = Gives you the Howitzer  
MPNAPALMCANNON = Gives you the napalm cannon  
MPSINGULARITY = Gives you the

singularity generator  
MPASSAULTRIFLE = Gives you the assault rifle  
MPBUGBUSTER = Gives you the bug buster  
MPMINIGUN = Gives you the mini gun  
MPLASERRIFLE = Gives you the cobalco laser rifle  
MPTESLACANNON = Gives you the tesla cannon  
MPVOODOO = Gives you the voodoo doll  
MPTHEORB = Gives you the orb  
MPLIFEELECH = Gives you the life leech  
MPGOSHOPPING = Gives all items  
MPNICENURSE = Gives +25 health  
MPWARD = Gives ward (25 armour)  
MPNEWCROWARD = Gives newcroward (100 armour)  
MPCARBONFIBER = Gives willpower power-up  
MPTAKEOFFSHOES = Makes you invisible  
MPHERKERMUR = Gives triple damage power-up  
MPBEANSOFCOOLNESS = Gives a nice selection of weapons

## Brian Lara Cricket

Enter these passwords in the Classic Match screen to get an unfair advantage over your opponents in Codemasters' cricket corker. You wouldn't catch the real Brian Lara using these fellas!

CMBRLARA - Super Batsmen  
NONOTOUT - Unbreakable Wickets  
TIMEWARP - Fast Match  
MEDICINE - Large Cricket Ball

## BALDUR'S GATE

**F**or these cheats to work you must first open the file called 'Baldurini' in your Baldur's Gate directory and add the line 'Cheats=1' under the Game Options entry. Then you should save this file and run the game. Now, when you're playing, hit 'Ctrl-Tab' to bring up the console. This is where you will enter the cheats.

You must type in the cheats exactly as they appear below and press the 'Enter' key to activate them.

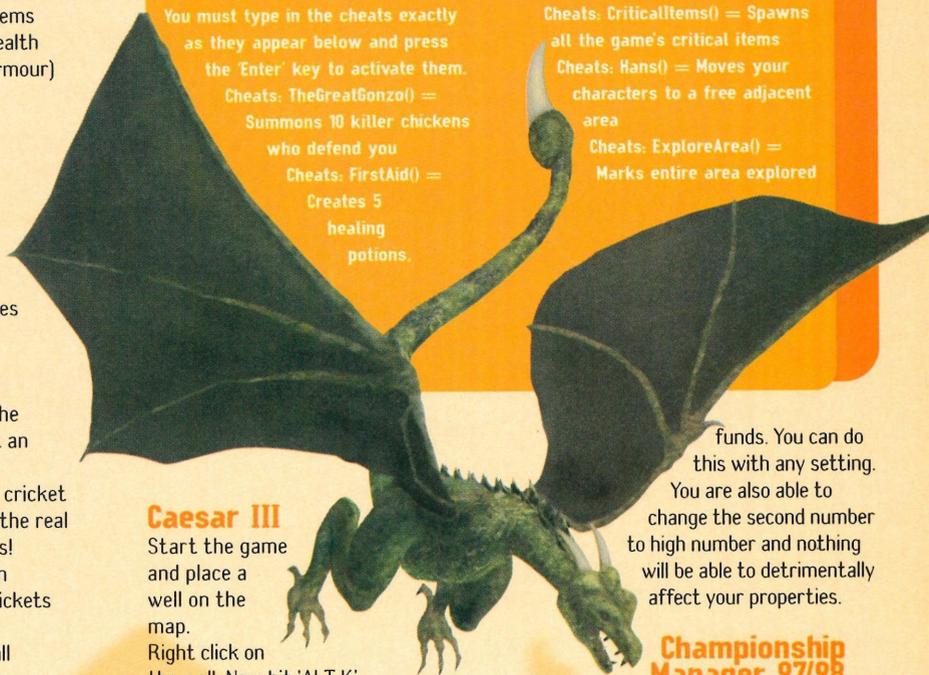
Cheats: TheGreatGonzo() = Summons 10 killer chickens who defend you  
Cheats: FirstAid() = Creates 5 healing potions.

5 neutralise poison potions, and 1 stone to flesh scroll  
Cheats: Midas() = Gives you 500 gold  
Cheats: CowKill() = Creates a CowKill spell if you're near a cow  
Cheats: DrizztAttacks() = Creates a hostile Drizzt  
Cheats: DrizztDefends() = Creates a friendly Drizzt

Cheats: CriticalItems() = Spawns all the game's critical items

Cheats: Hans() = Moves your characters to a free adjacent area

Cheats: ExploreArea() = Marks entire area explored



## Caesar III

Start the game and place a well on the map.

Right click on the well. Now hit 'ALT K'.

This enables the following cheat codes:  
Alt-C - More money  
Alt-V - Promotes you and allows you to play the next map.

A more complicated cheat:  
In the Caesar III folder, there is a file named 'c3\_model.txt'. When you open it up, you will find all the values for the items in the game. There are some instructions included in this, but not all the instructions are there. The first section, named 'All Buildings', is where you can change selected features such as the price, desirability, desirability steps in tiles, desirability steps in size, max desirability range, number of people a building employs, and future expansion. Example: 39,Gardens {,12,3,1,-1,3,0,0,0,},

Note: Pay attention only to the values within the brackets '12' den is the price, '3' is the desirability, and so on in order

Here is where it gets good: according to this, you will have to pay 12 denarii in order to build a garden. Change this number to a negative, and when you build a garden, they will pay you. For instance:  
39,Gardens {-1000,3,1,-1,3,0,0,0,},  
Now with that setting, when you build your garden the computer will pay you 1000 denarii and add it to the city

funds. You can do this with any setting. You are also able to change the second number to high number and nothing will be able to detrimentally affect your properties.

## Championship Manager 97/98

If you've ever longed to lead the Brazilian national football team to victory in the World Cup, but can't wait until *Championship Manager 3* comes out, then here's how to take charge of Ronaldo and the lads in *Championship Manager 97/98!*

Firstly, load the data editor and click on Load Database, and then type Tmdata. Then click on Edit Data and search the records by typing BRAZIL. Click on file number 1838: Brazil.

On the second page of data in the gap next to number 36 - DIVISION, insert EPR. Also insert EPR next to number 37 - Last Division, and next to number 38 last position, insert the number 1.

Then exit the file, save the database, re-writing the old one, and exit the editor. Now load CM and start a new ENGLISH league. You won't be able to pick Brazil yet, but they should appear on the list. Pick another club team and start the game. Brazil won't have a manager, but as soon as they appoint one, add a manager as Brazil, using the newly appointed manager's name as your own and, hey presto - it's samba time! This also works for other non-European international teams, such as Argentina and Nigeria.

## CARMAGEDDON II

**T**ype these in for some fantastic cheats:

TILTY	Pinball Mode
WATERSPORT	Underwater Ability
LEMMINGIZE	Stupid Pedestrians
STIFFSPASMS	Mutant Corpses
WOTATWATAMI	Greased Tyres
SMARTBASTARD	Completes the race
MRMAINWARING	Pedestrian Panic
BIGDANGLE	Mutant
WETWET	Credit Bonus
TINGING	Free Repairs
STOPSNATCH	Timer Toggle

MOONINGMINNIE	Lunar Gravity
CLINTONCO	Hot Rod
FASTBAST	Turbo Peds
STICKYTYRES	Wall Climber
GOODHEAD	Stupid Heads
EVENINGOCCIFER	Drunk Driving
TIMMYTITTY	Time Bonus
ZAZAZ	Pedestrian Annihilator
POWPOW	Opponent Repulsificator





have a medic. Then type: 5555555.

### Command and Conquer: Covert Ops

When loading the game, type 'C&C funpark' instead of 'C&C' to get prehistoric dino missions.

### Championship Manager 2

Taking control of a good team in *CM2* can be a full time occupation, but with these cheats you can instantly start as manager of various top teams. Enter your name as the following:  
Bobby Gould = Take control of Wales  
Brian Hamilton = Take control of Northern Ireland  
Craig Brown = Take control of Scotland  
Jack Charlton = Take control of the Rep. of Ireland  
Terry Venables = Take control of England  
Arigo Sachi = Take control of Italy

### Chasm

At the main console, type in the following words for the relevant cheat:  
INVISIBLE - Two minutes of invisibility  
CHOJIN - Become immortal  
AMMO - Full ammo  
ARMOR - 200% armour  
FULLMAP - View the full map  
KILL - Kill everything immediately

### Colin McRae Rally

Type in the following codes instead of your name to activate the various cheats:  
OPENROADS - Unlock all tracks  
SHOEBOXES - Unlock all cars  
NIGHTRIDER - Drive all tracks at night  
PEASOUPER - Race all tracks in fog  
SKCART - Race all tracks in reverse  
MOREOOMPH - Double the power of your car  
BUTTONBASH - Tap up arrow and 0 alternately to power car  
HELIUMNICK - Co-driver has squeaky voice  
DIRECTORCUT - Watch replay from crazy angles  
BLANCMANGE - Turns car into jelly  
FORKLIFT - Rear wheel steering  
TROLLEY - Four wheel steering  
DIDDYCARS - Micro Machines view

### Comanche 3

Whilst flying press 'R' and enter one of the following codes:  
RATZ - Invisibility  
COWZ - Freeze your enemies  
DOG9 - Re-arm weapons  
CAT9 - Repair damage

### Command and Conquer: Red Alert

This only works with Windows '95. To repair all your units to maximum health, you first need to ensure you

### Command and Conquer: Red Alert: Counter Strike

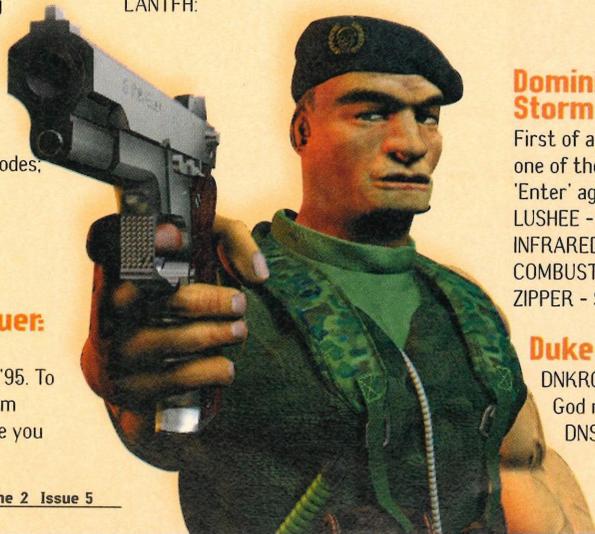
At the main menu hold down the left shift button and click on the speaker in the top left-hand corner. This will allow you to play the Giant Ant missions.

### Commandos: Behind Enemy Lines

Type '1982GONZO' during the game (not a zero). Now the following options are at your disposal:  
SHIFT+V - Trace user  
SHIFT+X - Tele-transport  
CTRL+I You are invincible  
CTRL+SHIFT+N Finish the mission

### Dark Forces

Trust in UPC STRATEGIES and all of you trainee Jedis will find that life may become so much easier.  
At the gameplay screen type:  
labug: Gives you crouch to the ground  
lapogo: Gives you height check  
larandy: Gives you weapons supercharge  
lasewers: Gives you 3rd level  
latestbase: Gives you 4th level  
lagrowmas: Gives you 5th level  
latention: Gives you 6th level  
laramshed: Gives you 7th level  
larobotics: Gives you 8th level  
lanarshada: Gives you 9th level  
laimpcity: Gives you 11th level  
lafuelstat: Gives you 12th level  
laexecuter: Gives you 13th level  
laarc: Gives you 14th level  
launlock: Gives you full inventory  
Alternatively during the game type:  
LABUG: Makes you shrink  
LAPOSTAL: Max weapons and ammo  
LACDS: Map super mode  
LADATA: Co-ordinate information  
LAIMLAME: Invincibility  
LANTFH:



Teleport to current map position  
LARANDY: Weapons supercharge  
LAREDLITE: All the enemies freeze  
LASKIP: Ends the level  
LAJABSHIP: Jumps straight to Jabba's ship  
LATALAY: Jumps straight to Talay  
LASEWERS: Jumps straight to sewers

### Deadlock

Enter these codes in the game:  
touche Show any video scene  
ghoti Complete current research project  
frodo Increase population  
makeitso 5000 credits and 100 of every resource

### Deathtrap Dungeon

During gameplay, type:  
ELVIS - Invulnerability  
TOOLS - All weapons  
TAXI - Level skip  
MMMUNGO - Strength  
BILLY - Speed  
CAFFEINE - Health

### Deer Hunter

Enter these codes on the map screen:  
dhbambi - Shows where all deer are at all times  
dhstealth - Deer can't see you  
dhdoeinheat - Will attract deer to you fast.  
dhbuckdown - Deer wont run away after you shoot  
dhhunter - Quiets the hunter  
dhbigbuck - Bigger bucks  
dhsportaxi - Bigger deer  
Dhfastgun - Faster reload  
dhmonsters - Lures big deer  
Note: If you kill a buck using these codes, the description in the trophy room reads CHEATED!

### Dethkarz

On the main game screen, press and hold down the following keys: Shift, Ctrl and C. This will now activate the cheat option screen. Here you should type in the following:

GLOBAL	Access to all tracks
DEV 6	Access to all cars
RACE CORPS	Access to all seasons in Championship mode

### Dominion: Storm Over Gift 3

First of all, press 'Enter', then type in one of the following codes and press 'Enter' again:  
LUSHEE - More resources  
INFRARED - Shows map  
COMBUSTION - Destroys enemy units  
ZIPPER - Speeds up building

### Duke Nukem 3D

DNKROZ or DNCORNHOLIO = Toggle God mode  
DNSTUFF = All weapons, ammo,

## EMERGENCY

When at an ACCIDENT scene place your mouse pointer over the 'Options' button and type in 'sixteen'. When you've done this you'll get a list of all the missions available. Now you're able to pick the mission you want to play.

and keys  
DNCLIP = No clip mode (move through walls)  
DNUNLOCK = Opens all doors  
DNSCOTTYxyy (where x = episode number and yy is the level number) = Level warp  
DNVIEW = Chase view mode  
DNMONSTERS = Monsters will disappear as soon as they see Duke  
DNCASHMAN = Money appears when you press [Space]  
DNHYPER = Steroids mode  
DNSHOWMAP = Shows the map

### Dungeon Keeper

Type in 'please give all' at the main title screen and this should give you all the creatures, buildings and traps when you start a new game.

### Extreme Assault

**OPERATION AREA 1**  
Mission 1: Shoot the hanger floor to uncover a secret area. Besides extras, you will also find a teleporter switch which will take you to the final mission of this area.  
Mission 2: Blast the hillside between the two trees located at your 4 o'clock when you start the mission.  
Mission 4: Take a closer look at the church clock - it works! Destroy the steeple of the church to obtain some extras.  
Mission 5: As you are going up to the village you will see a single tree on your left. Shoot the base of the mountain behind the tree and a secret place will be revealed. Here you can switch between the helicopter and the tank.  
Mission 6: Return to the tunnel you passed through before the mission started. Destroy the giant fan, it is blocking the entrance to a secret area.  
Mission 8: Descend to the castle ruins for some more power-ups.  
Mission 12: Go in the opposite direction as the green arrow is pointing to get some extras.

### OPERATION AREA 2

Mission 1: At the beginning of the mission you can reveal a secret area if you turn round and shoot the wall behind you.  
Mission 3: When the mission starts, turn round and take out the gun turret in the alcove. Then destroy the wall behind it to reveal a secret area.  
Mission 9: At the start of the mission,

turn round and shoot the gate on the back of the rock bridge.

#### OPERATION AREA 3

Mission 1: Descend into the volcanic craters to find some extras.  
 Mission 2: Blast all of the crates in the first room. At the end of the mission there is an entrance to a secret room on your right.  
 Mission 3: First fly to the aircraft carrier to collect the power-ups. Next go to the border of the mission area. Wait a short time and you will see an airliner approaching. Shoot him down with a guided missile and then check out the beach. In the jungle you will come to a fork in the road; shoot the tree with the birds in it.  
 Mission 4: Destroy the statue in the village for some additional power-ups.  
 Mission 5: When you come to a cave with a shattered bridge, descend to collect some extras, then fly straight ahead and shoot the apparent dead end to enter a secret area.  
 Mission 6: One way to complete this mission is to first destroy the generator.  
 Mission 7: You'll find extras behind the first moving wall and after you shoot a hole in the cave wall above the rock.



Mission 8: Drop down into the highest crater and revisit the hall found in Mission 2 for some nice surprises.  
 Mission 9: At the moving walls go straight, then down, then straight and blast a hole in the end of the tunnel for some extra ammo.

#### OPERATION AREA 4

Mission 1: Shoot gate number three to collect some more extras.  
 Mission 6: In the room with the descending ceiling, there is a secret passage to the right.  
 Mission 8: Shoot the wall by the ramp next to the left generator to get a few power-ups.  
 Mission 9: Some of the walls hide secret rooms. Start shooting to find them.

#### OPERATION AREA 5

Mission 1: Kill the two friendly helicopters after they help you.  
 Mission 2: Under the rock bridge is an

## EXCESSIVE SPEED

When you're at the main menu, type the following:

alltracks Gives all tracks  
 allcars Gives all cars  
 During the game you are also able to type 'winrace' to win the race.



entrance to a secret room.  
 Mission 3: Check out the area where the tanks are coming from.  
 Mission 10: At the beginning of the mission, fly to the right just outside the tunnel for some extras.

#### OPERATION AREA 6

Mission 4: Follow the ice path to a cave that hides some extras.  
 Mission 6: Find the bridge on your radar and then go up to collect your bonus.  
 Mission 7: Shoot the right corner of the large building for help in defeating the final boss.

#### NETWORK PLAY

Use the name HAMMER when you begin a network game. You'll be able to use a unique series of pre-recorded messages.

#### THE CHEATS

Type 'oh dear' over the main menu to activate the ALT1 to ALT0 cheats as follows:  
 ALT1-Full ammo  
 ALT2-Upgrade current weapon  
 ALT3-Full energy  
 ALT4-Indestructible  
 ALT5-WOW!!!!  
 ALT6-Mission completed  
 ALT7-Deactivate enemies  
 ALT8-Heli-mode  
 ALT9-Tank-mode  
 ALT0-Speeee

## Final Fantasy VII

Unlimited Items:  
 First you must get the W-Item materia. You can get the materia after your party parachutes back into Midgar in Disc 3. When entering the subway tunnels in Sector 8, your party may walk away from the screen and encounter the Turks or walk towards the screen to reach another subway section. You must select the second choice and follow the subway tunnel until it ends at a dead end with the W-Item materia.

Equip the materia on the character with the item to be duplicated. When a battle begins, select the W-Item entry on the battle menu and pick the item to be duplicated. Answer 'OK' to confirm the selection and choose the person to receive the item. When selecting the second item, choose the item to be duplicated. Answer 'OK' to confirm the selection, but cancel before choosing a person to receive the item. The amount of that item should have increased by one. This may be repeated to increase the total number of that item to 99.  
 Easy Chocobo Races:  
 Hold [Page Down] + [Target] while racing a Chocobo and your energy will be slowly restored.

## Formula 1 '97

Go to driver select and then select edit driver, now enter the following codes as the driver's names:  
 Little weelz - Huge wheels  
 Box chatter - View commentators  
 PI Man - Fly around track  
 Cats & dogs - Play chase with other cars

## Forsaken

Start a new game and progress to the green start screen. Here, instead of pressing Start, type 'Bubbles' and you should hear a sound and see a message telling you that a cheat mode has been activated. Now type 'thefullmonty' (no spaces) and you will hear another sound. You can now use the down arrow key to move onto the level name and then use the left/right arrow keys to select the level. Before you can begin the level you will need to move back up to start and press Enter.

## Frogger 3D

When playing the game, press the 'Esc' key and, including spaces, tap in these cheat code:  
 NO MORE ROAD SPLATS - Infinite lives  
 SHOW ME MORE ZONES PLEASE - Access to all zones



WAY TOO HARD FOR THE LIKES OF ME  
 - Access to all levels

## GEX 3D

PASSWORDS:  
 Cemetery: SVZFKHGP  
 BXRFBYHGP  
 ZVTCYHGP  
 Jungle: KXVKRHKP  
 CVHCSHKP  
 SVKLPKPK  
 CVBLPHKP  
 Toonville: RVTCSHG  
 XVBRHKP  
 Kung-Fu Land: YTCHPHKP  
 ZTDHPKPK  
 DXVGRHKP  
 Rezipolis: GYVYRHKP

## Grand Touring

When on the name enter screen, try one of the following:  
 GIMME8CARS Gives you all the cars  
 MOREWELLY Faster cars  
 BONUSMOTA An extra car  
 CATCHUP ALWAYS catch the up to the other cars

## Heavy Gear

Hold down CTRL+ALT+SHIFT then type:  
 hesbackandhesgotagun = Unlimited ammo  
 checkmatein2 = Complete mission  
 bedouinprince = Invincibility

## H.E.D.Z.

Simply press 'T' to bring up the message prompt and type 'OH MY GOD' for the God mode or 'TOO HARD FOR ME' to turn the artificial intelligence off.

## Heretic II

When you've got the console up, type in these codes:  
 playbetter God mode  
 kiwi Walk through walls etc  
 victor No target  
 suckitdown All weapons and defences  
 two weeks Power-up  
 meatwagon Kills all non-boss monsters  
 crazy monsters Monsters go mad!

## Hexen 2

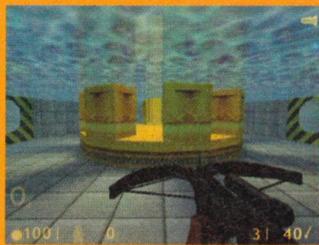
Press the key to get to the console and then type in any of these cheats:  
 God - Toggle God mode On and Off  
 Give 2 - Gives weapon 2  
 Give 3 - Gives weapon 3  
 Give 4 - Gives weapon 4  
 Notarget - Toggles On and Off whether the enemies can see you.

## HALF-LIFE

To activate the following cheats you should rename the Half-Life executable file (hl.exe) to 'hl -dev -console'. Now when you load your game, press escape and press the console button in the top left-hand corner of the screen. Now you can access the game's console by pressing the ` key. Now enter one of the following codes:

/GOD God mode  
/NOCLIP Fly and go through walls  
/GIVE (and then one the following):  
weapon\_357  
weapon\_9mmAR  
weapon\_9mmhandgun  
weapon\_crossbow  
weapon\_crowbar  
weapon\_egon  
weapon\_gauss  
eapon\_glock  
weapon\_handgrenade  
weapon\_hornetgun  
weapon\_mp5  
weapon\_python  
weapon\_rpg

weapon\_satchel  
weapon\_shotgun  
weapon\_snark  
weapon\_tripmine  
item\_aintank  
item\_antidote  
item\_battery  
item\_healthkit  
item\_longjump  
item\_security  
item\_sodacan  
item\_suit  
ammo\_357  
ammo\_9mmAR  
ammo\_9mmbox  
ammo\_9mmclip  
ammo\_ARgrenades  
ammo\_buckshot  
ammo\_crossbow  
ammo\_egonclip  
ammo\_gaussclip  
ammo\_glockclip  
ammo\_mp5clip  
ammo\_mp5grenades  
ammo\_rpgclip



Changelevel X - Changes level (Replace X with the level name)  
Restart - Restarts the level  
These should help you complete the game.

### Ignition

Type in the following at the main menu screen and you'll hear a signal letting you know the cheat has been activated:

BANARNE - High cars  
SKUNK - See only wheels  
FILMJOLK - Ignition on acid

SURMULE - Get all options, and all the tracks  
SVINPOLE - Extreme close-up  
SLASKTRATT - Get super cars

Type in any of these cheats at the main menu screen and you'll hear a noise which signals that the cheat has

been activated. Type the cheat in again to turn it off.  
Banarne - Big cars  
Skunk - Just wheels!  
Svinpole - Extreme close-up  
Filmjolk - Psychedelic  
Slasktratt - Get all the cars  
Surmule - Get all the tracks  
Incoming cheat menu  
At the main menu hold the shift key and type 'NUMBERONEDACRESTREET' (with no spaces). This will give you access to a cheat menu with level select, invulnerability and infinite weapons among the available codes.

### Inner Space

To enter these codes, press the DELETE key on your keypad, then press one of the keys shown below:  
F3 - Power-up guns  
F4 - Inner demon  
F5 - Send in enforcer to wave  
F6 - Send in enforcer to wave to arrest you  
F7 - Main ship gets three noble weapons, the enlightenment, uncertainty and inner force  
F8 - Toggle on/off invulnerable  
F9 - No new defenders in wave  
1 - Automatically win a race  
1 - Exit Dodge City  
1 - Bring a knight to wave  
1 - 4 - Bring a pirate to wave  
1 - 5 - In Demon's Gate, go to game ending  
1 - 6 - Increase main ship fuel  
1 - 7 - Add a wildcard weapon to all ships  
1 - 8 - Add one credit to main ship  
1 - 9 - Power-up ship's thrusters

### Jedi Knight: Dark Forces 2

If the force isn't quite with you, type 't' to go to the command console and simply enter any of the codes listed:  
KILL - Kill yourself  
RED5 - All weapons  
BACTAME - Full health  
WAMPBAT - All items

IAMYODA - Light force master  
SITHLORD - Dark force master  
YODAJAMMIES - Full force  
ERIAMJH - Fly mode  
THEREISNOTRY - Next level  
RACCOONKING - Both light and dark force powers  
DEEZNUTS - Next force level  
JEDIWANNABE ON - God mode

### Jedi Knight 2: Mysteries of The Sith add-on

Loads of you have written in asking for Mysteries of The Sith cheats, so here are a few to shut you up: (type "t" enter code, hit enter)  
healme - Heal  
die - Kill all villains  
warpme - Choose level  
lukeyboy - Be Luke Skywalker  
Hannyboy - Be Han Solo  
leialeialeia - Be Princess Leia  
chewie - Be Chewbacca

iamagod - Uber-jedi  
diediedie - All weapons  
gimmestuff - Full inventory  
gameover - Level jump  
statuesque - Freeze enemies  
trainme - Force level up  
freebird - Fly mode  
boinga - God mode  
trixie - Full mana  
cartograph - Show map  
gospeedgo\* - Slow-mo mode  
quickzap - Warp to spec. coord.  
\*- codes must have a (space) then a 1 or a 0 after them. 1 is on, 0 is off.

### Joint Strike Fighter

Simply go to the pilot selection screen and press left 'CTRL', right 'CTRL' and Enter. This gives you access to every plane and chopper.

### KKND Extreme

When you install the game there is a file put into file manager and when you go to the file named EDIT or something like that you can change the cost of weapons to 1 dollar and the speed of them to 9999 mph

### Klingon Honor Guard

After pressing the 'TAB' key, enter one of the following codes:  
Allammo - All ammunition  
behindview 1 - External view  
behindview 0 - Normal view  
flush - Reset bad textures on walls or creatures  
fly - Fly mode  
ghost - No clipping mode  
god - God mode  
hideactors - Hide all monsters, weapons, and items  
showactors - Show all monsters, weapons, and items  
invisible0 - Disable invisibility  
invisible1 - Invisibility  
open <map name> - Level select  
suicide - Suicide

After calling up the game console with the tilde key (~), type one of the following:

Daktagh, Disruptorpistol, Disruptorifle, Assaultdisruptor, Spinclaw, Grenadelauncher, Rocketlauncher, Sithhar, Particlecannon, Batleth, Cipherkey, Genetickey, Palmkey, Passcardkey, Retinalkey, Combatarmor, Combatgoggles, Communicator, Gagh, Tricorder, Vacsuit

### Little Big Adventure 2

A simple but extremely useful cheat this one. Hold down the Shift key and type TWINSEN'S BACK to get infinite amounts of everything.

### Lode Runner 2

To enter the game's cheat mode, during gameplay press the 'Esc' key to bring up the options menu, then type 'glazed donut' to enable the

chat mode.

This also allows you to enter one of the following codes. If you do this correctly then a sound will confirm that the cheat has been entered correctly.

F3 - Go back one level  
 F4 - Advance one level  
 Alt-F12 - Gain five lives  
 Alt-8 - Ten bombs of each type  
 Alt-K - 'Beach Ball' power-up  
 Alt-I - 'Inviso' power-up  
 Alt-T - 'Morph' power-up  
 Alt-B - 'Cloak' power-up

Easter Egg Shrapnel

When you're in the game press the key to bring up the command line and type in 'easter'. Now instead of turning into shrapnel, all the objects destroyed will be Easter eggs. Suicide Jeep When situated in the command bunker, press to bring up the command line and type "fubar!" This will amazingly create a jeep with a 1000 pound bomb attached to it. Now when the jeep hits something it will explode. Although this is great to watch, points, medals and ranks are disabled when this cheat is active, so beware.

### Madden NFL '99

For hidden stadiums, enter one of these codes on the code entry screen:

EASTADIUM	EA Sports S
TICKEM	Original Oakland
SOMBRERO	Original Tampa
FOR RENT	Astrodome
OURHOUSE	Tiburon
DOGPOUND99	Cleveland
NOTAFISH	Original Miami

### MDK

While playing, press F1 to open help screen, then type the following:

HEALME = 100% health  
 HOLOKURTISFUN = Dummy decoy  
 ILIKETOLOB = Mortar  
 INEEDABIGGUN = Super chain gun  
 KILL = Suicide  
 NASTYSHOTTHANKS = Homing sniper grenade  
 TORNADOAWAY = Twister



### Men in Black

During play, hit the Esc key and then type in 'Dougmatic' This will return you to the game. Press the Esc key again and type in whichever of these cheats you like:

Protectme - Immortality  
 Move - Level skip  
 AGENTJ - Play Will Smith  
 AGENTK - Play Kevin Cunningham  
 AGENTL - Play Laurel  
 HQ - MIB Secret Headquarters

### Moto Racer

At the name entry screen type:

CDNALSI = All the tracks  
 CTEKCOP = Pocket bikes  
 CESREVER = Reverses all courses

### Monster Truck Madness 2

When you are picking a race track, switch the weather to Snow, then pick Breakneck Canyon. Go to checkpoint 2, and to the left is a frozen lake that is actually a *Monster Truck Madness* hockey rink - instead of a puck you can play using a giant tyre. To play hockey you must change the weather to Snow so you can freeze the ice.

EASTER EGG: On the Sidewinder Canyon track there is a river. Somewhere along the river is a group of tents set up on a hill/mountain. On that hill there is a checkpoint-like structure - go through it. It should say 'the torture pit is now open'. End the race, go to the races screen and you should be able to select it under Sidewinder Canyon.

### Myth

If you're stuck on this brute of a game, then hold down the space bar whilst selecting new game and you'll be able to select any level you like. Alternatively, during a level, hold down CTRL and press the + key and you'll be taken straight to the next level.

### Myth 2: Soulblighter

Access all levels  
 Hold down 'Shift' when clicking 'New Game' and you will be given access to all of the single player levels. During gameplay hold down 'Ctrl, Alt and +' to win a level.

Alternatively, if you want to lose a level, do the same combination but instead of '+' press '-'.

### NAM

NVAGOD - God mode  
 NVACALEB - God mode  
 NVASHOWMAP - Shows the whole map  
 NVABLOOD - Gives all weapons  
 NVUNLOCK - Toggles all locks  
 NVAMATT - Something with the radio  
 NVDUKE - Not sure?  
 NVACLIP - Allows clipping

## INTERSTATE '76 NITRO RIDERS

In this fast paced car action game, hold down 'Ctrl', 'Alt' and 'X' to blow up quickly.

Alternatively you can press 'Ctrl' plus 'Shift' and enter one of the following codes for some cheats:

GETDOWN - All cars attack you. When you die you skip to the next mission.  
 FRFLAT - Front right flat tyre  
 FLFLAT - Front left flat tyre  
 BRFLAT - Back right flat tyre  
 BLFLAT - Back left flat tyre

Fancy playing as a UFO? If so then select the Rattler car on the car selection screen and rename it so it is called 'thetruthishere'.

Or how about an air balloon? Select the Instant Melee option and then select make/model. Now choose the Phaedra Rattler. Now name the variant 'hotair'.



NVALEVEL### - ex. 205 Episode 2, Level 5  
 NVARATE - Changes the rate  
 NVADEBUG - Debugs mode

### NBA Live '98

Secret Teams: In the Main Screen, click on Rosters, then click on Create Custom Team. Enter one of the following names as the name of the Custom Team to access the Secret Teams which are made up of the entire *NBA Live '98* production crew.

EA Europals  
 Hitmen AllSorts  
 Hitmen Coders  
 Hitmen Earplugs  
 Hitmen Idlers  
 Hitmen Pixels  
 QA Campers  
 QA DBuggers  
 QA Testtubes  
 TNT Blasters

### Need For Speed II Special Edition

At the main menu screen, enter the following codes:

BOMBER - A 50s-type chevy  
 TOMBSTONE - Daytona car  
 FZR2000 - Futuristic car  
 RUSHHOUR - More traffic

Here's a couple of extra cheats for *Need For Speed II Special Edition*, courtesy of Mandeep Sidhu. Type the following in on the main menu screen:

Slot - Turns your vehicle into a slot car  
 Hollywood - Bonus track

### NHL Breakaway 98

Follow these simple instructions to get a player with 99 ratings all-round:

- 1 Create a player called Kelly Ryan
- 2 Set his weight to 150
- 3 Set his position as a forward
- 4 Set his jersey number to 1

Now exit and then re-enter the 'create player' mode and he will have 99 ratings for everything.

### NHL '99

Type in one of the following codes during gameplay:

AWAYGOAL - Gives away team a goal.  
 CHECK - Automatic body checks  
 GRAB - Automatic stick holds  
 FLASH - Flashing camera from stands  
 HOMETEAM - Gives the home team a goal  
 INJURY - Causes an injury  
 MANTIS - Long arms, legs and necks (funny!)  
 NHLKIDS - Kid-size players  
 PENALTY - Penalty is awarded  
 VICTORY - Fireworks

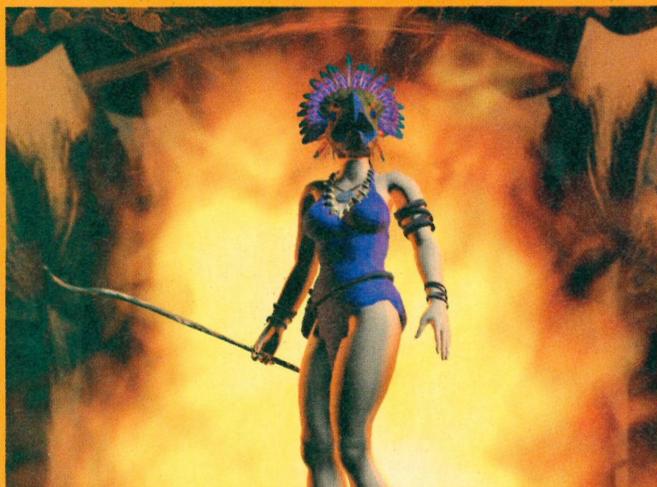
## POPULOUS: THE BEGINNING

**F**irst of all hit the 'tab' and 'F11' keys together. This will let you access the text entry mode. Now type in "byme" to activate the cheat mode.

Press 'tab' and 'F3' together to give all spells

Press 'tab' and 'F4' to give all buildings

Press 'tab' and 'F5' to give all mana



### Nightmare Creatures

For *Nightmare Creatures* for Windows 95 you can be a random monster and choose any level.

Enter either one of these two codes at the main menu:

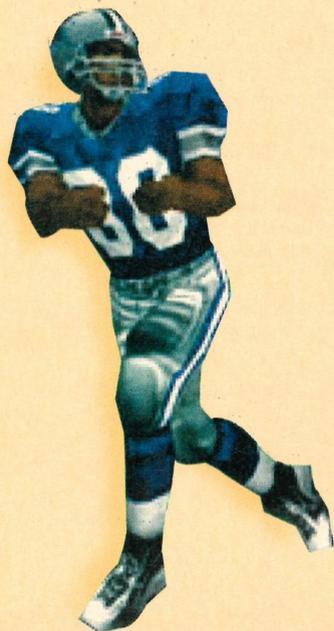
Everywhere - choose any level

Bronko - play as a random monster

Try it, it really works.

### One Pitch Strikeout

Push and hold L1, L2, R1, R2. Then push up, down, blue, red, blue, green, yellow and red. Note: You have to enter it for each batter you face. Also, the pitch can be a ball or a strike - it doesn't matter unless you hit the batter. If you put the code in correctly, you hear a sound.



### Powerslide

These cheats should be typed in when you are playing this crazy racer. To let you know that they've been correctly entered an icon will appear in the top right of the screen.

BLAST - Repel other cars

BOMB - Launch a bomb from your car onto the track

BURN - Briefly ignites a spot near your car

GLIDER When in the air, car controls like a glider

HOVER - Cars hover

ICBM - Car acts like a missile.

JUMP - Each time, jumps car several feet in the air

LIGHT - A lighter car

LUNAR - Lunar gravity.

SLEEP - AI cars don't steer, just accelerate

SLIPPY - Slippery surfaces

SPIDER - Car adheres to any surface

STICKY - Stick to surfaces

SUCK - Cars gravitate towards each other.

TIMEWARP - Slows time of opponents

TWISTER - AI cars get whipped around by an invisible tornado

### Quake II

Type these in at the Quake II command line (press ~) Command

Item	Quantity
god	
God Mode (on/off)	N/A
notarget - No	
Target Mode (on/off)	N/A
noclip	
No Clipping (on/off)	N/A
give all	
All Items of all	999
give jacketarmor	
Jacket Armour	999

give blaster	
Blaster999	
give shotgun	
Shotgun	999
give sshotgun	
Super Shotgun	999
give machinegun	
Machine Gun	999
give grenadelauncher	
Grenade Launcher	999
give rocketlauncher	
Rocket Launcher	999
give shells	
Shells	999
give bullets	
Bullets	999
give cells	
Cells	999
give grenades	
Grenades	999
give rockets	
Rockets	999
give slugs	
Slugs	999
give mines	
Mines	999
give nuke	
Nuke	999
give quad	
Quad Damage	999
give invulnerability	
Invulnerability	999
give silencer	
Silencer	999
give rebreather	
Rebreather	999

give all - besides putting the above in your inventory also gives you 999 of the following: Environment Suit, Data CD, Power Cube, Pyramid Key, Data Spinner, Security Pass, Blue Key, Red Key, Commander's Head, and Air Strike Marker. Access your inventory by pressing "TAB". Navigate with "I" and "J".

### Railroad Tycoon II

In the game, press the tab key to bring up a small cursor and type in the following to make your train management easier!

BigfootGold -	
Win and get a gold victory	
BigfootSilver -	
Win and get a silver victory	
BigfootBronze -	
Win and get a bronze victory	

BoBo -	
Lose the scenario	
King of the hill -	
Awarded with \$100,000	
Powerball -	
Gives you \$100 million	
Let me in -	
Access to all denied territories	
Speed Racer -	
Doubles maximum train speeds	
AMD103 -	
Converts all engines to AMD-103s (at expense of profits)	
Show me the trains -	
All engines	
Viagra -	
Bigger city sizes	

### Rainbow Six

To activate cheats press ` in game and type them in:

TEAMGOD = Team God mode

AVATARGOD = Player God mode

STUMPY = Stumpy mode on

CLODHOPPER = Enlarges player's feet and hands

MEGANOOGGIN = Mega Head mode

BIGNOGGIN = Big Head mode

5FINGERDISCOUNT = Refill ammo

NOBRAINER = Turns AI off

DEBUGKEYS = Debug keys enabled

SILENTBUTDEADLY = ?

FASTACTIONRESPONSETEAM = ?

TURNPUNCHKICK = Changes players

from 3D to 2D

1-900 = Heavy breathing

EXPLORE = Victory conditions

on/off

### Recoil

During play hit CTRL+X to enter cheat-input mode, then type:

Cavalry - Become Invincible

Hemmit - All Weapons Enabled

Medic - Shields at Full Strength

### Redline Racer

Type in 'ABODE' as your name to get all the bikes and to be able to drive on all possible tracks.

Type in 'dissent' as your name to get even more stuff.

## SOUTH PARK

**P**ress 'Esc' during the game and select 'Options'. Then click in the lower left corner and enter one of the following codes to activate the corresponding cheat function:

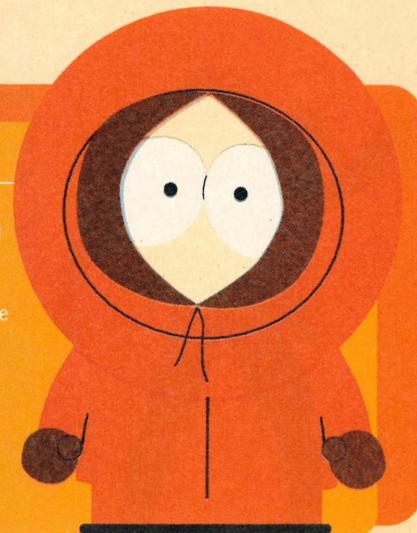
Cheat mode:

EGOTRIP - Big enemy heads

BEEFCAKE - Invincibility

SWEET - All weapons with unlimited ammo

FRAMERATE - Display frame rate



## SPEED BUSTERS

**U**bi Soft's fast-paced racing game sees you careering across all sorts of familiar territory in your bid for victory:

### Cheat Codes

#### Choperview:

This cheat will replace the regular small map display in the left-hand bottom corner with a chopper-cam view.

#### Fulofit:

Will give you unlimited nitro when



entered at the start or during the race.

#### Tagkiller:

If the player is touched from behind by a competitor, he/she will automatically return to the starting line. Enter it at the start or during the race.

#### Notimelim:

Will deactivate checkpoints in the arcade mode when entered at the start or during the race.



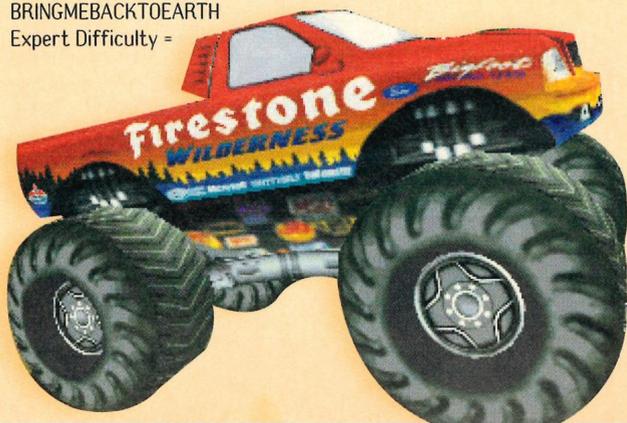
### Return Fire 2

Map Select: to gain map select, first of all display the map selection screen and then click on the following four bolts (in order) on the box in the top right that shows your name: Top-Left, Top-Right, Bottom-Left, Bottom-Right. If you have done this correctly then you will be able to press the cursor keys to select a new map.

### Rollcage

Type these cheat-codes in any menu you like. You will hear a sound when they've been done correctly. If you want to disable the cheat simply type it again. Cheats are written to the registry, so they are available next time you play the game.

Debug Menu = AMALAZYBASTARD  
Hyper Speed = WARPSPEEDMRSULU  
Mega Speed = WRECKEDONSPEED  
Mirror Mode = REFLECTIONS  
Scorpio League = GIVEMESCORPIO  
Taurus League = GIVEMETAURUS  
High Gravity = JACKIMFLYING  
Medium Gravity = FLYMETOTHEMOON  
Restore Normal Gravity = BRINGMEBACKTOEARTH  
Expert Difficulty =



### TROTTERS

Hard Difficulty = BIGANDPINK

### Screamer Rally

Type the following cheat codes in on the main screen:

TRAMO - All tracks  
CARBO - Hidden car  
LEALL - All leagues

### Shadow Warrior

Try these codes and kick some ass:  
SWGREED - God mode with all items, ammo and weapons  
SWCHAN - Press J to fly  
SWGIMME - All items added to inventory  
SWTREKxx - Warp to any level (xx being the number of the level)  
SWGHOST - Clipping  
SWMAP - Automap

### Shogo: Mobile Armor Division

While playing a game, press T to enter the 'Talk' function and then enter one of the following cheat codes:

mpgod God mode  
mpkfa Full ammo, armour and health  
mphealth - Full health  
mpammo - Full ammo  
mparmor - Full armour  
mpclip - Toggle clipping  
mpos - Toggle coordinate display  
mpcamera - Adjust camera  
mplightscape - Adjust lighting

### Small Soldiers

When playing a game, hold 'Shift + Ctrl + S + X'. Release 'S' and wait approximately three seconds before releasing the other keys to enable the cheat mode. If you have entered the code correctly, a flashing red line will appear in the lower left corner of the screen. Now type one of the following codes and press 'Enter' to activate the corresponding cheat function:  
mcloed 1 - Enable God mode mcloed 0 Disable God mode  
toys [number] Set number of toys needed  
clear Disable fog of war

### Spearhead

When playing this tank simulation from Interactive Magic, hold the following keys down and press the Backspace key for invincibility:

'SPEARH'. How easy is that one?

### Star Trek: Star Fleet Academy

If you want to be able to fire weapons whilst still cloaked, try activating the cloaking device and then go to red alert status. As long as you manage to get a red alert activated before the ship disappears, you'll now be able to fire whilst cloaked.

### StarCraft

For all of these cheats you need to press Enter during the game to bring up the talk option, then type:  
Show me the money = 10,000 gas and minerals  
Operation CWAL = Faster construction  
The Gathering = Unlimited mana to all units  
Game over man = Instant loss  
No glues = No enemy magic  
Power overwhelming = God mode  
Staying alive = Continue playing even after mission success  
There is no cow level = Complete mission  
Whats mine is mine = Free minerals  
Breathe deep = Free vespene gas  
Something for nothing = All upgrades available  
Black sheep wall = Reveals entire map  
Modify the phase variance = Build any building  
War aint what it used to be = Fog of war disabled  
Food for thought = Builds units beyond supply limited

### Syndicate Wars

Type in POOSLICE as your name to enable the cheats - you'll know it's worked if a weird tune plays. Then at the research screen press the following:  
O - Add more options to the research menu  
U - Finish a day's worth of research  
ALT C - Complete the level  
ALT T - Teleport active agent to cursor location  
SHIFT Q - Full weapons and health

### Take No Prisoners

Press Shift to bring up the console and type:  
juggernaut - God mode  
goldblum - Fly mode  
wraith - No clipping mode  
positions - Show your position (x,y,z)  
a moveme x,y,z - Move to the given coordinates  
dir maps - List available maps  
map x - Warp to map X (X=Level name)  
spawn x - Create an item or creature  
ode to jack - Kill all creatures on level  
Items:  
w saber  
w assault rifle  
w crossbow  
w laser rifle  
w gauss gun  
w grenade launcher  
w rocket launcher  
w flame thrower  
w chain gun  
w plasma generator  
w ptp cannon  
i medical kit  
i flak jacket  
i body armor  
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i heatshield  
i energyarmor  
i energysield  
i mobotov  
i gas gren  
i claymore  
i float disk  
i rocket net  
i gas mask  
i laser sight  
i disk  
i enhancers  
i shuriken  
i implosion  
i fragger  
i radshield  
i ir goggles  
i stealth  
i grav belt



## SIM CITY 3000

To use one of the following cheat codes you must first of all press Ctrl, Shift, Alt and C at the same time. If done properly this will bring up a cheat window for you to type in a code.

Garbage in, garbage out  
Power to the masses  
Water in the desert  
Salt on  
Salt off  
Terrain one up  
Terrain one down  
Terrain ten up  
Terrain ten down

Makes all garbage buildings available  
Makes all power buildings available  
Makes all water buildings available  
Changes the sea to salt water  
Changes the sea to fresh water  
Raises the terrain  
Lowers the terrain  
Raises the terrain  
Lowers the terrain



i force barrier  
i override  
i flare  
i demopack  
i energyshield  
i dome device  
i dome crystal

### Test Drive 5

Visit the first option menu and type menu and type 'cup of choice' to reveal all of the cup races. Alternatively try one of these:

that takes me back Enables backwards mode  
i have the key Unlocks all cars and tracks

There are also some other cheats to activate but these can only be accessed if you are fast enough to have your time entered on the high score screen. Turn checkpoints on from the options screen. Now type:

Knacked Reverses tracks  
whoooosh Give you a nitro when pressing the horn button  
mjicim.rc Small cars  
sausage More cars  
Save your game and these cheats will be saved. Otherwise you will be forced to enter them again next time you load up the game.

### Theme Hospital

At the fax machine enter 24-328, Shift and c for all diagnosis equipment in the game. Press Shift and c during the game to get \$1,000,000. Ctrl and y sends you to the end of the year, and Ctrl and m sends you to the end of the month.

### TOCA: TOURING CAR CHAMPIONSHIP

CMGARAGE - Extra vehicles, found in the two empty garages after the Laguna  
Tank - Horn button shoots weapon and, yes, you can destroy opposition cars with your firepower!  
Flexmobile - Rear wheel drive - sticks to the road quite well  
XBOOSTME - Weird one this; will speed the game up, in a jerk-o-vision sort of way  
CMCOPTER - Helicopter view that flies around the circuit. No good as a racing mode, but gives you a nice look around the track  
CMSTARS - Gives the sky a nice and pretty evening look  
CMNOHITS - Will enable you to drive right through the other cars as though they aren't there. A nice little feature to this code is that the opponent cars will still react in the same way as normal racing!  
CMMICRO - Top-down racing view  
CMCHUN - Go-Kart view (basically in-

car view has no dash etc. just wheel and hands)  
CMDISCO - Disco fog  
CMFOLLOW - Film Camera view (one player mode only). Basically the camera will follow the car from various angles as seen in the DEMO mode  
CMLOGRAV - Low gravity  
CMTOON - Cartoon horizon  
CMCATDOG - Have some cats and dogs falling from the sky  
CMMAYHEM - Don't exactly know what it does, but it seems the collision is more crazy  
CMHANDY - You can see your hands are bigger on the in-car view  
JHAMMO - All tracks  
CMLOCK - Lock up all the tracks again

### Tomb Raider II

Level Skip  
Hold a flare in your hand, hold Down and Shift, then press Forwards, Backwards and turn around three times before jumping forwards.  
All the Weapons  
As above, but jump backwards instead of forwards.  
If you ever get stuck on any level then let Lara try some simple dance moves and your troubles will be put behind you. Walk one step forward, one step backwards, do three turns and then jump forwards. When you recover from the dizziness you'll find yourself on the next level, hooray!

### Tomb Raider III

Perform the following combinations of moves and get these great cheats to work.  
Level Skip: Draw Pistols, take one step back, then one step forward. Duck and stand. Spin round 3 times, jump forward.  
All Weapons: Draw Pistols, take one step back, then one step forward. Duck and stand, spin round 3 times and jump backwards.

### Total Annihilation

Press enter to get to the message screen and then press +, followed by one of the following codes

(remembering to press enter again afterwards to activate it):  
ATM - Increase metal and energy by 1000  
Radar - Acts like 100% radar coverage  
DoubleShot - Twice the damage of all weapon fire across board  
NowISee - Exposes map and turns line-of-sight option off

### Urban Assault

A small but good cheat this one. When playing the game hold 'Shift' and type 'SWEAPON' to gain a new vehicle and weapon.

### Unreal

To enter all of the cheats in *Unreal* you need to press the Tab key once and then type:  
SUMMON ITEM = Replace ITEM with whatever you need - RIFLE, SUPERHEALTH, etc.  
GOD = Invincible  
INVISIBLE 1 = Turns player invisible  
INVISIBLE 2 = Back to normal  
ALLAMMO = 999 ammo for all weapons  
PLAYERONLY = Freezes time  
KILLALL WHOEVER = Replace WHOEVER with SKAARJ, TITAN, NALI, etc.  
FLY = Lets player fly  
GHOST = Lets players walk through walls, floor, etc.  
WALK = Returns GHOST and FLY to normal  
OPEN MAPNAME = Replace MAPNAME with level name to skip level

### Uprising

Type these in during the game for the relevant effect:  
Mo money - Extra Troops  
Way mo money - Extra Power-ups

### Warcraft 2

Press enter and then tap in these cheats:  
make it so - speed up building  
glittering prizes - get £1,000,000 gold and wood  
hatchet - speed up chopping wood  
it is a good day to die - only thing that can kill you is magic  
deck me out - full weapons

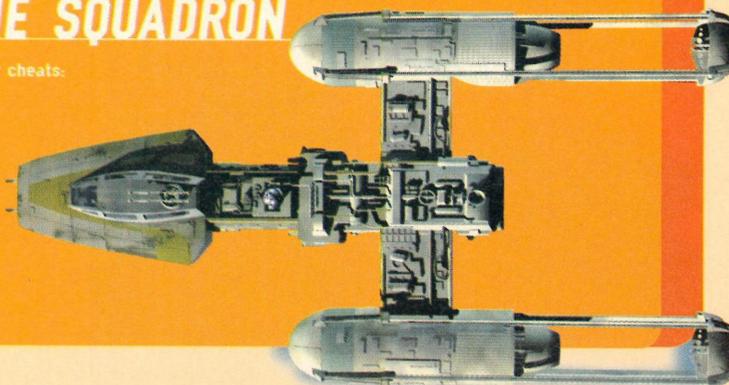
### Wipeout 2097

Edward Hale sent us some useful tips for *Wipeout 2097*. If you type RUSH on

## STAR WARS: ROGUE SQUADRON

Type in the following to access some super cheats:

CREDITS	Cool credits
LEIAWRKOUT	Activates Force Feedback
GUNDARK	Modifies Force Feedback
CHICKEN	Fly with an AT-ST!
DIRECTOR	View all the cut-scenes
MAESTRO	Listen to sound themes
IAMDOLLY	Unlimited Lives
TOUGHGUY	Powerups



## TUROK 2: SEEDS OF EVIL

TROMPEM mode	Big hands and feet
BIGBADNOODLE	Big head mode
HELLOSTICKY	Stick mode
LILLIPUTIAN	Tiny mode
PICASSO	Pen and Ink mode
HENRYSBILERP	Gouraud mode
YOQUIEROJUAN	Juan's cheat
MRNOPRULEZ	Do nothing
LEGOMANIAC	Zach attack
cheat	
INEEDAUPS	Blackout mode
OBLIVIONISOUTTHERE	Big cheat
JANESSPECIALWORLD	Janes cheat



the title screen and then at the main menu type:

xteam: Enables the piranha team

xclass: Enables the phantom class

xtrack: Get all tracks

If you pause during a race and then type in these:

Psymega: Infinite weapons

Psyprotect: Infinite energy

Psyrapid: Get the machine gun

Framrate: Displays the frame rate

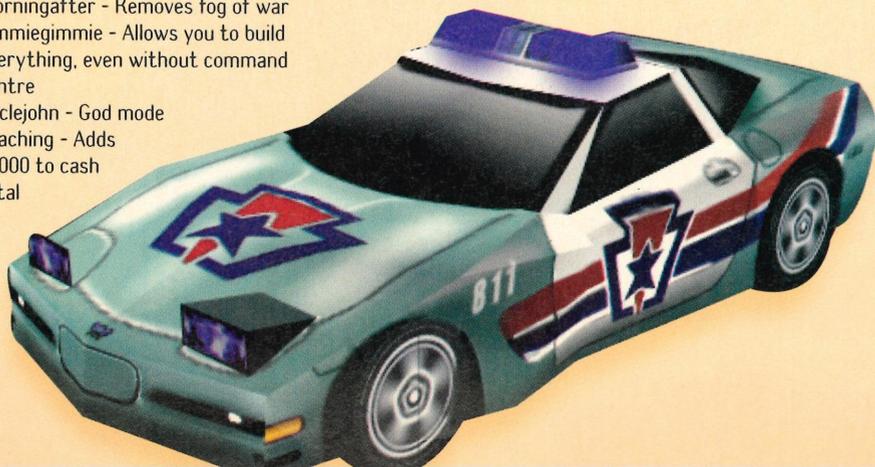
### Wargasm

Here are some passwords for this popular tank game:

- CHEESE
- TOAST
- BUTTIES
- KEBAB
- GATEAUX

### War Games: Defcon 1

These codes can be accessed in single player mode by hitting 't' and typing them or by hitting one of the F1-F4 keys. The only cheats that apply to multiplayer are: 'eyeofgod', 'morningafter' and 'saladtossed'.  
 eyeofgod - Allows extra level of zoom on lower level machines  
 saladtossed - Choose any level (you will have to go to the load screen after and do that ctrl h/w thing)  
 twobyfour - Builds units( ex: twobyfour dragoon)  
 hermes - Speeds up building of units  
 donkeys - Anything that shoots a missile (wopr missile silo/wopr hunter, shoots jeeps instead of missiles)  
 morningafter - Removes fog of war  
 gimmiegimmie - Allows you to build everything, even without command centre  
 unclejohn - God mode  
 chaching - Adds 10,000 to cash  
 total



### Worms 2

Try some of these great level codes:

- ONCEUPONA
- TIMTHEREWERE
- SOMESMALLWORMS
- WHOGOTVERYVERY
- ANNOYEDAND
- DECIDEDTO
- GOTOARMSIN
- ORDERTOWIPE
- OUTTHEIR
- VICIOUSENEMY
- COUNTERPARTS
- THEYDEVELOPED
- SOMEREALLY
- COOLWEAPONSSUCH
- ASBANANABOMBS
- ANDMAGICBULLETS
- THEYTRAINED
- ALLNIGHTAND
- EVERYDAYSO THEY
- WOULDBECOME
- PROFICIENT
- INTHEIRWORMLY
- WAYSOMETIMES
- THEYWOULDSHOOT
- GRANNIESJUST
- FORFUNANDLAUGH
- ABOUTITIN THE
- EVENINGTIME
- WEAPOLOGISEON
- BEHALFOFALLTHE
- TERRITORIES THAT
- WEWENTTOTHE
- TROUBLEOFTRANSLATING
- WORMS2INTO BUTWE
- DIDNTHAVETIMETO
- TRANSLATETHESE
- PASSWORDSNOT THAT
- THEYNEEDTOBEDONE
- WESUPPOSETHAT
- YOUAREREALLY
- EXPECTINGTO
- SEEAWONDERFUL
- CHEATMODEWHEN
- FINISHTHEMISSIONS
- ANDYOUARERIGHT

Cheat codes:

During multiplayer game type in the following, including asterisks and backspaces:

\*\*godmode\*\*[backspace] = Makes all worms invincible

every time it is entered  
 mrmuscle - Upgrades player's armour  
 bigsofty - Downgrades enemy armour  
 coffee - Upgrades player's speed  
 beer - Downgrades enemy speed  
 shaft - Upgrade player's firepower  
 shank - Downgrade enemy's firepower

### World Cup 98

Just like *FIFA98: RTWC*, change the player's name to one of the cheat codes and press enter. After entering all the cheat codes, press back to undo the changes so that the player's real name is not changed. Now go back to the main menu and press scroll lock to activate the cheat menu.

Cheat Codes:

Zico = Enable 1982 Classic Match  
 Hurst = Enable '82,'74,'70,'66 Classic Match  
 Kenny = Flaming ball  
 Gabo = Big heads  
 Kyle = Skeleton players  
 Cartman = Take a dive  
 Gonzo = Hot potato  
 Mr Hat = Crazy ball  
 Powder = Silly moves  
 Neila = Alien mode

\*\*supershipper\*\*[backspace] = Eight weapon crates appear  
 \*\*redblood\*\*[backspace] = Worms bleed when shot  
 \*\*backflip\*\*[backspace] = Do a backflip when you press backspace twice  
 \*\*highjump\*\*[backspace] = Makes all worms jump much higher  
 \*\*suicidebomber\*\*[backspace] = Replaces kamikaze with suicide bomb

When you are creating a new team, type in the name TEAM17Microprose when playing against the computer. This gives you an infinite supply of all weapons.

### WCW Nitro

When in the game just press 'T' and in one of the following:

Big Head Mode

At the Select Mode screen, enter V seven times + Q, H.

Big Head, Hands, Feet

At the Select Mode screen, enter Q seven times + V, H.

Swelling Head

At the Select Mode screen, enter 'SPACE' seven times + T, H.

Ring Skip: At the Options Menu, press V, Q, V, Q, H. Each time you press H, the ring will advance by one.

Ring Select: At the Main Menu, press 'SPACE', T, V, Q four times, then H. All Wrestlers: At Character Select screen, press V four times, 'SPACE' four times, Q four times, and T four times. Then press H to open up all the characters.

Secret Rings: At the Main Menu, press 'SPACE', T, V, Q, SPACE, T, V, Q, and H. Now you have the secret rings.

Instant Win: Highlight a wrestler at the Character Select screen and press 'SPACE', V, T, Q, 'SPACE', V, T, Q, and H.

YMCA DANCE

While playing in the Disco ring, throw your opponent out of the ring. Hit T and the wrestlers will do the YMCA. If you do it long enough, the wrestler gets counted out and you win!



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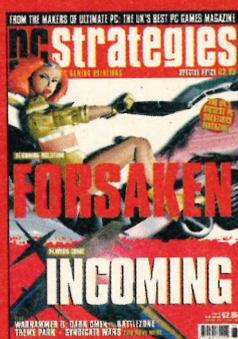
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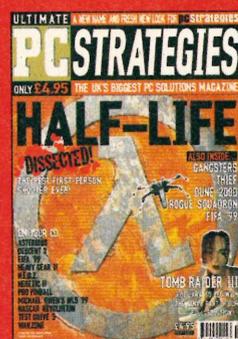
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We've been expecting to bring you the full guide to *Aliens Vs Predator* for a couple of months but for reasons beyond our control, we've been unable to. Though the chances of it happening next month are ninety-nine per cent in favour we're not going to promise anything in case the worst happens.

Actually the whole team's pretty excited about the next edition because we're also planning to bring you the full *Kingpin* guide. Those gangsters are really going to get it! It's going to be a first-person shoot-'em-up extravaganza, so don't miss it!

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