

# ints, Tips, & Tricks

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## Loony Labyrinth

- Before you plunge your new ball, decide what you're going to do with it. If you want to set up a shot on the Loony Ramp, Minotaur Chamber, or Minotaur Spot Targets, keep the flipper keys depressed — the ball will gently tip off of the upper flipper and land in the left flipper where you can hit any of these targets. To take a shot at one of the Stone indicators, give a quick flip with the upper flipper as the ball sails by.
- The Minotaur Multi is probably the easiest multi-ball feature to activate, but don't be too hasty. One of the toughest tasks in the first level of play is to collect the 5 stones and this should be your priority. Initially, activate the Stone lights by hitting the Stone Spot Targets, then hit the Minotaur Spot Targets, and finally, lock your ball. Once the ball is locked, your new ball will run the Stone ramp and collect the stone.
- As a follow-up to the preceding tip, keep an eye on those flashing Stone indicators during multi-ball play. If you're within the Safety Catch limit — either because multi-ball play has just started, or you've activated one of the other multis — let one of the balls drain so that your new ball collects the stone.
- If you want to go for one of the T-shirts, you'd better get on it soon. Many advanced players have reported to StarPlay that they feel the game is too easy — specifically that getting an extra ball is child's play. StarPlay will be releasing an upgrade that makes the game a little tougher. Don't be concerned that players using the upgraded version will be competing against those using the initial release. The High Scores document generated by the game will indicate which version of the game was played. StarPlay will set up separate High Score contests for both versions.
- As with Crystal Caliburn, one of the flippers seems to be more precise than the other. Shots taken with the right flipper in Loony Labyrinth are almost always spot-on. The left flipper tends to be less predictable, mainly because the most important shots (the Minotaur Chamber and the Loony Ramp) must be made from the upper part of the flipper. Christopher Breen

### Color Dark Castle

- Duncan is not a very fast runner but he can long jump with the best of them. Use his long jumping ability to cover distances quickly. Make sure you don't jump into any solid objects though.
- Rocks knock robots down for a few seconds but they will recover. Fireballs knock 'em down permanently. They will eventually be replaced but you get a slightly longer grace period.
- You can "bank" extra lives by going through the "Trouble" rooms over and over again. I do this unintentionally but it is fun whacking the torturer with the mace.
- In addition to long jumping and high jumping, Duncan excels at low jumping. In some rooms (e.g. Fireball 2 on beginner level) you can get from one side to the other a lot faster if you press the "down" key at the same time you jump.
- When jumping from a moving surface, remember to take that motion into account.
- As soon as you enter a new room, make sure you are on solid ground. Many rooms have trap doors that swing open soon after you enter, sending you plunging to deep Trouble. Once you are sure that you're safe, look around and neutralize any immediate threats (bats, rats, guards) and decide on the best route across the room.
- Don't play Dark Castle for more than 1,440 minutes a day. Chris Myrick

### Legions

- The price of technological support will continue to climb dramatically throughout the game. Buy as much technology as you possibly can early on while the price is artificially low.
- Set your tax level so that it is at least partially helpful to the economy. Over the space of a few turns, you will begin to notice that your income is on the rise. Conversely, avoid a 20% tax rate as much as possible. It will return a nice level of revenue, but it will grind your economy into the dust. In addition, there is the remote threat that the people may rise against you.
- Cavalry is expensive, but a crucial ingredient for victory. It allows rapid traversal of large tracts of land and has a high shock value in combat. An army composed of six-seven such units under the leadership of a capable general is a formidable force.
- Do not ignore your transports just because the AI does. The threat of an amphibious invasion will force your adversaries to keep some forces in the hinterland to protect the capital. This may allow you to overrun several frontier towns. Then, should your adversary shift the armies to front lines, even a few units may be able to capture the capital in a lightning amphibious raid.
- Form economic alliances whenever possible. They do not commit you to entering a war on the side of your ally, but they do make a nice impact on your revenues. Karen Kaye

### Tubular Worlds

- Stay away from the far left side of your screen unless you have a deep desire to dance with death.

- Stay on the move. Zig zagging keeps the enemy off guard and you alive.
- Concentrate on making it through the gauntlet. Although there are all sorts of goodies to grab, survival is your number one priority since you cannot save as you go.
- If you play with a wingman, let him/her use the mouse. The lead pilot will need the control offered by the keyboard.
- If you are using a slow Mac, turn the background music off. This will speed up the playing of the game.
- Pray that Axis (by Baseline) makes a module to assist you in your fight to the finish. Robert Lewis

### [Netherworld](#)

Here are a few hints for soul seekers. In general you should concentrate on picking up as many souls as quickly as possible. Time is against you. Get distracted blasting beasts and you'll find you've run out of it. Use the radar to locate lost souls and to locate demons ahead of time. Then fly straight for them, guns blazing. You will have inflicted considerable damage even before the demons show up on the big screen. When pursued by groups of nasty nether dwellers circle them keeping up a steady stream of fire. Effectively corraled, the demons will gradually disintegrate while you sustain no damage whatsoever. Once time has expired and the beast shows up you can avoid him for a few seconds by flying off at right angles to his line of attack. When he falls back you have a moment to pick up that final soul you might need to move on to the next level.

In general, keep cool and always keep moving. Follow these steps and even the beast will admire your technique. Sean Kelley