ints, Tips, & Tricks

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Dark Forces Combat & Codes

In general, the best weapons to use against a given opponent are the same ones they themselves use.   They're usually pretty vulnerable against their own weapons, and in addition will usually leave you a supply of them when they die.

Humans: includes Stormtroopers, Imperial Officers, and Imperial Commandos.   Use the laser rifle against them, or if you're facing a large group of them, a single thermal detonator will take them all out.   When firing from a distance, try to use the pistol, as its accuracy makes it a perfect sniping weapon, and it won't chew up your ammo supply.

'droids: includes Probe 'droids, Interrogation 'droids, and Remotes.   Standard laser rifle fire is sufficient against these opponents.   The probes & interrogators aren't too bright, but the remotes are speedy little suckers which will zap you repeatedly if you don't take care of them fast.

Gun Turrets: the gun turrets are one of the hardest opponents.   They fire fast and do lots of damage, but they swivel in a rotating pattern, and won't fire until they see you.   Best bet is to find suitable cover, and sidestep out, fire with laser fire, find cover, repeat.   Alternately, thermal detonators are good against them.   After they've taken a few hits, the guns go berserk, and will fire randomly.

Proximity Mines: they make you wonder what the Empire is thinking.   Why don't the Stormtroopers set them off?   When you see one, run towards it and then back away very rapidly (getting behind cover is even better).   If you know the way is clear beyond it, you can also run over and past it.

Gamorrean guards: they don't carry a blast weapon and they're slow, so they're pretty easy. If you're low on ammo, you can easily take them out with fists, running towards them, punching, and running back before they can lower their ax.   Though they take a reasonable number of punches, they take a surprising number of laser shots (a brief burst when they die suggests that they're using shields).

Gran: the Gran toss thermal detonators at you, which can be a big pain, but they have two

weaknesses.   First, since they have limited range, if you're in a big open space, you can just step outside their range and fire at them.   Second, since they don't want to hit themselves, they won't toss detonators while you're up close, so you can take them out with fists or laser fire.

Trandoshans: these jerks fire a BFG at you, and apparently don't care for their own safety, as they will continue firing no matter how close you get.   Fortunately, the gun doesn't do quite as much damage as it looks like it's doing, but take them out fast with laser fire or their own weapon.

Dianoga: the sewer monsters big weakness is that they have to poke their heads above the sewage to locate you.   If you see the head, fire immediately, and you may be able to take them out before they can attack.   Once they attack, back off while firing.   Note that while you're firing, or if you have your headlight on in a dark room, other Dianoga will spot you immediately!

Jabba's Dragons: these big hulks have an equally large weakness, which is their size.   They can't get into small corridors or corners.   Since you'll be fighting these with fists on Jabba's ship, that's a good thing.   The radius of your "punch" is about 5 feet, and if you can find a nice corner, just back into it, let the dragon approach you, and keep punching. Unfortunately, you'll have to take out the first one you meet in a big open area, which means you'll have to run at it, punch, and run back until it's dead.

Dark Trooper (beta): the beta Troopers' biggest weakness is their lack of an energy weapon. Just keep your distance and keep firing.   If you can face them across a gap (they won't jump), they become sitting ducks.   Note that one out of every handful of shots reflects off these guys, so be ready to sidestep or duck!

Dark Trooper (release): the final Troopers are tough, no two ways about it!   In this case, the best weapon to use against them is definitely their own.   Like Jabba's Dragons, they're too big to get through some low or narrow corridors, so use that to your advantage.   Also, they tend to aim a bit off center, but that only helps if you've got some distance.   So if you're fighting in a big area, keep your distance, and just keep sidestepping to avoid the direct stream of their fire.   But if they fire a missile at you, run like heck for cover! Ivan

Dark Forces Codes

LADEST- kills all characters on screen

LAPOSTAL= full weapons/health
LASKIP= skip level-goto next

The following can be toggled on and off by retyping:

LACDS

full map-including enemy and item positions
LAREDLITE

freezes/unfreezes all enemy characters
LAPOSTAL   all weapons and ammo added
LARANDY   weapons super charge; temporary
LAIMLAME   invincibility toggle (you can still die by falling)
LAUNLOCK   inventory added; keys, ir goggles, ice cleats etc.
LACDS   map mode toggle
LAREDLITE   pondering toggle; freeze all of your enemies
LANTFH   teleport to start point
LAPOGO   height check toggle; scale walls in a single bound!
LASKIP   force completion of current mission
LADATA   display x,y,z coordinates
LABUG   insect mode toggle; ?? lets you get up close to walls
LAMAXOUT   cheat code that gives you all weapons. ammo, and full inventory

LASECBASE   warp to mission #1
LATALAY   warp to mission #2
LASEWERS   warp to mission #3
LATESTBASE   warp to mission #4
LAGROMAS   warp to mission #5
LADTENTION   warp to mission #6
LARAMSHED   warp to mission #7
LAROBOTICS   warp to mission # 8
LANARSHADA   warp to mission #9
LAJABSHIP   warp to mission #10
LAIMPCITY   warp to mission #11
LAFUELSTAT   warp to mission #12
LAEXECUTOR   warp to mission #13
LAARC   warp to mission #14

ladata: Shows the coordinates in the upper right corner.
laimlame: Total invincibility!
laredlite: Enemies freeze.
lacds: Similar to IDDT in Doom, gives you a full map with enemies shown.
lapogo: You can climb up ledges with this one.
lapostal: Gives you all of the weapons and ammo, plus all 3 keys and all of the mission
items, including the Death Star plans!
lamaxout: Same thing.
larandy: Weapon speed supercharge.
lantfh: (on PDA screen) teleport to map position
labug: Insect mode - crouch lower, and become thinner!
laskip: Skips to the next level.
latalay: Skips to mission 2
lasewers: Skips to mission 3
lagromas: Skips to mission 5
laimpcity: Skips to mission 11
laarc: Skips to mission 14
(Most of these can be turned off by typing the code again.)

Oh, and run the program with the -shots parameter, and you'll be able to take screen shots with the PrintScreen key.

LAPOSTAL- ALL WAPONS AND AMMO
LARANDY- WEAPON SUPERCHARGE
LAIMLAME- GOD MODE
LAUNLOCK-GET ALL INVINTORY
LACDS- GET ALL MAP
LAREDLITE- FREEZE ENEMIES
LANTFH- TELEPORT TO START POINT
LAPOGO- GO UP WALLS IN ONE BOUND (LIKE CLIP FROM DOOM BUT NOT EXACTLY)
LASKIP- GOTO NEXT LEVEL
LADATA- GET COORDINATES
LABUG- INSECT MODE (GET REAL CLOSE TO WALLS)

THESE NEXT ONES ARE IN ORDER FROM MISSION 1 TO 14

LASECBASE
LATALAY
LASEWERS
LATESTBASE
LAGROMAS
LADTENTION
LARAMSHED
LAROBOTICS
LANARSHADA
LAJABSHIP
LAIMPCITY
LAFUELSTAT
LAEXECUTOR
LAARC

Power Pete
• Use Cakes and Rocks to knock off enemies around corners or behind walls. They   can go over the top and clear out a room before you go in

• Use Cakes when facing large groups, because it will take out everything is a small   area. It works especially well with the spiders Miss Muffet drops out of her skirt.

• When using cookies to cross the chocolate lake in Candy Cane Lane, use the   lowest one on your screen. The other really doesn't take you anywhere.

• When you get on icing in Candy Cane lane, be aware you will slide all over the   place, so move slow. Be especially careful if you pick up the power-up for speed.   You could easily lose control

• The Bargain Basement Level has some little spacecraft around. If you move to   them you can drive them and use them as invulnerable rams for a short time. Use   them to clear out Tops, which are harder to shoot on foot than Robots.

• Be sure to use weaker weaponry once in a while, to save ammo in your bigger   weapons. The Suction Cup Gun and Toothpaste Gun are good for all the small   enemies

• When facing Lemon Drops on the Candy Cane level, you can prevent the   splatter of deadly juice by shooting them with the Musket. Don't use the Toothpaste   Gun, which makes it squirt without destroying it. Gene Alloway

Colonization

• You should produce a lot of liberty bells in the early stages of the game as the early acquisition of founding fathers is very important and many less bells are needed at this point.

• Before you can afford to build schools and colleges, send the indentured servants or free colonists to nearby Indian villages and they will teach them special skills in which they excel.

• Use scouts to explore the map area and find out the lay of the land and where the other colonists and Indians are concentrating their colonization efforts. Also be alert for all the gold coin symbols and explore them as soon as possible, as well. There are many large amounts of gold possible, in addition to the Fountain of Youth, which creates a small flood of colonists wanting to come to the Americas.

• If you want any active unit to go to a particular location on its own, you can hold the mouse button down on the new location and the mouse cursor will change to "Go To," which will assign this route. Don Henson

Zone Warrior

• In order to proceed up the ladder of levels uninterrupted it is necessary to conserve your missiles. This can be accomplished by saving your game before entering the rear of the command ship.

• During a massive Raider attack, you are particularly vulnerable to a collision, especially if you sit on the same flight path and blast away at the incoming raiders. The best bet is to vaporize one or two then change your flight path before seeking additional targets.

• While you are busy fending off bad guys, enemy marauders will attach, separate and tow away sections of the space station. If these marauders are destroyed before getting to far away from the space station the removed section will slowly drift back into position and reattach. Part of your score is determined by the number of intact sections, so if you wait around for the reattachment before docking, your score will be higher than if you had docked immediately. Bill Gillette

Zig Zag

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Keep in mind that "E" and "T" are the most commonly used letters in English.

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Short words can be harder than long ones.

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Unless you crave more Hawaiian music, Quests and sound effects and animation, you might prefer the floppy disk version.

Mario's Game Gallery

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When choosing your pieces in Checkers, choose the Yoshis in order to have the first move.

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In Checkers, you can press the space bar to force Mario to interrupt his thought processes and force him to make his move.

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In Go Fish, make note of the kinds of cards Mario asks you for. When you do draw one of those cards from the deck, make sure you ask Mario for that type when you next have the chance. You'll build up your own books and diminish Mario's opportunities to do the same.

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A good Dominoes strategy is to use up all your doublets at the first opportunity. Also, try to first play pieces that display pictures that show up on other dominoes in your hand to maximize playing at length before you need to draw another piece from the boneyard.

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In Yacht, let your first roll determine which scoring category you'll try to fill. If you roll four ones on your first turn, for example, it's worth spending your next two rolls trying to gain another one to score a Yacht (worth 50 points).

Fracas

• The only enemies in the game that can shoot at an angle are the enemies on level 9.   For all other enemies, simply approach them at a 45 degree angle and shoot.   You'll avoid danger to yourself if you do this.

• When two walls positioned at an angle lack a "cornerstone," you can shoot between the two segments that are connected only at the corners.   Again, this provides a safe way of killing enemies without putting yourself in danger.

• If the boss heads directly toward you, the best thing to do is to keep firing.   If you run, he'll overtake you and damage you.   If you keep firing, there's a chance he will turn around and move the other direction.

• The monster on the bonus stage can be easily defeated by firing from the left or the right side of the monster, where you cannot be hit by his shots.

• Game maps can be easily edited.   You can change the file names to change the order of the levels or you can open the level files with a text editor.   From a text editor, you can see the layout of each level.   It should be a relatively simply matter to change a few characters to place or remove walls or enemies.

• Press "j" and "b" on the title screen to enter "jukebox mode," where you can listen to all the MOD soundtracks in the game.