

MANIAC MANSION II - DAY OF THE TENTACLE!!!!

This will guide you through the game from start to finish. Most of the points in the game could be done at different times, but I tried To put it together as easily as possible.

When moving items between characters, you can drag the object icons between them, instead of manually moving the object to the johns yourself. When switching between characters, just click on the character's icon.

If I describe something like 'Door To The Left', it means YOUR LEFT. I described in detail where to go when changing rooms. After a while I eliminated some detail. Later on you will be able To get around the rooms and floors with no problems.

- PICK UP HELP-WANTED SIGN From Window.
- PICK UP FLIER From The Rack of Fliers.
- PICK UP Dime From PayPhone Coin Slot.
- OPEN GRANDFATHER CLOCK.
- PUSH LEVER On Sludge-O-Matic Machine To The Far Right.
- PICK UP Paper On Bulletin Board To The Far Right.

SWITCH To BERNARD:

- WALK Upstairs.
- ENTER Main Hall (Double Doors).
- OPEN Grating.
- WALK To Chattering Teeth.
Chase Chattering Teeth Until It Gets Trapped In The Grating.
- PICK UP Chattering Teeth.
- ENTER Swinging Door.
- PICK UP FORK From Table.
- PICK UP COFFEE From Coffee Maker.
- PICK UP DECAF COFFEE From Coffee Maker.
- ENTER Laundry Room To The Right.
- OPEN CABINET.
- PICK UP FUNNEL From Cabinet.
- GO To Main Hall.
- ENTER FirePlace.
- PICK UP Crank From Flag Pole.
- ENTER Right Window.
- ENTER Door.
- OPEN Trap Door.
- WALK To Trap Door.
- WALK To Downstairs.
- ENTER First Door On The Left (Your Left).
- PUSH SPEAKER.
- PICK UP VIDEOTAPE On Top of Stereo.
- USE STEREO (On).
The Fake Barf Will Fall From Ceiling.

- USE STEREO (Off).
- EXIT Room.
- ENTER Next Room On The Left.
- PICK UP DISAPPEARING INK.
- EXIT Room.
- ENTER Third Room On The Left (W Room).
- CLOSE Door.
- PICK UP Keys From Door.
- USE DIME With Ficklefingers Coin Slot.
- USE TV.
- EXIT Room.
- Walk Downstairs To Main Hall.
- PICK UP FAKE BARF From Floor.
- ENTER Office.
- PICK UP SWISS BANKBOOK On Desk.
- OPEN DESK DRAWER.
- PICK UP Booboo-B-Gone From Drawer.
- OPEN Portrait.
- EXIT Office.
- WALK Outside.
- WALK To Parking Lot.
- GIVE Keys To Man In Ski Mask.
- WALK To MOTEL.
- USE CROWBAR With GUM WITH DIME STUCK IN IT.
- USE GUM WITH DIME STUCK IN IT.
- Walk Upstairs.
- Enter First Door On The Right (W ROOM)
- USE DIME With Ficklefingers Coin Slot.
The Sleeping Conventioneer Will Fall From The Bed.
- PICK UP SWEATER From Bed.
- EXIT Room.
- USE CROWBAR With CANDY MACHINE.
A Pile of Quarters Will Fall From Candy Machine.
- PICK UP QUARTERS.
- Walk Downstairs To The Left.
- ENTER Laundry Room.
- OPEN DRYER.
- USE SWEATER With DRYER.
- USE QUARTERS With Coin Slot.
- EXIT Room.
- GO To Main Hall.
- ENTER CLOCK.
- USE DECAFF COFFEE With Mug.
Dr. Fred Will Fall Asleep And Start SleepWalking.
- GIVE THESE ITEMS TO HOGIE:
TextBook, Flier, Chattering Teeth, Help-Wanted Sign.

SWITCH To HOGIE:

- WALK Towards The INN On the left.
- OPEN MAILBOX.

- PICK UP LETTER.
- ENTER INN.
- ENTER Main Hall.
- USE FLIER With SUGGESTION BOX.
- ENTER Kitchen.
- PICK UP SPAGHETTI From PANTRY.
- PICK UP OIL From PANTRY.
- Enter Room To The Right.
- PICK UP BUCKET.
- OPEN CABINET.
- PICK UP BRUSH From Cabinet.
- ENTER Kitchen.
- USE BUCKET With Water Pump.
The Bucket Is Now Full Of Water.
- EXIT Kitchen.
- ENTER Left Window.
- PICKUP RED PAINT.
- USE NED'S BED.
- USE SQUEAKY MATTRESS With JED'S BED.
- USE JED'S BED.
- PICK UP SQUEAKY MOUSE toy When The Cat Goes To The Bed.
You Must Do This Quickly.
- OPEN TRAP DOOR.
- WALK To TRAP DOOR.
- USE TEXT BOOK With HORSE.
The Horse Will Remove His Teeth And Fall Asleep.
- PICK UP DENTURES From Glass.
- Walk Downstairs (Straight Ahead).
- ENTER First Door On The Left.
- PICK UP Wine Bottle On Crate.
- EXIT Room.
- ENTER Third Door On The Left (George's Room).
- USE GEORGE'S BED.
- USE CORD.
The Maid Will Come Running.
- EXIT Room.
- CLOSE DOOR.
- PICK UP SOAP From Maid's Cart.
- USE SOAP With BUCKET FULL OF WATER.
- WALK Downstairs (Straight Ahead).
- ENTER Grandfather Clock.
- PICK UP LEFT-HANDED HAMMER On Work Table.
- GIVE PATENT APPLICATION To RED EDISON.
- GIVE OIL To RED EDISON.
- GIVE HELP-WANTED SIGN To RED EDISON.
- PICK UP LAB COAT.
- EXIT Room.
- ENTER Main Hall.
- GIVE WINE BOTTLE To THOMAS JEFFERSON.
- ENTER Fireplace.

- ENTER Left Window.
- WALK To Trapdoor.
- ENTER Room On The Left.
- PICK UP RIGHT-HANDED HAMMER.
Do This When Ned EDISON Puts It Down.
- GIVE LEFT-HANDED HAMMER To NED EDISON
- GIVE THESE ITEMS TO BERNARD:
Letter, Red Paint.

SWITCH To BERNARD:

- PUSH NURSE EDNA.
- USE VIDEOTAPE With VCR.
- LOOK At monitor.
- PRESS Red Record button.
Wait Until Tape Stops.
- REWIND Tape <<
- SWITCH Speed To EP
- PLAY TAPE >
NOTE: You Will Not Need To Remember Combination.
- EXIT Room.
- Enter Next Room Ahead.
- USE DISAPPEARING INK With STAMP ALBUM.
Ed Will Throw The Stamp Album At You.
- PICK UP STAMP.
- PICK UP STAMP ALBUM.
- ENTER ROOM.
- GIVE STAMP ALBUM To WEIRD ED EDISON.
- PICK UP Hamster From Hamster Cage.
- EXIT Room.
- Go Downstairs (Straight Ahead).
- ENTER Second Door On The Left.
- GIVE LETTER To DWAYNE.
- PICK UP FLAG GUN.
- EXIT Room.
- OPEN ICE MACHINE To The Left.
- USE HAMSTER With ICE MACHINE.
- Go Downstairs.
- ENTER Office.
- OPEN SAFE.
- PICK UP CONTRACT From Safe.
- EXIT Room.
- EXIT Motel.
- USE RED PAINT With DEAD COUSIN TED.
- ENTER Motel.
- ENTER Main Hall.
- WALK To FirePlace.
- ENTER Window On The Right.
- PICK UP ROPE.
- EXIT WINDOW.
- USE ROPE With PULLEY.

- EXIT Motel.
- USE ROPE With DEAD COUSIN TED.
- WALK To Fireplace.
- PULL ROPE.
- ENTER Motel.
- WALK To Fireplace.
- Enter Window.
- USE DEAD COUSIN TED With DOCTOR FRED.
- USE ROPE With Doctor FRED.
- Exit Window.
- PULL ROPE.
- USE FUNNEL With DR. FRED.
- USE COFFEE With Dr. FRED (Regular Coffee)
- TALK To DR. FRED.
- SAY: "Oh, forget it. I'll get rid of Purple Tentacle myself."
- SAY: "I'm getting Purple Tentacle declared insane and arrested."
- USE STAMP With Signed Contract.
- Exit Room.
- WALK To Main Hall (Double Doors).
- WALK To CIGAR SALESMAN.
- USE FLAG GUN With CIGAR LIGHTER.
- TALK To CIGAR SALESMAN.
- SAY: "Nice cigars."
- SAY: "Sure, lay one of those Havana babies on me."
- GIVE THESE ITEMS TO HOGIE:
Red Paint, Signed Contract, Cigar Lighter, Exploding Cigar.

SWITCH To HOAGIE:

- EXIT Room.
- WALK To MAIN HALL.
- GIVE EXPLODING CIGAR To GEORGE WASHINGTON.
This Will Blow His Dentures Out of His Mouth.
- GIVE CHATTERING TEETH To GEORGE WASHINGTON.
- PICK UP BLANKET.
- EXIT Main Hall To The Left.
- WALK Upstairs To The Right.
- WALK To Upstairs (Far Right).
- WALK Upstairs (Lower Left).
- ENTER Window.
- USE BLANKET With CHIMNEY.
- WALK To MAIN HALL (Downstairs).
- TAKE GOLD PLATED QUILL PEN.
- ENTER Grandfather Clock.
- GIVE GOLD PLATED QUILL PEN To RED EDISON.
- EXIT INN.
- WALK To KUMQUAT TREE Near Outhouses.
- USE RED PAINT With KUMQUAT TREE.
- WALK To CARRIAGE Near INN Entrance.
- USE BUCKET FULL OF SOAPY WATER With CARRIAGE.
- ENTER INN.

- TALK To GEORGE WASHINGTON
- SAY: "Whoa, You're like GEORGE WASHINGTON!"
- SAY: "My name's Hoagie."
- SAY: "Is it true about you and the cherry tree?"
- SAY: "I bet you've lost it. You couldn't cut down a tree To save your grandmother."

SWITCH To LAVERNE:

- TALK To TENTACLE GUARD.
- SAY: "I have To go To the bathroom!"
- WALK To THE PATH On The Right.

SWITCH To HOGIE:

- GIVE THESE ITEMS TO LAVERNE:
Can Opener, Spaghetti, Squeaky Mouse Toy, Dentures.
- SWITCH To LAVERNE:
- WALK To TENTACLE GUARD.
You Will Be Put Back into The Kennel.
- TALK To TENTACLE GUARD.
SAY: "Oooh... I don't feel so good..."
- PICK UP TENTACLE CHART.
- EXIT Room.
- EXIT Former Motel.
You Will Get Caught And Put Back into The Kennel.
- TALK To TENTACLE GUARD.
SAY: "I have To go To the bathroom!"
- GIVE Tentacle Chart To HOGIE.
- GIVE Scalpel To BERNARD

SWITCH To HOAGIE:

- WALK To MAILBOX In Front of INN.
- USE SIGNED CONTRACT WITH MAILBOX.
- ENTER INN.
- WALK Upstairs.
- ENTER Middle Room (Betsy's Room).
- USE TENTACLE CHART With PATTERNS.

SWITCH To BERNARD:

- USE SCALPEL With OOZO THE CLOWN.
- PICK UP BOX O'LAUGHS.
- EXIT Room To The Left.
- ENTER Office.
- USE PHONE.
Bernard Will Order The Diamond.
- GIVE THESE ITEM To LAVERNE:
Fork, Crank, Fake Barf, Booboo-B-Gone, Box O'Laughs.

SWITCH To LAVERNE:

- WALK To TENTACLE GUARD.
Back To The Kennel.

- TALK To TENTACLE GUARD.
SAY: "Oooh... I don't feel so good..."
- EXIT Room.
- WALK To Main Hall.
- ENTER Fireplace.
- USE CRANK With CRANK BOX.
- USE CRANK.
- PICK UP FLAG
- USE FLAG.
You Are Now Disguised As a Tentacle.
- WALK To Chimney.
- TALK To BLUE TENTACLE.
He Will Give You a NAME TAG.
- ENTER Main Lobby To The Left.
- WALK Upstairs To the Right.
- OPEN ICE MACHINE.
- LOOK AT ICE MACHINE.
- PICK UP FROZEN HAMSTER In ICE MACHINE.
- ENTER First Room (W ROOM)
- USE CAN OPENER With TIME CAPSULE On Dresser.
- PICK UP VINEGAR.
- EXIT Room.
- ENTER Middle Room.
- USE NAME TAG With MUMMY.
- USE ROLLER-SKATES With MUMMY.
- PICK UP EXTENSION CORD.
- PUSH MUMMY.
- EXIT Room.
- WALK Upstairs (Straight Ahead).
- USE FAKE BARF With HAROLD.
Harold Is Now Disqualified.
- USE SOGGY NOODLES With MUMMY.
- USE FORK With MUMMY'S HEAD.
- USE DENTURES With MUMMY.
- USE BOX O'LAUGHS With MUMMY.
- WALK To The Right.
- TALK To JUDGES.
SAY: "Hey when are you guys going To judge Best Hair?"
- TALK To JUDGES.
SAY: Hey when are you guys going To judge Best Smile?
- TALK To JUDGES.
SAY: "Hey when are you guys going To judge Best Laugh? The Mummy Wins The Contest."
- EXIT Mummy's Room.
- WALK Downstairs To The Left.
- ENTER Main Hall.
- Enter Door Left of FirePlace.
- Use FROZEN HAMSTER With MICROWAVE.
You Defrost The Hamster.
- ENTER Door On The Right.

- OPEN DRYER.
- PICK UP SWEATER.
- USE SWEATER With COLD WET HAMSTER.
- EXIT Former Motel (Outside).
- WALK To FENCE To The Right.
There Will Be a Cat Scratching Himself On The Fence.
- USE Booboo-B-Gone On The Fence.
- USE SQUEAKY MOUSE TOY With CAT.
You Now Have The Cat/Skunk.
- WALK To THE PATH On The Right.
- USE EXTENSION CORD With Plug.
- USE EXTENSION CORD With WINDOW.
- GIVE Vinegar To HOAGIE.

SWITCH To HOAGIE:

- ENTER INN.
- ENTER Grandfather Clock.
- GIVE VINEGAR To RED EDISON.
He Builds The Super Battery.
- PICK UP BATTERY From Shelf.
- WALK Upstairs.
- ENTER Third Room On The Far Right.
- GIVE LAB COAT To BEN FRANKLIN.
You Will Now Fly The Kite.
- USE BATTERY With KITE POCKET.
- WHEN BEN SAYS "NOW", PUSH KITE.
Lightning Will Charge The Battery.
- PICK UP BATTERY.
- WALK To The CRON-O-JOHN.
- USE BATTERY With PLUG.
Hoagie Is Ready To Go.

SWITCH To LAVERNE:

- ENTER Former Motel.
- ENTER Main Hall.
- ENTER Kennel (Straight Ahead).
The Tentacle Guard Will Talk To You.
SAY: "Um, I'm here To see you, big boy."
SAY: "I'm here by accident. Bye."
- GIVE DINNER CERTIFICATE To TENTACLE GUARD.
The Tentacle Guard Will Leave.
- USE SWITCH.
- USE CAT.
The Humans Will Run, Thinking It's a Skunk.
- EXIT Room.
- Enter Main Lobby.
- OPEN Grandfather Clock.
- ENTER Grandfather Clock.
- USE EXTENSION CORD With OUTLET On Generator.
- USE TOASTY WARM HAMSTER With GENERATOR.

- PICK UP HUBCAP.
 - USE BUILT-IN SHOP VAC With MOUSE HOLE.
 - OPEN HATCH On Shop Vac.
 - PICK UP DUST BALL In Shop Vac.
 - USE HAMSTER With GENERATOR.
- Laverne Is Ready To Go.

AFTER ANIMATION SEQUENCE, YOU ARE IN THE HONEYMOON SUITE:

- EXIT Room
- WALK To The Right Towards Purple Tentacle.
He Will Use His Ray Gun To Shrink You.
- ENTER Middle Room After Shrinking.
- ENTER Mouse Hole.
- PICK UP BOWLING BALL After You Are Returned To Normal Size.
- EXIT Room.
- WALK Downstairs To The Left.
- ENTER Grandfather Clock.
- USE BOWLING BALL On PURPLE TENTACLE.
They Will All Die And Their Leader Will Appear.
- TALK To PURPLE TENTACLE (Leader).
SAY: "Just what is it you have against humans anyway?"
SAY: "But humans also created Sludge-O-Matic, which made you super-intelligent."
SAY: "Who, Fred? But there's only one of him."
SAY: "Let's discuss your hatred of humans further."
SAY: "Sounds like you just hate Dr. Fred."
SAY: "You're pretty handy with that raygun."
SAY: "Why don't you zap Dr. Fred if you hate him so much?"
- THE END ...SIT BACK'N WATCH!

MECHWARRIOR!!!!

In MECHWARRIOR, your task is to find the Chalice that will restore your family's good name and the throne of Ander's Moon. To do this, you will need to follow a chain of clues throughout the Successor States, fight numerous mercenary missions, perform shrewd trades to raise funds, and defeat a Heavy Lance in two climactic battles, all within five short years. To assist you, I have divided this walkthru into five parts. The first part (this one) describes the overall flow of the game. The other parts are as follows:

- RECOVERING THE CHALICE: Details the clues and actions you must take to track down the Chalice.
- FINANCING MECHS : Explains how to accumulate the necessary funds to outfit a Heavy Lance.
- THE MECH SIMULATOR : Presents tips and tactics for use with the Mech simulator.
- THE FINAL BATTLE : Describes tactics for use in winning the final confrontation with the Dark Wing.

Your first task in the game is to start following the thin trail of clues that will lead you to the Dark Wing. These clues may be obtained in a variety of locations, but they usually appear when you order drinks at the bar or in NewsNet messages. As you follow these clues, you will also want to start raising money by buying and selling Mechs.

It should take from two to three years to discover the location of the Dark Wing (who hold the Chalice) and to have the money to buy enough Mechs to outfit a Heavy Lance. The next step in your quest is to take on missions. These will raise your prestige (or reputation) so that "Good" to "Excellent" pilots will be willing to hire on. These missions will take most of your remaining time.

Finally, you will be ready for the Dark Wing. You will need to have four Heavy Mechs consisting of (preferably) one Marauder and three Heavy Mechs. You will also need to hire three pilots, with at least Good skills in gunnery and piloting. Assign a Mech to each member, load up, and move out. Once you have beaten the Dark Wing, you have won the game.

RECOVERING THE CHALICE:

This part is a guide to the textual clues that must be followed in order to retrieve the chalice. Note that in each game certain locations are randomized, including the starting planet. These planets are designated with an asterisk (*). Where alternate planets are known, they are listed. You begin play in April, 3024. I recommend that you spend the first two years or so of play following the clues and trading Mechs for money. Thus, by mid-to-late 3026, you should know the location of the Dark Wing (who hold the chalice), and also have enough money to begin putting together a heavy lance. The clues are listed in sequence. Each clue has three pieces of information: the planet you will be on when the clue is received (remember, however, that these are randomized); the action you must take to get the clue; the information the clue gives. Note that you must follow the chain in its entirety. Each clue triggers the next, so you cannot simply skip a set of clues to save time.

- *TANCREDI IV : At the bar, order a drink. You will be told to find Grig Griez. The NewsNet for May, 3024 tells you to go to Galedon V.
- GALEDON V : Request a mission, then go to
Land's End.
- LAND'S END : At the bar, order a drink. You will be told to come back to the bar. Leave, then return to the bar and order another drink. You will be told to go to Delacruz.
- *DELACRUZ (TABAYAMA) : Upon landing, agree to take the package to Dustball. Then, go to Dustball.
- DUSTBALL : Upon landing, fight, then run. Grig's ship is the Stone Arrow. Go to the bar and order a drink. You'll be told to find Kangaroo Jack and that his brother is garrisoning at Levorno.

- *LEVORNO (SADURNI/GIBSON): The Mech Complex is located here. Go to Okefenokee.
- *OKEFENOKEE (TANCREDI IV): At the bar, order a drink, then leave the bar. Follow the address, hide, then fight. Read the NewsNet; you'll be told to go to Prosperina.
- *PROSPERINA (DELACRUZ) : At the bar, order a drink, then accept the story. Read the NewsNet; you'll be told Kearney's on Albiero.
- *ALBIERO (RADSTADT) : Upon landing, follow Tasha, then trust her. She will tell you the chalice is on Radstadt.

You will receive \$ 5-million credits and the location of Dark Wing after the battle at Albiero. Your next task is to accumulate enough prestige to be able to hire Good to Excellent pilots and to buy BattleMasters for each of them. Read the section on Mech Financing to learn how to do this.

RADSTADT: When landing, you will have the option of attacking the Dark Wing in order to retrieve the chalice. This is covered in the section on the Final Battle.

MECH FINANCING:

This part describes how to finance the Heavy Lance that you will need in order to tackle the Final Battle with the Dark Wing.

The key to MECHWARRIOR and winning the game is to realize that the most important thing you can do is earn lots of money. You will need around \$ 40 million in credits to buy your Heavy Lance; you cannot accumulate this kind of money by taking on missions, at least not in five years. The only way to do it is to buy Mechs at low prices, and sell them at high prices. Using this approach, you can accumulate the necessary funds in a couple of years.

In order to streamline your task, it is recommended that players combine Mech trading with clue chasing. As will be seen shortly, this will necessitate some extra travel and detours in the course of following the clues. But overall, a critical time savings can be achieved by carefully combining the two tasks.

The key to successful Mech trading is quite simple: Buy low, sell high. You can buy Mechs for relatively low prices at centrally located worlds in the areas controlled by each House. Capitals and military centers are particularly good areas. Good prices can be obtained for these Mechs at outlying (backwater) worlds such as Land's End. Note that most backwater planets will only buy one or two Mechs at a time. So, you should buy one or two expensive Mechs in order to obtain the best margins.

The sole overhead to your trade will be in transportation costs. These can be quite high when transporting several Mechs across known space. So, keep your numbers small and your journeys as short as possible. If you're uncertain about where to sell your Mechs, save the game before traveling. If the prices offered aren't satisfactory, restore and try a different planet. Above all, don't get caught hauling the same batch of Mechs around from planet to planet. The transportation costs can completely erase your profits.

As you near the end of the clues and trading cycles, you should begin to keep your eyes open for BattleMasters and Marauders. You will want three BattleMasters and one Marauder for your Heavy Lance. These can be hard to find, particularly the BattleMasters, so it may be worth the extra transport costs in order to ensure that you have enough of these scarce Mechs for the Final Battle.

THE MECH SIMULATOR:

This part includes hints and tips for operating your Mech at maximum effectiveness in the battle simulator. It also discusses some tips on handling Mech teams, such as the Heavy Lance you will use in the Final Battle.

The first task you have is to familiarize yourself with the Mech controls. You can do this during your first mission, which should be against a Locust. When requesting a mission, choose Attack or Retrieval missions over Garrison or Defense missions. This will allow you to dictate the pace of the engagement, and places the burden of positional defense on the computer. It is all too easy to lose a defensive mission against fast jump-jet-capable Mechs.

Before embarking on your first mission, be sure your Mech is fully repaired and loaded out. You may wish to check the prices of available Mechs. On the first world, it is often possible to sell your Jenner and have enough money to buy a Phoenix Hawk. Even a lightly damaged Phoenix Hawk is superior to a Jenner, and helps to ensure your first mission will be a success.

Before starting the first mission, be sure to save the game. Then choose your mission, assign yourself to the Mech, and blast off. Once on the planet, take a few minutes to familiarize yourself with the controls. You will want to have the manual open to page 27. First, practice changing your speed. Then, turn back and forth. Twist your torso, and note how your heading and torso directions can diverge.

Next, check your weapons linkage. You start with all weapons linked. Toggle off the short-range weapons. You should only have the longest-range weapons linked at the beginning of each engagement. In general, you will make better use of long-range fire than the computer, so the tactics detailed here emphasize that. Practice using the numbers and the plus (+) and minus (-) keys to select different weapons. Then, set the

active weapon to the longest range weapon you have, preferably a projectile weapon.

As you approach the opposing Mech(s), you will want to have your torso twisted to the right or left. Slow down as you begin to come within range, and be sure your target indicator is set on the enemy. Before you reach the range of your longest weapon, fire it. If the weapon is a projectile weapon, you can usually hit with it before it is "officially" within range. Note that this trick does not generally work with lasers.

Once within striking range, the other Mech will generally close. To keep your range, you will want to slow or even move backward. This will allow you to keep peppering the enemy with shots before he can reply.

You will have to make a fundamental choice in tactics: Shoot at the legs or at the head. Body shots are easy, but they may not disable the Mech, and they will take a long time to do so at any rate. Head shots are extremely difficult in most cases, but they leave a Mech relatively unscathed allowing for more lucrative salvage fees. Leg shots are of medium difficulty; Mechs will be disabled when a leg is shot out. This was the tactic of choice for me, but if you can consistently make head shots, then go for it. The one weak spot of BattleMasters is their relatively prominent head.

Heat control is critical and can be very difficult with some Mech models. Marauders are particularly prone to this with their heavy complement of weapons and relatively small heat sinks. Nevertheless, I recommend them as the best Heavy Mech for the human player (you). The reason is the Marauder's superb long-range weapons. Through judicious use of Autocannon, you can seriously damage a Mech before it can even return fire. A linked barrage from the long-range lasers can often finish them. Be careful, though, and watch the heat.

When putting together a Lance, I recommend waiting until your prestige enables you to hire Good to Excellent pilots. This will take quite a few missions. You should take the toughest missions offered if you have the Mech to handle them. This will bump your prestige more quickly than several lesser engagements. When your prestige is high, you should go to the bar and try to hire crew. If the crew available is not up to snuff, take some more missions and check again.

Though the simulator provides a fair degree of flexibility in the ways in which you can direct a Lance, your Lancemates will generally come to close range as soon as possible. This means they will take significant damage (and dish it out). So, you will need to get them the best Mechs possible for close-range combat: BattleMasters. You should stick with a Mech that has good long-range strike capabilities such as the Marauder or Rifleman. Then, as your Lancemates close with the enemy, move to one side and keep hitting the enemy Mechs from long- to medium-range. Avoid closing as this limits the amount of assistance you can render.

In missions where you can complete it by touching the enemy headquarters, you may try having one of your Lancemates circle around for the headquarters while engaging with the rest. This does not usually work, because the enemy will usually leave a defending Mech to deal with this.

One anomaly that can work to your advantage is the gap between the headquarter buildings. If you can get the buildings between yourself and the enemy Mechs, you can sometimes fire at them through the gap in the buildings. They will not return fire and will often continue to stay where they are.

You can successfully complete any mission by destroying all the enemy Mechs. This will also ensure maximum salvage fees; it is the recommended method for winning each mission. The one exception is the Final Battle. See that section for details.

THE FINAL BATTLE:

This part describes tactics for the final confrontation with the Dark Wing. When you have won this engagement, you will retrieve the Chalice and win the game. In MECHWARRIOR, unlike many CRPGs, the final battle is anything but anticlimactic. The Dark Wing is a Heavy Lance of four BattleMasters and a WarHammer. This is the toughest opponent you will ever face in MECHWARRIOR; when you win you will deserve the Chalice.

As described in other parts, you will need to have a Heavy Lance of your own to tackle this battle. The ideal Lance will have three BattleMasters (for your hired mercenaries), and one Marauder (for yourself). You should also have Good to Excellent pilots. Every Mech should be fully repaired and loaded, and each should take enough extra ammo to do a complete reload.

The final battle actually consists of two battles. In the first, you will face the Dark Wing in a set-piece battle. Assuming you win this clash, you will then be taken to another battlefield. Here, you will face the Dark Wing again, which has been fully repaired and loaded. Your own Mechs retain their damage from the first engagement but can reload. The second battle is a standard attack mission with the goal of touching the Dark Wing Headquarters.

In the first battle, you should try to concentrate against one or two of the enemy. Maneuver your own Mech to one side and attempt to finish the Warhammer, then, attack the nearest BattleMaster. Your Lancemates should be coordinated so that they cannot be picked on individually. Depending on the terrain, you may be able to prepare a defense behind a mountain so that the enemy can be attacked, one Mech at a time. Remember that you have two engagements to fight; try to minimize the damage your Mechs take.

After you win the first battle, you will be taken to another battlefield. In this battle, your objective is to touch the enemy headquarters (thus retrieving the Chalice). Unlike earlier missions, your best chance is to do just that: Avoid the enemy Mechs as much as possible, and get to the headquarters. Fortunately, the enemy Mechs are split on either side of a mountain in front of the headquarters.

You should move your entire Lance to the south of the mountain. Your Mech should be in (or close to) the lead so that you can deal with the enemy Mechs on that side of the mountain. Send one of your Mechs to the headquarters while you and the other Mechs tangle with the enemy. The northern Mechs will come around the mountain and attack your rear, so be prepared for them. You may wish to peel off a Mech to delay them, though it is basically a suicide mission.

The key to this last battle is the quick elimination of the southern Mechs followed by touching the base as soon as possible. I know of one player who took a light mech into the final battle with this in mind. A fast, light mech with jump-jets is definitely an asset in the second engagement. However, the light mech will be hard pressed to survive the first battle, and may do best by staying out of it entirely. Needless to say, this puts a strain on the remaining Mechs. I chose the all-Heavy Mech approach and found it the easiest way to tackle the final battle.

Once you have touched the base, you have won the game! You may continue to take missions and play with the simulator. Note that a bug/feature in the game causes the NewsNet messages to act as if you had failed in your mission. Also, if you land on Ander's Moon, you will still be arrested. There is nothing you can do about this; simply ignore it and enjoy the simulator.