

Hints & Tricks

by Ed "DAMAGE" Ota

This section is dedicated to helpful hints, strategies and techniques about game play. Currently, Ambrosia's entertainment programs are Chiral 1.0 & Maelstrom 1.4, but more are on the way. This section of the newsletter is heavily interactive. If you have a favorite strategy that has not been covered, send it in. Not only will we include your name along with your hint in our next issue, but we will put you on our Product Review List. A preview copy of our next game will be sent to you along with the review editors of major magazines before release, giving you first crack at our next game. For this first issue, all hints are from the Ambrosia office staff.

aelstrom 1.4.0

—First off, you should have an idea of what you are shooting at and how much it is worth.

Maelstrom Scores Breakdown

Small Asteroid

300 points

Medium Asteroid

100 points

Big Asteroid

50 points

Vortex

500 points

Shenobi Autonominous Mine

700 points

Star going Nova

1000 points

Shooting a Steel Asteroid

100 points

Destroying a Steel Asteroid

5000 points (yes, they can be destroyed).

Large Enemy

1000 points
Small Shenobi Fighter
2000 points

- Learn how to fly the ship so you do not become shield dependent.
- Stay away from the borders, visibility is limited and you could get a nasty surprise.
- Concentrate on one asteroid at a time, this will limit the amount of debris floating around.
- Better to shoot at a distance, large asteroids shatter into small ones that could take you out.
- Spread your shots out when shooting a large asteroid. This will take out some of the smaller ones.
- Configure the command keys the way you feel most comfortable.
- Shoot vortex's to get rid of them.
- Shoot floating floating mines (6 hits Approx.), if you run away it will only track you down.
- Keep moving when a Shenobi ship appears. Staying put makes you easy prey.
- Move quickly to get canisters and bonus points. They do not stick around for long. Canisters make about three passes.
- It is better to stop or turn around a steel asteroid with shots then it is to throw on the shields and get bounced across the screen.
- A fast moving steel asteroid is like a derailed freight train, stay out of their way and try to slow them down with shots from the opposite direction.
- Multiple shots will destroy a steel asteroid, but between the first shot and last shot is a very pissed off asteroid.
- After eliminating the last asteroid you have a small amount of grace time. Bonus points will continue to add up, but if you lose a ship it is not counted against you. Move quickly and aggressively to attack Shenobi ships or pick up bonus items during this time.
- Use a sweeping motion to get maximum effect from machine guns.

—Spare the last asteroid for a while to rack up bonus points and benefits. Beware of the Shenobi ships though, don't get too greedy.

—When using the spray gun to go after large asteroids, close in for the kill. This will allow you to eliminate all of the little asteroids after the first hit.

—A circular motion will allow you to wipe out almost everything when using the long range shots. But there may be a few stubborn rocks you have to concentrate on.

—The smaller Shenobi ships are smaller, "smarter" and more aggressive. It may be wise to avoid these mighty midgets.

—As in life, always try to stay a step ahead of the game. Try to predict your next move, if you can do this, you will do well in Maelstrom.

If you currently have [Maelstrom](#) on your computer, the above [Go To Icon](#) will bring you straight to the game. Start putting these helpful hints to use and see how much game play improves.