

# THE *Classic* TRICKS'N'TACTICS SUPPLEMENT

HINTS, CHEATS  
AND SECRET  
INFO ON SIX OF  
THE WORLD'S  
FINEST GAMES

PRESENTED  
**FREE**  
WITH  
**ACE**  
MAGAZINE



GODS



KICK OFF 2



RAILROAD TYCOON



CHUCK YEAGER



SONIC the HEDGEHOG



MEGA lo MANIA

**TRICK:**

Cunning action or plan.  
 Craft, device, knack,  
 know-how, technique,  
 skill, secret.

**TACTIC:**

Approach, course,  
 device, manoeuvre,  
 means, method, move,  
 scheme.



Welcome to the first Classic Tricks'n'Tactics Supplement! To help our new look issues go with a bang, we've based our free supplement around the very best pieces of computer games software available to day. If you examine the ACE Benchmark pages in the current issue, you'll find our views as to which games make up the absolute software collection.

This month, we've taken six games, most representing the best in their particular genre and painstakingly sought out the finest tips for you. And so, without further ado let us examine, nay peruse this month's list of titles.

Another ACE Publication

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# TRICKS 'N' TACTICS:

TNT

ACE Magazine's tips section; an authoritative breakdown of all the top games on the market, with information from both readers and software houses.

## 4 GODS

Still struggling to make progress in the Bitmap's excellent arcade adventure? Our playguide and map information will see you through.



## 8 KICK OFF 2

Perhaps the finest game ever created. But doesn't it just make you seethe to suffer defeat at the hands of a novice? Even if it's only one match in a hundred. Well, you can say goodbye to those over-goal nightmares with our top tips



## 10 SONIC THE HEDGEHOG

Rise up, Sonic T. Hedgehog and take a bow. Megadrive owners have had quite long enough to marvel at the graphics of this top notch release. Now, perhaps, it's time to make some progress...



## 13 CHUCK YEAGER'S AIR COMBAT

Chuck may be no spring chicken, but when it comes to all-out combat, no-one messes with the big Y. Indeed, Air Combat is possibly the best flight combat game available. If the enemy planes are proving just that tough too tough, our hints will be invaluable.



## 16 RAILROAD TYCOON

The game that everyone thought was a joke turns out to be one of the most addictive strategy products ever! As well as our corner-cutting route on the path to success, you may wish to enter our contest to win a whole book full of tips for building tycoons.



## 20 MEGA 16 MANIA

"It's all over!" How many times will you have to endure that cry? Not many more!



What does it take to be  
a dainty digital deity?  
The Bitmap Brothers dish  
out the dirt...

# GODS



*Gods is a game which constantly rewards the player who continues to experiment.*

## GENERAL ADVICE

*Gods* is split into four levels with each level containing three worlds. There is more than one way to complete each world and no world needs to be fully completed to finish the game. Additionally, there are many hidden puzzles and sections which can provide rewards. Some worlds have short cuts which enable the level to be completed quickly but you may lose out on treasure and other bonuses by taking them. It's up to you to experiment with the game to find out what is best to do.

## MONSTERS

All the monsters encountered in *Gods* have attributes that define their strengths, weaknesses and behaviour. The hit point 'HP' attribute lets you know how many times a monster must be hit before it dies. A weak monster would have perhaps 10 hit points, where a stronger creature could have 250 or more. As you progress through the game you will notice that the monsters become more intelligent. This means that they will be more effective at carrying out their objectives to steal treasure, kill or avoid you. It's not wise to attack them as

they're usually helpful.

## WEAPONS

Weapons also have attributes which define their behaviour and effectiveness. The weapons hit point score determines how powerful it is. For example, to kill a monster with 20 hit points would require 20 throws of a one hit point weapon (such as a knife) or four throws of a five hit point weapon (like a fireball). Weapons which go past walls are generally more effective. Overall, the value of the weapon reflects its usefulness.

## POTIONS

Correct use of potions can be helpful in completing many sections of *Gods*. You can normally only carry three items so don't buy too many potions in the shop, leave room for other objects necessary for solving puzzles.

## POWER POTIONS

These are used to increase the effectiveness of weapons. Buying or picking up a power potion increases the damage done by ALL

of your weapons. The same effect can be achieved by getting multiples of the same weapon. Combining power potions effect all the weapons, they are obviously a far more economical way of increasing weapon hit points than buying or picking up multiples of the same weapon.



*There is no perfect way to complete Gods, players are still finding solutions to puzzles which were never designed to be solved in that way.*

## EASY DOES IT!

Here is the simplest and quickest way through Level One, plus one or two hidden areas and how to find them. Good luck, bold adventurer...

### EXTRA LIVES

Additional lives are found in treasure rooms but they can also be awarded for clever play and scoring points. Extra lives can also be given to help to a player that is doing badly.

### LEVEL ONE — WORLD ONE

The first world of the game is used to enable the player to get used to the control method and to solve some simple puzzles. The first key you'll need is the one to open the treasure room. The world key is in the treasure room and opens the door to the end of the world. For a shortcut, reset lever one and two to move black one. This will reveal a water crystal and power-up and teleport you.

#### Get to the treasure room

1. Kill the monsters on the ledge to the right of lever three to receive a trap door key. This will let you close the trap door above lever nine by pulling lever four. You will then be able to jump down and open the treasure room door.

2. Push all four hidden switches to open the trap door which leads from the base of the treasure room. All treasure will then fall through onto the floor beneath the room.

Try not to die, stand and play which games will be most useful and where you would be most likely to use them.



### WORLD THREE

Pull switch two to close the trap door and blow up the spikes in the pit. Get the giant jump to go up the trap door.

Alternatively, you can wait for two minutes and a teleport crystal will appear to move you up, although you will not get the special bonus. Get the key on the top left platform to open the trap door to the right. Go up the ladder which leads to the towers. Go up the ladders to the bridge and jump across the platforms to the left to collect the trap door key. Go right and collect the teleport key. Open the door by pulling lever 11 and this will teleport you to the platform on the far left of the map. Collect the door key. Go right and pull lever seven and drop down through the trap door. Pull lever eight to teleport you to the top door on the right. Pull lever nine to enter the treasure room and collect the lightning bolt. Pulling lever 18 will open the door and take you back. Collect the world key and go down the ladder and when you reach the bottom platform you will receive a trap-door key. Pull lever 12 and go down to defeat the centaurion protecting the temple.

Go up the ladder to the temple and enter the door to exit the level. In the shop you should buy the Magic Axe and spend the rest of your money on Power Potions.

#### How to enter the treasure room

Kill the wave of monsters which appear to the left of lever three. They will give you a trap key. Reset lever three, which will then give you a shield when you pull lever four to protect you when you drop through the trap door to the treasure room.

#### To move black one

You have to get to this point with more than two lives, more than \$5,000 points and within 140 seconds from the start of this world.

#### Boss map

The Centurion is the master of the temple. Watch the Centurion as he threat out threats and note the point where they bounce the highest. This is the place you should stand to kill the boss without getting hit. Move backwards and forwards at the same time as the Centurion, keeping the same relative position in order to avoid being hit.

#### Special bonus

Kill the Centurion without collecting the lightning bolt to receive a gold treasure chest.

#### How to find the second puzzle

1. Blow up the trap with lever four and then pull lever three to reveal an iron treasure chest.

2. Reset lever four and pull lever five to get a fire crystal.

3. Pull lever seven within two minutes from the game start to make platform two move.

4. Push hidden switch one to get fire crystal.

5. Finding these four puzzles will mean that you can find the final part of the puzzle in World Two.

### WORLD TWO

Get the key on the left of the screen to open the trap door on the right. Make sure you go over the top platforms as the bottom route is more difficult but will give you bonus crystals. Collect the water and take it to the stairs at the bottom of the map, attach the room key on the way. Get the world key from money to exit on the right. Buy Warhorns and Martial Arts at the Shop.



# TNT GODS



Small power potions power-up weapons only. Large power potions power-up weapons & armor.

## WONDERFUL WEAPONS

| Type           | Cost   | HP | Stop on walls | Stop on monsters |
|----------------|--------|----|---------------|------------------|
| Knife          | 2,500  | 1  | YES           | YES              |
| Throwing Star  | 5,000  | 2  | YES           | NO               |
| Mace           | 7,500  | 3  | YES           | YES              |
| Axe            | 10,000 | 4  | NO            | NO               |
| Fireball       | 12,500 | 5  | YES           | YES              |
| Hunter         | 15,000 | 5  | NO            | YES              |
| Magic Axe      | 15,000 | 5  | YES           | YES              |
| Spear          | 17,500 | 6  | NO            | NO               |
| Time Bomb      | 20,000 | 20 | NO            | NO               |
| Lightning Bolt | 30,000 | 25 | NO            | NO               |

In Level Four the power of the axe increases to 12 HP and its value to 17,500.

## POWERFUL POTIONS

| Type         | Description            | Value  |
|--------------|------------------------|--------|
| Chicken      | Restores Energy        | 650    |
| Apple        | Restores Energy        | 1,000  |
| Weapon Arc   | Standard               | 1,000  |
| Weapon Arc   | Intense                | 1,900  |
| Weapon Arc   | Wide                   | 1,800  |
| Bread        | Restores Energy        | 1,300  |
| Small Health | Restores Energy        | 4,000  |
| Magic Potion | Freezes Aliens         | 4,000  |
| Shield       | Invulnerability        | 5,000  |
| Magic Wings  | Effects Familiar       | 5,000  |
| Power Potion | Increases Weapon Power | 6,000  |
| Large Health | Restores Energy        | 8,000  |
| Starburst    |                        | 10,000 |
| Power Class  | Effects Familiar       | 10,000 |
| Power Potion | Increases Weapon Power | 12,000 |
| Shield       | Reduces Damage         | 20,000 |
| Extra Life   |                        | 20,000 |
| Familiar     |                        | 30,000 |

In Levels Two, Three and Four the power-ups increase in value to 17,500 for a small and 32,000 for a large.

In a situation where you are facing a threat that is a fire, a throwing star is much more effective than a knife.



Try to grab weapons with higher hit point ratings such as the Magic Axe, Spear or Time Bomb.

## BOUNTIFUL BONUSES

| Treasure             | Value |
|----------------------|-------|
| Pile of Coins        | 2     |
| Crystal              | 75    |
| Jewel                | 150   |
| Small Bag of Gold    | 200   |
| Large Bag of Gold    | 400   |
| Gold Plate           | 400   |
| Rockface             | 500   |
| Diamond              | 500   |
| Gold Mask            | 800   |
| Water Crystal        | 1,000 |
| Fire Crystal         | 1,500 |
| Iron Treasure Chest  | 1,800 |
| Steel Treasure Chest | 2,000 |
| Gold Treasure Chest  | 3,000 |



You're on the way to Weimby thanks to Steve Screech and Dino Dini. Kick Off's resident Saint and Greavsie, as they take you through the best moves in the business....

#### STRUT YOUR LOB

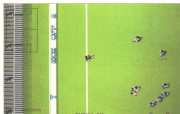
The Long Ball is the best method of defeating the computer opponent. Run straight up the pitch after you're kicked off until your entire forward is on the rim of the circle. Then pull back on the joystick and press fire to perform a hard lob. Eight times out of ten you'll score a goal if the computer or another human opponent tries the same trick; you must attempt to foul their striker before he makes it to the perfect goal-scoring position. The computer always plays a superb passing game, so never try to beat it

using any roundabout methods unless, of course, you're trying to run rings around the goalie.

There is no perfect way to take a throw-in. Besides, you can determine the direction and distance. Don't get carried away; possession of the ball is the top priority.



Not many players can doubt this is perhaps the definitive simulation of soccer, but how can you be the one with the most goals at the end of a match? Well ACE readers, it's a funny





### APPLY THE AFTERTOUCH

This isn't an option, it's essential. Aftershoot is the icing on the cake as far as Kick Off 2 is concerned. Apply aftershoot as soon as you've kicked the ball. That way, you'll get more effect. Running in at the goal on a diagonal path and then applying aftershoot inside the near post is lethal. Experts may like to apply aftershooting to long passes.

### FREE KICK ADVICE

Free Kick Off 2 players seem able to handle free kicks, but they're really very simple to master:

#### Step One.

Hold the fire button down for about one second.

#### Step Two.

On releasing the firebutton, hold the joystick to the left or right.

#### Step Three.

Once the ball has been kicked, push the joystick back the opposite way. You can also try this just before you kick the ball. If you can manage it, give the ball some dip.

This should result in a fast, curling shot which may well bounce up quite violently in front of the keeper, making you look like an expert and him an idiot.



Just like in the original version, go for a curling corner kick. Choose a high cross aimed right on the goal line and you should score it easily.







## MAKING THE SAVE

When the opposition is lining up their penalty shot, move your joystick left and right to follow the arrow. Hopefully your goalie will go in the right direction when the shot is finally made.

## GENERAL TIPS

1. If you're in an impossible shooting position, it's best to pass rather than be a hero.

2. For a tough game, play against the computer on International Level whilst on a soggy pitch and no effortouch. Pretty difficult, eh?

3. Use all the available tactics. Players who don't bother with tactics are missing out on a big part of the game.

4. Practice makes perfect.

5. Watch out for the keeper...



Whenever you make a shot, hold the Revolution down and push forward in the hope of making a hard shot.



| OPTIONS         |               |                 |           |       |           |
|-----------------|---------------|-----------------|-----------|-------|-----------|
| PERIOD          | DEFENDING     | OFF             | DEFENDING | OFF   | DEFENDING |
| COURTESY        | 0 0 0         | 0 0 0           | 0 0 0     | 0 0 0 | 0 0 0     |
| LESS            | 0 0 0         | 0 0 0           | 0 0 0     | 0 0 0 | 0 0 0     |
| ENTER TOUCH     | NO            | YES             |           |       |           |
| ENTER TOUCH     | NO            | YES             |           |       |           |
| GLOBAL SKILL    | INTERNATIONAL | 0 0 0           | 0 0 0     | 0     | 0         |
| GAME SPEED      | NORMAL        | 0 0 0           | 0 0 0     |       |           |
| GOAL LEVEL      | TEAM 0        | TEAM 0          |           |       |           |
| SELECT PRACTICE | TEAM 0        | TEAM 0          |           |       |           |
| CONTINUE        | ABORT         | BACK - PREVIOUS |           |       |           |



| KIT DESIGN |        |        |        |        |        |
|------------|--------|--------|--------|--------|--------|
|            |        |        |        |        |        |
| Team 0     | Team 0 | Team 0 | Team 0 | Team 0 | Team 0 |
| Team 0     | Team 0 | Team 0 | Team 0 | Team 0 | Team 0 |
| Team 0     | Team 0 | Team 0 | Team 0 | Team 0 | Team 0 |
| Team 0     | Team 0 | Team 0 | Team 0 | Team 0 | Team 0 |

# SONIC

## the Hedgehog



### GREEN HILL ZONE

This is very straightforward. Just collect as many rings as possible and search the trees for special items and springs. In Act Two, there's a pendulum halfway through the stage - fall off it and go left and you find the super sonic boots which allow you to jump on top of the big ring and grab that extra life.



### MARBLE ZONE

When you start this level, don't wait around because the land catches alight and you end up with a burning labyrinth. The caterpillars should be jumped on - land on their heads to kill them. In Act Two, where the lava shoots you up into the air, continue along the ground and stand by the platform. Don't jump on it, but instead wait until the block lands. You can walk through the wall and behind are 30 rings and a 1-up.

### SPRING YARD ZONE

Basically, if you stick to the bottom of the landscape, you can't really go wrong in this section - it's very straightforward and there are few hazards. The blue rolling creatures are the only big pain on this screen, but you can kill them by jumping on them while they're open. If you miss one, be careful that it doesn't turn around and chase after you!

### LABYRINTH ZONE

The key to success in the water here is to breathe in the big air bubbles - and when you enter the water, always use the spin attack, just in case danger lurks there. Hunt around for the levers to open different areas of the zone - there are several secret doors which are very easy to find.

### STARLIGHT ZONE

In this zone, roll and do a spin attack to build up speed when you're whizzing around the loops and turns. If you don't, and there's a ladder present, you'll die. So keep on the offensive, or it'll be curtains. When you see the little robots which walk onto the screen, wait until you see their faces start to burn and quickly run away as they're off-screen. When you hear them explode, it's safe to move forward. That way you avoid their deadly debris.





## SCRAP BRAIN ZONE

**ACT ONE:** When you first start this act, don't enter the slide. Instead, fall downwards and make your way to the bottom of the screen past the crushers and the moving blocks. Continue right and move along quickly, keeping an eye out for the deadly wheels which chase after you. Continue along right and when you begin to go up an incline, whip past the robots and the ball-throwing pigs and make your way to the top. Run right and you finish the act - a much quicker way than the other route!



**ACT TWO:** Jump the first flame on this level and land on the first rotating wheel. Pull downwards to get you spinning around very fast and when the wheel reaches the top, press jump and you should get thrown through the air onto the platform on the other side. Continue right (watch out for the flames) until you come to the viscous. The first one takes you downwards.

Walk to the left and time your jump onto the rotating platforms - be very careful that you don't fall through them. Keep moving to the left until you come to a conveyor belt and a sharp rotating blade. Keep dodging the rotating robots until the blade slows, whenever you should run underneath it and repeat the sequence to get past the second blade.

Enter the ether vacuum and walk to the right. Avoid the holes in the floor, move over the rotating platforms and enter the last vacuum. Continue right and jump up when you see the platform and the steel swinging ball. Kill the pig, get the invincibility and make your way downwards, killing everything you can. Continue to the right, dodging the spiked balls, and finish the act.



## BONUS STAGE

Finish any screen with 50 rings or more and you enter the bonus stage. Collect 50 rings in the bonus stage and you earn a continue - collect 100 and you get an extra life. You also get a chaos emerald - collect all six and you get a better game ending.

# SONIC

## the Hedgehog



### BEAT THE EGGMAN

Dr Eggman roars his ugly head at the end of each zone, and you have to kick his monkey ass from whence it came. This is how to do it...



### ZONE ONE

As soon as you hear the end-of-level music, run to the right and jump onto the platform. When Dr Eggman appears on screen, jump and hit him as many times as possible before the incoming ball is fully activated. Then, run to the bottom left hand corner and wait for the ball to swing past. When it moves to the right, jump onto the platform above and hit him once. Jump down and run to the left hand corner. Keep repeating the process until he gets lost.

### ZONE TWO

Wait until Eggman comes on screen and hit him once. He moves to the left and drops lava. Wait until he starts moving again and jump and hit him once. Wait until he stops above you and jump to the left. Keep repeating the sequence until he's beaten.

### ZONE THREE

Stay on the left hand side of the screen. When Egg comes across and starts moving down, move out of the way and hit him twice (hitting is critical here). Stand on the block next to the one he demolished and repeat the process until he retreats.

### ZONE FOUR

Don't worry about hitting Eggman - just make your way up to the shaft without getting hit by the spikes or statue heads. As long as you avoid all the traps, you'll be O.K.

### ZONE FIVE

Watch where he drops his first spiked bomb. Jump on the bomb and spin the spiked ball into the air. If the ball misses him, move over to the other side of the lava and wait for the ball to land. This shoots you up into the air, enabling you to hit him. Repeat this on all three pulls until he goes away.

### FINAL ZONE

To dispose of the Eggman once and for all, run straight across to the right hand corner of the screen. When the crusher comes up, jump and hit the one nearest to you. If Eggman is inside, you'll have scored a hit. Stand on the end of the last crusher and when the electricity bolts start raining down, stand in the middle of the end trap and jump between them when they go (just above you). When you've cleared them, press right while you're still in the air and land on the bottom right corner. Continue to do this until you've hit Egg right times. The crusher then explodes and the screen moves on. Hit Egg once more to knock him off the edge of the screen and the end sequence will be yours for the replaying.



### SUPER CHEAT

To choose any level and access the sound test mode, press up, down, left and right and then the A button and Start together.

CHUCK YEAGER'S

AIR

COMBAT

The legendary Air Force General is on vacation,  
so Electronic Arts has agreed to give the first lecture  
at our ACE flying school...



## CHUCK YEAGER'S

AIR

## COMBAT



Welcome ladies and gentlemen.

Think of your fighter as an airborne killer! Yeah, forget about all those ground hoppers and concentrate all your efforts on the wild blue yonder. You're defending home targets from incoming aircraft rather than striking enemy targets on the ground.

Play around with the Custom Mission feature to learn the tricks of the trade. As an example, try going up against bombers and pick them out of the sky one by one. Once you've mastered flight, you can move onto the exciting stuff... dogfighting with a plane of equal ability to your own or one even better if you reckon you can handle the pace. This ain't no game for winged wings.

There are old pilots and there are bold pilots, but there are no old bold pilots. You must master aerodynamics. Use your speed and manoeuvrability wisely. A faster plane can not only get into firing range all the more quickly, its speed advantage can be used in lightning attacks. Speed also provides prudent pilots with the option of disengaging from combat if things get too hairy. At the simplest level, dogfighting is little more than a number of manoeuvres trying to outsmart your opponent and get into an angle of attack. Your plane's manoeuvrability is important, so choose wisely. An attack from behind is the best because you can get some shots in before your opponent has a chance to change direction. It's the need to get on the tail of an enemy that makes the manoeuvrability factor so important. A plane that turns tighter has a great advantage. Don't forget to utilise altitude, either. Outclimb the opposition or set steep dives. Modern never win medals!

Locate the enemy. Rookies forget this obvious starting point in their haste during the heat of battle. Don't mess around looking at the sights, get straight in there, find where they are and go for the kill. When you know the position of your opponents, you can set your altitude, speed, relative position and correct weapon selection for maximum efficiency.

F4U Corsair



HP: 1200  
 Max Speed: 340 mph  
 Max Alt: 40,000 ft  
 Max G: 10 G  
 Max Turn Rate: 100 deg/sec

P-51 Mustang



HP: 1000  
 Max Speed: 370 mph  
 Max Alt: 45,000 ft  
 Max G: 12 G  
 Max Turn Rate: 110 deg/sec

You have no wingman, so use the view keys to keep you aware of the positions of all the enemy planes. The scan keys, especially when used with Forward View (FV), are handy and helpful. To get a full 360° scan of the horizon, press (F2) and use the arrow keys to rotate your view. Zoom out as far as you can when looking for targets.

Keep the target window turned on at first, it may seem like cheating but it gives an useful list of useful information such as enemy's speed and manoeuvre. Perhaps the most important aspect of this feature is the detailing of your opponent's experience, it's always good to know when you're up against a toughie. The Map window is an obvious help in locating targets.

*Approach your target from its blind spot. A fighter's blind spot is below and behind, so for slash attacks. The quicker you attack, the less chance the enemy has of seeing you and reacting. Altitude advantage helps here. A dive also leaves you with a good amount of kinetic energy that can be put into other maneuvers like a Yo-Yo or a bog out if it looks too hot.*

*When attacking two planes, they will likely split. Target the one you're not attacking first, so your HUD will keep track of it. That way you won't have to relocate it after you've shot the first plane down.*

*Note the position of the target marker (small x) which tells you which way you need to go to line up your target.*

*In air combat, the plane's 'energy state' is more important than its speed. This is the combined energy of your speed and location. Don't waste energy on maneuvers that have no use. Climb when you are able. Dive if you need to attain speed. Watch your envelope, don't embark on a maneuver that will stall you of speed.*

*Watch your shooting percentage. Don't waste ammo, firing when the percentage is between 0 and 40%. Fire only when you know it will do damage.*

*If you're right on the enemy's tail or in a tight turn and need to slow down, don't reduce speed with the throttle. Instead, put up your flaps, brakes, and if you must, drop your landing gear to slow down.*

*Thank you for your time. Let's be careful up there!"*



## MISSION IMPOSSIBLE

Are you having trouble in *Force Outcasted*? In this mission, you're flying a MIG-15 against P-51s. Your plane is superior in terms of speed to its opposition. However, they are able to pull tighter turns. So use your power and speed to outwit them. Don't try to beat them in stable altitude combat. Climb above each plane, dive on it, take it out and climb again to get the next one. Don't try to outrun or outturn them.



## MASTER CLASS

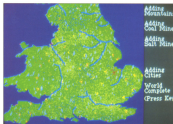
When you've mastered the game, use the Custom Mission feature to create new challenges that you can run against your friends. For instance, pick a P-51, and see how long you can survive against fifteen P-51s at expert level (or the mission time at the end of the game to rank your success). If you can survive for more than a minute, you're doing pretty well. How long would it take you to shoot down fifteen big bombers in an F-40?



TNT

# RAILROAD TYCOON

Hailed as one of the best strategy romps around, Microprose reveals how you can beat the trainspotters at their own game...



Many old England, is the extent world to compete in Railroad Tycoon. The southern part of the country, between Bristol and London, is probably the best place to begin your Empire building.

Make no mistake, this is one heck of a train set! Set in the golden age of locomotive larks, Railroad Tycoon brings into play the economic resources and commercial struggles of building and operating your very own version of British Rail. All these decisions are set against the ever-ticking clock of history. Trains improve, cities grow, industry alters. Every change brings a new decision - every decision a new change.





| Income Statement: 1830     |           |          |  |
|----------------------------|-----------|----------|--|
| Executive Climate Services |           |          |  |
| REVENUES                   | YTD       | Total    |  |
| Sell                       | 4 21,000  | 4 1,000  |  |
| Subsidiary                 | 4 11,000  | 4 1,000  |  |
| Full Freight               | 4 11,000  | 4 1,000  |  |
| Share Freight              | 4 11,000  | 4 1,000  |  |
| Full Freight               | 4 11,000  | 4 1,000  |  |
| Other Income               | 4 1,000   | 4 1,000  |  |
|                            | 4 114,000 | 4 11,000 |  |
| EXPENSES                   |           |          |  |
| Interest/Fees              | 4 10,000  | 4 1,000  |  |
| Full Maintenance           | 4 14,000  | 4 1,000  |  |
| Full Maintenance           | 4 14,000  | 4 1,000  |  |
| Full Maintenance           | 4 14,000  | 4 1,000  |  |
| Full Maintenance           | 4 14,000  | 4 1,000  |  |
|                            | 4 14,000  | 4 1,000  |  |
| Operating Profit           | 4 114,000 | 4 11,000 |  |
| Stock Profits              | 4 11,000  |          |  |

TNT

In your railroad, being money? Check the Income Statement to find out where you're spending too much and not making enough.

## TAKING ON THE TYCOONS

Every Tycoon is tested in the simulation by their ability as a builder, financier, operator and robber. Each of these four skills goes from a state of zero (poor) to four (excellent). For instance, the financier number affects the rate paid for bond interest. In comparison to yours (zero pays 2% more, two pays the same, four pays 2% less), higher skill ratings increase the likelihood of takeover attempts and rate war attacks by that Tycoon. With their high financier and robber ratings, Karen Rothchild and George Hubson are perhaps the deadliest opposition in Railroad.

Learn from the management style and behavior of your fellow tycoons. Strategically, locate Railroads in the main competition in Europe.



Don't get too in a tight industrial market straight away. Generally, it's best to start with passenger, then gradually move into mail before your first heavy haul freight.

| Financial Summary              |                   |  |  |
|--------------------------------|-------------------|--|--|
| Ledy & Bradford RR             |                   |  |  |
| Track 24 miles                 | Cash 1 411,000    |  |  |
| Net Worth 1 1,150,000          | Bonds 1 100,000   |  |  |
| Public 100,000 Treasury 20,000 | Stock 1 1,150,000 |  |  |
|                                | Stock 1 1,150,000 |  |  |
| James Stephens RR              |                   |  |  |
| Track 24 miles                 | Cash 1 411,000    |  |  |
| Net Worth 1 1,150,000          | Bonds 1 100,000   |  |  |
| Public 100,000 Treasury 20,000 | Stock 1 1,150,000 |  |  |
|                                | Stock 1 1,150,000 |  |  |
| George Hubson RR               |                   |  |  |
| Track 24 miles                 | Cash 1 411,000    |  |  |
| Net Worth 1 1,150,000          | Bonds 1 100,000   |  |  |
| Public 100,000 Treasury 20,000 | Stock 1 1,150,000 |  |  |
|                                | Stock 1 1,150,000 |  |  |
| Karen Rothchild RR             |                   |  |  |
| Track 24 miles                 | Cash 1 411,000    |  |  |
| Net Worth 1 1,150,000          | Bonds 1 100,000   |  |  |
| Public 100,000 Treasury 20,000 | Stock 1 1,150,000 |  |  |
|                                | Stock 1 1,150,000 |  |  |
| Interest Rates (Days 1-12)     |                   |  |  |

Financial Summary is this is where you should go if things are looking bad and you need to check bankruptcy. Make sure you pay down any unpaid bonds before you perform this double act. Remember, short-term debt and bonds must be paid before you can get out of bankruptcy.

## CHEAT AND PROSPER

Want to increase your cash balance by \$500,000?

1. Enter the F1 Screen.
2. Press Shift-4 (\$)

Try to avoid overcrowded train whenever possible. Insulate all your big building whenever during an economic downturn.

| TYCOON                  | BUILDER | FINANCIER | OPERATOR | ROBBER |
|-------------------------|---------|-----------|----------|--------|
| Jay Cooke               | 2       | 4         | 1        | 0      |
| Erastus Corning         | 4       | 1         | 3        | 0      |
| Daniel Drew             | 1       | 3         | 1        | 2      |
| Jim Fisk                | 0       | 3         | 0        | 2      |
| John Forbes             | 4       | 2         | 3        | 1      |
| Jay Gould               | 0       | 2         | 0        | 4      |
| Jim Hill                | 4       | 1         | 2        | 2      |
| J. Pierpont Morgan      | 2       | 4         | 2        | 1      |
| J. Edgar Thompson       | 2       | 2         | 4        | 2      |
| Cornelius Vanderbilt    | 3       | 3         | 1        | 1      |
| Isambard Kingdom Brunel | 4       | 0         | 4        | 1      |
| George Hudson           | 1       | 4         | 1        | 4      |
| George Stephenson       | 4       | 1         | 3        | 1      |
| Robert Stephenson       | 3       | 2         | 4        | 0      |
| Napoleon III            | 3       | 1         | 0        | 1      |
| Benito Mussolini        | 1       | 1         | 4        | 3      |
| Otto von Bismarck       | 3       | 1         | 3        | 3      |
| Helmuth von Moltke      | 3       | 0         | 4        | 3      |
| Czar Nicholas II        | 3       | 2         | 0        | 1      |
| Vladimir I. Lenin       | 1       | 2         | 3        | 4      |
| Charles de Gaulle       | 1       | 2         | 2        | 3      |
| Baron Rothschild        | 2       | 4         | 1        | 3      |

Read / Write / Check: 100% of the time

| Age Group | Total (%) | Male (%) | Female (%) | Unknown (%) |
|-----------|-----------|----------|------------|-------------|
| 18-24     | 15        | 10       | 20         | 5           |
| 25-34     | 25        | 15       | 35         | 10          |
| 35-44     | 35        | 25       | 45         | 20          |
| 45-54     | 45        | 35       | 55         | 30          |
| 55-64     | 55        | 45       | 65         | 40          |
| 65+       | 65        | 55       | 75         | 50          |

# Bank Failure!! Wall Street Worried Recession Feared



If the current model doesn't generate an attractive array of resources, split the game and start anew.

### Days-Steps for Walkaround

repeated all experiments three  
times each. To compare the  
performance of the two

President (2011-2014)  
 Vice President (2011-2014)  
 President (2011-2014)  
 Vice President (2011-2014)  
 President (2011-2014)  
 Vice President (2011-2014)

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[illegible]

Are you having trouble mastering the marvellous mechanisms of megalomaniacal mayhem? Sensible Software recount 22 pointers to rule the roost...

# MEGA 10 MANIA

**1**

Pick a starting sector with the best elements for the inventions you wish to make this time round.

**2**

Some elements suit certain designs (see EUMER LART, MR DEAR WATSON's box).

**3**

Note the components and sector of any 'logistically feasible' designs. This is probably the best way to design that object and reduces design time by half, if you see another sector later in the game with the same elements available you'll know this design can be knocked out in next 10-to-100 times.

**4**

Look out for sectors with a plentiful supply of gatherable elements. These are often the best places to quickly produce weapons for a 'Surprise Attack'!

**5**

During later stages, especially in Epoch Three, it's advisable to find a sector with more sophisticated elements.

**6**

Eventually you should be able to pick the best items to mine and know the ones to leave alone.

**7**

It's always best to check the design menu whenever a new item is mined. A new design may have just become available.

**8**

What should you do if a team or element is totally used up when designing an object? Use the design on the Disappoint menu and there's a chance you may be able to redesign it with the elements you have left. Phew!

**9**

Statals and building weapons can sometimes increase your tech level and reveal an element which could lead to the designs you require.



Steps to attack come from the map programming team that brought us Whodunnit.

**10**

Elements made from gatherable elements save valuable time and resources.

**11**

Always wait until the clock has ticked down to zero before changing the factory to produce a new object.

**12**

Knowledge of the different elements in each sector can help you figure out what the computer opponents are likely to use themselves with.

**13**

Try to keep your men balanced between tasks to maximize efficiency. Only throw all your men into a single task during an emergency.

**14**

If time is on your side, try to leave as many men as possible to reproduce in the tower. Men are your currency, build wisely. There are no menial tasks in Mega 10 Mania!

**15**

Designing shields from just gatherables can be a lifesaver if you're under fire but with some spare time.

**16**

Play sensibly. Don't send unarmed men to attack buildings as they will have no effect.

Play wisely. Send one or two families to the daughter as a tester to see what sort of armies your opponents have hidden away.

**17**

Use the map to see what your enemies are up to.

**18**

Remember a building weapon man is twice as strong as an armed man on the ground from the same area.

**19**

If an opponent is too close for comfort at the beginning of a game, try to





## TRICKY TEAMSTER TACTICS

### Should you trust or trash these people?

#### SCARLET - Red

Usually a good bet for a quick alliance but prone to infidelity. Tends to attack frequently and with unpredictable allies can be quite easily tempted into a battle in order to divert her men away from duties at home. Try to avoid picking a starting sector next to her or she could cause trouble. She likes designing army weapons.

#### OSIRON - Yellow

Likes to offer himself in alliance more than most and unapologetically seems towards the less reliable side of remaining faithful. Osiron is prone to erratic retaliation attacks but is a useful ally in battle. Puts his hand towards any weapon design.

#### CAESAR - Green

Not so easy to persuade to ally, but worthwhile and fairly reliable. Seems to have the best balance between defence and attack. Prefers building weapons. You should attempt to test his territory.

#### MEDCAP - Blue

A real tough cookie to turn into an ally but faithful as the day is long. A careful tactician he rarely makes a false move. Hit Medcap early to put him off balance. He likes designing building shields. Tends to throw occasional but devastating attacks.



#### Title:

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#### Publisher:

ImageWorld

#### Developer:

Sensible Software

#### Design:

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Chris Chapman, Tony  
Bednarek

#### Codes:

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Chris Yates

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Jonathan Hare,  
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#### Sound:

Richard Joseph,  
Michael Burdett

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| PRO TENNIS TOUR 2     | ( ST, Amiga )     |
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