

anzer General

- Air units should act in concert and overwhelm a sector of the enemy. Bombers should always be escorted until the enemy fighter units have been shot down. Avoid operating your air forces in the face of substantial anti-aircraft (AA) units, these should be destroyed by artillery first. Most importantly, be unpredictable: squadrons of aircraft offer great flexibility and the enemy should always be forced to guess where to place the limited number of AA units.
- The best formation should always lead in the attack. The more experienced or better equipped unit will put a dent in the enemy, which will make it more likely that the adversary will collapse under the second, weaker blow. However, if the weaker unit leads, it may suffer a defeat and leave the enemy undamaged when the more experienced unit attacks.
- German U-Boats are particularly difficult to counter, especially due to the element of surprise. Whenever possible, they should be prosecuted by tactical bombers-these may not be able to destroy the submarines, but the threat of it can drive them away.
- Some of the scenarios have vague objectives, or at least it is unclear as to what time line must be met for victory. The simplest solution is to drive as hard and fast as possible without wrecking your army. Minor victories are occasionally possible even if the enemy still controls some of the victory locations, but in order to get a major victory ALL objects must be taken several turns before the designated end of the game.
- Infantry units who are equipped with halftracks retain a substantial combat capability when using strategic movement. If the enemy is badly mauled or on the run, such mechanized infantry units can move rapidly and overwhelm residual resistance. This tactic should not be employed if the enemy still has substantial armored forces, since halftracks are extremely vulnerable to tanks of all types.

Descent II Hints & Tips

- This game isn't Doom. Learn to use all twelve maneuvering keys and take full advantage of the 3D environment.

- Use the automap when you're totally lost; combined with the help of the Guide-Bot, you can't go wrong.
- Remember to use headlights in dark corridors! You'll live much longer if you do.
- Firing into lava produces a deadly explosion; try to fire at lava under enemy robots if they're hovering just above the lava.
- Learn to switch quickly between weapons, and know which weapons should be used for which situations. When confronting the brown claw-like robots introduced on the third level, use the Vulcan or Gauss Cannon instead of energy weapons, as energy weapons cause the robot to return fire with a deadly green plasma weapon.
- Before destroying the reactor, find the exit (if possible) and plan your escape.
- After destroying the reactor, turn on your headlight and make a beeline for the exit. Don't stop to fight enemies if at all possible. Keep up with your Guide-Bot!
- If you see the Thief-Bot on any given level, take a few minutes to finish him off so he won't bother you any more. Killing the Thief-Bot takes a bit of skill. Homing missiles are a good way to get a few solid hits on him; they're not a guaranteed hit, but they're better than any human could do with a laser weapon. Use the Vulcan Cannon, as you don't have to worry about leading him. Finally, find a dead-end room. After a few moments, the Thief-Bot AI will determine that it needs to head for the exit. Stand inside the doorway, blocking the exit, and fire your weapons continually until he's dead.
- When confronting bosses, learn to circle and strafe while firing missiles inward. Often, sniper attacks from inside protective doorways is the safest method of confronting a boss. Use your Guide-Bot ("Find Robot") or a guided missile to take a look inside the boss's room if you can't see where he is. Find places where you can fill your energy and shields, and use your headlight!

Hexen

- Learn to strafe and fire on the move. These baddies are not fast. (Well, the Dark Bishops and Death Wyvern are.) This ability will help you immensely in Hexen, as well as other games.
- Learn and maximize the effectiveness of the character you choose and the weapons you wield. In other words, read the manual because it has some very important material pertaining to your character.
- Pull every switch you see and watch the map closely. It helps to know where you are at all times.
- Don't waste your Icon of the Defender or Mystic Urn. They are invaluable at the end.
- Don't waste your Dark Servant or Porkulator on the tougher beasts such as Death Wyvern, Heresiarch, Zedek, Traductus, Menelkir, and Korax. They have no effect on them.
- Learn to hit without using mana. Certain weapons can be used without mana. This becomes important in the later rounds because the best weapons chew up mana.

- On the final board, after you have hurt Korax, he will open up two rooms on the sides of the hall. As soon as you can, go into these room to fight the next wave of beasts. This way you won't be caught in the fireballs, lava, and whatever other havoc he creates for you.