

### apitalism

- When starting a new campaign, do not try to do everything yourself. Buy whatever products are currently available at the lowest prices and sell at the highest price the market will allow. The key is to establish as many sources of cash flow as possible.
- Be careful in implementing your brand strategy. Establishing a brand for each and every product will allow your products' image to be unaffected by the performance of your other products, but this strategy will cost lots of cash in advertisements. The beginning player should start with one single company brand image or possibly a mix of the two.
- Careful placement of your business units in the 3x3 grid can save you quite a bit of money, not to mention increased efficiency. Examine different combinations of placement instead of placing units haphazardly.
- The various graphs and charts within the simulation are the keys to developing a sound marketing and business strategy. Make a concentrated effort on learning what all the various stats and bars mean.
- Don't be afraid to freeze the simulation to analyze the situation at large and think about your next big move.

### Mummy: Curse of the Pharaoh

- Getting to the site the first time (to investigate the murder) is easier than it looks. Make sure to turn left midway down the road before you hit the garbage. (Some nameless reviewers missed the dig site a few times.)
- Starting the generator and repairing the damage requires a number of tools. You need the wire strippers from the garage in order to strip the wires and reconnect them properly. You also need to use the masking/duct tape to tape the spliced wires together, get the gas can in the garage and fill it with a gallon of gas and finally prime the gas pump. Once all this is done, you can run along the darkened corridors.
- There is a safe behind the calendar in Malcom McDowell's office.

- A number of times you are forced to do counterintuitive things in order to continue the game. Amongst them are taking the blood-soaked dagger from the crime scene (like you would normally implicate yourself!) Raising the stupid mummy from the dead (like, how stupid can you get? The guy's a dead sorcerer and you KNOW he's up to no good. . .) And finally you need to take the crystals of power, even though most right-minded individuals wouldn't touch them or those obelisks with a ten-foot gauze-wrapped pole.
- The water in your canteen should be poured into the hole in the artifact in the warehouse. That will get you the scroll of life.
- One of the most frustrating things can be travel in the mine shaft — there's little to see, and after the first level you need to make your way down to the sixth level before you really get to anything of importance. One of the elevators actually goes down TWICE — make sure to use it. After the fourth level you have to use the go-cart, and you should crash down through the barrier that says keep out.
- At the spike puzzle in the start of the tombs, make sure to grab a stone from the rubble to your right before moving forward.
- The water death room requires quick action on your part. Here is a tip: You need to move one jug, use it, the rope and the plug in the floor, and realize you can fit in the other jug.
- The four statues room can drive you to distraction. After bringing the spike up by hitting the secret button then pulling the arm to lower them, go over to the statue to the east (if the one you climbed down from is the South statue) and climb up and jiggle its head. It may take a number of tries — the hotspot is darn near invisible — but you can knock off its head, which will allow you to climb over the spikes in front of the other statue and move onwards.

### Crystal Skull

- Save often, so you will be able to go back to another approach if you get into a situation that is terminal to your health. The game has an option if you are killed to save you, but it is often pretty difficult by the time this is available.
- You may need to go back and refer to details you may have missed the first time through an area, so you can do this a lot easier from the saved games.
- The cursor in the game changes to various icons depending on what you can do from that area of the screen.
- There are some general hints relating to the game provided in the historical information reference section of the game, so don't neglect those.

### Derrat Sorcerum

- Save often, so that if you get into the wrong path in the game you won't be totally committed to a losing position. The game is generally pretty good at not letting you do this at least at the beginning.
- You may want to go back to the saved games and refer to things that you forgot to take notes on in say the library, when you were there. The saved game route is a good way to be able to do this.

- The cursor turns into an "X" when the area is not reactive for the sake of the game.
- The cursor remains as an arrowhead when the area is reactive, now all you have to do is figure out how to make it react.