

STRATEGICALLY SPEAKING



Strategically Speaking is our column of strategy game tips. This includes wargames, sports games, economic and other "real life" simulations, and classic style games.

DISCLAIMER: The tips printed in SS are those of the authors. We try to avoid printing tips that don't work, but we cannot playtest all, or even most, of them. So, let the player beware.

Tips can be mailed to *Strategically Speaking*, c/o Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4566. Try to keep tips under 250 words if possible. Payments for tips and strategies used in CGW will be two issues of CGW. Please specify if you are already a subscriber when sending your tips.

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• BATTLE FOR NORMANDY

Since playing two different computer versions of SSI's *Battle for Normandy*, I noted an interesting computer German strategy in solitaire play. It will very often pull the German infantry division off Omaha Beach and leave the

road to St. Lo wide open. This only seems to happen when I land just a U.S. cavalry unit to oppose it.

But you only have June 6 and June 8 turns to take advantage of this since heavy German reinforcements arrive on June 10. You can get into St. Lo in the two turns, but remember to advance supply units or holding the town may pose a more difficult task.

Larry Brown, Atwater, OH

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• M.U.L.E.

Here are some tips for M.U.L.E.:

1) In tournament play, go for the crystite. Food, energy, and Smithore may appear to have equal or greater pay-off in the early rounds, but none provide the return on investment that Crystite provides.

2) Don't sell energy to your opponent. Get up for a drink of water or say you forgot. Without energy, their production shrinks to little or nothing!

3) If you get good position early on in the game, keep the price of land high so that your opponents will not be able to buy choice plots that may be randomly selected by the computer. To do this, push the Mechtron (when it is willing to bid) as high as it will go.

4) Do not select the Packer as a character. The Packer on the main screen has a hole in the center that sometimes makes catching the Wumpus difficult.

Dave Stone, Santa Ana, CA

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STAR LEAGUE BASEBALL

When playing against the computer, take advantage of its conservative

fielding habits. Learning to steal second base is a must as the computer is excellent at turning the double play on ground balls. Take your runner exactly two steps off first base. If the pitcher tosses over, you still have sufficient time to easily return to the bag. If trapped off the bag, run toward second until the first baseman throws to second. Then stop! The shortstop will not attempt to run down your man, thus allowing you to safely return to first.

after a few throws to first, the pitcher will make the pitch. You must run as soon as the ball is released, but with the proper jump, you will always be safe at second unless against "Heat" with his fast ball. If you are not sure about making second, hold up. The catcher always throws to second and again the fielder there will merely hold the ball until you retreat to first.

Try to "run with the pitch". I will often take a fast ball strike, especially when ahead of the count, waiting for a slow curve of change-up. This slow pitch takes longer to reach the plate, thus allowing my lead runner more steps toward his next base. This is most effective with a runner on second who then has a better chance of scoring on a single.

If you need base runners (as you are behind several runs) try this trick. With a man on second, bunt a high strike pitch, which will roll down the third base line. The pitcher will throw to third even though there is no force play on. By holding up your lead runner, you



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