

**T**his month we've got all the cheats, walkthroughs, and tips you've come to

expect from Strategy Central — and to start the show off right, here's a letter on how to defeat the Kilrathi scourge in the last mission of *Wing Commander III*.

Write to us at:  
PC Gamer  
300-A South Westgate Drive  
Greensboro, NC 27410  
or Email:  
peeceegee@aol.com  
74431,3433@compuserve.com  
djee52a@prodigy.com

## Wing Commander III

Whipping Kilrathi Butt, the Rob Gerbracht way

### Dear Strategy Central,

For all you fellow *Wing Commander* fighter jocks out there, I have a particularly easy way to breeze through the "Last Leg" mission of *Wing Commander III*. Though Paladin's mission outline on the Nav screen will tell you to engage



The Kilrathi won't stand a chance if you use Rob's tips for defeating them on their own turf.

as soon as you leave the asteroid fuel depot. After your cloaking device is armed, Autopilot to waypoint one and tell your wingman (or wingmen) to go home. Then, simply target the white Navigation marker and follow it to the next waypoint. This will allow you to slip past Kilrah's advance defenses, while taking no damage.

The only unfortunate aspect of this tactic is that you'll have to wait a few minutes for the Kilrathi ships to be out of range before you can Autopilot. Once they are, however, you can Autopilot to the next waypoint, repeat the process, and continue on to Kilrah. After you've passed the Paktahns, Draithis, and Darkets (along with their Destroyers) at their respective way points, you'll find Hobbes, Thrakkath, and two Paktahns waiting on Kilrah's front porch. Insult them a few times (It'll piss them off, since they can't see you) and set your sights first on Hobbes in his stolen Thunderbolt.

When you're within 5000 clicks of Hobbes' ship, hit "Y" to match his speed, and stay on his tail. Set your missiles to

full salvo (the "B" key), get a quick lock on Hobbes, and disengage the cloaking device (Ctrl-C). *Immediately* fire all your missiles at Hobbes, then set your sights on Thrakkath (If you waste time firing your missiles, you might accidentally fire and lose the Temblor bomb!). Hobbes will get iced by the missiles, and Thrakkath (the easier of the two) should be no big hassle to take down with some fancy afterburner work (take care to *avoid* the Paktahns). Once Thrak is destroyed, don't worry about the two Paktahns — you'll automatically skip them and proceed to the surface of Kilrah.

When on Kilrah, use most of your remaining afterburner fuel to keep ahead of the two Ekapshi fighters (if you waste time attacking one, another will just take it's place). Get to the fault zone, drop your Temblor bomb and watch Cat Central blow. Now, sit back and relax... you've earned it.

Fight well,  
Rob Gerbracht  
Wantagh, New York

*Well, there you have it! We don't know what childhood trauma gave Rob his obvious abhorrence of the Kilrathi, but it sure proved valuable in this instance!*

## Gabriel Knight: Sins of the Fathers

You say you don't know what to do in Jackson Square? Well,

Over the past few months, we've been getting *lots* of questions about *Gabriel Knight: Sins of the Fathers* (probably because it was one of the free games in our very first subscription promo). So we've compiled some of the most frequently asked questions, and created a mini strategy guide to this dark adventure game.

### Day 1 Jackson Square



Travel counter-clockwise back to the motorcycle cop, or the mime will get distracted and start following someone else.

all Gabriel really needs from here is the location of the murders, and that police radio on the cop's bike is certainly your best bet. But oddly enough, the cop's not real eager to let you listen in. So first, go to the northern edge of the park and find the mime. Get him to follow you (just get close to him, and start walking) back to the motorcycle cop. After the cop gets annoyed at the mime's antics, Gabriel will be able to listen to the police radio and you'll learn the location of the crime scene.

**The Crime Scene**

After you learn the location of the crime scene, you'll need to head on over there and give everything a close examination (you did remember to pick up the magnifying glass and tweezers



Once you're alone, check out those weird markings in the grass and that strange patch near the tree.

from the book store, didn't you?). Wait until the forensics team leaves the scene and check out the patterns in the grass, then use your father's notebook and make a sketch of it for future use. In the lower-right corner there's a suspicious-looking patch of grass that warrants a closer look. Use the magnifying glass on the patch and you'll see the snake scale; now use the tweezers to pick up the scale. Then go over to the river bank and get some clay.

**The Police Station**

The secret to getting what you need

from the police is more in what you say than what you do. First you'll want to ask the desk sergeant for some photographs of the crime scene, and then ask if you can talk to Detective Mosely. Once you're in Mosely's office, ask him about the patterns at the crime scene, and then about the six other patterns. Step out of the office and talk to Officer Franks (no questions, just make small talk) and see if she'll let you look at the file on the patterns. Put the file in her in box, and go back into Mosely's office.

Next, ask Mosely to have a photograph taken for the book you're writing, and he'll be happy to oblige. When officer Franks arrives to snap the picture, announce that you need to fix your hair before you take

the picture and step out of the office. Get the patterns file and make a copy on the copy machine. Just be sure to put the original file back on Officer Franks' desk!

**Day 3  
Cazanoux Residence**

This puzzle had a lot of our readers perplexed. In order to visit Madame Cazanoux, you have to convince her that you're a priest. Go to St. Louis Cathedral and

pick up the priest's shirt and collar, have Gabriel slick back his hair with gel, and he should look the part. Now ask Madame about all the available topics until she shows you her bracelet. Have Gabriel offer to bless it, and take an impression of it with the clay you picked up on the first day. You can use the impression to have a copy of the bracelet made.

**Day 5  
St. Louis Cemetery**

If you've tried comparing the voodoo messages with the translations and still can't figure out what to write on the tomb wall, help is on the way. Using the red brick, write "DJ bring sekey madoule" on the wall. "DJ" is Dr. John, and he'll bring back the little coffin Gabriel placed the tracking device in.



Don't forget to excuse yourself to fix your "hayah" before Officer Franks takes your picture.

# Sam & Max Hit the Road

Here are a few tips for some folks we met online who were having trouble with LucasArts' hilarious adventure, *Sam & Max Hit the Road*.

**Tunnel of Love**

Sam and Max need to find out a bit more info on Bruno the Bigfoot, and it seems the guy with the answers is somewhere in the Tunnel of Love. Use the lightbulb you got from the office with the flashlight you won at the whack-a-rat booth on the dark walls of the tunnel. On the second col-



What's cute and fuzzy and can take 10,000 volts? Why, it's Sam's constant companion Max.

umn you'll see a fuse box that looks suspiciously dangerous. In order to keep Sam out of danger, use Max on the box as you go by, and the ride should stop. Now you need to find the switch to open the door to Doug the Mole Man's room. Max almost has the right idea tugging on that axe, but that won't get you into Doug's place. Have Sam give a tug on ol' King Henry's beard, and that door's gonna swing wide.



Once you've lined up those gators, have Sam hopscotch across their backs to release Max.

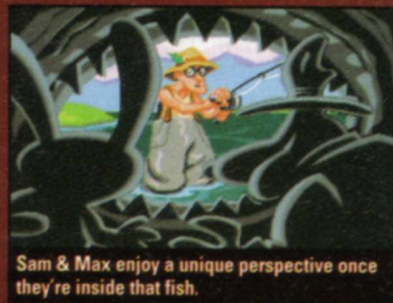
**Gator Golf**

After taunting Conroy Bumpus and mixing it up with Lee-Harvey, Max gets trapped in the dunking booth. But Sam just doesn't want to get his feet wet (or eaten) in order to save him. So have Sam replace the bucket of balls with the bucket of fish you found (er, stole) at the World of Fish. Then try your hand at driving them into the water. Hmm... those gators sure

like fish. Line up the alligators so they make a path across the water to the dunking booth. Max'll tell you when it's safe to cross.

**World of Fish**

You want to get to the other side of the Giant ball of Twine, and the helicopter seems to be the only route. You'll need the bent wrench you got from that weird guy in the ball of twine restaurant so you can loosen the bolts on the big ceramic fish. Have Sam & Max get inside, and Max will take care of the rest. Once you're on top of the twine, use Max to cut a piece of that ever-so-juicy loose-end....



Sam & Max enjoy a unique perspective once they're inside that fish.