

KORONIS RIFT[™]

HINT CARD

Read these hints if you're having trouble getting to the higher Rifts:

- Remember that not every hulk contains useful modules, and that some modules are more useful than others. Let Psytek help you decide which modules to keep. Make sure you always have a good generator, shield, power reserve, and laser (in that order of importance). Your last two slots could be drive, radar, or any of the other modules you will find. Make note of where you find good modules in one game, and go directly to them in a later game.
 - The longer you take to play the game the tougher the saucers become. Keep moving. You can rest in your ship with Psytek. Try not to spend more than about two or three minutes on each level, and feel free to skip levels if you've never found anything particularly useful on them.
 - Don't fire needlessly. If you keep your power reserve low your shield will recharge slowly. Let the reserve charge up when you can. Sometimes the best modules on a level are not in the closest hulks. For example, on Rift 3 you will start out with your radar pointing forward. There are some useful modules that way, but if you turn around and go in the opposite direction you will find a better generator and a better shield more quickly. These can let you last long enough to safely explore the whole Rift.
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