



If you're playing **Pilotwings** and are spending more time scraping your shattered limbs up off the deck than flying high, take a cheesy gander at these fabbo hints 'n' tips, guaranteed to give you the lift you need on the first four levels...

GENERAL STRATEGIES

LIGHT PLANE

The throttle speed at the start of each light plane test is far too low. Use the A button to boost it to maximum immediately. On landings, come in as close to the centre line as possible for the best score. Once on the runway, it's still possible to steer left and right until your speed reaches zero.



SKY DIVING

Be careful not to oversteer during free-fall. If you tilt in the same direction for too long, you'll shoot away from the rings. Use small tilts forward and back to get through the rings. Once you've pulled the rip cord, use the flare manoeuvre to zoom in on the bullseye. Don't flare as you're landing or much crashing will ensue.



FLIGHT AREA 1

OBJECTIVES: Light plane, Skydiving.
SCORE REQUIRED: :120

LIGHT PLANE: This is pretty easy. When the lesson begins, whack the throttle up to full, then dive until you reach the first green sphere. There are ten spheres lined up with the runway. Pass through all the spheres to get all ten beam points. You don't need to steer left or right at all here as you begin the level perfectly aligned with the runway.



SKYDIVING: You drop straight through the first two rings if you just leave the controls alone and fall straight down. You may need to tilt forward slightly to catch the third ring. After that, pull the cord once you're under 1000 feet and start zeroing in on the bullseye. Use the flare to dive at the target. Don't flare as you land or you'll lose ten speed points for crash landing.



FLIGHT AREA 3

OBJECTIVES: Hang glider, Light Plane, Rocketbelt.
SCORE REQUIRED: 220

HANG GLIDER: Once you have cut loose from the plane, fly towards the white puffballs. This is actually a poor representation of a thermal draft, fly straight through this and you should catch enough air to be pushed up to five hundred feet. Now manoeuvre yourself so you have a long approach to the target. This should give you plenty of time to descend gradually and flare with plenty of room to spare.

LIGHT PLANE: Push the throttle straight up to maximum and push down on the controller to take off. The rings are the most important part of this level, getting through all of them reaps a hefty fifty points. Getting a good angle score is pretty tough as it's essential to dive rapidly after the final ring to get low enough for a good landing.

ROCKETBELT: The three bars are all positioned pretty low. The maximum altitude where you can possibly touch one is about seventy-five feet. Use the fast jets in bursts to stay at about fifty feet. The bars turn brown when you touch them, making altitude judging a bit easier. For maximum points, go for the smaller bullseye target floating in the water, although it's ultra-flippin'-rock-hard.



Wings

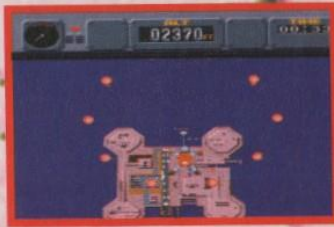
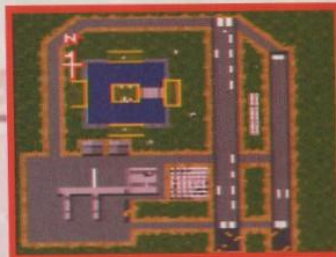
FLIGHT AREA 2

OBJECTIVES: Light plane, Rocketbelt, Skydiving.
SCORE REQUIRED: :220

LIGHT PLANE: After passing through a ring, a message flashes up on screen informing you of the best altitude at which to pass through the next ring. Get as close to this altitude as possible to make things easy, then, after the third ring, line yourself up with the runway and get landing.

ROCKETBELT: Use the fast jets for a quick takeoff, then tilt straight forward to fly through the first ring, which will turn brown once you've passed through it. The other two rings start off just as small green spheres until you fly close to them, at which point they expand into circles. Fly through the second and third rings to complete your mission objective and head for the target. Use the top-down view to best position yourself for the bullseye, and use the fast jets to maintain as slow a descent as possible.

SKYDIVING: The fourth of the five rings is off to one side. Turn to the right and tilt forward a little to pass through the fourth ring, then quickly readjust your fall to pass through the final ring.



FLIGHT AREA 4

OBJECTIVES: Hang glider, Light Plane, Rocketbelt, Skydiving.
SCORE REQUIRED: 300

HANG GLIDER: After passing through the blue ring once, hit a thermal, spin round and pass through it again for much points. The landing area is directly below the ring, so get some distance between you and the bullseye. Hit another draft, turn around and land.

LIGHT PLANE: After takeoff, fly straight ahead for a short time, then make a hard turn and head back towards the arch. Caution is the order of the day however, as you need to be under thirty feet to get underneath. After passing through, use the brown spheres to guide your landing for top success.

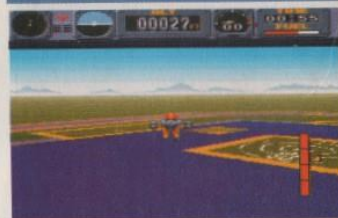
ROCKETBELT: The moving rings aren't all that difficult. Passing through the spinning ring is easy, aim for the spheres should it be facing you rim on, and once you reach it the ring should have turned sufficiently to allow you to fly straight through. The shrinking ring takes a little more skill, but it's easy enough if you wait until it starts to expand before shooting through it at top whack. The mega-tiny centre of the bullseye reaps maximum points, but predictably it's very difficult to hit.

SKYDIVING: Tilt forward slightly to get through the first four rings. You need to turn to get through the fifth one, and turn again to get through the last ones. Altitude will be just under one thousand feet after the last ring, so get ready to open that 'chute.



ROCKETBELT

Unless you're running really low on fuel use the fast jets to fly around. The slow jets do not produce the bursts of speed and altitude you need. When landing on the bullseye, be sure to use the top-down view. If you're trying to land on the moving target, use the forward view.



HANG GLIDER

The moving white columns are the thermal drafts that must be hit to gain altitude. Aim at a column and fly straight through it; the thermal catches the glider and sends it soaring upward anywhere from 300 to 350 feet. On landings, use the flare to stall the glider. Remember to use the flare on landing if you don't want to crash horribly.



HELICOPTER

Unless you're running really low on fuel use the fast jets to fly around. The slow jets do not produce the bursts of speed and altitude you need. When landing on the bullseye, be sure to use the top-down view. If you're trying to land on the moving target, use the forward view.





PASSWORDS

If you're still having trouble with an area, the following passwords will get you where you want to go.

FLIGHT AREA: 2:985206
FLIGHT AREA: 4:520771

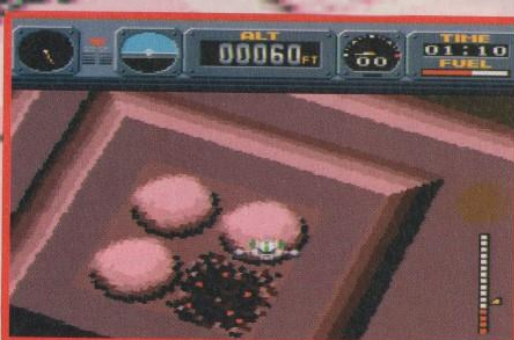
FLIGHT AREA: 3:394391
SECRET COMMAND: 108048

Pilotwings

SECRET COMMAND



Should you pass through all the previous flight areas, your level of skill will be deemed enough for you to be sent on a secret mission in a top secret experimental attack helicopter. It takes a while to get used to the controls, so after taking off from the battleship, take a bit of time to practice with your chopper. Even if you crash you can start the mission again, so don't be afraid to experiment. Once you know what you're doing, check the radar in the upper-left corner of the screen. Head towards the enemy heliport, indicated by the red dot. Along the way you encounter ground-based cannons armed by dead-shot gunners. Aim the crosshair in front of the helicopter onto a gun sight, and it locks on, indicated by a bleep and the outlining of the sights. Fire one of your unlimited supply of missiles to reduce the threat to a smouldering pile of rubble. Clearing the heliport defences is pretty tough, as not only are there scores of visible cannons, but there are loads of camouflaged ones in the ground near the base. Steer the crosshair around suspect areas, and if it turns red, you're locked on and ready to fire away. Once you've disposed of ALL the cannons, it's safe to land, so reduce the throttle slowly. A speed of about eighty-three should bring you down slowly enough. Once you touch down, the hostages who you must rescue (your instructors, eerily enough) run into the chopper and your mission is complete. Now you're ready for the second half of the game, Pilotwings Expert...



BONUS ACTION

If you're skillful enough to land on the floating islands on either rocketbelt or skydiving missions, you're not only guaranteed a maximum 100 points, but you're also transported to a bonus area where still more points are up for grabs.

If you're flying a rocketbelt, you're transformed into a birdman. Use the yellow pads to bounce into the air and fly forward. Hit the P blocks to score points. Should you make it to the final "Splashdown", aim for the centre section for top points.

If you're skydiving and land on a moving target, you enter a bonus game where you become a penguin! Jump off the penguin springboard and aim for that highest scoring area.