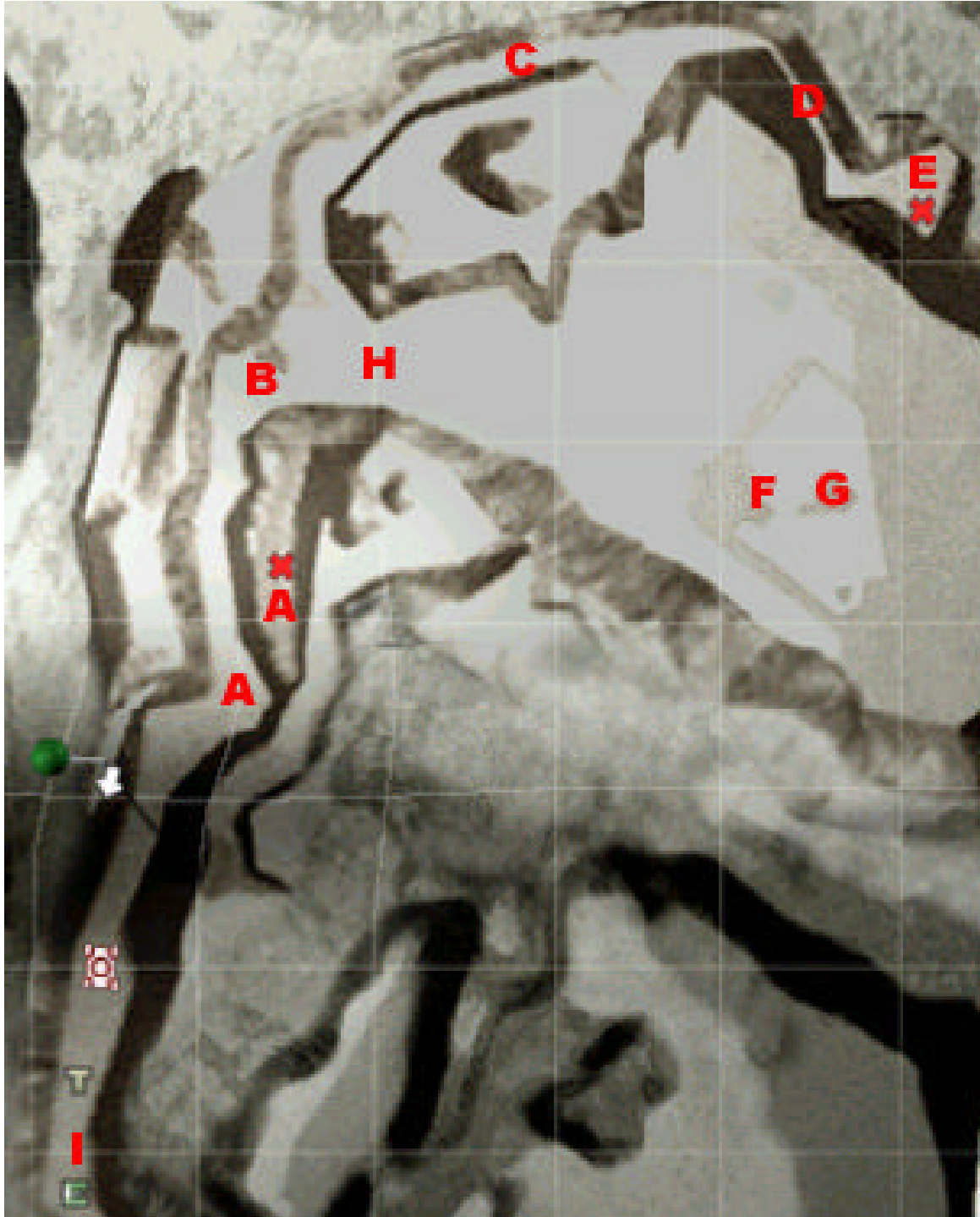


8. Doomsday Device



Objectives:

1. Radio the position of the zeppelin base.
2. Board the zeppelin and plant the explosive on the Doomsday Device.
3. Escape from the enemy's desert base.

Starting Weapons: Knife
Revolver
Shotgun
Machine-gun
Grenade

Vehicles: Russian Truck

Special Items: Explosive
Key to locker
Parachute

Walkthrough

A small convoy drives through the canyon on its way to the Russian's hidden Desert base. This base is the staging point for a new type of doomsday weapon that Russian will unleash upon the Allies.

A – Once the mission begins, immediately turn around and follow the ledge to the bridge. You're low on ammo, so switch to the pistol to take out both guards on either side of the bridge. Nab the armor and cross the bridge, making sure to jump over the hole. Once across the bridge, turn to the left where two guards are along the narrow canyon. Most guards on this mission have machine guards, so be especially careful in fire fights. You should be able to take both of these guards without getting hit, just stay at the point right after the bridge and inch up the incline until you see their heads. Take out the guards then look to your left (immediately past the bridge). There is a brown rock near the ledge. On the other side of this rock are ammo boxes and a crate containing an ammo box. Collect them all, since you have very little ammo left. Be careful not to fall of the ledge as your greedy hands collect all of those ammo boxes.

B – Proceed down the slope in the canyon where you will see a gap and another area on the other side. The convoy is driving on the road where the gap is, and it is best to avoid them as you will only take unnecessary damage. There is a guard at the very end of the downward slope, on the left behind the wall. Try and kill him before moving across the gap. Run down the slope and onto the pipe jutting out. While running, jump off the end of the pipe to safely reach the other side. There are two guards on this side but it's best to jump across and use strafing tactics to eliminate them, as other guards in the vicinity are within firing range. Collect any health and ammo that is dropped, if necessary, and collect the grenades along the right canyon wall on this side of the gap.

C - Follow this upward sloping canyon on this side of the gap. Around the first bend you will see two hyenas. Kill them as they run at you. Be aware that they have more health than other canines in the game. When you exit into the open area at the top of the slope, there are two more hyenas hiding within the rusty pipes to the right.

D - Continue along this area until you see a ledge to your left. Follow this ledge and kill the two guards patrolling it. The ledge turns to the left where you will see the enemy radar station.

E - Kill the guard on the ground in front of the station. There is also a guard on the platform surrounding the station. Run along the pipe leading to platform. Walk left on the platform and enter the radar station. Stock up on the pick ups in the first room. A guard is waiting in the next room. At this time, the enemy

will have radioed for reinforcements and a guard takes the cable car to confront you in radar station. Use the radio on the table to contact Shadow Command and inform them of the secret location of the enemy base. Walk up the slope to the cable car area and dispatch the guard inside. Before flipping the switch and taking the cable car to the base, you will want to use a shotgun and try to take out the armored cars inside of the base. Using the shotgun will cause more damage per shot and therefore save ammunition. You will also notice a gigantic Russian zeppelin landing at the desert base. This is your primary target.

OBJECTIVE ONE COMPLETE!

F - Flip the switch on the wall and enter the cable car. Avoid enemy fire on the ride down by hiding behind the walls of the car. You can also shoot the armored cars from inside the cable car. You want to cause as much damage as possible to the armored cars as they will hinder your future exit from the cable car station inside of the base. When the cable car stops, exit and grab the Breast Plating, grenades, and health if you need them (and you probably do).

G - You need to make your way to the center of the base in order to board the zeppelin. If the armored car in front of the cable car station has not been destroyed, throw grenades through the doorway or shoot it to take it out. Be careful when throwing grenades, as they may bounce off of the wall and into the room. If this happens, get as far away as possible. Be sure to also take out any pesky guards. When the coast is clear, bolt to the platform (stay behind the truck to avoid fire from the other armored car--if it still exists) and hop inside of the zeppelin. The zeppelin houses the doomsday device, Russia's newest secret weapon to destroy the Allies.

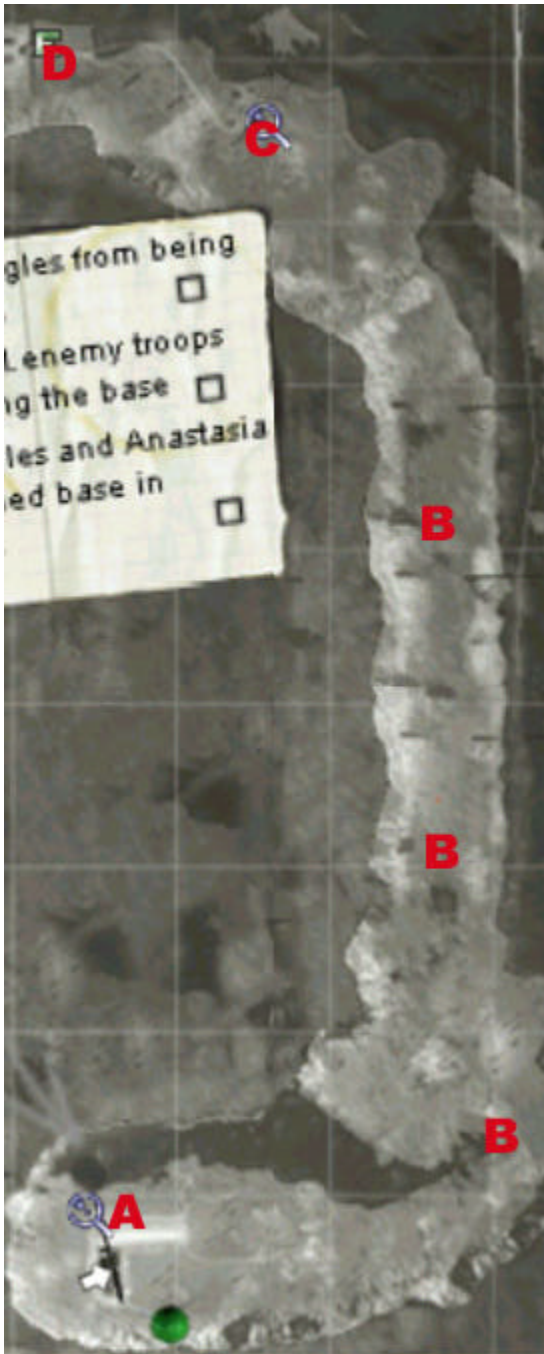
You enter the zeppelin just in time. One of Tsar Peter's twisted officers is giving orders to his henchmen and bragging about their new weapon of war. Before the cutscene occurs, you will want to aim at one of the sailors, in preparation of causing some havoc. Now it's time to show these scumbags the Allies' new secret weapon of war. You!

Once the cutscene ends, take out both sailors first (since they have machine guns) then eliminate the officer. Upon the officer's demise, you receive the key to the locker. Grab the parachute from inside the locker. Set the explosive charge on the doomsday device (covered by the red blanket), ready the parachute, and then jump out of the zeppelin. Upon jumping use the parachute to float to safety. Try and land inside the base so you can hijack the truck inside. This will better protect you from the bunkers planted near the gates to the canyon.

OBJECTIVE TWO COMPLETE!

H - Time to make your escape. If any armored cars are still around, take them out as best you can. You can kill enemy guards that continue to appear beneath the zeppelin platform. Open the gates to the base by using the switch on the right side of the gates. Then hop in the truck and head east out of the base. Two bunkers and a few guards await your arrival at the next set of gates. Do whatever it takes to reach this point. This means avoiding or destroying all enemies and bunkers. You can destroy the bunkers with grenades using the hills as cover.

I - When you get to the gates to the canyon, jump out and flip the switch to open them. Get back in the truck and drive through the canyon until you reach the last set of gates. Upon reaching these gates, the mission ends. **MISSION COMPLETE!**



9. Wild Goose Chase

Objectives:

1. Save Goggles from being shot down.
2. Destroy all enemy troops threatening the base.
3. Transport Goggles and Anastasia to the Allied base in the North.

Starting Weapons:

Knife
Revolver
Machine-gun

Vehicles:

Allied Plane
Allied Tank

Walkthrough

A - The mission starts in the command center of an Allied base. Goggles radios you for help. She has Anastasia and three Russian bombers are in pursuit and closing fast. Grab the armor (you may need it later) and exit the building. Continue straight through the base to the hangar. Pick up all ammo and the fuel canister. Fuel the plane and then take off left down the runway.

B - Goggles and her pursuers fly into view around the first bend in the canyon. Don't go wasting ammo just yet. Wait until all three enemy planes are directly ahead of you, then open fire, aiming for the closest one first. Once you have the correct altitude, it is just a matter of using your rudders to strafe the enemy. All bombers must be destroyed before exiting the canyon, else Goggles and Anastasia will be destroyed. **OBJECTIVE ONE COMPLETE!**

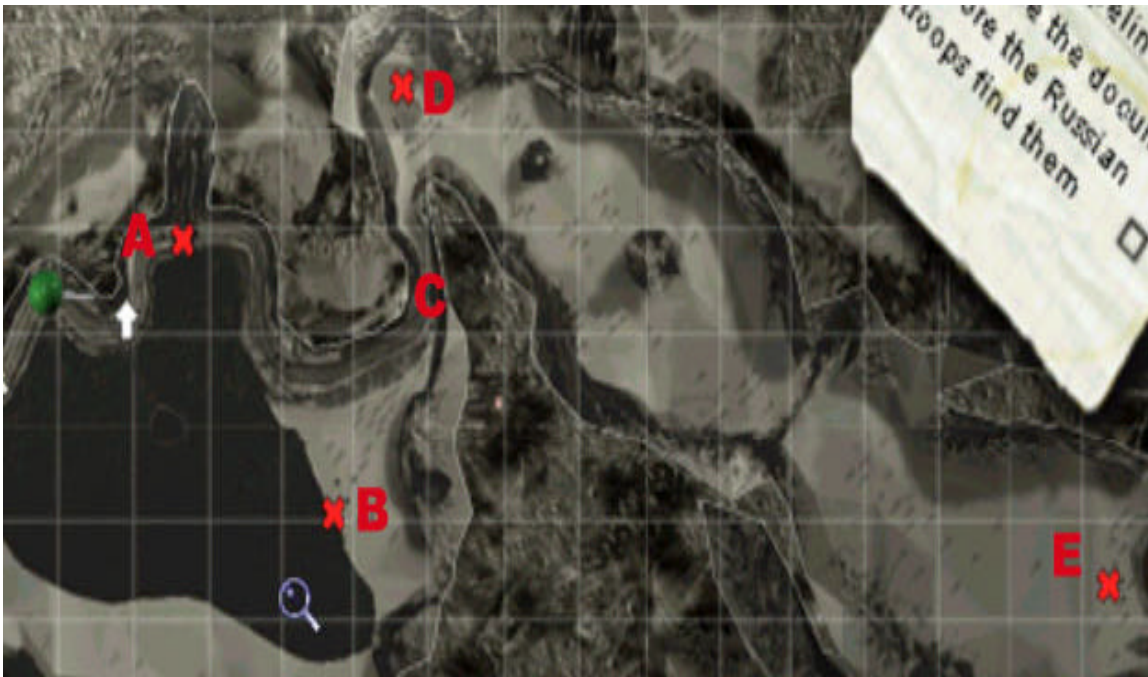
C - The threat is not quite over. The enemy managed to damage Goggles' plane before you could destroy them. She has to make an emergency landing for her plane is in flames. Follow her in and land as close to her plane as possible. Jump out of your plane and run to Goggles' plane to save them both. Make it quick for you have precious few seconds.

D - Upon rescuing Goggles and Anastasia the scene switches to the barn, where they both get inside of an Allied tank for protection. Collect all of the pick ups in the barn (especially the fuel and the bazooka). Fuel the tank and hop in. Once you enter the fueled tank, the enemy onslaught begins. Exit the barn and drive around to the back. A couple of armored cars will appear. No big whoop. Simultaneously, a couple of allied tanks join the fighting. Make sure you do not

kill them in the process of thwarting the enemy onslaught. In the general vicinity of the barn, you will encounter Russian tanks and a few guards with bazookas. All enemies must be destroyed. Once the immediate threat is stopped, drive to north past the windmills. As you drive near the windmills, you will see two guards, one of whom has a bazooka. You must kill them both. **OBJECTIVE TWO COMPLETE!**

When all enemies are destroyed, then and only then will the gates to the base open. Drive all the way north to the base and approach the gates. As you near the gates, they will open. Finally, drive inside of the base. **MISSION COMPLETE!**

10. Internal Conflict



Objectives:

1. Find the downed zeppelin.
2. Retrieve the secret documents before the Russian troops find them.

Starting Weapons:

Knife
Revolver
Machine-gun
Gas Gun
Bomb and Detonator

Vehicles:

Armored car

Special Items:

Explosive
Gate key
Skis

Walkthrough

A - You are under fire at the very start of the mission and have the Gas Gun equipped. Switch to the machine-gun or another less time-consuming weapon and take down the two guards by the armored car. Quickly snag the sniper rifle and other pick ups, then hop into the armored car. Drive across the bridge running over the 2 guards on the other side, and jump out when the car is completely across the bridge. Now, run to the middle of the bridge, plant the explosive, and then run back to the armored car. This destroys the bridge, which seals off the two enemy armored cars from causing any future chaos. If you don't destroy these cars, you will confront them again by the gates to the zeppelin area. You also don't have that much time before the cars approach, so don't dilly-dally with the guards.

Note: There are other ways of destroying the armored cars, such as laying a bomb trap, however, it's easiest and safest to just destroy the bridge.

Arm the sniper rifle and take out the two guards around the bend. More guards wait for you as you make your way up the mountain trail. Your best bet is to follow the trail to the zeppelin area gates (**C**) and then taking out the guards that come within range. Note there are a couple of guards by the gates themselves.

As you'll notice, the gates are locked, therefore you must find the key.

B - You need to find the village elder who waits in one of the log cabins in the valley by the river. Go to the village, keeping in mind that the forest is infested with Russian guards.

Explore each cabin for various pick ups, including Breast Plating and grenades, and to find the village elder, who resides in the cabin by the northernmost pier. Move next to the village elder to speak with him. He left his skis in the frozen waters, and tells you he'll give you the key to the gates in exchange for retrieving his skis. Here's where your jumping skills will come in handy. From the end of the northern most pier, hop onto the large ice chunk. Carefully hop on the ice chunks to the right (north west), until you reach the ice chunk with the skis. There are also ammo boxes in the far center of the group of ice chunks, and Medikits in the southern group of ice chunks.

Return to the village elder to retrieve the gate key. He also decides he doesn't need the skis anymore and gives those to you.

C - Now return to the gate area and use the key to open it. If you have the armored car still, drive straight in where there is a guard waiting for you at the bottom of the hill. There is another guard and a guard captain hiding near the two log cabins. After you dispatch these enemies, there are a number of ways to complete mission. **OBJECTIVE ONE COMPLETE!**

D - Method one involves finding the entrance to the zeppelin where the officer informs you of the traitor. To your surprise, you find out that Mortar is a traitor who is planning to take secret documents back to General Popov. You shouldn't be too surprised. You never trusted him anyway. As Mortar makes his escape, a couple Red Guards will attack. Either kill them or avoid them. Run to the back of the zeppelin and jump on the boxes and out of the window. Once you are on the snow use the skis to pursue Mortar. Press the fire button to bring up your weapon. I suggest using the machine gun. Keep to the right side of the

mountains in the center of the trail. After the second mountain, keep to the center of trail in order to make the bridge. There are several obstacles that can either slow you down or kill you, so ski carefully. When Mortar is in range, blast him!

If you don't kill Mortar before he reaches the bottom of the hill, he will hop into the armored car waiting for him. Don't let this car escape. You must destroy it, or else you will fail the mission. When Mortar is killed, whether by machine gun or explosion, you give him a few final resting words. **MISSION COMPLETE!**

Alternate Method

Mortar's only method of escape is the armored car. So, instead of dealing with Mortar head on, you can simply ski to the bottom of the hill and destroy the armored car. By destroying Mortar's getaway car, you've in essence stopped his escape. But come on! Mortar deserves the kind of justice that only Red can deliver. You know you want to take him out.

11. Into the Eagle's Nest



Objectives:

1. Disarm the Doomsday Device on the train before it reaches the palace.
2. Assassinate the Tsar and, if you can find him, General Popov.
3. Radio Goggles to pick you up. Meet her at the barn.

The first thing to remember for this mission is that guards are Everywhere and are well armed and aggressive. After all, you can't expect to just walk right into the Tsar's palace and hang up your coat. You have to wipe your feet first--on the faces of the enemy.

Another thing to remember: a vehicle makes the best body armor. Use this little tidbit to your advantage to drive through the enemy. You should be in love with that squishy sound by now, anyway.

Starting Weapons:

Knife	Grenade
Revolver	Gas Gun
Shotgun	Bomb and Detonator
Machine Gun	Bazooka

Vehicles:

Russian Truck
Russian Tank

Special Items: Radio Tower Key

Walkthrough

A - You begin this mission with the Gas Gun at the ready. There are 3 guards (1 is a captain) dead ahead, just over the hill, and they are firing at you from the get-go. Strafe forward to get closer to them, lob a few toxic pellets their way. I recommend switching to a grenade and throwing it just over the hill. This should get them. Don't forget to snag the supplies they leave behind, as it is likely you'll need some health.

B - Follow the road, where you'll see a base surrounded by a fence. Two guards stand watch. Stay to the right or left of the entrance (by about 50 game feet). While under the protection of the fence, lob some gas pellets at them and watch them fall to their knees.

C - Move through the entrance and begin to go left. Very shortly, an Armored Car will come to meet you. He's not friendly. You have a few options here. You could set a bomb trap for him. Alternatively, and it won't hurt you too much to do this, simply hug the wall of the building to the right and keep running. By the time he spots you, you won't be in firing range for too long.

There will be two long buildings ahead of you. Run between them and turn right. You are near a fence and should be able to see another gated entrance and the train to your right. Move forward to the end of the long building.

D - Ahead and to the right you will see a white building with some red brick revealed. Run to and then enter this building. There is the guard in the right hand corner of this building who will continue firing at you until you decide to shoot him. The building you stand in is a recipe for destruction: Breast Plating, a Med Kit, a Tool Kit, 4 Ammo boxes, and a flame-thrower for taste (tucked away in the safe).

E - After you've collected the goodies, run straight out of the building to the train station. Go down the left side of the station, where the train rests. Once you move into this area, the whistle blows and the train begins to pull out. You may have to dodge or kill a few guards as you make your way to the last train car. Jump through the open door of the last train car.

You have to find and disarm the Doomsday Device before the train reaches its destination. You should have plenty of time to do so. As you open the door to

each train car, start firing. In addition, it is a good idea to strafe out of harm's way in case an enemy is waiting.

Your trip through the train is described here (needless to say, but kill every guard you discover):

Move through the first door. This car is empty.

Open the second door and you will find a guard hanging out in between train cars.

Upon opening the third door you will see a guard at the rear of the train car.

Through the fourth door there is one guard standing in the middle of the car, and another guard standing behind a crate at the rear of the car.

Be careful when opening the fifth door. There is a guard right behind it. There is also a guard captain at the rear of this car.

Once you open the sixth door, immediately move backwards. A flame thrower guard is in the middle of this train car. Normally the flame-thrower has a very limited range. However, since the train is moving forward, you're essentially moving toward the flame. (Physics! Go figure.)

Behind the seventh door are two guards. One is in the middle, while the other is behind a crate at the rear of the train car.

The Doomsday Device lies behind door number eight, covered by a red cloth. Simply walk to the device to disarm it and watch the cutscene. **OBJECTIVE ONE COMPLETE!**

The Tsar and General Popov are alerted to your presence. Popov leaves the Tsar behind to dispose of you as he prepares his zeppelin to deliver a final Doomsday Device to London.

F - Wait in the train until it comes to a complete stop at the train station. Exit the train to the right where the other train station is. Stay to the right, behind this train station where you will see Breast Plating, ammo, etc. Just before you reach this, there is a flame-thrower guard near the last pillar. A few more guards are around this area and will respond to any gunshots they hear. Make your way to the truck.

G - Hop in and take off down the road to your right. Try and run over a couple of the three guards in your way. Circle around and then drive up the center of the hill, where a bazooka guard waits near the top. Again, it's best to run him over (jump out and get the bazooka). Radio tower at the top of this hill. A Russian Tank is parked on the other side. Hop in the tank, turn to the right and head toward the palace gates.

H - There is only one way to open these gates, and you are riding in it. Blast the doors open. Fire in the surround area to take out any nearby guards. Enter through the gates, picking up any items necessary around the crates. Two soldiers guarding the palace doors, one of which is carrying a bazooka.

I - Open the doors to the palace where the Tsar greets you with a hornet's nest of machine-gun fire. Switch to the bazooka to ease your troubles.

Note: The Tsar is impervious to the gas gun and flame-thrower.

Two member of the Red Guard will emerge from either side of the room. Just stay away from them and concentrate on the Tsar. **OBJECTIVE TWO COMPLETE!**

After defeating the Tsar, he makes the classic mistake of revealing General Popov's plan while in the throes of death.

J - The Tsar's death provides you with the key to the radio tower, where you can call Goggles to pick you up. Make your way back to the tower using the tank and head inside. Walk up the slope to the radio room. There is a guard in this room, so be ready for him. You'll also find a nice assortment of explosive shells, armor and bullets.

K - Hop in the tank and drive to the bridge to the northwest of the radio tower. There are a number of heavily-armed guards and armored cars waiting for you. Take it to them!

L - Continue along the main road where you will go up a steep hill to a second bridge. There are two tanks on the other side--one directly in front of the bridge and another to the right. Inch over the bridge and take out the first tank. This tank is a particularly bad shot, just do not get too close. When your are about midway across the bridge, destroy the other tank by firing between its supports. You will also be protected from enemy fire.

M - Follow the road around until it exits into the valley and then drive north. Along the way you will see guards and armored cars, but remember, you have a tank, so continue on without fear. Eventually you will come to a large red barn. Go behind the barn and wait for Goggles plane to land. Remain in the tank in case guards arrive. Exit the tank and run to the plane to end the mission.

MISSION COMPLETE!

12. The Eagle's Flight

- Objectives:**
1. Defend the aircraft carrier H.M.S. York from incoming Russian bombers.
 2. Destroy all 3 zeppelins before they fly out of range.
 3. Finish off General Popov before he escapes by plane.

You will be attacked by multiple waves of Russian Bombers, most of which must be destroyed. The H.M.S. York can only take only take a few direct hits before it is destroyed. The AA Gun fires in an arch, not in a straight line. Therefore, depending upon a bomber's distance and approach, you will have to lead your target, meaning that you must aim in front or above it in order for your gunfire to score a hit (the lead can range from an eighth to a half of an inch). Note that downed bombers can still cause damage by crashing into the aircraft carrier, so try to completely destroy any damaged plane about to crash into the York.

Starting Weapons:

Knife
Revolver
(You will not need your weapons, so do not waste ammunition trying.)

Vehicles: Allied Bi-plane

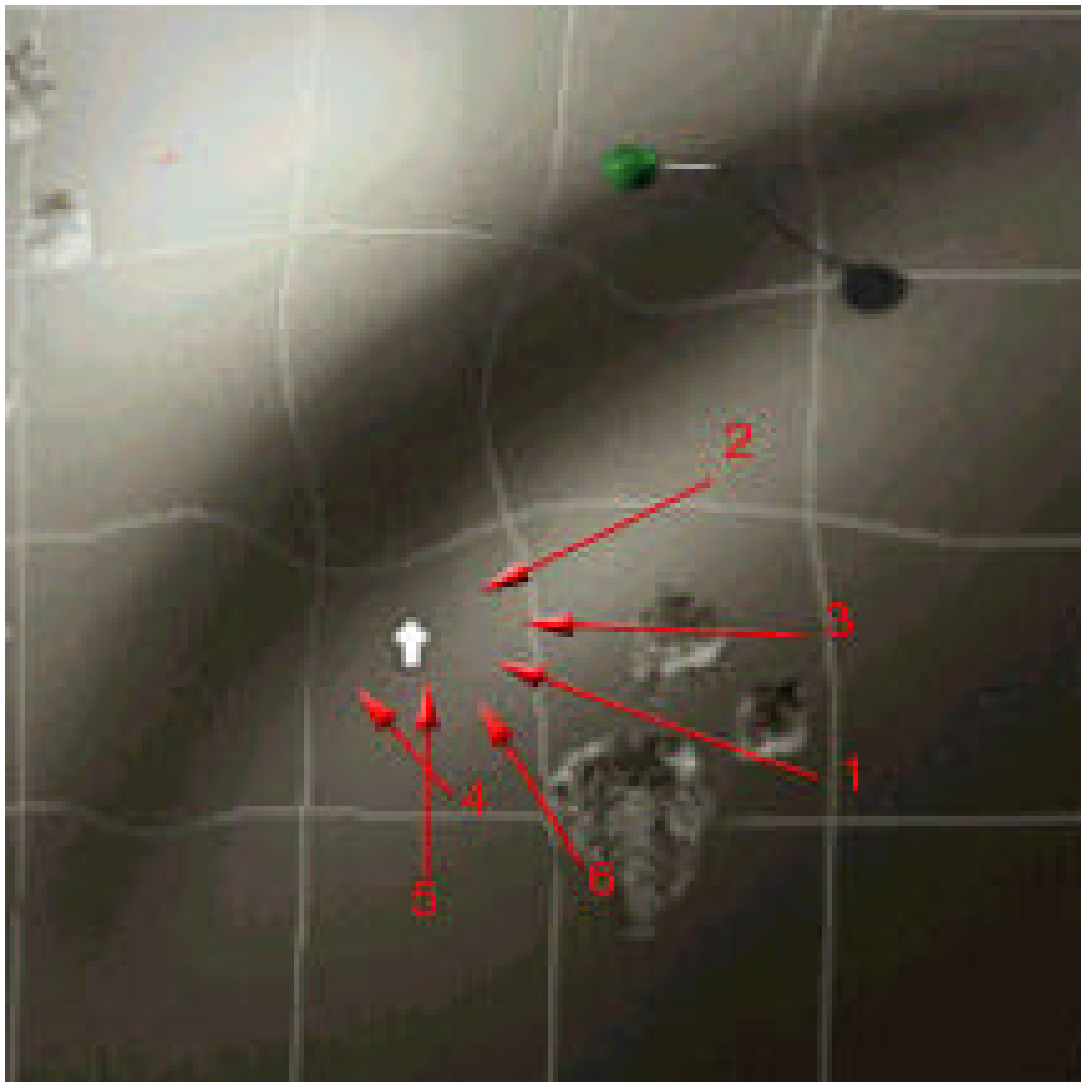
Special Items: Fuel Canister
Tool kit
AA Gun
Ammo Boxes

Walkthrough

Hop into the AA Gun next to the starting point.

The H.M.S. York is facing due East. Russian bombers will attack from the 180-degree area from due south to due north on the East Side of the aircraft carrier. Use the destroyers to the front and left of the York and the group of islands to the front and right of the York as reference points.

I have split the bomber attack into 3 waves. Usually, there is a few seconds in between waves. It is a great idea to save your game in between waves, when there is a lull in the action. Be warned: the York can only take a few direct hits before it sinks, thus foiling your plans.



WAVE 1

Wave 1

There are 6 planes in this wave, all of which you should be able to destroy.

As your wingmen take off, you will see the first bomber approach from above the group of islands. The second bomber appears from over top of the destroyer to the front of the York. The third and fourth bombers appear at exactly the same time near the rightmost island. Destroy the leftmost plane first. The fifth and sixth planes appear one after the other to the right of the rightmost island.



WAVE 2

Wave 2

You have a few seconds of quiet before the second wave begins. The second wave includes 7 bombers, 1 of which you do not have to worry about destroying. You must choose your targets carefully this time. Try not to let more than 1 or 2 get a hit on the York (it is very likely at least 2 will have the opportunity). Towards the start of this wave, another destroyer moves more into view to the left.

The first bomber in this wave appears due East of the York. Take this first bomber out as quickly as possible, then immediately turn to the left, where 2 bombers approach between the 2 destroyers. You have a better chance at destroying the leftmost of these 2 bombers. One of them is almost guaranteed of a successful hit on the York. *(Note that you can also forget about the first bomber and concentrate on the second and third bombers, however, the first bomber tends to do a lot of damage.)*

As you are dealing with the second and third bombers, three more bombers will appear over the destroyer to the front-left of the York (or to the right of the second and third bombers). Concentrate your fire on the 2 to the left since the rightmost bomber is a decoy and does not fly in position to bomb the York. Once you have destroyed these 2 bombers, the last bomber of this wave appears from due North.



WAVE 3

Wave 3

This is the final wave with a total of 17 bombers, 1 of which you do not have to destroy. I would have broken this up into more waves, however, there really is no pause between incoming bombers, so it is best to stay alert and find the best time to save it. Additionally, some of the bombers will appear from directions you have already seen before, so remember where bombers came from during the first 2 waves. Leading targets is essential to completing this wave.

The first two bombers will approach from over the rightmost island. These two bombers fly in zigzag fashion, making it extremely difficult to lead them. Concentrate on the first bomber, but if it doesn't seem like you can get him, switch to the second bomber so you have enough time to at least take that one out.

The third bomber approaches from due East. But shortly after, the fourth and fifth bombers approach from the North. This one is a tough call. While it is theoretically possible to destroy the third, fourth, and fifth bombers, it is a difficult task. Try and take out the third bomber then switch to the fourth and fifth, concentrating on the leftmost bomber first.

Turn to the right, where the sixth bomber appears near the leftmost island. The seventh bomber appears from over the destroyer to the front-left of the York and then the eighth bomber appears over the leftmost island.

The ninth, tenth, eleventh, and twelfth bombers appear from the North in the same exact fashion as the fourth, fifth, sixth, and seventh bombers of Wave 2. The eleventh bomber poses no threat.

Five bombers to go!

The thirteenth, fourteenth, and fifteenth bombers appear from the south to the right of the rightmost island. The thirteenth and fourteenth bombers head for the stern of the York while the fifteenth flies directly toward you. Finally, the sixteenth and seventeenth bombers appear in the same positions as the first and second bombers of the third wave. These also fly in a similar tricky fashion.

OBJECTIVE ONE COMPLETE!

Time to Take Flight

This is it! The grand finale. The fate of the world rests on your shoulders. Hope you saved your game!

After you shoot down the last two bombers, you will see 3 gigantic zeppelins appear from due South. Listen for Captain Potter's message to attack the zeppelins. Run to the stern of the York and pick up the Tool kit and Fuel, and max out on ammunition.

Since the zeppelins crawl across the sky, you have plenty of time to complete this part of the mission. Just don't forget that your fuel *is* limited.

There are a few essentials to keep in mind when fighting the zeppelins:

- Aim at the bottom section of the zeppelin. Hitting the top section does nothing, except waste ammunition.
- Fly high! Climb to an altitude that is at least equal to the top of the zeppelins. Remain at this altitude on your approach. This renders enemy machine guns useless, while allowing for an open shot at the bottom sections.
- Try and approach the zeppelins from either the direct front or direct rear.

- Fire when you're approximately 100 feet or closer from your target. (you be the judge). This ensures direct hits and conserves ammo (why shoot when it's not hitting the target?).
- In case you get fired upon, RUN AWAY! RUN AWAY! Bi-planes aren't famous for having a lot of armor. Spin! Zigzag! Just don't get hit!

General Popov's zeppelin is the one in the middle and has significantly more armor than the other two. You don't have to, but I recommend destroying the outer 2 zeppelins first, since you can kill them both using your 200 rounds of ammo. Destroying the outer 2 zeppelins takes out the covering fire for the General's zeppelin.

Note: To complete the mission, you must destroy ALL zeppelins.

After the 2 outer zeppelins are destroyed, use the rest of your ammo on General Popov's zeppelin. This is a good time to return to the York, refuel, repair, and rearm. You might have to make a few passes around the carrier in order to land. You need as much of the runway as possible to stop. Gradually lower your speed before landing to ensure that you stop for it is quite possible to bounce the runway and fall off into the ocean. If possible, try and bump into one of the AA guns on the York on the end of your landing so you do not go overboard.

Now max out on ammo, refuel, and repair (if necessary) and go after the General's zeppelin. It might be necessary to back up on the runway to get enough takeoff distance.

Make every shot count, for once you knock the General's zeppelin out of the sky, he makes an escape in a Russian bomber. **OBJECTIVE TWO COMPLETE!**

This should be a piece of cake, just do not lose him. Once you spot him, get behind and match his speed. Destroy the bomber before he escapes off of the map. **MISSION COMPLETE!**

WORLD SAVED!

MINI-INTERVIEW - QUESTIONS FOR NIKLAS PERSSON

TB: What is your resume? How did you get into games and what other games have you designed?

NP: Believe it or not, but this is my first actual computer game I've ever designed. I used to work as an ASIC engineer (hardware developer) on Ericsson, and ironically switched to developing software when I was given the chance. As an avid gamer for many years, this was my opportunity to realize some of the ideas I had into an actual computer game.

TB: When did you start playing computer and video games? What kinds of computer games do you most enjoy? What is it about them that you like? (What game are you currently playing?)

NP: As most other people in this business, I got caught up early in the amazing world of video games. I was only 7 years old when I first discovered Asteroids, which captured my young imagination. Many years later, I discovered the first-person shooter games like *Wolfenstein*, *Doom* and *Quake*. At that point I knew I was hooked. I wanted to combine the speed and adrenaline kick that *Quake* gives into a game with vehicles. The result was *Codename Eagle*.

It might seem a bit odd, but I still play *Quake* from to time. As an old time member of Clan 9, nickname [9]Nikodemus, I felt I could add the experience from years of online gaming into *Codename Eagle*.

TB: What was your goal with *Codename Eagle* and where did this original idea come from?

NP: The idea originally came from an external designer who helped us with the basic storyline of the game. That designer left at a quite an early stage in the development so it was up to me to make something out of what seemed a blurry design document with some good characters and a storyline which needed some polish.

TB: The amount of vehicles at the player's disposal is unheard of in a first-person action game. Did the idea of adding so many vehicles to the game seem daunting at first?

NP: The task of implementing vehicles with so many different capabilities did seem daunting at first. However, our top programmers had built a physics engine capable of handling vehicles on land, sea and air. It was a huge task and something which had never been attempted before. The engine allowed recoil, suspension and friction on every object in the game. This meant, in effect, that we could simulate any type of vehicle we could think of. We started off with an armored car. It looked cool and worked amazingly well. So we moved on and made a tank, motorcycle, battleships, airplanes and zeppelins!

When playing the game in multiplayer and combining all of these vehicles into a massive battle on land, in the sea and in the air, we knew we had something big coming.

TB: I am sure that there are many gamers out there who would one day like to design computer and video games? What advice you would give them?

Ideas are a dime a dozen. What game developers are interested in is a design which covers all parts of the development including graphics, programming, sound and so on. A detailed design document is the key to a successful game project where every conceivable element has been thought of. With a bit of luck and a great deal of talent and hard work, any aspiring game designer can get into the business.

Cheats

Codename Eagle is definitely not the easiest game to play, however, it is also not impossible. If you do find you have trouble completing a mission, or just want to tool around and be a god, here are those tasty little cheat treats gamers so love.

Healthmaximum	Gives player maximum health
Armorgod	Give player the maximum 200 armor
Codenamegod	That's right. Invulnerability, baby!
Missionmaster	Unlocks all missions. Technically, if you are a true gamer, you shouldn't need this cheat. I mean, geez, you're taking all the fun out of completing your missions.
Weaponmaster	Gives all weapons other than Gas Gun and Flamethrower, with unlimited ammo to boot.