

THE TIP OF THE ICEBERG

Elite's *Beyond The Ice Palace* was mapped and **POKEd** last month. So to round the frosty trio off, here's the complete solution. It comes from Paul Williams of Ellesmere Port. Cheers, Paul

Key: L-left, RD-right & down, LU-left & up . . .

Level One

First get the star shaped weapon, L, D, R, shoot rock, R, shoot rock, R, kill big bat, R, kill

big bat, R, D, shoot rock, R, kill big bat, R, U, L, U, R, kill big bat, R, RU, get weapon, RD, kill big bat, D, R, kill big bat, get onto the moving rock and make your way to the top right corner, kill big bat, R, leave weapon, R, kill big worm with the help of a spirit or two, up ladder and into Level Two.

Level Two

R, U, L, U, jump gap, R, U, L, U, kill big bat, up left ladder, get spirit, up ladder, left across moving rock,

leave weapon, U, right across rock, R, U, L, left across rock, U, U, L, jump gap, leave weapon, L, U, U, L, U, U, L, kill all the flies, R, climb the ladder that appears.

Level Three

Get spirit, L, U, U, left up ladder,

kill worm, U, U, L, jump gap, L, U, L, jump gap, jump gap, L, U, L, U, R, U, R, U, kill big bat, kill other big bat, U, up any of the three ladders, kill creature. You have now completed the game.

RENEGADE II (TARGET)

The Car Park

Jump-kick the guy on the bike and all the baddies once, then punch them while they're on the floor. As soon as a man with a weapon arrives on the scene, jump-kick at him and then pick up his weapon. A weapon gives more points when used than unarmed combat.

The Seedy Street

The ladies of the night will follow you so wait with the woman to your left until the man with the gun shoots, killing the woman instead of you. When the man has run out of bullets you can kill the ladies, then the man - he is harmless without ammunition.

City Park

Go right as quickly as possible, since there is an axe lying on the ground there. Use the axe to simply hack your way through all the baddies. Keep walking until you reach the exit.

Shopping Mall

Here, the game gets harder. The 'Beastie Boys' duck when a jump-kick is made so to kill these you have to jump-kick over the top of them and then use back-kick twice to put them on the floor. While they're down, punch them. Use the techniques used in the car park to defeat the other baddies.

The Sleazy Bar

The bodyguards hug and head-butt you if you don't use the 'Beastie Boys' technique quickly. They are hard guys but can be punched while they're on the floor after just one hit. When the bodyguard with the snooker cue enters, knock him to the floor and quickly pick up his cue since it makes defeating baddies easier. Try to take the snooker cue to meet the boss.

The Boss

Surprisingly, this is one of the easiest parts of the game! All you have to do is to collect the cue from the bottom left side of the screen (if you don't already have it) and wait in front of the boss. When he comes close hit him twice with the cue and he will fall to the ground. Repeat this four times and he dies. Matt can now rest in peace.

Cheat for Infinite Lives

Firstly play the game until a high score is achieved. Once on the high score table press 'CAPS SHIFT' and '0' at the same time until about two to three lines are filled up with the symbol C/S. Now press 'ENTER'. The screen goes jumbled and look like a crash. Play on through the game and after a short time the screen returns to normal, but you have infinite lives.

BAZOOKA BILL

Bazooka Bill is a right wimp, he can't even avoid 10,000 marauding enemies without losing a life. If you're suffering from this sort of hassle then why not take a tip out of Alan Madge's and David Moore's respective books? They're from Torpoint.

The action is played on three levels, indicated as T (top), M (middle) and B (Bottom). Follow the directions whilst constantly running right, and you should have the game finished in no time. However, there are no tips for the third level, ariel flight, as the route changes every time.

The City:

M, M, M, M, M, B, M, B, M, B

The Airbase: B, B, M

Leyte Island: M, B, T, B, M, M, B

GENERAL TIPS

Play with a friend who keeps his finger on the C key. When you lose a life, the game restarts but you have no points.

On the Island the Bazooka's are hidden in the waterfalls and can not be taken, so dodge the tanks or they run you over.

In the inventory the weapons, in order, are fists, knives, machine gun, flame thrower, bazooka.

NETHER EARTH

NETHER EARTH

Here's the complete solution for the Argus game which we reviewed last issue. It comes from Andrew Lewis who lives in Edinburgh. He completed the game on 8 April and claims to be the first person to do so. That is unless you know different . . . (As Esther Rantzen would say)

➤ Make one Antigrav plus cannon, and one track plus cannon. Advance Antigrav 30 miles, and capture the phaser and the nuclear factory. Order trailed vehicle to capture neutral factories, then work the Antigrav back. You should now have one factory of every kind. Install your two machines in the front two factories, with orders to stop and defend.

➤ Return to your warbase and make as many trailed vehicles with missiles or phasers, and an electric module, because you can send them to the front positions and park defensively; again with orders to stop and defend.

➤ Make an Antigrav vehicle with phasers, missiles, cannons and an electric module. This is the strongest type of vehicle and can withstand five shots from a phaser before being destroyed. Always put an electric module on vehicles as it adds range and strengthens its armour. Place this vehicle in

your phaser factory, and from this position you can destroy any enemy within range. Stay with this vehicle for about 100 days and repulse any enemy attacks. This may appear boring but it's really worth it.

➤ You should now have many resource points. Return to the warbase and make as many vehicles, as described above. Order them to destroy enemy robots.

➤ Keep the offensive up, and help vehicles to destroy troublesome enemies. Return once more to warbase and make as many track vehicles as possible, assigning them to capture enemy factories. Remember, enemies can be destroyed by using your radar - this where missiles are most handy.

➤ When one of your vehicles draws near to an enemy warbase, put it under combat control and capture that warbase.

➤ You may find that your vehicles get stuck in a small channel near the third warbase. Should this be the case, take an Antigrav unit with a nuclear device and blow the blocks out of the way - remember to pull your vehicles well out of blasting range.

➤ Repeat the sixth point to finish the game.

HE MAN - MASTER OF THE UNIVERSE MASTERING THE UNIVERSE

★ You will be given two options: surrender or fight

★ Choose the first one (if you have picked up all the seven chords you will be given the last one)

★ Finally, defeat Skeletor to become MASTER OF THE UNIVERSE

Or if you still find the game difficult and have a Multiface, you can use these POKEs that Paulo included with his letter.

POKE 42173,0 - Infinite lives

POKE 41274,n - number of lives

POKE 51406,0 - immunity

POKE 43210,n - number of ghosts

POKE 52346,60 - slows down the clock

POKE 41420,175 + POKE

41421,0 - any number of chords

Paulo Nogueira was so excited when he completed Masters Of

The Universe that he wrote in from PORTUGAL straight away with the solution, some POKEs and a map. Now the letter has come all this way to England I can't not print it, can I? So here it all is . . .

★ Get to the cemetery and pick up Chord One

★ Get Chord Two

★ Go to the scarpard as fast as you can (before the clock reaches 6:30)

★ Defeat Blade and Karg to get a new chord

★ Get to the store before 4:30

★ Kill seventy ghosts to get a new chord

★ Get Chord Three and Chord Four (the fifth and sixth chords)

★ Go to the rooftops

★ Once inside your space disc, kill the enemies

★ After a few moments you are given your seventh chord

SOLDIER OF LIGHT

Level 1

Kill approaching troops, but watch your back, or else. Jump vehicles and pick up [] signs. When you come to the steps, don't fight the troops behind you, just jump over their bullets. If you have the triple blaster, don't pick up the [] at the top of the steps. Don't slip off the rocks in mid-air. When off the rocks kill all the troops and vehicles before confronting the big chap. Fire shots at him, then let him

jump over you. Repeat this process until you destroy him.

Bonus Stage

Waves of alien ships will approach you. Steer your ship to the bottom left of the screen and fire like hell. Don't panic because it will all be over soon.

Level 2

Kill off the bees which will come from the tree trunks and collect those [] signs. Jump the plants, unless you want to get swallowed up. When you reach the Loch Ness monster lookalike, aim for his head, but watch out for those fireballs coming from his mouth. Don't go too close. Jump slowly across the rocks then shoot the troops, vehicles and big chaps using a similar method to the end of Level 1.

Level 3

Kill all menaces in sight and try to get a double shot fireball from a []. Jump up on the brick platforms till you get to the penultimate one. You should see a large mask like thing - the boss. Shoot and dodge him, he should die after a few shots. **MISSION COMPLETE.**

OLLI AND LISSA

This cutie game from Firebird got quite a respectable rating in CRASH last month. Despite the simple idea of the game it's quite tricky to solve some of the later screens. Robin Ibbeson from Rotherham in South Yorkshire obviously had no problems with it however, because he's sent in some Playing Tips. Here's the way to get through the first four stages in the game.

STAGE ONE

This stage is pretty straightforward so I'll skip through it quite quickly. Take Olli to the left of the screen and jump over the Octopus. Get the lamp and run to the stairs. Jump up the stairs and if you have to, jump over the gnome. Then jump up the second set of stairs. Give the lamp to Lissa and you've finished stage one.

STAGE TWO

Sir Humphry will tell you to get

the Diamond. Do not rush into the second screen or you'll run straight into the arms of a waiting frog (eugh). When the frog starts to go to the right, follow it and stop at about the second window. The frog will start to go back to the left when it reaches the gap between the two portcullis'. Now walk down the steps, and wait at the bottom next to the suit of armour. When the small ghost has reached the suit of armour it will start to go to the left. Follow it and start to go down the steps. When you get to the second step from the bottom, stop. Wait there until the second small ghost has gone past the stairs and then go down the rest of the stairs. As soon as Olli reaches the floor, jump over the second small ghost and run to the diamond. Then wait next to the suit of armour's spear until the second ghost has started to move towards the stairs. Run after it and jump up the stairs to the 4th one from the bottom. Wait until the first ghost has passed Olli and jump up the rest of the

steps. Run and jump up the next lot of stairs, jump over the frog and run through to the first stage. Give the diamond to Lissa.

STAGE THREE

Sir Humphry will now command you to find a scroll. Follow the directions given in stage two, but at the bottom of the screen go through the door at the right hand corner. Olli is now outside the castle. You will notice that the bats aren't in line with the battlements. Keep on the side which is least in line with the bat. get to the part just before the battlements' hole and jump, making sure first that the bat is out of the way. Now move a little and then jump onto the second part of the battlement. Now you can move further on and jump onto the third bit of the battlement. After you have done this, jump onto the grass verge on the right hand side and collect the scroll. Jump back to the third bit of battlement if there's not a bat in the way and then jump onto

the second bit. Finally jump across to the first bit of battlement (minding the bat), and race back to the castle following the instructions for the previous screens.

STAGE FOUR

Sir Humphry now tells you to get a mushroom. Follow the directions to get through screens 1,2 and 3. When the worm has gone, jump onto the bump in the grass and wait until the worm comes back and then jump over it and grab the mushroom at the other end of the screen. When the worm has reached the bump at the right hand side it will turn around. Follow the worm and when Olli gets to a little bump in the grass, jump onto the big bump and then over the worm. Follow the instruction to get you back to the cauldron.

Hopefully next issue there'll be the solution to the rest of the game so send in your tips NOW.

UNIVERSAL HERO

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So, you're still not a Universal Hero, eh? Never fear, David Metcalf from Tyne-and-Wear has worked out the following solution enabling you to launch the fighter. Take it away Dave . . .

First find the Remote Switch, (located next to the Mineral Truck), and take it to the Floppy Disk inside the Force Field. Put the cursor on the switch and use it to open the Force Field - take the Floppy Disk.

Take the Tap (on the moon's surface) to the furthest screen on the right. Use the tap with the Piece Of Tubing sticking out from the cliff face. This stops the Fountain found later in the game. Collect the Plunger, the Stick Of Dynamite and the Wire, found next to

the Space Ship. Take them to the screen where all the rocks are piled up against the door, move the cursor to the plunger and use it. The door is now accessible.

Locate the Three-Pin Plug, the ID Card and the Floppy Disk. Go through the door in the room which had been covered with rocks, move the cursor onto the Plug and use it, then use the Floppy Disk to read the Computer Display. Type in 'Sjartibardfast' and the Force Door should be open.

Go through the door next to the Pineapple, fetch the Oil from the room and take it to the room where the fountain was. Two screens further on there is a Red Machine. Take the Rocket Fuel to the Ship, making sure you have the ID Card, and using the Rocket Fuel, the ship should launch itself at the freighter ready for your next challenge.

THE GREAT ESCAPE

THE GREAT ESCAPE

If Ocean's 3-D brain blower is still causing headaches, then try this solution from Ian Banner of West Lothian.

Day One

Collect the key from under the watchtower and open the door where the lock-pick is found. Drop the key on the floor and pick up the lock-pick. Open the door where the spade is found. Collect the torch and the papers. Take the torch and the papers to the room where the spade is and drop them down the tunnel. Return to normal duties.

Day Two

Open the red cross parcel and drop the contents onto the floor. Return to normal duties.

Day Three

Do the same as day two

Day Four

The wire cutters should be in the red cross parcel. Take them to the room where the spade is and drop them down the tunnel. Return to normal duties.

Day Five

Open the red cross parcel and drop the chocolate on the floor. Return to normal duties.

Day Six

The compass should be in the red cross parcel. Take it to the room where the spade is situated and go down the tunnel. Pick up the torch and take the compass to the other end of the tunnel. Drop the compass and return for the wirecutters. Go back to where you dropped the compass and drop the torch. Pick up the compass and wait a few seconds. Now run up to the wire and cut it. Drop the compass outside then return to the tunnel. Drop the wirecutters and pick up the torch. Now go and get the papers and take them to where you dropped the wirecutters. Now drop the torch and pick up the cutters. Wait down the tunnel until next morning.

Day Seven

Wait until you hear the alarm for roll call. Now run up to the wire and cut it. Drop the cutters and pick up the compass. Now, run off the screen - and you've escaped.

STORMBRINGER

STORMBRINGER

And there's plenty of storm clouds hovering around Ludlow at the moment. Huge great black things, absolutely vast compared to the miniscule vapour that follows Magic Knight around in his latest quest. So, if you're having problems, Steven Hepworth and Stephen Laurie from Walmerley, Lancashire have come to your rescue with a few tips that should help get you well into the game.

Start off by dropping Gadget X and go right to Robin's little hut and pick up the Chicken. Go left through Spooky Forest to the screen just before Berewolf, stand in front of the middle plant and cast a Pass Plant spell. When transported, pick up the Elf Horn. Go back to the plant and cast the same spell to return. Go right and pick up the Bottle. Go right again and check to see if the carried Chicken has laid a Golden Egg. If it has, take and read the Newspaper from Robin and then go left to the Sword in the concrete. Pick up the Disguise as requested in the paper.

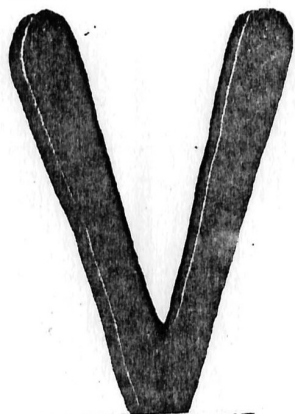
Go right to Entwood. Take and wear the Magic Talisman and the Brass Ankh. Take the Wand from Aramis Le Peux and command Robin to go to sleep. Go as far right as possible to the castle entrance, go in but avoid the Axe. Fall down the hole. Pick up the Teleport Pad, Key and the Teleport (if need be drop everything except the Chicken, the Egg or the Newspaper), and you should now find yourself in Limbo.

When in Limbo drop the Wand Of Command, pick up and wear the Shield, pick up and wear the Power Boots and pick up the Wand Of Command again. Drop the Teleport Pad in Limbo. Go left, drop the Wand Of Command, have a drink and drop the Empty Bottle. Return to the castle, jump over the hole and go right until you reach the room with the fork shape on the wall.

The menu should now have a pull lever option, so pull the lever. Pick up the Bottle Of Liquid. Go as far right as possible, jump up onto the Stool, jump on to the blue thing and continue pressing up until you can go no further. Go right, jumping over the holes in the floor, down the one-way passage, keep on going left until you reach a big White Statue. Jump over the hole in the floor and go under an Arrow. Drop the Advert.

Jump on top of the Advert, pick up the Arrow and Teleport, then go left and drop the Newspaper. Give Robin the Arrow (or go right). If the Chicken has laid an Egg then give it to Robin and wake him up. Go to Berewolf's screen, blow the Elf Horn, summon Robin, command him to help and he will shoot Berewolf.

Berewolf should now have transformed into a Teddy Bear. Drop the Advert and pick up the Teddy. Jump right onto the ledge, don't fall onto the floor. And then . . .



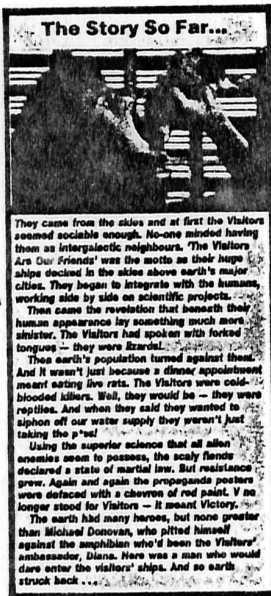
But the aliens aren't just going to sit there and let you destroy them. You'll need your trusty laser and that's going to need recharging every so often from the power points you'll find scattered around. Fine — you're happily blasting lizards and maybe even taking pot-shots at robots, (though they may be invulnerable in the final version,) and it's all getting you a nice high score. But unless your luck's really in it won't find those two crucial areas. And that's where a bit of strategy comes in.

The first thing that you'll realise about the lizards is that they don't talk da lingo. This means that before you can use your communicator device, which appears at the bottom of the screen and is tapped directly into the ship's Computer (don'tcha just love that jargon?), you'll need to use a bit of brainpower. Once you get the hang of it though you'll be able to use it for things like opening security doors which requires a bit of pattern-matching brainteasing.

Your travels will also bring you into contact with several laboratories where you can find parts of the formula for the dreaded Red Dust. As well as making a mess of white carpets, this slows the aliens down — somewhat terminally! So you may choose to complete the formula and then find the air purification plant. Here you can tap into the ship's glorified ZX81 and get it to manufacture the deadly powder and put it into the air conditioning. Pretty dumb of it, huh? Well, yes and no, because as its fleshy masters die it will step up robot activity. It all depends on you like blasting best.

If you get tired of the endless corridors, the outer levels have airlocks into space. Out there you blast yourself around with an oxygen cylinder, remembering that a push to the left will send you right! There are two major housings on the outside of the ship, the water inlet and communications centre, and while their destruction isn't crucial it'll certainly rack up the old score.

Right, you've located your targets and set the bombs. Even that's no easy task because it looks like you'll have to synchronise the two explosions exactly. Failure means that if the reactor goes first the computer will still be able to defend itself. And without the computer the reactor will run wild. Then it's back to the docking bay where your craft is



The Story So Far...

They came from the stars and at first the Visitors seemed amicable enough. No-one minded having them as intergalactic neighbours. The Visitors are Our Friends! sent the motto as their huge ships docked in the skies above earth's major cities. They began to integrate with the humans, working side by side on scientific projects.

Then came the revolution that began their human appearance by something much more sinister. The Visitors had spoken with forked tongues — they were lizards!

The earth's population turned against them. And it wasn't just because a dinner appointment nearly sat on live rats. The Visitors were cold-blooded killers. Well, they would be — they were reptiles. And when they said they wanted to siphon off our water supply they weren't just taking the p's!

Using the superior science that all alien enemies seem to possess, the scaly fiends declared a state of martial law. But resistance grew. Again and again the propaganda posters were defaced with a chevron of red paint. V no longer stood for Visitors — it meant Victory.

The earth had many heroes, but none greater than Michael Donovan, who pitted himself against the amphibian who'd been the Visitors' ambassador, Diana. Here was a man who would dare enter the visitors' ships. And so earth struck back.

ready and waiting and all ashore that's going ashore — though it's hoped that the finale will hold a nasty surprise to wipe the grin off your face!

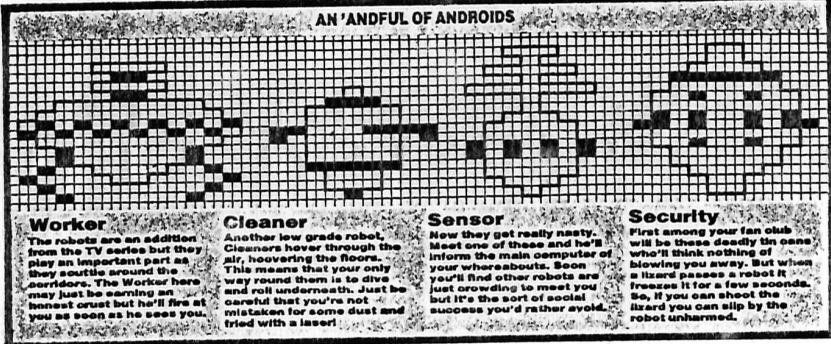
This is just the barest outline of the gameplay. When I saw the game it was still far from finished. Other details may include the computer switching off the lights in a certain section. Then you'll have to rely on a torch that'll show the way ahead but only just enough behind you to let you see what hits you! Donovan is extremely well animated and if his jump and roll and some of the plot details remind you of *Impossible Mission*, well the same people were responsible for the Spectrum version. But V has added to that game's success with its combination of blasting for high scores and strategy to complete the task — and it's not only vast but different for every game!

V THE GAME SIGNS...

V-Day will soon be here. The day the reptiles arrive — but only in Ocean's new megagame. **Rachael Smith risks life and limb to pay the programmers a visit...**

You are Donovan! No, not the wimpy sixties singer, but Michael Donovan, the only person who can save the earth in this free adaptation of the TV series, V. The mission is simple — locate and destroy the enemy ship by blowing up its central computer and reactor. What makes it less easy is the size of the ship. It's a maze of corridors and blocked passages, sixteen screens across, eight screens down and five layers deep — a grand total of 640 screens that would take you several hours to cross. And that's without the unwelcome attentions of the lizards and their robot guards.

AN 'ANDFUL OF ANDROIDS



Worker

The robots are an addition from the TV series but they play an important part as they scuttle around the corridors. The Worker here may just be earning an honest crust but he'll fire at you as soon as he sees you.

Cleaner

Another low grade robot. Cleaners hover through the air, hovering the floors. This means that your way means there is to dive and roll underneath. Just be careful that you're not a mistaken for some dust and tried with a laser!

Sensor

How they get really nasty. Meet one of these and he'll inform the main computer of your whereabouts. Soon you'll find other robots are just crowding to meet you but it's the sort of social success you'd rather avoid.

Security

First among your fan club will be these deadly tin cans who'll think nothing of blowing you away. But when a lizard passes a robot it increases it for a few seconds. So, if you can shoot the lizard you can slip by the robot unharmed.

FEUD

FEUD SOLUTION

The Mega Team, who are a pretty loyal bunch, have revealed the *Feud Solution* for those of you who would rather not use the POKEs. But it's very tempting to use them both...

The spells needed are freeze, fireball, heal and zombie. When the ingredients are collected go back to your cauldron and mix the spells by selecting the correct page on the scroll and pressing space. After mixing the four spells find a villager and follow him everywhere making sure that the scroll is set to freeze.

Wait until Leanoric appears near the villager and press space to freeze him then turn the villager into a zombie. In which ever direction you move the zombie follow but try to keep the zombie on top of Leanoric to reduce his energy. Now set the scroll to fireball to blast Leanoric and reduce his energy further. If he isn't killed first time repeat the procedure and don't forget to use the heal spell if any of your energy is lost.

It's about time I contributed some of my own hints to the Shop, and so here are my tips on how to get through the first seven screens of this superduper coin-op conversion.

Screen One: First whip the left hand brick out from under the guard as he walks along the platform. Then press duck/fire, fire, duck/fire, fire, duck/fire, fire. Get the key and work your way up to the exit. Get the gems on either side of the screen if you must, but don't worry about them. Enter the centre block from the side and get the three trinkets, not forgetting the other three hidden in the bricks underneath. Then wait for the bird to bounce off the wall on your side and pass you, and jump on the platform behind him and scoot to the exit.

Screen Two: Step forward one brick and press fire. The animal will walk towards you and drop down the hole. Press duck/fire and step forward and press fire. The same thing happens. Now press duck/fire, step forward,

SOLOMONS KEY

jump/fire, fire, and the creature will fall down again. Now repeat the last sequence, and the creatures will begin falling down the centre of the screen. Cross the gap by placing a brick in it, stepping over and then removing it again. Then you're free to get the key and get out.

Screen Three: First place two bricks in the right hand corner of the compartment. Wait till the fireball goes over your head. Jump, fire, jump, fire and you're into the next bit. Go through the wall and press duck/fire, forward, duck/fire, and jump over the first spider as it comes for you. Wait for the second one to go all the way round and through the tunnel you just came through, and then seal it. Jump down past the bird. Get the key and release the spider, jumping out of the way to let it pass. Jump down into the next bit and shoot a

bag, and headbutt the brick under the bird. Get the trinket and climb up to the last bit. Wait until the llamas leave you enough space and then duck/fire, forward, fire, jump, duck/fire, forward, and duck/fire. Then you're in!

Screen Four: Well, yes. Okay, so you can just walk straight across. But it's a good idea to spend some time rescuing the angels at the top.

Screen Five: Very tricky. As fast as you can, drop a brick in front of you, back up one and drop one beside it. (The devil will drop down and kill you, if you don't.) Build a little staircase to the top spider and then build a bridge to his brick. Let him walk across it and jump over him, destroying the bridge behind you. Jump and steer yourself underneath to get the key. You'll probably get killed, if you don't get off the floor level as soon as you

staircase again and this time go up and over the spider and drop down into the exit.

Screen Six: Gotta be fast. Wait till the birds bounce off the bricks and the devils drop. Press duck/fire, forward, fire, jump, fire, jump, fire, jump, duck/fire. Wait till the birds are out and drop down, aiming for the key, then aim to miss the eagle. Turn and shoot it with a fireball. Get the bag and the gem and make your way up carefully to the exit.

Screen Seven: Get the fireball bug, and make your way up to the key. Having got it, you must place bricks repeatedly in the way of the fireballs being thrown by the eagle, and leap up and headbutt the bricks in your way. Then in between fireballs, jump up and over the devil generator and drop down behind the eagle to the exit.

And there you have it, the first seven screens. I've got further than this (*Yeah, yeah! Ed*) but I haven't got room to tell you about it yet. So look forward to more next issue.

DOUBLE DARE!

MICRONAUT ONE | MICRONAUT ONE

Stuart Henny and Garry Sinclair (any relation of Sir Clive?) from Scotland were playing *Micronaut One* when they came across some extremely useful tips. Being...

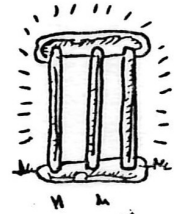
1. Collect the small clouds which float about the tunnels as these increase your energy.
2. Destroy all of the webs, this is done by shooting the grey blob.
3. Don't shoot the eggs, it wastes too much energy.
4. Only attend to the ETUs when they are at danger status or critical, otherwise you waste time.
5. The other objects you see in the tunnels are there just to get in your way, don't waste energy shooting them.
6. The first three levels are the tunnels of Ceres, the tunnels of Ganymede and the tunnels of Phobos.

BIONIC COMANDOS

Bionic Comandos

Like a lot of games these days, the documentation with blockbusting games isn't perhaps as comprehensive as it could be. Take this list of enemies and their attributes from Philip McCardle (not Macca, some other McSommmink).

● **Electronic cage:** These kill you when you touch them. Shoot them about four times and they'll blow up.



● **Giants:** Two big horrible giants which fling bouncing boxes at you. Twenty shots needed to kill them!



● **Spikes:** These will kill you if you land on them, and you can't zap them, so steer clear.



● **Whirly Things:** Dodge 'em.



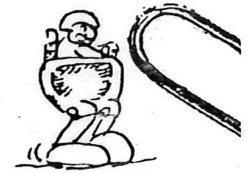
● **Soldier:** These shoot, throw bombs and land on you. One shot.



● **Kamikaze Soldiers:** These appear from behind the giants and charge or drop on you. Shoot them once and they'll blow up (hur hur hur).



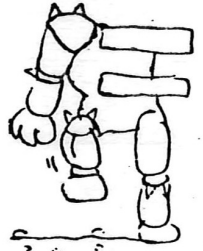
● **Jumping Machines:** Shoot the legs before they crush you. They'll blow up and throw the driver clear. Shoot him too.



● **Large soldiers:** These follow you with grappling hooks, and when they can they'll charge at you. Shoot four times.



● **Half Functional Robot:** You can't destroy these, just duck under the hands and feet at the right moment.



● **Goblins:** Crouch down to shoot these before they bite the platform away and crush you. Just one shot will do."



● **Bee hive:** don't shoot this or touch it or a swarm of killer bees will attack and probably kill you. You can shoot them with just one shot if you're lucky.



● **Flying creature:** These climb up trees and swoop at you after a while. Get level with them, and shoot them before they take off. They only need one shot.



And that's it! Brilliant work, Phil. Hmm! Good name that, where d'ya get it?

BRAVESTARR

HIGH NOON IN BRAVESTARR

Tex Hex has met his match - with a bit of help from Jason Richardson of Wincanton you should be able to defeat the baddie in GO!'s new space-boy shoot-'em-up, *Bravestarr*.

Now this town ain't big enough for me and £30 worth of software - so it's off to Jason, who completed the game within half an hour of buying it, for these tips.

First move left till you find the flying saddle; mount this by pulling down, and fly to the mountain which is at the moment the only other thing on the map, except for the town. Enter the cave and examine it. Leave and fly to the mine entrance which has now appeared on the map, enter and examine it, release the townspeople and talk to them,

leave. Fly back to town and enter the Exchange; talk and exchange kerium for money. Go to the Bar and talk; you will be asked if you are willing to pay for information, and you must answer 'yes'. Remount the saddle and fly to the new town which has now appeared. Keep walking right and you will, at the end, be attacked by a different-looking man. This is Tex Hex (booooo!). Kneel down and continually fire till he disappears - I find this the best method. Fly back to the original town and enter the jail; examine and release Tex Hex. Now fly to the Hexagon, the final place on the map, and walk right till you find the flying head. Kneel down and fire, dodging and occasionally jumping, till the head is destroyed. Then you've completed the game.

ASTERIX TIPS AND SOLUTION

Just in case anyone is still struggling with the somewhat disappointing Asterix from Melbourne House, Mark Lindsay from Bream in Somerset sent in this map, hints and solution. Take it away Mark...

The potion is used in the arena, so if you're hit, you don't lose a life. And in the arena, if you kill ten men, you get a prize and a piece of the cauldron. To surrender, wait in a corner when fighting a Roman. This lets you explore the Dungeons if you have a key. To kill Romans, stand close to them and use low kicks.

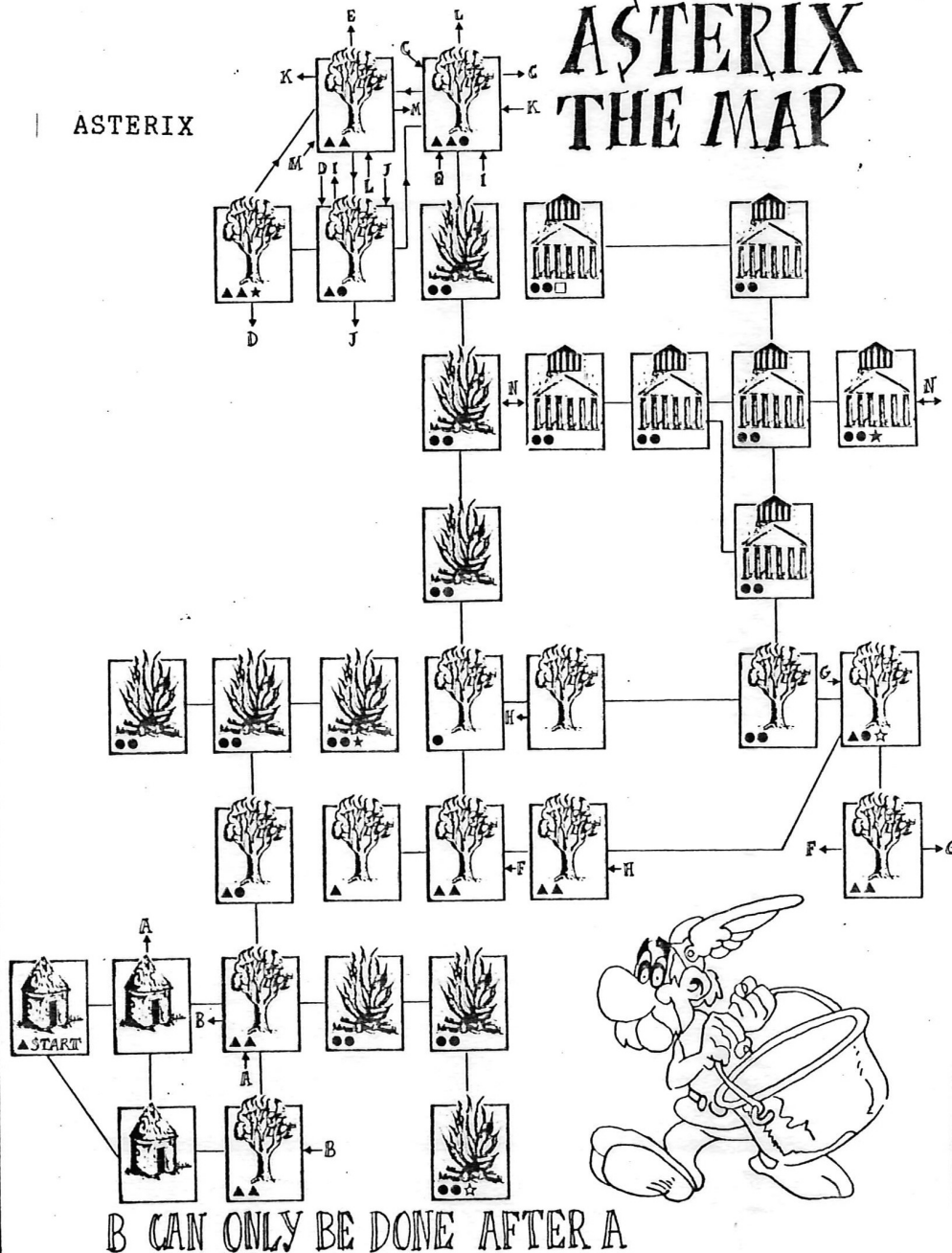
To kill pigs, use a left or right punch.

In the arena you can't move, so be ready to use a low kick. And to get to the arena, just wait in a cell until the door turns white.

There are only five pieces to the cauldron, and you do not have to return to the village to complete the game.

SOLUTION

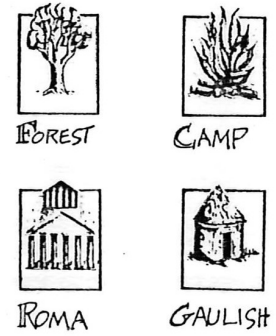
From the start you go, right, right, up, up, get cauldron, left, down, down, right, up, right, right, right, get key, down, left, up, up, up, up, up, left, down, left, get cauldron, down, surrender, left to next set of cells, in first cell, get cauldron, wait in cell until door changes colour, go out the door, use potion, kill ten Romans, get cauldron, go out door, down, move to bottom of screen and go left, get cauldron—and then you've done it!



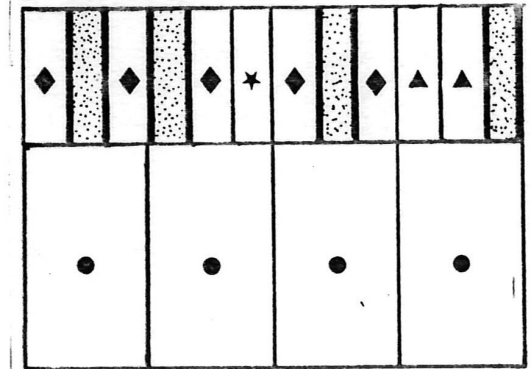
B CAN ONLY BE DONE AFTER A

KEY:

- = Roman
- ▲ = Pig
- ★ = Piece of Cauldron
- ☆ = Key to cells
- = Exit from Arena
- = Normal screen connection
- = Normal connection One way
- ↔ = Two way passage
- ↔B = One way passage
- ⊞ = Cell you cannot enter
- ◆ = Cell



DUNGEONS



THE RAMBO SOLUTION

With Cobra, the game after Sylvester Stallone's new blockbuster film about to grace the streets, it seemed apt to print this solution to Rambo. Lots and lots of people wrote in asking for POKEs or tips. Thanks to Tim Gough from Norwich you can now complete the game if you follow their tips correctly.

START:
Only use the knife when you have to, any other weapon will attract too much attention. Find the rocket launcher as it is essential later on in the game. Pick up weapons for high scores.

PCW CAMP:

Blow up the bridge that leads to the camp with a grenade. Enter the camp and switch back to the knife. Run up to the prisoner tied to the stake. When you get close enough he is automatically freed.

ESCAPE:
Straight away switch to the grenade. This weapon is the best for close fighting. Make your way North-East until you see a fence going upwards to your left. Follow it northwards until it ends. Go around it. Turn left. Carry on going west until you hit another fence. Follow this fence south go around it and turn north. Follow the fence upwards and turn north-east until

you come to a bamboo hut. Now switch to the knife and cut the prisoners free. Now peg it back to the helicopter and fly north-east and don't forget to avoid the Super Chopper on a suicide mission. Land on the helpaid and run into the hangar to complete the mission.

THEN HELICOPTER:
Climb into the helicopter and once you are airborne, switch to the rocket launcher and blast everything in sight. Some of the buildings can be shot twice to earn you extra points. You can land at any helpaid marked with an "H".

THE PRISONERS:
Fly south down the left hand side of the screen and land on the helpaid inside the compound. Using the grenades go east until

RAMBO II

SOLDIER OF FORTUNE

SCENE 1

Explore the underground caverns first. A lift travels down the centre of the first gap so you can happily leap into the chasm with the knowledge that the lift will stop your fall somewhere below.

Points 1 and 2 on the map are inaccessible so if a fragment of the elemental is

there, it's best to quit and re-start. Once you've collected all the pieces, go to the teleport labelled A. You will then appear near some water. Leap onto the raft as they approach you and keep firing so you vapourise anything that comes at you. The big bouncing rock at 5 is undesirable so avoid it. When you've killed the elemental at

the end, run back to the teleport which said No Entry before. These lead to the next levels, however it's best to complete the levels in order.

SCENE 2

Take the lift over the spikes and duck (quick). Point 3 is difficult. The lift

descends right into the grass so it's a case of 'ouch! shew! splat!' if you're still on it. The best way is to drop onto the lift when it's beginning to come up again, firing left as you fall. Then jump at the wall (still firing) from the lift.

In section 4 take the middle lift, the right, the nearest on the left, and finally

the left-most one. Phew!

Take teleport D into section 6. When crossing the bridges just keep jumping and firing.

In area 7 there are loads of rocks bouncing about the place. Be careful, inch along a block at a time, and duck a lot. The collapsible platforms are collapsed by shooting

the base several times.

Once you've collected all the pieces, high-tail it back via teleport D, and then go straight through 8 - the wall which can only be passed when you've assembled the elemental.

Enter the combat level and Scene 3 is a mere demon away...

GENERAL TIPS

Remember you can duck, important when faced by an oncoming horde of low flying nasties. Also, remember you can change direction while jumping or falling, so if you mis-time a jump or fall unexpectedly you can steer yourself out of danger.

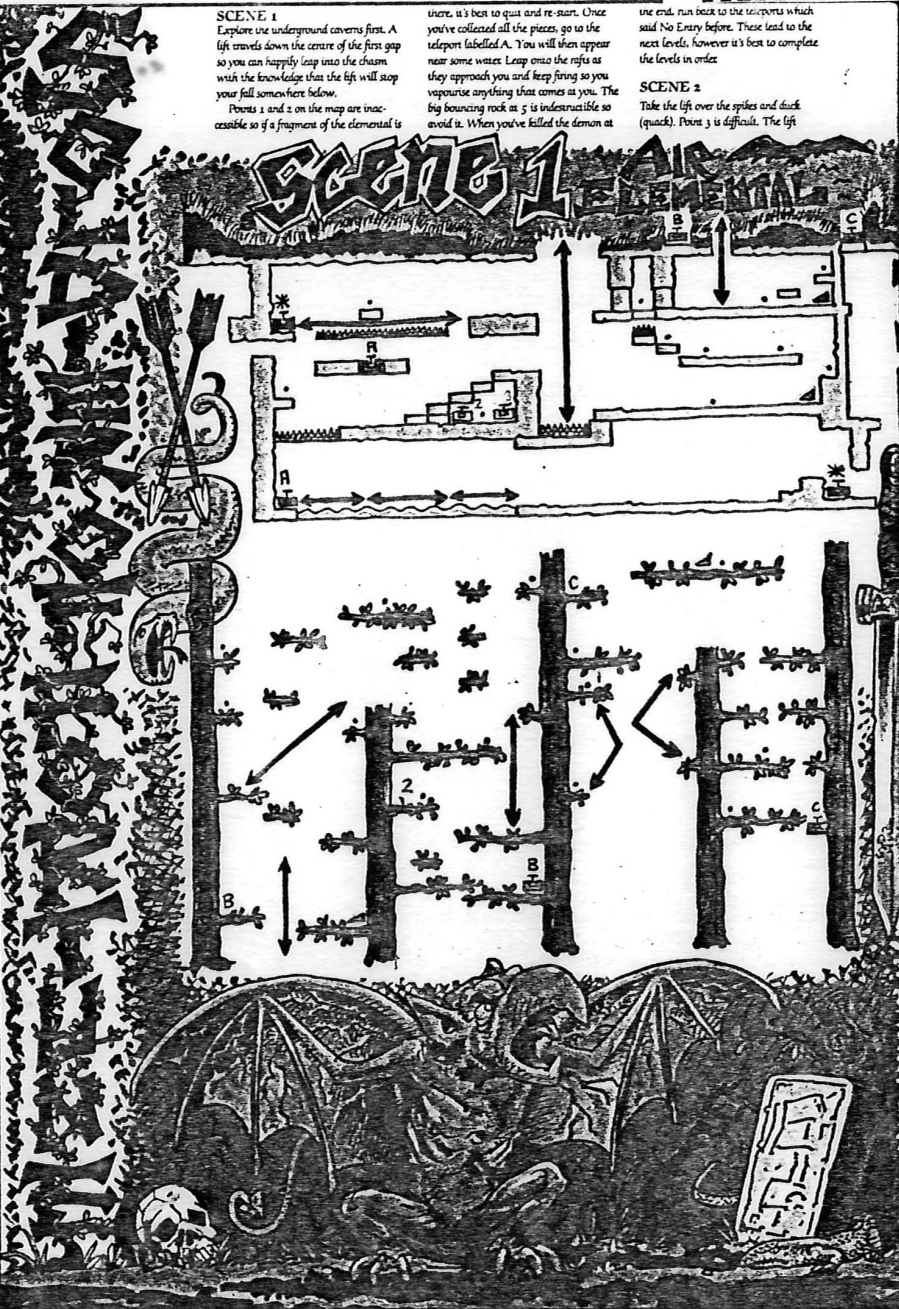
Try to avoid picking up axes - they may be powerful but they're much too slow. And watch out when walking under a platform, things (mainly nasty painful things) drop down and pulp you. Weapon power increases by the original power. Eki! Well, six arrows will give you a power of two, whereas six knives'll have a power of twelve. And remember, eight diamonds equals an extra life!

COMBAT SCREENS

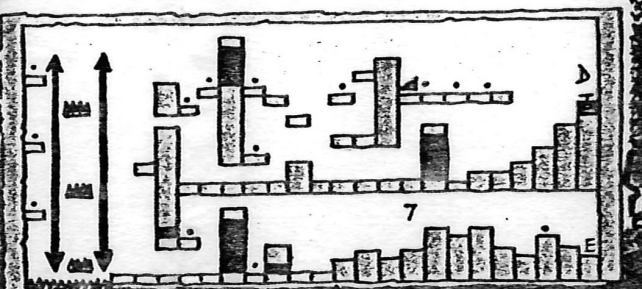
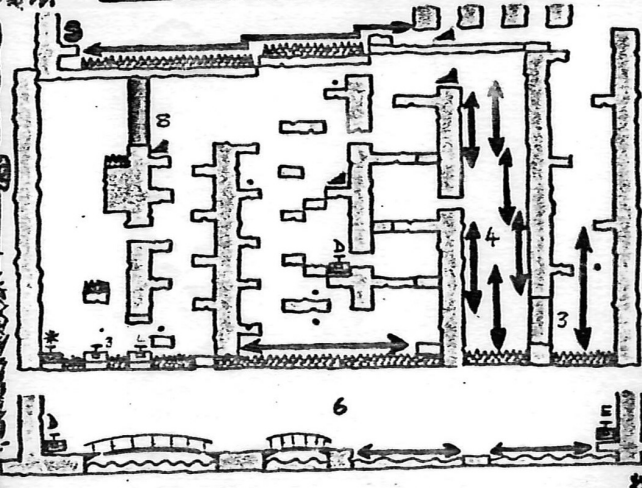
These are easy when you know how. Just don't panic. When the fireballs streak towards you, jump up between the gap when they split and blast. Try and get two or three shots off while you're in the air. When you have a demon that spits three fireballs (later levels) ignore the first one (it'll always miss) and use the previous strategy on the remaining two. Once you've vanquished the demon, any stray fireballs will be harmless. If you jump on some spikes while in a state of ecstasy over killing the beast, then you'll have to fight it again - so don't die cheap!

HACKS TO YOU!

We're not sure what cooler Firebird'll be putting on this corner but here are a couple of useful multiface POKES to keep you going:
POKE 449270 - Lives
POKE 502180 - Number of elemental pieces collected.



□ NORMAL BLOCK	• POSSIBLE POSITION OF OBJECT
□ SHOOTABLE BLOCK	▲ PRISONER
☛ TELEPORT TO COMBAT SCREEN	○ TELEPORT TO LEVEL 4
☛ TELEPORT TO POSITION X	● START POSITION
→ PATH OF LIFT	■ SPECIAL WALL
▲ SPIKES	▬ COLLAPSING BRIDGE
▬ WATER	■ COLLAPSABLE TOWER
REFER TO TIPS	⊖ MONSTER MAKERS



SCENE 2 WATER ELEMENTAL

STREET FIGHTER

TOUGH TIPS

Street Fighter, the new beat-'em-up from Capcom, is a real tough cookie. Kelvin Courtesay of Totnes has flexed his muscles and got some tips on how to street fight.

- 1 On Retsu, jump towards him and kick low. After a while he will die.
- 2 Geki will fire deathstars at you. To avoid them, jump in the air and kick him in the head. (Not very morally responsible but I suppose it gets the job done - Ed.)
- 3 To kill Joe and Mike, do the same as you did for Retsu but watch out for Mike's low punches.
- 4 Birdie and Eagle are the same as Retsu.
- 5 For Lee, jump in the air, kick him once in the head then crouch down for some low kicks.
- 6 Gen needs the same punishment that Lee got.
- 7 Adon is the same as Retsu.
- 8 Sagat is the hardest of the lot and to kill him takes some doing. Jump in the air several times and kick him in the head. Jump backwards a couple of times and repeat the process. Watch out for the fireballs.



DRUID TIPS

Another massive wad of tips and maps arrived at CRASH Towers from The Mega Team of Tipplers from Stoke On Trent. These talented but largely anonymous lads (or maybe even ladettes) have now cracked FIREBIRD'S *Druid* and have sent me a very passable map with these tips to accompany it. But am I ever going to know who you are? Hmm? Yep? Ho?

Certain weapons work better on certain creatures in *Druid*. For the Ghosts, use water or fire. One hit will usually finish them off. The skeletons don't really like water. One hit with this will kill them. However, if you're using other weapons it will take three hits to finish them off. The Beetle hates fire and one hit with it will add to its hasty demise. Other weapons take three hits to kill it. Snakes also hate fire (three hits for other weapons). The odd Wraith or two have the same dislike of firey substances but as with all the other creatures they take three blasts with any other weapon. Rallacks hate water (one hit) and the Devil (eek) hates electricity (one hit as well). Those nasty Slimies hate fire but take two hits and three of anything else.

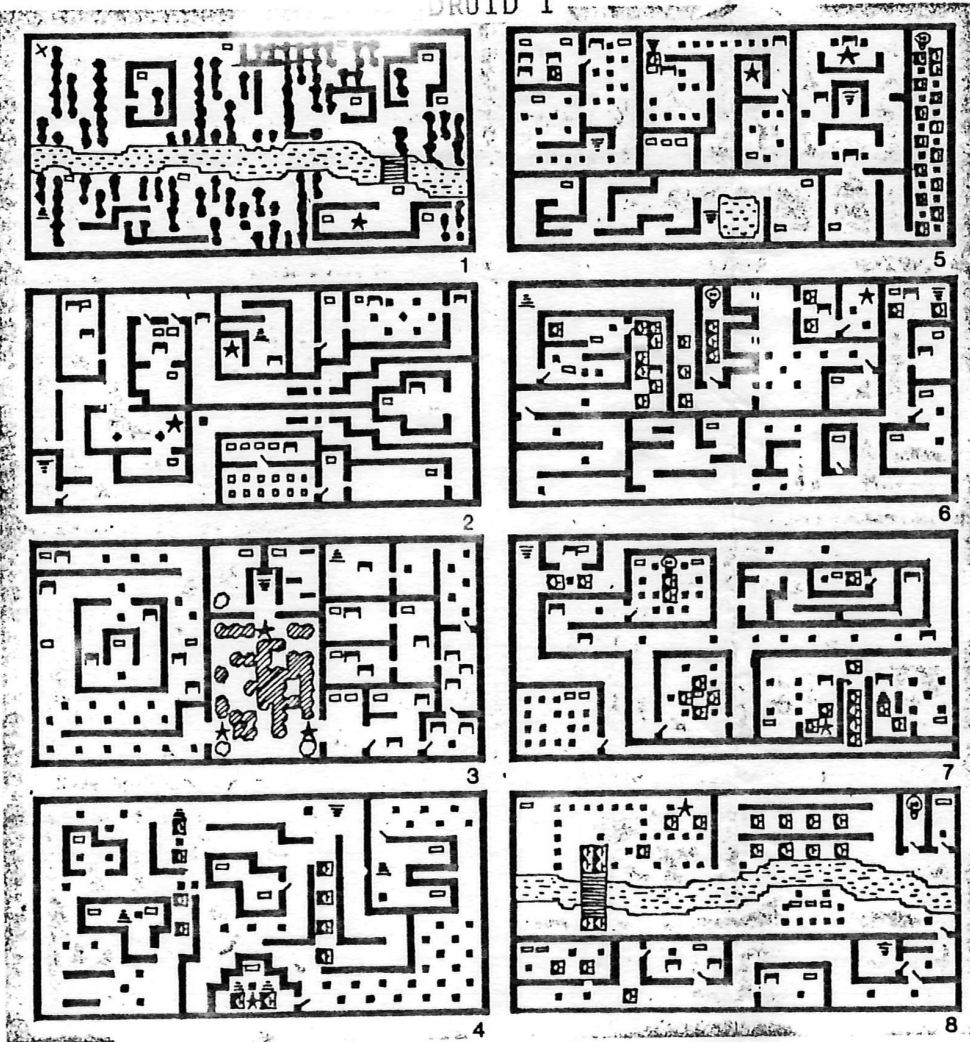
To get through the swamps on level three and over large areas of Vampire faces it is much easier to use a Chaos spell. To complete the game you will need as many chests as possible and don't just hare off to the nearest exit. Golem is of greatest use on levels six and eight, but he will follow you from level six into level seven. Get as many keys and Chaos spells as possible. The ratings in the game so you know what to aim for are: Halfwit, Apprentice, Acolyte, Seer, Lore Seekers, Spirit Master, Potion Master and finally the greatest accolade of all, Light Master.

DRUID TIPS

Hot from the pen of Sean Murphy from Harrow are these tips for the first three levels of *Druid*.

LEVEL ONE

Before you cross the river on the first level it is safe to use water on your enemies. However, after you've crossed it you must use fire because most of your assailants will be beetles. Save your Golem for level two because he's needed



a bit more here.

LEVEL TWO

Open the door with the key and go up and then right. Here you will find a holy pentagram to restore energy. Beware of yellow squares—they are very deadly. Use your Golem right at the beginning of the level so as to save on as much energy as possible because there's a mean section later on...

LEVEL THREE

Go right and up to the first chest and then go back and do the same but to the left this time. You will see a mass of blue thingummies

and *must* use the chaos spell in order to get across it. Once you're across this you will see two more Pentagrams which will very kindly restore your lost energy.

Mr Murphy reckons he's actually got further in the game than his tips suggest, but I think he's bluffing, so lets see the rest of the levels, Sean!

DRUID CHEAT

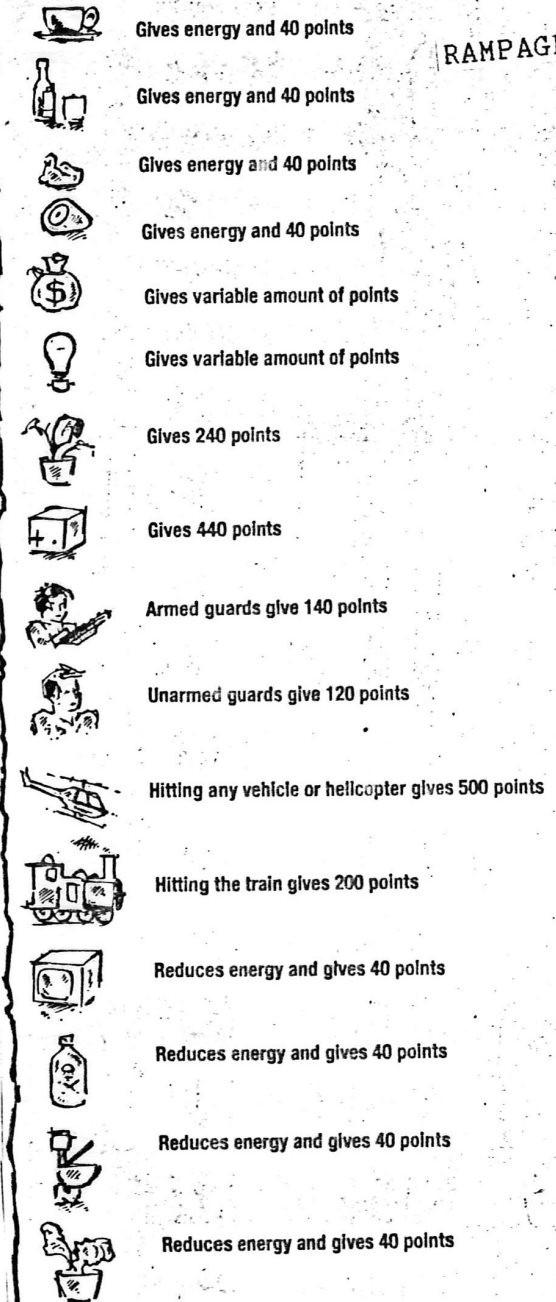
It says on the inlay of *Druid* by FIREBIRD that the Golem cannot be controlled manually by a second player. But, Peter Ellison

from Cheshire has found a way around this.

Set the control to Kempston and then begin the game. Find a Golem spell and cast it. Pause the game and "A KEY" will be displayed at the top right hand side of the screen. Press "P" and instead, "Joystick" will be printed. Now unpaue the game. The Druid can now be controlled with the keys and the Golem can be controlled with the joystick. However, the golem cannot now go onto another level without reversing the procedure above and getting it to "follow".

RAMPAGE

These drawings from Ian J Morrison show the items that appear behind the windows in Activision's monster game Rampage.



RAMPAGE

Slaine

the King

Phil South dons his hero harness and goes into spasms over Martech's axe-wielding 2000AD arcade adventure, *Slaine The King*.

It's easy to see why *Slaine* was such a popular strip in the cult science fiction comic 2000AD. Loads of gore, action, monsters and scantily clad women, what more do you need? In the comics, *Slaine* was a warrior king from England's distant past, whose main interests in life were people — you know, slaying them, drinking and eating feasts with them or just plain looting them. The kind of guy who'd just as soon rip your liver out through your nose as ask you the time of day. But there's a bit more to *Slaine*'s character because, you see, he's 'warped'. No, I don't mean someone left him out in the rain and he dried out in a funny shape. I mean he's got a warped personality, and on occasions he's given up to 'warp spasms', where he changes shape into a grotesque monster and goes completely berserk. Bit like the Ed, really. (Growl! Ed)

The problem facing the programmers of *Slaine*, Creative Reality, was how to take the warped nature of *Slaine*'s personality and translate it into a playable and absorbing game. What it came up with was a wholly original game concept called Reflex. The system consists of a series of menus, which the player points to as they flow or slide in and out of a window on the screen. In *Slaine The King*'s case, a severed hand hovers in space in front of a representation of *Slaine*'s mind. Words hover back and forth, representing the thoughts floating through our hero's warped brain. Use the hand, and you've got to be quick, to point to a thought before it flits out of sight, and then *Slaine* will do whatever it was you selected. This method of input is a little strange but once mastered it becomes second nature.

But *Slaine* isn't all destruction, death and decapitation. There's a point to it all, and that's to solve a mystery. *Slaine* has been asked to help, for a large fee, to discover why people have been disappearing from the village. In your quest to find out exactly what is going on, you have to beat people up, bribe them for information, and explore the furthest little crevices of the surrounding villages and terrain. As you move from location to location, you encounter (ie. speak, kiss, kill or drink

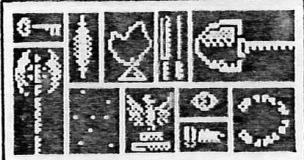
with) villagers, explore buildings and collect useful objects. With the obnoxious Ukko by your side, you've got to react quickly and think on your feet if you're to discover the secret. But watch your step, 'cos the terrifying solution involves dark forces, not to mention Half Dead Druids, beyond your wildest nightmares.

The game feels like a big freewheeling comic strip, and has all the gruesome slimy detail of the original story, as well as being an original arcade format, and there ain't many of them. It's big adventures too, with all the depth and detail you'd expect from a proper adventure game. If you like your action gritty, and your adventures mindwarping, you only have one choice. Seek out *Slaine The King* and go berserk.

Fax Box
 Game *Slaine The King*
 Price To Be Announced
 Publisher Martech



Faces and action shots involving *Slaine* and Ukko allow you to see what's going on. If you punch Ukko, which you do a lot if you've any sense, you see it happen. When Ukko speaks, you see his grinning face at the same time as his words. Urgh! Worrw slimeball!



When you examine your inventory, or uncover objects, they appear on the screen as a small window. Here we see a torch, a harness, a spade, some flesh, a packet of cards and some dice. In order to discover your objective, you have to manipulate certain objects to make things happen.

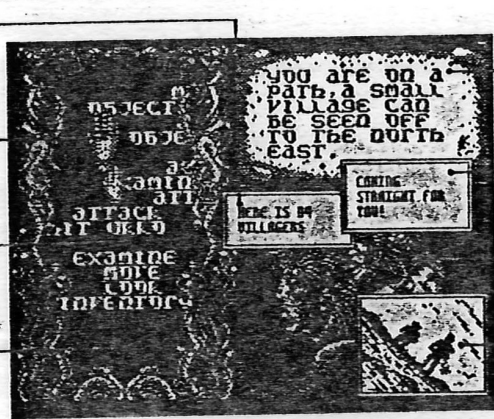


The villagers may attack you from time to time, but don't worry about it. They just forgot they hired you in the first place, that's all. Just rough 'em up a little, and who knows, you might gain some vital information.

They'll come in bloody handy! The severed hands, cloying blood, are your cursor which you point to thoughts in *Slaine*'s warped mind. Control is a little tricky at first, and you find yourself mislaid words or bouncing around the windows. But it's worth the effort.

This option 'Hit Ukko' may seem a little bit mean to your hapless sidekick, but he is an inferior and irritating little runt, and probably did something to deserve it anyway. Still, he might lend you some of his money if you dull him up enough.

As you select a thought with the gory hand, it fades out, and the thoughts in *Slaine*'s mind are rapidly replaced by a new set of options for you to choose from. There are several submenus for each of the options you see here, so *Slaine* can express himself in a wide variety of ways.



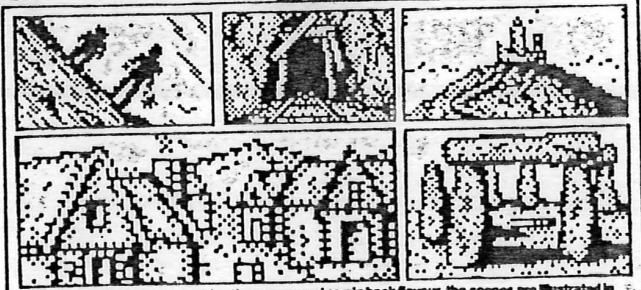
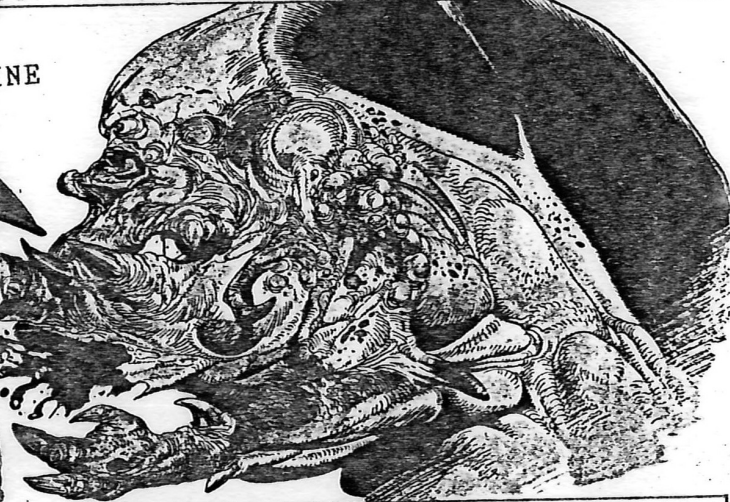
The intro to each location, called room descriptions in the trade, are sited up here in the scroll. This gives you a constant record of what location you're currently occupying in well over 100 possible rooms.

Text windows pop up when something happens in the game, telling you what somebody has said or what they are doing. The amount of text in the game is enormous, far more than in the average comic book story.

This portrait of *Slaine* and Ukko is purely a decorative background for the windows to sit on, but it gives you a taste of the quality of graphics you can expect from *Slaine The King*. Let's face it, a *Slaine* game without good pics is like an ice cream without a handle.

The scene windows pop up to give you an idea where you are standing, and give the game a real comicbook feel. The graphics are drawn in the genuine *Slaine* style with great attention to detail, and really add to the fantasy atmosphere.

SLAINE



To set the atmosphere, and to give the game a real comic book flavour, the scenes are illustrated in windows too. For instance, here we have *Slaine* and Ukko sitting around the fire, and walking along the road. There's also the disused mine and of course the blighted village.

VINDICTIVE

THE VINDICATOR

Here is a map and a few tips for Imagine's *The Vindicator*. They come all the way from Luke Gietzen of London—a very talented little mapper. Luke gets this month's £40 worth of software for all his hard mapping work. For those of you who are like me (hopeless) (and fat? — Ed) at the game then the passwords for Levels 2 and 3 are in this month's Cheat Mode Motel.

- SOLUTION THE GAMES I PAGINA 8
- ★ Never fight aliens when you don't need to (especially on floor 4, where they need many hits to terminate), just run past them.
 - ★ If you are running low on oxygen and are miles away from some oxygen, go into a computer room. If your oxygen is almost at red level it will fill up to green when you leave. If you're miles away from a computer room, panic! (Fair enough — Ed.)
 - ★ Rotate the map so that the arrow on it points the same way as the direction indicator.
 - ★ You need both the ↑ and the ↓ passkeys to operate the lifts.
 - ★ Each computer room reveals the location of one piece of the 12-part bomb. But the pieces only appear when you have solved the anagram and obtained the map. There should be three parts per level, so don't ask me why Level 4 has four computer rooms! Maybe it has something to do with the finished bomb, but I don't know what. (Nick you're supposed to be helping people, not making feeble excuses for your incompetence — Ed.)
 - You can even keep on collecting bomb bits after the picture of the bomb is complete. Luke would tell us what you have to do with the bomb but, he says, 'a) it's a rude word and b) I don't actually know!'. (Brilliant! — Ed.)

We know you. You're a nipper at heart, aren'tcha? You little weasle! What wouldn't you do, eh? Given half a chance you'd be nipping around town causing trouble. Nah, don't you look at us with those baby blue eyes, you don't fool us. You'd like to play a game called *Jack The Nipper*, the tale of the naughtiest boy in the whole town.

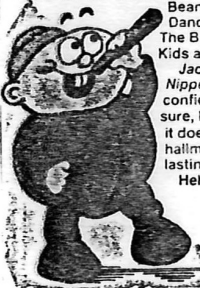
One evening, when his mum and dad thought he was fast asleep, Jack fell against the side of his cot and bingo, it was open. He was freeeeeeee! Now all he had to do was get his trusty peashooter down from its shelf and he could sneak out and cause lots of lovely mischief. Heh heh heh.

Having procured his 'shooter and made it as far as the living-room the problems of getting around town become clear. Being such a notorious nipper, everyone recognises him and, if they catch him, they give him a good smack. Every time he gets a smack (and this is a natural reaction, and I should know. Never mind how!) he wets his nappy, and there's nothing like a wet nappy to bring on the old nappy rash. Once you reach a certain saturation (yuk!) you lose a 'life'—or to put it another way, change your nappy. You've only got five nappies so you have to be clever to avoid any close encounters of the...er... spanking kind.

Throughout the game there are over twenty naughty, nasty, evil, not to say devilish, pranks, jokes, wheezes and plain dirty tricks. You can send the launderette into a spin. You can glue up the teeth in Gummo's Munching Molars. You can even put a sock in at Hummo's Socks, or put a credit card in it at the Bank. And frankly, scaring the cats at the Police station (and the other places they can be found) is a hooting good way to pass the time.

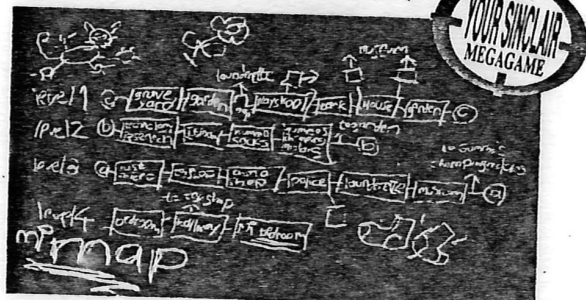
So, what's this nipper got that other games lack, hmm? Well, for starters the game contains surprisingly bright and loud sound effects of genuine arcade quality. The graphics virtually leap off the screen at you. All the characters are nice big, well masked sprites, which avoid any attribute foul-ups the sensible way, by having mostly one colour throughout any one scene. And the graphics have that comic book look, but not your

American superhero type, more the Beano and Dandy style. The Bash Street Kids are back! Jack The Nipper will be a confident hit I'm sure, bearing, as it does, all the hallmarks of a lasting favourite. Heh heh heh.



JACK THE NIPPER

Oooh! What a naughty boy! Phil South administers a well deserved spanking to the world's naughtiest boy, Jack the Nipper



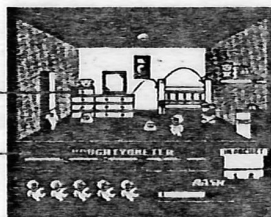
After a couple of trips to the shops, Jack must've made a little map 'cos we found this in his room. If you're goin' to make mischief all over town, I s'pose you've got to be organised...



Spooky goes on going on in Jack's bedroom tonight. If he wants protection he must get tooled up. Aha, what's that on the top shelf? A peashooter! The perfect thing!

A chest of drawers is a thing you put clothes in... or a ladder, depending on your point of view. Climb up here by jumping up, driven by drawer. And position yourself for the jump to the bedpost. Run and just as you're breasting air, jump...

The spooky little ghosts who look like yellow wearing dewy-doppers are worth shooting if you can spare the time. Your naughtiness jumps up a bit for each one of these little beggars you blow to ribbons.



Hub. On the shelf against you peance on your spittle peashooter and stuff it hastily into your huffy little pockets. To get out of your room without touching any of the spooks, jump back onto the bedpost, then the chest of drawers, then jump out of the top of the door into the next room.

Not really very sure what this is. It looks like a crocodile wearing a dress made of sackcloth. The creatures in this game are obviously the products of a derailed imagination... just like *YS*.

Ooer! Balancing on the bedpost makes you really giddy. Now, you've got to jump to the next post. Not as easy as it seems. Run off the edge until you're hanging on just by your heels then p-p...



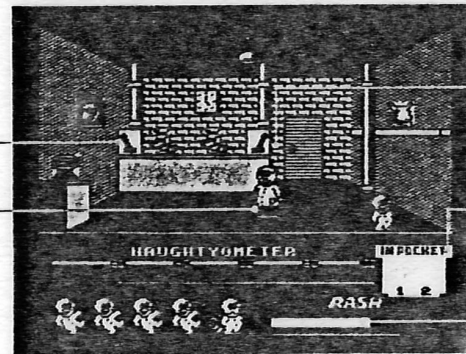
JACK THE NIPPER I



Poooo! Hum-mmo! This must be Hummo's Smelly Sock Factory. It has been a bit warm lately...

Your objective. To boldly drop a weight on a lever where no nipper has ever dropped a weight on a lever before! Go to this point on the conveyor and push. The weight will push the lever down, stopping the conveyor belt.

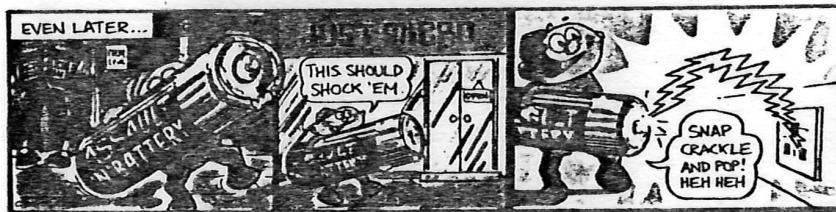
Once you've done your naughty deed you may be tempted to escape the clutches of the shopkeeper by running along the conveyor. Don't do it. While the shopkeeper gives you as much rash as the conveyor, at least you can escape from him for a couple of seconds by running away from him backwards or forwards.



Okay, I know that it seems like a good idea to jump on to this end of the conveyor belt, but don't! The machinery is vibrating and is very dangerous. As soon as you step on it your nappy rash rating rases. So be warned or be wett!

Your weapon, the weight from the Police Station will be in your pocket, lurking and dangerous. Press it. You can use the guapoot from the launderette in the same way on the conveyor in Gummo's Chomping Molars, Sessash.

Standing on the conveyor and bumping into any of the people who mill about in the room will give you the most dreadful rash! So by far the best way of staying dry enough to do your naughtiest is to avoid all contact.

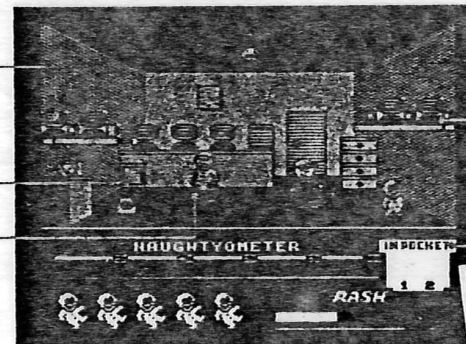


No war, no man, no sopping wet nappy could stop him. It had to happen sooner or later... yep, there he is. He found the computer shop...

After you've blown up the computers (watch the screen go blank!) the shopkeepers will be after your blood. To avoid their swinging sloopers, going up onto the counter again, via the cupboard with the taddy, and leg it along the counter to the door.

Behind this plate is a power point. Insert a battery in here and all hell'll be a loose. Get the battery from the Police Station (it's next to the cat in the reception room) and press it against the panel. There'll be a bang and all the computers will blow up.

To avoid a right old spanking from the computer shopkeepers, take the easy way to your objective. Hop up onto the counter and make your way to the other end in safety. Then, when the shopkeepers are out of the way, walk off the end of the counter and go for the panel.



As shelves in the shop go, this is one of the best. You can unlock something you've frequented with (like the battery) (frustration) and escape easily by jumping down to the door. Just jump, and while you're falling hold the Enter key. As soon as you hit the ground you'll exit the shop, evading the shopkeeper.

When you've made your mischief here, you'll notice you've still got the battery. You can now take it away with you to another location and drop it from a shelf (for a few extra points) in a shop where there are no immediate wrongs to be done.

FAX BOX Jack The Nipper Game..... Grenlin Graphics Publisher..... CT 35 Price..... Joystick, Kampton, Sinclair, Commodore Keys..... Z=LEFT, X=RIGHT, O=UP, K=DOWN O=FIRE, H=PAUSE, Q=DIRECTION DOOR, 1 & 2=PUT ENTER=ENTER DOOR, 1 & 2=PUT IN POCKETS, O+O=JUMP, Q=QUIT.

SCEPTRE OF BAGDAD

Here is a diagram to go along with that brilliant editor. It shows the performance capabilities of the AH-64 Gunship with the optimum weapon loads, based on the technical data of the real helicopter.

GUN SHIP



AH-64 APACHE ARMAMENT OPTIONS

by Jon Bowen

PRIMARY MISSION	Performance			Rate of climb (feet per minute)	Maximum level-flight speed (knots)
	Wing	Gun	Wing		
Anti armour Middle East 95°F	4HF	320	4HF	1450	154
Anti armour Middle East 95°F	4HF	1200	4HF	450	151
Anti armour Europe 70°	8HF	1200	8HF	990	148
Covering force (clear landing zone) Middle East 95°F	4HF	1200	4HF	960	153
Covering force (clear landing zone) Europe 70°F	4HF 19 Rockets	1200	4HF 19 Rockets	860	150
Airmobile escort (air cover) Middle East 95°F	19 Rockets	1200	19 Rockets	860	155
Airmobile escort (air cover) Europe 70°F	38 Rockets	1200	38 Rockets	780	153

And now, after making you wait for simply ages, here's what you've all been waiting for, the final part of the *Sceptre Of Bagdad* solution from Robert Gorst. If you're not a regular CRASH reader (and how come, seeing as it's illegal not to be?) the first part was printed in Issue 44 (September, which is last month – so it wasn't that, long to wait, now was it?).

You should by now have a MIRROR and a FISH HELMET. Go back to where you left the SHARPENED TRUNK, pick it up and leave behind the FISH HELMET. Now go to the room which is one left from the starting room and enter the door. Slide down the banister, go left, left again, walk to the left and get rid of the Medusa, and then go left again to kill Cyclops. Go all the way back to the room to the left of the start and follow these steps to make a BOW, QUIVER and LAMP with the STRING:

1. **The BOW:** Take the WHIP from the balcony, one room right from the start. Then take this to the shops, and the furthest room on the right contains a BULL and WAGON. Jump up to the wheel's spokes on the WAGON and you should have a full AXLE. Go to the oyster room, turn right and replace the

axles of the drawbridge. Grab the SLIPPERS where you left them and walk across the drawbridge. Walk right to the hot coals, walk over these and keep going until you get to an island. Take the BOW but don't drop the SLIPPERS. Walk back over the coals and drop the BOW in a place where you can remember it.

2. **The STRING:** First get the INSECT NET from the same floor as the opening wardrobe and next to the blue and yellow bean bag(?), take the NET to the BEE which came from the HIVE and it should go. Your NET is now full. Go to the first room left of the starting room and take the SWORD, without dropping the NET. Go through the door, slide down, go right, go towards the STRING and jump at it to collect it. Leave the STRING somewhere safe.

3. **The QUIVER:** This is easier. Just go to the empty statue pedestal, jump to the top of it, fall down and take the QUIVER, leaving it somewhere safe.

4. **The LAMP:** Take the WHISK from the room with the BEACHBALLS, three rooms away left of the start. Go to the green platform between the two trees, (past the wardrobe room, down the stairs and right). Use the DOOR KEY, go down the hole, and there should be a

wizard awaiting you, flailing his arms about!

* Now his smoke has gone, walk towards the lamp and leave it somewhere safe. Now this is the order you should collect them: Pick up the BOW, then the STRING, drop the STRING, pick up the QUIVER, drop the QUIVER and pick up the LAMP. Now go to the room first left from the start, go through the door, down the banister, left, left, and left again until you get to a SEE-SAW (ahh!).

Walk to the end of the SEE-SAW then he will aim his BOW and ARROW at the STRING, the BOULDER hanging from the STRING will now drop onto the other side of the SEE-SAW and catapult you into the Sceptre room. The SCEPTRE is on a pedestal and you must take it and get teleported by the clouds. If you don't get the SCEPTRE and teleport then repeat the process again, starting from the point marked *.

If you get the SCEPTRE, just keep going right until you have reached the balcony, walk to the edge and you have completed the game with 100%.

Handy tip: if you can try and get someone to read out the solution while you play the game, it's a big help, but if not, read it on a tape and play it back. But you'd already thought of that, hadn't you!

DUSTIN

EXCLUSIVE YS GAME — IT'S THE BEST EVER!

DUSTIN

Yes YS has done it again. Remember *People From Sirius?* Remember *Blind Panic?* Remember *Batty?* Remember... but we'll be here all day!

Anyway, suffice to say we've boldly gone where no other Spectrum magazine would dare to go. We've got our hands on an EXCLUSIVE (read that again, it's guaranteed) and absolutely brilliant arcade/adventure from Dynamic that's never been released on the Speccy before. It's called *Dustin* and it's great. Unlike other cover mounted games we could mention, which are often a bit of a let-down.

You know the dilemma, in the newsagents, browsing along the

shelf, when you see the boasts on the cover — "THREE INCREDIBLE MEGA SNEAK PREVIEWS PLUS ONE PLAYABLE DEMO PLUS ONE COMPLETE GAME". Can this possibly be true? Well it maybe but that doesn't mean you'll ever load it into your Speccy more than once. You'll get three screenshots, a brief demo which will make you buy or not buy the complete game (either decision making the demo immediately defunct) and an 'exclusive' game

that (a) makes mowing the lawn seem interesting, (b) you've already got, or (c) both the above. Yaaaaaaargghhh!

But here at YS we have a different policy — complete new full price games that are so addictive you'll never eat again. Take *Dustin* for instance... Dustin's a bad lad. He looks like a neanderthal, but is less intelligent. He's got HAT tattooed on his knuckles (it should have been HATE, but he started on the wrong

finger and ran out of space). He's spent his life being dishonest, stupid and downright aggressive — but now he's been caught. The authorities have, in their wisdom, put him where he'll no longer prove a menace to society, into WAD-RAS — a high security prison for murderers, psychopaths and 3-2-1 viewers. Thick as Dustin is, he's not too thick to realise that he doesn't like it in there. Which is where you come in 'cos you've got just three hours to spring him from

the joint.

There are a few things that might help you out a little bit. You can stroll around most of WAD-RAS to your heart's content, as long as you don't do anything naughty (oo-er) to a guard. If you do, then you'd better avoid all the other guards, because they might just bung you back in your cell — losing you twenty minutes. And they'll confiscate anything you've managed to 'pick up' so far. Oh, and it's not a particularly good idea

to walk into any of the restricted areas, because the same thing will happen. There are loads of objects around that have to be bartered or (rant) beaten out of people. We're not going to tell you what they are, though. Oh, alright then. Maybe we will. Pretty simple huh? Oh, and before we forget — us prisoners at YS have had a whip round and come up with a wacking prize for the person who sends us the first map of the game. There's five recent games up for grabs for the winner. But, since we'll be in here and you'll be running free out there, you'll have to send your entries to As Free As An Albatross In Orbit Compo, YS, 14 Rathbone Place, London, W1P 1DE. The first entry wins. So get mapping!!!

LAST NINJA II

NINJA KNOWLEDGE

Here, as promised, is the solution to all six levels of System 3's brilliant Last Ninja 2. Now I don't want to spoil the game for anyone - and get a sack full of complaints to Lloyd - so if you want to complete the game on your own DO NOT READ ON, resist temptation and just say 'No!'

Right, now all those upright arcade adventurers have gone, all us unscrupulous, and stuck, players can thank Jason Richardson of Wincanton for his tips, which win him this month's £40 of software.

Level 1

Go behind the curtain and punch the box which flashes as you entered. Return to the first room and fall down the open trap door, which will put you in a room with a key in it. Pick this up and leave. On the next screen leave by the bottom to find a room with a box of shurikens. Take them. Go through the gap in the wall and you'll see the knife juggler. Throw a shuriken at the man past him and into the next room. Here and pick up the pole. Then climb the wall bars and leave by the left of the screen. Next, jump gaps and pick up pole. Then jump back into the last room. Walk backwards onto the wall

Level 2

Leave by bottom exit and cross road when lights aren't flashing. Cross the road again in the next screen and run along the street for two screens. Here pick up the hamburger and go into the location to pick up a dead hamburger and follow around until you see an open door. Cross road and you come to a dead end, you will see an 'eat' sign. Pick up your steps to the road here. Retrace your steps to the corner to shop and cross the road here. Follow the pavement around into next screen, go around corner to next dog and keep on running in the same direction. You should enter a room with a manhole cover in it. While you are holding the object from the manhole pick up when on the manhole cover and fall down the hole to access Level 3.

H - HAMBURGER
PT - POT THROWER
B - BOTTLE
P - MANHOLE KEY
SW - SWORD

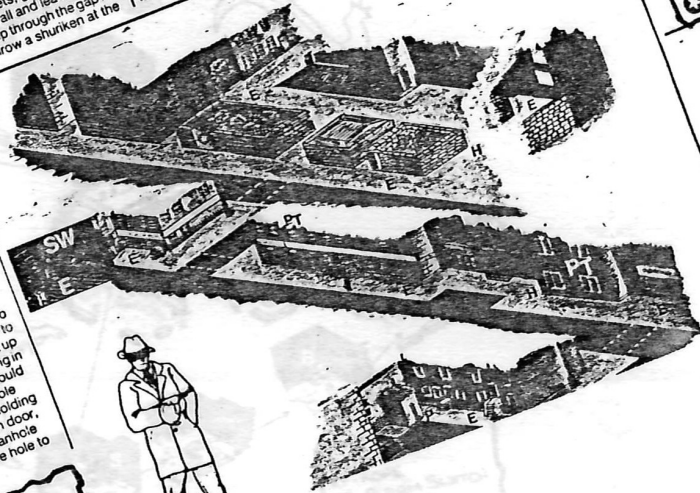


T - UP
E - ENEMY
K - KEY
ST - STAFF
M - MAP OR SCROLL
J - JUGGLER
H - HAMBURGER
S - SHURIKENS
N - NUNCHUKS
TD - TRAP DOOR
O - START

bars and you will climb back down. Leave and go back past the juggler. In the next room leave by the right-hand exit. Go through to throw a shuriken at a man. Pick up whilst in the women's toilets, go back by the hole in the wall and leave by the top exit. Step through the gap in the wall, throw a shuriken at the

man and pick up in the women's toilets again. Go out and pick up at the hot dog stand. Leave by the top exit and you should be at the gate location, go to the middle of the gate while holding the key, pick up and exit by going through gate. Jump river by using the boat as a stepping stone - this needs practise - and leave. In the next room there are

some bees, avoid these and go up the winding path. Get to the middle of the path then run and jump onto the island. Go to the bushes and poke the boat with stick, it should move away. Then get onto the bottom edge of the island, run and jump back onto the path. Now cross the river by using the boat and leave the park to access the second level.

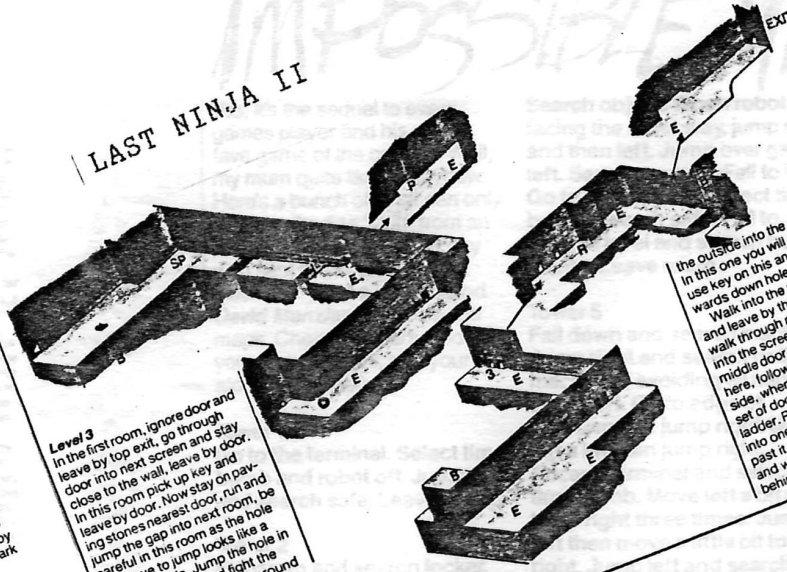


LAST NINJA II

Level 3

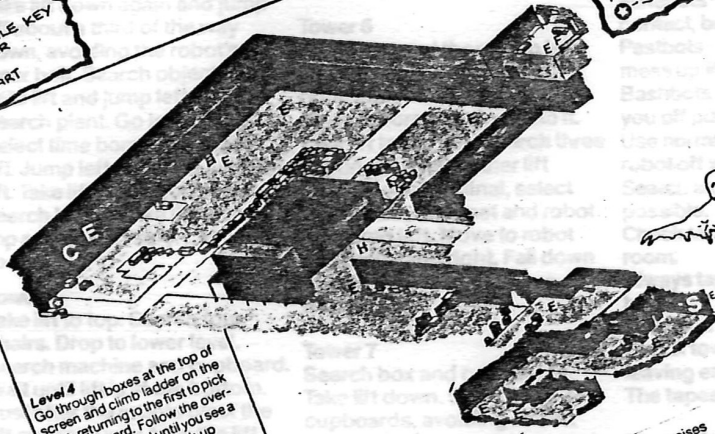
In the first room, ignore door and leave by top exit, go through door into next screen and stay close to the wall, leave by key and door. In this room pick up key and leave by door. Now stay on paving stones nearest door, be careful in this room as the hole you have to jump looks like a step upwards. Jump the hole in the next screen and fight the man, follow the pathway around

E - ENEMY
P - MANHOLE KEY
SP - SPIDER
R - RAT
+ - START



the outside into the next room. In this one you will see a grate, use key on this and walk backwards down hole. Walk into the next location and leave by the farthest exit. Walk into the next screen and walk through next screen and into the screen after it, leave by middle door. Don't use the door here, follow the path around the side, when you reach the next set of doors use door nearest ladder. Run through next screen into one with an alligator. To get past it go to its right-hand side and when it comes out, dash behind, entering the fourth level.

E - ENEMY
C - CARD
F - FOOD
H - HAMBURGER
+ - START



Level 4

Go through boxes at the top of screen and climb ladder on the next, returning to the first to pick up credit card. Follow the over-screen around until you see a hang part around until you see a chicken leg off plate. Retrace your steps to ladder and go down this backwards. Leave by top of screen and go around corner in the next, this takes you to a screen with carts in, to get past these go right to the boxes and just run across the tracks. In the next location go around corner into a location where you will have to jump electric wires. Walk into the next screen, go around corner and you should be in a room with pillars in it. Jump from one pillar to another until you're on the one opposite the man, move closer to him until he bursts into action, fight him.

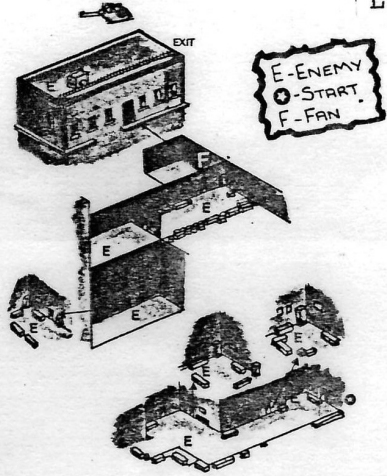
Once you've killed him jump onto the rest of the pillars and he will start to chew. He will then get up and lunge at you - move away. The panther should have now moved forward so you can walk behind it into the next room.

Kill the woman here and hold the credit card, go to control panel on the wall and pick up, the left should come down, get into it. Ready for Level 5 . . . ?



IMPOSSIBLE MISSION II

LAST NINJA II

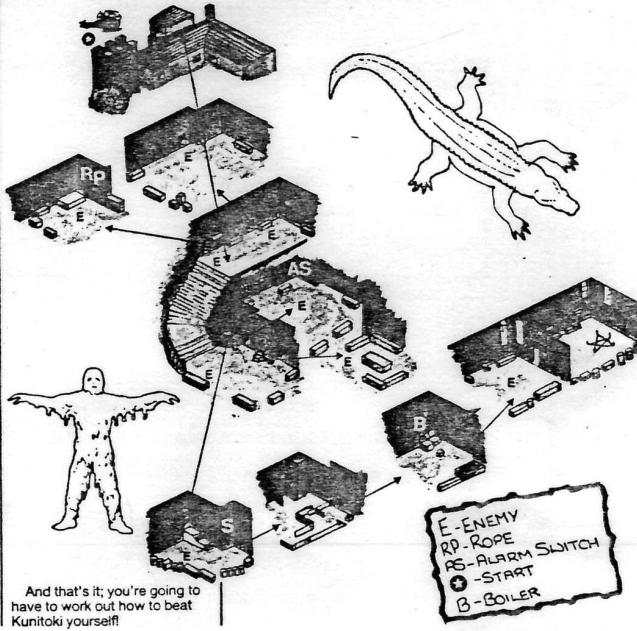


Level 5
Leave first room and enter door in the next. In this room, pick up at the computer terminal facing forward and you should be given a number. Leave and follow the corridor around until you come to a room with two doors. Enter first door and pick up the shuriken off the table, leave and enter the second. While holding the number, pick up at the computer

terminal, a door will open, enter this and you will see a ladder in the next room, climb it and go through the door at the top. Go through door in the next room and you should see a giant fan. This is tricky; you have to position yourself right up close to the fan so that you're not being blown away, then move to the far end of the fan shaft and throw a shuriken, the fan will stop, move to the grate and pick up; the grate will pull away. You will be on a ledge, run and jump off the left-hand side of the screen onto another ledge, fight the man and then go around the corner into the next screen. Fight the man here and climb ladder, avoid man in next room and leave by the top of the screen. You will now see a helicopter, go to very top corner of building and move about a centimetre to the right (some good if you're monitor's a different size to mine!), face the helicopter and pick up. You should now take off with the helicopter and access the sixth and final level.

Level 6
Drop off the helicopter onto the nearest pillar, then jump to the pillar which is on the slanting bit of roof. Walk left onto the walkway and walk into the next screen. Fight the man here and walk backwards into the mansion. Do not use door in first room but walk into second and use door there. Pick up the object from the wall and return to the first room and use door now. In this room you will see a hole in the wall, this is a dumb waiter, enter hole when you are holding the object from the other wall and you will fall down into the kitchen. Doing it this way prevents you from setting off the alarm, which you would do if you went down the stairs. One last tip is that if you do set the alarm off, go to room next to kitchen and pick up at the control panel in the bookcase, this turns the alarm off.

In the hallway at the bottom of the steps look carefully behind plant, go through the door there and get through the barriers into the steam room. Open second door last and the steam will move so you can get past, walk through next room and into the room with a giant star on the floor. Pick up at the picture and this will reveal a wall safe, pick up and you will have to enter a code, this is the code from the terminal in Level 5, the orb will now be revealed.



And that's it; you're going to have to work out how to beat Kunitoki yourself!

Yes, it's the sequel to every games player and his mum's fave game of the century. Well, my mum quite liked it anyhow. Here's a bunch of what can only be described as 'stuff' from an anonymous donor (same guy who sent the *Empire Strikes Back* stuff) and a bloke called **David Menzies** who drew the maps. Cheers m'dears, and may your Elvins be evil, and your atoms never bend.

Tower 1
Go to the terminal. Select time bomb and robot off. Jump gap and search safe. Leave room.

Tower 2
Fall down and search locker. Take lift up and search locker. Take lift down again and jump off about a third of the way down, avoiding the robot's laser bolt. Search object. Jump onto lift and jump left twice. Search plant. Go to terminal. Select time bomb and robot off. Jump left and then jump on lift. Take lift to middle level and search locker. Take lift to the top and search safe. Leave room.

Tower 3
Take lift to top. Search four chairs. Drop to lower level. Search machine and cupboard. Wait until lift is at the bottom. Just after the robots blast the lift passage way, take the lift up. Before you reach the top, jump right. Go to terminal. Select time bomb and robot off. Search safe. Take lift down. Jump left onto middle platform. Search two office chairs. Leave room.

Tower 4
Enter from left entrance. Jump over gap and jump left again. Search tube. Jump right and search both tubes. Wait until robot is just about to turn away from you, then jump left twice.

Search object. When robot is facing the other way, jump right and then left. Jump over gap to left. Search gadget. Jump left and go to terminal and select time bomb. Search safe. Fall to bottom level and search both plants. Leave room.

Tower 5
Fall down and search machine. Jump right and search both machines, avoiding all mines. Jump left. Go to edge of platform and jump right. Move left a bit then jump right. Access terminal and select time bomb. Move left a bit and jump right three times. Jump left then move a little bit to the right. Jump left and search the safe. Jump left twice to leave.

Tower 6
Jump gap and then jump left. Search cupboard and jump right. Wait until the lift comes down before jumping onto it. Take lift to the top. Search three cupboards. Take other lift down. Go to terminal, select time bomb, lift reset and robot off. Jump left. Move to robot and then jump right. Fall down to safe. Search safe, leave room.

Tower 7
Search box and cupboards. Take lift down. Search box and cupboards, avoiding mines. Wait until lift comes down and then jump on it. Take lift up. Search box and cupboards. Wait until robot is near the safe and facing left before taking lift down. Go to terminal. Select robot off and time bomb. Search safe. Leave room.

Tower 8
Enter top left, jump robot and go to terminal. Select normal bomb. Wait until robot destroys itself. Search motorbike. Go to terminal.

Select time bomb and robot off. Fall right, then fall left. Search plant. Jump right and search gadget. Jump left and search gadget. Fall left and then jump left. Search gadget. Plant time bomb. Fall right and go to terminal. Select robot off. Jump right twice and search gadget. Leave room. Re-enter top left. Go to terminal. Select time bomb. Fall right and jump left. Fall left then jump left. Fall through hole. Search safe. Jump right. Go to terminal. Select robot off. Jump right twice. Leave room.

General Hints
Robots - Contact with these is fatal. Must be avoided, disabled or destroyed.
Minebots - They won't kill on contact, but their mines will!
Pestbots - Harmless, but do mess up lifts.
Bashbots - Will try to shove you off platforms or into walls. Use normal bombs instead of robot off where possible. Search as many objects as possible. Check tape when leaving safe room. Always tape sections back to back. Tape over duplicate sections. Check tower codes after leaving each section. The tapes are as follows:-

You will be the life of the party. Don't give up! She walks holes in the floor. An old flame may return. This is the time to devote to charities. You radiate a special kind of excitement.

Don't miss the tower safe, as once you've left the tower you can't go back! and be careful of your time, as you only have a 30 minute lifespan in each tower!

STARGLIDER MISSIONS

When you wish upon a star, doesn't matter who you are, when you wish upon a star the missions come from afar. Eat your heart out Walt Disney. Following the epic quest for *Starglider* tips, here comes some help for missions two, three and four from Mick (Professor Dude) Garlick from Lowestoft in Suffolk.

STARGLIDER LEVEL TWO MISSIONS:

Pick up Super Missile - This is an enhanced weapon with a much longer range than normal missiles. One can be carried in addition to the two other missiles. It doesn't appear to be any more powerful than the others.

Destroy Ergon Battle Crawler - This is a particularly nasty piece of machinery, which resembles a mobile green tri-launcher with a flapping lid. Once you set off on the mission there's a time limit within which you are to destroy the EBC before it destroys one of your bases. The easiest way to destroy one is by circling round behind, and flying up to it at ground level, before hitting it with a missile.

You're not guaranteed to get a missile when you dock for this mission, and there isn't time to fly to another base for one, so from level two onwards it's worth keeping a missile handy just in case.

LEVEL THREE MISSION:

Destroy Ergon Command Centre - The Ergons now start building bases of their own in the shape of a cube surrounded by four towers. These pump out homing missiles as you approach. Best method for their destruction is to fly out at a fair speed and at ground level with the lasers constantly firing. Release the missile just as you are about to hit the base - any sooner and it may be destroyed by one of the homing missiles.

LEVEL FOUR MISSION:

Destroy Ergon Ammunition Dump - This looks like a large 3D star set into the ground. It behaves in roughly the same way as the command centres and fires homing missiles as you come in. The procedure for destroying this is the same as that for the Ergon command centres.

DARK SCEPTRE

THE TIP OF THE DARK SCEPTRE

Mike Singleton's brilliant Firebird adventure *Dark Sceptre* has been completed by Miles Holbrook of Nottingham, who brings these tips. first to finish? Forum, page 31

- 1 Your mystic is by far your most useful character. Without him your mission becomes much harder, so I'd advise starting again if he's killed.
- 2 Don't bother trying to find the Dark Sceptre till you have most of the surviving warriors on your side.
- 3 The most important people to recruit are other mystics, for the reason above, and enemy kings - some of these are the best fighters in the game.
- 4 Put all your characters apart from the mystic on persuade, befriend or challenge missions.
- 5 The best way to convert people is to get the mystic to petrify

- 6 them, then curse them. After this charm them and finally release them. To do this it will be necessary to pass the character several times.
- 7 If you have a problem with Umbrarg's mystic at the start, set your two assassins to kill him.
- 8 As soon as you get extra kings or mystics on your side, save the game.
- 9 Don't worry if you lose large numbers of lesser characters.
- 10 When you have the majority of surviving warriors on your side, save the game and try to grab the Dark Sceptre. If you have problems with enemies, reload your position and send a mystic to convert them or curse them. When you find the Dark Sceptre and its guardian, either use one of the good kings to kill him or curse him with a mystic. (It ends up at the bottom in the middle of the map.)

DEVIANTS

DECIPHERING DEVIANTS

That brilliant *Players* game *Deviants* had quite a few puzzles and codes to be found, but don't fret if you can't find them because Eric Rogers of Wolverhampton and Lindsay Aberly of Bradfield, Nr Reading have come up with the goods.

TELEPORT CODES
CERBURUS GUZZLOID
AURIGIUS EXCELSOR
XANTHIUS DEVIANTS CYBERNIA
ELECTRIX

BOMB ACTIVATION
KEY VALVES TOGGLED
1 1 and 4
2 2 and 5
3 1 and 3
4 4 and 6
5 3 and 5
6 2 and 6

HINTS AND TIPS

- ★ If you have a Multiface or similar device, stop the program on the bomb screen to work out what keys to press.
- ★ The aliens take four hits to destroy so don't waste ammo.
- ★ Devices that look like bombs but have a different top are just there to get in your way - don't bother with them.
- ★ Use the roll to get under low obstacles, but remember that you can't shoot from the floor.
- ★ If you enter the green and yellow archways they will replenish your energy.
- ★ To replenish your ammo just pick up the capsules off the floor.

U.C.M. HERE FIRST! ULTIMATE COMBAT MISSION

They're falling over themselves in the scramble to bring you *Playing Tips!* Here's Dave Thompson, programmer of M.A.D.'s *U.C.M.* - Ultimate Combat Mission, with the official hints for his new game.

The first problem which you may encounter is the **three-man attack**. Start off by killing the soldier on the far right-hand side, come to the side of the screen, walk forwards till you're level with the other two, and then turn sideward and blast them to pieces.

When you're approaching the two snipers perched on the end of the platform, make sure you're at the right-hand side of the screen.

If a **bazooka man** appears when there's no chance of getting to him, keep on walking forwards. This will force the man into the explosion, leaving you the bazooka.

At the beginning of level two, all you have to do is jump across the wire mesh instead of following the pathway. On the second section walk as close to the edge of the mesh as possible.

One major tip: walk up to the snipers off-centre to the right. By doing this you can kill them, but they miss you.

To go along with Dave's tips there's a genuine **Beasty Hack** - I don't know where it came from, but I'm sure the sender will know.

SAMURAI WARRIOR

SAMURAI WORRIED!

A few tips from Neil Pollard of Peterborough to help on your panda patrols in *Firebird's Samurai Warrior*.

- 1 Just walk along to the right and don't bother to go onto another path - this will give you the most chance of gaining lots of Karma.
- 2 When you enter a house, don't draw your sword. There are never any enemies inside. Never gamble if you only have one *Flyo* left - lose it and you can't buy vital food. Don't waste time trying to bow to the other rabbit, he just stands there.
- 3 Where you are challenged to a duel, go to far left of the screen and draw your sword, holding down fire so that it is lifted above Usagi's head, and release it when your opponent has covered 2/3 of the distance between you. Whatever happens, don't kill him because you will lose Karma.
- 4 Later on in the game, some of the other characters are ninja in disguise. So, after you've bowed to somebody, turn around to face them as they leave the screen, and be ready to draw your sword. This should save many lost hit points due to surprise attacks.
- 5 If an opponent disappears whilst you are fighting him, continuously turn left and right to be ready for him when he returns. Some ninja appear out of thin air in the first place - you just have to learn where they are and be ready for them. They will always try to get behind you.
- 6 In the final level, you will appear inside a building with light streaming in through a gap in the wall. Draw your sword and don't put it away, because there are nothing but enemies in here. As soon as an opponent appears, don't run too far to the right. If you do, you will get more than one opponent on the screen, which is very difficult. All the time, watch out for ninja appearing behind you. Eventually you will reach the panda who is at the end of the section. He is about half your height and looks a bit pathetic. Be careful not to kill him. Bow to him and leave to the right. You have now finished the game.

DEATH WISH III

SURVIVING DEATH WISH 3

It seems that 70% of the tipsters who write to me come from Surrey. Perhaps it's the air down there, or the water? Whatever it is, it didn't stop Wayne Walker sending in these tips for Gremlin Graphics's *Death Wish 3*.

- 1 The first thing to do is to get your ammunition built up to full. When you start your weapons are only half-full. The shotgun takes a maximum of 20 shots, the machine gun takes 85, the rocket-launcher 30 and the Magnum 50.
- 2 Never take a weapon unless you are low on ammo. The extra ammo will only fill your current weapon to its maximum capacity.

- 3 Don't pick up a new bulletproof vest unless yours is in a bad condition. Remember where the vests are, because they're scarce.
- 4 When on the street the thugs walk faster than the grannies, so don't shoot till the thug is nearer to you than the granny is. You lose lots of points if you shoot grannies!
- 5 Never shoot policemen; not only will it put your score down, but all the policemen you meet after that will shoot you as well as the thugs.
- 6 It takes two shots to kill a gang leader; the first just breaks the table your target is sitting behind.