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YOUR SINCLAIR PROUDLY PRESENTS

HOOKED ON CLASSICS

(VOLUME 1)



Total Tips For New Zealand Story, Bubble Bobble, The Untouchables, Footballer Of The Year 2, Driller And Many, Many More!

Ed's comment!

Right, I'll keep it brief – we've got tips coming out of our ears and only a dozen or so pages to play around with. Anybody remember the Classic Collection book we gave away in March? That's right - the liittle yellow thing that got stuck to the cover and made a lovely ripping noise when you tried to pull it off. Well, it's back! (After a fashion.) You see, the feedback was so good for it (ie. you thought the idea of putting together a bunch of tips for cheapo classic games was an extremely top-notch idea) that we've decided to, erm, do it again. Only this time, we've crammed in a whole lot more! It's a total giveaway! (Ahem.) And on that crap note let's meet the contents list...

Andy

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Round Four – get anyone in near windows or the middle of screen.
Rounds Five & Six – all or nothing!
General – don't stay out for long, and don't go off blasting on the left-hand side as this takes too long (and you'll be getting shot).

Level Four
■ Don't push the pram into the sides of the stairs or that's it!
■ Again, try to memorise a procedure (the enemy patterns are always the same).
■ Don't shoot the first-aid kits – they're vital!
■ Sometimes it's easier to use your body as a shield for the pram and pick up all the first-aid yourself.

Level Five
Easy – just line up on the same horizontal level as the guy's neck and blast him when he comes into your line of fire. (But don't waste time.)

Level Six
■ Nitty needs four shots to hit him back a level.
■ Just stay behind the wall until he runs and hides behind the right-hand wall, then blast him as he sticks his head out. Or, if he just keeps running back and forward, watch the places where he stops to shoot and pump him full of lead when he gets there!
■ But don't forget to keep reloading, and watch the time limit ...

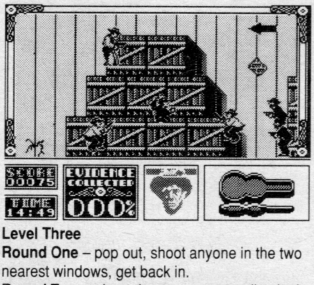
Cheat Mode: Type in HUMPHREY BOGART on the high-score table and hold down QWE during play to complete the level.

THE UNTOUCHABLES

Hit Squad

Level One
■ The guys in the trenchcoats are the bookies – blow 'em away to get evidence.
■ Keep moving up and down levels to avoid bullets etc.
■ Don't come into contact with bad guys or you'll lose chunks of energy.
■ Don't waste your rapid-fire bullets – keep them for shooting bookies.
■ Wait about in one place for medicine if you're really low on energy.

Level Two
■ Keep on the move and keep firing!
■ Try to memorise where the booze appears so you'll know where to go next time.
■ Keep the gunsights on the same level (foreground) except for blasting booze.
■ Avoid the Molotovs – they take more energy than bullets.
■ You can rest at the sides of the play area where no-one can hit you.



Level Three
Round One – pop out, shoot anyone in the two nearest windows, get back in.
Round Two – shoot the two guys standing in the middle (or get them on the way out if you can).
Round Three – shoot one window guy and one guy in the middle.

DRILLER

Hit Squad

AMETHYST – shoot the three pieces of the wall for points, shoot the floor crystals in the hut before the floating ones, don't shoot the high platform (it holds supplies for the jet).
DRILL AT; X6400, Y6050 (facing N)

LAPIS LAZULI – shoot the pyramids, rise to look over the wall and shoot the cube, shoot it again once you're past the wall to make the door reappear.
DRILL AT; X4096, Y3746 (facing N)

EMERALD – keep to the walls to avoid the beacons; west beacon is inactive (damn!).
DRILL AT; X3746, Y4096 (facing E)

MALACHITE – shoot the eyes (but not the nose), shoot all beacons, shoot the slab to turn off the forcefield in Ochre.
DRILL AT; X5952, Y5026 (facing N)

RUBY – line up with a girder and change your angle to 90° so you can turn safely; satellite only shoots if you shoot it first.
DRILL AT; X3746, Y2550 (facing E).

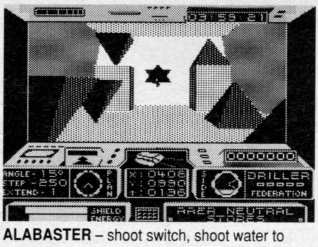
AQUAMARINE – jet is in the left hangar, dock with it (go under it and rise) and fly to get the platform supplies in Amethyst.
DRILL AT; X5102, Y2896 (facing S)

BERYL – shoot the cables where they join the pole to deal with the beacon, go inside and shoot the symbols to squares to open the W door or

triangles to open the N door.
DRILL AT; X7104, Y3512 (facing N)

TOPAZ – move onto the platform, shoot the cube (lift switch), rotate to find the door, go in and shoot the E block 5 times, go down the tunnel to the K1 complex, shoot the blocks L-R to activate the teleporters.
DRILL AT; X3077, Y1310 (facing S)

NICCOLITE – shoot the switch (along with the ones in Alabaster, Quartz and Opal to access the Light Side), move quickly near the wall to get through the mines.
DRILL AT; See page 25 of manual for instructions.



ALABASTER – shoot switch, shoot water to evaporate it, go down the steps into the empty pool.
DRILL AT; X4496, Y4096 (facing W)

OPAL – shoot switch on S wall.
DRILL AT; X7394, Y7744 (facing E)

QUARTZ – shoot wire suspending block to crush beacon, squeeze past the fallen block and shoot switch.
DRILL AT; X2768, Y1792 (facing W)

DIAMOND (The Light Side) – all four switches (Quartz, Niccolite, Alabaster and Opal) must be down, enter Diamond through the S of Opal; shoot guards, shoot crystal 25 times then walk into it to make the building vanish, walk into big cystal for power.
DRILL AT; X4096, Y3472 (facing back wall)

OBSIDIAN – shoot beacons, push slab to make bridge, enter hut the back way (or get splatted); activate switches in Basalt, Ochre and Graphite and place all 17 drilling rigs to make a switch appear here – shoot it to enter Trachyte.
DRILL AT; X6656, Y6306 (facing N)

BASALT – shoot the tree from top to bottom for points, walk through the L tunnel then through the hidden tunnel to find switch; use the step at the back of the block.
DRILL AT; X0930, Y2240 (facing W)

OCHRE – activate switches in Malachite and Graphite to shut down force field here; shoot laser and switch.
DRILL AT; X1808, Y2240 (facing W)

GRAPHITE – Cross river via platform, shoot near the top of the centre block to make switch appear (shoot it); shoot the cube.
DRILL AT; X1680, Y6336 (facing W)

TRACHYTE (The Dark Side) – move slowly along the force-field at 45°, and when it makes a noise then go straight through. Position yourself so that only the right and bottom crystals are visible. Shoot bottom and central crystals, then right crystal, then the floor. Bang goes the generator (hopefully) and that's yer lot.
DRILL AT; X4496, Y6912 (facing left)

Multiface POKEs: 47882, 195 (infy time); 48246,0 (infy energy); 49425,0: 49022,0 (infy shields).

AFTERBURNER

Hit Squad

■ Stay at the top/bottom of the screen so you can see missiles coming.
■ Move up and down alternately to avoid 'em.
■ Keep speed at yellow, slow to blue when planes approach from behind.
■ Keep to the bottom middle of the screen in canyons – you should be able to see all the bends as they approach and also hit most of the ground targets.
■ To roll – push joystick to one side then push again quickly. If it doesn't work, try again (if you're not dead by then).
■ Don't roll unless you have to – in my experience it usually ends up with me getting hit.
■ Whatever you do, don't stay in one place for long.
■ From L7 on you get bandits shooting at you from behind; either roll or stay down and keep slow.
■ From L9 rockets chase after you; roll to avoid them.

LICENCE TO KILL

Hit Squad

Stage One
■ Take out as many guns as you can without danger of crashing.
■ Slow down or speed up to avoid stray bullets.
■ Try to take out the jeep as quickly as possible or it'll get away.
■ Pull back sharply at the end of the level.

Stage Two
■ Pick up all the magazines – you'll probably need them.
■ Your aim doesn't have to be perfect – in fact, if your aim is perfect then most of the time you'll miss 'cos the sights are crap. Ahem.
■ Only blow the oil drums (four shots) if you can't pass them or if men are hiding behind them.
■ You can't shoot anything else, so don't waste bullets trying.
■ Not all of the drums will blow after the first time round.

Stage Three
■ Easy – just keep Bondsy near the tailplane and keep pressing fire to latch on.

Stage Four
■ Get as many drug caches as poss by pressing fire on them.
■ Avoid the boats – go underwater when bullets are fired.
■ Fire on the divers to get a harpoon (only one shot).
■ Shoot the right-hand side of the plane when it comes into view, you'll be pulled through the water by it. Avoid rocks and push up to catch up with plane.



Stage Five
■ Get up to full speed and tap gently back down to the bottom of the screen so you're still at full speed (if you get my drift).
■ Overtake to the right and bash the enemy tanker's cab until it blows.
■ The fifth tanker is Sanchez's and he may fire Stinger missiles (dodge 'em) – blow his tanker up and that's it, back to the start.

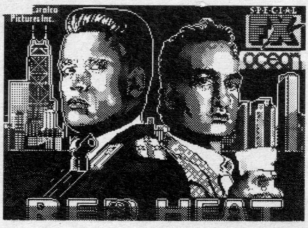
RED HEAT

Hit Squad

Level One – The Hot House
■ Generally easy; just duck whenever you need a rest, and as soon as the knife-throwers come on-screen.
■ Stay back and keep punching when there are several guys onto you. Or, alternatively, walk left through the enemy until you can't go any further, then butt repeatedly as they shuffle back past you – you should get a good few hits in. Don't try this for too long with the bearded guys as they'll butt you back most of the time.

Level Two – The Hospital
■ Use your bullets straight away as the first 'B' will give you more. After that, save bullets for the nurses (if there are loads of them and you can't get a hit in) or the spitters (if they keep on hitting you).

■ You can't duck the patients – so punch 'em instead.



Level Three – The Hotel
A bit hard, this one. Try to punch the guys who look as if they're unarmed, and use your bullets (when you get some) on the guys with guns.
If things get tough, use Level One butting tactics with punches.

Level 4 – The Goods Yard
■ Even harder. Don't spend ages just standing there punching, as more and more guys will pile in. Cover as much ground as possible.
Sometimes you can get away with punching, ducking, standing, punching, ducking etc etc for a while, but not always.
■ And as for Viktor... ahem. Go off and nick a tank first (or summat).

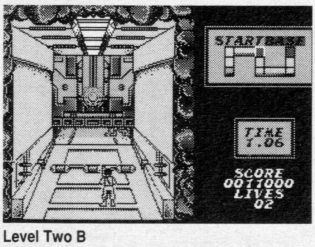
Subgames
■ The Hot Coal – easy. Just waggle away but keep in rhythm – it gets harder (kwak) near the top of the gauge.
■ The Key – fairly easy. Get the ends in place first, then the middle bits are simple.
■ The Dollar Bill – a bit harder. It's colour-coded, if that's any help.
■ The Doors (c'mon baby etc etc) – easy. Just left/right and fire, don't waste your bullets, and if they've got a gun, blow them away.

GRYZOR

Hit Squad

Level One
■ Always duck when you fire to avoid enemy fire.
■ Learn the positions of the enemy (especially the ones in the water).
■ Never go in the water yourself, as it's much harder to avoid bullets.
■ Get the last weapon (rapid fire) to make Level Two that much easier.

Level Two
■ The real targets are always behind the circular panels.
■ Only shoot the guns if they're really hassling you.
■ Hurry up or you'll have to cope with the floor bats (which usually kill you unless you can get into exact position).
■ Duck if you get shot at (obviously).



Level Two B
Easy – take out the guns first (you can keep between their shots), then the eye at the top.

Level Three
■ A bit of a bast. Again, always duck and fire.
■ Don't walk underneath the hole 'cos boulders fall out.
■ Remember where the enemies/guns etc are – they don't change.
■ Don't fall off the screen or you'll be a bit dead.

Level Three B
■ Take out the guns again (hit & run), then blast the flashing bit at the top for ages.

Level Four
See Level Two (you'll need to jump & fire to hit some targets here).

Level Four B
■ Make the guns your priority, but keep an eye on the men and their bullets.
■ When you've got all the men and guns, take out the big gun at the top.

Level Five
■ Very long and similar to Level One. Basically just keep running, don't take your finger off the fire button and shoot everything that moves! (And anything else really.)
■ Duck and fire to deal with cannons.
■ Timing is essential to get past the big ships and aliens.

Cheat Mode (48K only)
Step **One**: Load Level One and complete it.
Step **Two**: Load Level Two but lose all your lives.
Step **Three**: Choose the 'Restart' option.
Step **Four**: Rewind to the start and play.
Step **Five**: Ignore the 'Load Error' message.
Step **Six**: You'll start with 55 lives, and after that you'll get another 99! Hurrah!

BUBBLE BOBBLE

Hit Squad

General Tips
■ On early levels, bubble the monsters and wait around for bonus icons.
Don't try this on later levels as the monsters'll get out quick and be a bit riled.
■ Don't forget you can bounce on bubbles to get out of tricky places.
■ Lightning always shoots in the opposite direction to the one you're facing when you burst the bubble.
■ Don't worry about Baron Von Blubba – he only moves straight, horizontally/vertically (in alternate movements) and is pretty easy to avoid.
■ When you're playing in one-player mode, define Player Two as keyboard and, when you're about to die, pause the game, get on the keys, unpause and press '2' – you can then carry on as P2. (And vice versa.)





ICONS
Bubbles


Sends a stream of water down the screen (you can ride it).


Drops a sheet of fire onto the platform below (kills enemy).


Sends a lightning bolt across the screen (kills enemy).


Letter – collect EXTEND for extra life.


Bubbled monster – burst (preferably several at a time).

Monsters


Benzo – your basic bad guy. Goes l/r and jumps.


Blubba – just flies about and bounces off things.



Boris – same as Benzo but shoots 'cookies'. Bubble & jump.



Boa-boa (ahem) – same as Blubba.



Bonnie-bo (hmm-HMM) – bounces up and down/left and right.



Bonner – same as Boris but shoots faster fireballs.



Baron Von Blubba – comes on after the 'Hurry Up' prompt. Just files in straight lines (but fast).

Other Stuff



Yellow Sweet – bubble speed-up.



Magneta Sweet – bubble range.



Red Shoe – player speed-up.



Red Teapot / Yellow Cane – giant peach (20000) at end of level.



Magenta Cane – giant diamond (56000) at end of level.



Flashing Heart – invulnerablility (temporary o'course).



Cyan Clock – freezes monsters (temporary).



Green Umbrella – warp through 3/5/7 screens.



Blue Ring – 500 points for every bubble fired (one screen only).



Magenta Flask – wipes monsters and fills screen with bonus fruit.



Yellow Cross – floods screen (kills monsters).



Red Cross – calls ambulance (er, gives you fireball shots).

Multiface POKEs: 43835,150 (immunity); 43871,52 (infy lives); 36854,225:36855,225:36856,195:36857,7:36858, 141 (press pause for next level).

RENEGADE 3

Hit Squad

Level One – Prehistoric
Dinosaurs – take four hits, use low punch/flyng kick.
Cavemen – four hits, low punch, these should take priority over others.
Baby Dinosaurs – one hit, low punch/jump 'em.
Birds – invulnerable, drop eggs from which Baby Dinos hatch .
Rock Throwers – invulnerable, AVOID THOSE ROCKS!!!

Level Two – Egyptian
Mummies – three/four hits, flying kick/low punch.
Dogheads – three/four hits, punch/low punch; sometimes they don't attack.
Mummified Chickens (or whatever) – three/four hits, flying kick/low punch (give these priority).
Falling Bottles – avoid them!



Level Three – Medieval
Knights – three/four hits, punch/low punch
Mounted Knights – three/four hits, low punch, priority, avoid if you can
Jesters – three/four hits, flying kick/low punch
Dragons – one hit, flying kick/low punch, hit before they fry you

Level Four – Future
Aliens – three/four hits – low punch/flying kick
Robots – three/four hits – low punch/flying kick
Mutants – three/four hits – low punch/flying kick
Small Droids – one hit, low punch, runs straight through you, priority, avoid if possible

General tips
- Use the low punch whenever you can – it's much easier.
- Don't provoke attacks – sometimes you won't be bothered if you leave a character alone.
- Try to hit enemies into pits/spikes/lava etc for an easy kill.
- When attacked by groups of six enemies, try to clear the three on one side first so you won't be attacked from both sides later.
- Be extra-careful when timing jumps over pits etc.

Cheat Mode: Hold down Q and T on the menu – the border should go stripey. Then press Q and T in play to complete the level! Funkee!

Multiface POKEs: 38500,0 (infy lives); 39095,0 (infy time); 39085,0 (ditto); 38459,0 (infy energy 48K); 38457,0 (infy energy 128K).

KENNY DALGLISH SOCCER MANAGER

Zeppelin

(what? No! It can't be!)

Most of it's fairly obvious...
- Try to keep a sensible team (ie one of each position rather than 11 left wingers or whatever).
- Check with the scout after every match to see if he's got any decent players (you might miss some otherwise).
- Always accept the price offered when selling a player – it won't change no matter how many times you try.
- Flog a few crappy players at the start to get your funds up.
- Always have at least one spare player, 'cos if one of the team is injured or suspended (and the scout hasn't got anyone) then you're utterly stuck. Don't try to alter the team formation unless you're sure you know what you're doing.
- If there's not much chance of a win, match the other team's formation and that might just help. (But probably not.)
- Watermelons, watermelons, cheese, tripe and Guatemala – ooh, sorry, I had one o' me turns.

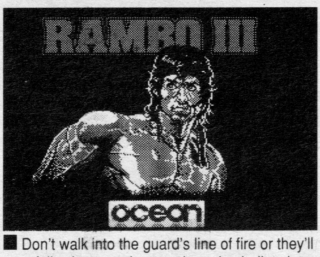


Cheaty-sort-of-thing: Borrow some dosh from the bank, buy players until you have less money than you owe to the bank, pay back all you have plus a quid, you'll obviously have a negative cashflow; buy a player from the transfer market, play a match and voila – with a bit of luck you'll have pots of dosh to mess about with!

RAMBO 3

Hit Squad

(phew, that's more like it)

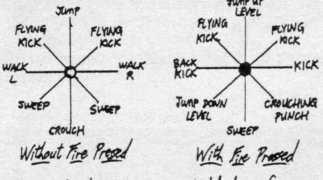


■ Don't walk into the guard's line of fire or they'll start following you about and pouring bullets into you.
■ Don't walk over corpses – those reduce energy as well.
■ Be careful you don't use up ammo boxes and medikits by mistake when using things in the inventory (if medikit or ammo is showing, it'll automatically be used first).
■ Make a map – a lot of the locations in Levels One and Two look the same.
■ Get as many objects as you can find, take them back to a distinctive room, drop them there and set off to look for more in another direction.
■ Don't use loud weapons (explosive arrows, pistol, machine gun) unless you have to, as they make the game much harder when the guards start piling in.
■ The electric door is the white one with the barred window – don't go near it unless you've pressed the blue wall-switch (which, typically enough, is off in the opposite direction).
■ Section Three is an all-out gung-ho blast, so all I can say is 'watch out for the heavy artillery (cannonballs, grenades etc)' and 'mind the humungous helicopter' (har har). Oh, and don't push him.

DRAGON NINJA

Hit Squad

First, here are the real joystick positions 'cos the inlays are wrong:



General tips
■ On the earlier levels, duck and normal ninjas will walk straight past. The women won't though – punching them is easier (but punch the blokes as well before someone calls you a sexist).
■ Either avoid the dogs or use a crouching punch – you'll be lucky to hit them with anything else.
■ You can't duck shuriken – flying kick them if you get the chance.
■ Stop every few seconds to take care of the enemy coming in from either side, or you'll be overwhelmed by loads of 'em.

Level bosses (with their proper names as well, wooooh)
Level One – Karnov. Just crouch in one place and keep punching. If he keeps hitting you, hit and run.
Level Two – Iron. Same as Karnov (or you could try to get behind him and hit him in the back, ho ho).
Level Three – Gruesome Giant (except he isn't). Stay on the top level and bash in all directions when the ninjas come on. It's more luck than anything else.
Level Four – Animal. Use either hit and run tactics or get behind him and kick the, er, thingy out of him.
Level Five – Devil Pole. Hit him twice and swop levels or he'll get you.
Level Six – Akaikage (blimey). Duck and hit him as he passes. If he hits you with his nasty chain thing, try to get behind him.
Level Seven – Dragon Ninja. Stay on his level or the fireballs are much harder to dodge. Either hit and run or just stand there and bash him if you've got energy to spare.

Multiface POKEs: 38918,0 (infy lives); 38684,1 (infy time); 43455,8 (repulsion).

ARKANOID 2

Hit Squad

For starters, here's a list of the best (ie easiest) route to take;
From Level One, go right. L2 – go R. L3 – go R. L4 – go R. L5 – go L. L6 – go L. L7 – go L. L8 – go R. L9 – go L. L10 – go L. L11 – go L. L12 – go L. L13 – go R. L14 – go L. L15 – go L. L16 – go L. L17 – go R. L18 – go L. L19 – go L. L20 – go L. L21 – go R. L22 – go L. L23 – go R. L24 – go R. L25 – go L. L26 – go R. L27 – go R. L28 – go L. L29 – go L. L30 – go R. L31 – go L. L32 – go L. L33 – go L. L34 – FIN.

General Tips
■ Turning the colour down on the TV reduces eyestrain a bit.
■ Watch out when you've got twin bats – the ball can fall between them.
■ Bounce the wibbly spherical aliens off your bat/hit them with the ball for loads of 100-point bonuses (they don't die and you can keep on hitting them).
■ Don't get any capsules left falling when all the blocks have gone as this can crash the game (unless it's our Speccy that's crap).
■ Try ricocheting the ball off the aliens to get blocks in basty places.
■ The Squidgy Brain Thing on L17 needs 24 hits – and make sure you don't lose the ball once the brain's vanished or you're stuck on that screen with nothing to hit.
■ Doh himself only takes 8 hits, but he fires homing balls (parp!) so shoot the ball at him and skedaddle!

Loadsa Multifacers! 37843,0 (infy lives); 40413,1 (twin bats); 40413,4 (catch the ball); 40413,32 (laser); 40414,1 (next level); 40415,64 (powerball); 40443,n (n=no of blocks); 40420,x (x = ball speed); 33423,0:33429,0 (no moving blocks). Or, for the 128K version: 37586,0 (infy lives).

Cheat Mode: type MAAAAH into the high score table then press Space to restart on the level you died on.

RETURN OF THE JEDI

Hit Squad

Speeder Bikes
■ Go through as many traps as you can for points.
■ Stay to the centre of the screen to avoid most of the trees.
■ If you pass a biker at the side of the path and don't hear a crash, watch out behind you.
■ Don't let bikers get right behind you; swerve madly and try to get back behind him to shoot him. Or you could ram him into a tree, but that's a bit risky.
■ Don't try to go through a trap/log when a biker's on your tail. He'll blast you as soon as you straighten out.
■ Watch out for the big swoopy mine-layers on later levels.





Imperial Falcon – Space Bits

■ Avoid the mines laid by the ship that flies across your path.
■ Watch out for stray bullets (they're a bit hard to see).
■ Try to take out most ships with your side-ships to keep the Falcon relatively safe.
■ Don't worry about crashing into the platforms – you can't.

Imperial Falcon – Rector bits

■ Make sure you shoot out the reactor as you approach it (it's a triangle thingy on the floor), or you'll crash into a dead end.
■ Don't worry about the explosion behind you – it can't catch you up.
■ Watch for TIE fighters coming up behind later on.
■ Speed up to get through the doors with bars above them before the bars fall.

Scout Walker

■ Keep weaving from side to side or you'll almost certainly be hit.
■ Take out all the logs or one'll probably getcha.
■ Speed up when the catapult stones come into view and they'll land behind you.

Multifaces: 46267,201 (no lives); 52140,0 (infy lives).

PASSING SHOT

Encore

■ When you're serving from the right (as you see it), hold joystick right as you serve and, with a bit of luck, the ball will whizz right past your opponent's nose without him being able to reach it. Haha.
■ Start running as soon as you hit the ball, as the other guy's bound to hit it away from you.
■ The USA opponent is slow, so use that to your advantage (arf); but the English guy is too fast for the first tip above to work.
■ Use a lob when the opponent's near the net, and hopefully the ball will land on his head. Or he'll use his amazing 'run away from the ball' technique. Or he'll hit it back and beat you. Still, worth a go.
■ Only hit to the left when the ball's definitely to your left (and vice versa), or it'll go off in completely the wrong direction.
■ You'll get much better as you go along. Honest!

THE NEW ZEALAND STORY

Hit Squad

■ Jump height is controlled by the length of time you hold down fire.
■ If there's something useful (like a kiwi) on the level above you and there are spikes on the ceiling, jump up into the spikes and keep holding fire, so that on your next life you'll jump from the place you died up onto the next level.
■ Never hang about in water as you've usually just got enough oxygen to make it through.
■ Sometimes you can go through the corners of walls on balloons.
■ Most spikes won't harm you when you're riding something.

Weapons



Bow & Arrows – basic weapon, slow and weak.
Bombs – stronger but very short-ranged.



Wand – gives you fireballs which bounce all over the shop. Pretty good.



Laser Gun – the best by far. Fast and cuts through anything (including walls).

Bonus Icons



Fruit – points (collect it quick for more points).
Joystick – makes flying machines hover rather than fall.



Watch – freezes bad guys for a while.
Book – smart bomb.



Potion – gives temporary invulnerablity.

Flyers



Teddies – pretty crap. Slow and only take one hit.



Balloons – same as teddies, but you can hang on underneath these too.



Hot Air Balloons – pretty nippy, but still only one shot.



Strong Balloons – quite good. Take three/four hits and you can ride underneath (if you really want to).



Metal Balloons – good stuff. Can't be shot down (except by bomb/lasers), you can hang on underneath; bit big for some gaps.



Ducks – again pretty fast, but one-hit wonders.



Laser ship – the biz. Fast, strong and equipped with photon death to boot.

Bad Guys



Snails – crawl along and occasionally shoot stars / missiles



Boomerang Men – move up / down levels and lob the 'rang when they see you.



Spikers – run about, jump, multiply, kill on contact and generally make things difficult.



Firebugs – multiply to a maximum of six or kill on contact.



Pigs – ride around on teddies firing arrows. Easy to kill.



Hard Pigs – same as pigs except they ride strong balloons and fire faster.



Duck Riders – ride, er, ducks, and throw stones

with worrying accuracy.



Spearmen – ride teddies and throw spears up (watch out for them coming back down).



Bats – fly in a straight line and drop triangles onto your head. Avoid.



Axe Cats – ride metal balloons and fling axes about. Be careful with 'em.



Pumpkins – ride hot-air balloons and drop bombs on you.



Baddie Maker – runs L/R throwing Spikers & Boomerang Men (& the odd Snail).



Fire Turtles – ride balloons and spit fire when they see you.



Aliens – fly in laser ships and only shoot when they're quite likely to splat you.



Batcat – flies slowly, dropping Firebugs.



Water Blob – flubs about at the bottom of water sections not doing very much at all.



Spooky Cock-Up Monster – a bat which occasionally turns into a flying pumpkin (?).

Multiface POKEs: 50000,0 (immunity); 51732,201 (no bad guys); 51771,201 (arrows).

FOOTBALLER OF THE YEAR 2

Gremlin

■ Don't add more than one goal card to a match until you've got used to how the thing works.
■ You're always the one who shoots for goal, so be there!
■ Watch out for the dodgy collision detection – for the best chance of scoring you should run into the ball and push it in the right direction.
■ Try to memorise the direction that the pass will come from as well as your position – facing the wrong way even slightly can result in the ball going off in the wrong direction.
■ There aren't that many different tactics – once you've had them all a few times you learn a procedure for each one, which makes things that much easier.
■ Work out whether to add goal cards or not (generally) by working out the difference in points between you and your opponents – if they're a fair bit lower than you, don't bother; if they're the same or slightly higher, add 1, etc...
■ Obviously, put more effort (and goal cards) into Cup matches.
■ Never put too much dosh into "Double Or Nothing" unless you've got money to burn – you might get a total bast of a question.
■ Press P to pause when the time ticks down on "Double Or Nothing" to give you as much thinking time as you like – simple but effective.

SHINOBI

Mastertronic Plus

Tips
■ Move while crouching when you can – it's just as fast and much safer.
■ Always lob a few shuriken ahead while you walk.



Hedgehog – ride under balloons on Level Three and kill on contact.



Water Star – bounces around underwater. Avoid.

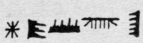


Big Nasty Anemone Thing – get out of range when it pulses or you'll be Kiwi dinner.



Time Devil – makes his grand entry after the 'Hurry Up' prompt. Follows you around till he gets you (and he's totally indestructible, which isn't very fair).

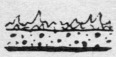
Other stuff



Spikes – they, er, kill you if you, er, hit them.



Waterfalls – usually sweep you off in the wrong direction.



Lava – same as Spikes really (but comes later on).

Cheat Modes: Type FLUFFY into the menu screen for infy lives (as everyone knows); type PHILLIP into the menu for a laser instead of crappy bow; press Enter to skip the level (after you've typed FLUFFY in).

For +3 owners: Just before you release the last kiwi on Levels One, Two, or Three (before the disk is accessed for big baddie data), take out the disk. Then get the kiwi, but don't insert side B of disk at prompt. Press fire for a new prompt, put the disk back in and press fire. The screen should go B/W and you'll get crappy small enemy to sight instead of the big end-of-level baddie. Good, eh?

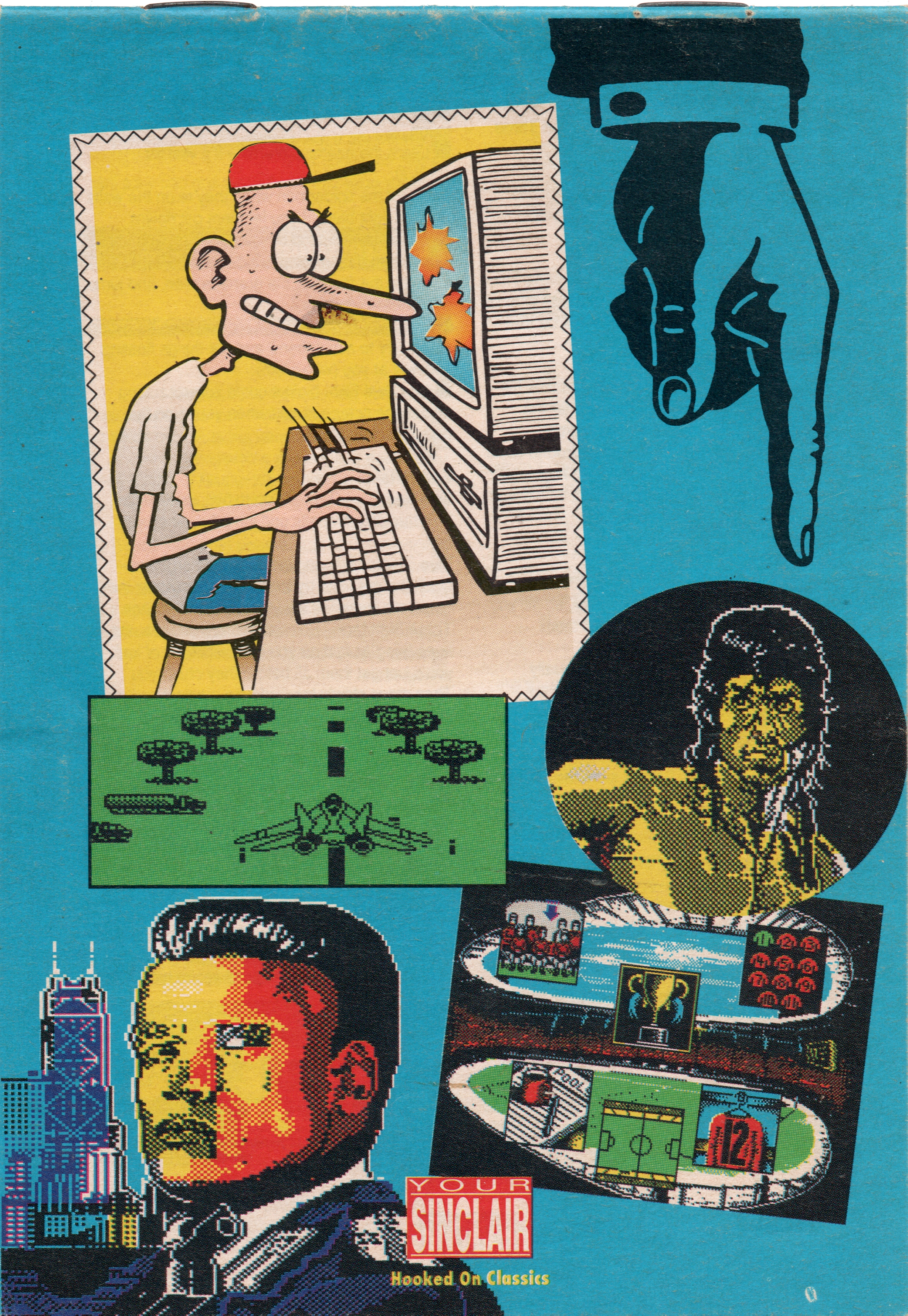
■ Jump up/down a level if the going gets real tough.
■ Learn the enemy patterns – it's vital for survival.
■ Shoot the spidermen when they're on the walls (they're right basts if you let them get down).
■ Run away from the ninjas, then turn and shoot them when they're on ground level.
■ Learn the range of the grenade men, and jump over them if you can.
■ On Level Four you'll get monkeymen bouncing at you (try to avoid them) and bat-things floating spookily at you (whap 'em).
■ On Level Five, blokes come somersaulting across the screen at you when you're on the pillars, so be ready.

End-of-level guys
One Ken Oh – Get right up to him, duck while he's throwing fireballs and jump/fire when you can.
Two 'Copter Whose Name We've Forgotten – Duck the missiles, try to shoot the ninjas as they come out, jump/fire when you get the chance.
Three Mandara – Erk. Stay where you are and keep firing as fast as you can; with a bit of luck you'll just get them all before they crush you. Then move slowly forward, use magic if you've got any, dodge the fireballs, and duck right below the head, jump/fire when it's clear.
Four Lobster – He runs right at you and won't back off until you shoot him in the face, so jump and aim carefully when he runs at you.
Five Bwah Foo (blimey) – Use magic if you've got it, keep firing, and jump up when he lands(after jumping back) 'cos that's when he shoots.

Cheat mode: Redefine keys as GRUTS for infy lives (except on the last level).

Also, you can get infy magic (if you're lucky) by redefining the magic key as Caps / Enter at the same time, then pressing Enter during the game. (If it doesn't work, well, don't blame us, these things can be a bit fickle sometimes.)




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