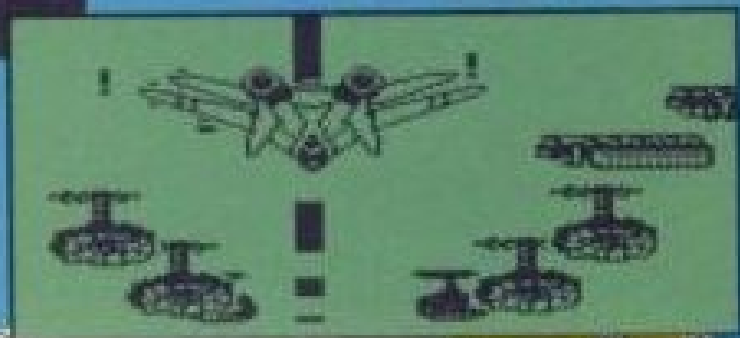
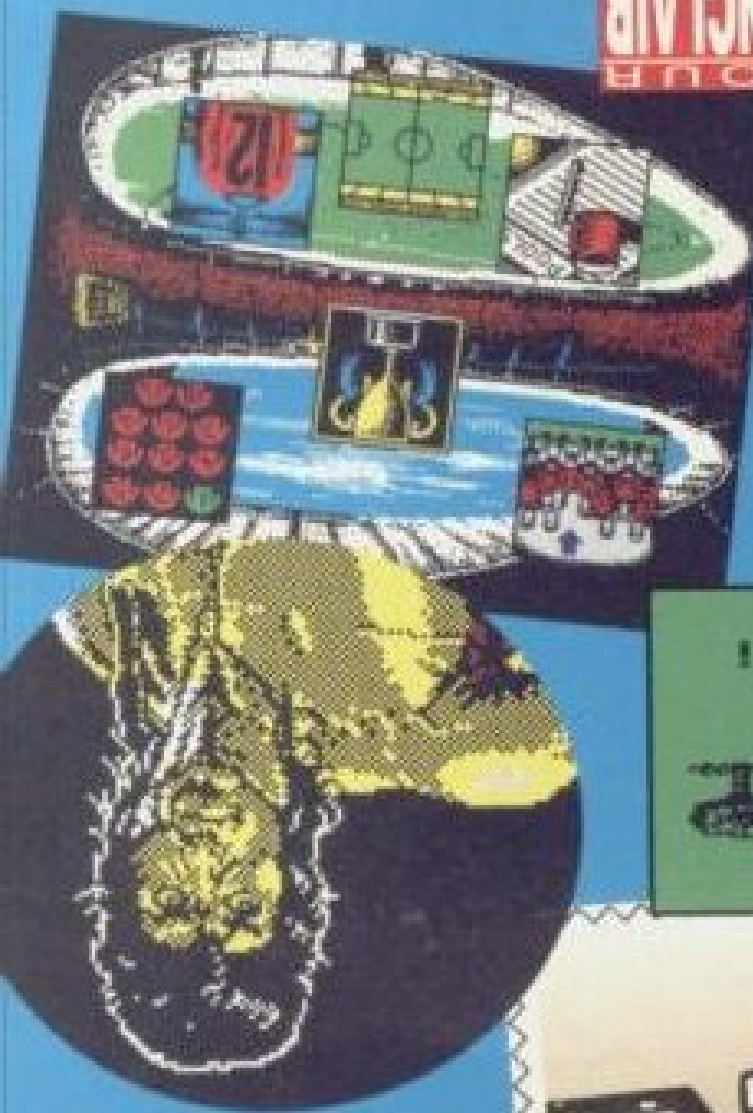
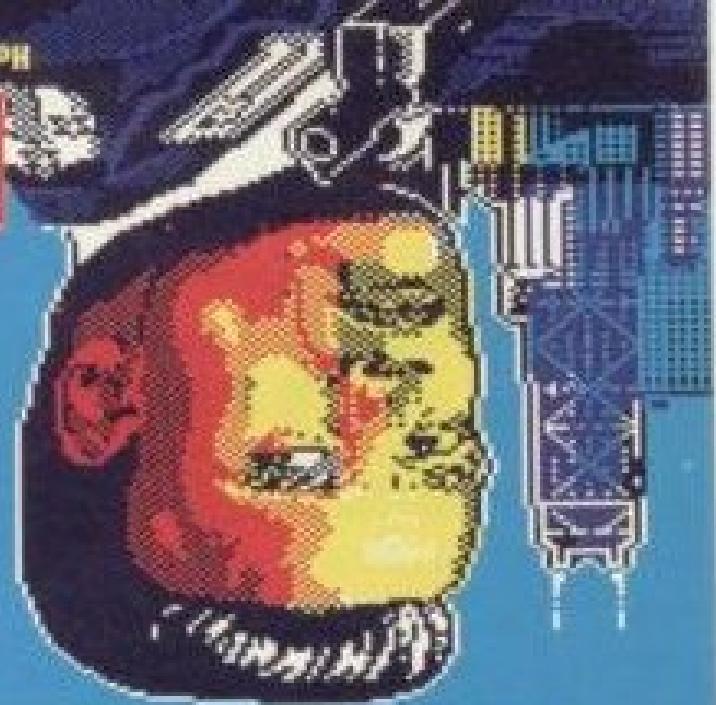


Hooked On Classics

YOUR
SINCLAIR



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 little 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

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 crystal 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

■ 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

- 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 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.)





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



Boa-ba (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 flies in straight lines (but fast).

Other Stuff



Yellow Sweet – bubble speed-up.



Magenta 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 – Invulnerability (temporary o'course).

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 strapy. Then press Q and T in play to complete the level! Funkee!

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

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 – Akakage (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 spheñcal 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 nasty places.
- The Squidgy Brain Thing on L17 needs 24 hits – and make sure you don't lose the ball once the



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.

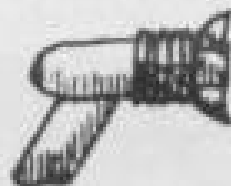
Multifaces: 46267,201 (no lives); 52140,0 (infy lives).

PASSING SHOT

Encore

- When you're serving from the right (as you see it), hold joystick right as you serve and, with a bit

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 invulnerability.

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

with worrying accuracy.



Spearman – 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.