



THE GAME AWAY

GIVING THE

GAME AWAY



HARLEQUIN

HARE RAISING HAVOC

WOLFCHILD

LEISURE SUIT LARRY 5

VIDEO KID

PRESENTED FREE WITH...

**AMIGA
ACTION**

HARLEQUIN



Gremlin's latest masterpiece, Harlequin, has been extremely well received. Although extremely attractive to look at, the game can be difficult to play. Therefore, we have written a GTGA on the second level entitled The Clockworks.

Although we are not going to print the entire solution to this level we have some very useful hints and tips as well as the entire level mapped which should prove invaluable. In next month's issue we will be seeing a lot more of Harlequin so here's just a taster of what's to come.

DEEP INSIDE THE WORKS

After Harlequin has escaped the nasties on the clock face he must venture forth into the actual works themselves. This level proves extremely confusing as the screens are chocka block with mechanical springs, revolving cogs and almost inaccessible platforms.

As with the first level, The Clockworks requires you to toggle certain switches, which allow access to the exits. The switch in the bottom-right corner for example is surrounded by blocks. Only by toggling other switches will these blocks be removed. We have decided not to give you the solution but instead point you in the right direction. Objects crucial to completion of the level have been labelled as well as the various nasties and the exits. Good luck...

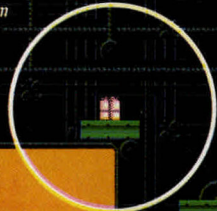


Some of the cogs have platforms connected to them. You must time the jumps accurately if you are to land your Harlequin safely.

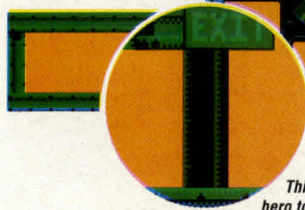


When collected this cup will give the Harlequin extra energy.

When opened, the parcel will reveal plenty of goodies as well as the protection arrow which will zoom around the Harlequin protecting him from any dangers.



This parcel will reveal a hamburger which will give the Harlequin extra energy when collected.



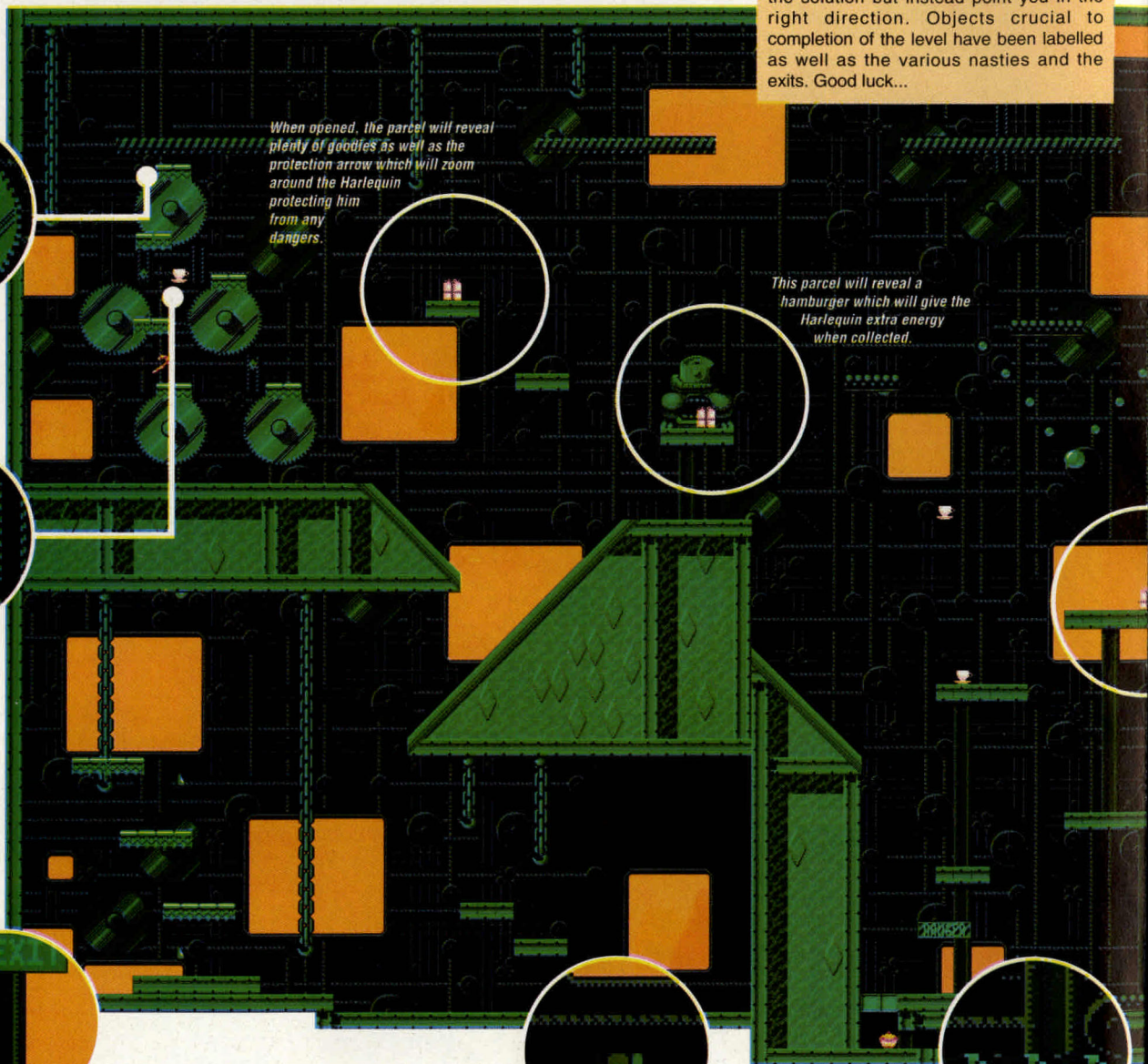
This exit will take our little hero to The Dream Mile.



These are just some of the many nasties that you will find along the way. The bolts leap up into the air and try to catch the Harlequin. Fortunately, they only need a few shots before they explode.



The springs will help the Harlequin reach those previously inaccessible platforms. They can prove irritating at times if the extra bounce is not required so use them wisely.



THE CLOCKWORKS

Yeeuk! These slug-like creatures are a real pain and can cause the Harlequin considerable damage. Try to avoid them at all costs. If you are going to attack them then get rid of them early on.

Some of the platforms act as cogs to drive others. These 'platforms' can turn either way and they will effect the Harlequin's progress. They effectively act like conveyor belts.

The Clockworks are full of oil otherwise they would seize up. However, this oil proves dangerous to the Harlequin so he must try and avoid it by timing his movements well.

This exit is situated near one of the switches that has to be toggled. This exit will take the Harlequin back to The Clock Tower so you shouldn't really bother with it as you will most probably have come from there.

Another one of those infamous switches - but what is its effect? Unfortunately you'll have to find out for yourselves you lazy things.

This is another one of those protection arrows. When used with the other arrow the Harlequin is almost invincible. But for how long?

Collect the hamburger hidden within this prezzie for extra energy.

The umbrella can be used by the Harlequin to break his fall when he drops from a great height. By pressing the fire button down and pulling down on the joystick the umbrella will be activated.

The space hopper will allow Harlequin to leap in greater bounds. Pressing the fire button and pulling down will activate the space hopper although it will last for only a short while.

This switch has a block protection around it. You'll need to eradicate the blocks before you can toggle the switch. Perhaps another switch is involved!

This exit will lead to The Dream Mile.

HARLEQUIN

HARE RAISING HAVOC



Direct your eyes and lopped ears over here because Disney's cartoony adventure is about to be diced for your delight. Presenting Hare Raising Havoc to you in all its splendour, surely you can't fail to free Herman from danger and capture the heart of Jessica forever.



Stroll to the far right and pull the mangle away from the wall by pressing fire.

(1) Return to the oven and turn on the heat by again pressing fire.

(2) The key from the previous room can be used to open one of the cupboard doors - you may find extra time, cheese for the rat to gain extra time or nothing depending on how lucky you are. Walk to the fridge and keep rummaging through by pressing fire.



(3) You are searching for a banana skin on the floor, step on it for the obvious result. As you spin on the table, press fire

when your head is pointing toward the sink. This causes you to land on the plates which you must smash by steadily and rhythmically pressing fire.

(4) Once you are standing on terra firma, walk right onto the cooker. When you grab hold of the light, shift your stick to the left and right to

LEVEL 1: SOMETHING FISHY



Pull down the ironing board, currently pressed up against the left wall, by walking near and pressing fire.

(1) Now hop over to the stool and give it a kick in the direction of the sofa.



(2) You can now press fire while standing on the rug to reveal a magnet underneath. (3) Leap onto the left half of the sofa and push up to repeat jumping, gaining height all the time. You will now grab hold of the cord to start the fan. (4) Climb down and press fire near the fishbowl; this activates your magnet to capture the key from the suprisingly ferocious fish. (5)



LEVEL 2: BANANA SPLITZ



when your head is pointing toward the sink. This causes you to land on the plates which you must smash by steadily and rhythmically pressing fire.

(4) Once you are standing on terra firma, walk right onto the cooker. When you grab hold of the light, shift your stick to the left and right to

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small tips

It's not been the best of months for original hints, tips and cheats. In fact, they're drying up slowly but very surely. Maybe it's time to remind you all that we give out free games to anyone who gets an original tip published! What we would like too, is a rather powerful god to play Populous II with. Can anybody help?

BABY JO

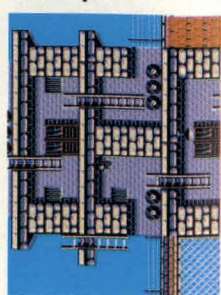
Are you still having problems with this Loricel cutsey? If so, the following level codes should be of some use to you. Enter them in the usual manner.

MUMMY
GLOUP
YOUPI



BLUES BROTHERS

Just about every Amiga enthusiast in the entire universe has sent us this Blues Brothers cheat, so nobody wins a prize I'm afraid. To activate the cheat, type in the word **HOULQ** while the brothers dance under the



Next, jump onto the right half of the sofa and bounce up to catch the twirling fan.

(6) As you grab hold, you can't help but spin and gain speed. Following this, you must time your press of the fire button perfectly so you are flung onto the ironing board, where after a short series of bumps and bounces, you should end up soaring through the opening at the top of the door and onto level two.



gain some swinging momentum. (5) At the height of your right swing, press the fire button to launch yourself all the way through the mangle and under the door into the next room.

LEVEL 3: CLEANING UP YOUR ACT



Push up to clamber onto the stool and grab the towel.

(1) Now climb down and press fire just to the left of the water. You'll lay the towel down to allow free roaming.

Jump onto the scales and push up. You'll grip the cord to open the skylight.

(2) Walk to the far right and plug in the fan. (3) Then grab the plunger from the right hand side to ensure it thumps onto the right wall. (4) Kick the stool under the shelf and take the soap. As you reach floor level, you automatically throw the soap into the sink. Go to the sink and press fire.

(5) As you scrabble about in the soapy water, the bar suddenly ejects from your hand and into the toilet. Now the fun really begins. Bounce on the stool while it is under the shelf. At top height, press fire and you should stand there on the ledge. Sidle right then push right and fire.

(6) This heralds an amusing sequence of events that will lead to your exit. (7) Down the loo you go.



HARE RAISING HAVOC

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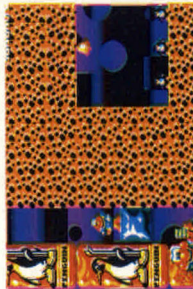
spotlight. Staying with this screen, type in a number from 1 to 6 to start on that level.

ROBOCOD

I don't know about you, but I'm getting a little naffed off with all these Robocod cheats. How many cheats and secret bonuses can one game contain?

Before you can activate any of the following useful functions, type in **THE LITTLE MERMAID** complete with spaces, at any time during the game (including the title sequence). Press the following keys in order to activate the cheats:

- F** Gives James wings
- X** Takes you straight to the exit
- P** Gives you the aeroplane, but only on some levels
- B** Gives you the bathtub, but again, only on certain levels
- M** Warps you to any place in the game
- F9** Strange screen effects (useless, but worth a single viewing)
- F10** More useless screen effects



SKY HIGH STUNT

MAN

A quicky for this Codemasters toughy. Simply type **CHEAT** (dead original lads, well done) on the title screen to give you infinite lives and smart bombs.

HUDSON HAWK

Type in the following, without any spaces at all: **SANITYCLAUSISCOMINGTOTOWN** to get infinite lives.

HARE RAISING HAVOC

LEVEL 4: RONALD ROGER McDONALD?



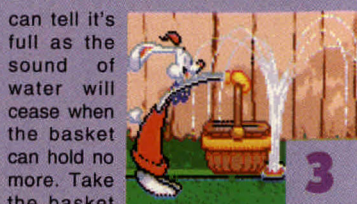
Move over to the tap and press fire. This will switch the water on. Adjust your position slightly to step

on the hose. (1) As the pressure builds, walk right to the end of the hose where the sudden upsurge of water allows you to press fire and grab the telephone wires.



(2) Move right so you are on the other side of the rake and pull down to disembark! Kick the fertiliser over by pressing fire, then take the basket from near the fence. Walk back to the hose and drop the basket to fill it with water. (3) You

until a large apple sends the steak into the dog's mouth. (5) This will keep him happy while you shake the tree for bonus time. Swing on the tyre, moving left and right to achieve more momentum. (6) As you peak to the far right, press fire and you will soar over the fence.



can tell it's full as the sound of water will cease when the basket can hold no more. Take the basket again and execute the water pressure technique to return to the barbecue. The fire button will douse the flaming steaks by means of the basket. (4) Grab a steak which will then drop onto the seesaw. Shake and rock the tree



Take the ball and place it in the fire hydrant. (1) Now turn on the hydrant by pressing fire to pull the lever. The ball will shoot off the plank and attach itself onto the clown's face.

(2) Try out the pogo stick and keep pushing up to gain height.

(3) When you are high enough to grab the wire, do so by pressing fire. Now move right and touch the bird. As the feathered fiend squawks and snaps at you, a feather will fall as will you. (4) Take the feather then use the pogo stick to clasp the wire again. Shift over to the clown and press fire to tickle his nose with the feather. (5) When he sneezes, the ball will fly off and knock the magnet on the other poster. You must now pull down to drop off the wire, then walk on over to the bin. Press fire



LEVEL 5: BIRD ON A WIRE



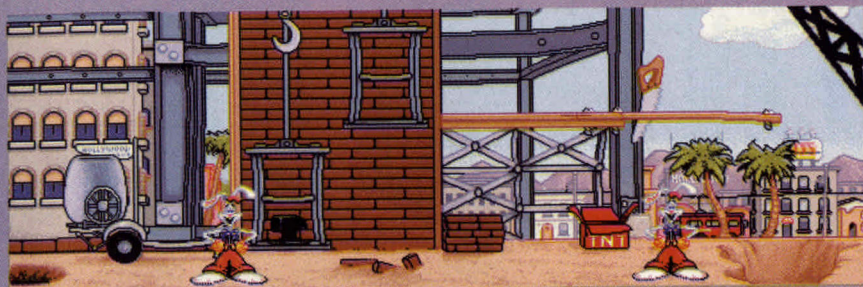
to examine the contents of the bin. However, you will find that the bin becomes stuck on your head. If you stand under the magnet and slowly moving right, the bin on your head will attract the magnet



along the whole length of the wire. (6) Journey all the way to the manhole cover where the magnet will cause the cover to lift. Place the bin back where it originally came from then return to the hole in the road, trying not to get run over. Pulling down will send you underground, only to reappear at the next location. (7) See you!



LEVEL 6: REACHING NEW HEIGHTS



Tilt the cement mixer by turning the wheel.

(1) Take a brick from the stockpile to the right and place it in the mixer.

(2) Do the same with a stick of dynamite. Repeat this once more with the brick and dynamite to completely reverse the pulley system.

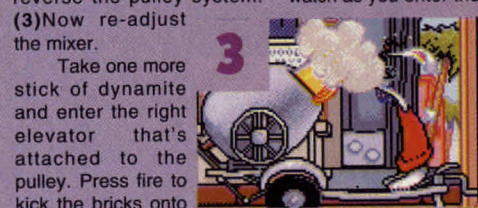
(3) Now re-adjust the mixer.

Take one more stick of dynamite and enter the right elevator that's attached to the pulley. Press fire to kick the bricks onto

the floor. Consequently, you will rise to the top where you must walk right, onto the long ledge.

Take a couple of steps onto the ledge and wait for the hook to arrive. When it does appear, press fire to clutch onto it.

(4) Stay hooked until you are over the mixer then press fire to fall into it. You'll be fired onto the ledge again, but this time you will be to the right of the saw. (5) Use the saw twice to cut off a plank of wood. This will fall to then cover the large pit. (6) The rest is for you to watch as you enter the final level.



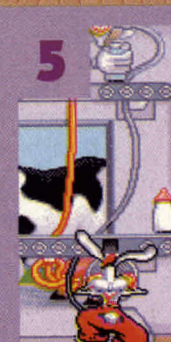
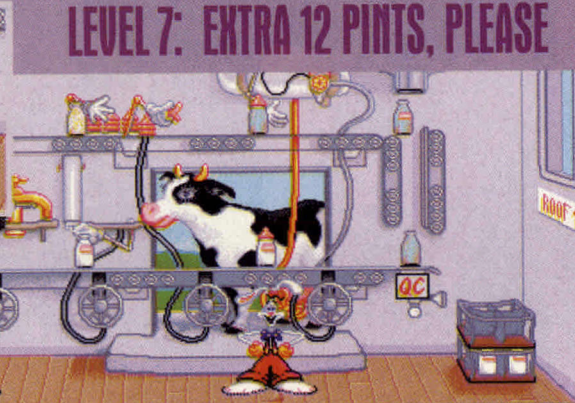
LEVEL 7: EXTRA 12 PINTS, PLEASE



Once you know the correct sequence to turn the wheels and at what point, this room proves quite easy. To begin with, start the conveyor belt rolling by pulling the power lever to the left, near the door. (1) The idea is to fill three

crates with clean, full, sealed and stamped milk bottles. You are then able to climb up the crates and rescue Baby Herman from the roof by climbing through the window.

From left to right, the wheels are 'clean' (2), 'stamp' (3), 'seal' (4) and 'fill' (5). The spring that can be activated to the right of the belt is the one that determines whether the finished bottle has been fiddled with correctly. If so, the bottle will leap into the crate - if not, the incorrectly prepared milk bottle will smash directly to the ground. (6) You must learn exactly when to turn each wheel.



Once you have filled three crates and a fourth empty crate is resting on top, clamber up them by pushing up. (7) Next, dive out of the small window to the right. Baby Herman is now saved, you're a hero and Jessica will appear to fulfill all your wildest 'hare raising' dreams.

HARE RAISING HAVOC



Don't thank us for this one, thank the boys and girls at Core Design, particularly Simon Phipps. Because the levels are so huge, we can only print two of the maps per month. Hopefully, we'll publish them all within the mag in the near future. For the time being however, study levels one and two, and check out the following hints and tips.

LEVEL 2: BEWARE THE FULL MOON

1 When you first start the level, don't immediately run right. Run to the left and punch the air duct at the end of the deck. You should uncover a 4000 points bonus. Try similar techniques throughout the level.



5 There are two secret rooms on this level, each of which can be found within the left hand wall. To enter the first one, simply push left as you fall down the rock face. Try to discover similar type openings throughout the game.



7 The first walking lift you come across self destructs the minute you stand on it. If you allow this to happen you'll fall very close to a useful object, so it's worth doing. The next time you stand on the dodgy lift, jump to your right immediately.




6 The second secret room can be found towards the bottom left of the level. To enter the room, simply jump and push to the left. Once you're inside, walk to the left until the screen stops scrolling and perform another left jump to pick up a bonus letter.




10 One of the EXTEND bonuses can be found on top of a tree stump. To get to it, step off the first floating platform to the left and land on top of the tree stump. You'll have to complete a few parts of the level again, but if you want to complete the game, the EXTEND bonuses are essential.






2 Don't break open the first two crates you come across. Instead, work your way up the level until you've powered up into a werewolf. Return to the first two crates and smash them open to reveal a dual shot weapon bonus.




3 The deck gun follows a set pattern: fire, top, middle, bottom. It will then stop for a short while, your cue to get some serious shots in. As soon as it starts moving again, concentrate on dodging the weapon fire.

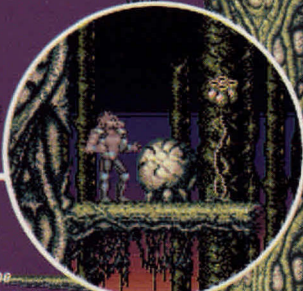


4 You should get here with a three-way shooter in wolf form. If you don't then life's tricky. The end-of-level guardian stays to the right and fires trajectory bullets. Periodically, it rushes forward along the mast. If you're human, leap the incoming bullets and wait on the main body of the ship until the alien moves over. Get some hits in when it's close. It doesn't matter if its body hits you, only the bullets harm you.

LEVEL 1: A STRANGE METAMORPHOSIS



8 A hidden replenishment bonus can be found on top of this tree. To jump onto the tree, run down the ramp and leap onto the spikes. As soon as you hit the spikes, jump to the left. Once you're on top of the tree, punch the air at normal height to reveal the full replenishment bonus.



9 To get the homing weapon, kill the snake man and jump off the branch to the left. You will find a small branch with some pods on it. Break open the pods and collect the weapon, which is essential for the floating platforms section.

WOLVERINE HINTS AND TIPS

Don't get too disheartened if you turn back into a man. The man gets two hits in if both his punches land and he can fire a lot faster in comparison to the werewolf.

Check everywhere for hidden bonuses by punching different parts of the level.

Extend bonuses are vital if you want to complete the game. You should be able to get fully extended by the start of level five.

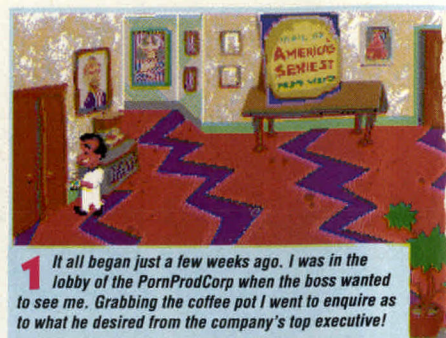
Stop and think about the creatures that you're about to take on, especially on levels three, four and five. It's not always wise to run in with all guns blazing.

If you're a wolf, jump up and down on suspicious looking floors – you never know what might give.

If you know the location of a weapons bonus, but you're human, power yourself up to become a werewolf before you collect it, as it's only worth 400 points if you're human.

WOLFCHILD

LEISURE SUIT LARRY 5



1 It all began just a few weeks ago. I was in the lobby of the PornProdCorp when the boss wanted to see me. Grabbing the coffee pot I went to enquire as to what he desired from the company's top executive!

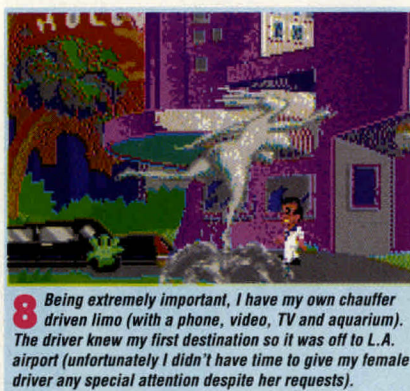
As the intro music and title sequence draw to a close, the audience applaud enthusiastically. The lights in the TV studio come up and a plump little guy wearing a white polyester leisure suit walks to the front of the stage.

"Thankyew, thankyew. No, please, you're too kind. Thankyew ladies and gentlemen. My name's Larry. Larry Laffer, and I'm your host on tonight's edition of America's Sexiest Women." Larry gives the audience his

smarmiest smile as they once again break into unrestrained applause. When the din dies down he continues, "Have we got some treats for you in the show this evening."

Not only do you get to meet three of the sexiest young females in the whole of the Yew Ess of A, but as a very special feature I will personally take you through the events that led up to me becoming the host of this wonderful television show; and what a story it is!

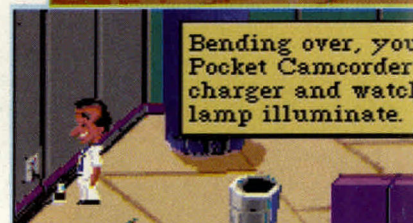
5 There are hundreds of resumes on hundreds of lovely girls to be found in those files and after a short search three appropriate candidates had been found. Before moving on I collected my AeroDork Gold Card from the table by the door.



8 Being extremely important, I have my own chauffeur driven limo (with a phone, video, TV and aquarium). The driver knew my first destination so it was off to L.A. airport (unfortunately I didn't have time to give my female driver any special attention despite her requests).



9 Before boarding the plane I needed a ticket. Of course, being an AeroDork Gold Card holder the situation was easily rectified. The ticket dispensing machine provided me with the required item. New York here I come!



Bending over, your Pocket Camcorder charger and watch lamp illuminate.

10 The batteries in the camera were flat so I used the charger to replenish their power before boarding the plane. Remember kids, don't play with electrical items as you might get hurt.

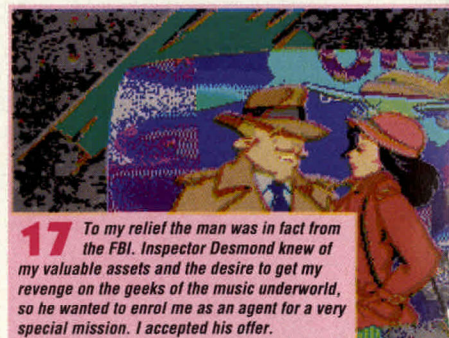


14 Thankyew Larry. Ladies and gentlemen, my part in this story begins in a low-life bar called the Piano Pit. At the time I was working as a pianist during the evenings and to be honest my life wasn't working out too well.



15 To top things off, my scum of a boss didn't like the fact that the punters were listening to my music and not drinking, so I wasn't surprised when I was given the sack.

16 Feeling pretty low, I left the club. Across the alleyway was a very shady character - being mugged would have been just my luck.



17 To my relief the man was in fact from the FBI. Inspector Desmond knew of my valuable assets and the desire to get my revenge on the geeks of the music underworld, so he wanted to enrol me as an agent for a very special mission. I accepted his offer.

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POPULOUS II

Being a god isn't easy! Type in the following level codes to make things a little easier, or should I say, ridiculously more difficult.

- 6 OQAC
- 10 UMHEAB
- 11 EMDOAD
- 12 UBTUAF
- 15 LEUMAK
- 19 NENGAP
- 20 NGAF
- 25 TIHOAD
- 30 GHTHAG
- 34 ABAL
- 38 AFEGB
- 40 ATNEAF
- 43 UNQUAK
- 48 PEHE
- 52 EGSIB
- 56 PIMOAC
- 59 LYPIAB
- 62 VIBE
- 67 ACUPAD
- 73 AMINAB
- 79 LEEMAT
- 80 QUWIAB
- 84 NGWOAC
- 90 UXII
- 96 LDAGAG
- 100 ADPEAT
- 120 PIABAF
- 137 AMLLAD
- 147 NEMMAL
- 163 HOJAT
- 180 EGTIAG
- 200 OPEMAK
- 220 DULLAB
- 240 PEQUAT
- 258 LOIL
- 280 VEEGAD
- 301 UPTIAD
- 318 JIEGAC
- 341 ITGHAG
- 361 UXQUAK
- 381 LLLOAL
- 401 ETIT
- 421 OWAGAG
- 440 PIWOAB
- 460 UBTIAT
- 483 HOACAK
- 502 IHOAT
- 520 OPQU
- 540 DDLOAG
- 560 PEITAK
- 580 OMAGAC
- 599 SIWOAF
- 621 UPGHAT
- 639 THEMAB

A stylized illustration of two men. The man on the left is smiling and has dark hair. The man on the right has a beard, glasses, and is wearing a suit. They are standing in front of a building with a large 'E' on it. The style is colorful and graphic.

4 *With the new task ahead of me I decided to get on the job straight away, after all I was working to a tight deadline that only top execs like myself can handle. My first stop was PPC's records room.*




6 My next stop was the PPC technical department. As I needed to film the girls on location I had to disinfect and erase three tapes. The charger from this room was also required to keep the camera batteries in top condition.


[illegible]

Insert your
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he "Chargi

A man with dark hair and a beard, wearing a white shirt and black pants, stands in front of a purple door. Above the door is a yellow sign that reads "VIP LOUNGE". The man is holding a small object in his right hand. The background is a dark green wall with a purple archway above the door. There are some plants in the foreground.




Desmond
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12 Once in the lounge I spent the time chatting with famous stars and other important bods (all the jet-setters want to meet me, it's a chore that I have to endure).


20 I was also logged on to the central computer and given my security code clearance, Agent 88.



continues overleaf...



19 All secret agents carry loads of hi-tech gear, so I familiarised myself with the equipment. Of course, I can't speak of the devices I saw at the lab but they were all very dangerous.



19 All secret agents carry loads of hi-tech gear, so I familiarised myself with the equipment. Of course, I can't speak of the devices I saw at the lab but they were all very dangerous.

Thanks to Brian Sharpe of Games-X for the following codes:

1	N/A
2	PFEBGWLP
3	SPSNLWNS
4	GWBSOLAP
5	IYRAGNOE
6	TLFELNGT
7	TNSFPBRR
8	TNWLFEEN
9	YTMVYBWP
10	N/A
11	YYRNFISM
12	OIEIRPEN
13	YTAIBTLR
14	IOFTANON
15	GIBGBWFF
16	TYWTPRWO
17	IYRNPMLE
18	YYELOEIO
19	NNMPINRE
20	N/A

LEISURE SUIT LARRY 5

[illegible]

LEISURE SUIT LARRY 5

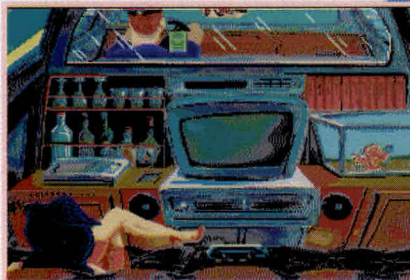
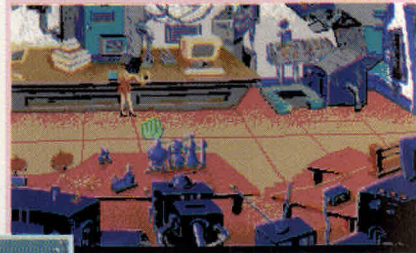


...continued.



21 As undercover work is extremely dangerous all operatives are fitted with a safety device that allows them to be tracked at all times. Placing the tracker in the appropriate orifice was a rather pleasant experience (especially for the doctor).

22 Before embarking on my mission I collected the Datapak and two cartridges that contained the information that would lead me to my targets. The lab was deserted but I decided that using unauthorised equipment was a risk to my health.



26 After showing the Datapak to the driver my journey began. The trip took some time, so now it would be a good time to hand you back to Larry so he can update you with the happenings at his end.



The Stewardess

"Why, Mr. Laffer! Is there a problem with your nuts?"

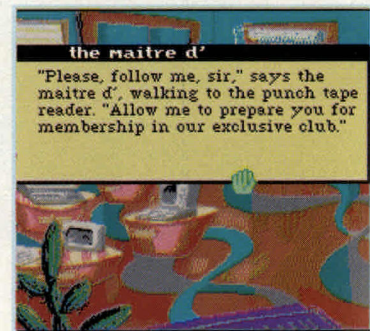
27 Well Patti, things were going well, but I was woken by the stewardess as the plane had arrived at New York.

28 Before I went any further I need to call a Limo to collect me. The children's charity box provided a quarter for the phone (sorry kids but this was important) and the bill boards around the airport lounge revealed the number for the limo company.



32 Much to my surprise the Trotter contained wads of money and a few credit cards. Being such an important person I don't carry cash around with me so this was just the thing I needed to boost up my finances (finders keepers and all that stuff).

33 A big star like myself is well known across the world and hundreds of fans follow my every move. I went straight into the Hard Disk Cafe and prepared for the rush of fans.



the maitre d'

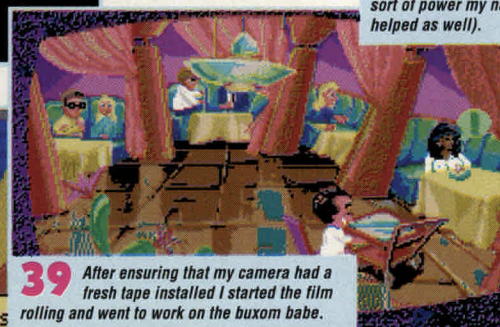
"Please, follow me, sir," says the maitre d', walking to the punch tape reader. "Allow me to prepare you for membership in our exclusive club."

34 After fighting off the swarms of screaming, adoring people I was met by the head waiter who registered me as a member of the establishment's exclusive club. That's the sort of power my name carries (the \$2000 bribe helped as well).



Look, Larry! There she is!! It's "target" for New York City: Michelle Milken.

38 I had only just sat down for my meal when who should walk in but Michelle Milken, my first interviewee. I had to keep my identity secret so I played things cool and followed her into the exclusive club room (as I was now their most important member).



39 After ensuring that my camera had a fresh tape installed I started the film rolling and went to work on the buxom babe.



40 My conversation with Michelle was extremely satisfying (you can see the results later in series, ladies and gents) and it wasn't long before I had enough footage for the show and sadly had to move on. Michelle was one of the most sincere people I have ever met.



23 Now I was prepared for my very first mission as a secret agent. My equipment was ready and I knew exactly who my targets were. Watch out bad guys everywhere!



24 Just like Larry I also had my own personal Limo (with a phone, video, TV and aquarium) and so it was off to Des Rever Records to see what was going on.

25 The Datapak provided me with all the info I needed on Des Rever such as the address and telephone number as well as a contact name.

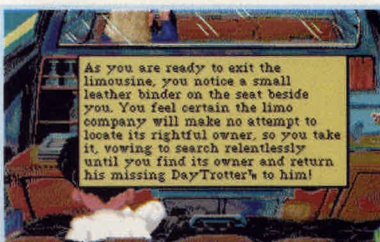


29 Arranging the car was a cinch, once the receptionist heard my name the vehicle was away.

"Hard Disk Cafe, eh?" says Bobbi. "It's a great place--if you like computers!"

Bobbi

30 I found that my New York target spent most of her time in the Hard Disk Cafe. A napkin from the girls' resume provided the address, which I showed to the driver.



As you are ready to exit the limousine, you notice a small leather binder on the seat beside you. You feel certain the limo company will make no attempt to locate its rightful owner, so you take it, vowing to search relentlessly until you find its owner and return his missing DayTrotter to him!

31 Some people are so messy and in the limo I discovered a DayTrotter that some careless individual had discarded. Not wanting to leave a mess it found a new home in my pocket.



35 The HD Cafe uses a novel ticker tape membership card system. Just feed your tape into the machine by each door and in you go. Unfortunately some mistake must have been made and I was only registered as an ordinary member.

36 Using my extensive knowledge of computer electronics and so forth (I'm extremely clever with machines) I altered the ticker tape using an old style music box to punch new holes along its length.



Processing...
SuperUser #1 found.
Welcome, Mr. Gilbert Hyatt! Go right on in. Make yourself at home. Sit anywhere you like!

37 My incredible intelligence allowed me to punch the new holes in the tape in exactly the correct positions so that I was now registered as the club's number one member. That's the sort of position a man like myself should hold.



41 The phone in the lobby of the cafe allowed me to summon a new limo and the company was only too happy to help a star like myself.



42 My next destination was to be Atlantic City, so after purchasing a new ticket and preparing the video camera for the next interview I hopped on the plane and zoomed off into the sunset. Unfortunately we've run out of time ladies and gentlemen, so the story will continue in our next exciting show. Join myself and Patti then.

LEISURE SUIT LARRY 5

VIDEO KID

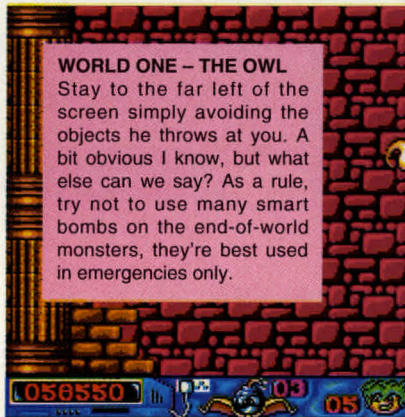


Poor old Video Kid. He's been blown up by a dodgy video system, thrown into a land full of axe murderers and now he can't get out. Well, not without the help of Twilight and Gremlin – the people who put him there in the first place. Read on...



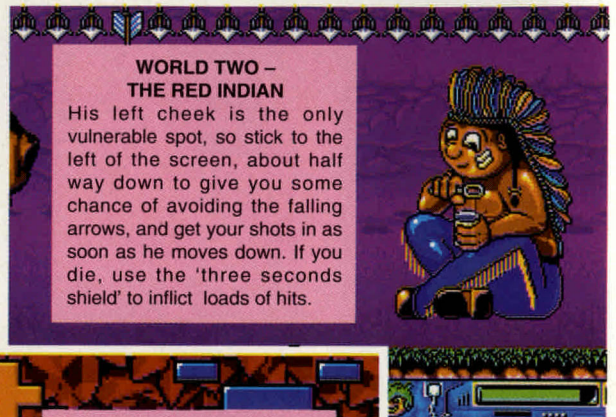
WORLD ONE – THE OWL

Stay to the far left of the screen simply avoiding the objects he throws at you. A bit obvious I know, but what else can we say? As a rule, try not to use many smart bombs on the end-of-world monsters, they're best used in emergencies only.



WORLD TWO – THE RED INDIAN

His left cheek is the only vulnerable spot, so stick to the left of the screen, about half way down to give you some chance of avoiding the falling arrows, and get your shots in as soon as he moves down. If you die, use the 'three seconds shield' to inflict loads of hits.



WORLD THREE – SPACE INVADERS

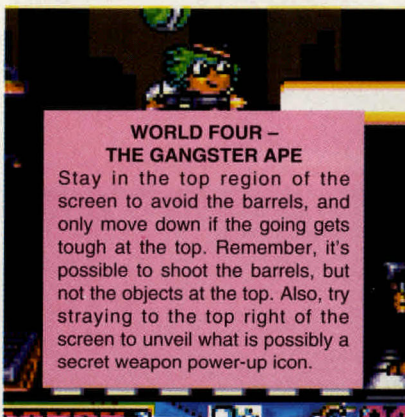
In true Space Invaders style, the aliens move horizontally as they fall. Move above the invaders as soon as they reach the halfway point and let them have it from above. Of course, you'll need an appropriate weapon, such as the bomb, but it's generally straightforward to dispose of it.



GALLERY OF GUARDIANS

WORLD FOUR – THE GANGSTER APE

Stay in the top region of the screen to avoid the barrels, and only move down if the going gets tough at the top. Remember, it's possible to shoot the barrels, but not the objects at the top. Also, try straying to the top right of the screen to unveil what is possibly a secret weapon power-up icon.



WORLD FIVE – THE PUMPKIN

Surprisingly, this end-of-game monster is decidedly easy to destroy. Having a powered up laser helps immensely. Remember to make sure you use all your smart bombs. And that's it, sit back and enjoy the short end sequence.





WEAPONS, BITS AND BOBS



These spinning green coins are not explained in the manual, yet they are fairly useful. Collecting one will increase your energy bank slightly and improve your score somewhat. Don't put yourself in any life or death situations however, for the sake of one green icon.



(Above) According to Twilight, the spinning Flame Thrower is the worst of the bunch. We don't agree. On the first level it's a lot more effective than the missiles.

(Right) The Spheres are a little slower than the Ripple, but they pack an almighty punch. Try and collect them as early as possible and again, use them with the two-way diagonal fire, easily the most protective and devastating direction power-up.



(Above) A power-up laser is the ultimate in weaponry, yet it's not the ideal protective weapon because it cannot be used with a two-way diagonal power-up. So remember to collect a horizontal two-way when you come across a direction icon.

(Right) The Ripple Arrows are again supposed to be the better choice of weapon. If you can manage to power-up the Ripple then yes, use this on level two instead of the Flame Thrower.



PLAINLY OBVIOUS HINTS 'N' TIPS

Generally hold to the left hand side of the screen as the bulk of enemies come on from the right hand side. This should give you more reaction time.

The bomb is usually a better weapon than the ball that spins around you, especially against the end-of-world monsters.

Exploding enemies do no harm to Videokid whatsoever, but watch out for exploding dynamite or bombs. Such explosions are highly dangerous and can wipe out a full energy bank in one blast.

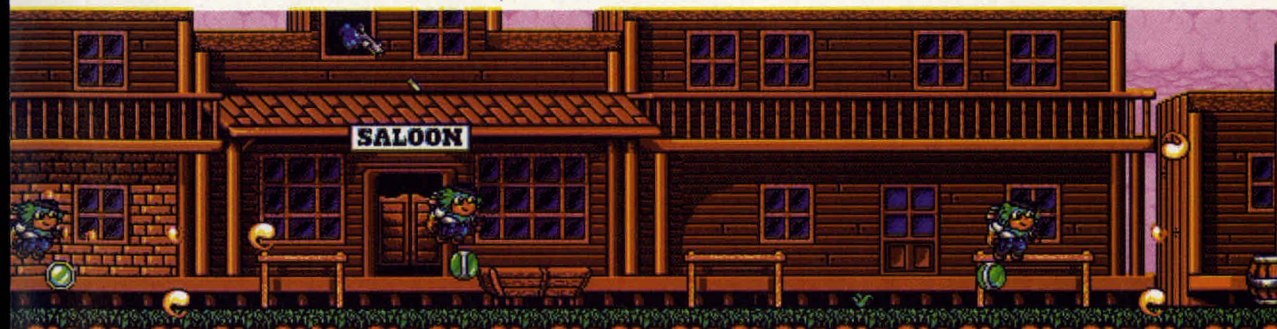
The smart bombs do a lot of damage to the end-of-world monsters, but it's best to use them to get out of tricky situations in later levels. Try to save them from worlds two to five to make the most out of them.

Following the loss of life, Videokid will be protected by a temporary shield which lasts for approximately three seconds. Use this time to plough through any enemies on the screen.

Videokid is best played with the joystick fire button held down as this gives the fastest mode of firing.



VIDEO KID

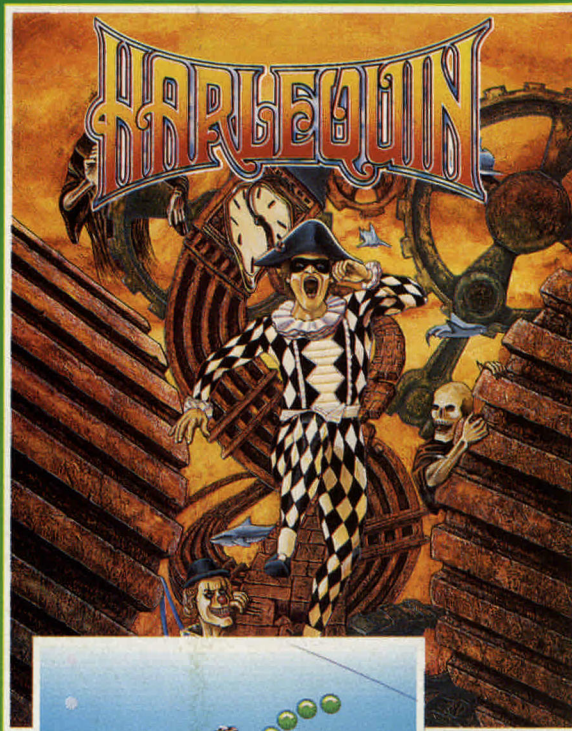


VIDEOKID

Another blockbuster video bursts onto your screen and you're thinking to yourself, what can that guy do that I can't? The room spins, you feel invincible and CRASH!....

... You're battling with an evil wizard in a far off medieval world, you have but one mission to travel through 5 time spheres and 20 battle planes out of your video!....

Available on Atari ST/STE & Amiga



Available on
Atari ST/STE,
Amiga &
IBM PC &
Compatibles.

Produced by the
Warp Factory.

HARLEQUIN

Can you mend Chimerica's broken heart?

Harlequin has returned to his beloved homeland Chimerica to find it locked, inaccessible and broken hearted.

Calling upon a myriad of methods, Harlequin must travel across this vast ever-changing land, to seek out and replace the four segments of Chimerica's broken heart.

Harlequin's determination in his task in this ultradynamic game is matched with equal venom by the weirdest assortment of characters ever known. Harlequin is played across 850 screens that will stretch even the most ardent games players skills.

Amiga Action Accolade 93% "Harlequin is one hell of a game that is extremely innovative, exciting and challenging."

Ace Trailblazer 900 "Harlequin comes across as one of the most athletic games stars since the Prince of Persia or the great Sonic himself."

The One 90% "A superior platform come puzzle game with bags of atmosphere."

Games X. X Rated XXXXX Game of the week

"Add Harlequin to the long list of must buys from Gremlin."

Gremlin Graphics Software Ltd, Carver House,
2-4 Carver Street, Sheffield. S1 4FS. Tel: (0742) 753423