

Gamebusters

ACTION REPLAY POKES

INVINCIBILITY
POKE 10959,173
EASY INTERLUDES
POKE 49399,94
POKE 49416,90
POKE 49417,54
EASY 2ND SCUBA
POKE 15367,51
INFINITE TIME
POKE 52777,173

Why *Creatures 2* Well, quite simply, it ranks as one of the greatest C64 games EVER and is still a firm fave with the CF crew.

There was no other way of doing the game justice, so we decided to give it the complete Gamebusters treatment. So across the next 13 pages you'll find the ultimate guide to the ultimate game. Every secret is revealed, every bonus point scored, every trick exploited. If you love *Creatures 2* (or even hate it because you can't crack it), you'll be amazed by what we have on offer. If you don't own the game - shame on you. Perhaps this will tempt you into buying the best game of '92!

It's been torture (I can't believe you said that - Ed) to put together, but the results are (hopefully) dead impressive. Many, many thanks to John and Steve Rowlands for their contributions, patience and long telephone conversations - this feature wouldn't have been possible without them. Enough of this idle banter, there are Fuzzies to save!

If it's cheats you're after, look no further than these tasty listings. Not only do they offer infinite lives, but you can also opt for invincibility, infinite time (interludes only) or a limit of three Fuzzies to save on every interlude. As if

that weren't enough, we've also included the relevant Action Replay POKes and the ever-so-clever cheat mode! Now there's absolutely no excuse for being naff!

Hello and welcome to a somewhat different Gamebusters - a 13-page *Creatures 2* extravaganza, all in glorious technicolour. It is Christmas after all!

TAPE LISTING

```
0 ROM C2 CHEAT BY MARTIN POOM
1 FOR X=537 TO 614:READ
  Y:C=C+Y:POKE X,Y:NEXT
2 IF C<=8545 THEN PRINT "DATA
  ERROR":END
3 INPUT "INVINCIBILITY
  Y/N?":A$:IF A$="Y" THEN
  POKE 401,141
4 INPUT "INFINITE
  TIME Y/N?":B$:IF
  B$="Y" THEN POKE
  604,141
5 INPUT "EASY 2ND
  SCUBA
  Y/N?":C$:IF
  C$="Y" THEN
  POKE 408,51
6 INPUT "EASY
  INTERLUDE
  Y/N?":D$:IF D$="Y"
  THEN POKE 576,66
7 POKE 157,128:SYS 537
10 DATA 032,044,247,056,
  169,018,141,177
11 DATA 003,169,048,141,178,003,
  169,106
12 DATA 141,179,003,032,108,245,
  072,077
13 DATA 080,169,064,141,215,192,
  169,002
14 DATA 141,216,192,032,191,003,
  096,081
15 DATA 002,169,094,141,247,104,
  169,050
16 DATA 141,008,105,169,054,141,
  009,105
17 DATA 169,173,141,056,061,141,
  069,061
18 DATA 174,207,042,174,041,118,
  169,054
19 DATA 141,007,060,076,160,001
```

DISK VERSION

```
0 ROM C2 DISK CHEAT BY MAZ
1 FOR X=50432 TO
  50521:READ
  Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<=10930 THEN
  PRINT "DATA
  ERROR":END
3 INPUT "INVI-
  CIBILITY
  Y/N?":A$:IF
  A$="Y" THEN POKE
  50495,238
```

```
4 INPUT "INFINITE TIME Y/N?":B$:IF
  B$="Y" THEN POKE 50490,32
5 INPUT "EASY 2ND SCUBA Y/N?":C$:IF
  C$="Y" THEN POKE 50500,54
6 INPUT "EASY INTERLUDE Y/N?":D$:IF
  D$="Y" THEN FOR X=50504 TO
  50518:POKE X,234:NEXT
7 IF D$="Y" THEN FOR X=50504 TO
  50518:POKE X,234:NEXT
8 PRINT CHR$(147):
```

"INSERT DISK & PRESS
A KEY"

```
9 POKE 198,0:WAIT
  198,1:SYS 50432
10 DATA 169,001,
  168,162,008,
  032,186,255
11 DATA 169,001,
  162,038,160,
  197,032,189
12 DATA 255,169,
  000,032,213,
  255,169,039
13 DATA 141,043,
  195,169,197,141,
  044,195
```

THE CHEAT MODE

On the title screen, wait for the credits screen to appear (the one with six dancing Fuzzies at the top). Wet your finger and quickly rub it across Joystick Port 1. A big picture of Maximus Mouse will appear, waving his arms every time you rub your finger across the Port. Keep doing this until he turns grey - the Fuzzy fountain will start to flash and you can now start the game with infinite lives!

*Star of Summer and
Winter Camp.

```
14 DATA 076,064,194,
  087,065,090,050,169
15 DATA 052,141,253,084,169,197,
  141,234
16 DATA 084,076,237,082,169,000,
  141,079
17 DATA 061,169,173,141,041,118,
  169,173
18 DATA 141,207,042,169,051,141,
  007,060
19 DATA 169,094,141,247,104,169,
  050,141
20 DATA 008,105,169,054,141,009,
  105,076
21 DATA 144,001
```

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STAGE 1 - PRESSED FOR TIME



Despite being the first torture screen in the game, PRESSED FOR TIME can be quite a struggle to complete, but once you've learnt the firing patterns it's a cinch. From

the start: jump up on to the platform above, taking care to avoid the bullet that Ziggy fires. Now jump across the floating platforms, timing your jumps so that you

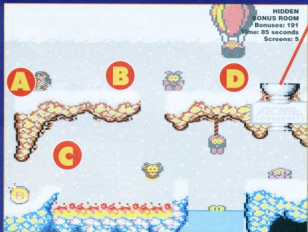
BOMB
Points: 55
This must be detonated at point C to blast a hole in the ground.

TWIN TERRORS
Points: 190
Hit count: 21
This nasty duo remains completely still until Clyde drops down to their level, then they take turns to fire bullets at him.

EDDIE
Points: 145
Hit count: 6 (at the lever)
Eddie's pedalling powers the ACME Press and Conveyor belt, so you must stop him so that you can complete the screen. You do this by hitting the lever behind him.

ZIGGY
Points: 90
Hit count: 11
A rather energetic chap, Ziggy continually leaps into the air firing rather lethal bullets. When killed he leaves behind a potion that gives you access to your WIDDLER weapon.

STAGE 3 - IT'S SNOW PROBLEM



Ironically, this is much easier than the previous torture screen! From the start, jump left over the gap and walk up to point A. Face right and shoot the rock right to the

edge of the gap (B). If it falls into the fiery pit, you'll have to restart the screen. Wait at point A until Chuck the balloonist gets near. When the bird (Squawk) reaches

point C and begins to move right, drop down the Hot Dog chute. With any luck, you'll land on Squawk's head, so waggle the joystick left and right to fly up the screen.

When you reach the top, walk left a little and shoot the rock as far right as possible. Avoiding Chuck, stand at point D, face right, and use a large flame on the snowball to push it into the ACME Snowball machine. If you stand still too long, Chuck will throw a snowball at Clyde, so keep moving left and right until it's safe.

When the rock drops out of the machine, it will squash Shorty in a spectacular spray of blood - but there's more. Drop into the snowball machine and walk off the right hand side of the screen to enter the HIDDEN BONUS ROOM! Collect as many of the NODDING heads as possible, then drop off the bottom of the screen to get to the next

leap over the bullets as well (ie, jump when Ziggy fires). When you reach point A, fire a large flame to dispose of him, but be ready to jump to avoid further bullets. Make sure you don't stand too close when you fire the large flame – you might accidentally ignite the bomb!

When Ziggy is dead, collect the POTION he leaves behind to get the WIBBLER weapon. Now shoot at the bomb to knock it down to the left-hand side of the screen, then make your way to point B. Use the large flame on the bomb to ignite it, then shoot it to knock it down to point C – it will blast a hole in the scenery, allowing Clyde to descend later.

Make your way back to the starting platform and select the WIBBLER weapon. Drop down to point D and shoot at the Twin Towers repeatedly – tap the joystick upwards to jump over the low bullets (the high ones aren't a problem). Stay as far right as possible until you have destroyed them then walk left and drop down the hole created by the bomb



at point C. Stay on the left-hand side of the screen and shoot repeatedly at the Lever behind Eddie using the WIBBLER. After six hits Eddie will ride towards you on his bicycle, so make sure that you're ready jump over him. One down, 16 to go.

STAGE 2 FUNKY FOREST

FUZZIES TO SAVE: 8

TIME: 4 mins/2mins

EXTRA LIVES: 4

INITIAL COIN DELAYS: 17 - 40 - 25

DELAY BETWEEN COINS: 10 - 12 - 11

Confused? Check out the screenshot below.

A coin first appears here after 17 seconds. Coins then appear here at intervals of every 10 seconds.



A coin first appears here after 25 seconds. Coins then appear here at intervals of every 11 seconds.

A coin first appears here after 40 seconds. Coins then appear here at intervals of every 12 seconds.

On all these interlude levels if you die with more than half the required Fuzzies saved then on your second attempt you have to save half the required amount but you only have half the time to do it in.



CHUCK

He takes a few moments to appear, but when he does, he causes mayhem (plug, plug – The Apex Boyz), following Clyde about and dropping snowballs on his head.



BONUS COIN

There are five of these. They allow experienced players to gain an extra life.



SQUAWK

Points: 75 (landing), 20 (top)



ROCK

Points: 140 This must be pushed (somehow) into the ACME Snowball machine to squash Shorty.



from the machine and drops them into the water (causing the water level to rise and so allowing Snapper to get even closer to the Fuzzy).

SNAPPER

This is the creature which eventually kills the poor Fuzzy, by hitting him clean in half (which happens when the water has risen for the second time).

SHORTY

Hit count: 1 large rock

Deceptively cute, he catches snowballs



STAGE 4 FROZEN FROLICS

FUZZIES TO SAVE: 10/5

TIME: 2 mins 40 seconds/1min 20 seconds

EXTRA LIVES: 2

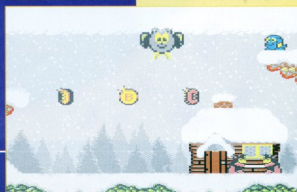
INITIAL COIN DELAYS: 30 - 20 - 10

DELAY BETWEEN COINS: 15 - 10 - 20

And what are we on about here? Nope! It's not an order for Prawn Fried Rice at the local takeaway. It's a little bit of short hand that we're using for all the interlude stages. It's explained above, in Funky Forest (Stage 2), so check that out.

room. You'll automatically exit the room if you touch a shaking head or run out of time. If you collect every nodding head, an extra life is awarded. Experienced

players can glean an extra life by repeatedly collecting the coins at the bottom of the Hot Dog chute (there are five in all).



STAGE 5 – THE BLUBBER FAMILY



Points: 2

Comments: 5

a result is pretty easy to hit (and subsequently

kill). It roams left and right around the screen, dropping bullets between A-B and C-D, as well as dropping a bullet in the centre of the screen at the end of its movement sequence. He shouldn't cause you too many problems.



Polished: 32

Comments: All

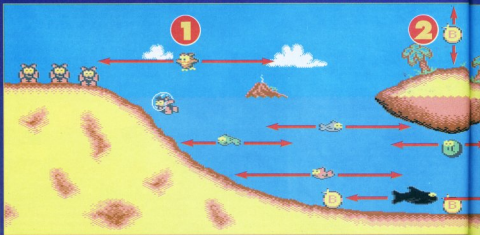
Comments: Although this one is much easier to hit than his smaller counter-

STAGE 6 – ISLAND HOPPIN' 1

1 Wait until the first Hoot goes right, then pick up the Fuzzy. Carry him right across the first island (the fish isn't a problem if you stay near the water surface). Press fire to make the Fuzzy cross the island, then swim underneath to the right-hand side.

2 Avoid any creatures that are lurking beneath the water, swim to the surface and collect the Fuzzy. Move right a little and wait for the Puffer to sink then swim quickly past him. Move towards the next island and drop the Fuzzy when the Hoot moves left.

3 Swim carefully to the right-hand side of the island (timing your movement between Fishy and Treadwater Ted), then pick up the Fuzzy when the Hoot moves left. Now drop off the Fuzzy on the right of the level and go back for the other two.

FUZZIES TO SAVE: 3 POINTS PER FUZZY: 350



part, he moves much faster and fires more frequently (between points A-B, B-C, and C-D). The safest method is to run back and forth across the screen in the opposite direction (ie, when he's moving left, you run right).

DEMON 3

Points: 475

Hits to kill: 16

Extra Weapon: CURLY WURLY

Comments: The first big demon you'll encounter, this one is a bit tricky, as only hits

above the shoulders count. In other words, don't fire any bugs through the bottom pipe, as the hits won't have any effect. The safest way to tackle this chap is to stand between his feet, following him left and right as he moves. When killed, he leaves behind the CURLY WURLY weapon.



BONUS COIN

Guess what? Pick these things up these for fabby extra points. What a revolutionary idea!



PUFFY

The trickiest beast on the level, he moves up and down. Accurate timing is needed to get past unscathed.



LITTLE FISHIES

Fairly docile, these swim along set routes. You CAN afford to wait around, so don't risk trying to rush past them.



HUFFY

This little windbag isn't really a problem as he spends all his time moving back and forth (so you don't even have to dodge him).

TREADWATER TED

Similar to the fish, it wanders back and forth along a fixed route. However, it's faster and much more uncontrollable.



SPIKEY

This only appears once in the entire game, and its only purpose is to get in the way. And it does a pretty good job.



HOOT

These don't affect Clyde directly - it's the poor Fuzzies he has it in for, so watch out for him, especially when he's leaping.



DEREK

A menacing fellow who lurks at the bottom of the sea. You'll only have to avoid him if you try to collect the bonus coins.



STAGE 7 – ACID ANTICS



The guy on the raft (Little Bob) mirrors Clyde's movements – when Clyde moves left, Bob moves left. His purpose is to catch any fuzzies that prod out of the cage.

From the start: Quickly walk up to Smudge the frog and shoot him a couple of times to knock him into the water, then stand and wait at point 'A'. When Mad

Bonuses: 127
Time: 55 seconds
Screens: 3

Drop off



Hold left



Max has knocked a Fuzzy on to the raft (he'll wink just before he does this), jump carefully over Flob & Blob and head for point B.

Stand on this platform and flame Squidgy a couple of times, then nip back to point A before Mad Max prods a fuzzy into the acid (if Clyde isn't on the left of the screen, the fuzzy will fall into the acid). Repeat this process until Squidgy is dead.

Collect the potion which Squidgy leaves

behind to gain the MEGA DROOPY weapon, then go to point C and headbutt the above platform five times to destroy it (you can now stand at point C whenever Max prods a fuzzy – it's perfectly safe!). Once the platform has disintegrated, wait until another Fuzzy lands on the raft, then drop down to point D – Smudge will move down and pick up the rock, so move back up to point C. When Flob & Blob move right, jump up through the gap. Smudge will throw the rock through the gap. Now switch to the MEGA DROOPY weapon, drop on to the rock, then shoot it a couple

STAGE 9 – MEET MR CHAINSAW



Creatures' answer to *The Texas Chainsaw Massacre* is a pretty tough level, but you're in the right place if you want to know how to save the Fuzzies from a fate

worse than a Danni Minogue concert. The floating platforms at the start of the screen are probably the most difficult thing to get past; when you start the



MR CHAINSAW

This blood-thirsty maniac is responsible for the Fuzzy's demise, starting his onslaught when the Fuzzy drops into his pit.

Points: 100 (each)

Hit count: 8 (each)

Once killed, these chaps leave behind huge snowballs, which must be pushed on to the ACME Ram to squash Wiggys.



ZIGGY

Points: 75

Hit count: 4

Unlike his previous incarnation, this Ziggy merely leaps around the top of the screen. You don't have to kill him, but he does leave behind a tasty ZOOMERANG potion.



WIGGYS

Points: 100

Hit count: Big snowball
Wiggys creep the cannon, then lights it when close enough – the cannonball knocks the Fuzzy down to his chainsaw doom.



screen, wait until the nearest platform has risen for the third time, then quickly make your way across. Now jump up to point A and wait until Wiggys jumps forward. Jump



MAD MAX
Points: 75
Hit count: 1 rock
Max prods Fuzzies out of the cage and into the acid... he must be stopped!



ROCK
Points: 15 (collect), 25 (throw)
This is the vital weapon you need to kill Max.



SMUDGE
Points: 25
Hits: 2
You need this toad to collect the rock from the bottom of the pool.



SQUIDGY
Points: 75
Hits: 185!
Stands between Clyde and the breakable platform. Leaves behind a potion.



FLOB & SLOB
Hit count: Impervious
You have to jump these two, and this requires precision and skill.



LITTLE BOB
This guy follows Clyde left and right, and must be on the left to catch any falling Fuzzies.

STAGE 8 CAVES OF SLIME

FUZZIES TO SAVE: 14/7
TIME: 3 mins/1min 30 seconds
EXTRA LIVES: 4
INITIAL COIN DELAYS: 01 - 02 - 03
DELAY BETWEEN COINS: 12 - 11 - 10
Baffled? Check out Funky Forest.



PLATFORM
Hit count: 5 headbutts
Clyde must headbutt this a number of times to clear a path for the boulder.

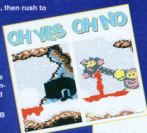
of times to move it across. All you have to now is push the rock right until it falls off the edge and cracks open Max's skull - but there's more. Drop down to point D and walk off the right side of the screen to enter a BONUS ROOM (tackle it in the same way as the previous one).



carefully over him, then rush to point D and shoot Wiggy back using the WIBBLER (keep an eye on this chap, because he's a persistent blighter - if he gets too near to the cannon, nip down and shoot him back).

Jump to point B and use the large-flame on the right Frosty to turn him into something that could be bottled up and sold in Sainsbury's as Crestures Spring Water. Next you need to wait until Ziggy (strangely bereft of any Spiders From Mars) reaches point C. Use the large-flame on him and collect the potion so that you can start using your ZOOMERANG weapon. Jump across to point C and large-flame the left Frosty into a pool of steaming H₂O. Now jump left and shoot the snowball until it lands on the left-hand side of the ACME Ram.

Jump back across to the other snowball and shoot it to the end of the platform. DON'T shoot it off yet... wait until Wiggy lands at point D, then knock the snowball off - it will catapult the other snowball into the air... and down on to Wiggy. Yeurgh!



STAGE 10 SHIVERING STUNTS

FUZZIES TO SAVE: 16/8
TIME: 4 mins / 2 mins
EXTRA LIVES: 3
INITIAL COIN DELAYS: 35 - 30 - 35
DELAY BETWEEN COINS: 30 - 20 - 30
What does it all mean? See Funky Forest.



STAGE 11 – THE PHOENIX FAMILY

**DEMON 1**

Points: 175

Hits to kill: 4

Demon 1 is a very slippery chap to deal with. He moves around with frightening speed. He drops bullets in the left-hand side of the screen (between A and B) and then moves across to do the same on the right (between C and D). The best places to 'rest' between shots are at the far right or far left (in fact, this is a safe place to avoid almost any demon).

DEMON 2
Points: 350
Hits to kill: 11

This chap flies around in a figure-of-eight pattern dropping five bullets during the course of his manoeuvres. Instead of being a weed and running away from him, follow him left and right as he moves around, pausing to avoid any bullets that fall in front of you. Good timing is vital!



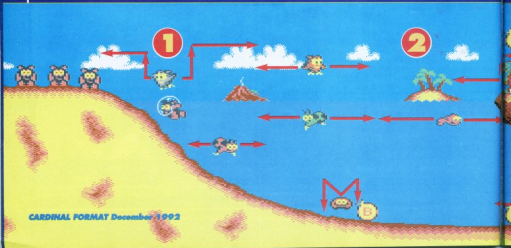
STAGE 12 – ISLAND HOPPIN' 2

1 Wait until the first Hoot moves right, then pick up a Fuzzy – move right until the Fuzzy's ear is next to the volcano's smoke. When Treadwater Ted moves right, follow him, then drop underwater (leaving the Fuzzy stranded) as he turns. As he moves left, collect the Fuzzy and move right a little – there's a safe area between Ted and Fishy.

2 As soon as the third Hoot moves right, follow the Fishy right, then drop underwater (as before) when he turns to head left. Quickly collect the Fuzzy, drop him on the island and press fire (otherwise the Hoot will hit him). Move to the right of the island and collect the Fuzzy when the Hoot moves left (you'll have to avoid the Puffer).

3 Now drop the Fuzzy on the next island and press fire when the next Hoot is at the far left of the island. Swim underneath the island. Wait until Derek the shark moves left at the same time that Huffy moves down and swim through the gap. Collect the Fuzzy when it is safe to do so and drop him at the right-hand side of the level. One down and five to go!

FUZZIES TO SAVE: 6 POINTS PER FUZZY: 350





STAGE 13 – CREEPY CHAOS



Bonuses: 248
Time: 98 seconds
Screens: 6

From the start: switch to the WIBBLER weapon, and go to point A. You'll have to fire repeatedly at Jumbo while jumping his bullets (use much the same tactics as with

the Twin Terrors). When he starts to retreat, rush towards him and pelt him with your large-flame as much as possible for a HUGE points bonus. Once he's gone, col-

lect the potion to get the MEGA FALL UP, then shoot the Bird Seed as far right as possible (until it's below the ACME Treadmill sign). Now shoot Squeak, who will begin to eat the seed. Jump on to his head then wiggle the joystick left and right to move upwards. Get off at point B and make your way up to point C.

Dodge any lightning bolts that Peek-a-Boo fires (he'll flash beforehand), then fall down to point D when he gets very close. With any luck, he'll follow you down and frighten Big E. Select the MEGA FALL UP weapon, then stand at point E and shoot the platform below Mr Chopper. After five hits he will fall down and begin to dismember Fitness Freddy.

Quickly walk off the left-hand side of the screen to enter another HIDDEN BONUS ROOM - tackle it like the previous two.

STAGE 15 – BALLOONACY



From the start: Drop down from the platform and walk to point A, remembering to jump over the fire. Use a large-flame on Big E, then collect the potion to gain

the SUPER ZOOMERANG weapon. Jump over the switch on the ACME Balloons machine to turn it on, then head up to point B and wait for the bird (Squeal) to

MR BARBEQUE
Although this little chap is responsible for the death of the Fuzzy, he cannot be killed – you'll have to put out the fire instead.

SQUEAL

Hit count: 1

This creature has two purposes on this screen. Apart from pecking things to death, it will also carry Clyde safely across the fiery pit.

BIG E

Points: 50

Mitar: 20

Unlike his predecessor, this Big E one can be killed (and he leaves behind a potion, too).

TNT

Points: 15

This has

 to be ignited using your flame and knocked into the water pit to extinguish the fire below the Fuzzy.

SLEEPY SAM

Points: 25

Hint: $\frac{1}{2}$

The purpose of this chap is to get in the way. He cannot be killed but will fall asleep for a few seconds when shot.

OH YES OH NO



JUMBO

Points: 100
Hit count: 10

Although he looks quite menacing, Old Jimbo is a bit of a wimp (but his bullets are still deadly). He leaves behind some Bird Seed and a potion when killed.



FITNESS FREDDY

He powers the conveyor belt so must be stopped. Do this by shooting the platform below Mr Chopper.



SQUEAK

Points: 50 (each)
50 (top)

This is Clyde's only way of reaching the top of the screen - knock the Bird Seed into position, then shoot him to wake him up and hitch a lift.



BIG E

Points: 75

Hits: Indestructible. You have to scare him away using Peek-A-Boo.



MR CHOPPER

A rather insane

axe-wielder-type, Mr Chopper will dice anything up for a scare (in this case the Fuzzy).

PEEK-A-BOO

This chap (ex-chap?) floats around the top of the screen. If Clyde is hit by his lightning bolts he'll get transformed into a cute frog.



to point C again. When enough balloons have been burst, the machine shuts down permanently.

Now go up to the top of the screen and shoot Squeak. He will then fly across and kill Smug, enabling you to get to the TNT. Shoot the TNT left until it reaches point B. Use your large-flame on the TNT to light it, then knock it off into the water pit. It should then explode, allowing the water to seep out and extinguish the fire. Blue Watch couldn't have done better!

STAGE 16 WATERY FALLS

FUZZIES TO SAVE: 20/10

TIME: 5 mins/2 mins 30 seconds

EXTRA LIVES: 6

INITIAL COIN DELAYS: 02 - 02 - 02

DELAY BETWEEN COINS: 08 - 08 - 08

Got the hang of this bit yet? Nope? Then go back to Funky Forest for a refresher course.

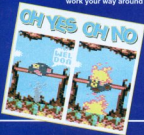


SMUG

Points: 75
Hit count: 1

angry bird
Smug cannot be killed by Clyde - the only way to dispose of him is to shoot Squeak (who will the peck him to death).

pick you up. When he does, waggle the joystick left and right to get across the fire pit. Once across, select the FALL UP weapon and drop down to point C. Shoot Sleepy Sam to keep him quiet, then face right and shoot the balloons towards the spikes - they will burst and fill the pit below with water. If Sleepy Sam wakes up, shoot him quickly to send him to sleep again. Eight balloons are required to fill the pit. If you run out, drop down and switch on the machine again, then work your way around



STAGE 17 - THE HEINOUS FAMILY



DEMON 1

Points: 250

Hits to kill: 7

Apart from the final beast, this is the trickiest demon; fast, furious and abundantly armed (firing at A, B and C, then D, C and B). Though

its flight pattern is straightforward, it's difficult to get to the centre of the screen to kick some bugs. Stay on one side of the screen, then follow him as he moves back away from you. As he moves back, return to the side you came from.

DEMON 2

Points: 375

Hits to kill: 12

Surprisingly, this angry little blighter is incredibly easy to kill (probably owing to the simple

attack pattern). Stay at the far left of the screen, then rush out and kick some bugs as he moves right. As he moves left again, rush back to the left-hand side and repeat the process.



CLYDE'S WEAPONS

FLAME-BREATH

Hit count: 25



This is **THE** weapon to use, owing to its incredibly high hit count (and it's needed to ignite the odd bomb or two). Take care with creatures that fire bullets, though.

DROOPY

Hit count: 1



A tried and trusted weapon, it's useful for moving objects along platforms (such as Rocks and TNT).

WIBBLER

Hit count: 1



An all-purpose, long-range weapon which proves immensely useful on almost every level. Don't leave home without it!

ZOOMERANG

Hit count: 1



This weapon has quite a useful feature - it can be left flying around on its own (until it hits something or Clyde collects it).

FALL UP

Hit count: 1



The opposite number to the Droopy, this has a rather limited applications; use it to hit the balloons on the Ballooney screen.



DEMON 3
 Points: 800
 Hits to kill: 29
 Well, hard! There are only two safe places to stand when he's attacking, and it can take quite a lot of practice to ultimately kill him. When you start the screen, stand at point A (just to the left of the Bug Machine's left leg), and wait for the demon to swoop over. As he bounces right, run to point D and stand just right of the Bug Machine's right leg. When he bounces left, run back to the first safe point. Repeat this process (kicking bugs as you go), and you should kill him in no time. Well, around a minute or two, actually.

CURLY WURLY

Hit count: 1



This has a similar firing pattern to the Fall Up and comes in most handy if you don't have that weapon.

MEGA DROOPY

Hit count: 1



This only has one use, namely moving the rock on the Acid Antics level. Apart from that, we have to admit, it's pretty lame.

MEGA FALL UP

Hit count: 1



This opposite to the Mega Droopy, able to fire vertically. Apart from the Creepy Chaos screen, it has very few uses.

SUPER ZOOMERANG

Hit count: 1



As with the Zoomerang, this can also be left whizzing around on its own (but there are very few situations where this is possible).