

It's colossal, enormous, gargantuan, jumbo-sized, monumental, prodigious and almost as big as Dave's ego. What is it? Why, the sixth part of CF's Nobby players' guide. Prepare to be amazed.

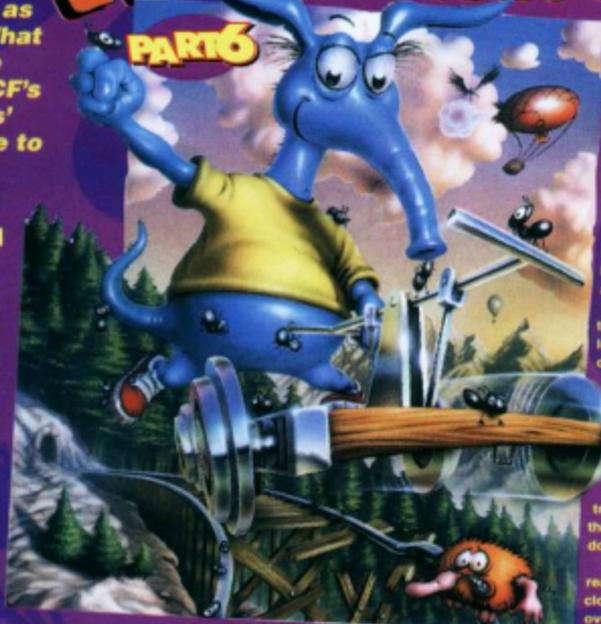
## LEVEL 6: SPACE STATION LABYRINTH

This month's solution is a bit different, as it comes in two parts. The first part is for boring, safe game players, who are just content to waddle their way through to the end of the game. But, if you have guts and determination, and you like to play games to the full (collecting each and every bonus), jump straight to NOBBY THE HERO. Cowards, however, should start reading here...

## NOBBY YELLOW BELLIES

From the start: Go right, walk up to the top of the level, then head right and kill the first blue blob you meet. Continue right, ignore the path below and kill the next blue blob which appears. Now walk right, killing any blobs in your path, until you reach a path going down... go down it. Walk left, then go down and kill the blue blob. Go right at the bottom, avoiding the bomb-throwing chipmunk (what else is new? - Ed), then down again. At the next junction, move down and go left immediately, then down and left. Now follow the path to the left until you

# NOBBY the AARDVARK



emerge in a large open field-type area.

Staying close to the river, walk

left and cross over the bridge, then go up to the top-left and collect the EXIT KEY (avoid any blue blobs which roam the area). Now go back down and

cross the bridge, then walk straight down and through the gap at the bottom. Go left, follow the path up, then walk left and follow the path down and leftwards. At the 'corner', walk straight

down, then make your way down and right to cross over the bridge. Now walk as far right as possible, move down, go right, then up as soon as you can and follow the path around to the exit.

It is actually possible to find your way to the exit by following the left-hand wall, but obviously you won't find the EXIT KEY required to leave the level. Life is cruel sometimes.

## NOBBY THE HERO

From the start: Go straight down, then down over the bridge. Head right and collect the treasure. Go

back to the left and right up to the start. Go down the second gap (which is just to the right) and follow the path down and to the right until

you reach the treasure - collect it, then return to the start.

From here, walk right and collect the treasure below you, then move down a little and collect the treasure lurking just to the right. Go down, then right, then down again across the bridge. Now follow the path around and up as far as possible, then go to the right and collect the next bit of treasure. From here, go down and across the bridge, left, then down for yet another bit of treasure.

Go back the way you came and then (deep breath) - up, right, up, left, down, left a little, down, right, down, left, up over the bridge, left, up, left, then up once more to the top-left of the level. Now go right to the far-right of the level and collect the treasure, then go down, left, down, right, down, left, up, then down for two more bits of treasure. Make your way back up, then it's down, right, down, left, down and left again.

Follow the path around until you reach a large open area. Staying close to the river, go left and cross over the bridge, then go right (next to the river) and collect the treasure

that you'll find there. Now head north-west to the top-left of the area and collect the diamonds and the EXIT KEY. Go down and

## PUT POWER IN TO YOUR NOBBY

Here's the first of our Nobby cheats, cunningly crafted by Waz Pinkington (albeit for disk users only). Type it in, SAVE it, then RUN

it for hods of lives, plus the ability to select your starting level. Cool or what?

```
0 REM NOBBY DISK CHEAT BY WAZ
1 FOR X=272 TO 331:READ Y:G=C+Y:POKE X,Y:HEEY
2 IF C<=6981 THEN PRINT "DATA ERROR":END
3 INPUT "ENTER LEVEL 2-8":A:IF A<0 OR A>8 THEN 3
4 POKE 315,(A*2)-1
5 PRINT CHR$(147):"INSERT DISK & PRESS A KEY"
6 POKE 198,0:WAIT 198,1:ETS 272
10 DATA 160,001,152,163,008,032,186,255
11 DATA 169,004,162,051,168,001,032,189
12 DATA 255,169,000,032,213,255,169,058
13 DATA 141,067,008,169,003,141,068,098
14 DATA 076,011,008,066,079,079,094,097
15 DATA 065,090,169,015,141,240,255,169
16 DATA 099,141,241,255,169,000,141,244
17 DATA 255,076,000,248
```

cross over the bridge, then straight down to the path at the bottom. Head left, up, left, down and collect the treasure (isn't this more fun than the boring old cowards' way of getting through the level?), then go left, down a little, left, then follow the path down and right to collect the treasure below. Go back to the left and up as far as possible, then head down and follow the

path across the yellow bridge. Now go all the way to the right, then down and continue right. Nip down for the last bit of treasure.

Go back up left a little, then up through the gap and follow the path around to those two lovely diamonds... oh, and the exit of course. Job done, as they say (who say? - Dave).



## NEXT MONTH

It's time to wave goodbye to our blue ant-eating chum, as we tackle the seventh and final level of the game - the abandoned ore mine, which is the only thing standing between our Nobby and Insect-chomping ecstasy.



START

EXIT  
KEY

EXIT

**LEVEL 6**  
**SPACE STATION**  
**LABYRINTH**