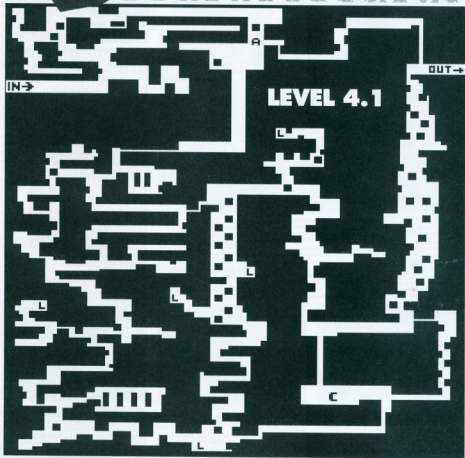
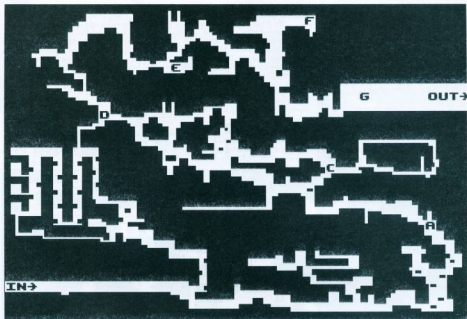


GAME BUSTERS





LEVEL 4.2

TURRICAN 2

HOW TO COMPLETE IT (PART TWO)

Before you plunge straight into the final part of our *Turrican 2* solution, you ought to know something. We haven't provided maps for levels 3.1, 3.2, 3.3 and 5.2. This isn't skimping on our part. As you read through the solution you'll see that maps for these levels simply aren't needed. You can proceed in the knowledge that we haven't blown it. And welcome to GameBusters!

LEVEL 3.1

Yeah, a fast shoot 'em up section, very much in the *Demaris* mould. Suffice it to say, keep your trigger finger moving. The gun emplacements and rockets pose no real danger, so just concentrate on the attack waves. Most of the extra lives

are at the bottom of the screen. The end of level beast is a one-eyed green thing, which spits out eyeballs – yuk!

LEVEL 3.2

A uniquely different level, as the screen scrolls in every direction! A fully upgraded laser would help at this point. Simply stay in the middle of the screen and follow the scroll direction. Oh and don't go after any extra lives, you'll lose a life trying to get one. When the landscape levels out, the mother-ships appear. They both fire 8 laser barrages, then fire rapidly for 4 or 5 seconds. The latter one is as tough as you could ask for.

LEVEL 3.3

Hyperdrive! This level is fast and demands lightning reflexes (I wonder if they based it on

the awesome coin-op *Airbusters*?) so warm up your trigger finger. Stay in the centre of the screen, but when it splits, go to the bottom, as that's where most of the extra lives are. Don't forget to look for the mega bonus which says *Katakis Lives!*... Nice one Manfred.

The mean mothership at the climax of the level rotates predictably around the screen, then splits open – dish out damage now. It separates into two parts so dispose of the top one first.

LEVEL 4.1

From the start I recommend that you head for (A) and blast through the blocks to arrive quickly at the exit. You can go off and explore the labyrinth if you wish but you will probably lose more lives than it's worth. However, I've marked all of the extra lives available (L). At

(C) you will come face to face with a huge winged serpent creature. Don't worry - it's easily disposed of.

LEVEL 4.2

A potential nightmare! Work your way to (A) and collect the extra life. Then head to (C) and go along the hidden passage (to the right) for 4 more lives. Now go to (D) where you can either gyroscope down the tunnel or rip up to (E) for yet another extra life, and then to (F) for another two. (G) has a surprise in store, namely 4 huge walkers. You can jump over them or use a powerline or two.

LEVEL 5.1

From the start go to (A) for some handy bonus, then weave your way to (B). Gyroscope down the tunnel here for 3 lives. Head for (C) for another life. Make your way to (G) via (D), (E) and (F). Climb carefully to (H) for two more lives and jump across the pillars at (I). Two lives are hidden here. If you get stuck at (J), use your lightning to reveal the hidden block. Jump on it then jump up to the next part.

LEVEL 5.2

Another nifty shoot 'em up section. All I can say is keep blasting and use your powerlines whenever pos-

sible. A couple of extra lives can be collected from the right hand side of the screen. At the end of the level you are 'mono e mono' with The Machine. (Da daaa!) Blast like crazy at his vizor and move when he moves. After a while he will disappear in a cloud of colourful combustions. Sit back, watch the terrific end sequence and roll on *Turrican 3*.

So much to do, so little time...

Action Replay owners who are having a constant row with the time limit might like to try this POKE for infinite time: POKE 3060,173

