

WINTER CAMP

PART ONE



LEVEL 1

SKATE SCHOOL

The first race is intended purely as a practice run before the other two races, so it's vital to work out EXACTLY how to control Maximus.

For the first race, gently waggle the joystick to keep the pointer under the ACCELERATE icon (the second from the right) then stop wagging momentarily and try to keep the pointer between the middle two icons. Waggle too fast and Max will stumble; waggle too slowly and he'll stop dead – a nice, steady rhythm is essential.

The second race is a little trickier, as Max has a rather nasty opponent with which to contend. Build up speed and keep skating along as usual – but be sure to stay at the top or bottom of the lane. When the other chap fires a mousetrap towards Max, stop wag-

gling, move to the other side of the

lane, then resume wagging. If you do run into a trap, waggle the joystick like crazy!

The third race is quite similar to the previous one, only this time the opponent is a rooster-esque chap with an ice-melting blowtorch. The same tactic applies: stay at the top or bottom of the lane, moving whenever a flame hits the ice.



LEVEL 2



Failure as a member of the Ice Patrol leads to an avalanche, so be quick!



Leap that hole, like now!

THE ICE PATROL

This level relies quite a lot on forward thinking, and it also helps if you have a mate on hand to tap the space-bar to change objects (listed below). It isn't essential to use (or pick up) every object, but it makes things much easier – especially with the kifer time limit. You don't need to rescue every helpless creature either, but it does make the end-of-

Maximus
Mouse's second
outing is quite a
chilly challenge,
so what better than
an exclusive player's guide
straight from the program-
mer, John Ferrari? (That's a
rhetorical question,
by the way – Ed.)

level baddie easier to kill. Time to get your skates on. From the start:

Move slowly towards the bottom of the screen. Pick up the SPRING, then immediately press fire to jump the approaching hole. Pick up the SNOWMAN, then slow down and move up to the top of the screen. Keep a lookout for the hockey player, then chuck a snowball at him when he's on the same level. Collect the flag that appears next, then go around the back of the icehole and throw back the fish that jumps out of it.

Quickly move down to collect the fallen skater, then select the SPRING and jump the icehole. Switch back to SNOWBALLS and dispose of the next hockey player, nip down and grab the stones, then switch back to SNOWBALLS to get rid of the next hockey player. Nip down for the flag, pop back up to rescue the fallen skater, then grab the

UMBRELLA. Move up to avoid the stones, ignore the bomb (ie. DON'T pick it up!), then select the UMBRELLA and move into the middle of the screen; you'll deflect the snowball that's thrown at you. Go up for the fish, then straight down again to avoid the bear. Rescue the spinner, then select the UMBRELLA.

Now go up and get the BASEBALL MIT (at which point the umbrella will be dropped) and go down for the flag.

Ignore the bomb again, then use the MIT to deflect the two fighting skaters. If you still have the broom, use it to deflect the stone (or just dodge it). Now select the SPRING and jump the long hole and rescue the spinner – this is both tricky and dangerous. Move slowly around the skaters and go down for the flag, then straight up again for the fish. Now move very slowly between the iceholes (avoiding the hockey player) to rescue the fish, then beat a hasty retreat.

Go down for the flag, up for another flag,



Keep up a nice steady pace and you'll win in the end!



then move down and collect the bomb (it doesn't matter what object you drop).

To kill the final baddie, use this technique: wait until he's level with Maximus, then fire a bomb over his head. Now run right and bump into him; this will push him into the exploding bomb. As he crosses the bomb press fire again... etc... until he croaks. If you've performed all the rescues, the baddie only takes three or four hits to kill.



LEVEL 3

THE SNOW FIGHT

This one is a little different to other levels in the game, demanding faster trigger action. (It's similar to Ocean's Cabal - Ed.) Keep Max in the centre of the screen as much as possible - that saves you having to move the cursor around too much.

Each time a bear appears, it changes colour. First they are yellow, then pink and finally red. The bears throw snowballs and rocks which break the ice, so shoot them at the earliest opportunity; shoot pink bears before yellow bears and shoot red bears before anything else. When a bear is hit, it returns to yellow - hit it four times and the bear will drop from the tree.

From time to time, collectable objects appear. Pick up the flags for extra time and collect the paint-brush to make all the bears yellow.



WHAT'S THE OBJECT?

Just in case you don't know what to use the objects for, here's a resumé...

- SPRING** - Jump over holes.
 - BROOM** - Deflects curling stones.
 - SNOWMAN** - Snowballs.
 - BOMB** - Ammo for the final baddie.
 - UMBRELLA** - Deflects the snowballs (ONCE only).
 - BASEBALL MIT** - Catches the skaters (ONCE only).
 - FLAGS** - Extra time.
- Max can only carry three objects. If another object is collected, then it will be swapped with the item currently selected.



LEVEL 4

RIVER PATROL

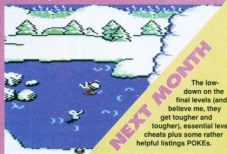
From the start, go up and collect the sardines, then move down and wedge yourself behind the bump. Throw the sardines to stop the beaver at the bottom. Go around the beaver, collect the flag, move up and get the other flag, then move down for the third. Go to the top and stop the beaver. If necessary, then collect the first telephone (use this if you lose your boat).

Go down and rescue the struggling duck then go up and stop the beaver with the sardines when it's away from the island. Go up and around the island for a flag and a rescue. Go down and get the crate which holds the FOOTBALL, then paddle backwards and up to get above the island - use the FOOTBALL to shoot the crate on the waterfall (pick this up). Go straight down and back for a crate containing a time bonus then go right for a rescue.

Your path now will be blocked by a radio-controlled hovercraft. Go as far right as possible until a crate comes into sight. Shoot it with a sardine and collect the crate as it comes by. Use the TELEPHONE inside to deal with the hovercraft.

Go up for another rescue, down for a flag then up towards the next major obstacle - the seal. Use the fishing rod to catch a fish then throw it at the seal. When the seal has a fish it will stop flicking snowballs.

Go back down and around the island, select the second TELEPHONE then pick up a crate on the jetty - this swaps the second telephone with the third. Go right for another rescue, use the third telephone to remove the dam at the top of the river, then go up and collect the two flags. Now go straight down to the point



Dearie me. An avalanche to end off level four.

where there is a canoe, a log and a crate. The canoe holds money. Shoot the log and collect the crate that appears for a time bonus then pick up a crate to collect a football. You should now be holding the HONEY, a FOOTBALL and a FISHING ROD.

Go up and around to the impassable waterfall and start fishing. Throw the resulting fish up to the left. The beaver at the top of the screen will wake up and eat through the tree which will fall and block the waterfall, allowing you to pass.

Go to the bottom of the screen and wedge yourself at the bottom just left of the duck. Select the football and shoot the slice of bread to the right of the girl and continue. At the top of the screen there's a crate containing a time bonus - grab it. Carry on going right performing any rescues necessary until the bear appears.

To get rid of him (and complete the level), bounce footballs off the backboard of the basketball net so that they fall down and hit the glowing beehive at the bottom right of the screen - repeat this until it turns into a swarm of bees. Now move down and split the bear with honey to attract the bees. Job done as they say.

WHAT'S THE OBJECT?

- And as for the objects and what to do with them, here's another handy list:
 - TIME CRATE** - Hold full time bonus.
 - SARDINES** - Stops beaver.
 - MAGNET** - Attacks tin cans (don't collect).
 - TELEPHONE 1** - Spare canoe.
 - TELEPHONE 2** - Remove radio bufts.
 - TELEPHONE 3** - Blow up dam.
 - FOOTBALL** - Knock crate from waterfall.
 - FISHING ROD** - Feed beavers.
 - HONEY** - Use on the final baddie.
- The last three items are essential to complete the level.

NEXT MONTH

The low-down on the final levels (and believe me, they get tougher and tougher), essential level cheats plus some rather helpful listings POKES.