

CONTAINED HEREIN:

JETPAC · GUNFRIGHT · PSSST · NIGHTSHADE · TRANZ-AM · COOKIE · LUNAR JETMAN AND ATIC ATAC



The
Collected
Works

HINTS SHEET

DO NOT OPEN UNTIL ABSOLUTELY NECESSARY

ULTIMATE – THE COLLECTED WORKS – HINTS SHEET

JETPAC

By positioning Jetman on the top right of the screen on the platform and leaving him there, the aliens cannot kill him and your score will amass.

On the first three levels, by staying on this platform, fire left and right rapidly, leaving the platform only to collect fuel, jewels and gold. On level 4 by standing on the left hand side of the platform in the middle, the aliens will not hit you, they crash and you collect many points.

GUNFRIGHT

Between killing each round of outlaws you will receive a bonus of \$2,000 and then you have the chance to get more money by shooting the money bags, gradually this screen gets faster. At the beginning of group 3 bandits a new monster appears, Tumbling Weed. Just to make matters worse the fine also increases. As you progress through the game, the reward for bandits increases. The first bandit is worth \$350, the second \$700, the third \$1,500, the fourth \$2,000 and so on.

PSSST

After getting past the first level and the slugs, you will need two different cans of spray but you can't hold both at the same time. So put one above the other in one of the corners, it makes them easier to swop over. Also, get the grow-bags, water cans and fly swatter.

NIGHTSHADE

It is worth learning which antibodies kill which nasties because if you use the wrong antibody the creature will either double itself or change into something even worse. If you press Z then your view will change – this is undocumented, but it does work. Throughout the maze there are four extra weapons. These are used to destroy the four big nasties that are pictured at the bottom of the screen. When you are near a monster and you have the weapon needed to kill it, then that object will flash. To destroy the baddie just throw the object at it. If you miss don't worry because the object will just fly past and you can go and pick it up.

TRANZ-AM

When you are being chased by the crazy black cars your engine will overheat and slow you down. Hide behind a tree, stone etc. and you will cool down while the chasing car cannot usually get you until it has hit the obstruction five times. This gives you the time to cool down and escape.

COOKIE

On the Colonel Custards, if you stand at the top and fire down you will knock everything into the bowl, including Mike the Pikes and Tin Tin Cans, which comes out of the bin, but you will eventually fill up the mixing bowl. Terry Tacks, Bernie Bolts and Wally Washers home in on you, so watch out for them. Before a nasty is thrown out of the bin, a thing will pop up. If you throw a bag of flour at it, he will not throw a nasty out. It's best to do this on the higher levels.

LUNAR JETMAN

If you run out of fuel, all you have to do is get back into the Moon Rover and you fill up again. After you have progressed past level 10 it is possible to find a trailer for your Moon Rover which will hold three more implements.

To fill up holes:

1. Keep fingers on the right key, pick up/drop key and enter/exit key.
2. Continually press right key. Then Exit key (presumably you are in the Moon Rover).
3. Press pick up key, walk right a bit and press it again. Walk left. Press enter key. You are now back in the Rover with a filled up hole in front of you.

Alternatively you needn't fill the holes in at all. When you reach a hole, hold down a key for the direction you wish to go in, then continually exit and enter your Rover. Each time you do this, the Rover will move a little more over the hole.

Once you are over the hole, remain in the Rover and continue on your way.

ATIC ATAC

The three parts of the ACG key are to be found on different floors and the only part that is always in the same place is the third part of the key. But it is deceptive as it resembles a golden cup. The spanner kills Frankenstein and if you have the cross you're safe from Dracula. If you drop the leaf in the room where the Mummy is, he will eat it and then go after you. If you drop the chair in the room where Quasimodo is, he will move on top of it and then you can go through the blue door. After a very lengthy period, he will go back to guarding the door.

There are no yellow doors in the caverns, so you can leave the yellow key upstairs. That is if you can find it! The yellow key is always in the room with four doors, all yellow. You get in by a trap door from above – too complicated to explain. But you must get the yellow key to be able to get up to the attic which is blocked by a yellow door. There is always one part of the ACG key up there on the top floor.

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