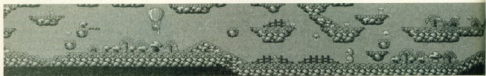


CREATURES

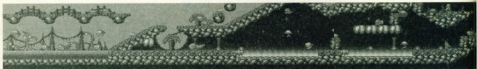
LEVEL 1.1A



Stay just out of range from the balloon and the beast on the ground won't harm you. Use your fiery breath three times on the balloon. Then simply kill the ground beast in whichever way you see fit

Position yourself just past the bird and in front of the two headed monster. Now, while jumping and dodging his shots, fire like crazy. Once past him progress slowly or the creature on the platform above him will scroll off screen

LEVEL 1.1B



This bit is easier than it looks. Keep just out of reach of the winged things. Jump and flame-breath the top one. Then shoot the lower one by jumping and firing repeatedly. It takes a while 'cos of your crap weapon. Then go on and do the same for the second pair of flying things

Ooooh nasty. Shoot the bird. Then follow the winged thing to the other bank. When he reaches it jump over him. It may take a bit of practise!

You'll have to lose half a life here. Follow the bird then attempt to jump over it to the other bank. It won't work but the bird should disappear

LEVEL 1.2A

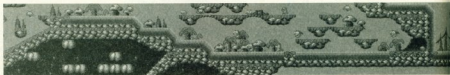


Having visited the shop and bought the incredible swirl-o-fire (you did get it didn't you?) it's on to section two. The first few screens are dead easy so we'll move straight onto the birdy bit...

That bird in the middle moves left and right and cannot be killed. Careful avoidance however will allow you to go and collect the creatures up top

Shoot this bouncing blob to the bird he won't kill him, jump

LEVEL 1.2B



The aforementioned waterfall. Shoot the bird at the top. Drop down one level. Jump vertically and shoot the blob then jump up and collect the extra life. Get back on the lily pad, drop down another level, go right and shoot the winged thing

Go to the top, shoot the beast on the left, get the creature, go right, kill the bird, drop down, kill the winged thing, drop down to bottom and shoot the blob. It turns into a running ground beast so kill it quickly

Shoot this blob to the bird he won't kill him, jump

GUIDE

Introducing part 1 of the complete guide to playing and finishing *Creatures from Thalamus*. If the maps aren't enough, turn the page to find the infinite lives cheat



Jump up from your lily pad and fire to kill the bird. Jump onto the ledge, collect the creature, then fire-breath the tentacle to the left.

Similar tactics to before. This time kill the ground beasts with short bursts of fiery breath. Then while keeping just out of range, fire-breath the mad balloonist

It gets a bit tricky here. Follow the bird while intermittently jumping and firing. When the bird is on it's return journey, run like hell occasionally turning, jumping and firing. Only jump vertically or you'll fall into the water and drown



Kill the worm at the top. When the winged thing goes off beneath you drop onto lily pad. Move right. When you reach a certain point invincible blobby creatures will appear from beneath the bird and come towards you. Kill them and then dash under the bird to the far bank

Jump up and fire-breath the winged thing ensuring the snot-firer doesn't get you. Get to the ledge below the snot-firer then jump up and flame-breath him a couple of times

Shoot ground beast. Jump over gap and move right. When balloon moves run away again. Then shoot the balloon while avoiding the invincible blobby things that have started to appear. Simple? I think not



Kill, jump up and shoot the bird. Then drop down right next to the gap. Don't worry, you'll be careful. Shoot the bird and then shoot the winged thing

Go up and shoot the bird at the top. Then move as far right as possible. Fire-breath the blob next to the tree (you can shoot through the wall). This will make the big blob at the bottom disappear allowing you to pass

Use your new swirly weapon on the bird at the top so that you can get the creature. The next few screens again are dead easy so we'll move straight on to the next waterfall



Kill winged thing and an extra creature will appear behind you. Collect it then go left. When the winged thing, jump up left and kill the bird at the top is indestructible so follow it to collect the creature

Shoot the winged thing, jump up and collect the creature then go back to the top of the slope. Shoot the bird at the bottom from here with your downward firing weapon. It's all easy now until the final challenge

Drop to bottom, go right until two-head starts firing. Run like hell and get back up on the ledge avoiding two-head's shots. Shoot the bird, jump up to next ledge and fire breath the big Demon. Then edge towards Two-head and pray whilst firing!

WHAT THE BUTLER SAW-ED

A step-by-step guide to torture screen one

Step 5 - When the worm is dead, approach the rock and fire breath it. If you're positioned correctly it should topple off the edge of the platform

Step 4 - When the worm poos, wait for his stool to pass. Then jump up and flame breath him. Jump down out of harm's way again and repeat until he dies

Step 6 - Sit back and watch as the rock hits the see-saw. The ball plummets into the cannon which in turn kills the big beast thus saving your furry chum

Step 1 - Know your creatures. This smiling maniac is the chainsaw murderer. Down here is the little cutie you have to save from death by chainsaw. Do it quick as you don't have much time

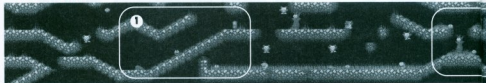


Step 3 - Flame breath the cannon fuse to light it. Then, as quickly as possible, get up to the top ledge. Remember, time is of the essence

Step 2 - Fire breath the small blob then run right 'cos he rolls towards you. When he rolls back again, follow him and keep firing. Repeat this process until he's dead

MORE CREATURE

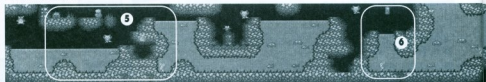
LEVEL 2.1A



1. Jump the worm at the bottom as he's completely indestructible. Then when you reach the cylinder beast shoot him lots and he should rise up into the roof allowing you to pass

2. Shoot the tree, then shoot the ball but don't get too close as it expands to treble its size. Next use droopy fire on the bottom beast and flame breath the one on the platform

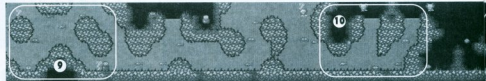
LEVEL 2.1B



5. So you've reached the first of the water sections. It can be a bit tricky but having said that, there are no specific tips we can give you. Remember, if your oxygen gets low, touch the bubbles on the floor to replenish it. Also collect any creatures that crop up along the way

6. The cylinder bounces left and right and guess what? It's indestructible. Wait on the left hand side then when he bounces away from you, drop down into the water

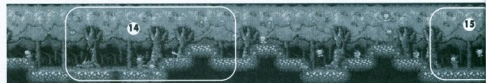
LEVEL 2.2A



9. Oh Lordy, more sub-aquatic torture. Again, replenish oxygen with the bubbles and other than that, you're on your own guys.

10. That wasn't so bad, was it now? That blob blocking the exit cannot be killed by firing at it. Drop down that dry well (left) and fire breath the cylinder through the wall. The blocker will then disappear allowing you to get back onto dry land

LEVEL 2.2B

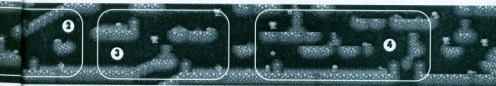


14. The tree with the face goes fire at you. Avoid his oral conflagrations then run past. Fire breath the walking trees as before. Then watch out for the wall on the second step up, it shoots fire. Thing get well serious now. The bouncy cylinders are formidable and can only be dodged by trial and error

15. This walking tree is harder to kill than any of the previous ones. Persevere with your fiery breath and he will die... eventually. Then shoot the birds for extra creatures

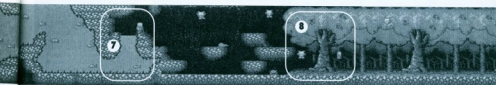
TIPS

Clyde's back for the second part of our complete solution to Creatures. But before you rush blindly on, be sure to buy an upwardly firing missile at the mid-level shop or the game is impossible to complete! Then, at the end of the level, buy the fireball weapon



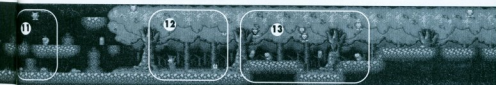
3. The beast up top is indestructible so jump him, collect the creature and then jump back. The worm on the middle platform turns into a fast mover so shoot him, drop down left, then jump and fire breath to kill him

4. The bird up the top is fast and indestructible so avoid him carefully, get the creature then get the hell out again. Flame breath the two worms but be sure to keep your distance



7. If you're reading this you obviously managed the watery bit. Jump left out of the water, flame breath the beast on the right and voila, you're free to press on

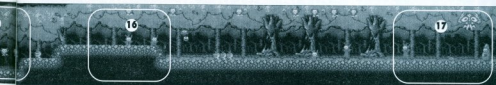
8. Don't waste your time trying to shoot the bird, he's invincible. As is the bouncing cylinder. Again choose your moment then run like you've got a belly full of laxative and three miles between you and the nearest loo



11. Yoips! invincible bird alert!

12. Beware the oaken fiend. The living tree moves toward you with speed but one well timed flame breath should reduce it to ash. The double sized creatures give you five spendable credits rather than the usual one

13. You can pretty much ignore the birds in this stretch, just concentrate on the ground-based beasties. Most of them can be jumped easily enough. That bird on the right though, can be shot to obtain an extra creature



16 There are actually three trees here, one of which is indestructible. Kill the other two, the when the tough one sinks into the ground, jump over it

17 This is it folks! Walk past the tree (it won't harm you... yet), use your breath on the blob while avoiding it's firepower and that of the winged beast above. When the blob is dead, select your upward firing weapon and kill the winged beast. Easy? No!

MORE CREATURES

How to survive torture screen two

5 This bit is hideous. Select your fireball weapon and whenever possible, shoot like mad at the fat beast. Trial and error is needed to learn the attack patterns of the fat one.

6 Fireball the tub of grain that the fat one was protecting. The little beasts will then chomp through the rope, releasing the weight and saving your friend.

4 Jump onto the lift and the operator should start pulling you up to the top.

2 Hang about here until the jar is full of water. Next fire breath the jar so that the water hits the lift operator and wakes him up.

1 Flick the switch by walking into it. This will make your buddy travel towards the electrodes. (Trust me, I know what I'm doing!)

3 Rush back to the switch and flick it so that your friend starts moving towards the saw. Now you have the maximum time possible to complete the screen.



Well that was a breeze wasn't it? But it doesn't stop there as you well know. Next month we'll be giving level three much the same treatment, except next time we'll be including a wedge of other stuff. Stuff like the infinite lives cheat mode and POKES and tips on how to obtain vast amounts of creatures for use in the shop. In fact we'll be providing the whole glorious shebang for those who still

had problems finishing it (that includes Andy - Ed). That just leaves me to say a few 'thank you's. Cheers to Andy Roberts for his marvellous maps and sexy solutions, 'good on ya mate', to Martin Pugh whose pristine POKES we couldn't do without and finally thanks to all of you who sent stuff in, even if we didn't have space to print it. Nevertheless keep it coming, you know where we are.