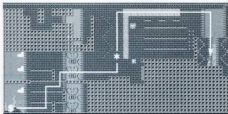


LEVEL 1.1



This level is a breeze. Okay there are a few enemies to kill but they're all weedy anyway. If you can't complete this bit, send me your address and I'll personally come round and laugh at you

LEVEL 1.2



Whoa there big fella! A little care should be taken from here on in. The level isn't too hard but now you have to hop aboard a floating platform. It isn't always easy but a little practice goes a long way

In a game where the hero is a small fluffy Kiwi bird, it would be easy to think of your mission as a bit of a breeze. But as many of you have found out, saving all 20 of Tiki Kiwi's friends is about as easy as walking from Land's End to New Zealand in a straight line.

Trouble is, the thought of solving the whole game is making me feel sick. Now let me think. Who's gullible enough to take on the hideous task for an insulting fee? BRRRRING, BRRRRING!
'Hello. Andy Roberts? Funny, I was just thinking about you...'

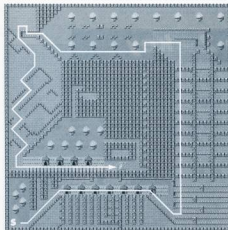
NEW

ZEALAND

S = START * = GET ON A FLYING PAD

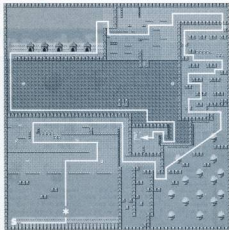
Part one of a solu

LEVEL 2.1



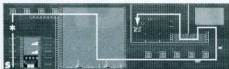
This one's vile right from the beginning. You must jump across that series of 12 pillars and risk dropping down each time to return to the beginning! Later on your station flying abilities are required

LEVEL 2.2



Things are starting to get a bit tortuous now. Try to avoid any serious entanglements where you know you might fall great distances! That U-bend at the bottom is avoidable, but explorable

LEVEL 1.3

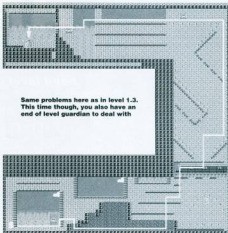


The first half of this level is pretty bad. Getting vertically up the left hand side is made difficult by the airborne creatures. Once you get hold of a flying device, keep moving at all times

OH! READ THIS

Here you are then. The first eight levellets of *New Zealand Story*. There ain't many tips because there ain't much you can say about these rather easy early levels. Things get a bit harder after this though, so next month, not only will we have more maps but we'll have a whole heap of advice on how to get through unscathed. That's if Andy Roberts hasn't keeled over by then.

LEVEL 1.4

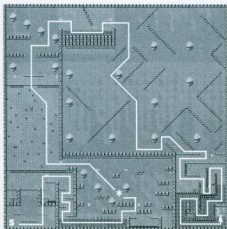


Same problems here as in level 1.3. This time though, you also have an end of level guardian to deal with

AND STORY

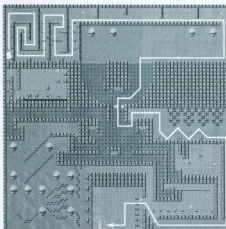
tion that could take years to finish

LEVEL 2.3



Very important point here. Don't hang around underwater for too long, you'll run out of oxygen and drown. Other than that, the hazards are much the same as in the previous levels

LEVEL 2.4



The end-of-level guardian here is a doddle if you're careful. Get onto a platform and shoot. When the big guy's return fire starts getting close, leap up a few levels and fire from there. Repeat 'til he's dead