



POWER PETE™



MACPLAY™

OFFICIAL SECRETS & SOLUTIONS

TUNCER DENIZ

POWER PETE™



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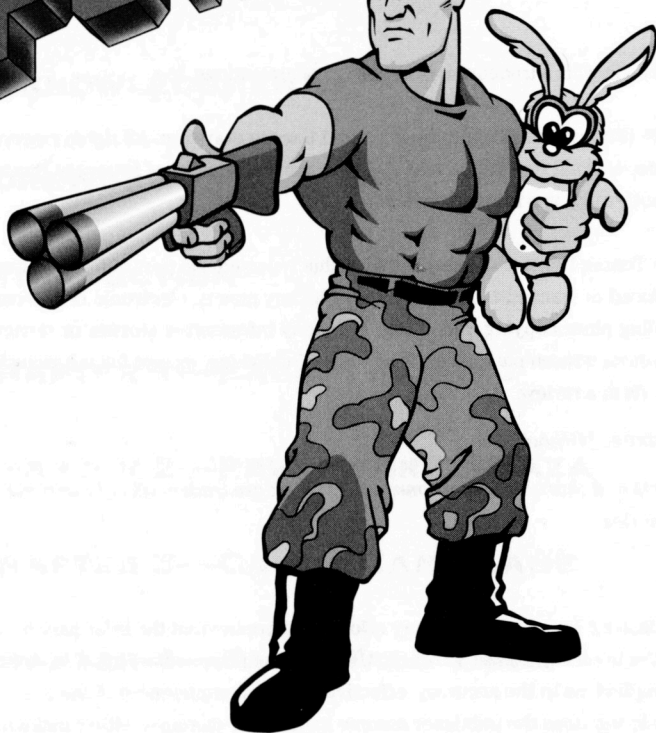
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POWER PETE™



OFFICIAL SECRETS & SOLUTIONS

by Tuncer Deniz

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BRIAN GREENSTONE	

ACKNOWLEDGMENTS

First I would like to thank the guys at Pangea Software, Brian Greenstone, Dave Triplett, and Scott Harper, for creating a truly unique and fun game. They've shown me that it is still possible to create a great shoot-'em-up game without there being blood and guts everywhere. A special thanks goes to Brian Greenstone for answering my questions and providing me with all kinds of wonderful data, hints, and tools for the completion of this guide. Thanks also to Bill Dugan, my buddy at MacPlay. Pain in the . . .

At Prima, I'd like to thank Michael Koch, my project editor, for his insightful suggestions and corrections, Hartley Lesser, the Senior Acquisitions Editor, for giving me the opportunity to write my second book for Prima and Allen Takeshita at NeoDesign for his great layout and patience.

A grateful thanks to the writers who work with me on Inside Mac Games. Without their dedication, we at IMG would no longer be around today.

Finally, I'd like to thank my friends and family: Steve Lundin, Jon Blum, Reginald DeJour, Mark Rubin, Eric Klein, all my Venezuelan friends, and Orhan, Nezhahat, Tamer, Ozlem, and Gaby Deniz for their support and love.

Tuncer Deniz
Glenview, Illinois
July 13, 1995

FOREWORD

Welcome to the elite fraternity of action toy warriors!

Here at MacPlay I was very excited when Brian Greenstone showed us Power Pete for the first time. It was the fastest- and smoothest-scrolling game I had ever seen, and unlike the other couple of scrolling games out there, it really took advantage of the great art you can get with a Macintosh. Mostly, though, I think I was excited because at MacPlay, just about every office has a Nerf™ weapon of some sort in it for use in after-work combat, from bows-and-arrows to assault rifles. How could we resist playing this game?

Pangea Software did a great job and made a really fun game, and I hope you enjoy it as much as we do!

Bill Dugan

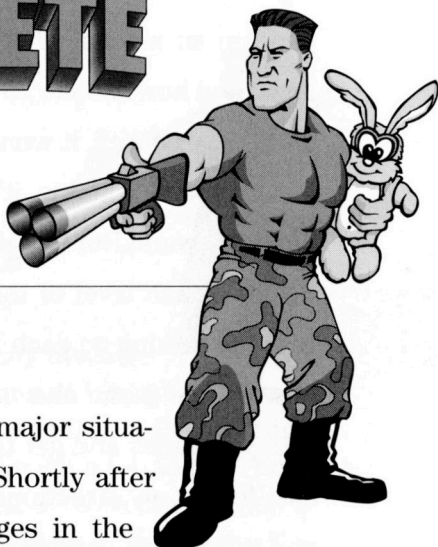
Macintosh High Priest

MacPlay

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POWER PETE

INTRODUCTION



ATTEN-HUT. We've got a major situation on our hands here. Shortly after midnight, one of the cages in the Stuffed Animal Zoo broke open and hundreds of Fuzzy Bunnies are now on the loose in Toy Mart. I don't have to remind you that the new metropolis of Toy Mart is a very dangerous place to wander around alone at night, especially for those helpless bunnies. Power Pete, I'm sending you in to rescue those Fuzzy Bunnies from the claws of the evil toys. Without your help they stand no chance of surviving until morning.

HOW TO USE THIS BOOK

Now listen up, kid! We don't have much time to chit chat. Them Fuzzy Bunnies are in mondo trouble. But just so you

don't get lost, here's a quick rundown of what to expect from this guide.

In chapter one, I'll put you through a rigorous basic training course. I'll clue you in on the basics of the game—how to pick up an arsenal of weapons, how to boost your energy level, and how to take advantage of those secret cheat codes. Simple, huh? Well, it won't be, trust me.

After basic training, it's the real deal, the big one, the war of all toy wars! But hey, don't worry, I'll be there to guide you through each level of the game. I'll let you know what evil toys are lurking on each level, what weapons to look for and how to use them, and most importantly, how to locate the Fuzzy Bunnies and get the heck out of that crazy Toy Mart! Just follow my directions and you won't get lost. When I tell you to turn left, you should head towards the left side of the screen. When I tell you to "go north, then east," you should head toward the top, then toward the right side of the screen.

Are you with me so far? Good. Then let's get to work!

CHAPTER 1

BASIC TRAINING



From this day on it will be my mission to get you ready for toy combat! When I'm through with you, you'll be a lean, mean Power Pete fighting machine. So listen up! We've got a job to do. There are Fuzzy Bunnies out there with their lives on the line and it is your duty to rescue them from the likes of Nongo the Neanderthal and Hopping Henry, the deranged dinosaur. Their names may sound funny, but them toys is bad, I tell you, bad to the bone. This ain't gonna be no picnic. So let's get moving ... left ... left ... left ... right ... left ...

KNOWING YOUR STRENGTHS

Before plunging into action, take stock of your skills. Power Pete can be pumped up to run in three action modes: easy, medium, or hard. If you're new to the game, try your hand at the easy mode. Your weaponry is twice as powerful as on the medium level and your only challenge will be to rescue the bunnies and keep one step ahead of your opponents. Unfortunately, the easy mode only allows you to explore the first three departments of Toy Mart.

If you're geared up for a bigger challenge, take the medium level for a spin. In addition to rescuing those bunnies, you'll

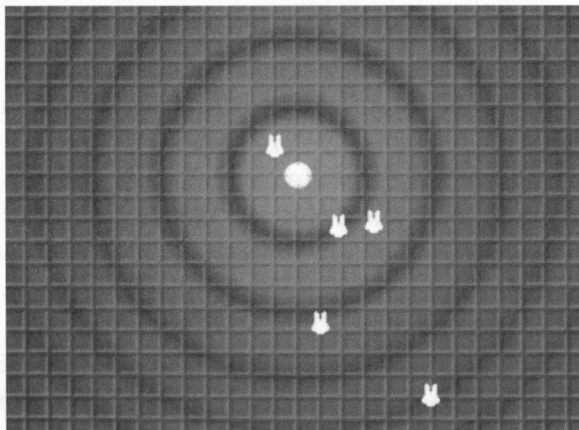
also have to search for color-coded keys that will give you access to hidden areas locked behind colorful gates, and you'll be allowed to test your skills in four out of five departments. (Keep in mind that the game automatically defaults to medium. All hints and weaponry-related data in this guide are based on playing in the medium mode.)

But if you're looking for some real action, try the hard level on for size. Your weapons cause half as much damage as they do in the medium mode. If you still manage to outwit the evil toys in all four departments, you'll gain entry to the final challenge of Toy Mart, the mysterious Bargain Bin. But remember, you can only enter this department if you start the game on hard. Don't even try to cheat by starting out on medium and then switching modes before entering the fourth department—the game won't let you.

MAKING YOUR MOVES

Once you've unleashed Power Pete, you'll need to know how to control him. Use the numeric keypad or the arrow keys on your keyboard to control Power Pete's movements. If you're using the numeric keypad, use the "4" and "6" keys to move left and right and the "8" and "2" keys to move up and down. You can also move diagonally by pressing the "1," "3," "7," and

**Can't find
the bunnies?
Use the "R"
key to turn
on the radar.**



“9” keys. If you’ve got a GamePad or Joystick hooked up to your Mac, by all means use it! Power Pete is a lot more fun and easier to maneuver with either one of those devices. Just remember to copy the Power Pete GamePad settings file to your System Folder.

To fire a weapon, just hit the SPACE bar. After you’ve collected a few you can use the Command key to change weapons. And if you can’t find the bunnies, hit the “R” key to activate the radar. Hit the “R” key again and you’re back in business. Got it? Great, let’s move on.

Once you’re in Toy Mart, you’ll need to become familiar with the interface of the game. Look at the top left of the screen. You’ll see four red-colored hearts. Every time one of the evil toys touches you or hits you with its weapon, you lose one heart. Lose all four hearts and you lose one life. All in all, you get three lives before the game is over. But let me make this perfectly clear, kiddo, failure is *not* an option. Understand?

To the right of the hearts you’ll see the keys. As you explore the various levels of the game, you’ll notice color-coded doors and gates. You’ll need to open them to enter the adjacent areas. So, in addition to those silly wabbits, you’ll need to be on the lookout for the keys to those doors and gates.



Once you’re in Toy Mart, familiarize yourself with the interface of the game.

SECRET CHEAT CODES

Although no true soldier would *ever* cheat on my command, here are the codes anyway. But don't let me catch you using them on my watch!

To Start on Any Department

Hold down the mouse button and press 1, 2, 3, or 4 in the main menu.

There are a total of five departments. To skip to the second department (Candy Cane Lane), hold down the mouse button and press 1 in the main menu, then enter the game.

WARNING: Clicking on 5 or any higher number will cause your mission to come to a premature end. DON'T DO IT!

To Finish a Level Without Really Winning It

Hold down the mouse button and press "N"

To Record Your Own Self-Running Demo

Hold down the mouse button and press "RE"

This will record a demo which will overwrite the demo that normally plays after 45 seconds of inactivity

in the main menu. You can record only departments 1, 2, or 3. To record a level other than level 1, use the "Start on Any Department" cheat code above.

While the demo is recording, the score will indicate how much memory is left for the recorded demo. If you let this get anywhere near zero, it will CRASH! To play back extremely long demos, you may have to increase the memory allocated to the Power Pete application.

To end a recording, press the ESC key.

To Immediately Play Back a Demo

Type "PL"

This will immediately play back a random demo without having to wait for 45 seconds of inactivity.

To See Brian's Head

Hold down the Option and Command keys while selecting Views from the main menu.

Who's Brian? It's Brian Greenstone, of course, one of the creators of Power Pete. Watch out, the first time you catch a glimpse of him, he might scare you to death!

On the right side of the screen, from top to bottom, you'll find a record of your score, your current weapon and ammunition level, the number of bunnies still to be rescued on the current level, your remaining lives, and the number of jawbreakers. What are jawbreakers, you ask? Well, when you eliminate an evil toy, small blue bouncing balls called jawbreakers pop up. After you collect 201 of them, one heart is added to your health record.

Another way to increase your health is to eat food. You can chow down on food that you find scattered throughout Toy Mart. Oh, by the way, you can earn a maximum of eight hearts per life. Coolidge!

N O T E :

The interface description above is based on running Power Pete on a standard Macintosh. If you run Power Pete on a Power Macintosh with at least 7000 KB of free RAM, your interface will look slightly different since the game will be running in "full-screen" mode. Instead of the top and the right side of the screen, all of Power Pete's vital records will be located in a bar at the bottom of the screen (see screenshots of the following chapters).

THE COOL POWER-UPS

When you kill one of the evil toys, jawbreakers are not the only objects to appear. Sometimes weapons and other power-ups may pop out as well.

While some of the weapons look real, the power-ups are square objects marked with X's. When you pick up a power-up, its effect usually lasts for a few seconds before dying off—in other words, once you've picked one up, move it! Power-ups are color coded and come with the following functions:

- **Yellow:** VROOOM! With this power-up you zoom around faster.
- **Red:** This power-up creates a circular wave of fire that kills anything in its path.
- **Green:** A blue shield surrounds you, making you invulnerable for a short while.
- **Gray:** “Fire in the Hole!” Bombs start exploding everywhere.
- **Blue:** Freezes the bad guys for a few seconds. What are you waiting for? Shoot!

YOUR ORDERS

Your orders are to get out there and rescue those bunnies! You hear me? Stand up straight when I’m talking to you! The bunnies are loose in five departments:

- 1) Prehistoric Plaza
- 2) Candy Cane Lane
- 3) Fairy Tale Trail
- 4) Magic Funhouse
- 5) Bargain Bin

There are three levels per department for a total of fifteen levels. You will have to collect all the bunnies on each level before a chopper comes by to pick up the bunnies and airlift you to the next department. So remember, stay focused, always use your radar to locate the bunnies, keep your eyes peeled for traps, and for Pete’s sake, keep your head down—you’re liable to get it shot off if you’re not careful. Now move out!

CHAPTER 2

PREHISTORIC PLAZA



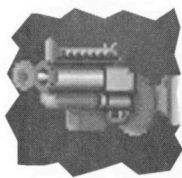
Now listen up! I've devised a battle plan for you. It lays out what weapons are available in this department, the evil toys you'll encounter, and a guide to help you find each bunny. Remember, you'll have to find every bunny on this level before we send in the chopper to collect the bunnies and airlift you to the next department.



THE WEAPONS

Every Power Pete model that comes off the ACME assembly line is equipped with a single-shot Suction-Cup Gun. It ain't much, but hey, at least it works. Luckily, Toy Mart is littered with weapons. All you have to do to get more weapons is kill an evil toy. In addition to bouncing jawbreakers, the evil toys sometimes leave behind weapons and power-ups. Pick 'em up by simply walking over them. Below is a breakdown of the weaponry you'll find in the Prehistoric Plaza.

But first I should explain what some of the following terms mean. *Ammunition* is the quantity of ammo you receive when you pick up a weapon power-up. *Damage Rating* is the amount of power of the weapon. If an enemy has a damage threshold of 3, for example, and your weapon has a damage rating of 1, then the weapon is useless against this particular enemy. Only a weapon that has a damage rating of 3 or higher can hurt an enemy with a damage threshold of 3. Got it, amigo? Good, I knew you had a brain in there somewhere. Now here are the weapons you'll find in the Prehistoric Plaza.

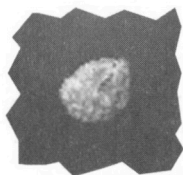


Single-Shot Suction-Cup Gun

This gun is simple but quite accurate. It's also your last resort weapon when you've run out of ammo for the other guns. By the way, your Suction-Cup Gun can't kill every type of evil toy, since some have thicker plastic skin than others.

AMMUNITION:
DAMAGE RATING:

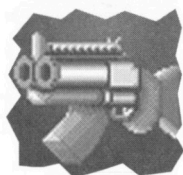
50 PER POWER-UP
1



Rocks

Believe it or not, rocks are actually more powerful than the old dinky Suction-Cup Gun. I mean, have you ever been hit by a rock? It hurt bad, didn't it? You get my point. You can usually find rocks scattered throughout the Prehistoric Plaza.

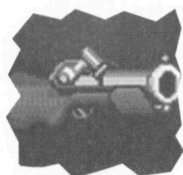
AMMUNITION: 20 PER POWER-UP
DAMAGE RATING: 2



Double-Barreled Gumball Blaster

Now that's more like it! This sucker shoots two powerful gumballs that can travel twice as far as a suction cup.

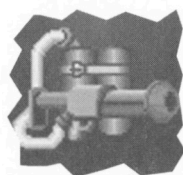
AMMUNITION: 40 PER POWER-UP
DAMAGE RATING: 3



Musket

It's big, it's bad, it's the Musket. It ain't pretty, but it works really well against most bad guys.

AMMUNITION: 30 PER POWER-UP
DAMAGE RATING: 7



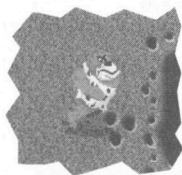
Summer Fun Backyard Flamethrower

This one is hot! Literally! This gun spits out red-hot fire and can sizzle most plastic toys to a crisp. Try to conserve your Flamethrower for higher levels. You'll need it when the action gets . . . uh . . . hot.

AMMUNITION: 100 PER POWER-UP
DAMAGE RATING: 6

THE BAD TOYS

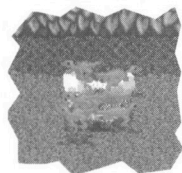
These are the bad toys you'll encounter on this level as well as their *points per kill* (how many points you get for killing them), *damage threshold*, and *jawbreakers* (the number of jawbreakers that fall out of them when you kill them).



Nongo the Neanderthal

Nongo is somewhat of a brute, and his killer bones make him a dangerous opponent. Get him with one shot and he's a goner!

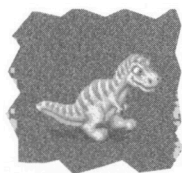
POINTS PER KILL:	2
DAMAGE THRESHOLD:	1
JAWBREAKERS:	1



Dino Eggs

If you get too close to one of these dinosaur eggs, the egg will hatch revealing a load of ugly little red lizards. Although they don't attack, you should kill them off or stay away, because if they get near you they'll take a nice big bite out of you.

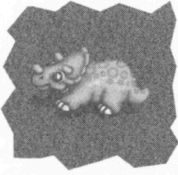
POINTS PER KILL:	1
DAMAGE THRESHOLD:	1
JAWBREAKERS:	1



Radical Rex

If you thought dinosaurs were extinct, think again. Rex is a fast little bugger and his plastic skin is tougher than an alligator's hide. Make sure you knock him off with a Musket, Gumball Blaster, or Flamethrower.

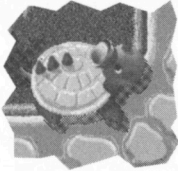
POINTS PER KILL:	7
DAMAGE THRESHOLD:	3
JAWBREAKERS:	2



Triceratops Tom

You can usually find these guys hiding behind bushes and trees. They seem to have one mission in life: to bulldoze over you. Shame on them! The best thing to do is to outrun 'em as fast as you can.

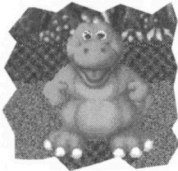
POINTS PER KILL: 7
DAMAGE THRESHOLD: 3
JAWBREAKERS: 6



Wind-Up Turtle

The turtles are somewhat docile, so just stay out of their way if you can. Follow me, kid?

POINTS PER KILL: 40
DAMAGE THRESHOLD: 7
JAWBREAKERS: 10



Hopping Henry

Hopping Henry has some extra-duty, retroactive, super-duper springs mounted on his hind legs. When he jumps, watch out. He may just squash you.

POINTS PER KILL: 6
DAMAGE THRESHOLD: 3
JAWBREAKERS: 4

THE BATTLE PLAN

Here we go, the Prehistoric Plaza. If you thought Jurassic Park™ was scary, wait till you see Hopping Henry! Now, what you should really watch out for are the bubbling tar pits and the action-figure-eating plants. Stay away from them! Okay? Great, now move out!

Level One

If you check your radar, you'll notice one bunny to the north, two bunnies to the near southeast, and two more to the south. Head to the right, then up until you find the purple key and the first bunny. Collect them both, and don't forget the rocks to the left.

Now head back, this time to the south and open the purple gate with your key. Purple gate, purple key. Get it? Pass through the gate and turn left until you come to a wall. Up north you'll find some food and a Flamethrower power-up near a dinosaur egg. Grab the goods, then head south. (Careful with those dino eggs!) You'll come to another cave. Kill as many Nongos as you can, then grab the green key to the right of the cave. Wasn't that easy?

As you start heading east, switch to a powerful weapon like the Flamethrower. Kill the Radical Rex or two that come to take a chunk out of you. Then go north to collect the next bunny. Head south, then to the east, and finally up north. You'll eventually come to a green gate. Open the gate, pick up the red key, but hey, don't forget the bunny in this area!

Continue south through some valleys until you come to another cave. Man, this place is loaded with them! Check it out, another bunny to your upper left. After you grab it, step

Grab the purple key in front of the cave and the bunny, but don't forget the rocks on the left.





Don't forget to grab the Free Dude before rescuing the last bunny.

through the red gate. Watch out, tar pits! Head to the left, then south. Carefully walk through the narrow walkway, then back up north. Now to your left, you'll see a cave up north and a brown key on a small inlet to the south. Grab the key, then head to the east. You'll walk through a short narrow walkway and come to the final gate on this level. Almost there, kid!

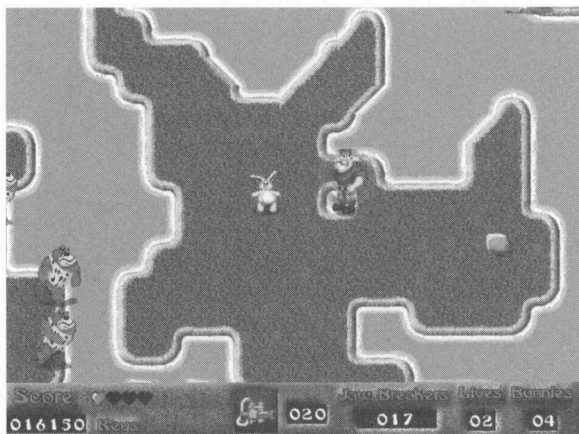
Open the gate . . . WAIT! Don't grab the bunny just yet. On the right top corner of the area you'll find a Free Dude (that's an extra life to you and me). Grab it, *then* grab the bunny. That's it, not too bad for a first-timer, kid.

Level Two

Check your radar, you'll notice that all five bunnies are to the southeast. Head south until you find the purple key. Go east and open the purple gate.

Head east again, and I mean, HEAD EAST, for a while. After you pass the second cave and some of those nasty ravenous plants, you'll find a green key. Go back west a little and pass through the green gate. Whoa, check it out, the first bunny! Now quickly go south through the bushes, but be careful with the Triceratops that will try to knock your block off.

You'll find a bunny stranded on a desolate island.



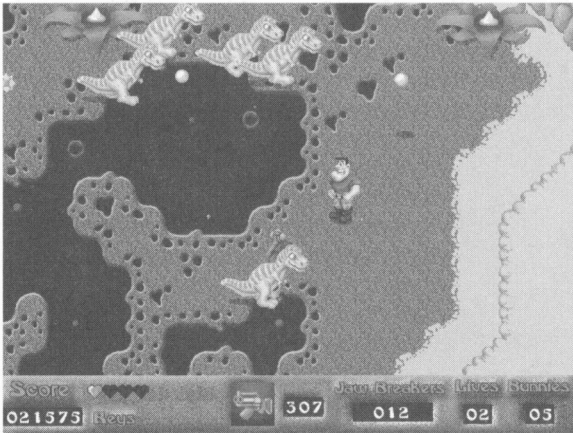
Go west. Oh look, a lake! Time for a swim, baby! Jump into the water and collect the helpless bunny on the island. Heading southeast now, you'll find the third bunny hiding out. Head back toward the water, then south. You'll pass through some more of those nasty plants. Man, I hate 'em! Look to the right; you'll see some steps leading up to some food and a brown key. Grab the goods.

Now continue south, then to the east past another cave until you come to the brown gate. Open it and enter. Watch out, more Radical Rexes coming up! Head north and grab the green key. Then open the gate to the right and grab that poor bouncing bunny in the pit. The only other thing you'll need to do here is grab the blue key located in the southeast area. Now head back through the brown gate.

The last gate on this level, the blue gate, is located to the far east corner. Once you get there and go through the gate head up north and grab the last bunny. Yaahoo!

Level Three

Check your radar quickly. There's a bunny just to your right, two to the far left, and one due south. WATCH OUT! One of those vicious plants is right next to you. Head to the right and



Getting the purple key is no cakewalk. There are Radical Rexes everywhere.

pick up the first bunny. Now continue east, through a small river that leads to the south. From here venture directly south until you find a purple key. Then head back up north until you come to the purple gate. (Wait, don't forget to grab the bunny just to your left.) Go through the gate and continue north. Uh oh, Nongos with rolling wheels! Take them out then grab the blue key in the area to the upper right.

Pass through the blue gate and up the stairs to the waiting bunny. Isn't it cute? Go back downstairs and head to the upper-right corner up a narrow river. Power Pete will disappear off the screen. That's okay, just keep going up and then to the right. You'll come to a secret area with a broken Hopping Henry on an island. Grab the cakes and food, then head back. Yummy, wasn't that good?

Back at the two gateways, go through the gate on the left. Look out for the Nongos with wheels! After you take care of them, head up north. What's that loud bouncing noise? Hey, it's Hopping Henrys! Dude, get one of your big guns out and start killing those fat dinos. After you've disposed of them, head south (but beware of the Triceratops). If you check your radar, you'll see another bunny hiding in a nook to the south-east. Grab it, then keep heading south. You'll come to a green gate. But wait, no green key! Go east this time, then south.

Hopping Henrys don't take kindly to strangers. Show them what you're made of.

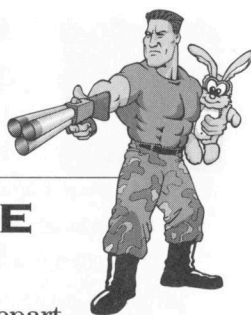


You'll find yet another bunny, a bit to the west, and the green key in the far bottom left corner. There's also a yellow gate in this area which you'll need to come back to later on.

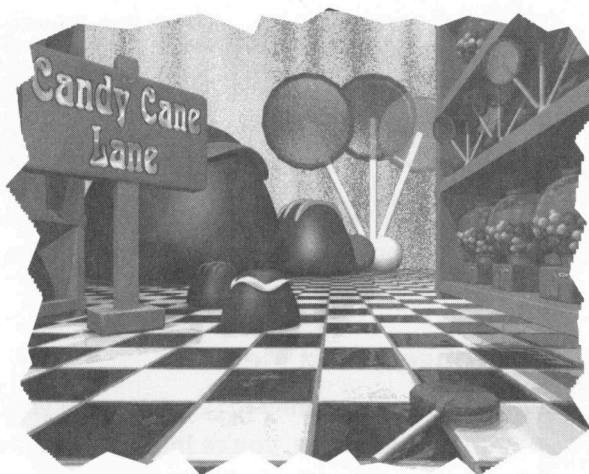
Now head back to the green gate and step through it. You'll see the yellow key just off to the bottom right. Take it, then head back to the yellow gate and open it. Watch out, more Hopping Henrys! In this area, to the south and the southeast, you'll find the red and brown keys. Geez, keys everywhere! Head northeast until you find the brown gate. Go through it, then head east, then a little south. Man, it's like a maze in here! Look, the red gate. Could this be near the end? I hope so, my head is spinning already! Pass through the red gate and grab that last rabbit. YES! You've finished the Prehistoric Plaza. Congrats, recruit!

CHAPTER 3

CANDY CANE LANE

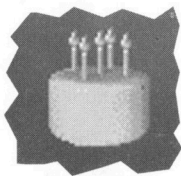


Okay, you did good in the first department, but don't get cocky. Things will get a bit harder from now on. Next up is Candy Cane Lane, but don't think it's gonna be a piece of cake. This department dishes out a lot of not-so-sweet surprises.



THE WEAPONS

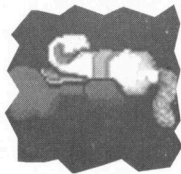
In addition to the weapons you discovered in Prehistoric Plaza, you'll be happy to know that there are two more at your disposal in Candy Cane Lane.



Exploding Cakes

These cakes pack a powerful kick. They can take out a few bad guys with just one shot. Use them wisely.

AMMUNITION:	20 PER POWER-UP
DAMAGE RATING:	7



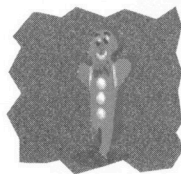
Toothpaste Gun

The Toothpaste Gun squirts out cavity fighting toothpaste at any bad toy that needs a cleaning. It may not be as powerful as a cake, but hey, it works when you need it.

AMMUNITION:	100 PER POWER-UP
DAMAGE RATING:	1

THE BAD TOYS

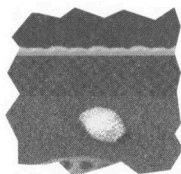
Now you knew there would be a different gang of bad toys in this department, but I bet you never expected these candy creeps.



Gingerbread Men

They're slow, they're big, but once you're in their line of fire, you're history. Better crumble these cookies before they zap you.

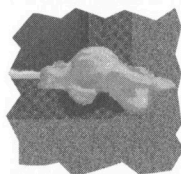
POINTS PER KILL:	7
DAMAGE THRESHOLD:	1
JAWBREAKERS:	1



Lemon Drops

These are the sourest lemon drops you'll ever meet. When you fire at them, they squirt dangerous lemon juice all over.

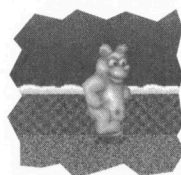
POINTS PER KILL: 7
DAMAGE THRESHOLD: 1
JAWBREAKERS: 3



Caramel Monsters

There's actually two kinds of these buggers. One likes to pop out of the caramel and shoot at you. The other is a caramel blob that comes to life and tenaciously hunts you down. Unfortunately, you can only kill the blob.

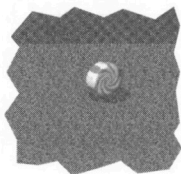
POINTS PER KILL: 2
DAMAGE THRESHOLD: 1
JAWBREAKERS: 1



Cinnamon Bears

They're mean! How mean? Well, when you shoot them, each one breaks up into three little bears. Now you've got three times the trouble to worry about!

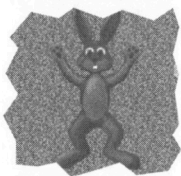
POINTS PER KILL: 2
DAMAGE THRESHOLD: 1
JAWBREAKERS: 1



Spiral Mints

Like Lemon Drops, these mints twist and turn and wreak havoc everywhere. They have this nasty habit of always getting in your way.

POINTS PER KILL: 1
DAMAGE THRESHOLD: 1
JAWBREAKERS: 1



Chocolate Bunnies

Don't mistake Chocolate Bunnies for Fuzzy Bunnies—these guys are mean. Just like Hopping Henry, they jump around trying to squash you to death.

POINTS PER KILL: 10
DAMAGE THRESHOLD: 3
JAWBREAKERS: 2

THE BATTLE PLAN

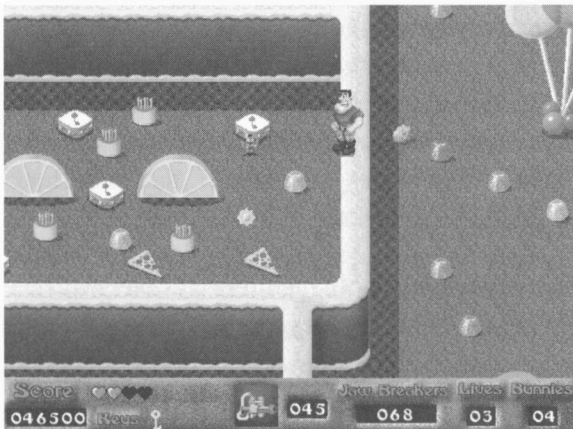
Okay, so you got through the Prehistoric Plaza. BIG DEAL! This is Candy Cane Lane. Keep your eyes and ears open and don't let me catch you eating any of those delicious cookies when you should be rescuing bunnies—you'll make a mess out of yourself if you do. Oh, yeah, I almost forgot, watch out for the icing on some of those cakes, it can get really slippery. And be careful with the hot chocolate, unless you wanna burn yourself. Now move out!

Level One

Oh no, Cinnamon Bears! I hate 'em! Head to your left and down to the next area. You'll find the purple key to the right. Bonus! Now go back up to the right and then continue south for a while. Beware of the bitter Lemon Drops! When you come to the purple door, open it then head south again until you find the blue key. Proceed southwest until you find the blue door. When you pass through it, you'll be in a rather large room. Head northeast where you'll find the green key. Head for the green door located to the south.

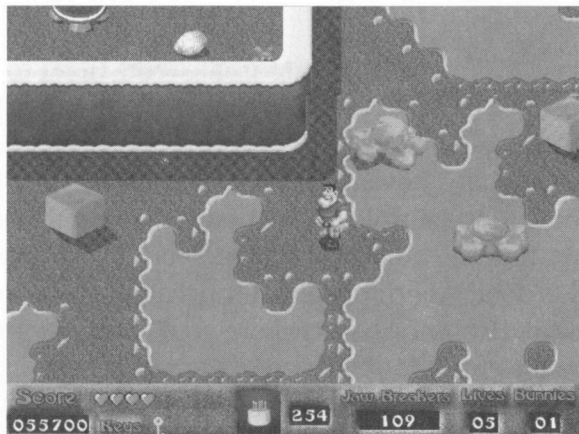
In this area you'll find the first bunny along with a yellow key. Snatch both of them and head south, then east. You'll enter yet another large area. Aha! Secret stuff just up ahead! There's a room that looks like it has no openings to the north. It contains a lot of food, cakes, and a Free Dude! To get into this secret room, just walk along the wall until you "sneak" through. Grab the loot, then proceed southeast where you'll find the yellow door. When you step through it you'll find another one of those bunnies. Grab it, but don't forget the brown key just to the right.

Head east again and go through the brown door. There's another bunny up and to the left. Oh, wait, another brown key! Cool. Grab it as well and pass through the second brown



Walk through the wall to get into the secret room with all the goodies.

Be careful around the Caramel Monsters, you never know what could pop out.



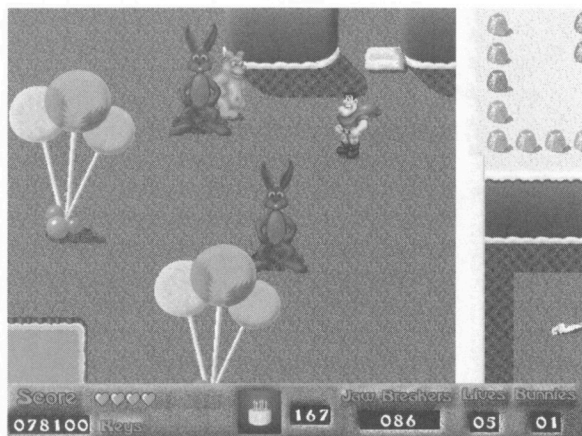
door. Ice cream cones everywhere! I'm getting hungry now. Go to the upper-right corner of this room where you'll find (not again!) a red key. Open the red door to the north and continue north, then take a right, and finally head south where you'll find another area with a Free Dude, some weapons, and food. Yum! From here head north again where you'll find a purple key and . . . guess what . . . another bunny! This is getting too easy!

Now venture to the purple door to the southwest and walk through it. What's that brown stuff? Hey, it's caramel. This stuff really slows you down. Be careful! Hurry south then to the right. You'll find a green key just north of this spot in the next room. Head north again, you should be able to find the green door. Pass through it . . . oh no! Not another one! I'm getting tired of these keys! Okay, okay, calm down. Grab the yellow key, exit the room, and open the yellow door to the right. Look, the last bunny. Hurray!

Level Two

Radar check! Two bunnies to the west and the rest to the east. Got it! Now head up north, and up some steps. Wow, it's slip-

Oh, no. It's the attack of the killer Chocolate Bunnies!



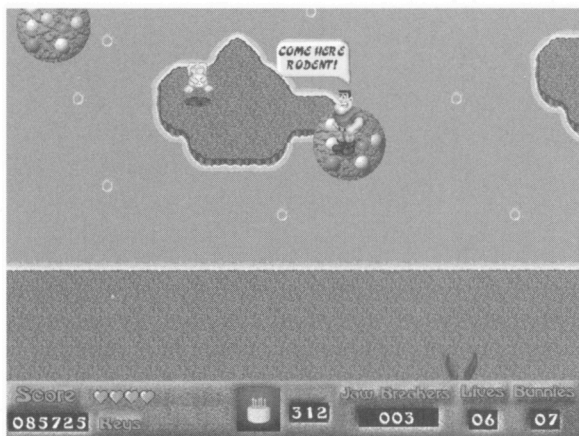
next secret room. Yes, more goodies! Along the wall to the right you'll see a closed-off area with a ton of weapons, food, and a Free Dude! You can find the secret entrance about three-fourths of the way down the wall. When you find it, grab the loot and head back out.

From here you'll want to jump into the chocolate river. The current will take you through a maze to the last bunny on this level! Cool, huh?

Level Three

Check your radar. There are two bunnies to the west, three to the south, and two to the southwest. Hmm, okay. Get on the lower platform (careful, don't step on the hot chocolate) and jump on the cookie. It's a bit tricky here, just concentrate a little. When you get to the island, jump off and catch the next cookie to get to the next island. Cool, a cookie ride! You'll eventually come to an island with a bunny on it. Grab it, then jump on the next cookie until you make it to terra firma.

If you move a little to the left, you'll see the next bunny and a purple key. Unfortunately, the path to them is blocked off. Shucks! Head south; you'll eventually come to a "T" intersection. Take a left. From here you'll have to navigate through a



Take a ride on the cookies to rescue the bunny.

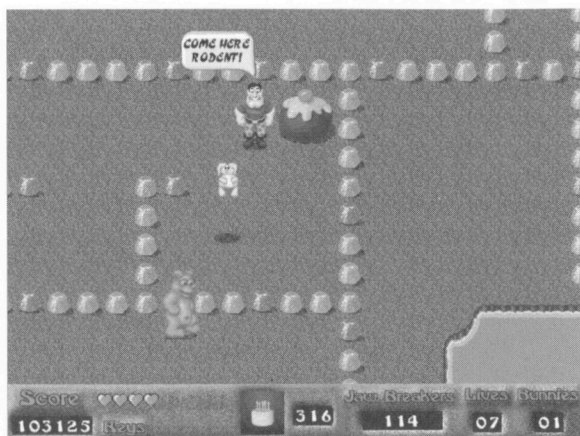
little maze until you find the bunny and the key. Don't worry, you can do it, just keep heading north.

When you finally get them, head back to the "T" intersection. Proceed east and keep going until you find the second bunny. To the bunny's left you'll see the purple door. Open it, then head around the caramel lake to the northeast corner of this area. There you'll find the light blue key. From here head southwest until you find the light blue door. When you step through the door, you'll catch another bunny. Hey, only three more bunnies and you're done with Candy Cane Lane!

Head to the right now, through some gingerbread walls, then due south. Look, another silly wabbit to the right! Oh, and it's got a green key. How nice! Grab 'em both, then march south to the green door. Once you've passed through it, go west, young man. You'll come to a chocolate river with Life-saver bridges. Head up north and cross the next bridge. Go right, then left onto another bridge. You'll come to yet another island, but this one has a purple key on it! Cool! Grab the key then cross back over the bridge again. This time, head for the bridge on your right. Hey, another bunny! Just one more to find.

Go south and take the next bridge. Then cross another one until you're finally on dry land. Continue south and step

Navigate through a maze of candy to get to the last bunny on Candy Cane Lane.



through the purple door. From here you'll have to navigate another candy maze. Go south for a while, then west, then back east, and finally up north. When you locate the last bunny, give yourself a pat on the back, private. You're done . . . for now.

CHAPTER 4

FAIRY TALE TRAIL

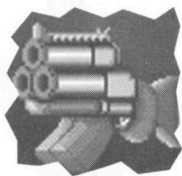


All right kid, you're doing just fine but you'll need to do even better. Things get a little bit more hairy in Fairy Tale Trail. I'm sure your mama's told you a fairy tale or two, but what's about to unfold ain't no bedtime story. No siree, it's enough to give you nightmares for the rest of your life. Fairy Tale Trail is populated with wicked witches, evil wolves, and stomping giants. Remember now, don't stop, keep moving!



THE WEAPONS

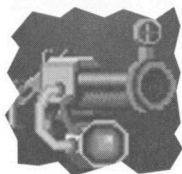
New department, new weapons. Cool. In addition to the ones you picked up in the previous two departments, expect to find the following weapons in Fairy Tale Trail.



Triple Bubblegum Blaster

Not one, not two, but *three* balls at a time. Yahoo! This gun packs enough power to wipe out a few evil toys with one shot. Don't get an itchy finger with this one, kid.

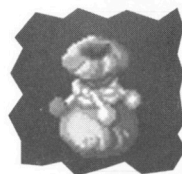
AMMUNITION: 50 PER POWER-UP
DAMAGE RATING: 4



The Heat Seeker

Ooo, ooo, hot, hot! When you fire this gun, its heat-seeking projectile will twist and turn until it finds its target. The Heat Seeker works well under the most brutal conditions, especially when you're surrounded by those battery-powered bad guys.

AMMUNITION: 40 PER POWER-UP
DAMAGE RATING: 3



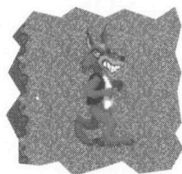
Pixie Dust Gun

It fires a little slow, but, boy, it sure packs a punch. Second only to the Musket, the Pixie Dust Gun can wipe out almost any evil toy. Keep that in mind while you're in this department!

AMMUNITION: 40 PER POWER-UP
DAMAGE RATING: 7

THE BAD TOYS

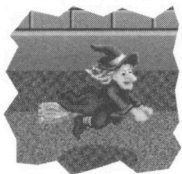
“Bad Toys, Bad Toys, what ya gonna do? What ya gonna do when they come for you?” What? You don’t like my singing? Never mind, here are some of the new bad toys you’ll find in Fairy Tale Trail.



Big Bad Wolves

Aaaa-ooooo! These wolves are bad! They usually hunt in packs and are extremely fast. Watch your tail; one of them might just bite it off!

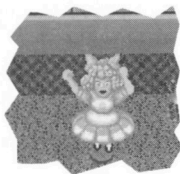
POINTS PER KILL: 3
DAMAGE THRESHOLD: 1
JAWBREAKERS: 1



Witches

Flying wickedly fast on their broom sticks, these ugly Witches turn you into a toad when they touch you. If they touch you a second time, you’ll turn back into Power Pete, but you’ll lose a heart. Try to escape and remain a toad for a while; the spell will wear off and you’ll turn back into Power Pete (without losing a heart). Don’t forget, if you get struck by a witch, run, run I tell you, until the spell wears off.

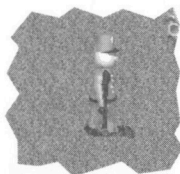
POINTS PER KILL: 2
DAMAGE THRESHOLD: 1
JAWBREAKERS: 3



Little Miss Muffet

Sweet Little Miss Muffet couldn't have turned bad, could she? Naw, I didn't think so. But she has this bad habit of letting loose a bunch of nasty spiders once in a while from under her tuffet. Watch out, they'll come after you! Remember to listen for her scream—that's a sure sign of a spider attack.

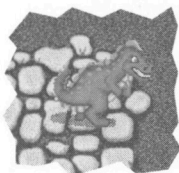
POINTS PER KILL: 2
DAMAGE THRESHOLD: 1
JAWBREAKERS: 1



Toy Soldiers

What is this, the *Nutcracker*? Not quite. Unlike the Wolves, these bumbling blockheads are a little slow and, well, a little dumb. Know what I mean? You shouldn't have too much trouble with them.

POINTS PER KILL: 3
DAMAGE THRESHOLD: 1
JAWBREAKERS: 1



Red Dragons

These guys look like Radical Rexes. They move the same way, attack the same way, and take chunks out of you the same way. Red Dragons must be manufactured by the same company that makes Radical Rexes. So what should you do? Kill them the same way, of course!

POINTS PER KILL: 6
DAMAGE THRESHOLD: 3
JAWBREAKERS: 2



The Giant Brothers

All right! More bouncing bad guys! The Giant Brothers have no beanstalk to climb (it seems someone came by and chopped it down), so now these oversized babies are throwing a fit and stomping their feet. When they land, stay clear, but while they're on the ground, you can take them out easily with a good shot.

POINTS PER KILL:	6
DAMAGE THRESHOLD:	3
JAWBREAKERS:	4

THE BATTLE PLAN

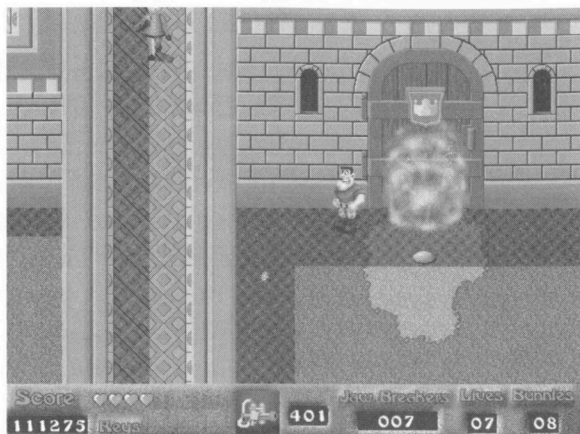
Okay, two down and three more to go. Hang in there, kid. With the exception of a few poisoned apples, there aren't too many hazards to worry about in this department, so let's get cracking!

Level One

If you check your radar you'll notice that one of the bunnies is to the west, while the rest are to the north. Head to your left until you find the first bunny. Grab it then proceed north. When you come to the bridge that leads to the fortress, cross it, then quickly turn left. Toward the end of the road, you'll find a brown bomb. Sneak it under your shirt (shh, don't let anyone see you), then head back to the entrance of the fortress and walk up to the door. When you stop in front of the door, the bomb will detonate. Don't worry, it won't hurt you. After the smoke clears, enter the fortress.

Now head to the right (don't walk up the stairs just yet) and then up through a small gate. You'll find the second bunny just ahead. How convenient! When you've grabbed a

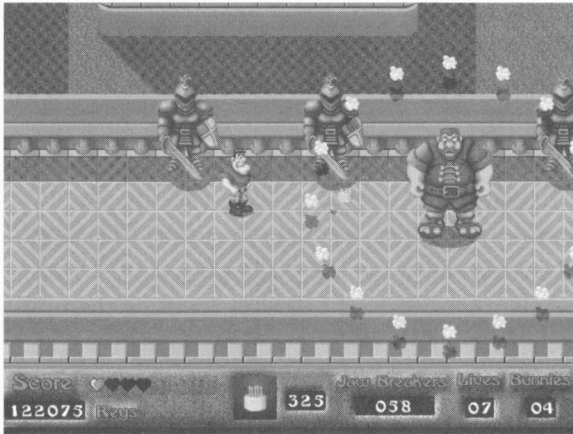
In Fairy Tale Trail you'll need to dig up color-coded bombs to blast through the fortress's gates.



hold of it, head back south then to the left. Go up the stairs to the north, then left, then south. This fortress is mighty big! When you come to the end of the walkway, make a left, then head down the stairs. Look, more stairs ahead! Scurry down and grab the bunny in the pasture. Now head back up the stairs and make two lefts. Voilà, another bunny! This is as easy as pie!

When you've got it, continue north through a wide walkway until you reach the stairs ahead. Once up the stairs, go to the right and walk through the numerous walkways until you reach the lonely bunny at the end. Good job, soldier! Now rush back over the walkways again, and go down the stairs. This time make a left. WAIT! Get the Musket out . . . more big-bouncing, high-flying toys ahead! When you've taken care of these large critters, head south. You'll eventually come to a bunny on the right and another one hanging around to the south.

After you've seized both of them, head west, then up the stairs to the north. Careful with the spiders! Hang a left toward a narrow walkway until you find another bunny. Head back up north, down the stairs, and to the right. Now go up north again, but this time take the first right, then down some more steps. Stairs everywhere, I tell you! Head directly east through a narrow walkway surrounded by water. At the end

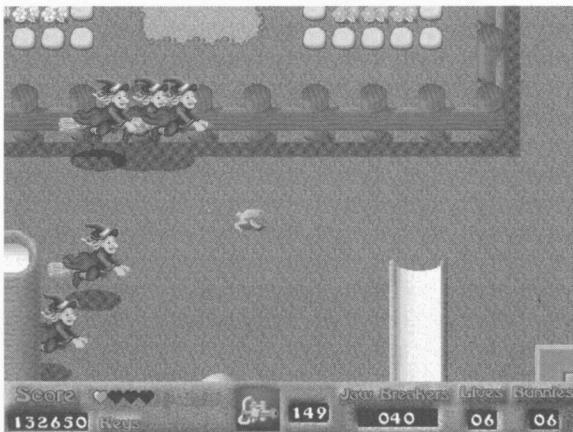


Only a powerful weapon like the Musket or the Exploding Cakes can take out the Giant Brothers.

of the walkway, you'll find the last bunny on this level. Grab it then fly up, up, and away . . .

Level Two

You're in a flowerbed surrounded by those wicked Witches. Luckily, there's a fence to protect you for now. March up north, then make a right and take the stairs to the left. Make another right and catch the first bunny to the left. Now head south and go down the stairs. Oh no, here come the Witches!



When a Witch has turned you into a toad, try to run away until the spell wears off.

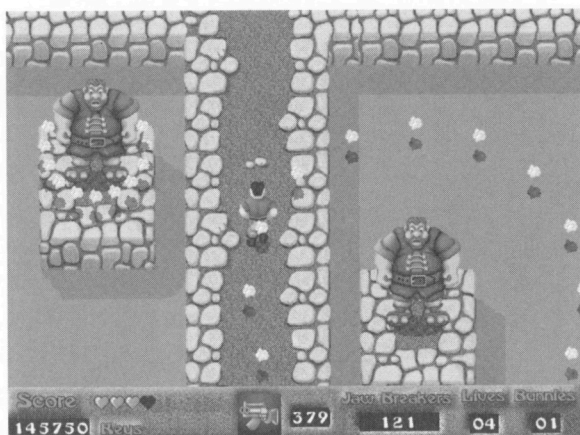
After you've battled these biddies, keep heading south until you find the red bomb (to the right). Continue west where you'll find the second bunny hiding next to the outer fence.

Go north and gently place the bomb by the red gate. BOOM! When you pass through the gate, an army of Toy Soldiers will attack. Send them their marching orders! Farther up north you'll have to grapple with more Giant Brothers. When you've rid this area of those big guys, pick up the three bunnies then head south again and into the fortress through the stairs on the west side. Now make two lefts and then head south for awhile. At the south end of the fortress you'll find the second-to-last bunny. Yes, almost there! When you get it, make your way back until you reach the area with the giant beanstalks, you know, where the hopping Giant Brothers were.

Head directly east after you've gone down the steps. Then go up and to the right. You'll come to another walkway surrounded by water. Cross it and head north. Here you'll find a light blue bomb. Careful now, it might go off. Stash it in your inventory and continue south. You know what to do when you reach the light blue door.

At this point, you'd better arm yourself with a heavy duty weapon. Up ahead, to your left and right, you'll find a number

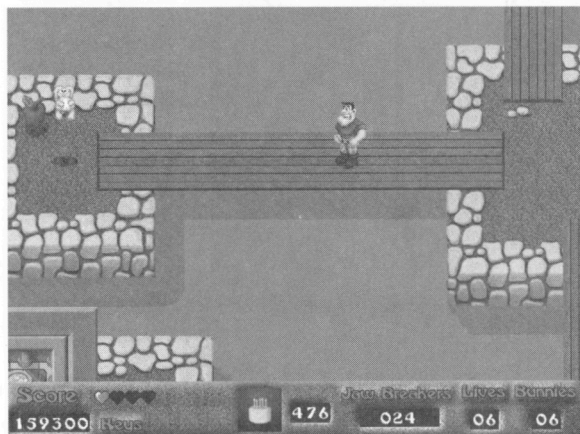
Should you try to kill the Giant Brothers or make a mad dash to the last bunny on level two? It's up to you.



of hopping Giant Brothers. You have two options here: either try killing each giant or make a mad dash to the bunny just up ahead. Once you're through, grab the bunny and wait for the chopper.

Level Three

You're surrounded by Red Dragons! Quickly run south and step over the bomb power-up. That should take care of a few of them. Snatch the bunny in this area, then hurry north. After you've crossed a few walkways, rescue the bunny stranded on an island to your left. Come here, you fuzzy rodent! Grab it and continue north.

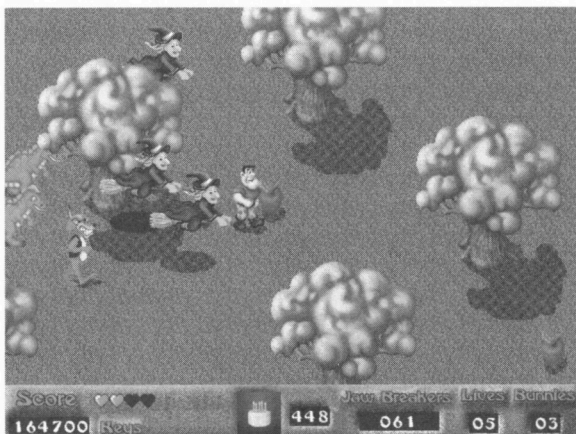


After crossing the walkways, hang a left to catch the first bunny on level three.

Make your way up the long flight of stairs, then turn right across an elevated bridge, and then head down another set of stairs. Proceed south, over another walkway until you come to yet another section of the fortress. Take the stairs on the right and then head south where you'll find another bouncing bunny. After you've grabbed it, keep going south. Watch out, a band of wicked Witches will sense you coming and will try to turn you into a frog. After you've put your own spell on them, continue south until you reach the end of your way. Go

up the stairs on your right, then south across the long boardwalk. Then make two rights and walk north until you find the next bunny.

Head south now, and then down the steps . . . uh oh, I hear more Giant Brothers! Hurry east for now and get ready for a massive onslaught of Wolves, Witches, Red Dragons, and Giant Brothers. As you brave the oncoming horde of bad toys, make your way up to the northeast corner of this area where you'll find the next bunny. After collecting it, head south. You'll find another narrow walkway that leads to the next bunny. Unfortunately, this area is surrounded by more Giant Brothers. Kill 'em, then make a run for the bunny.



After running down some steps and heading east, you'll be met by a pack of Wolves, Witches, Red Dragons, and Giant Brothers.

Continue north, then to the west. Only one more bunny and you're done with Fairy Tale Trail! Oh no! More Giant Brothers! When you've disposed of them, enter the fortress using the stairs that lead to the north. Fight your way up until you come to another set of stairs on the right. Hurry down the stairs, then head south. You'll find the last bunny hiding in its own little fort. Yahoo! You're done with Fairy Tale Trail. Now comes the hard part, soldier!

CHAPTER 5

MAGIC FUNHOUSE

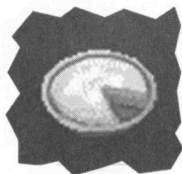


The Magic Funhouse is the weirdest, wackiest circus/amusement park you'll ever venture into. Its endless maze of slippery airgrates (they whisk you away like conveyor belts) and teleporters will make you wish you never hopped on this ride. But don't worry, I'll get you through this mess. Trust me.



THE WEAPONS

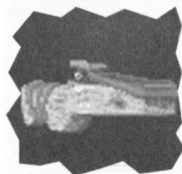
Unfortunately, you just can't put a magic spell on all the toys in this department. You'll have to do some tough fighting to get through this madhouse. Here's the cool weaponry you'll discover in the Magic Funhouse.



Pies

Food fight! I'm not sure if they're apple pies or cherry pies. All I know is that they're fun to throw. But boy, they sure make a mess!

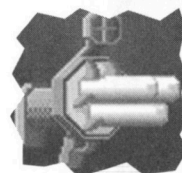
AMMUNITION: 20 PER POWER-UP
DAMAGE RATING: 4



Rubber-Band Shooters

While it's not a very powerful weapon, it sure comes in handy when you've got nothing else. Plus, if you angle it right, you can shoot around corners.

AMMUNITION: 30 PER POWER-UP
DAMAGE RATING: 1



Rocket Launcher

Now that's better! A Rocket Launcher can pierce through several bad toys with one shot. It's one of the most powerful weapons in the game. Fire! Fire! Fire!

AMMUNITION: 20 PER POWER-UP
DAMAGE RATING: 7

THE BAD TOYS

Stop clowning around, kid! Time to learn about the bad toys on this level. Listen up, here's what you'll be dealing with.



Evil Clowns

These clowns have a healthy supply of pies to throw at you and they're pretty accurate once they get close. I say give them a taste of their own medicine!

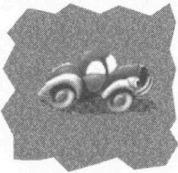
POINTS PER KILL: 1
DAMAGE THRESHOLD: 1
JAWBREAKERS: 2



Even Eviller Clowns

Nope, they have no pies. Instead, their weapons of choice are poisonous squirting flowers. They're tough little jokers; kill them when they're not looking.

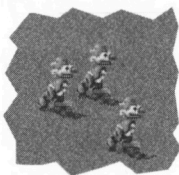
POINTS PER KILL: 2
DAMAGE THRESHOLD: 2
JAWBREAKERS: 1



Clown Cars

Behind the wheels of these automobiles are some extremely reckless drivers. When they pull over, a number of clowns jump out and attack. Try to destroy the car with a powerful weapon before it comes to a stop.

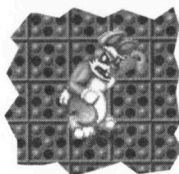
POINTS PER KILL: 40
DAMAGE THRESHOLD: 4
JAWBREAKERS: 5



Little Clowns

They may be small, but don't be fooled. They're fearless and tenacious. Once they jump out of the car, beware!

POINTS PER KILL: 1
DAMAGE THRESHOLD: 1
JAWBREAKERS: 1



Fluffy Bunnies

These carrot-carrying rabid rabbits are mean as heck! When you kill one of them, another one instantly pops out of a magic hat. Just keep moving and get out of their way!

POINTS PER KILL: 4
DAMAGE THRESHOLD: 3
JAWBREAKERS: 5

THE BATTLE PLAN

Okay, here we go, the Magic Funhouse. The only other thing I should warn you about are the Jack-in-the-Boxes. They're scattered throughout the department and have that nasty habit of popping out of the ground. If you're anywhere near them, it'll sting for awhile. Just watch where you're stepping and you'll be fine. Oh, yeah, you also wanna be careful with those nails and the rotten cream. Ready? Let's go!

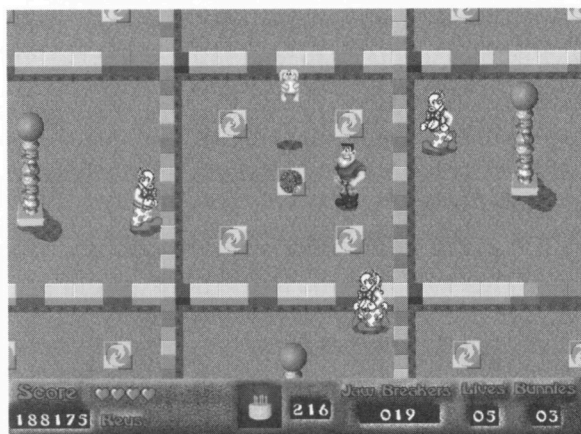
Level One

There are clowns everywhere, soldier! Hurry, grab the bunny to the right. Then head south, and then to the right. What's that smell? Ewww, slimy green stuff! Stay away from it! Keep going to the right and go up the stairs. Up north you'll find what looks like a gold ticket inside a room. After you've pock-

eted the ticket, march to the left and rescue the bunny from those nasty clowns. Now head back east, then south. Make your way down the steps, then turn to the left. When you find the gold door (shaped like a giant clown), open it and get the cute little bunny in this room.

Go to the right again, past the slime, and instead of going up the stairs, get on the swirling round spot on the ground (a teleporter). You'll teleport a little bit to your left. From here head west, then south. You'll come to what looks like a maze of teleporters. To navigate through this mess, enter the teleporter just to the south (it's the only one you have access to at this time). This will take you to a square on the left. From here take the teleporter on the top right to the next square. Then, once again, hop on the one on the top right. Then take the top-left teleporter, and when you've reached the next square, hop on the top-right one. It'll take you to the middle square where the bunny is located. Grab it, then get on the top-right teleporter. This will take you to the purple ticket. Snatch it and hop on the next teleporter. Man, I'm getting tired of these!

Now head south and go through the purple door. Yippie! Continue south, then make two rights. Hitch a ride on the airgrate. Head south again and to the right until you come to another, larger airgrate. Ooo, there's the blue ticket, but you



After reaching the center of the teleporter maze and grabbing the bunny, hop on the top-right teleporter.

can't get to it! Hop on the airgrate and try to stay in the middle. With a little luck, you'll not only catch the next bunny but the blue ticket as well. After you've collected both of them, head back west, then go south, and finally east again where you'll find the blue door.

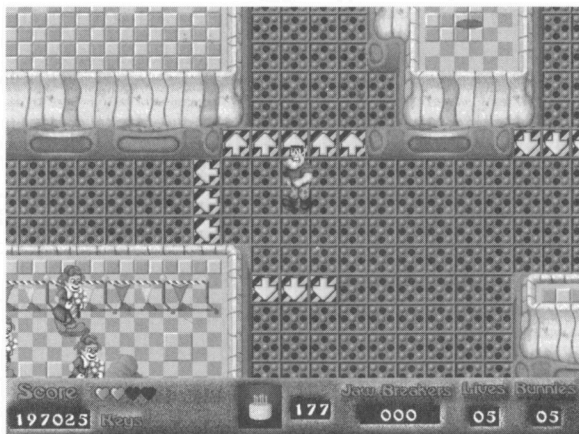
Open it and pick up the green ticket in this area. Go back to the small airgrate you came from. Go through the green door up ahead and get on the next airgrate. It's kinda fun, isn't it? When the ride ends, go through the large clown's mouth and grab the bunny up ahead. That's it, good job!

Level Two

Oh no, more airgrates! Argh, I'm starting to hate 'em. Okay, I think we can do it. Look to your left a little. You'll see a purple ticket on the airgrate. To get to it, go south, then make an immediate left. If you're in the middle of the track, you should be able to pick it up with no problem. Now head up north and open the purple door. You'll notice a teleporter ahead; hop on it.

You'll land right next to a waiting bunny. After you've caught it, get on the airgrate and use the up and right arrow key to access the airgrate to the north. (These airgrates are tricky and it can take a while to figure out how to use them. Keep trying.) If you miss it, you'll be taken back to your starting point. In this case, you should retrace your steps and take the teleporter next to the purple door you opened earlier. If you make the northbound airgrate, start pressing the up arrow key when the airgrate starts taking you south. You'll land on safe ground. Head up the stairs now and to the left. Just to the south you'll find the second bunny.

From here you'll want to hop on the airgrate again. Once again, hit the up key. This will take you to the northbound airgrate. Press the down and right arrow keys almost immediately. You'll be dragged to the right through a series of mazes and eventually you'll teleport to a circle. Be careful now, go forward then press the up key about a second later (past the northbound airgrate). With any luck, you'll end up in the large



After you've collected the second bunny on this level, you'll want to catch the northbound airgate.

clown's mouth where the next lost bunny is hiding. Grab it. Having fun yet? I bet.

Jump on the airgate again, but this time use the down key to force your way downward. If you catch the southbound airgate, you'll eventually come to a large area filled with nails, clowns, and Fluffy Bunnies. Use the down and left arrow keys to head southwest. When you've made it to safe ground, go up the stairs and collect the green ticket to the north. Make your way back down the stairs and get back on the airgate. You'll feel a lot of resistance going north, so use the up arrow key to get to the northbound airgate. Once you've made it, the airgate will carry you south and then west. Press the left arrow key when you start going north. This will take you to the next westbound airgate and to the next bunny. Snatch it, get on the airgate, and let it take you back "home."

Now head up north and open the green door. When you get on the teleporter up ahead, it will take you far south. Head north, then to the right, and then south again where you'll find a yellow ticket. Continue north, and find the yellow door to your left. Once you've passed through it, follow the passageway to the right. You'll come to what appears to be a dead end. Actually, there's a secret entrance just to the south. Trust me, you'll find it. When you do, head south, then east to the next teleporter. Get on it. ZOOM!

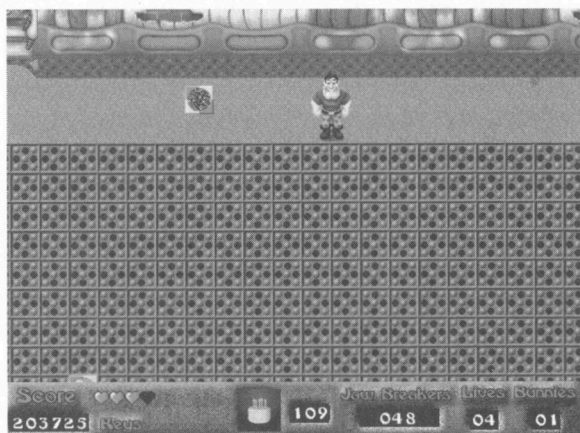
You'll be teleported to another location. Head up north through the gate shaped like an evil rabbit. You'll find the next bunny in the upper-right corner. Grab it and head southeast until you find the brown ticket. Proceed south and go through the brown door. MORE AIRGRATES! Argh! Once again, let the airgate take you back to your starting point.

Now, to get the blue ticket hop on the southbound airgate, then make a left and immediately start pressing the down arrow key to go south. You'll enter a southbound airgate. Keep pressing the down arrow key; you'll want to enter two more airgrates heading south. When you finally make it, you'll find the blue ticket directly to the southeast. Pick it up, then head back "home" by letting the airgate run its course.

Go north and open the blue door. Hmm, I wonder if you're getting close to the end? When you get on the teleporter you'll be magically whisked away to another location. When you land safely, go to the left, then down the steps. Bad guys at six o'clock. Take out all of them before continuing.

Now here's the most difficult part of this level. The airgrates are all somewhat random. The objective is to make it to the southeast corner. How? Through trial and error, of course. You'll eventually make it. When you finally succeed, go up the stairs and then down to the last bunny. Grab it and fly out.

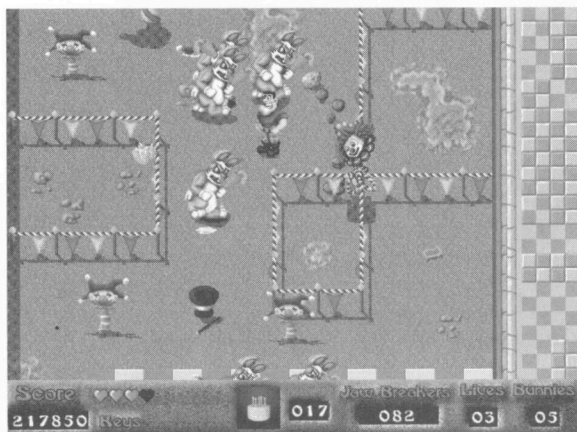
To get through these random airgrates and to the southeast corner, enter at this location, then head south, then to the left, then down to your right.



Level Three

Whew, I bet you thought you'd never get past that last maze of airgrates. Well, you're almost there. Go to the left and then into the narrow walkway that leads you to the brown ticket. Take it, then head back. Go up north and hop on the northbound airgrate. Proceed east now, and then south. You'll see more eastbound airgrates. Take one of them to the next bunny. When you've reached it, go back by stepping on the westbound airgrate. Now head south to the brown door. Step through it and grab the bunny to the left. Two down.

Retrace your steps, this time making a left. Go up the stairs, then to the left. You'll find two bunnies in this location—one is hiding to the left, right next to a building, the other one is waiting to the south. Scoop up both of them, but don't forget to pick up the purple ticket. Now take the teleporter on the right. You'll be teleported back to the place you started. Go west, then north and through the airgrate until you come to the purple door. After you pass through it, climb the stairs on the left, then head south down more stairs. Now catch another airgrate. You'll come to an area full of that yucky slime. Careful, there are Jack-in-the-Boxes here, too. March south until you find the blue ticket, then take the teleporter directly south of the ticket.



Watch out for the Jack-in-the-Boxes and the Fluffy Bunnies on your way to the blue ticket on level three.



Don't forget to grab the green ticket to the south before hopping on the teleporter.

After you've teleported, head south and to the right. When you come to the blue door, open it. Now head north and then south. You'll eventually come to another set of airgrates, one going north, one going south. Jump on the one going north then quickly make two lefts and head straight down until you come to another bunny. Grab it then continue north.

Ride the airgrate to the left. It's a little slippery here, so be careful. You'll find a bunny just up ahead. Rescue it, then take the teleporter on the left. Once you've landed, head south, then to the right. Find the next bunny in this area. Before you get on the teleporter, you must collect the green ticket that is directly south of the teleporter.

Now, with the green ticket in hand, head down and to the right. Open the green door and head north to a room with more green slime. Yuck! Go north and then to the west (past the yellow door). Go up the passageway that leads to the north. You'll eventually find the yellow ticket. Take it and head back to the yellow door and open it. Grab the last bunny! Yes, you've survived the wild ride of the Magic Funhouse.

CHAPTER 6

BARGAIN BIN

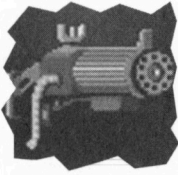


The Bargain Bin, what a nightmare! This place is stuffed with useless junk like mechanical dogs, slot cars, building blocks, mini pool tables, clunky robots, and left-over baseball cards no one wants to collect. Now, you did great in the other four departments, but I've got to send you into this hell hole to rescue the last remaining bunnies. Good luck, soldier!



THE WEAPONS

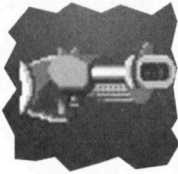
What? You want more? Aren't thirteen weapons enough? Okay, here's two more weapons, but that's it, kid! I mean it this time.



The Ozzie

The Ozzie is a hard-to-find item, since very few bad toys have it stashed away. If you're lucky, you'll find one of these rapid-fire guns. But don't count on it.

AMMUNITION: 100 PER POWER-UP
DAMAGE RATING: 1



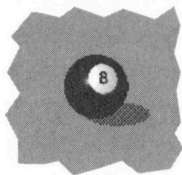
Tracer Disc

This gun is a little bit more powerful than the Ozzie, but it doesn't fire quite as fast. If you find one in the Bargain Bin, consider yourself a lucky soldier!

AMMUNITION: 50 PER POWER-UP
DAMAGE RATING: 4

THE BAD TOYS

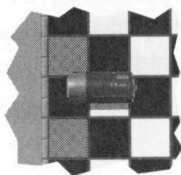
The bad guys in this department seem to have a chip on their shoulder. Since no one wants to buy them, they're out for revenge—and Power Pete, the best-selling action figure on the market, is their main target. Don't let them push you around, you hear?



Eight Ball

When you teleport to a pool table, keep an eye out for these high-speed Eight Balls hurtling toward you.

POINTS PER KILL: 2
DAMAGE THRESHOLD: 2
JAWBREAKERS: 1



Batteries

These rolling batteries are more of a nuisance than a real threat. It's not a bad idea to just leave them alone and let them roll right by you; but you can't damage them when they are moving.

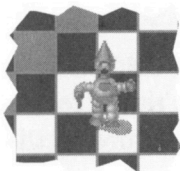
POINTS PER KILL: 7
DAMAGE THRESHOLD: 3
JAWBREAKERS: 10



The Dogs

These dogs have a real attitude problem. They'd love to take a huge bite out of your action-hero behind. Send them to the happy hunting ground.

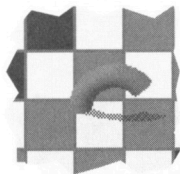
POINTS PER KILL: 2
DAMAGE THRESHOLD: 1
JAWBREAKERS: 1



Robots

Yelling out “Danger, Danger,” these hard-nosed robots seem to have short circuited the CPU in their brains. Though they’re dumb as posts, these robots are programmed to do one thing well: hunt you down persistently. Killing them is a major undertaking.

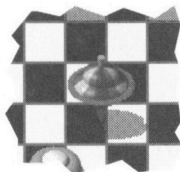
POINTS PER KILL: 9
DAMAGE THRESHOLD: 3
JAWBREAKERS: 3



Slinky

More of a pest than an opponent, the Slinky is another item that time forgot. Since Slinkies are slow by nature, they’re an easy target and sometimes offer useful power-ups and weapons when killed.

POINTS PER KILL: 2
DAMAGE THRESHOLD: 1
JAWBREAKERS: 2



Spinning Tops

Yikes, the spinning tops are a perpetual nightmare! Constantly twisting and turning to attack you, they are relentless in their pursuit. Try to outrun them if you can.

POINTS PER KILL: 16
DAMAGE THRESHOLD: 4
JAWBREAKERS: 5

THE BATTLE PLAN

The Bargain Bin is no place for innocent bunnies. You, too, should be on the lookout for the slot cars on the race tracks. They zoom around like maniacs and stop at nothing. Also, be careful around the fire hydrants—the water they spurt out can damage Power Pete's plastic skin.

I just have a few more pieces of advice, soldier, before sending you out into that jungle. Don't try to kill all the bad toys on this level, just the ones that interfere with your mission. Besides, most of them don't offer much in terms of weapons or power-ups when you kill them. Just go about your business and rescue the bunnies as fast as you can. By now, you should have a healthy stock of lives, so if you die a few times, just shrug it off. So what if you lose a life or two, it's near the end of the game, anyway.

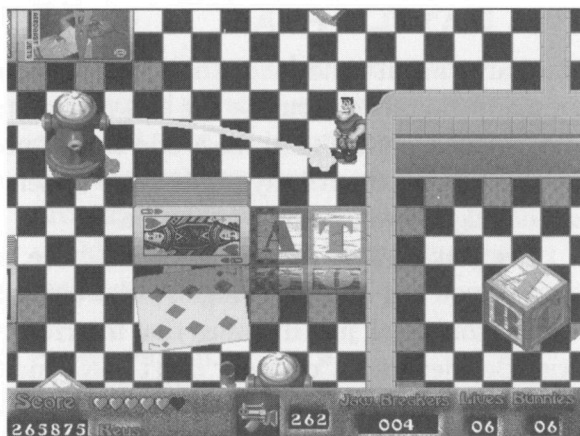
One last hint. When you use the teleporters, you'll be invulnerable (a blue shield will surround you) for a few seconds, giving you enough time to get away from hazards and bad toys. Got it? Perfect. Now let's conquer this last bastion of Toy Mart! CHARGE!

Level One

Head south and go through the doorway. Further down, to the right, you'll see the first bunny. Grab it, and then head west. You'll find the purple key sitting on a seven of diamonds card. Now head back east, and then up north through the doorway you came from. Go around the fire hydrant (careful, don't touch it or the water) and present the purple key to the monster truck. The truck will roll away, giving you access to the next area.

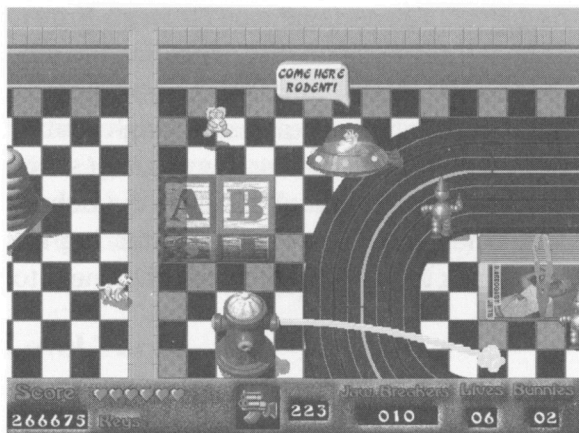
Head north, then west. In the top-left corner, you'll find the next bunny. Now go south, around another fire hydrant, until you come to a teleporter. Hop on it. You'll land on . . . what's this . . . a pool table? Sorry, there's no time to play, you have

Be extremely careful around the fire hydrants.



your orders! Grab both bunnies on the pool table as well as the light blue key. Now jump into the bottom-right corner pocket. You'll be teleported a few inches south. Go to the right. Watch out, dumb robots everywhere! When you come to the monster truck, head south and collect the bunny before entering the next area. Walk back up to the truck and open the door.

What's that up ahead? Look, it's a space ship! I wonder if it works? Hop in and find out. Bingo! Now fly up north. By the way, you are invulnerable to the bad toys while in the ship, so don't be afraid to fly into those evil guys. The spaceship will kill any enemy, except the batteries (when they are rolling). In the upper-left corner you'll find the next bunny. Now quickly head east, following the path of the race track. When the track bends to the right, you'll see the green key behind a stacked deck of cards. Grab the key, then keep heading straight south. Before the spacecraft runs out of fuel, you should be able to land near the next bunny (check your radar if you get lost). When you've spotted the bunny, go through the green door and grab it. That's it, you're outta here!



While in the spaceship, you're invulnerable to the bad toys.

Level Two

You start this level on a pool table. Head into the upper-center pocket. This will teleport you to a new location. When you land, head up north, and then to the west. You'll see the first bunny just up ahead. Grab it. Now head south and into the teleporter. This will bring you right back to the pool table.

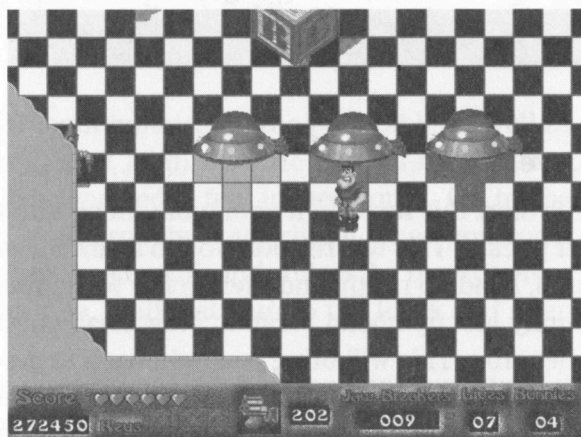
This time enter the upper-left corner pocket where you'll teleport to another new place. When you land, go north, working your way through a maze of toys, until you see the purple key in the upper-right corner of this area. When you have it firmly in your grasp, head to the left. Look, another bunny! Grab it, then go south and hop on the teleporter just ahead. This is too easy! Or is it?

Back on the pool table, slip into the upper-right corner pocket. This will teleport you to another pool table. Watch out, it's the Eight Balls! Quickly enter the lower-center pocket. You'll be teleported a few inches to the south. Head to the southeast now, around the fire hydrant, and then directly south. Yes, another bunny!

Head west now, then north. When you come to the purple truck, go through it. Check it out, three spaceships similar to

the ones on the first level. Choose one and fly west. Knock over as many robots and tops as you can, then head south. When your ship runs out of fuel and dumps you on the ground, continue southeast into an area that is semi-covered with sand. Here you'll find the next bunny playing in a sand-box. No time for a beach party, though! Collect the bunny, then head to the left. When you come to a teleporter, hop on it. You'll be teleported back to the pool table, but right next to a green key. Bonus!

While on level two, get on one of these spaceships and run over as many bad toys you can before running out of fuel.



Pop into the upper-center pocket and teleport to another section of the same pool table. Jump into the bottom-center pocket. Am I going too fast for you, kiddo? When you land, head west, then north through the purple doors. You should have two spaceships left. Hop on another one and go west, then continue south, just like the last time, until you run out of fuel. When you come to the green monster truck, run through it and grab the light blue key nestled on the joker card. Head up north, then to the right and into the familiar sand. On the far bottom right you'll find another teleporter. Jump on it. You'll come back to the pool table.

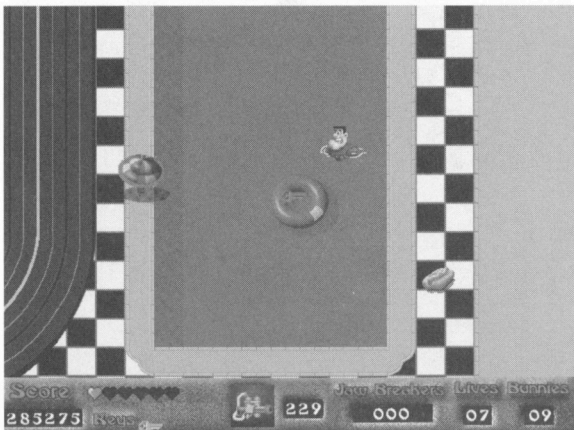
Now make a run for the upper-left corner pocket. When you land, you'll see the light blue monster truck to your left. Open it, and grab the bunny hidden inside. Then head south-

west and get on the teleporter. ZOOM! You'll land back on the pool table. Hang in there, only one bunny left. Now jump into the bottom-right corner pocket. When you land, go for the bottom-right corner pocket. You'll land on yet another pool table. Again, head into the bottom-right corner pocket. When you land, you'll see the next bunny right next to you. Grab it and fly out!

Level Three

As you start on this level you'll see the first bunny just to your lower left. Grab it, but at the same time watch out for those pesky dogs. You're almost at the end, try not to get bit. To the bunny's left you'll see a green key. Grab it and start heading to the right. After you've passed the slot car accelerator and the Power Pete baseball cards, head up north along the race track and follow it as it curves to the right, then south. For now, just ignore the bunny to the left. Keep following the race track (make sure you are on the right side of the track) until you come to a swimming pool.

Jump into the pool and snatch the purple key that's floating on an inner tube. As you head back up north, make sure you hug the right side of the tracks. When you get to the top, head

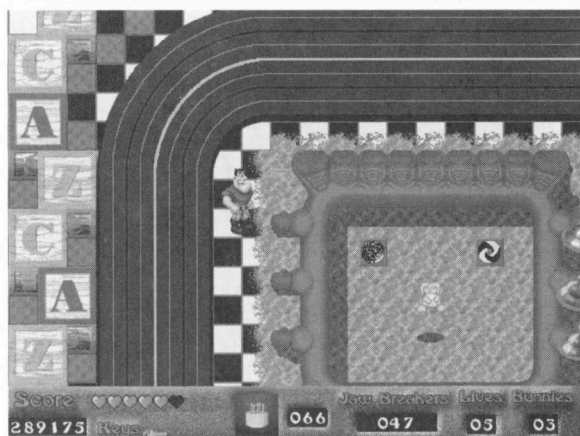


Time for a swim. The purple key on level three is located on an inner tube in the swimming pool.

to the left where you'll see the bunny you passed up earlier. Grab it, then head around the Power Pete baseball cards, then up north. Look out, you won't be able to get past the fire hydrant up ahead without getting hurt. Head to the left, then back up north around the fire hydrant. Again, stay on the right side of the race track. When you get to the upper-right corner, you'll find the next Fuzzy Bunny. When you've gotten a hold of it, march to your left. Hey, look, a bunny stuck on an inner tube in another pool! Jump into the frigid water and rescue the poor fellow. Now head to the left again.

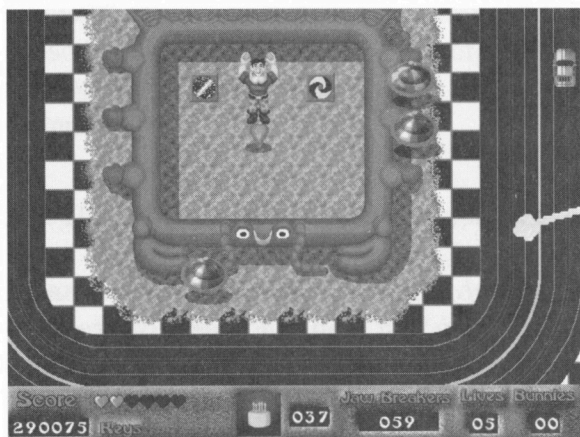
You'll eventually come to the purple monster truck. Open the door and rescue the bunny hiding inside. Just to your left you'll see another teleporter. Hop on it. The teleporter will take you . . . you guessed it . . . to a pool table. Rescue the two bunnies you find there and then plunge into the bottom-center pocket. You'll be teleported to a small race track that is enclosed in building blocks. Careful now, there are spinning tops everywhere! Head up north where you'll see the next bunny. Unfortunately, its sandbox is closed off and there's no way in. Don't worry, you'll get this one last. Grab the light blue key to the left of the sandbox and jump into the teleporter located on the right side of the tracks.

This bunny can wait. But don't forget to grab the light blue key and use the teleporter to the far right (off-screen).



When you land back on the pool table, enter the lower-left corner pocket. After you've landed, follow the race tracks south but try not to get hit by one of those maniacs driving the slot cars. When the race tracks enter a straightaway (just below the pool table), you'll see the light blue truck. Pass through it, then head to the left. Another bunny will be waiting for you in a sandbox. Grab it, then head north. When you come to the green monster truck, open the door and collect the yellow key and bunny waiting patiently inside.

Now move south and into the teleporter located at the end. Hey, just one more bunny left and your mission is accomplished! Now that you have the yellow key in hand, present it to the yellow monster truck. When it rolls away, enter the pocket the truck uncovers. You'll be teleported to the sandbox with the last bunny. Grab it and you win the game! Congratulations, soldier! I think this calls for a celebration!



Collect the last bunny and you win the game. Congrats, soldier!

CHAPTER 7

INTERVIEW



Shortly after the completion of this guide, I had the pleasure of sitting down to chat with Brian Greenstone, one of *Power Pete*'s creators. In our conversation, Brian candidly discussed his early interest in computer games, the creative process behind *Power Pete*, and the concept of "sugar-coated" violence.

TD: *How did Pangea Software get started?*

Brian Greenstone: Well, believe it or not, I think I owe it all to an ex-girlfriend of mine. I was going to college in Austin, and she was going to college in Houston. When I came home for Thanksgiving in 1988 we broke up. I was really bummed not having a girlfriend, so when I came home for Christmas break the following month, I had absolutely nothing to do. To kill time, I started working on a game called *The Doom Moons of Kroy* which later became known as *Xenocide* (it was an Apple IIs game).

Right before I left to go back to Austin, I went ahead and registered the company, Pangea Software, at city hall. A friend of mine had started his own company and he told me

about all the wonderful tax deductions one can make with a company name! Unfortunately, I was in such a hurry to get the company registered before I went back to school that I forgot to check the spelling of “Pangea” before I filled out the forms. For the life of me, I couldn’t remember if it was P-A-N-G-E-A or P-A-N-G-A-E-A. Of course as my luck would have it, the correct spelling is “Pangaea,” but my company is now forever spelled incorrectly as “Pangea.” For those who don’t know, Pangaea is the name of the continent that existed billions of years ago when all of the current continents were combined into one land mass.

TD: What got you involved in programming?

Brian: A cousin of mine had a TRS-80 which I thought was the coolest thing in the world! You could spend hours typing in POKE 2432,30 commands and eventually arrive at a black-and-white block figure of a man on the screen! Ooooh! Anyway, shortly thereafter I got myself an Atari 2600. At that point I was hooked. My parents wouldn’t buy me a computer, but they enrolled me in night classes at the local high school (I was still in junior high). As is always the case, my post-pubescent friends and I blazed past all of the “adults” in the class and I had my first game written in about three weeks. I can’t remember the name of that game, but it was a lot like *Lunar Lander*, but much more complicated.

About a year went by and I still didn’t have a computer. I did, however, have a typewriter, so when I got bored, I’d write out code on my typewriter in the hope that someday I’d have a machine to try it on (geeky, eh?).

Finally, my folks broke down and bought an Apple II+. Within 2 years I had written two games which I tried to get published—I had no success with either. The first game was called *The Final Frontier*. It was based on a great Apple II game called *Taipan*—very similar to *Spaceward Ho*. The second game was called *Bloodsuckers*. A few years ago, I de-

cided to remake *Bloodsuckers* for the Mac as my first Mac project. The funny thing is that the Apple II version was better than the Mac version even though the Mac version had better graphics and sound.

One thing led to another and I finally got a job doing software for the blind. It didn't pay much, but it was rewarding. A few years later, I got involved in Apple IIgs programming. My first published game, *Xenocide*, hit the shelves and I followed it up by doing a ton of shareware for the Apple IIgs. This exposure eventually got me hired by a company named Visual Concepts, and there I did three Super Nintendo games. Two years ago, I got a job at Mindscape where I did another three Super Nintendo games, and now I'm working on the Sony Playstation. In the midst of all that, I found time to do *Firefall Arcade* and later on *Power Pete*.

TD: How did the idea for Power Pete come along?

Brian: After I finished *Firefall*, I started dabbling with a ¼ overview scrolling engine for the Mac. The game *Zombies Ate My Neighbors* for the SNES had just come out and I really liked it. I wanted to do something similar on the Mac. I fiddled with various concepts while developing the scrolling engine, but I wasn't happy with any of them.

One day, I was driving to the beach to go boogie boarding with a friend of mine who had worked with me on one of my SNES games. I told him that I wanted a game concept that would be targeted at the Mac market. At the time, my vision of the Mac game market was that it appealed mainly to low-impact gamers like parents and younger children. I wanted a concept that could be really high-action while not scaring off the parents. My friend, Colin, suddenly came up with the idea of an action figure in a toy store.

Immediately I knew that was what I was looking for. It fit the mold perfectly! It could maintain a high degree of violence, but of such a type as to not alienate parents and a

younger audience. It seemed that a game based on that concept could appeal to everyone across the entire consumer spectrum.

So, now that I had a concept, I proceeded to write a design script. The script I came up with eventually had twelve toy-store departments. Needless to say, we had to trim it down to five. The original design was absolutely massive! It would have taken six years to complete if we had done all twelve departments.

TD: From inception to completion, how long did it take you to create Power Pete?

Brian: These kinds of things are always difficult to estimate. Technically, I started work on the scrolling engine in early November of 1993. We had a quick mock-up of the final concept for MacWorld in January 1994. The code for the game was basically completed around August 1994, but the art was still in production until around December 1994. At this point, it had been roughly a year.

We considered the game to be pretty much done, but we still did not have a publisher for the game. MacPlay signed us on on December 31, just in time to get stuff ready to demo at MacWorld Expo 1995. Shortly after MacWorld, we decided to make a few small changes in the game, but somehow these changes dragged on for another five months. The average user would have seen very few changes between the MacWorld version and the final version. The main differences are visible when you look at the demo of *Power Pete* and compare it to the release. You'll notice that the demo has control options for the mouse and different keyboard configurations. This was taken out of the final release.

So, depending on how you look at it, the game either took about a year, or about a year and a half. Another thing to also consider is that not only did I do all of the programming in my spare time after work and on weekends, but the two artists on the project also worked for free during that time.

TD: *The art in Power Pete is spectacular. Who worked on the art?*

Brian: The two main artists on the project were Dave Triplett and Scott Harper, both of whom lived in Chico, about 200 miles south of where I live. My brother, Peter, actually came up with the original *Power Pete* character concept, but Scott fleshed him out to the final form. Dave did most of the full-screen graphics and Scott did most of the tiles and playfields. If my memory is correct, Scott did about 75 percent of the enemies in the game, and Dave did the rest.

TD: *So, if you guys lived in different cities, how did you put the game together?*

Brian: This entire bloody game was developed over a phone line using modems. I had to explain everything I needed over the phone, which is a horrible way to develop a game. We used America Online to transfer art and data files back and forth. It's very difficult to get what you want when you can't meet with an artist face-to-face and discuss things. I'll never work that way again—it gives me an ulcer or aneurism or something.

TD: *What kind of computer tools were used to create monsters, levels, and so on?*

Brian: A while back a friend of mine taught me a very valuable thing: "You're only as good as your tools." The addendum to that is "You're only as good as your tools that you have with you." I firmly believe in that statement. The quality of a game relies entirely on the quality of the tools used to create the game. For that reason, I always spend a lot of time developing tools for a project before I begin a project.

Power Pete mainly used an in-house tool I wrote called OreoEditor. This tool was also used to do *Bloodsuckers* and *Firefall*. The tool provided the artists with a very easy way to

create sprites and set up animation scripts. It also has a map-editing tool which we used to create all of the playfields in the game. The great thing about the tools is that the artists were able to take it and put their art into the game without any intervention on my part. They could test enemies, maps, background images, and the like all on their own. I've since upgraded OreoEditor for doing work on the Sony Playstation.

The other tool I wrote specifically for *Power Pete* is called AnimHelp. I actually released AnimHelp as shareware since it seemed like something that a lot of people could use. In a nut shell, AnimHelp is a little animation utility that makes it very easy to test hand-drawn animation cells from any paint program.

The rest of the tools were all commercial products. The best tool we used took us months to find. It's called Brush-strokes. It's your average painting program except that it has every feature a game developer would ever want and it only costs about \$40! This program is excellent for the price and we could have never gotten *Power Pete* done without it. The bummer is that just the other week I found out that Brush-strokes has been discontinued! I really hope they bring it back because it totally kicks butt!

From what I remember, the artists also mainly used Strata Studio Pro and Photoshop for the rest of the art. I had to write the code in both Think C and CodeWarrior. The 68000 version of *Power Pete* required in-line assembly which CodeWarrior didn't support, so I was stuck using Think C. On the same note, Think C didn't compile PowerPC code, so I had to use CodeWarrior to make the native version and create the final fat binary application.

TD: *There aren't a lot of blood and guts in Power Pete. Did you do this so you could attract a larger audience?*

Brian: Well, as I mentioned earlier, we specifically tried to avoid alienating parents by "sugar-coating" the violence in the

game. When you think about it, *Power Pete* is a very violent game—heck, you pretty much kill and blow up everything you ever come in contact with! The difference is that to the naive parent it seems like you're just popping balloons or something. This goes both ways, however. Many people who only glance at the game think that it's a kids' game, but once they've spent some time playing it they realize that it really is a fast-action shooter game wrapped in a misleading "cloak of glee" designed to blind-side parents. Well, perhaps I'm taking it a bit too far, but yep, I like to refer to the game as being a "non violent, violent game." Tame enough for kids, but powerful enough for blood-thirsty adults.

TD: What is the most difficult level or department in Power Pete, and do you have any hints that might help us get through it?

Brian: I think that the Bargain Bin is actually the hardest department. Mainly because unlike the other levels which are heavily structured, the Bargain Bin is one giant random mess (intentionally, of course). Other levels have clearly defined areas such as the lollipop farms in the Candy Cane levels, or the castle areas of the Fairy Tale levels. But the Bargain Bin levels are mostly just random messes and therefore very difficult to navigate. The only advice I can give is to have a good memory and lots of patience.

The Funhouse levels with their conveyor belts are also pretty challenging. Check for conveyor belts that change directions in different areas—sometimes those may be the key to completing a level.

TD: Hopping Henry looks a lot like Barney. Was that intentional?

Brian: Aw, jeez! If one more person says he looks like Barney I'm gonna . . . I, Brian Greenstone, do solemnly swear that

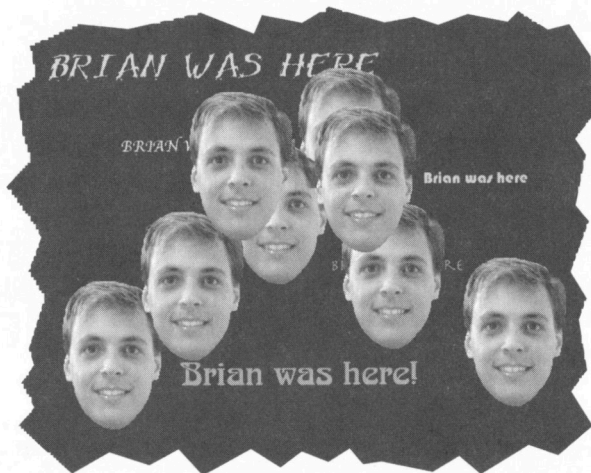
Hopping Henry was not intended to look anything like any person, plant, cartoon character, stuffed animal . . . whether living or dead or conceived of in any other manner. All enemies in this game are fictional, your mileage may vary.

TD: *What do you plan on doing next?*

Brian: I'm currently experimenting with a 3D-game concept using Apple's new QuickDraw 3D. Basically, I'm looking into doing a multi-player networkable 3D fighting game. I'm not doing a fighting game like *Mortal Kombat* or *Street Fighter*, this game will have a unique idea behind it which I'm keeping secret for now, but suffice to say that you'll be able to battle eight of your friends on a network at the same time in full 3D (plus some other goodies!).

TD: *Any final Power Pete tips you can clue us in on?*

Brian: It's never over 'til it's over!



To view Brian's head, hold down the Option and Command keys while selecting Views from the main menu.

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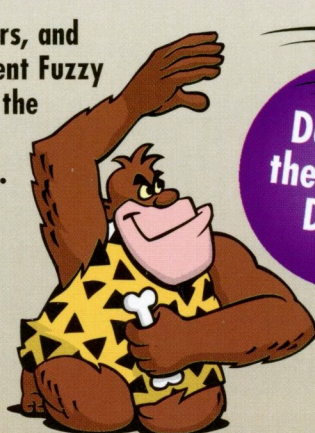
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TUNCER DENIZ is the author of *Marathon: The Official Strategy Guide* (Prima), publisher of *Inside Mac Games* magazine, and game forum leader on Apple's eWorld™.



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Platform: Macintosh CD-ROM



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