

MAYHEM

SPOTTYLAND

SAD



SPOTTYLAND STAGE 3 TIME LIMIT: 250 DUST QUOTA: 15 STAR QUOTA: 159



RINGED MONSTERS LEAVE BEHIND MAGIC DUST





CAST OF MONSTERS

DINO – A very common monster in Spottyland, and the Dinos here have learned to jump, spit and move with immense speed.

PADDLER – A rather placid little creature, which is only naturally found in the water sections. He moves quite slowly, and is easily avoided.

FLAME – These only makes an appearance on Spottyland, which is a good thing, as they roam around life-saving platforms causing havoc.

BEAKYDACTYL – Similar to the flapodactyl found on the previous levels, this one moves swiftly in the most awkward of places.

BLURP – A much more formidable opponent than his little brother, and thankfully only appears once

throughout the entire game. He fires lethal bullets which must be avoided at all cost.

CANNONBALL – This is indestructible on this level, and can be found bouncing around towards the far right. Jumping over it is the safest bet, as it really can move when it wants to.



HAPPY



SCORE MULTIPLIER

SHIELD

HALF LIFE

EXTRA LIFE

10 ST



SCORE MULTIPLIER

SCORE MULTIPLIER

SCORE MULTIPLIER

CONTINUE

EXTRA LIFE

HALF LIFE

SCORE MULTIPLIER

LEAPER FISH - These are very tricky to get past, as Mayhem will bounce straight back off if he charges into them. The best method is to observe their timing, then swim for it.

LITTLE FISHY - This only appears once during the level, and is more of a help than a hindrance... bounce on him to collect a 10-star bonus.

HOPPER - Similar to its earlier incarnations, he hops (oddly enough), leaps and jumps around like Dave does when the electric bill arrives.

INFLATOR - These inflate and so can be bounced on for an extra high jump. They are essential in certain areas of the level, so try not to kill any if you collect a shield, as you'll probably end up cutting yourself off from a large part of the level, and this is not a very good thing, no it's not.

DRAGOSAURUS - Found in the caves to the left of the level, this bullet-bombarding beast (even if it isn't, it's still a pretty nifty bit of alliteration) guards a rather special bonus. Ducking under his bullets is the key to survival, as there aren't any other ways to avoid them.



FOLLOWING THE MAPS

This month the Mayhem in Monsterland maps are laid out slightly differently to normal. What you do is start with the Sad map at the top of page 39. When you come to the end of that section of the map turn the page and the map continues along the top strip on pages 40 and 41. When you reach the end of that top strip, you turn back to page 39 and the map continues on the second strip down. And so on, as they say. More Mayhem mappery next month.