



# Titus the F

P A L A C E

taken to the Harem of Shah Hassan. She is now an unwilling concubine to be used at the knight's discretion.

You must adopt the guise of Titus and try your hardest to battle through all 15 levels of frenzied arcade action.

Each level must be negotiated correctly until you can find the exit that will lead to the next level. Many enemies will try to thwart your attempts to rescue your beloved.

A lot of the level inhabitants will just wander aimlessly around causing a nuisance and getting in the way.

Remember though that some of them will have weapons they will throw at you so it's best to defeat them as soon as you can.

Most of your adversaries can be defeated by throwing objects at them. The projectiles can be found scattered about the landscape.

Some of the levels will be guarded by extra powerful ene-

mies who will take quite a number of hits and also try to attack you with any of the weapons that are lying close at hand.

There is always a set way to defeat them but this will take a lot of working out so be patient.

You start the game with three lives including the one you begin with. Each is depicted as an energy bar that contains enough power to sustain about five or six hits.

If any is lost, energy can be regained by collecting the bonus icons that are littered about the levels. Collecting 10 of the



*You perch precariously on top of the lamp-post eyeing the pile of bonuses that await you. Meanwhile, a thug sneaks up behind you.*

for our hero in this adventure is a beast of chase.

The aptly named Titus The Fox tells the tale of a young and spritely carnivorous quadruped who has a slight problem.

## Foxy lady

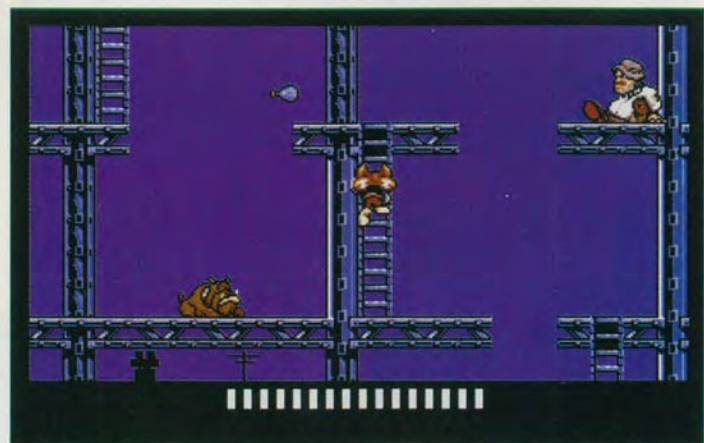
While out in the Sahara Desert on an investigative assignment, our hero's girlie was suddenly foxnapped by some unscrupulous bandits and

**T**he word hero is synonymous with muscle bound fighters of evil or gutless wimps who have somehow learned to master the courage they have possessed since childhood.

You ask 100 people to draw a picture of a hero and I bet my bottom dollar that no one would draw a picture of a fox. Yes that's right, a fox,



*You notice the two energy icons and must first dispatch the thug by throwing the box at him. The bees could be a problem though.*



*This scaffolding doesn't provide much cover so the dog waits anxiously at the bottom of the ladder waiting for you to fall off.*



# OX

icons will award you with an extra life at the end of a stage.

Besides the energy icons, other valuable things can be collected to help you on your way.

Any objects that you find lying around can be used to get rid of your adversaries and some of them will give you a special bonus.

## Crazy like a fox

The best two you can collect will allow you to restart at the last location you reached or give you an important code for the level you are currently on.

Besides the deadly traps and extremely cunning layouts, you will also be able to access loads of secret rooms.

Some of them will just lead you to bonus rooms where energy can be collected, but most will advance you a certain amount on the level.

So if your lucky you might be able to get past a tricky situation without too much bother.

If you like a platform game with a twist of humour – which appears to be the norm just now – then Titus the Fox might just be the game for you for you.

**Jason**

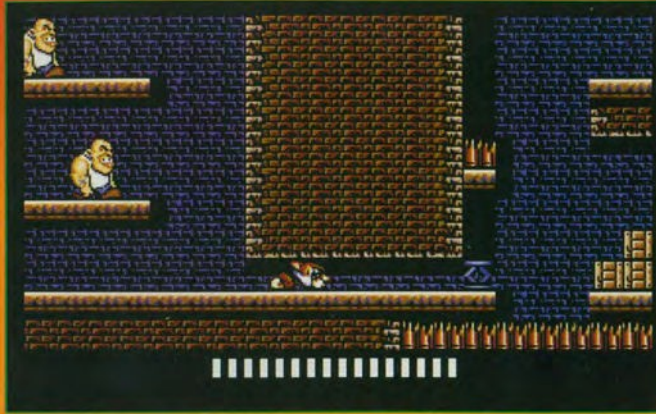


## WIN A FOXY LITTLE NUMBER

What would you give for the chance to win a Titus the Fox T-shirt and a copy of the game? Well, all we want you to do is answer one simple question and send it in before May 15 to: Fox in a Box Compo, ST Action Inc The One for ST Games, Europa House, Adlington Park, Macclesfield SK10 4NP. The winners will be notified by post.

**The Question:** What was Basil Brush's famous catchphrase?

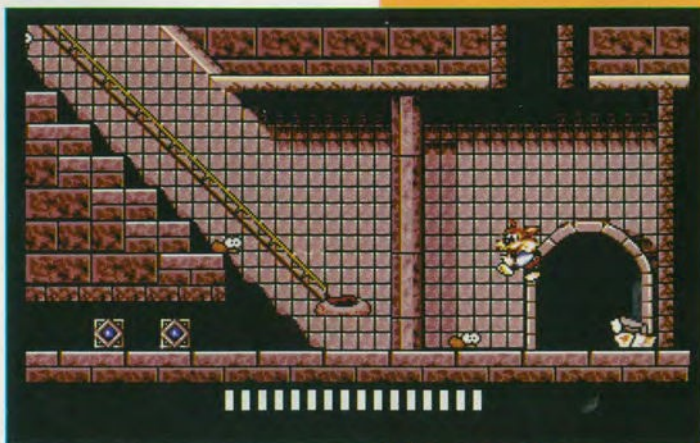
- 1: Alright matey-bob.      2: Boom, Boom.      3: Look at the size of that sausage.



In the sewers, you must crawl around to find the exit. After clearing the spikes, the thugs are next.



The end of level three guardian must be defeated by throwing the ball at him several times. He will try to hit you with his rocks.



After entering the underground network, you greedily eye the two energy bonuses that lie under the stairs.



Fireballs galore! You must find the safe areas and jump over the flaming projectiles. Sounds easy, huh?

**GAME: TITUS THE FOX**  
**PRICE: £25.99**

Platform games seem to be the 'in' thing at the moment, with some excellent releases such as Parasol Stars and Robocod. Titus the Fox is another game that could be set to join them up at the top. As with most games of this type, a lot of emphasis has been put on the antics of the main sprite. The fox character is extremely cute and moves very well indeed, with a few nice comic animations thrown in for good measure. The graphical side of the game is very colourful and detailed and this greatly adds to the atmosphere. Sound is a nice little ditty that does become slightly repetitive after a while but this can be turned off with a simple key press. The only minuses for this product are the flip-screen scrolling that does occasionally tend to play havoc with the eyes and the slowing of the action when there is a build up of characters on screen, but this is successfully disguised by challenging and addictive gameplay. Very nice indeed.

### LEAGUE RATING

3 ROBOCOD

★ 4 TITUS THE FOX ★

5 HARLEQUIN

PLATFORM

GAMEPLAY:

SOUND:

GRAPHICS:

**RATING=86%**

