YOU NEED KAMIKAZE'S TOTAL, COMBAT GUIDE!?

INCLUDING VITAL HINTS, MAPS AND POKES FOR: THUNDERCATS, FLYING SHARK, ENLIGHTENMENT, TRANTOR, KNIGHTMARE & MORE!

INTRO

» Heads up! There are only two types of games players; the ones reading this combat manual (that's you dummies), and LOSERS. And ya don't wanna be a loser, right?

So pay attention to the Bear, and you might learn something that'll save your life — or a few lives.

We got maps here that'll take the terror out of some of the top arcade games on the market. If you're baffled by Basil, numbed by Knightmare, confused by Coconut Capers or terrified by Trantor, I can help you out. You want more? OK, I'll throw in a few playing tips for each game as well. You still ain't happy? I suppose you want pokes for each game too? You got it!
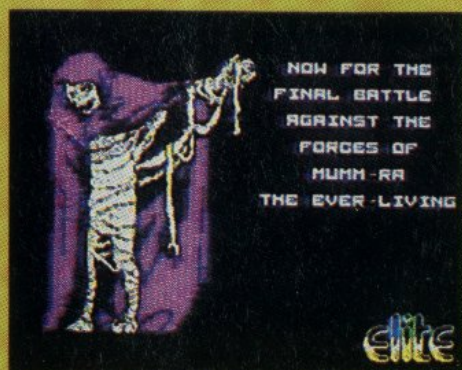
So load up your game, rip open your combat manual and prepare for total victory! «

CONTENTS

☐ EDITED BY: **Christopher Jenkins**
☐ DESIGN & ARTWORK: **Graphic Impressions**

Level 14; find the scooter, defeat Mumm-ra and retrieve the Eye!

THUNDERCATS

*This is the end of the last level; but first you have to head right.*

» Y'know that the Bear ain't one to run from a fight; but if you want to beat Thundercats, you're gonna hafta keep on your toes. That's right; the faster you run, the fewer enemies you'll have to face. Stay still, and they'll pop up faster 'n mosquitoes in 'Nam.

You can relax on the bonus levels; you ain't up against a time limit, so take it easy, mind your back and zap as many of them geeks as you can for a big kill bonus. In the garden of elementals, if you want an easy time, choose Air. Fire, Earth and Water become progressively more difficult. On the Earth level, you'll have to kill Mumm-Ra. Get in close, keep firing, and turn every few seconds to protect your back. At some stages you'll find a geek in a pit; if ya can't time your jump into the pit to get him, backtrack a few steps, and some of them will disappear.

On the penultimate level (that's the last but one, dummies), you're mincemeat unless you find the energy gun. It's always

TOP SECRET

3
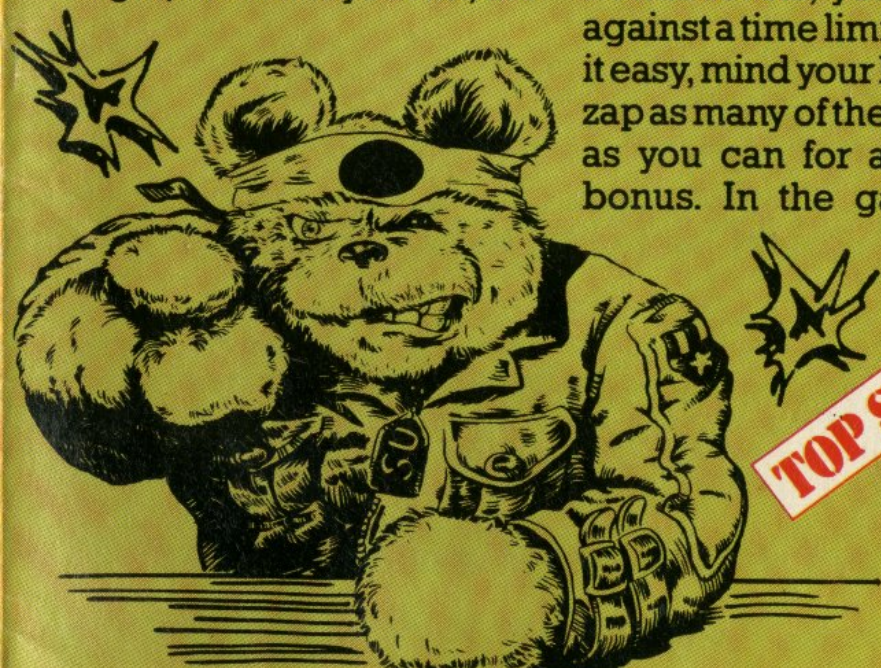
hidden in the same place, so grab it as soon as you can hang onto it for the last level.

On level 14, you appear in the middle of the level. Turn left, and you're a dead pussycat. First you gotta go all the way to the right, and jump into the flying scooter which appears just before the end of the level. Remember that although this allows you to fly quickly back to the left, it don't make you invincible; you still gotta keep your finger on the trigger of your energy gun.

Right at the end you'll find out why you need the scooter; there's a wall too tall for you to jump over. Zoom over it, guns blazing, and the Eye of Thundera is saved! ≪

TOP SECRET

This poke gives you infinite lives for the new version of this game; for the first version, in line 60 change 171 to 156.

```
 1 REM THUNDERCATS vers.2 poke
 2 REM (c) A.SINGH '88
 3 REM
 5 CLEAR 65535
10 PRINT AT 10,4;"START 'THUND
ERCATS' TAPE"
15 LOAD ""CODE
20 POKE 62051,201
25 RANDOMIZE USR 62040
30 POKE 32876,0
35 POKE 32877,250
45 FOR f=64000 TO 64013
50 READ a: POKE f,a: NEXT f
55 DATA 49,0,0,205,86,5
60 DATA 62,36,50,171,122
65 DATA 195,102,242
70 RANDOMIZE USR 32817
```
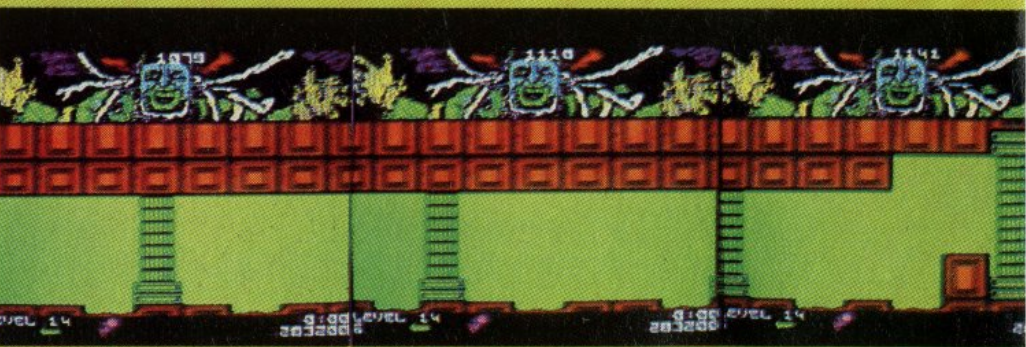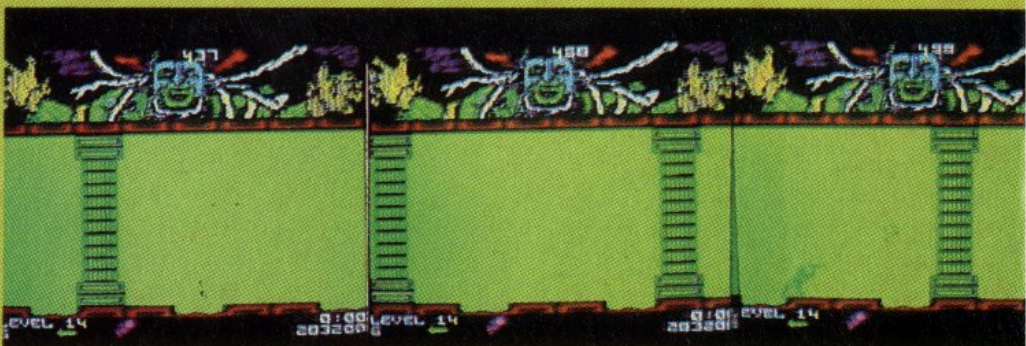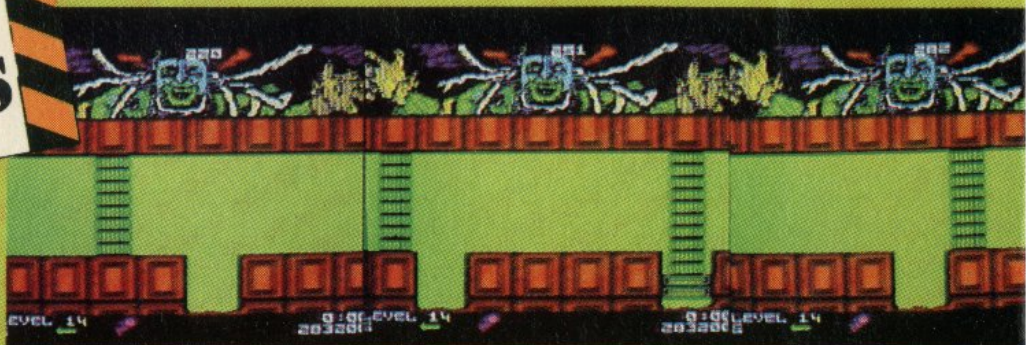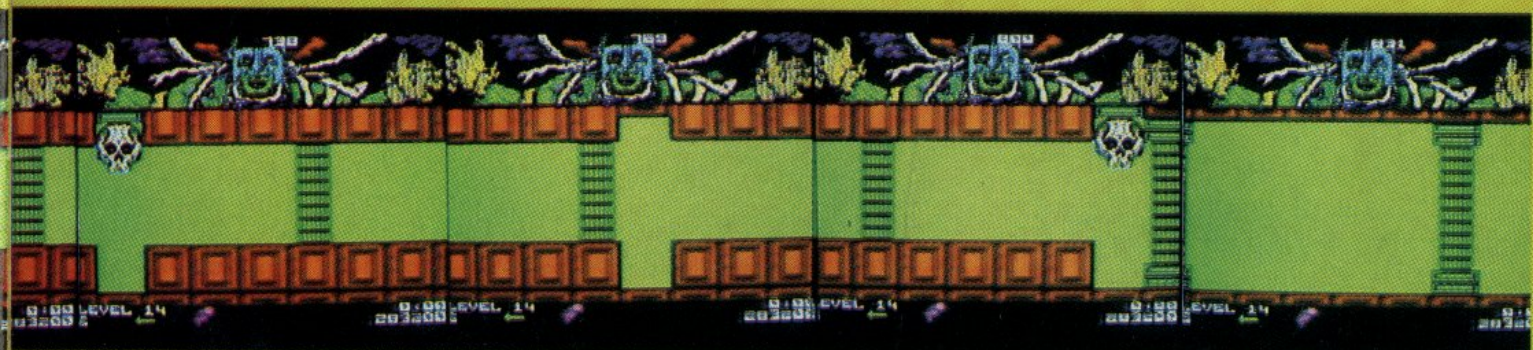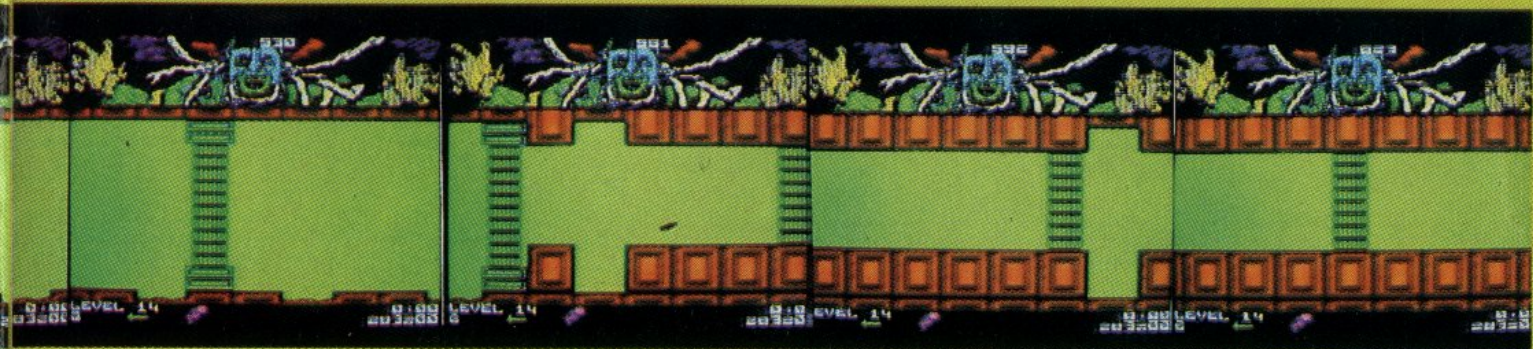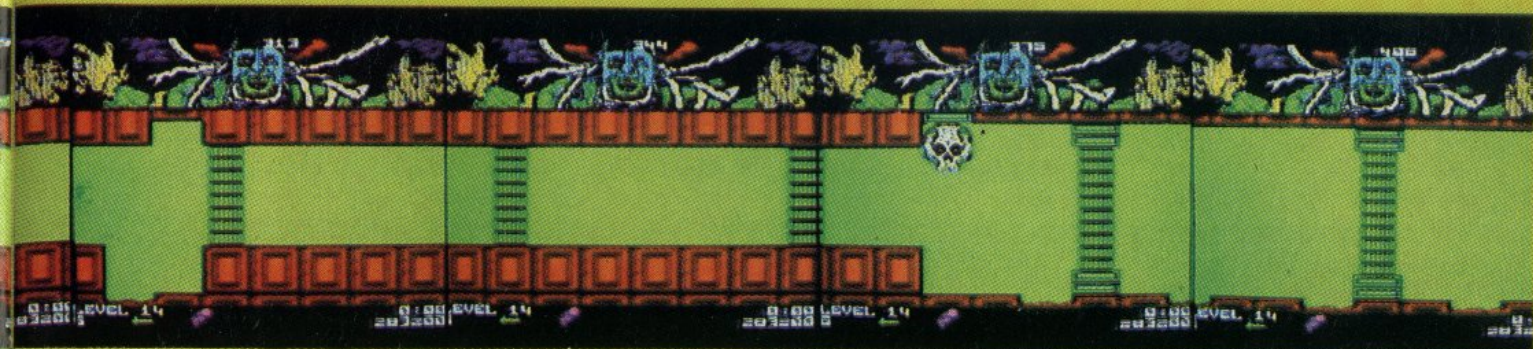
You want tips for Flying Shark? You gotta be joking! This is one of those games where you just shoot anything that moves, and if it don't move, shoot it anyway just to be sure.

Remember that if you hold down your fire button you launch a smart bomb, so don't be too heavy with the ol' trigger finger. One shot puts a tank out of action, but it takes two shots to destroy it. The giant tank takes two smart bombs to destroy it, but you can keep shooting it if you think you can stay out of the line of fire long enough.
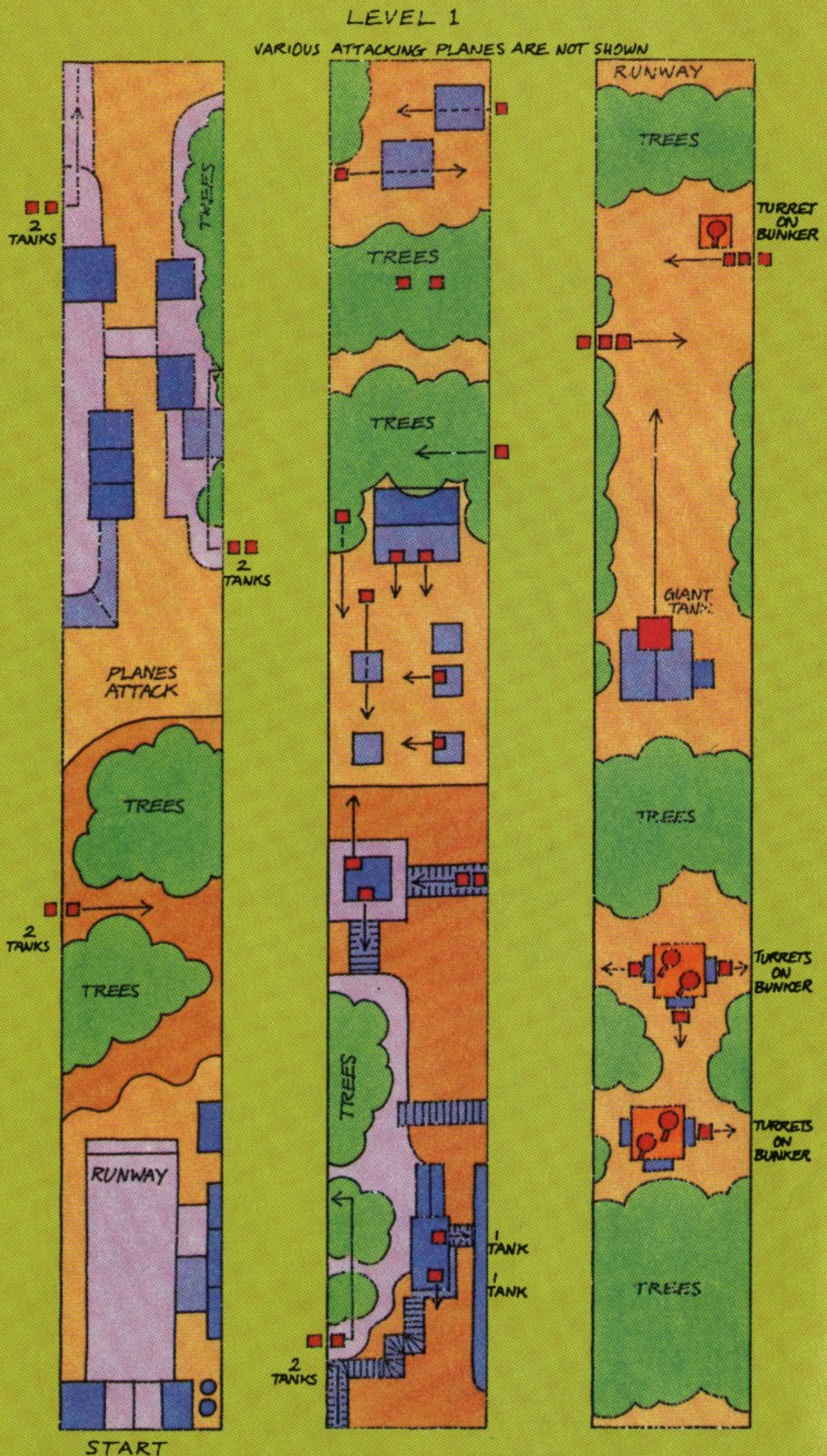
At the start of level two, the carrier ships unload tanks in two waves. Make sure you destroy all six tanks, or they'll catch you in a crossfire as you pass. There's also a giant plane which takes several shots to destroy; again make sure you take it out, or it'll shoot you in the back.

Watch out for tokens which give you extra smart bombs, points and firepower. The ones released when you destroy a whole flight of planes are particularly valuable.

Now get out there an' make this ol' bear proud of ya! «

6

LEVEL 1

VARIOUS ATTACKING PLANES ARE NOT SHOWN

2 TANKS

TREES

2 TANKS

PLANES ATTACK

TREES

TREES

2 TANKS

RUNWAY

START

TREES

TREES

2 TANKS

1 TANK

1 TANK

2 TANKS

RUNWAY

TREES

TURRET ON BUNKER

GIANT TANK

TREES

TURRETS ON BUNKER

TURRETS ON BUNKER

TREES

SHARK

SEA

ARMOURED
BOATS
+
PLANES
ATTACK

S.EA

LANDING
CRAFT

TANKS
EMERGE
FROM
LANDING
CRAFT

BEACH

PLANES
ATTACK

TREES

START

AIRCRAFT
CARRIER

BOATS
+
PLANES
ATTACK

RUNWAY

TANKS
EMERGE
FROM
HILLS

TANKS
EMERGE
FROM
HILLS

GIANT
TANK

BEACH

SEA

PLANES
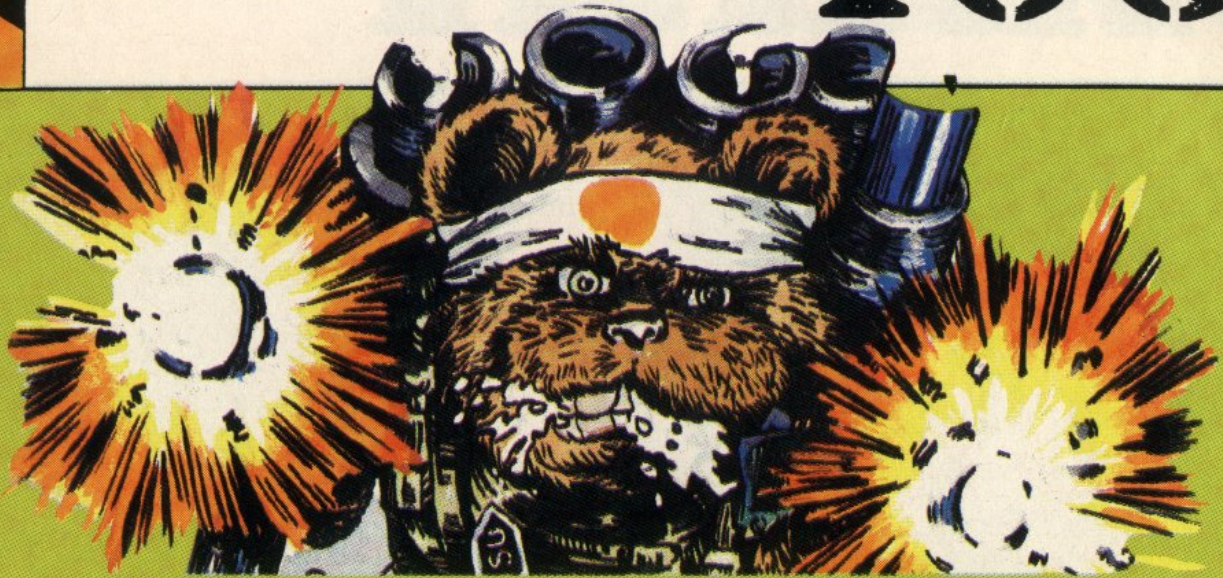ATTACK

TOP SECRET

This poke gives all players infinite lives.
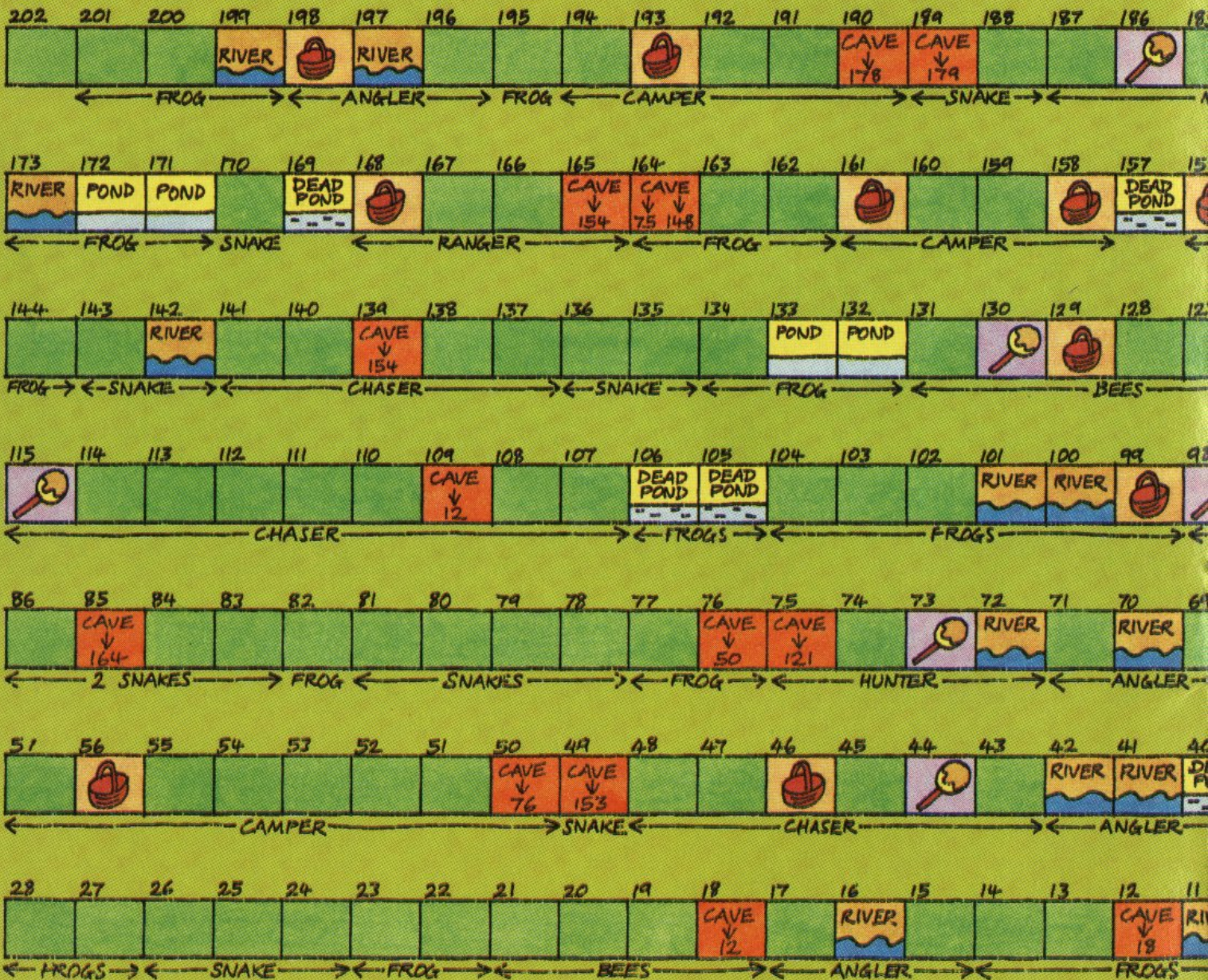
```
   1 REM FLYING SHARK poke
   2 REM (c) A.SINGH '88
   3 REM
   5 LET w=1: LET t=0
  10 FOR f=32768 TO 32902
  20 READ a: POKE f,a
  30 LET t=t+w*a: LET w=w+1
  40 NEXT f
  50 IF t<>865283 THEN  PRINT "E
RROR IN DATA": STOP
  60 PRINT AT 10,3;"START 'FLYIN
G SHARK' TAPE"
  70 LOAD ""CODE
  80 RANDOMIZE USR 32830
 100 DATA 50,21,255,122,254,46
 110 DATA 192,62,50,50,84,205,33
 120 DATA 21,255,34,85,205,62
 130 DATA 195,50,58,0,33,32,128
 140 DATA 34,59,0,195,0,0,50,107
 150 DATA 92,33,114,128,17,0,0,1
 160 DATA 0,0,237,176,195,61,0
 170 DATA 128,223,181,209,177
 180 DATA 144,141,139,151,206
 190 DATA 198,199,200,237,123
 200 DATA 112,128,62,205,50,84
 210 DATA 205,33,0,128,34,85,205
 220 DATA 33,109,128,126,50,22
 230 DATA 128,50,28,128,50,31
 240 DATA 128,50,40,128,50,48
 250 DATA 128,35,126,50,42,128
 260 DATA 35,126,50,39,128,195,0
 270 DATA 205,91,10,172,112,148
 300 DATA 33,0,62,34,190,212,195
 310 DATA 58,158,84,65,32,74,79
 320 DATA 78,32,78,79,82,84,72
```

YOGI

🧺 PICNIC BASKET   🍭 TOFFEE APPLE

202	201	200	199	198	197	196	195	194	193	192	191	190	189	188	187	186	18...
			RIVER	🧺	RIVER				🧺			CAVE ↓ 178	CAVE ↓ 179			🍭	

←— FROG —→ ←— ANGLER —→ ←— FROG ←— CAMPER —→ ←— SNAKE —→

173	172	171	170	169	168	167	166	165	164	163	162	161	160	159	158	157	15...
RIVER	POND	POND		DEAD POND	🧺			CAVE ↓ 154	CAVE ↓ 75 148			🧺			🧺	DEAD POND	

←— FROG —→ ←— SNAKE —→ ←— RANGER —→ ←— FROG —→ ←— CAMPER —→

144	143	142	141	140	139	138	137	136	135	134	133	132	131	130	129	128	12...
		RIVER			CAVE ↓ 154						POND	POND		🍭	🧺		

FROG→ ←SNAKE→ ←— CHASER —→ ←— SNAKE —→ ←— FROG —→ ←— BEES

115	114	113	112	111	110	109	108	107	106	105	104	103	102	101	100	99	9...
🍭						CAVE ↓ 12			DEAD POND	DEAD POND				RIVER	RIVER	🧺	

←— CHASER —→ ←FROGS ←— ←— FROGS —→

86	85	84	83	82	81	80	79	78	77	76	75	74	73	72	71	70	6...
	CAVE ↓ 164									CAVE ↓ 50	CAVE ↓ 121		🍭	RIVER		RIVER	

←— 2 SNAKES —→ ←— FROG ←— SNAKES —→ ←FROG→ ←— HUNTER —→ ←— ANGLER

57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40
	🧺						CAVE ↓ 76	CAVE ↓ 153			🧺		🍭		RIVER	RIVER	DEAD P

←— CAMPER —→ ←— SNAKE ←— ←— CHASER —→ ←— ANGLER

28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	
										CAVE ↓ 12		RIVER				CAVE ↓ 18	RI...

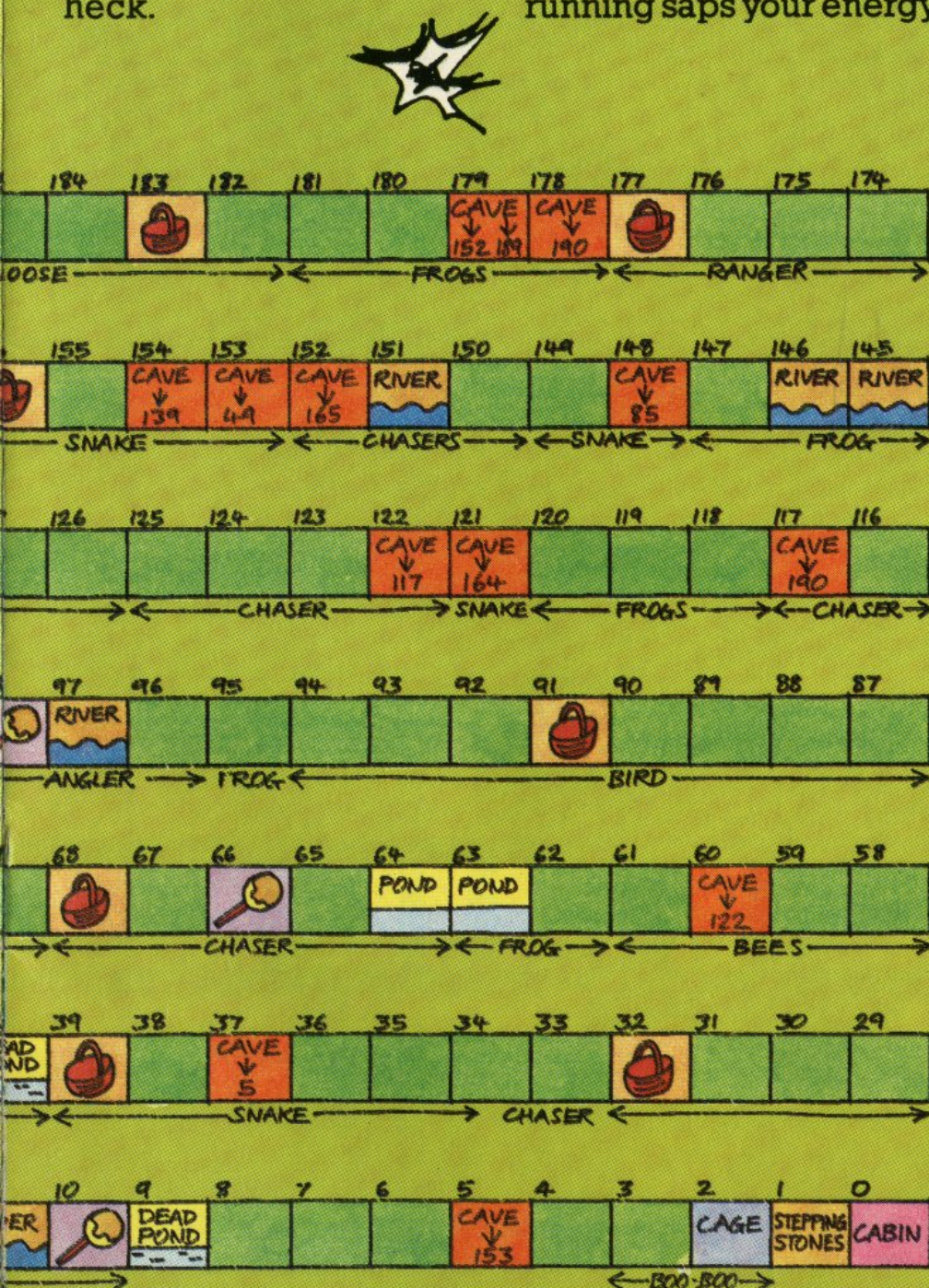←FROGS→ ←— SNAKE —→ ←— FROG —→ ←— BEES —→ ←— ANGLER —→ ←— FROGS

BEAR

>OK, a bear's a bear, but this bear turns into a bush at the first sign of trouble. If it was ol' Kamikaze, ah'd be pullin' out the pins with ma teeth and laying down some heavy fire with the Kalishnikov, but what the heck.

If ya want to rescue BooBoo, Yogi's gonna hafta keep an eye on his "Go" meter. Refresh it by makin' off with picnic baskets and fish, but watch out for the bees, frogs, birds and geysers. Remember that running saps your energy, but turning into a bush uses it up even faster. Try luring enemies into rivers or lakes rather than outrunning them.

Make sure you don't miss any of the toffee-apples, which give the clues to the sequence of stepping-stones which leads to the hunter's cabin. The catch is that if you take a short-cut through a cave, you can come out further away from BooBoo. But with the help of this map, you can navigate through the game, collect the clues, rescue BooBoo and get your claws on the evil hunter...ah can't wait!<

184	183	182	181	180	179	178	177	176	175	174
	basket				CAVE 152,189	CAVE 190	basket			

MOOSE ———→ ←— FROGS —→ ←— RANGER ——

155	154	153	152	151	150	149	148	147	146	145
	CAVE 139	CAVE 49	CAVE 165	RIVER			CAVE 85		RIVER	RIVER

—— SNAKE ——→ ←— CHASERS —→ ←— SNAKE —→ ←— FROG —

126	125	124	123	122	121	120	119	118	117	116
				CAVE 117	CAVE 164				CAVE 190	

←— CHASER —→ SNAKE ←— FROGS — ←— CHASER →

97	96	95	94	93	92	91	90	89	88	87
	RIVER					basket				

ANGLER —→ FROG ← ——— BIRD ———

68	67	66	65	64	63	62	61	60	59	58
basket		toffee-apple		POND	POND			CAVE 122		

—— CHASER —→ ← FROG → ← —— BEES ——

39	38	37	36	35	34	33	32	31	30	29
DEAD POND		CAVE 5					basket			

—— SNAKE —→ ←—— CHASER ←

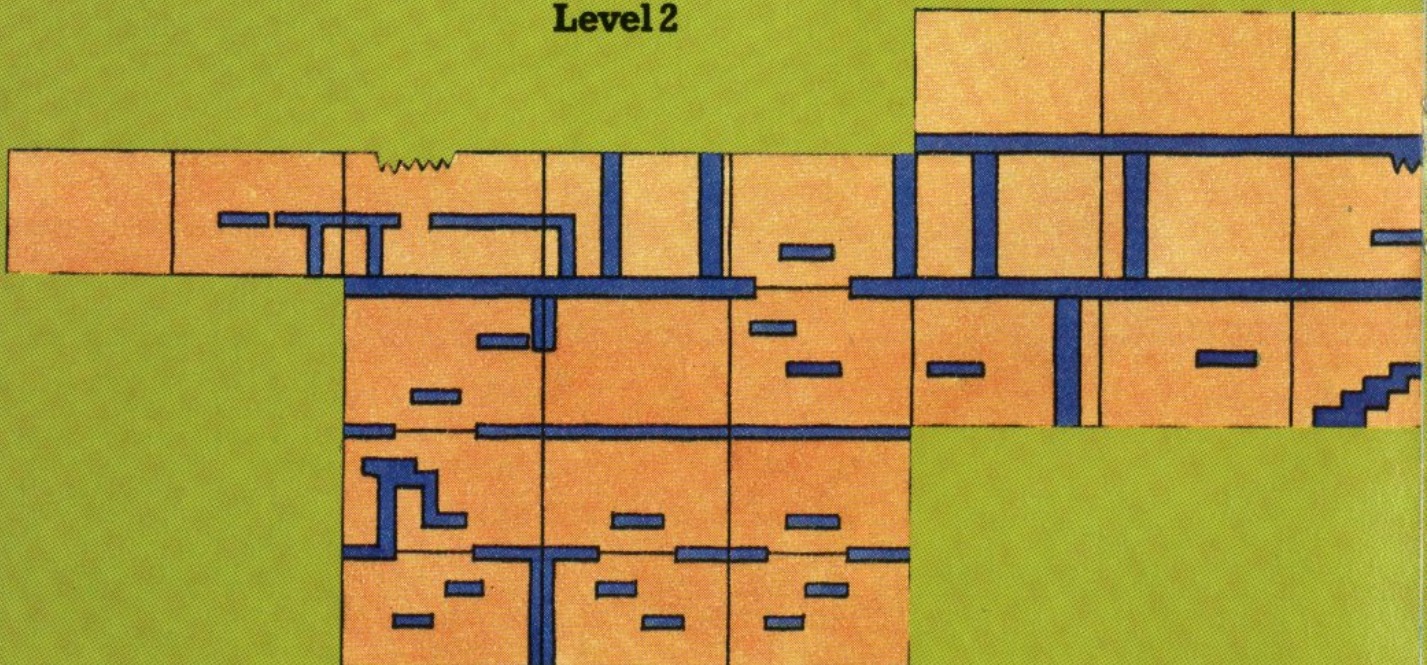| 10	9	8	7	6	5	4	3	2	1	0
	toffee-apple	DEAD POND			CAVE 153			CAGE	STEPPING STONES	CABIN

←—BOO-BOO—→

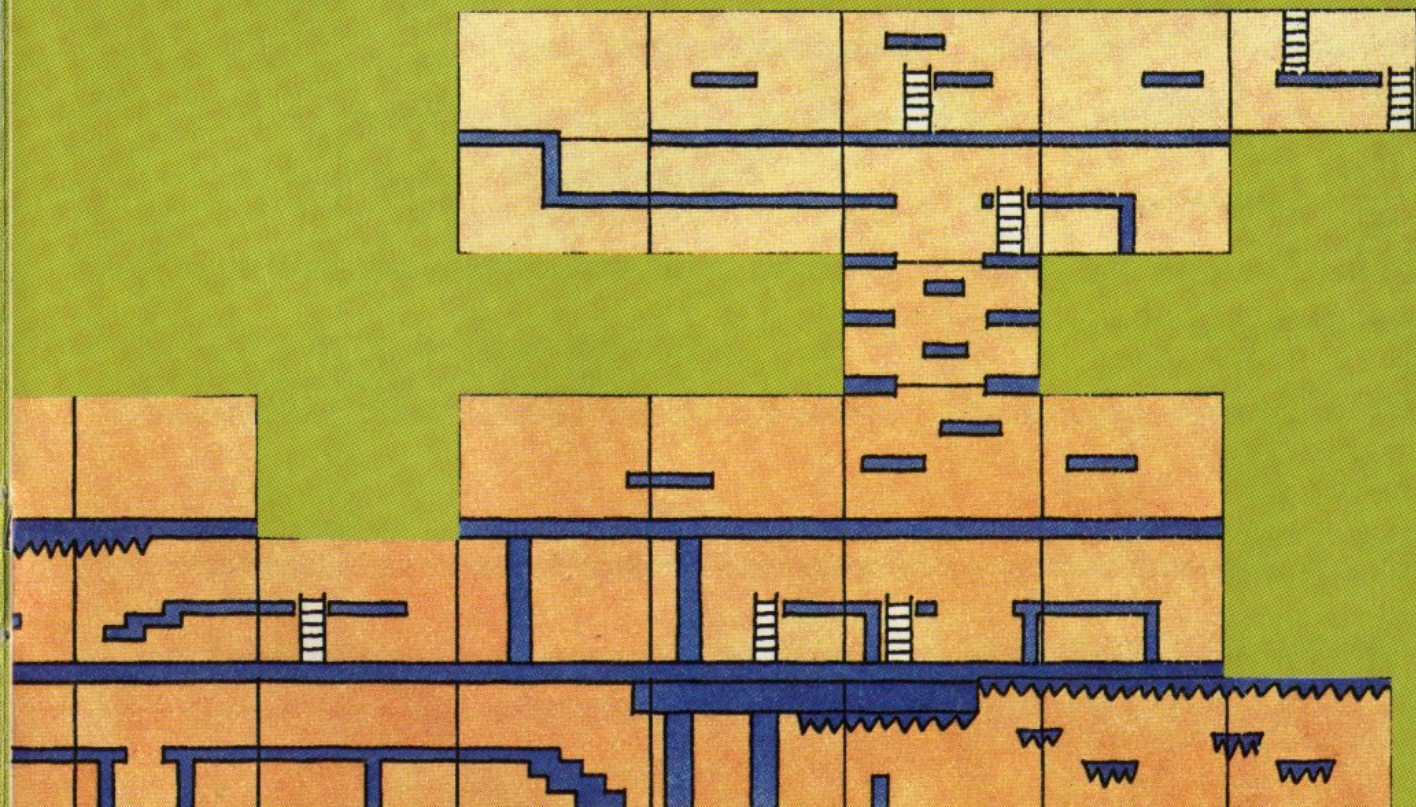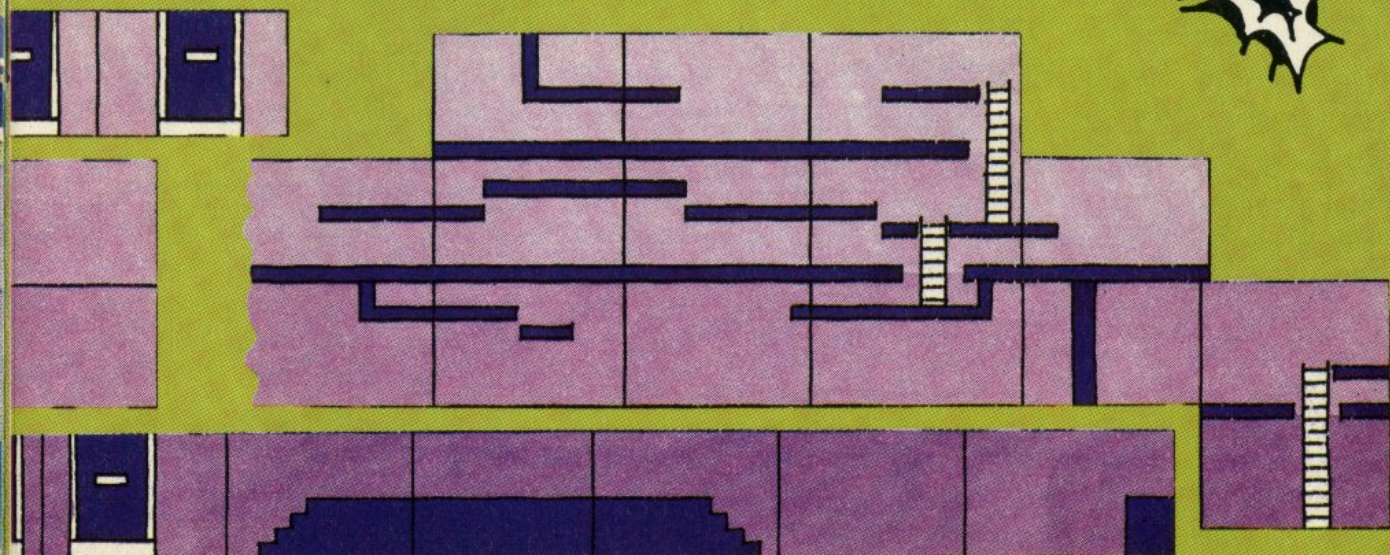# BASIL THE GREAT MOUSE DETECTIVE

Level 1
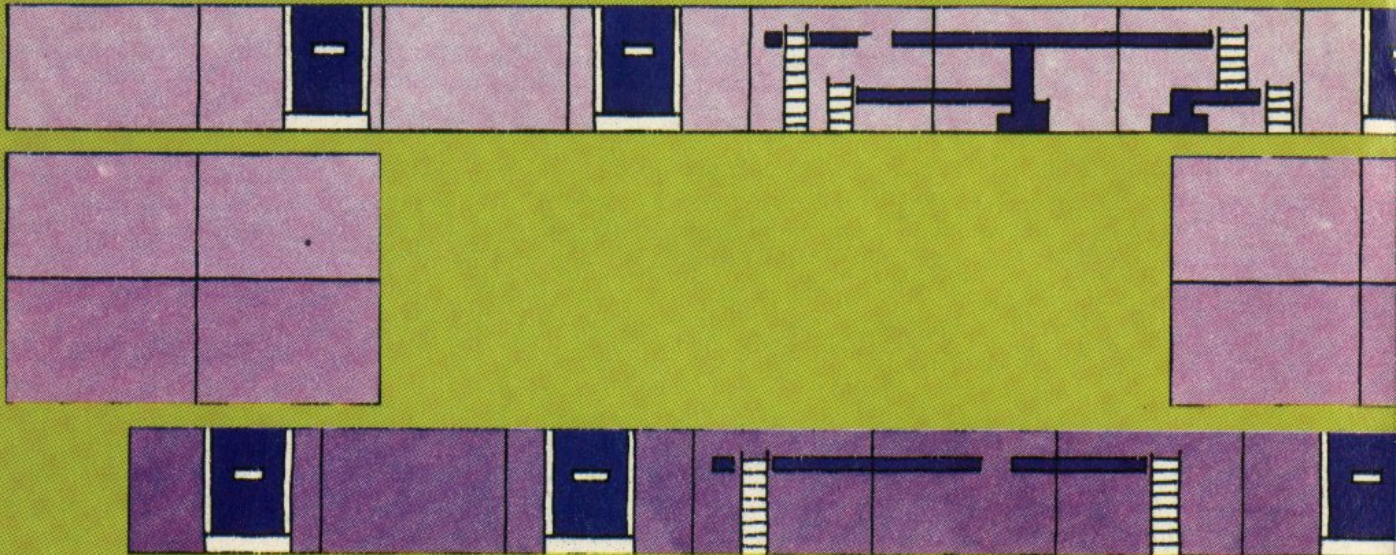
Level 2

≫ If you wanna do the business with Basil, there's a few things you gotta remember. You go through the letterboxes and the gratings to get to the secret screens. If you wanna save energy, keep walking until Basil breaks into a run; then if you bump into a baddie, you'll lose fewer points. The best place to drop a trap is where you can't get past the henchman. You can find the food and the traps in the same places every game, so make a note of where to find them.

The five clues you need to complete each level change position, though.

So now you can rescue Dr Dawson from the evil Ratigan; eat lead, Professor! ≪

BASIL THE GREAT MOUSE DETECTIVE

TOP SECRET

This poke gives Basil infinite energy.

```
 1 REM BASIL T.G.M.D poke
 2 REM (c) A.SINGH '88
 3 REM
 5 CLEAR 27000
10 PRINT AT 10,0;"START 'BASIL
THE DETECTIVE' TAPE"
15 POKE 23607,200
20 LOAD ""CODE
30 POKE 55832,251
40 POKE 55833,201
50 LET 1=USR 55808
60 POKE 41302,58
70 LET 1=USR 32768
```
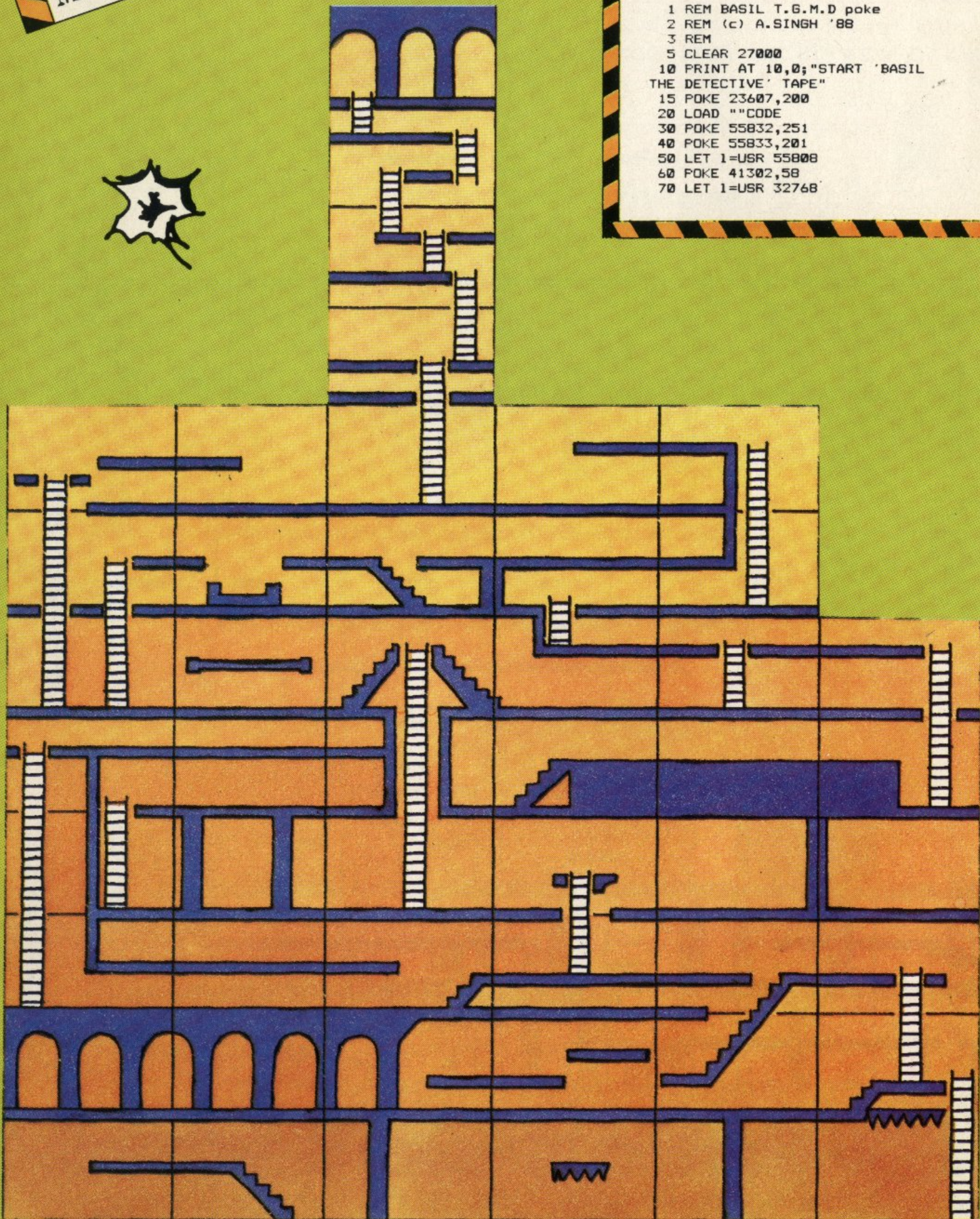
ENLIGHTENMENT

>> Fifteen levels, thirty-two spells, and a hundred and three years of nastiness saved up by the wizard Acamantor, all adds up to a pretty impressive game. Nuthin' you can't beat with the help of the Bear, though.

Ah'm gonna give you one tip for each level, so you listen up. The Land of Ruins is the village of Ishmar, where the game starts. Collect the three keys from the village, and the Deathland spell from the south-west corner. Now got West, young bear...

In the Desert, Armour and Invisibility spells can be found in the north-east.

You can destroy the Demon Prince by firing at it while casting the Deathland spell. There's another Deathland spell in the north-west, then you head west again to the Land of Fire.

Here there are two resurrection spells in the south, and the White Orb spell in the North, guarded by a demon prince. Back to the desert to the west, then north to the Rocklands.

There's a key to the east of the Rocklands, and in the north-west a Create Light spell. At the north-west, a door leads north into the Dark Caverns.

Now you know why you need the Create Light spell. Get the Horn spell, work your way north through the maze and you'll find yourself back in Ishmar. Now head east to the swamp.

Pick up the Kraken elementals which will protect you, then head north to the Land of Water.

In the east is a pier, where you should blow the horn to summon the Grim Reaper, who will take you across to Acamantor's Dark Tower. But first you'll need money from the Land of Fungus. Head north,

1 AREA OF FIRE
2 ROCK
3 DESERT
4 CAVE
5 SNOW
6 WOODLAND
7 RUINS
8 FUNGUS
9 WATER
10 SWAMP
11 DUNGEON
12 CASTLE
13 TOP
14 INTER WARP
15 NIGHTMARE

DON'T PAY THE FERRY MAN
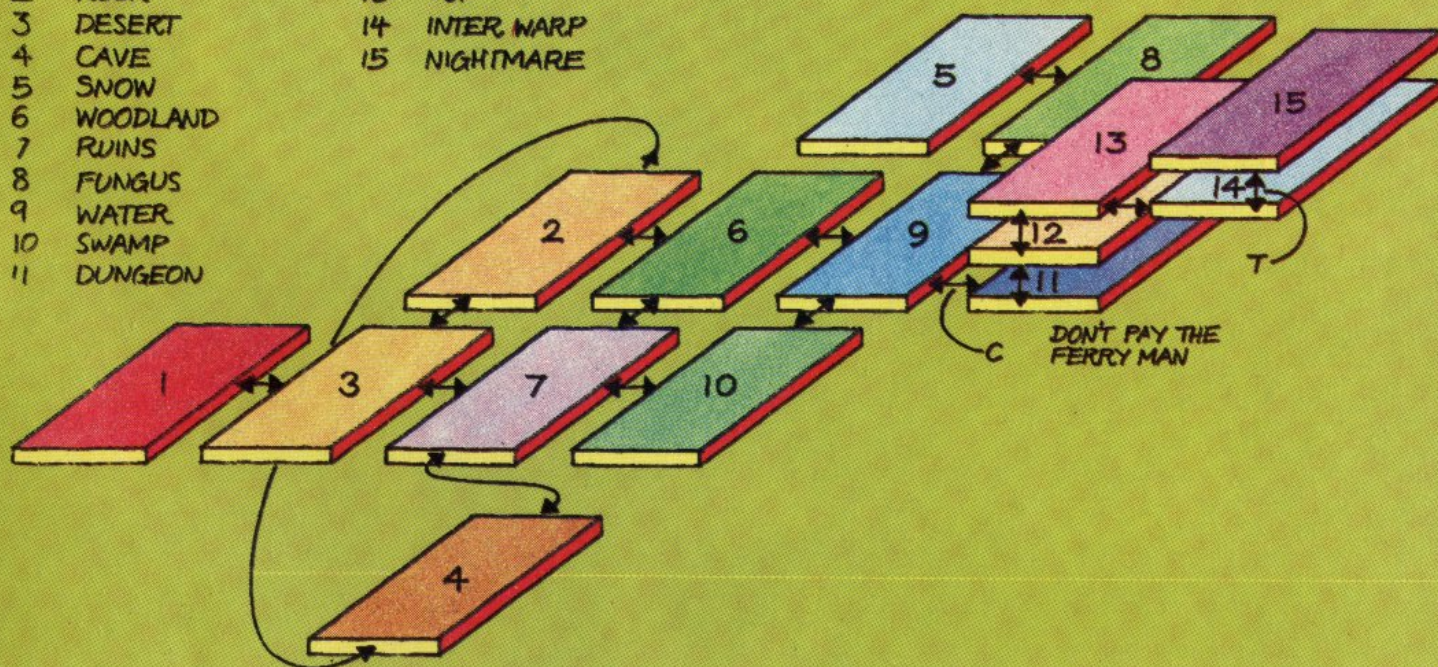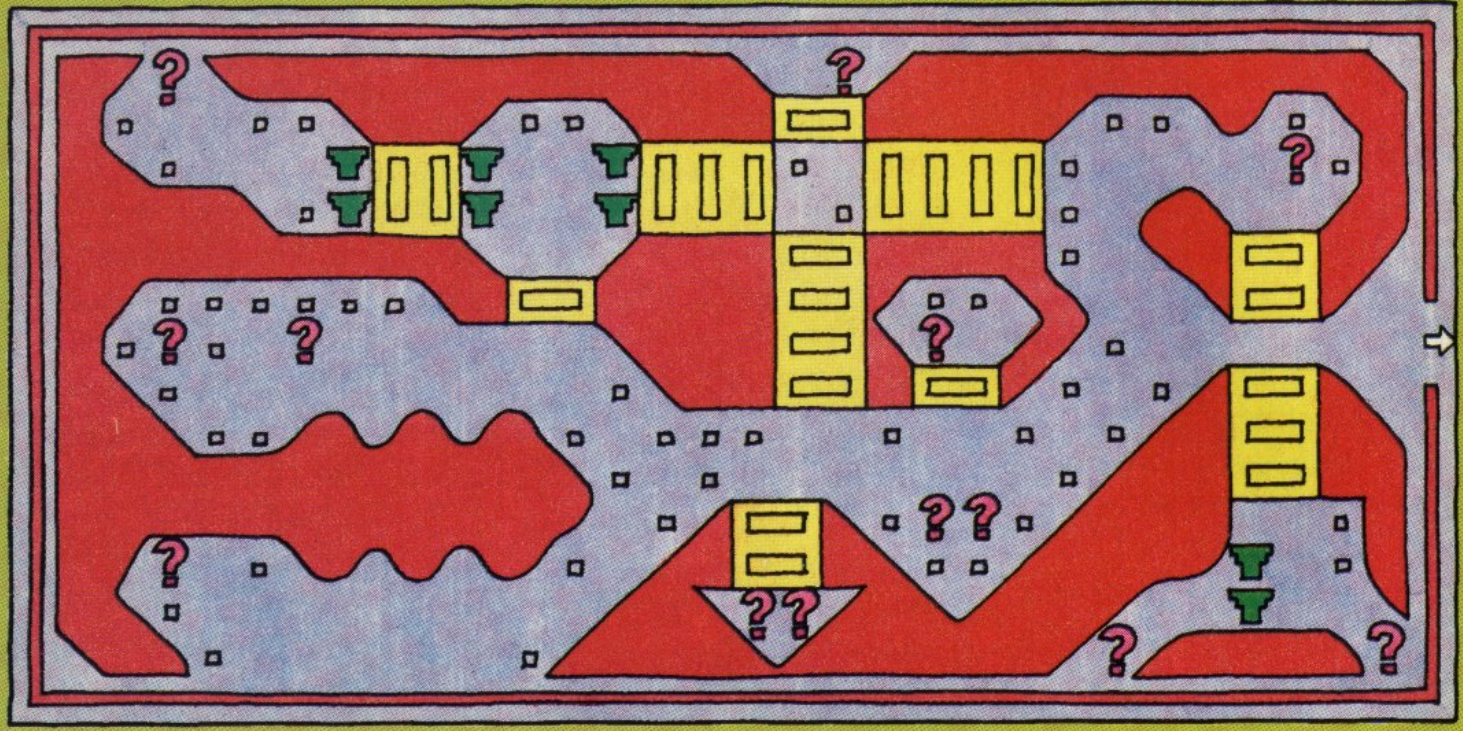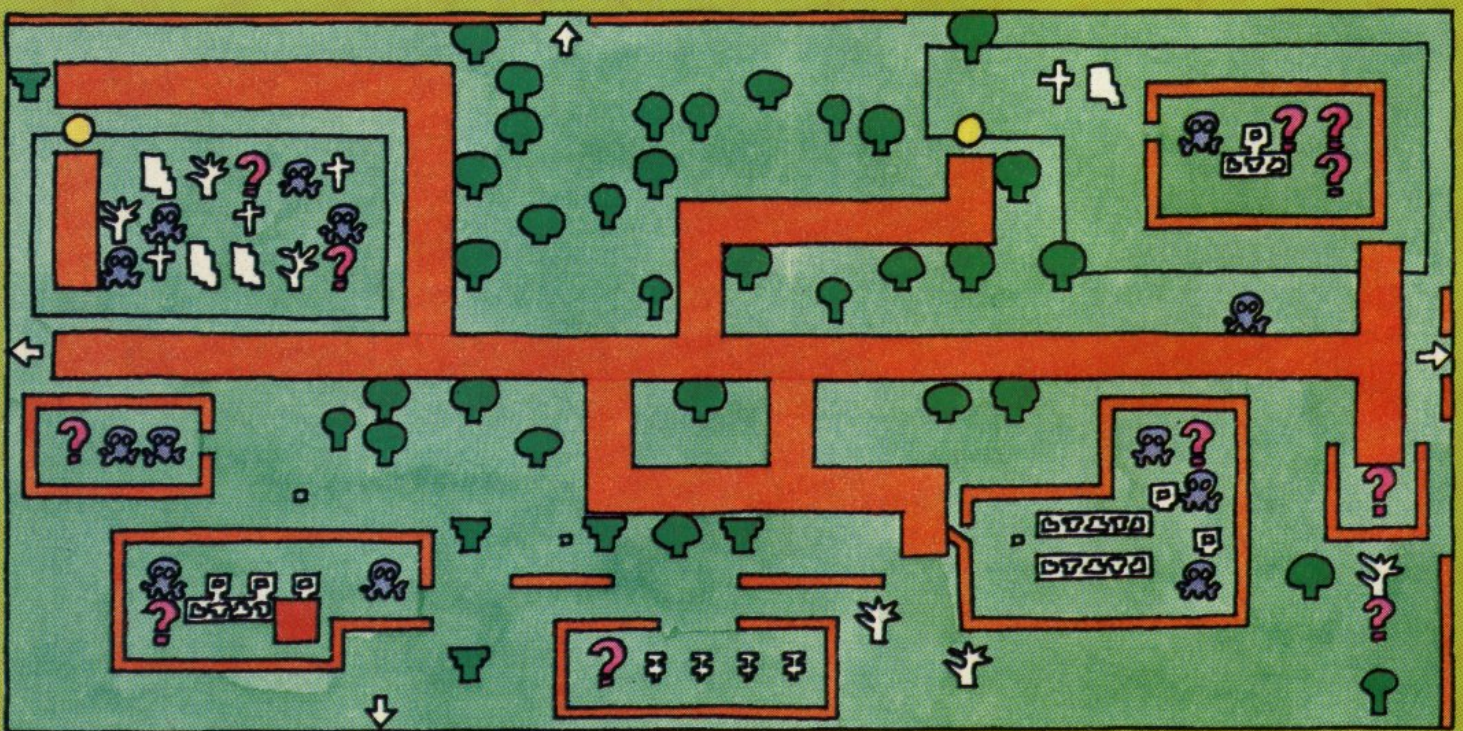
beware the poisonous mushrooms, then head west, across the northern bridge, fight the Demon Prince and the animated statues until you reach the door leading north-west.

Pick up the coin, return to the pier in the Land of Water and blow the horn. You will then be ferried to the Lower Dungeon. Move north then east to find a resurrection spell, cast it
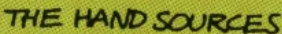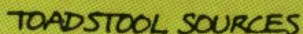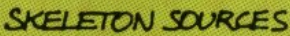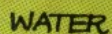
AREA OF FIRE LEVEL

RUINS LEVEL

❓	SPELL SOURCES	🌿	THE DEAD TREES
🟦	WATER	🌳	TREES
🟥	FIRE	🍄	TOADSTOOL SOURCES
▭	BRIDGE	✚	ROBOTS
⭕	GATE	🖐	THE HAND SOURCES
💀	SKELETON SOURCES		
✚	TELEPORT PAD		
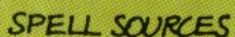
and move the stairs to the next level. Fight your way past more Demon Princes and animated statues using the Deathland spell, and carry on up the stairs to the top of the castle. Beware! Some of the chambers here are booby-trapped and will drain your energy. You can find several keys to the west, and a teleport and resurrection spell in the room with four doors. When you find them, go east, and out of the side door into the Inter Warp Level.

There are no exits from this mystic maze — you have to cast a Teleport spell from the centre of the maze. Now you'll find yourself in Acamantor's chamber, where after a last assault by his minions, you can destroy the evil wizard with the White Orb spell, and finally receive Enlightenment!

Now this ol' bear don't believe in usin' magic when there's a trusty M16 to hand; but to each his own, huh? 《

This kid Jack's a toddler after my own heart; he's mean, he's tough, he don't let anything stand in his way. Coconut Capers is a bungle in the jungle, where Jack has to stay out of the clutches of his smack-happy Pop while causing as much mischief as possible. The game's arranged in six rows of thirty-two screens, making 192 in all. But it ain't divided into levels, so we're just giving you the end section. Your target is the Temple of Naughtiness, but like you can see from the map, there ain't no entrance! Before you can get through the solid stone door, you have to have accumulated enough points on the Naughtymeter. Then when you arrive on the entrance screen, the door to the temple is open for you.

To score big you'll need to know how to use some of the objects along the trail. Try these for size; the coconut can be thrown at
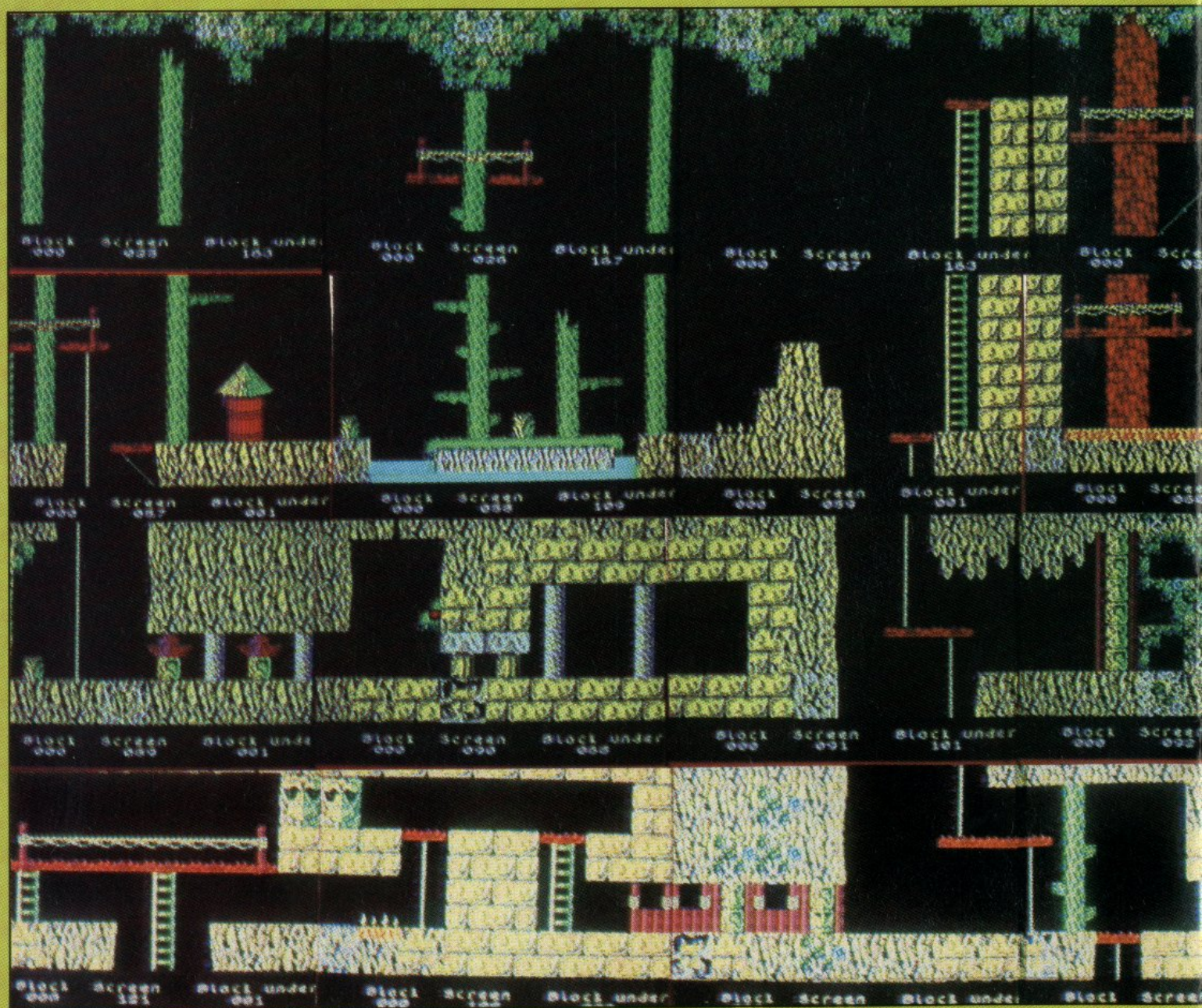
NIPPER ✹ 2

any moving target, and the shield protects you from hostile fire the natives. Use it carefully though, 'cos the effect only lasts for twenty seconds.

What do bees like? Honey! (Bears too, by the way). So use the honeypot on the beehive to stir up them stingers.

The grease goes on Tarzan's vine to give him the slip (hur hur!), and when you're on the raft, a bash with the crocodile skin handbag will fend off the angry alligators. The mouse scares the elephant, and the onion drives the hyenas into floods of tears. All these add to your naughtiness rating, and help you enter the temple and win the game! ≪

This poke gives Jack infinite lives.

```
 1 REM JACK THE NIPPER 2 poke
 2 REM (c) A.SINGH '87
 3 REM
 4 BORDER 5: PAPER 5
 5 CLEAR 24575
10 PRINT AT 10,1;"START 'JACK THE NIPPER 2' TAPE"
20 LOAD ""SCREEN$
25 PRINT AT 16,0;
30 LOAD ""CODE
35 POKE 43251,0
50 RANDOMIZE USR 34240
```
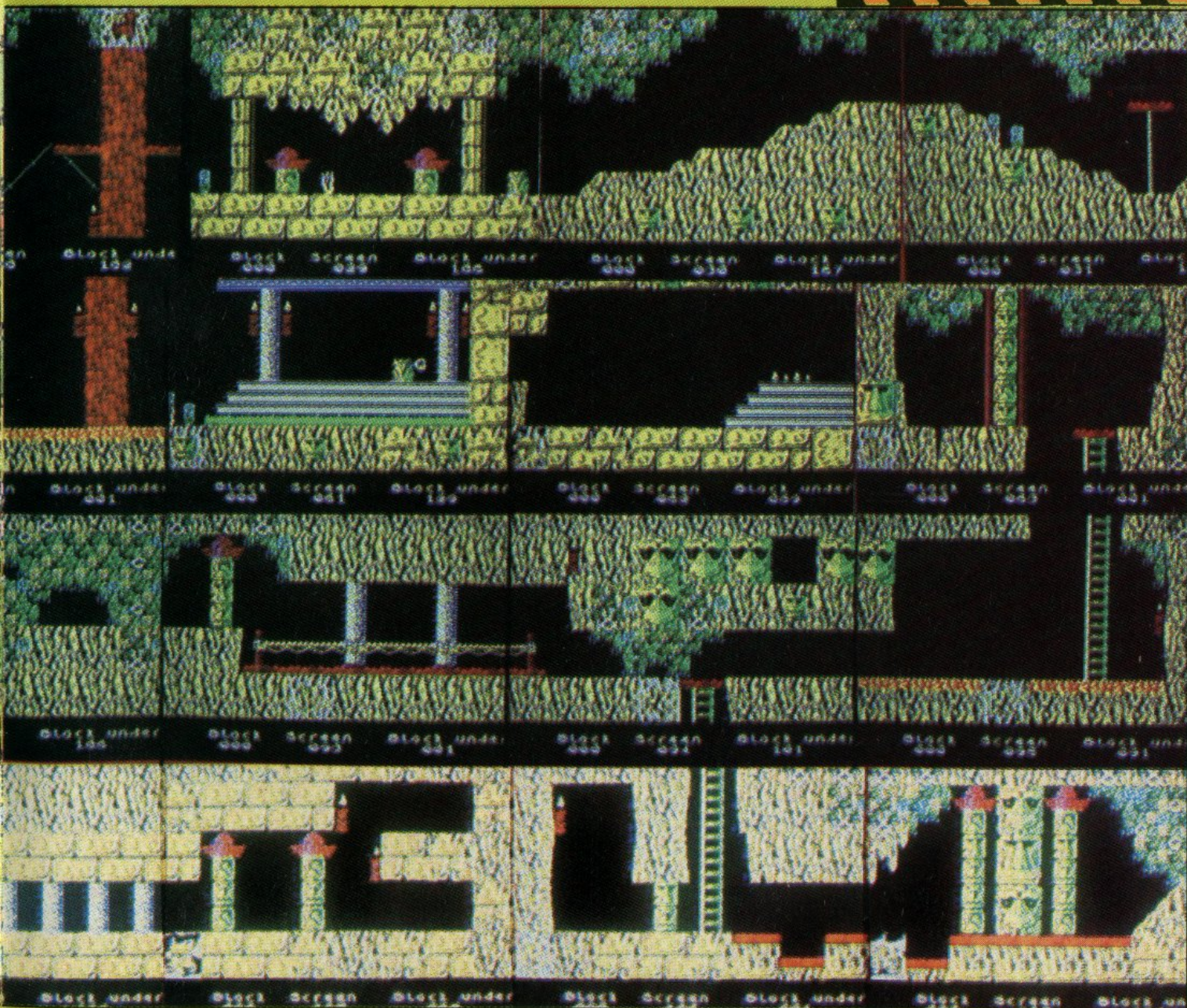
>>There ain't too much shootin' an' killin' in Beyond the Trap Door, but there's enough weirdness to satisfy the most spaced-out hippy. You control Berk (the big blue cuss) or Drutt (the little yellow cuss) in your quest to rescue the skull Boni. There are four levels, and you'll need to find keys for each new level.

In section one, walk to the left and fall down the trap door. The key is to the left, and you have to lure the bat away while you jump for it.

Berk gets the key and goes down the pit; Drutt jumps over it, then jumps up and to the right to find the sweet and push it down the pit. Berk picks it up, eats it, goes to the middle of the screen, and flies up and right through the door, collecting Drutt on the way.

In section two, the caves, collect the toadstool and go left into the stalagtite screen. Keep out of the way of the falling stalagtites and the green monsters. Pick up Bubo (the little yellow crittur) but not while he's pooting (shooting little white balls into the air). Put Bubo down beside the fourth green monster, wait until the monster gets zapped, then return through the stalactites and use Bubo's missiles to dislodge the key.
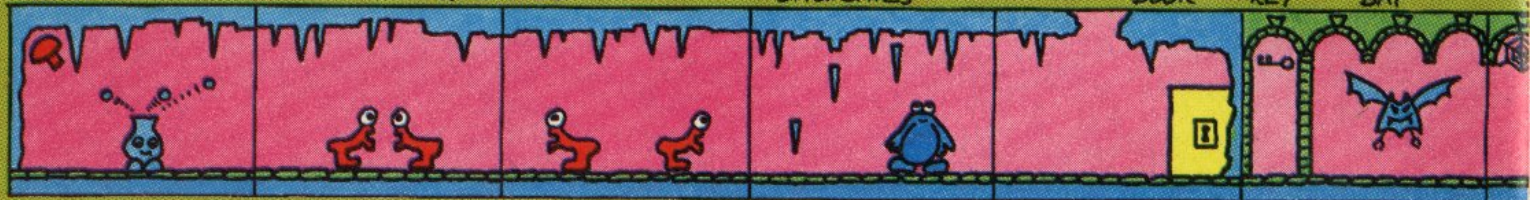
In section three, Berk must pick up the eyes and

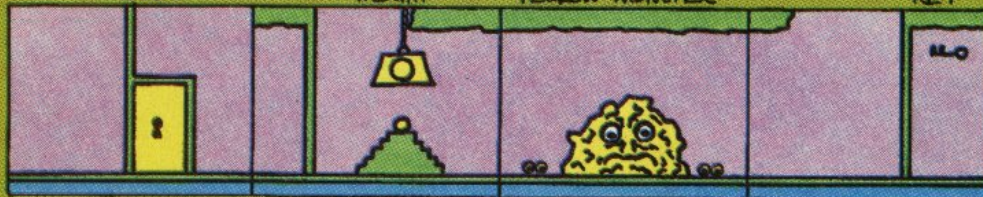**LEVEL 2**

SPECIAL MUSHROOM   GREENIES   STALACTITES   DOOR   KEY   BAT
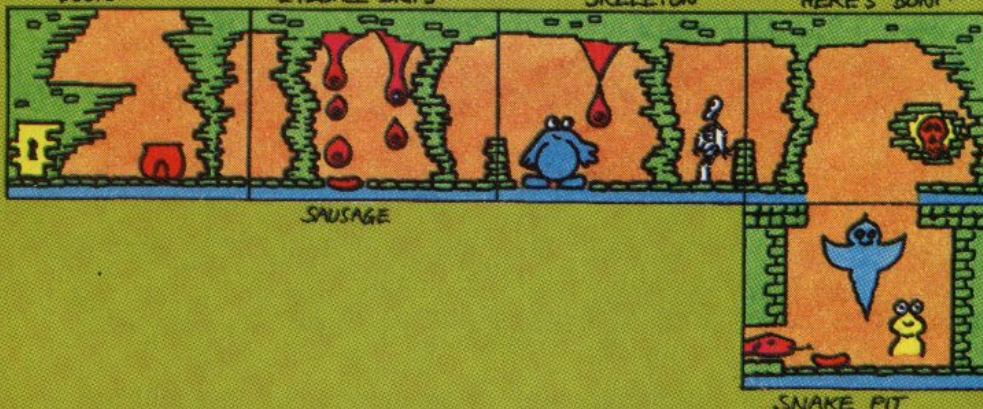
LEVEL 3

DOOR   WEIGHT   YELLOW MONSTER   KEY

LEVEL 4

DOOR   EYEBALL DRIPS   SKELETON   HERE'S BONI!
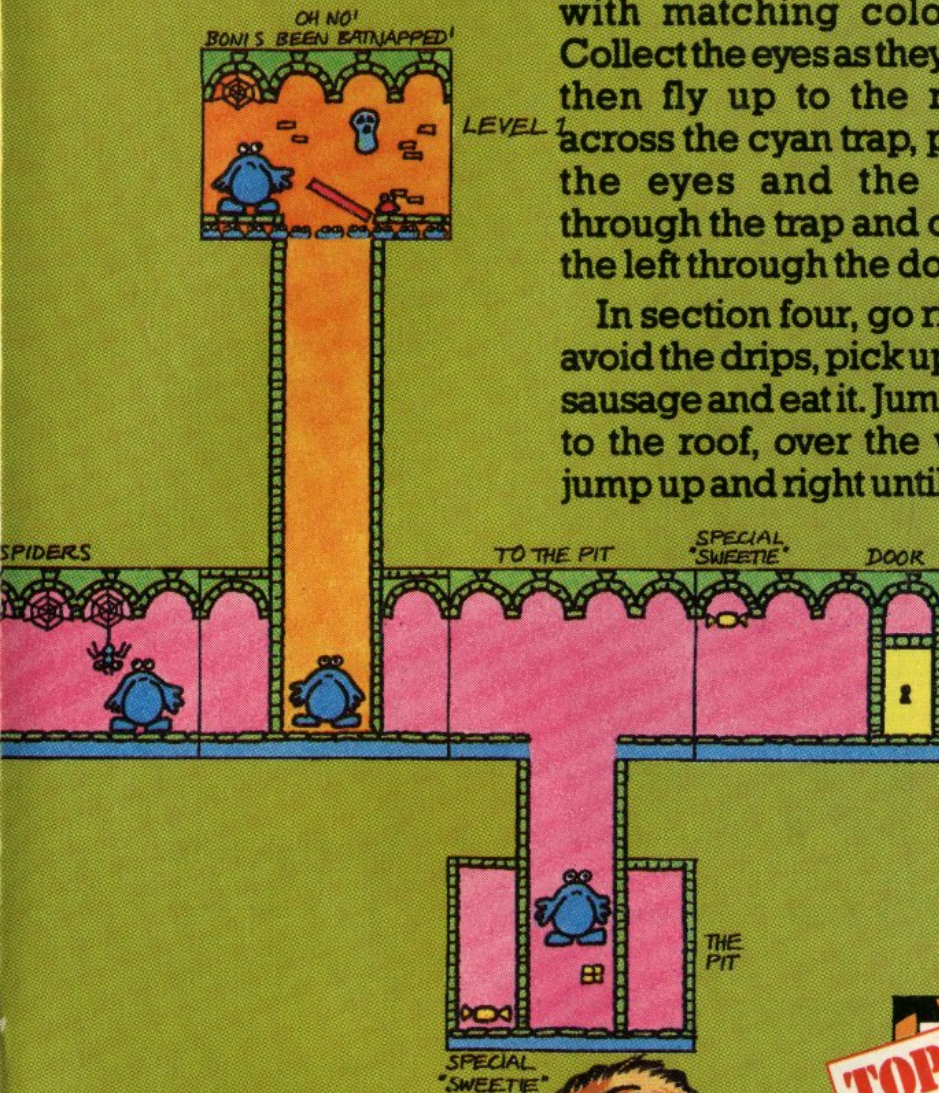
SAUSAGE

SNAKE PIT

E TRAP DOOR

eat them, while Drutt jump up and to the left onto the shelf. The aim is to put the electric eels on the shelves with matching colours. Collect the eyes as they fall, then fly up to the roof, across the cyan trap, push the eyes and the key through the trap and off to the left through the door.

In section four, go right, avoid the drips, pick up the sausage and eat it. Jump up to the roof, over the wall, jump up and right until you

fall down the pit. Get the key, fly up then right, and end up in front of the skull. Fly up and left, and open the door. Collect the skull, pick up the gun and hold it under the drips, collect five or six then go to the wall and put the gun down. Jump over the wall and lure the skeleton into the line of fire. When the skeleton is hit, Boni is revealed, and you can collect him and fly over the wall and through the last door to Home Sweet Home.

Phew! That's ya lot! ≪

OH NO!
BONI'S BEEN EATNAPPED!

LEVEL 1

SPIDERS

TO THE PIT

SPECIAL "SWEETIE"

DOOR

THE PIT

SPECIAL "SWEETIE"

TOP SECRET

Use this poke to gain infinite lives for both Berk and Drutt.

```
  1 REM THROUGH TRAP DOOR poke
  2 REM (c) A.SINGH '87
  3 REM
  5 CLEAR 26998
 10 PRINT AT 10,1;"START 'THROU
GH TRAP DOOR' TAPE"
 20 LOAD ""CODE 63000
 30 POKE 63041,201
 40 RANDOMIZE USR 63004
 50 POKE 47492,0
 60 RANDOMIZE USR 34200
```


KNIGHTMARE

>> More spook stuff in this dungeons-and-demons puzzler. Just "follow the bear" if you wanna earn your spurs in the dangerous journey through Damonia Castle's dank dungeons.

Here are a few clues to get you through the worst of the terrors...if you are attacked by monsters such as the goblin, hand, snake or bat...run away! Staying to fight will only lose you life force. If you're stuck in dungeon 5, ask the oracles for advice, try using the spade, and help the old man.

In dungeon 6, the exit is obvious — but it might be a bit beneath you. If you keep getting killed outside dungeon 6, try moving in another direction.

Some of the doors will not open without a key. To solve the problem, you'll need to find Merlin and gain his magic power of spellcasting. The spell you need is CASPAR, but use it carefully; it only works once. To gain the power of spellcasting, you'll need to find the potion, study the scrolls and take the advice of the oracles...
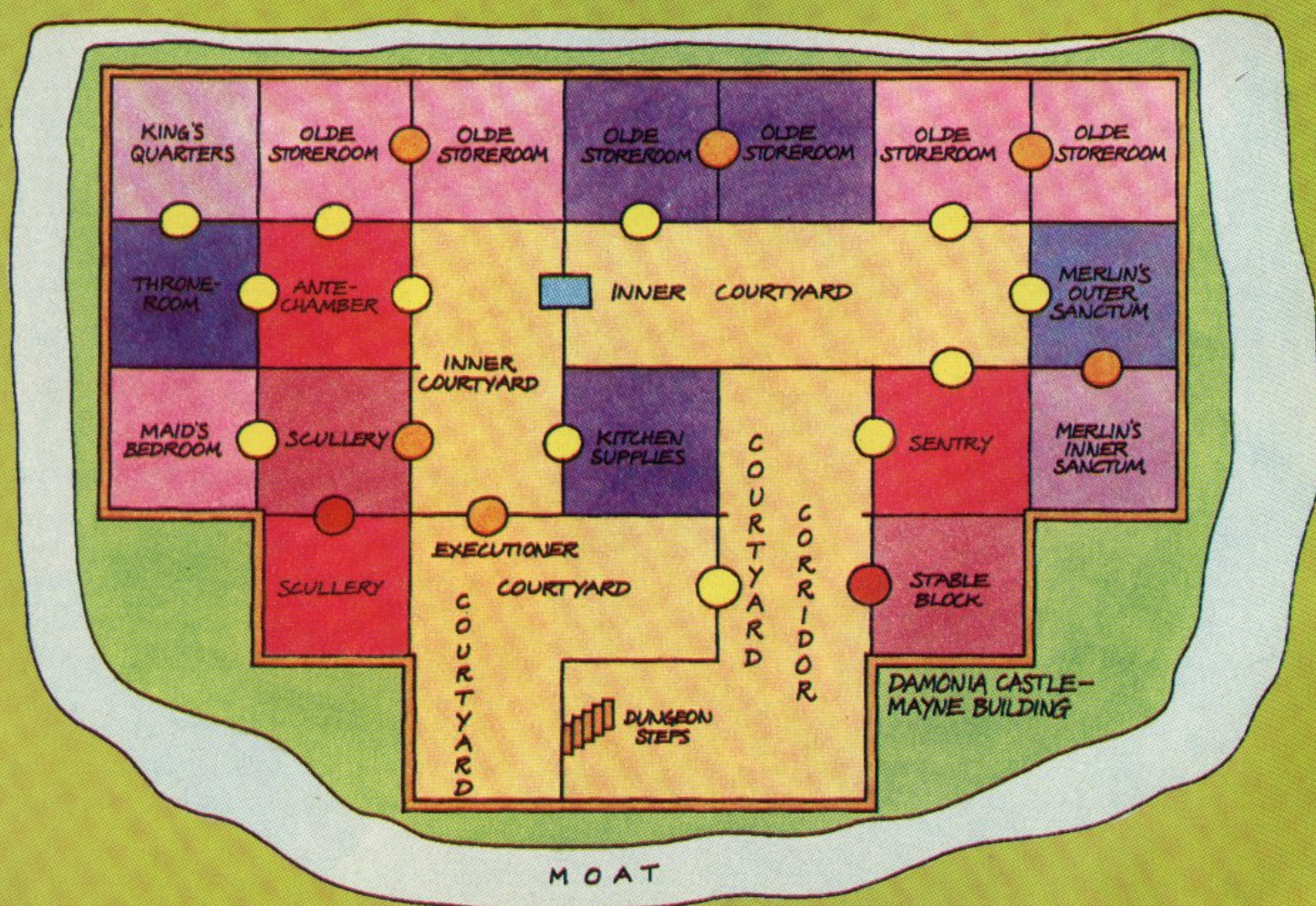
If you keep getting killed by the Sentry, look in his box for a useful weapon. Take the weapon and select the fire function to use it.
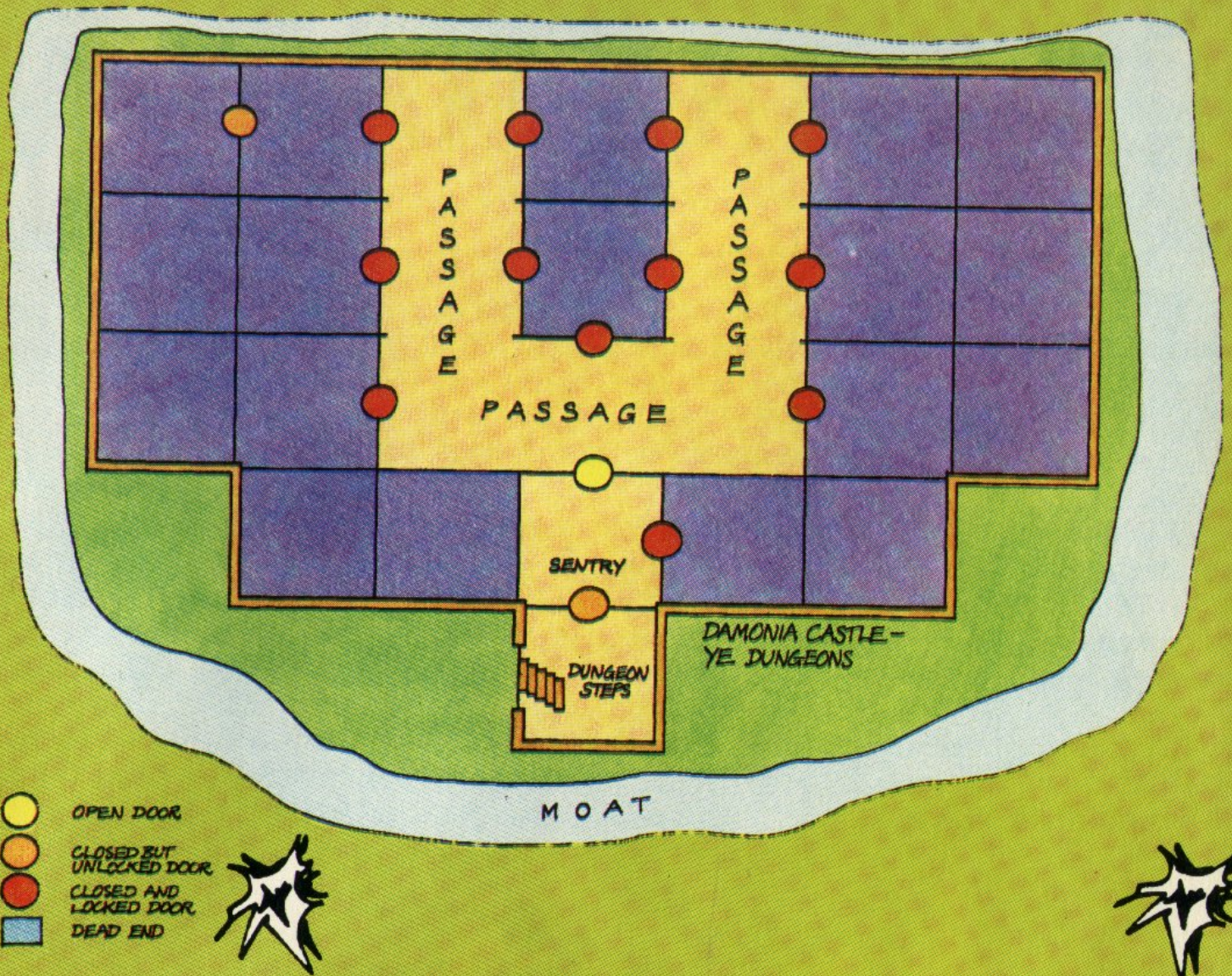
If you get killed by the wall monster, listen more carefully to its question.

You need the help of the maid. You have something she needs to pay her taxes.

If you can't solve Knightmare with all that help — ya need shootin'! <<

Map of Damonia Castle – Mayne Building

- KING'S QUARTERS
- OLDE STOREROOM
- OLDE STOREROOM
- OLDE STOREROOM
- OLDE STOREROOM
- OLDE STOREROOM
- OLDE STOREROOM
- THRONE-ROOM
- ANTE-CHAMBER
- INNER COURTYARD
- MERLIN'S OUTER SANCTUM
- INNER COURTYARD
- MAID'S BEDROOM
- SCULLERY
- KITCHEN SUPPLIES
- COURTYARD CORRIDOR
- SENTRY
- MERLIN'S INNER SANCTUM
- SCULLERY
- EXECUTIONER COURTYARD
- STABLE BLOCK
- COURTYARD
- DUNGEON STEPS
- DAMONIA CASTLE – MAYNE BUILDING

MOAT

OPEN DOOR

CLOSED BUT UNLOCKED DOOR

CLOSED AND LOCKED DOOR

DEAD END

PASSAGE

PASSAGE

PASSAGE

SENTRY

DAMONIA CASTLE — YE DUNGEONS

DUNGEON STEPS

M O A T

Use this poke and your energy will not run out.

```
  1 REM KNIGHTMARE poke
  2 REM (c) A.SINGH '88
  3 REM
  5 CLEAR 32767
  6 PRINT AT 10,4;"START 'KNIGH
TMARE' TAPE"
  7 LOAD ""CODE 65088
  8 POKE 65108,194
  9 POKE 65092,21
 10 LET t=0: LET w=1
 15 FOR f=65384 TO 65430
 20 READ a: POKE f,a
 25 LET t=t+w*a: LET w=w+1
 30 NEXT f
 35 IF t<>128715 THEN  PRINT "E
RROR IN DATA": STOP
 40 RANDOMIZE USR 65409
 50 DATA 62,195,50,235,145,33
 55 DATA 0,91,34,236,145,33
 60 DATA 244,93,17,0,91,1,15
 65 DATA 0,237,176,195,0,105
 70 DATA 205,64,254,62,100,50
 75 DATA 81,255,195,44,255,62
 80 DATA 16,50,30,151,58,37
 85 DATA 151,195,238,145
```

TRANTOR

》Eight levels of fast-shootin' mayhem here; just the sort of romp this bear likes before breakfast.

Each level contains an eight-letter password. You gotta find all of them before you can log on to the main computer at the end. To help you out, all the passwords are computer-related; SPECTRUM, SINCLAIR and suchlike. But it ain't no good guessing them; you gotta actually find all the letters. The giant alien on the Alien Dwelling level is the only thing that can kill you instantly. You can shoot it, but it'll keep coming back, so don't be ashamed to run like crazy.

You can refuel your flamethrower from the depots, and search terminals and lockers by standing in front of them and pulling back on the stick. If you accidentally pick up a bomb, you gotta find a toolkit or a screwdriver to defuse it, or BLAM! If you pick up a clock, it gives you another ninety seconds of life; it'll take you about an hour to complete the game once you figure out the security codes, so make sure you know where to find the clocks! Hamburgers give you extra energy — I'll take mine rare with extra mayo and relish. 《
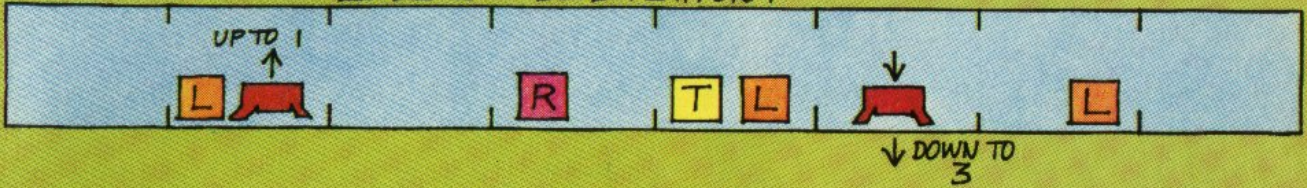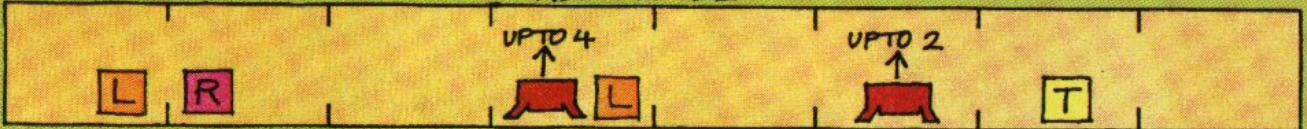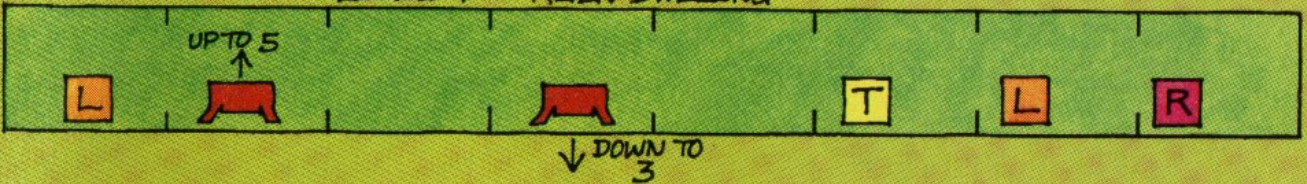
LEVEL 1 — BLUE PLATFORM

R | | L | | T | L

↓ DOWN TO 2

LEVEL 2 — BLUE PLATFORM

UP TO 1 ↑

L | | R | T | L | | L

↓ DOWN TO 3

LEVEL 3 — ROCK LEVEL

UP TO 4 ↑   UP TO 2 ↑

L | R | | L | | T
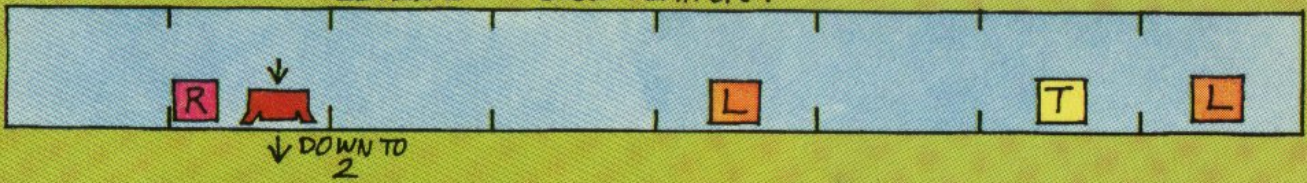
LEVEL 4 — ALIEN DWELLING

UP TO 5 ↑

L | | | T | L | R

↓ DOWN TO 3

LEVEL 5 — COMPUTER LEVEL

L | T | L | CT | R

↓ DOWN TO 4   COMPUTER   ↓ DOWN TO 6

LEVEL 6 — BLUE PLATFORM

UP TO 7 ↑   UP TO 5 ↑

L | | L | | R | T
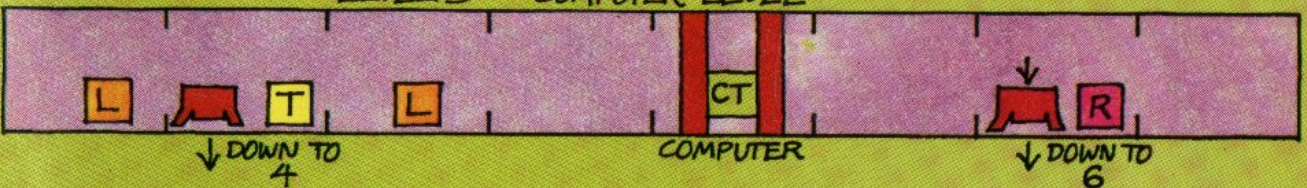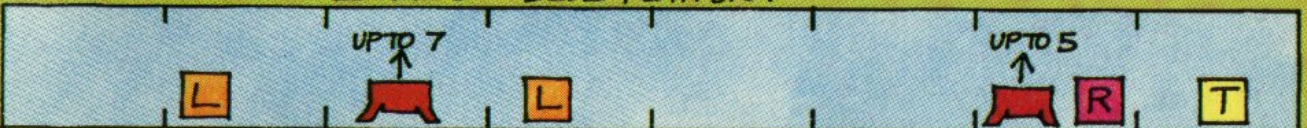
LEVEL 7 — ROCK LEVEL

L | | R | T | | L

↓ DOWN TO 8   ↓ DOWN TO 6
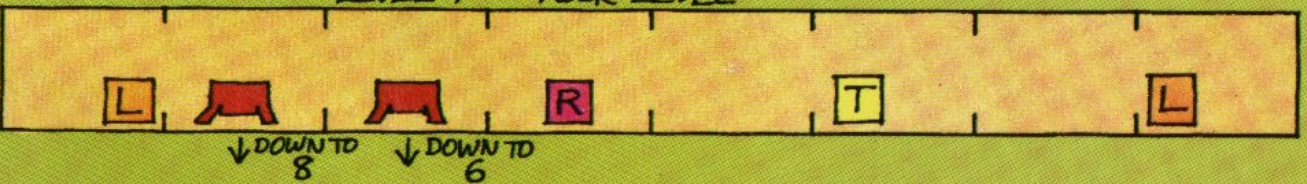
LEVEL 8 — TRANSPORTER LEVEL

UP TO 7 ↑

T | R | L | T | | L

TRANSPORTER

R — REFUEL FLAME-THROWER
L — LOCKER
T — TERMINAL

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