WHAT POKE ?

THE HAND BOOK FOR C16/PLUS 4

H & D SERVICES

H & D SERVICES

Volume 2
Issue 1

£1.00

EDITORIAL

May we welcome all new readers to this handbook and welcome back our subscribers who have been without our unique book since our last issue back in May. Life at H&D has been even more hectic since our final issue, but thankfully now, all the spadework has been done to ensure an exciting future for H&D and our readers.

Our aim with these handbooks is to give the Home Computer game player a change from the standard type of reading offered in the current glut of computer magazines. We may not be as glossy, but we can guarantee items of real interest to players.

We expect our books to get even better over the coming issues, as we become more widely known throughout the Home Computer Industry. All our books have been put together under certain constraints. We do not have the advantage of the Crash's and Zzap's of this world who receive gratis preview software from the Big Houses; we have had to pay for all our own software, and our contributors have had to work hard to produce the game playing help you will see in this book.

We have been very busy trying to make ourselves known and it is very hard for a new publication to get that all important foothold to allow it to expand, you need look no further than the Bang and LM publications to see it is not a friendly world, but we are sure that the quality of our product will ensure the readers support, and make the Software Houses well aware, that ours is a publication to take notice of.

Anyway, given those limitations, we believe that you'll be very happy, with our handbook, and even happier to know that we are going to get even better.

This handbook is put together using the very latest in Computer Desk Top Publishing technology; we believe it to be the only commercially available publication that is produced entirely by computers.

This issue's Editorial has been more of an introduction, but in true What Poke? style, you can expect some straight talking from this column in the forthcoming months. May we thank you for buying our publication, and we're sure you'll come back for more, because let's fact it "You ain't seen nothing yet!"

Bernard Dinneen
Editor.

General

An introduction to the What Poke? team and our aims and ideas. What makes us different from the other computer magazines!

Pokes

We aim to be the best handbook for Pokes. This issue we include Pokes on Thrust, Robo Knight, Xcellor 8, Finders Keepers and many others

Maps

Don't know where you're going. Let our maps guide you while you concentrate on your mission!

Hints

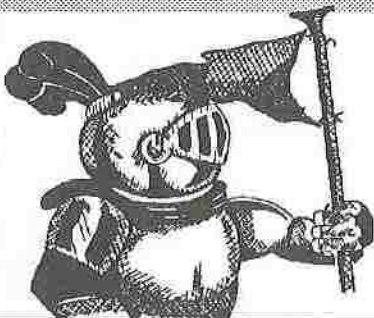We give hints on Finders Keepers, Robo Knight and Ghosts N goblins

Features

When you finally tire of playing the latest computer games, sit back and find out whats happening around the Arcades and in the Video world. Read the true life story of Running Laces or discover the world of PBM.

Reviews

All the latest games are reviewed, including Thrust, Paperboy, Frenesis and Into the Deep plus lots, lots more

NOT WHAT! - WHO?

What Now? What Poke?
"A Potted History"
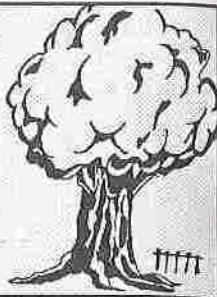
For many of you this will be your first opportunity to see a publication from H & D Services. But in one form or another we have been producing games handbooks since 1984. The whole process started when the current editor of the Handbooks, Bernard Dinneen advertised his first solo effort in the Winter of 1984. It was handwritten, then photocopied. Called Hints and Pokes it covered a wide variety of computer formats. From little acorns do great oaks grow, and from the small trickle of orders received after placing small ads in the computer press Bernard realised that a market existed for such a publication. A manual typewriter was borrowed and the first initial steps in the development of the Handbooks had begun.

The basis of the Handbooks has always been the written contributions from the readers themselves, and as these increased Bernard invested in an electronic typewriter to improve both speed and presentation. Gradually a handful of dedicated enthusiasts were taken on board and the books even began to attract imitators. Peter Hacker joined Bernard, and so H & D was born.

Almost immediately Hints and Pokes was split into 6 seperate Handbooks for individual computer formats, covering Game Reviews, Pokes and Adventure Hints and Solutions. With each issue attempts were made to increase the number of pages and the actual presentation. But it was not until the introduction of a sophisticated 'Desk Top Publishing System' that the Handbooks really began to give a professional finish to the mass of information supplied by the readership. Suddenly the Handbooks began to receive a groundswell of favourable comments from the established computer magazines.

Overall H & D Services have always had one goal in mind; to provide the game playing public with the best assistance that it can provide, in a format that is professional, whilst allowing the readers themselves the opportunity to develop the Handbook contents in the direction that they find most useful. Another essential aim was to make the Handbooks available to a wider audience. We have always believed that the place to buy computer books is in the computer shops, and not at the newsagent, and that magazines should complement game playing. We are not a game review magazine, whose income basically depends on the advertisements from the Software Houses. However we are aware that the difference between a great game and an also ran can at times be very small. Our policy has always been to provide a fair assessment of each game, but if we think a game is bad we shall not hesitate to state the fact. But often the real worth of a game to the ordinary public is determined by the availability of Pokes or Hints that enable as many players, regardless of abilities, to progress into the game.

We hope that you enjoy reading the Handbooks, and that you will find them useful. We expect there shall be changes in the future, but as in the past, always for the better.

GOING FOR THE POST

The World of P.B.M.
introduced by
Jason Roseaman.

This month I am reviewing Trolls Bottom, which I feel is the best Computer Moderated Fantasy game available. All in all the game attracts my **First Class Nomination.**

Trolls Bottom
Producer: Project Basilisk
Type: Fantasy
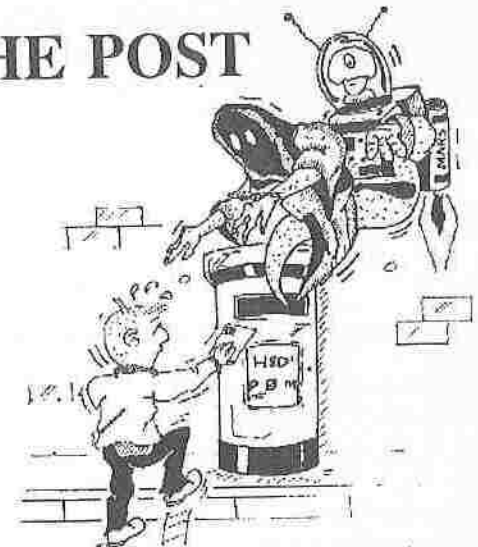
This is a postcard order game, similar in style to KJC's "It's a Crime", and although the game is code ordered, I found it was hardly necessary to refer to the Rulebook during play. There are 16 orders that can be used, namely:

Move, Tunnel, Sneak and Spy, Hunt, Brew, Make Noise, Rob and Run, Dig, Seek, Make Weapon, Look Out, Bird, Give, Attack, Eat, and Use.

Each order is given a seperate code, for example, Seek and Spy is coded SSPY. For an order to be carried out, you must have the necessary ability, or possessions, and most orders require you to allocate an adequate amount of strength in order to fulfill it. You have a maximum of 134 strength points to allocate between your orders on each turn. The amount of strength you will need for each order is dependant upon the condition of your Troll.

Weapons often have to be used, and although you begin with plenty of them, as you progress you damage or lose them. You must therefore replace them with weapons that you make from the bones that are scattered around after 'afternoon tea'.

Periodically you may stumble across some 'special possessions' with magical properties for zapping other Trolls, or transporting you from one part of the map to another. One little problem is that you cannot use these special goodies until you have defined what magical property the object possesses. The magic mushrooms, and magic rings are possibly the easiest things to define. Within the game are two GM controlled characters, called Golden Eagle and Gollum (the little creep who lost his wedding ring),To date I have met the Eagle, but have not yet come across a translator who speaks Eagleise (get it? Eagle Eyes?) It may be something to do with the green ring I found in the hole below. If anyone can assist me on this, I would be obliged.

At the end of each turn, you receive a computer print out which tells you the result of each command you submitted, and the results of how your compatriots have interacted on your Troll.

For example you could be told that someone has attacked you and robbed you, or that you have been given a bribe.

Value for money is excellent. You work on a credit system, with each credit valued at 45p. A single turn costs 2 credits (90p) and a double turn costing 3 credits (£1.35). The start up cost is £3.

Trolls Bottom - The Scores

Atmosphere - 72% Nice touches, and a sense of humour.

Contact - 81%

O' Great Ones - Efficient turnround, informative, humerous newsletter.

Value - 82% Budget prices for quality game.

Overall - First Class.

SCORING SYSTEM

ATMOSPHERE - Does the game put you on the spot?

CONTACT - What kind of player interaction does the game have, and do you really need allies?

VALUE FOR MONEY - Is the feedback and quality of play worth your hard earned pennies?

O' GREAT ONES - Commonly known as the effort and power a Game Master puts into his brainchild. This should also include any bias or favouritism the GM shows towards any player (not that there should be any).

OVERALL - On the whole does the game get one of the following stamps

******FIRST CLASS**********

******SECOND CLASS*******

******THIRD CLASS*********

(Not many games shall be getting the First Class award unless they have that certain something).

SPECIAL OFFERS

By writing to these companies, and quoting What Poke? and Jason Roseaman, you can take advantage of these introductory prices.

Trolls Bottom.

Start Up £1 only - save £2.

2 Free Turns - save £1.35

Write to **Project Basilisk**, enclosing cheque or P.O for £1, P.O. Box 24, Sheerness, Kent, ME12 3QU.

Shattered World

Start up £3.50 - save £1.50

Send cheque or P.O to **Jade Games**, P.O. Box 54, Southsea, Hants, PO4 0NA

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Newsflash Jade and KJC Battle it Out!

News is that these two firms are competing to purchase the license for an American PBM game. An estimate of the price required is £1,000 plus 15% of all profits generated.

REWARD OFFERED

WE WANT YOUR HINTS, POKES, AND MAPS.

£20 WORTH OF GAME SOFTWARE OF YOUR OWN CHOICE

TO THE CONTRIBUTOR OF THE BEST COLLECTION OF GAME PLAYING HELP RECEIVED EVERY MONTH.

PLUS

SOFTWARE VOUCHERS TO THE BEST RUNNERS UP

PLEASE FOLLOW THESE SIMPLE RULES:
1. Write neatly or if possible type your contribution, and state for which machine they have been produced. NB. All items sent must be your own work and not copied from anywhere else.
2. Ensure maps are as clear and precise as possible.
3. Ensure that all your work is correct ie. that pokes work!
4. If you wish your work back, please send stamped addressed envelope.

What Now? What Poke? Publications.

SUBSCRIPTIONS

Ensure your regular copy of What Poke ? by taking out a subscription to either 6 or 12 issues.

6 Issue Subscription only £7.00
12 Issue Subscription only £13.20

This price includes delivery direct to your home.

Send cheque/postal order made payable to H & D Services, and send to What Poke C16/Plus 4 Subscriptions, 1338, Ashton Old Road, Higher Openshaw, Manchester, M11 1JG. (Please state from which issue you wish your subscription to start).

Overseas Subscribers:
Surface Mail: Add 25%, Air Mail: Add 125%

GAME REVIEW SECTION

The Scoring System:

Between 90-100% Rave
Between 80-89% Excellent
Between 70-79% Very Good
Between 60-69% Good
Between 50-59% Average
Between 40-49% Poor
Between 30-39% Rubbish
Between 00-29% Garbage

What The Ratings Mean:

Graphics- Do the Graphics add to the game.
Playability- Is it logical or do you need to be Einstein to play.
Lastability- Does it keep you playing for ages.
Addictiveness- Does it grab you back for just that one more go
Value For Money- Is it worth the cash.
What Poke ? Rating- Overall impression.

The Reviewing Team

Chris (Archer) Age 37- Favourite Best Ever Games- A.C.E., Auf Wiedersehen Monty. **Worst Ever Games-** Legionnaire, Monkey Magic. **Best Budget Games-** Storm, Thrust.

Aaron (Gale) Age 16 - Favourite Best Ever Games- Saboteur, Xcellor 8. **Worst Ever Game-** Steve Davis Snooker. **Best Budget Game-** P.O.D.

Title: Auf Wiedersehen Monty
Publisher: Gremlin
R.R.P.: 6.95
Game Type: Arcade Adventure

Monty on the Run remains one of H & D's favourite games, and Gremlin one, if not the best C16 game producer. This latest Monty episode has you helping Monty in his final bid for freedom. He is fleeing for his life across Europe, in his effort to raise enough cash to buy the Greek island of Montas, where he will escape extradition, as no-one knows where this island is.
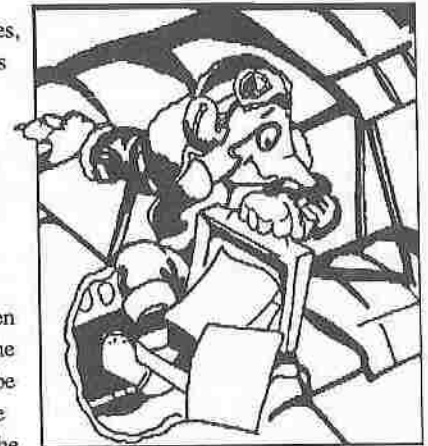
Chris's Comments

If you have played Monty on the Run, and you like it, then this is one that you will have to buy. I don't like to see the prices of games too high, but this is one game that must be worth the money. The music is fab, the colours great, the graphics don't run into each other like some games, and the play is smart. Though you have to be careful when playing because some of the places where the money is situated turn out to be traps, and you have to be on the look out all the time. Also you have to look out in some places, where it looks like you are trapped, but in fact you have to find the passage that goes through the wall. You have to pick all the money up to win the game, and this is no easy task. On the whole, if you have £6.95 then go and get the game, it's much better than Monty on the Run ... For all you ace hackers, if you load the game and wait for the border to go black, let the game flash three times, hold the run/stop, and when the game has flashed three times, press reset with run/stop, if you miss, it will code the game and you will have to start again, if you do it right, you can start the game again with G 2800. But you will have to find a poke that will make the game more playable, so happy pokes to you all.....

Auf Wiedersehen Monty: The Scores
Graphics 86%
Playability88%
Lastability 78%
Addictivness 79%
Value for Money 85%
What Poke? Rating 84%

Title: Demolition
Publisher: Anco
R.R.P.: 5.95
Game Type: Breakout

At last the C16/Plus 4's very own Breakout game. You know the one, where you have a bat and attempt to knock down a coloured brick wall. A nice option of playing the computer or a friend. Differing bricks do different things, some a help, others not. 36 levels of Breakout excitement.
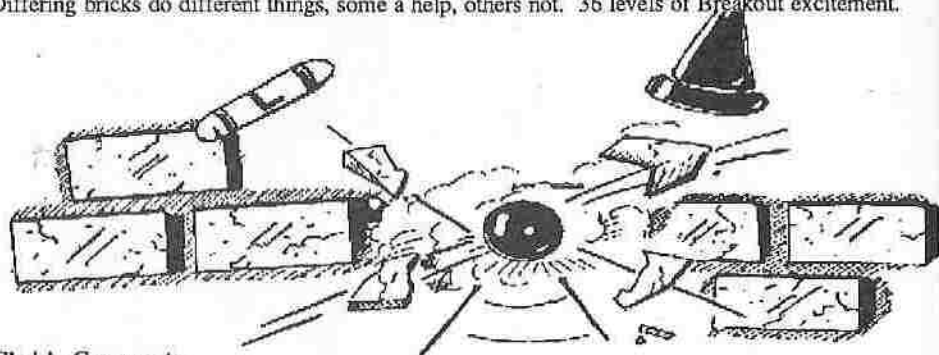
Chris's Comments

If you like to suffer, then here's a game that will do just that. In fact, it could drive some of you mad. I liked the first screen, it was so easy to do, also the second one's not too bad. The third level will make your bat work the other way round, if you hit the thing that looks like a bolt, then you are in trouble. If you get past this level to the next one, you think you are on the way home, until you hit a certain object on the screen and you go back to level three. On some of the levels when you hit objects, it builds a wall behind you, this will help sometimes, but if the ball hits the back wall once, then that brick will vanish before your very eyes. The thing I like most about this game is you can play on your own, or two can play one after the other, or two can play together, one each side of the screen. Also you have the choice of six speeds, so as you get better, you can speed up to be an ace player. At first, I thought it was a bit too much in price, for what it was, but as you play more and more and see that the graphics are not too bad and it plays well on all the things like speeds and players, then it becomes reasonable. Well if you like this sort of game, based on the Jail Break, or   break out games, then this is well worth the outlay.

Demolition: The Scores
Graphics 74%
Playability 69%
Addictiveness 67%
Lastability 66%
Value for Money 67%
What Poke? Rating 67%

Title: Xadium
Publisher: Mastertronic
R.R.P.: 1.99
Game Type: Arcade

In this latest Materstronic shoot em' up, you are pitched against the clock. You must race your ship across the surface of the planet Xadium, in an attempt to get through the gates before the timer reaches zero.

The aim of the game is to get through the randomly appearing gates as fast as possible, but this will become increasingly difficult as the game progresses and if you miss a gate or hit one of the posts, you will automatically lose time. When or if, you manage to complete this first section of the game, you will enter the second level.

Chris's Comments

There's not much that I can say about the first part of the game really, but although the spacecraft is good and the shadow is quite good, the thing that annoys the most, is the white sparkles that look like gnats flying about. The game is very hard on the eyes, in the way that the screen scrolls towards you with the stone posts that keep coming at you. Some of the time you may get stuck behind a post, and you cannot move. This is a bug in the game, but other than this, it is not too bad.

The second level is different again. You are looking side on to your ship, and flying down a passage that is going to get the better of most of you. In this stage of the game, there is no time limit but they give you three lives instead. I never got anywhere on this level so I gave up. This is one of those games that kill you off and bores me to death, but I'm sure the space freaks will like it. The only problem with this part, is that the screen keeps jumping, and it flashes now and again. The ship moves fast and you appear to have only slight control over it. So if you are fast and furious, you will make the grade; if not, you will end up breaking something; don't blame the mag, you've been warned.......

Aaron's Comments

Mastertronic appear to have come up with a real booby here. After a couple of hours play, I was pretty fed up, and not eager to   go back and have another go. The graphics are a real let   down, with a poor choice of colours. There are much   better games at £1.99

Xadium. The Scores
Graphics 63%
Playability 61%
Addictivness 52%
Lastability 47%
Value for Money 55%
What Poke ? Rating 54%

Title: GWNN
Publisher: Mastertronic
R.R.P.: 1.99
Game Type: Arcade

The latest game from Patrick (Powerball) Strassen.

It has you in the guise of a lone ship out to rescue scientists held by aliens, and then to destroy the enemy bases. There are six levels and six missions to complete:

1) Rescue the scientists.
2) Destroy the Generator.
3) Pick up the autofire
4) Destroy the Ammo dump
5) Fuel up stage.
6) Destroy the alien home base.

You have only 3 lives, so it's far from easy.

Chris's Comments:

I am confident that you will make the first run, but after this, you'll find it hard. If you pull back quickly on the joy stick, you can stop the ship; and then move it sideways. This helps when you go through the small maze of walls. What you may find hard is seeing the things that you have to destroy, so if I were to tell you where they are, it would spoil all the fun. The hardest thing in the game is the warp run, after you have docked. I made none of them successfully. Graphically it's not bad, but it does look a little drab, and a few more colours wouldn't have gone amiss.

It's a game that perhaps you come back to play time and time again, rather than play for hours at a time! It is beatable and the game does lose its impact after a few goes, but you could always challenge your mates.

Dare I say it, but it cannot be very far behind C64 graphics, and that can't be bad for a £1.99 game. The quality must give C16/Plus 4 owners hope for the future, and we could do with a few more like this.

GWNN. The Scores:
Graphics 87%
Playability 74%
Addictiveness 58%
Lastability 59%
Value for Money 82%
What Poke ? Rating 68%

Title: Zolyx
Publisher: Firebird
R.R.P.: 1.99
Game Type: Arcade

The aim of this game is quite to simply fill in a screen or at least 75% by completing blocks. You are hindered by balls on the screen that lose you a life, should you happen to touch one. The higher the level, the more the balls, and so on.

Chris's Comments

This could have been a really good game if only they had put more into it. When you first play the game you think that you are in for a treat, but as you go on, you find that it starts to wear off. The idea of the game is to fill in 75% or more of the screen to win and get to the next level. The trouble is nothing changes apart from getting an extra ball on the screen, if that is what you can call it, it looks more like a snow drop than a ball! The screen back ground is black, but as you make a square, it then changes to blue. It may have encouraged me more if the screens changed on each level. The sound is not all that good, and it would have been better with a tune to stop the boredom.

I looked into the machine code to see how long it was, hoping that it may hold other levels that look better, but the code only goes down to two thousand, which means that what you see on the screen is what you get, and no more. The inlay says that it will keep you glued to the monitor for months; this is true, if you watch the dots long enough you will go in to a trance and not be able to move. But all I can say is this, after playing the game Spikey Harold by Firebird, then looking at Zolyx, the only thing I can say is - Naff Naff!!

Zolyx: The Scores
Graphics 38%
Playability 56%
Addictiveness 22%
Lastability 36%
What Poke? Rating 38%

Title: Frenesis
Publisher: Mastertronic
R.R.P.: 1.99
Game Type: Arcade

Your aim is to prevent the invading hordes of aliens from reaching the cross, which may sound reasonably straightforward, but achieving it certainly won't be!

You are armed with a STATRON, and this is your means of getting rid of the aliens, but there are various techniques you must master in order to get maximum use out of it.

1) To destroy an alien your statron must have its pink arrows facing the alien. As an example, if an alien enters from the left hand side of the screen, the arrows must be rolling to the right side.

2) Your statron can switch from a vertical to a horizontal axis by pushing the joystick in the desired direction. so if you are facing left and wish to travel up screen, tap the joystick up and your Statron will switch axis and run vertically up and down the screen.

Chris's Comments

Here's a game that could have been a hit on the C16/Plus 4, but once again, it has so much missing that it will surely fail to be a big hit. The colours and the graphics are good, and though it is a game that's almost the same screen all the way through, it does have a change at the end of each level which helps to stop the boredom. You can see from this game, that the programmer has a good chance of writing some good programes for the C16/Plus 4, if only he trys a little bit harder. The things that I found hard on this game is that there is too much coming at you on the higher levels, and it means that you cannot beat the computer. This is because you are limited by the movement of the joystick, and the speed of your Statron and there is far too much coming at you to stop it all from reaching the middle of the screen. The idea of the game is to equal the score of the computer, every time you miss an alien, you can see in the middle of the screen at the top, the scores, and that the alien score goes up. You have to catch an alien and equal the score to stop the game and reach the next level. It is the inlay that should be sold as joke of the year on some games. This one says, it is guaranteed to bring you to total nervous collapse, I did not even get a good sweat going.

If you get fed up of playing this game, then here's something for you to try and pass the time away, the word Genesis in the bible, means, The Creation, so what does Frenesis stand for. By the way, there are no prizes if you find the answer...........

Frenesis: The Scores
Graphics 62%
Playability 41%
Lastability 32%
Addictiveness 34%
Value for Money 41%
What Poke? Rating 38%

POWERBALL - A BUG OR NOT A BUG THAT IS THE QUESTION?

Chris Archer offers some insight into the C16 Gaming scene:

When I first played Powerball it was good to be able to pull back on the joystick and go right through the game, only to find that at the end screen I could not get through. So I played the game over and over until I was sick of it.

I sent the game back to Mastertronic and told them about the bug in the end screen. Mastertronic tested my game against the master tape and said that there was no bug in it they also sent me another tape, but the result is still the same.

I have been poking around in the machine code to see if I could get any more out of the game. My reason for this was that when you look at the score you will see ten digits, yet if you put the Infinite lives poke in found in issue 8 and then play the game, you will find that you only use five of the digits. Now the question is, is there a possibility that the game could be programed in such a way that if you don't make the last screen in four lives, the machine could send a poke to the last screen to scramble it. If you are well up on pokes please let us know. You may ask what brought me to this conclusion.... try this, load game, runstop/reset, type M 1055 change 10 to BA...SYS 5751. When the game starts press space bar and the screens will scroll past until the end. When the last screen has gone you will see that the screen will still show doors and bricks and that the ball will still keep dropping, that is if you press the run stop key on the last screen. Another reason why I came up with this is that while I was playing Robo Knight with the pokes that make him go through walls, I found that on the last screen, as I went off the screen, the game bugged because it ran out of memory, but Powerball does not! You will find that as the screen scrolls on, it will go blank in the end so why are all the other screens scrambled in between the last playable screen and the blank one, and why have we got ten noughts? and remember Mastertronic said that there is no bug in the game, so come on all you pokers, get poking and let us know what you come up with.

Game help
PANIK load runstop/reset ,type M 33B3 2C , put 2C in first line, type X return, type run return for Infinite lives.

LEGIONNAIRE load runstop/reset,type M 28B0, put 2C in first line gives Infinite lives
type M 2190, put 2C in first line.....stops the soldiers shooting
type G 2824 to run.

EXORCIST load runstop/reset,type M 1ACB, put 18 into first line - to stop the enemies from killing.....type G 3B00 to run.

SHARK load runstop/reset type M2012 change 03 to FF X return SYS 8192.

What Now? What Poke? Publications.

NOTE

We do our very best to check that all the hints we are sent actually work, but it is impossible to check the validity of all the information we receive. If you do have any problems with any of the routines in this book then please write, remembering to enclose an S.A.E., and we will do our best to answer any queries, although we cannot guarantee to always be successful.

Write with your problems to
What Publications Queries Dept. 1338,
Ashton Old Road, Higher Openshaw,
Manchester M11 1JG.

Game Playing Classifications

HOP (Hot Off Press)- The very latest in game help received on the very latest software releases.

NEW- Help on the games released 3 months prior to publication.
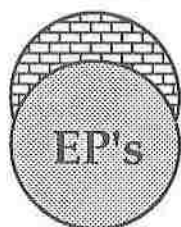
EP's (Ever Presents)- Help on the older games that still remain popular.
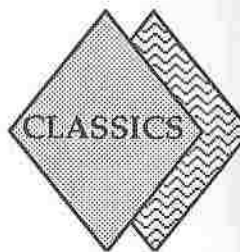
CLASSICS- Help on the games that have proven a landmark in computer game history.

LEGIONNAIRE

A beau of a Poke from Chris Archer, we jest not!
Load and runstop/reset
Type M28B0 and type 2C in first line
Type G2824 to run for infinite lives

FINDERS KEEPERS

Routines courtesy of Kevin Cave.

1) Load in the Turbo-er; as soon as it is in, RESET into the Monitor
   STOP THE TAPE

2) Put the cursor to the bottom left-hand of the screen, and alternately press the (escape) key, then 'T' this will create a window at the bottom of the screen.

3) TYPE:
   A 0400 JSR $0333 (return)
           LDA #$00 (return)
           STA $015E (return)
           STA $015F (return)
           JMP $0124 (return) (return)

4) TYPE:
   G 0400 (return)

5) Press play on tape

6) When loading stops, press (CONTROL) & 2 to get a white cursor.

7) TYPE:
   A 2F5C NOP (return)
          NOP (return)
          NOP (return) (return)

8) G 1FCA (return) - the game will now start.

"All this just to give us infinite lives", I hear you painfully shriek!

Please Note:

The only indication that the loading has stopped (instruction (6) above) is that the border colour stays the same, but the tape will still be turning.

Also in (6) above, when you press (control) & 2 to get a white cursor, there is no flashing white cursor, you do have white lettering though, so you can see what you are typing in.

Lastly, if you type in "GIFCA" while still in white lettering, you will have this command all the time written on the screen, therefore, if you like, you can press (control) & 1 to get black lettering, then type "G IFCA" (return).

EP's

FINDERS KEEPERS

C16+4

1 BROKEN SWORD
2 MODEL SHIP
3 PILE OF MUD
4 SILVER GOBLET

TO MAZE (BOTTOM LEFT)

ROOM WITH A VIEW

THE ASTROLOGERS STUDY

CASTLE TELEPORT ROOM
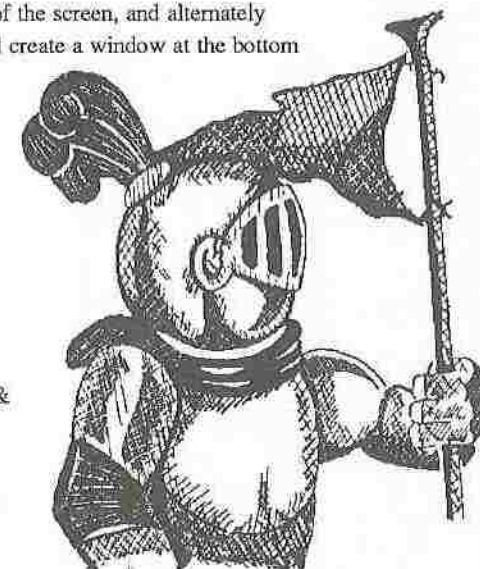
START

TELEPORT TO THE NEEDLEWORK ROOM

THE INNER CHAMBER

GORDON THE TRADERS ROOM

1 SALTPETRE
2 SPARK OF LIFE
3 GLASS SHOE
4 MILK

TO MAZE (TOP LEFT)

THE ICE CREAM FACTORY

DR. WOMBATS BEDROOM

THE NEEDLEWORK ROOM

EXIT

THE BIG PUSS WITHOUT BOOTS

1 GLUE
2 BOTTLE
3 BLACKSMITH

(The Transmat in the transmat room will go to the castle teleport room)

TO MAZE (MIDDLE LEFT)

(HAS TRANSMAT KEY)

ANNA QUAYS ROOM

GORT THE TRADERS ROOM

THE TRANSMAT ROOM

PLAN OF ROOMS.......1
→ FINDERS KEEPERS

EP's

WARP TO B RIGHT

WARP TO MIDDLE LEFT

THE ICE CREAM FACTORY

THE TREASURY

GORT THE TRADERS ROOM

DR WOMBATS LAB

FROM TOP RIGHT

ROOM WITH A VIEW

FROM TOP LEFT

1 MOUSE
2 MAGIC FLAME
3 BAR OF LEAD

PLAN OF ROOMS. 2
FINDERS KEEPERS

1 STICKY BUN
2 WHITE GOLD RING
3 MOON BEAM

1 MAGIC STONE
2 BIRTHDAY CARD
3 TANKARD

ANNA THE
TRADERS
ROOM

THE
BLOODBATH
ROOM

DR.
WOMBATS
LABORATORY

CRAZY
WIZARDS
STORE ROOM

THE
KINGS ART
ROOM

THE
TREASURY

TO MAZE
(MIDDLE RIGHT)

TO MAZE
(TOP RIGHT)

FINDERS KEEPERS

Stephen Avis produces the following game help:

To complete the game you will need sulpher, salt petre and charcoal which make dynamite. Then you need to find the screen with the cat and drop these 3 items. Then drop magic flame which is found in the maze which explodes the cat and a gap is made in the castle wall.

AROUND THE COIN OPS

Scott Moore takes his regular trip to the arcades to take a look at four games, old and new:

Title: Enduro Racer
Publisher: Sega
Price: 20p

Segas Enduro Racer is following on from where Hang-On left off. It is a trial bike simulation where you sit on a motorbike complete with handlebars, brake etc. The aim is to ride through seven levels which are of increasing difficulty against other riders. The track contains trees, water, boulders and most exciting, the logs. They come on the screen many times on a level and the only way to get past them is to quickly pull back on the handlebars to fly up in the air, jumping over them and, hopefully, avoiding the rocks.

Like Segas, other smash-hit arcade game 'Out Run', the track rises and dips as you go up and down hills. One of the most spectacular features of the game is crashing, it is almost worth wasting 20p to see it. You and your bike fly in the air and land in a heap. To make things worse, there is a time limit which makes you want to have just another go! The graphics are bright, colourful and smooth, but the trees move jerkily. If you've only played the computer version, try and have a go at the original.

Graphics	82%
Hookability	92%
Lastability	85%
Value	87%
Overall	86%

Title: 720 degrees
Publisher: Atari
Price 20p

If you are a skateboard expert, you will realise straight away that the title is the name of one of the harder moves of skateboarding. The game is set in Skate City. In the City there are four parks

that you can enter to win, (hopefully), prize money, which can be spent in shops scattered about. Here you can buy new, better, equipment such as pads, boards and shoes. You are not alone in the City - there are BMX bikers, other skateboarders, and even frisbee throwing girls. While riding in the City, different moves must be executed on the skateboard to obtain tickets which let you in the park.

If the machine bellows the words ' Skate or Die' you must quickly ride in a park or be killed by a cloud which chases you. Once in the park, depending on which you're in, you will take part in a sort of race down a number of ramps. If it is completed quickly enough, you'll receive a medal and some money. The graphics are excellent; bright, colourful and superbly animated. This game would make an excellent conversion to a computer if enough time was spent on it, but if you can't wait, play this or play 'Skate Rock' (Bubble Bus) which bears a remarkable resemblance.

Title: Pacland
Publisher: Namco
Price: 10p

Graphics	96%
Hookability	85%
Lastability	92%
Value	90%
Overall	91%

Many years ago, there was an arcade game called 'Pac-Man' which became one of the arcade classics, joining games such as Space Invaders, Scramble etc. It was a very successful game and around two years ago, Namco decided to release a follow-up, hoping to cash in on the success of the prequel. Instead of eating dots, our hero needs to make trips in Pac-town which is inhabited by his worst enemies - ghosts.

They try, as hard as they can, to kill our hero by chasing him, running him down, and the ghosts even take to throwing their babies at Pac-Man to be rid of him. Pac-Man can, as in the original, eat a power pill, which for a limited amount of time lets him eat the ghosts. The object is to gain points by collecting fruit and finally completing the level. There are lots of features in the game, letting you obtain extras for Pac-Man, like a

hard hat and magic boots. The games and graphics are cute, with a bounce-a-long tune. The game did not prove to be as successful as the original, but gained a cult following.

Title: VS Slalom
Publisher: Nintendo
Price: 20p

Graphics	91%
Hookability	81%
Lastability	89%
Value	93%
Overall	88%

Nintendo isn't one of the best arcade game producers, but will this change it? Well, there's no bizzare scenerio, just plain skiing. It gives you a chance to stand in Peter Muller's boots (or skis) and to race down a snowy, icy mountain. The most unusual thing you'll first see, is the actual machine. There are two ski poles and two shortened skis. The poles are fixed on the floor and come through the cabinet to form joysticks.

You control a man on the ski-run and pushing the poles forward result in the man speeding up, and pulling back slows him down. Putting your weight on the left ski moves him left, and pressure on the right ski moves him right. The aim is to slalom down the run quickly whilst avoiding snowmen, fir trees and fellow skiers. The idea of slalom is to ski between poles, but it is especially hard with other skiers around you. After completing the first one, you are placed on a different, more difficult run.

The game is very addictive at first, but after playing a while, it becomes boring with the clever skis making the game. The graphics need tidying up as they are very poor. Avoid it!

Graphics	61%
Hookability	87%
Lastability	52%
Value	49%
Overall	51%

ROBO KNIGHT Map by G. Vassie

SHIELD $ WATER ▪

DRILL ▨   SWORD ↓

DOORS ↑↓   BRIDGE ⇒

LADDER ▥   DARK ▨

From Exit →

To Exit

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ROBO KNIGHT

Some game playing help for all you Knights from Chris Archer.

Get your money out now kids, you can't go wrong with this game, but watch how you go. You have to remember you can't jump too good with a suit of armour on. Though you may loose time and time again, you can't stop playing till you get the sword. The best part is that when you do get the sword, you have to go back and get the shields again, then the sword. And so the game goes on, until you run out of lives. I know that I have made it sound easy, but wait till you play it. Mind how you go through the drills which are stopping the way, and be careful on the edges of the water one false move and your in. The best way to play this game is with a mate. You go first and get the sword, then let him make his way back. One of the hardest parts to do is the screen after the exit. You can see the first part of the stones and the water, but the next part, which leads to the sword, is black and it is just a game of chance. This will sort out the real game players.

Make sure you time the trap doors right, and also don't try to jump over the fires when you see a shield. In one part you will go through a door and it is all blackness; go out again quick, or you will see sudden death. Make sure that all your jumps are timed right or it means going all the way round to get back to where your were, and remember the time is running out.

In the first black room at the start, go to the other side till you see a flash, then pull back once on the joy stick, and pull down to go through the floor.

POKES:

Become a real knight thanks to Kevin Cave's help.
LOAD, then RESET into monitor.
For infinite time, type
A 2F8A SBC #$00 (return) (return)
For infinite lives, type
A 3E5C NOP (return) NOP (return) NOP (return) NOP (return) NOP (return) (return)
This one shows Roboknight in a dark place, type:
A 11E0 LDA #$18 (return) (return)
To disable the drills, type:
A 1800 JMP $15CE (return) (return)
G 1A00 (to start)

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PAPERBOY LEVEL ONE

End of Level One

ROAD

20	B
19	W
18	B
17	W
16	B
15	W
14	B
13	W
12	B
11	W

NEW

Black Houses (B) - Break the Windows
White Houses (W) - Hit the Door

Level 2,3,4,5 - The Houses are in a different order every time.

Avoid all objects but papers.

To gain bonus points hit,postboxes, windows, lights, plantpots and moving objects.

ROAD

10	B
9	W
8	B
7	W
6	B
5	W
4	B
3	W
2	B
1	W

Objects To Be Found At Each House

1 - Ball
2 - Newspapers
3 - Ball Car
4 - Nothing
5 - Ball, Lawnmower, Ball
6 - Nothing
7 - Ball
8 - Newspapers
9 - Ball
10 - Man, Ball
11 - Ball
12 - Newspapers
13 - Ball, Car
14 - Nothing
15 - Ball, Lawnmower, Ball
16 - Nothing
17 - Ball
18 - Newspapers
19 - Ball
20 - Man, Ball

GUNSLINGER

Graham Vassie is quick on the draw with this Tynesoft time piece:
LOAD, RESET INTO MONITOR
TYPE THE FOLLOWING:
A 3179 LDA #$FF (return) FOR 255 LIVES
A 22D0 LDA #$0B (return) FOR EXTRA BULLETS AT START OF GAME
G 21FC (to start)

EP's

XCELLOR-8

Watch out innocents, Kevin Cave is here.
LOAD and RESET.
To increase the number of innocents that you can shoot, before the game ends, type:
POKE 13030,200 (return) (return)
SYS 12989 (to start)

GWNN

Be a lone pilot no longer, with help from Chris Archer.
LOAD, RESET/RUNSTOP
Type M 10E4 CHANGE 03 TO 01 for infinite lives
TYPE M 1125 CHANGE 01 TO 00 stops energy running out, but if you get hit or shot you loose power.
RESET MACHINE TYPE SYS 14336
TO RUN

HOP

FRENESIS

Chris Archer helps you out of a pickle:
Load Game, Runstop/Reset
Type M 2729 Change CE to 2C then type
G 1200 to Run. This will stop the time running out.
If you cannot catch the score of the aliens, just let their score run on for about two minutes, and it will go back to nought. Then when it catches your score up again, you carry on catching aliens and equal their score for the next level. This can only be done if you have stopped the time from running.

RUNNER

Aaron Gale shows how not to be a runner:
1)   RESET
2)   POKE 8787,234
      POKE 8788,234
      POKE 8789,234: Infinite fuel
3)   POKE 8991,234
      POKE 8992,234
      POKE 8993,234: Infinite lives
4)   POKE 8838,96: Invincible
5)   SYS 4120

To Map 2

GUNLAW

Map 1

By
G. Vassie

START

TO MAP 3

GUNLAW

Map 2

By
G.Vassie

FROM MAP
1

G
U
N
L
A
W

Map 3

By

G. Vassie

KEY

	TREE
	POND
	HUT
	ROCK
	BUSH
	FENCE
	ELECTRIC FENCE
	SAUCER

FROM MAP 2

GUN LAW

Shoot to kill, with Kevin Cave's help.
For infinite lives, type:
A 1213   NOP (return)
NOP (return) NOP (return)
(return)
This one disables the enemy, type:
A 1A10 RTS (return)
(return)
To start, type:
G 101A (return)
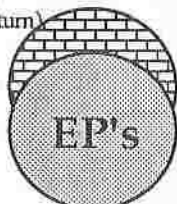
P.O.D.

Pokes, courtesy of Aaron Gale

1)   RESET
2)   POKE 9467,234
        POKE 9468,234
        POKE 9469,234:
Infinite lives
3)   POKE 9236,234
        POKE 9237,234
Allows more than 5 lives
4)   POKE 11003,X: X =
lives (27-255)
5)   POKE 9685,96: Grid
does not break
6)   POKE 9610,96:
Invincible
7)   POKE 9535,234
        POKE 9536,234
        POKE 9537,234: X =
Time (28-37)
8)   SYS 7936

MATRIX

Aaron Gale has the help:

1)   LOAD: When Novaload appears press RESET/RUNSTOP: X RETURN

2)   POKE 406,169   POKE 415,37
        POKE 407,234   POKE 416,232
        POKE 408,162   POKE 417,224
        POKE 409,0   POKE 418,3
        POKE 410,157   POKE 419,208
        POKE 411,61   POKE 420,245
        POKE 412,37   POKE 421,32
        POKE 413,157   POKE 422,16
        POKE 414,73   POKE 423,16

3)   SYS 320: For infinite lives

INTO THE DEEP

Kevin Cave gets you out of the Deep End.
To start on any level, type:
A 28A3 LDA #S(01-09) (return) (return)
For infinite lives, type:
A 2820 NOP (return) NOP (return) (return)
G 2780 (to start)

LAZER ZONE

Strap on your lazer with help from Aaron Gale.

1)   RESET
2)   POKE 5672,234
        POKE 5673,234
        POKE 5674,234: Infinite Electros
3)   POKE 5426,100: Infinite lives
4)   SYS 4112

EP's

EP's
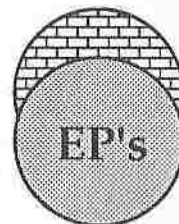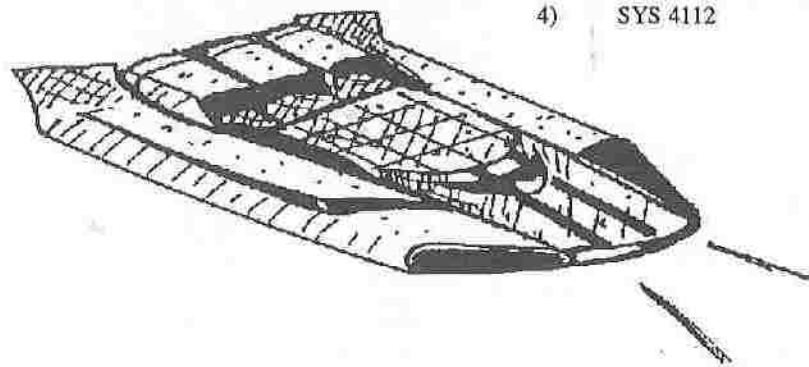
PHANTOM

Go phantom busting with two routines from Aaron Gale.

There are two different ways of entering the POKES:

First:

1) LOAD: When Novaload appears press RESET/RUNSTOP: X RETURN

2) ENTER:

POKE 406,169	POKE 417,18
POKE 407,234	POKE 418,30
POKE 408,141	POKE 419,141
POKE 409,139	POKE 420,185
POKE 410,37	POKE 421,21
POKE 411,141	POKE 422,141
POKE 412,140	POKE 423,17
POKE 413,37	POKE 424,35
POKE 414,169	POKE 425,32
POKE 415,96	POKE 426,232
POKE 416,141	POKE 427,15
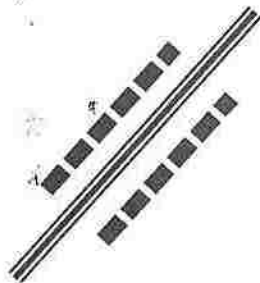
3) SYS 320 for: Infinite Fire, Energy, Bombs and no Ghosts.

Second:

This version of the Phantom Pokes give greater choice of which pokes to enter. But it ruins the graphics on the score table.

1) LOAD SIDE 1 Then RESET and enter the Pokes you want.

2) POKE 7698,96: No ghosts

3) POKE 5561,96: Infinite energy

4) POKE 8977,96: Infinite fire power

5) POKE 9611,234
   POKE 9612,234: Infinite bombs once one has been collected

Now enter line 6 and press return

6) POKE 4096,66
   POKE 4097,141
   POKE 4098,25: SYS 4072: to start Game.

Turn tape over and press a key. Rewind the tape and press play. When you finish a level keep pressing RUNSTOP.

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BERKS III

Aaron Gale shows you how not to be a Berk.

1) RESET

2) POKE 5065,96: No walls

3) POKE 5287,96: No bricks

4) POKE 5678,96: All berks lined up

5) POKE 7037,96: No homing droids

6) POKE 9846,0: Infinite lives

7) POKE 4084,X: X = lives

8) SYS 4232
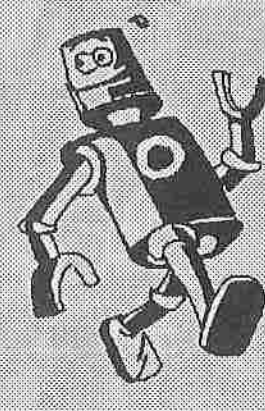
VIDEO MEANIES

Kevin Cave is no meanie with this one:
LOAD, RESET into monitor

To alter the colour of the background, thus allowing you to see the black walls, type:
A 1B17 LDA #$16 (return) (return)
A 1B3A LDA #$16 (return) (return)
A 1B36 NOP (return) (return)
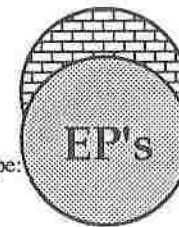
SPLIT PERSONALITIES

Kevin Cave helps on this classic
LOAD, RESET in to monitor.
To DISABLE TIMER type
A 3267 RTS (return) (return)
TO START GAME type
G 137E (return)

SCOOBY-DOO

Scooby Snax all round thanks to Aaron Gale.

1) Type LOAD: When READY appears type this line in.

10 IF A=2 THEN POKE 10437,234: POKE 10438,234: POKE 10439,234: SYS 3116

2) RUN for infinite lives

35
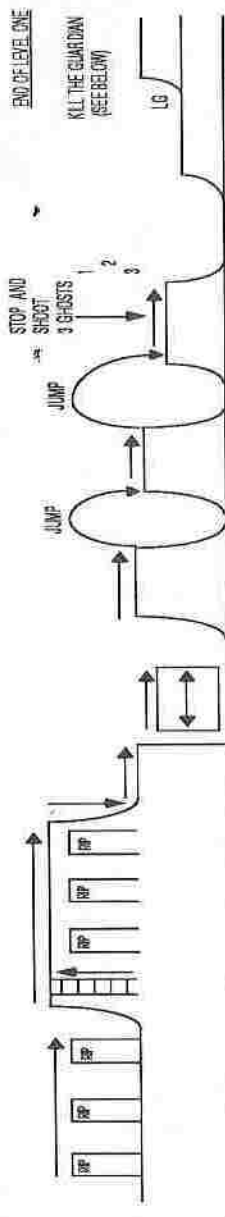
Ghosts N' Goblins

How To Kill The Guardian

Be careful with the guardian, because he can jump without knowing, and you will die.

As soon as the guardian appears shoot him once, run left straight away, wait for him so that there is just enough room for him to jump over you. When this happens, run to the right and keep shooting at the guardian, he will eventually die, and level 2 will load.

When level 2 has loaded, press stop on the cassette unit. When you die on level 2, a "Press play on tape" sign will appear, don't press play, press run stop. The title screen appears, and you start with infinite lives.

Map labels: END OF LEVEL ONE · KILL THE GUARDIAN (SEE BELOW) · LG · STOP AND SHOOT 3 GHOSTS · JUMP · JUMP · END OF LEVEL TWO · KILL LEVEL GUARDIANS · LG · LG · There are two demons here. You must shoot the top one only. KILL DEMON. · GHOSTS N GOBLINS MAP · EP's
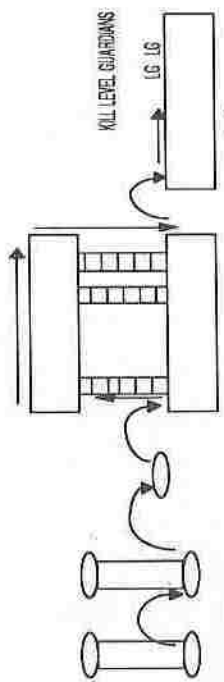
DANGER ZONE

Enter the Danger Zone with help from Kevin Cave.

LOAD, RESET into monitor

To improve the rate of fire, type:

A 19A3 LDA #$06 (return) (return)

For extra lives, type

A 1791 LDA #$FF (return) (return)

G 1010 (to start)

NEW
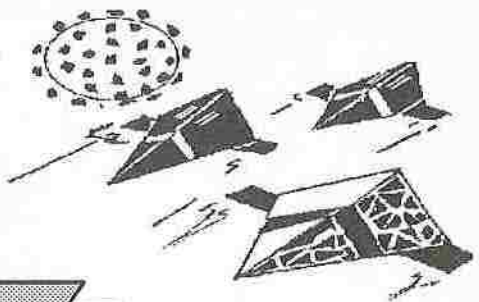
SPEED KING

Try a different track, thanks to Kevin Cave.

If you are bored with the current track that you are playing on, and you wish to reset, and select another track:

Press RUN/STOP and RESET, then type:

G 395C (return)

TAZZ

In a tizz with tazz? Well, fear not, Kevin Cave's here.

LOAD, RESET into monitor

To start on any level, type:

A 1C19 LDA #$(00-09) (return) (return)

For infinite lives, type:

A 1F5F NOP (return) NOP (return) (return)

For infinite smart bombs, type

A 2C12 NOP (return) NOP (return) (return)

Save your eyesight, if you are killed, type:

A 23E9 NOP (return) NOP (return) NOP (return) (return)

G 1A00 (to start)

THRUST

Darren Fox offers advice on this superb Firebird game.

In higher levels, shoot the dome shaped house a few times, as it stops the lasers from firing (for a short while), long enough for you to shoot them. When countdown starts, press shift down for five seconds, which will be enough for getting away, or simply use shift lock.

POWERBALL C16!/PLUS 4

MAP BY GRAHAM YASSIE

EP's

1 — START

A — BONUS END

2 — START — BONUS

A — LIFTS — LIFT — LIFT — END

3 — START — MISSILE ATTACK — MISSILE ATTACK

A — BONUS — MONSTER ATTACK — LIFT — END

4 — START — MISSILE ATTACK — LIFT

A — MONSTER ATTACK — BONUS — END

5 — START — MONSTER ATTACK — LIFTS

A — LEMON ATTACK — BONUS — END

6 — MONSTER ATTACK — MISSILE ATTACK — LIFTS

A — LEMON ATTACK — BONUS — LIFT — END

EP's
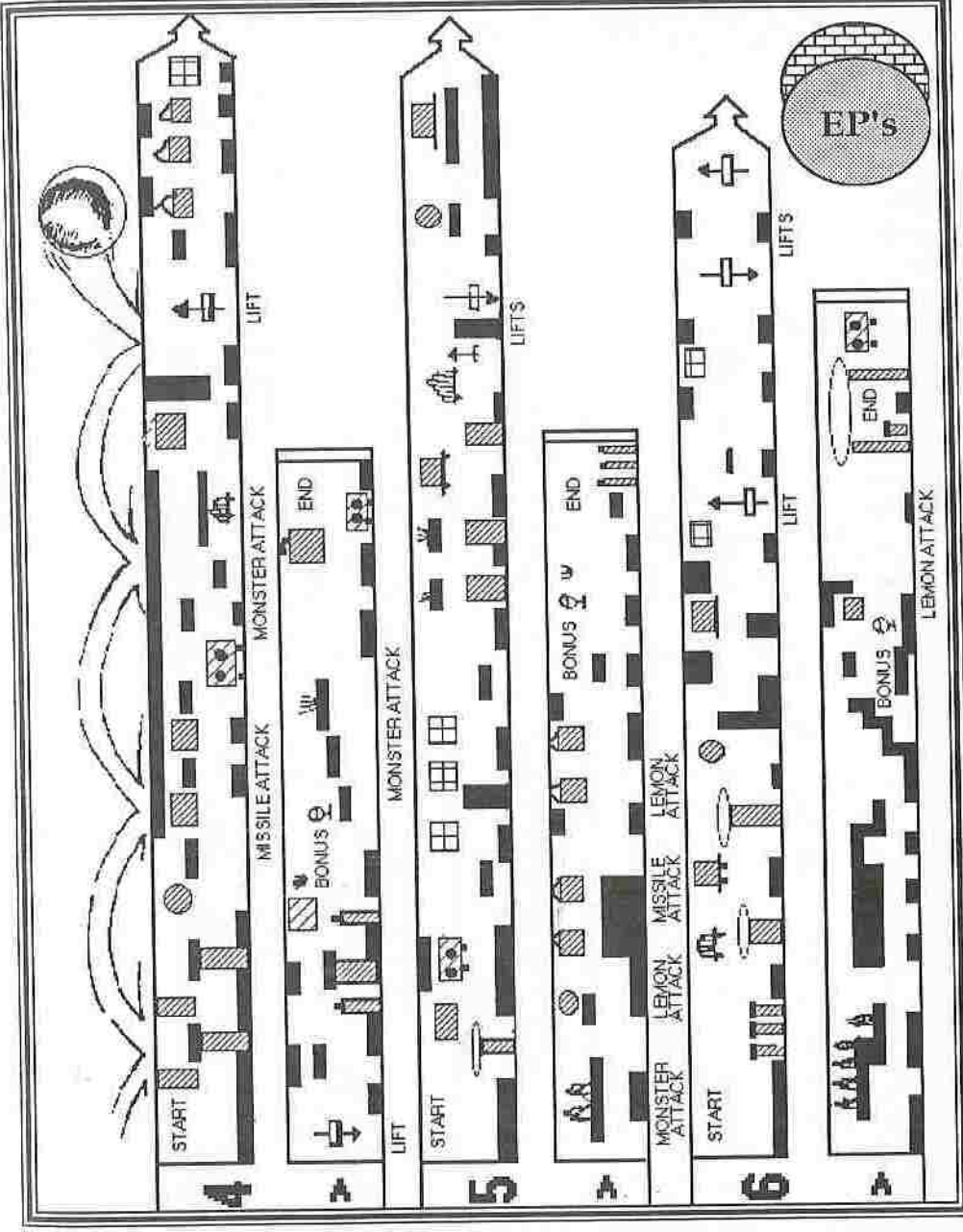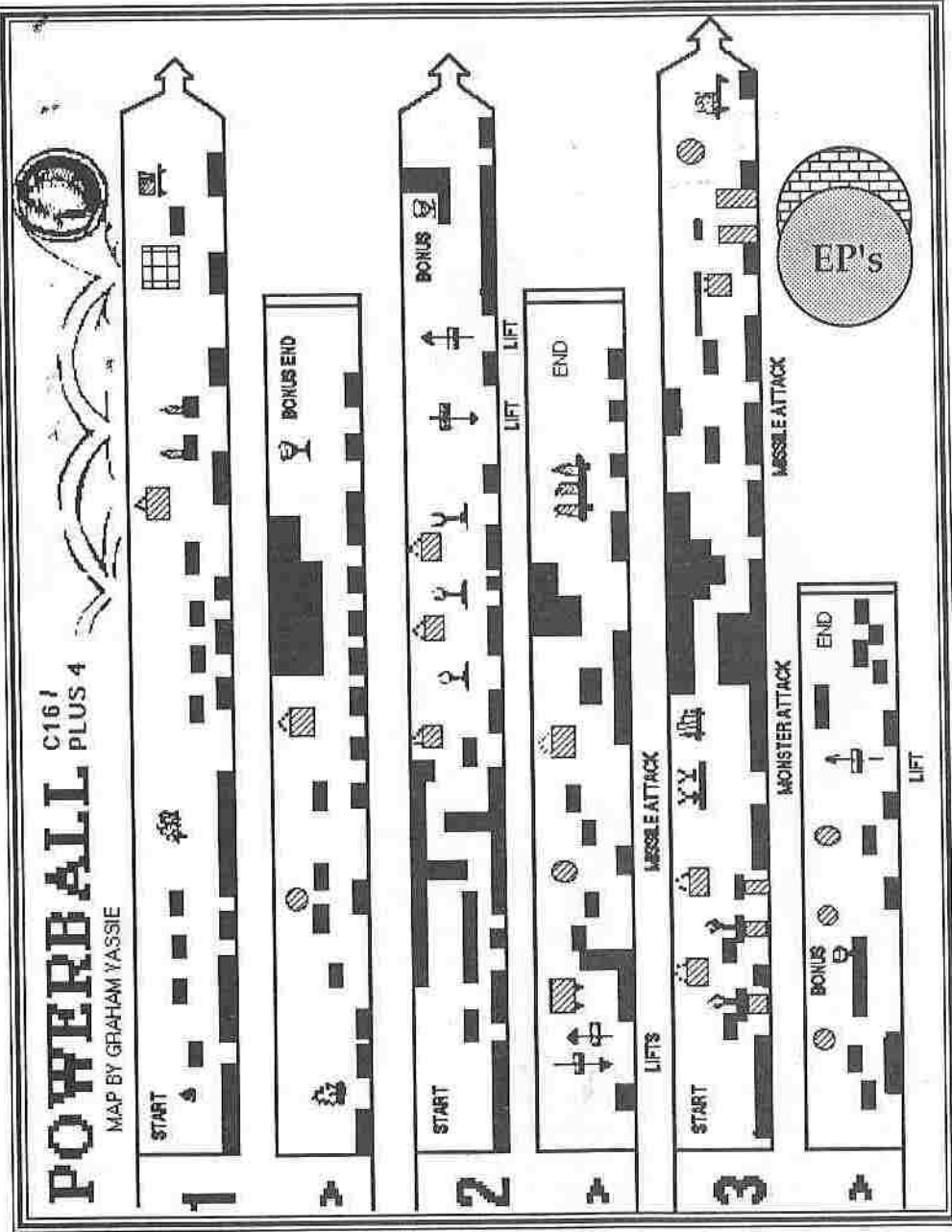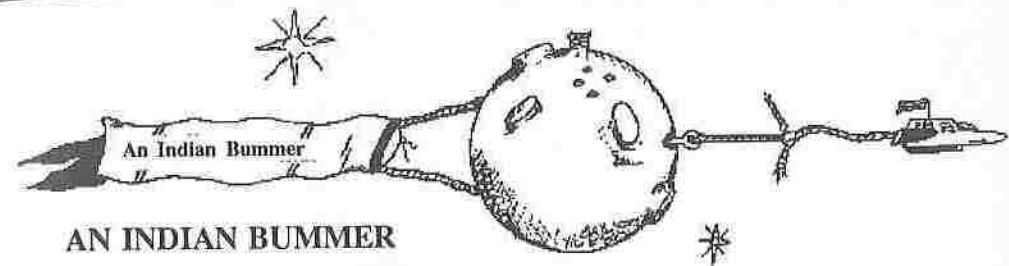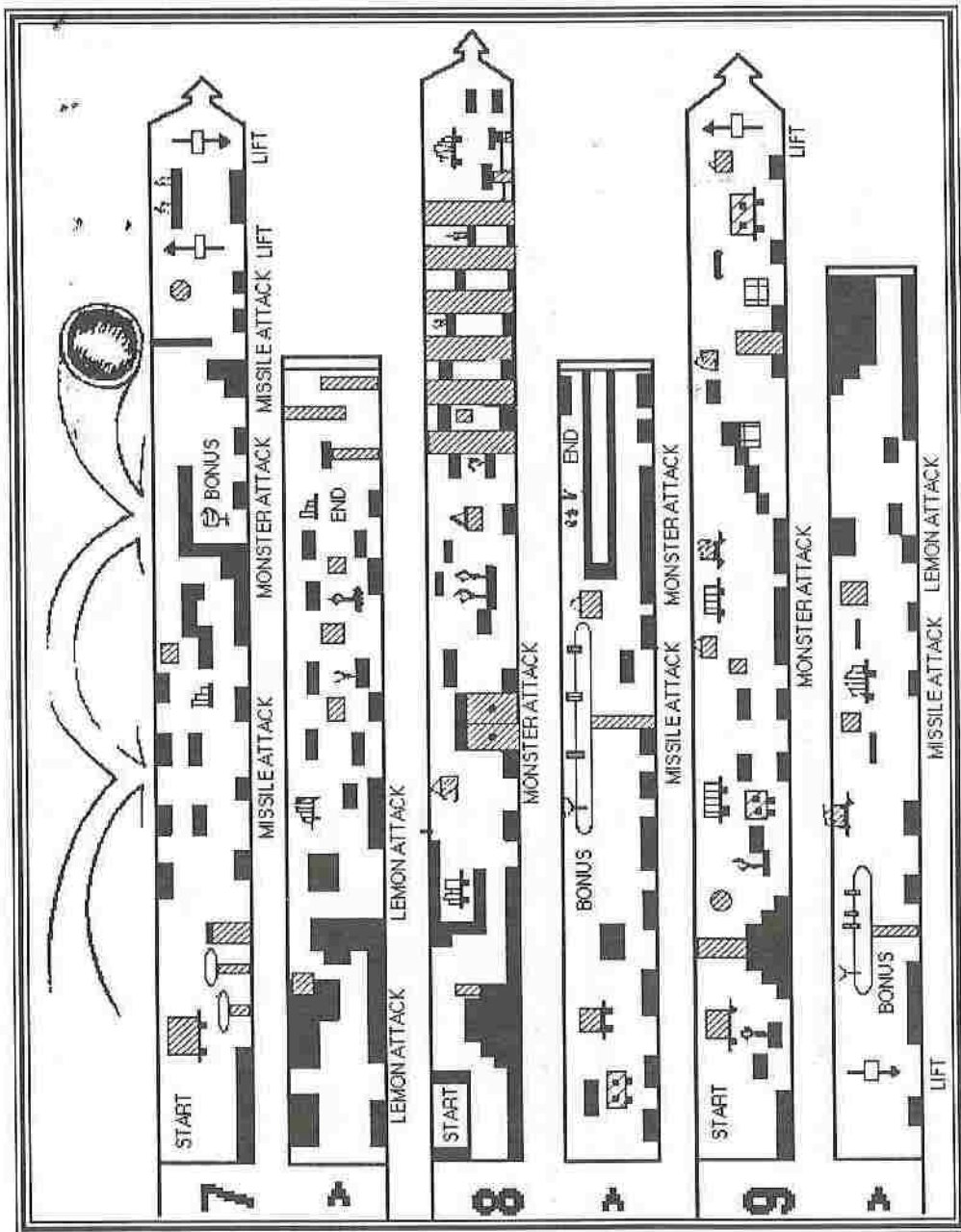
An Indian Bummer

AN INDIAN BUMMER

(loosely based upon the ravings of **B. R. Pell**)

On the other side of nowhere, pushed into the bottom right hand corner of the Universe, is a small spiral galaxy, spinning through space. Filled with suns and planets, it is no different than all the other galaxies, apart from the fact that it contains one little blue and white planet, which, a while back, persisted in sending out radio beams asking if there was anybody else out there. For years everyone who received the messages ignored them, apart from one guy living on Zanoe 32, who couldn't get to sleep at night, on account of Earth keeping its radio on 24 hours a day. He sent back message after message, telling Earth to "turn it down", but the people on Earth misinterpreted the messages as clouds drifting in the sky.

Only Aching Head of the Apache nation understood the signs, but he was put away with a lot of chaps who thought they were Napoleon. Eventually, after persistent requests from the guy on Zanoe 32, and under the threat of him not paying his rates, the Federation invaded Earth and turned the Radio off. Unfortunately our Insomniac friend had got so used to the noise, that he couldn't stand the silence, and killed himself. Thus the Federation never got its rates, and had gone to all that expense for nothing. Earth has, ever since, been a dirty word as far as the Federation is concerned.

Six hundred years later, Aching Heads descendant, Big Chief Running Laces, sat outside his tepee, and this is where our story begins. Laces had spent the previous 3 months repairing the traditional rug of his ancestors, but now he had to sell it. He was clean out of credits, and therefore was unable to advertise in What Now ?, or , What Poke?, and had no option but to wait for a passing tourist. Pity, that so few tourists came to the Reservation these days, not after what the young braves had done to Richard Nixon, six hundred years ago. His thoughts were interrupted by a persistent sniff, and he looked up to see a Plebican examining the rug.

An examination of the Hitchhikers Guide to the Galaxy would have revealed that Plebicans have six senses, all of them smell. This makes them very popular with Antique dealers, since they are able to smell a bargain from twenty miles away, but very unpopular at parties.

"Can I help you?"

"Just browsing" replied the Plebican, hopping about from foot to foot. Again, an examination of the Guide, would have revealed this as a dead giveaway, since Plebicans have a problem with their waterworks, when they get excited; and they always get excited when they spot a bargain (or are invited to a party).

"How much?" asked Arfor Haley, for it was indeed he.

"Forty credits"

"Steep!"

"Feel the quality"

The bargaining continued with Arfor hopping about like a demented Dervish, as he tried to resolve the problem. There was no mistaking that this was the fabled Freehold Rights to America, but how to avoid the Indian taking him to Arbitration for a fair price once the truth was revealed?

You may be wondering how the Freehold Rights to America were contained on the rug, and if you had paid attention at School during the history lessons, instead of chatting up the floozie on the next desk, you would already know. But, for your benefit, and at the risk of boring all those who were paying attention, I will explain.

When Richard Nixon was impeached for listening in on all the dirty tricks his opponents were planning, he needed a good lawyer. They didn't come any better than Richard Nixon, but he was damn expensive. Being a prudent man, and having been given the authority to sign cheques on behalf of the USA, he duly paid himself $100,000 . Unfortunately, as this was illegal, it led to him being blackmailed by himself, and he was forced to hand over the Freehold Rights .

Ten years later, whilst defending an Apache accused of Jay Walking, he somehow convinced the jury that the lad was endangering national security, and he was duly sentenced to 200 years hard labour. Nixon's big mistake was to insist that his fees be paid by the Apaches. Though he offered them the Freehold Rights to America, which they were glad to accept, they still roasted him over a slow fire.

So it was, that six hundred years later, Arfor Haley hopped about in front of the said Rights, while he worked out how to get rid of Laces, preferably inside a Black Hole.... Eureka!!

"Look," said Arfor "I like the rug, but I haven't got 40 credits on me..."

"Tough"

"How about a trade? You Indians like that sort of thing, don't you? I'll give you 10 credits, and a job on Zargon 21, patching up Black Holes."

Laces eyes brightened. Everyone knew of the credits to be made in that business. Daniel O'Dare had started up the business, and he was a carrots millionaire on Veget 23. What! You don't know about him either? What on Earth were you doing during history lessons? No, don't answer that.

Daniel O'Dare having made a fortune returned to Earth and bought up the entire Irish potato harvest. Exporting it to Veget 23 he discovered that the potatoes, freed of all that mud, started to develop into intelligent life forms. Encouraged, he brought in other vegetables, and in a few short years the vegetables evolved, such that Veget 23 was now the most intelligent planet in the

universe, and regularly hosted the finals of Galactic Mastermind.

Okay! Are we all up to date now? Can I continue?

Thus, it was that Arfor Haley bought the Freehold Rights to America, and turned it into the largest Used Spaceship Lot in the Galaxy, whilst Laces started in the Black Hole Demolition Business. We can now move forward another five years.

The art of Patching Up Black Holes had been developed over a number of centuries, and can be summarised thus. Take one, uninhabited, planet, that is slightly bigger than the black hole; transport said planet to the hole; move it into position, and bung it in (like a cork in a bottle.) Laces soon found out that finding a suitable planet, and then transporting it across the Universe, cut right down on his opportunity to spend time with Bristol Cities, his girlfriend on Zargon 21. Before long he was taking a few short cuts viz a) Take the nearest planet, irrespective of size or occupation b) Bung it in the hole!

Whilst this may appear to be rather unprofessional, Laces managed to get away with it for some time. The explanation lay squarely upon Polonius Squinto the Third, Personal Secretary to the Chairman of the Federation. When one is about to be pushed down a black hole the tendency is to panic and forget one's manners. Consequently messages addressed to the Chairman were somewhat abrupt, and entirely abrupt when one disappeared down the hole. Such messages stopped at the desk of Polonius Squinto, since there could be no excuse for discourtesy to the Chairman.

It fell to Topiano Squelch (the Fourth), a cousin of Polonius, to finally put the finger on Laces. When his planet was picked on by Laces, he, having been brought up properly at the Federation School of Diplomacy, began transmitting a suitably addressed plea to the Chairman. By the time he had got through the equivalent of five foolscap pages of titles, his world had ceased to exist, but the unfinished message was considered suitable to be passed to the Chairman. He was rather annoyed to find that the other six pages of titles had not been transmitted and emissaries were sent to discover why.

Laces secret was out, and the consequences were terrible. The disposal of planets was considered naughty, but unproven, since no one could be persuaded to go into the black holes to gather the evidence. What was evident was that Laces had insulted the Chairman by not allowing Topiano to complete his address. The word went out - 50,000 credits for the arrest of Laces - Dead or Alive!

Suddenly the CB airways were full of cryptic comments, such as "you're all invited to a necktie party to avenge Tricky Dicky." and " The only good Indian is a dead Indian". Laces , blissfully unaware of the storm clouds gathering, was on his way back to Zargon 21, his mind full of thoughts of Bristol Cities.

Will Laces survive the party (and will Arfor Haley be invited?)

Will we meet Bristol Cities and how does she rate on the Sam Fox

Scale of Excellence (as set by the Standards Committee of the Galactic

Talent Commission?)

Who has won the Galactic Mastermind Final - the Carrot or the Turnip?

Find out next month.

3D MAZE

No need to get lost now, thanks to Chris Archer, Load and reset/runstop
Type M30A2 and type 2C in first line
Type X return, runstop to run.
Make sure the tape is switched off , for infinite lives.

BLAGGER

Don't blag Aaron Gale here:

1)   RESET

2)   POKE 13652,234
        POKE 13653,234
        POKE 13654,234: Infinite lives

3)   POKE 10255,96: Moving nasties
do not kill.

4)   POKE 10468,96: Infinite energy

5)   SYS 9242

XARGON'S REVENGE

Aaron Gale gets revenge

1)   LOAD: When Novaload appears press RESET/RUNSTOP.
2)   Clear screen move curser to centre line and type
        >07E6 04: RETURN
3)   TYPE >0196 20 03 80 RETURN
4)   TYPE G140 RETURN
5)   When READY appears type monitor
        RETURN: >0C45 A9 EA 8D 54 21 8D 55 21: RETURN
6)   TYPE > 0C4D 4C 00 18: RETURN
7)   G0C00: RETURN

WILL GIVE INFINITE LIVES

BOOTY

One for you old sea dogs,courtesy of Chris Archer.
Load and reset/runstop
Type M1140 and change B5 to B4 to get rid of Pirates
Type M16DB and change B9 to B7 to get rid of doors
Type X return SYS 4120

PACMANIA

Aaron Gale helps you to pac it in!

1)   RESET/RUNSTOP:X Return

2)   POKE 16336,96: Invincible

3)   POKE 6678,X: X = lives

4)   POKE 7675,234
        POKE 7676,234: Infinite lives

5)   SYS 4112

ONE MAN AND HIS DROID

Sheep dog trials help, from Aaron Gale.
1)   LOAD: When Novaload appears press RESET/RUNSTOP: X: RETURN
2)   POKE 406,169   POKE 412,167
        POKE 407,234   POKE 413,30
        POKE 408,141   POKE 414,32
        POKE 409,166   POKE 415,153
        POKE 410,30   POKE 416,20
        POKE 411,141
3)   SYS 320 for infinite time
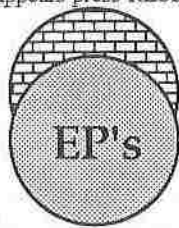
WOLF PACK

One for all you wolf cubs, courtesy of Aaron Gale.

1)   RESET
2)   POKE 4920,X: X = lives (48-255)
3)   POKE 10509,234
        POKE 10510,234
        POKE 10511,234: Infinite lives
4)   POKE 10283,234
        POKE 10284,234
        POKE 10285,234: Infinite time
5)   SYS 4864

TOWER OF EVIL

Pokes courtesy of Aaron Gale.

1)   POKE 5669,96: When you are granted invincibility you keep it forever.

2)   POKE 12742,246
        POKE 12743,184: Infinite lives

3)   SYS 5120

KILLAPEDE

Killapede help, from Aaron Gale.

1)   RESET/RUNSTOP: X RETURN
2)   POKE 9140,96: No fleas
3)   POKE 9646,96: No spider
4   POKE 10496,234
        POKE 10497,234
        POKE 10498,234: Infinite lives
5)   RUN

TIME SLIP

Slip no more, Aaron Gale shows the way.

1)   RESET
2)   POKE 5108,96: Infinite time
3)   SYS 4157

44

45
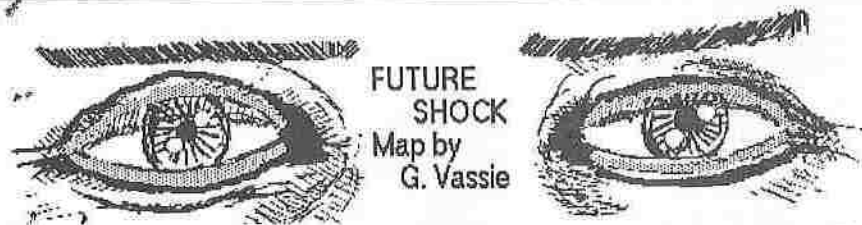
FUTURE SHOCK
Map by G. Vassie

A

B

T START

E

F

J — C

K

G

Do not go here until last

D   R H   L

LIFT
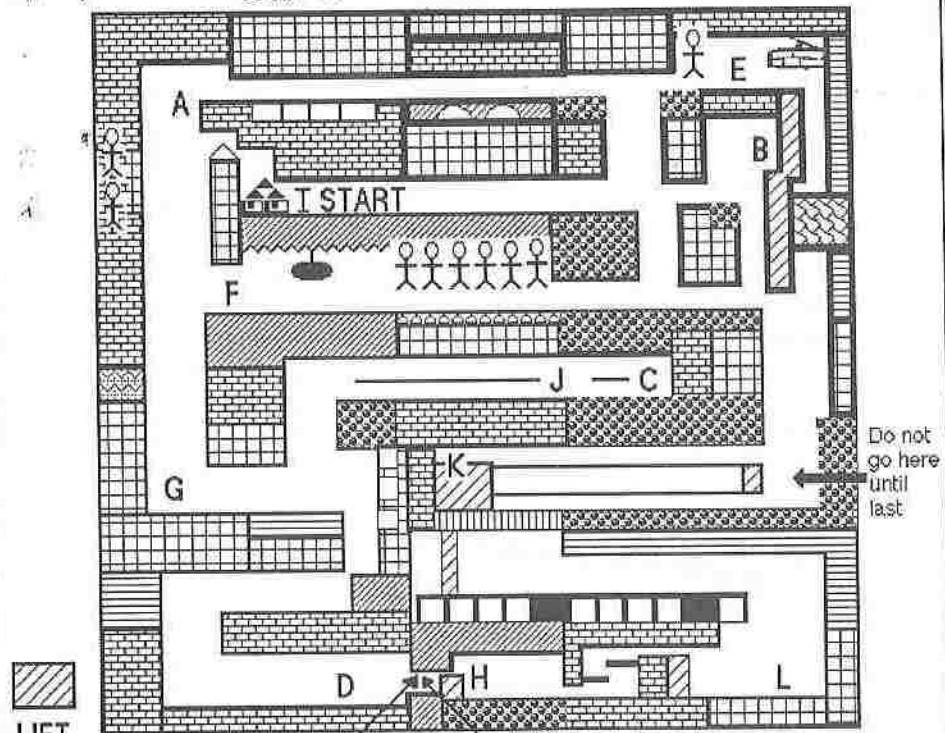
TO START   TO TOP LEFT

PUZZLE

A	B	C	D
E	F	G	H
I	J	K	L

LETTERS USED TO SHOW DIFFERENT PARTS OF PUZZLE. NOT IN THE ORDER TO COLLECT THEM.

EP's

SHOWN AS

Video World
Introduced by Andrew Harrison
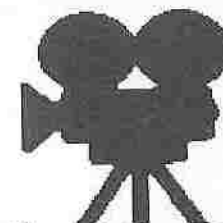
Hello, I'm Andrew Harrison, and I look after the video world articles for H & D. This month I review two films to be released at the end of August, plus the usual look at what's happening around and about. With this being the launch issue, I have an added bonus of a special item on that wonderful horror director George A Romero; read on.

Title: **Deadly Friend**
Released By: **Warner Home Video**
Running Time: **87 mins.**
Cert.: **18**
Release Date: **28th August**
Movie Type: **HORROR**
Rating: **70%**

This is Wes Craven's latest movie to hit the video scene just after Elm Street II in April.
It deals with a teenage genius called Paul (Matthew Laborteaux. You remember, the boy in Little House on the Prairie) who implants the robot brain he created into his dead girlfriend with some rather gruesome consequence.
The film itself is kind of like a modem day Frankinstein.
Laborteaux first shows us his genius by building a niffy-looking robot with a very strange voice. Pity the poor thief who encounters the robot when he breaks into Laborteaux's car. "You're kind of cute" he tells the robot, who then tries to strangle him. Laborteaux is the new kid on the block, but he soon makes friends with Tom (Michael Sharrett) when he makes an impression on the local hoodlums, with his robot, by nearly demolishing them; and he falls for his neighbour Samantha (Kristy Swanson), although the path of love doesn't run too smooth for them because of Swanson's drunken father beating her up a lot. But one night

he goes too far and Swanson is thrown headfirst down the stairs and ends up in hospital on a life-support machine.
This is when Laborteaux, after salvaging the brain from his robot, which was blown away with a shotgun by Elvira (Anne Ramsey) a recluse, decides to put his genius to the ultimate test. Helped by Sharrett, he swipes Swanson's body from the hospital and implants the robot brain into her skull. But when Swanson is brought back to life, it is not to rekindle her interrupted love life with Laborteaux, but to deal out grisly vengeance.
Deadly Friend is not what you would call Craven's best work, but if you like shockers with state-of-the-art special effects and a giggle now and again, then this is one for you. One bit I did think was well done is when Swanson explodes Ramsey's head with a very well-aimed basketball, (sounds nice doesn't it!)

Title: **The Mosquito Coast**
Released By: **CBS/FOX**
Running Time: **113 mins**
Cert.: **15**
Release Date: **27th August**
Type: **Drama**
Rating: **80%**

Peter Weir the man who brought you 'Witness' and 'The Year of Living Dangerously', now brings you his second movie with Harrison Ford. 'The Mosquito Coast'. The story is about Allie Fox (Harrison Ford), an eccentric New England inventor, deciding to take himself and his family away from every-day America to live in the Jungles of Central America.
Set in the swampy terrain off the east coast of

Nicaragua, the Mosquito Coast is kind of like an adult Swiss Family Robinson.

Fox buys a small rundown town in a jungle clearing and sets about turning it into a paradise. But when things start to turn bad, Fox starts to loose control, and turns his anger onto his wife (Helen Mirren) and children.

But the truth is that you can't escape from civilisation, only from your normal routine. The film itself is good, but the storyline isn't that brill but better by far from some of the trash I've seen lately. Very good acting from all, including the very talented River Phoenix who plays Fox's son.

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Movie And Video News

You can't keep a good ghost down for long these days. Gary Sherman (Wanted Dead or Alive) has co-written and will direct Poltergeist III, starring Tom Skerrit, Nancy Allen and the two veterans of the first two parts Heather O'Rourke and Zelda Rubinstein.

Filming of Stallone's latest Rambo movie is scheduled to start in September.

Great news for all Trekie fans. Star Trek V is due at the end of 1988.

Ken Weiderhorn is bringing The Dead back again in Return of the Living Dead Part 2.

Arnold Schwarzenegger has just completed his latest Conan epic and is now going to star in a movie from one of Stephen King's novels called The Running Man.

Embassy Home Video have the second half of the year lined up with some big releases, beginning with Michael Caine in Half Moon Street in

September, Labyrinth in October, Name of the Rose in November and The Whistle Blower set for December.

A couple of blockbusters that may be released by CIC Video at Christmas are Legal Eagles, Children of a Lesser God, Amo, Star Trek IV the Voyage Home.

Another big release that may be out on video at the end of 1988 is Beverly Hills Cop 2.

Arnold Schwarzenegger's new movie Predator has been a box office smash in America and Fox have a close eye on it for a release over here.

The Gate' a new box office horror hit in the U.S. has been snatched by Medusa for release on video's over here.

Stallone's 'Over the Top' is to be released later this year by Rank.

Robert Shaye has announced that there is to be a Nightmare on Elm Street IV.

Anybody who saw Critters and liked it will, I'm sure, be happy to know that there is to be a second part.

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GEORGE A. ROMERO'S 'DEAD' TRILOGY

In 1967 one man had a vision that would start a genre and give us another reason to be afraid of the dark. This man was George Romero, whose trilogy of horror took seventeen years to complete, and when finished, it made him one of the best horror

film directors of our time.

It started in 1968 with 'Night of the Living Dead', a low budget movie shot in black and white (to keep costs down) by a group of amateurs. But when it was released, it became an instant box office hit, and was hailed as a classic horror masterpiece. The movie tells the story of a group of people barricaded up in an old house surrounded by an army of undead. But it is not just happening there as they found out from radio and T.V. There is epidemic proportions of whole sale murder all over the country.

On reports from T.V. the scientists had linked the reanimation of the corpses to a mysterious high level of radiation from a probe that had returned from Venus but had been destroyed before landing. Groups of hunters were set up round the country to destroy all of the marauding ghouls and the local T.V stations were giving out help on the air on how to protect yourself. 'They're slow moving, Burn 'em or Blast 'em in the head' one of the hunters that was being interviewed said. But back at the house, the dead are breaking in.

The film has a chilling ending and shows us that you can't always kill all the monsters.

In 1978, the second part of the trilogy was released. Dawn of the Dead was another box office smash and this time, he had colour in his movie and some very good blood curdling special effects by make-up master Tom Savini.

Dawn of the Dead starts off with the problem of the Zombies worsening, people are leaving the cities, soldiers deserting and so on, all trying to find a safe place to hide.

Two S.W.A.T. members, a pilot and his girlfriend all fly off in a helicopter and eventually find a giant shopping hall whose only inhabitants are the lifeless corpses. They soon clear out the Zombies and lock the place up and then build a home for themselves. But one night bikers come and open the whole place, letting the Zombies back to their

domain and to the humans.

This in my view was the best one of them all, the one you could actually believe in!, and after seeing it over a hundred times, I still think so.

In the Summer of 1985, George Romero released the most eagerly awaited film of them all. Day of the Dead was the final part, the part that most Zombie fans, like myself, would have killed to see. It tells the story of the supposedly last twelve survivors alive in the whole world with the rest being the decomposing flesh eating Zombies. The team of survivors consisted of army and scientists trying to find a way to make the dead behave and not want to eat them.

Their situation grows worse. They are running out of supplies and the scientific and military teams are at each others throats. But a bigger problem has got worse; the Zombies have been let in. A few survive and fly off in a helicopter, but what is left for them.

This part was a little stupid, attempting to teach Zombies how to behave, when there's only about twelve million of them. Ah well, I suppose you have to start somewhere.

Anyway, for what it lacks in storyline it makes up for in special effects. Some of the best I've ever seen. Well done Mr. Savini.

I have my own personal copies of all three and wouldn't part with them for any other films, ever. Nobody should call themselves a horror film fan if they haven't seen these masterpieces of horror. I'll be back next issue with more Video news.

ONE MAN AND HIS DROID
LAYOUT OF LEVELS 3 & 4

TELEPORT

ONE MAN AND HIS DROID
LAYOUT OF LEVELS 5 & 6

TELEPORT

Adventure Help Section

Voodoo Castle

Hints courtesy of Ron Rainbird

1. Look in the coffin for a ring.
2. Shift the soup kettle.
3. When holding chemicals, carry the shield.
4. Mix the chemicals for height reduction.
5. To travel by chute, wave ring.
6. To go into the crack, wave bag.
7. Summon the medium and examine her crystal ball.
8. To open the safe, dial 38 and 33.
9. Take hammer and saw up the chimney.
10. Pull the nails and get the boards.
11. Saw the grating.
12. Push the Sweep.
13. Say "ZAP" to the statue.
14. To rescue the victim, get rabbit's foot, knife and doll.
Circle the coffin, wave the stick and yell chant.

🔲🔲🔲🔲🔲🔲🔲🔲🔲🔲🔲🔲🔲🔲

Adventure
INTERNATIONAL

Title: Paperboy
Publisher: Elite
R.R.P.: £7.95
Game Type: Arcade conversion

Fans of the arcade version of this game may wonder where the handlebars are, but, lets face it, a poor C16 would probably not be able to cope with the weight.

Anyway, Paperboy has you in the guise of an American Paperboy. You have to be American because they don't courteously put the paper through the letter box like us, but fling it from the seat of their bikes.

You have to make it through a seven day week, riding your push bike up the pavements, avoiding cars, workmen, drunkards and lawnmowers. Not only must you avoid these, but you will also have to deliver your papers to your subscribers, and naughtily smash the windows of your non subscribers. Sounds like good clean fun!

Chris's Comments

I had heard so much about this game and how good a game it was supposed to be, but having played it I don't think that it comes up to the standard that people made out. Even so, it is not too bad. The thing I like in games,is having beaten one level, you go onto another level. Unfortunately in this game you have to go through the days of the week to get to the end, which to me was tireing ; I like the fast games. So, here you are, paper boy of the year, on your B.M.X. , smashing windows and hitting doors with your papers, looking out for the balls that come down the street, the lawnmower with the invisible man, the remote control car that Gizzmo used in Gremlins, and the one and only nutter of the year who stands in your way waving his arms about. (yes, you may feel like running him down, but that will only lose you a life, so leave the poor thing alone.) The funny part is that when you slow down, a dog comes after you; but what I got, was a transparent thingy (what ever that is,) Perhaps the machine I have is reading the memory wrong. When you play the game it is best to keep watching what is in front of you so that you are ready for it. I kept watching the papers, that's why I did not get to the end of the game. In the end I gave up. With this game, it is going to take a lot of patience to get through. If you have this ,then it will be easy for you. The price is a little high,(we want the games not the pictures and colours) but these games will insist on having the best. I wonder whether the price will put it out of the range of the youngsters.

Paperboy. The Scores:
Graphics 82%
Playability 95%
Addictiveness 73%
Lastability 65%
Value for Money 71%
What Poke ? Rating 76%

Title: Terra Nova
Publisher: Anco
R.R.P.: 7.95
Game Type: Arcade

You get a tingling of excitement, when an Anco product arrives, and some neat screen shots on the inlay promise good things.

You are in control of a star ship whose mission is to explore an apparently uninhabited planet for minerals. Upon reaching the planet, you believe someone needs sacking , as the planet is inhabited, and very well defended, and doesn't take too kindly to visitors.

The game consists of 4 sections, and each has to be completed three times, at times with unlimited ammunition and fuel, and at other times you have to collect ammunition and fuel to survive.

Chris's Comments

So you think you are quick on the trigger; well this game will prove you wrong. You are a space craft on a mission and from the first screen you are battling it out. To make sure you get through, you have to earn your fuel and ammo, (for the fuel you have to shoot the blue craft and to get the ammo you have to shoot the yellow craft.) On screen two, you have to shoot the bullseye for fuel and the squares for ammo; the same on screen three. On screen four you have to shoot the ships with the X to get fuel and the ship with the four squares on to get ammo, but of course that is if you can get there. This game is all action , all shoot-out and no time to rest. If you don't like an all action game then this is not the game for you, each screen has different levels so you are not just playing four screens.

This game is going to take some time to beat. Now I know what you are thinking, how did I get to the last screen? Well I will let you into a little secret but not in this issue. The best screen is the last one with the planes and the battleships on it. In fact, I think they could have made a seperate £1.99 game out of the last screen. My only complaint is the price- it would have been better at £5.00.

So if you think you're good, and you have the money, then put yourself to the test.

Terra Nova. The Scores
Graphics 86%
Playability 92%
Addictiveness 74%
Lastability 62%
Value for Money 72%
What Poke? Rating 73%

54

Title: Thrust
Publisher: Firebird
R.R.P.: £1.99
Game Type: Arcade

Thrust is legendary, on the other popular computer formats, and it has finally found it's way onto the C16/Plus 4.

The resistance is about to launch an effensive against the evil Integalactic Empire. They have captured several battle grade starships, but lack power in the shape of Klyston Pods. It is up to you to steal these pods from the Empires Storage plants, located on numerous planets. These planets are very well defended by limpet guns which are powered by a nuclear power plant. You can temporarily disable the guns by firing and hitting the Power Plant, but beware; should you hit the Power Plant too often, it will explode, destroying the planet and you, if you don't make good your escape. The further you go, the harder the action gets, so be warned.

Chris's Comments

Now here's a game that is well worth the money. You can really enjoy yourself with this game. Though I must say that the inlay says, you can control your ship with the keyboard. It would be much better on a joy stick, but there again, that might take the fun out of it. The game is very addictive, there is not much that attacks you, which puts you in control of the game, you might say. Unfortunately if you do as I did and press the wrong key, then that's that; you have to start again.

What you have to do is pick up the fuel pods, put the guns out of action and try to destroy the planet by destroying a nuclear reactor. This is hard and so I left the reactors alone; I did destroy them, but I never go away in time. You have to be very careful when you are down a cave, for the fuel pod swings to and fro, and one touch on the side of the cave and you're dead. When you get to the harder levels, it starts to get very annoying; you get the pod and you are just about to lift off with a thrust, when you run out of fuel and crash to the ground.

Firebird have been clever with this game. I tried to cheat and put extra lives in, but when I pressed runstop/reset or tried to reset the machine, the only thing that happened was the screen scrolled up and flashed with the message, "this is the copyright of Firebird". So there's another challenge for all of you hackers. On the whole, the game is worth more than its £1.99. price.

Thrust. The Scores
Graphics 56%
Playability 89%
Lastability 91%
Addictiveness 96%
Value for Money 98%
What Poke ? Rating 98%

55

Title: Megabolts
Publisher: Mastertronic
R.R.P.: 1.99
Game Type: Arcade

No great scenario for this one; all you have to do is clear all 64 screens of invading Megabolts. To hinder the task, as well as the Megabolts, there are a selection of timebombs, blocks, and baddies, and you must last your way through them all, to succeed in this game.

Chris's Comments

Megabolts is a game to test the wits of most of us; it's fast and good to play. It is a shoot 'em up with a difference. When I first started, I thought that it was a kind of Squirm, or another game by Tony Kelly, but I was wrong; it is much better. Though the tune is a little like Squirm, and some of the screens are similar, the difference is that you can press the fire button and blast away at the frame work and eat your way through. You have to do this, to get the orange thing, which will keep your energy up.

You cannot shoot the spinner,nor the bolts when they are coming to you; you must shoot them on the side or the back. The inlay says that there are two ways to kill them and this is what they mean. If you push a block and trap a bolt in a little square, then the best way to kill it is by pressing the fire button and going right through the square. It will not matter if the bolt is facing you; it will still die when trapped and shot at.

You must in no way shoot the bomb, but, run over it to stop it blowing up. But you will find that you will shoot them at times while you are trying to kill a bolt. When you get to the end of the game, it says "you have won this time earthling. Now try this". Then things hot up, as you get double the bolts to face.

Megabolts. The Scores
Graphics 66%
Playability 74%
Addictiveness 75%
Lastability 73%
Value for Money 76%
What Poke ? Rating 74%

Title: Robo Knight
Publisher: Americana
R.R.P : £2.99
Game Type: Arcade Adventure

In this brilliant Americana game, you take on the role of a knight, who must explore the castle, and collect 15 magical shields, which will unlock the castle exit, so that you can reach the Sword of Power. Should you complete this task, the castle is re-stocked with shields and you must navigate more rooms to gain more points and reach that sword again.

Chris's Comments

Robo Knight takes the C16 graphics to their ultimate, with near perfect colour and animation, that makes you want to go back and get the shields, time and time again. There is no particular order in which you should explore the castle, so it's just nice to roam around discovering new rooms without that 'Oh No, not this room again' feeling.

Americana are an off shoot of US Gold who themselves produce very little for the C16/Plus 4. US Gold are not too happy with the sales of their Americana label, but I'm sure C16 game sales are guaranteed, if they can keep to this standard.

Ideal whatever the age or arcade ability.

Aarons Comments

What can you say? Robo Knight is an all round winner, with excellent graphics, and animation. The first time I played it, it was on for 8 hours non stop, and I've been back to play time and time again. It must be the best value for money I have ever seen.

Robo Knight: The Scores
Graphics 89%
Playability 82%
Lastability 78%
Addictiveness 83%
Value for Money 84%
What Poke? Rating 84%

Title: Tazz
Publisher: Bubble Bus
R.R.P.: £1.99
Game Type: Arcade

Bubble Bus software has been around for a long while now, but they do try to pick their releases carefully, and do not flood the market.

Tazz has you in the guise of a cowboy, (well you work for a so called cowboy outfit anyway), who is sent from 'Bug Exterminators Unlimited/Unreliable'. On your first day you are miniaturised and put into a computer to gate crash a wild party, hosted by a nasty bunch of bugs! You must prevent yourself being bricked in by these nasty characters by blasting away. As well as the bugs, there are deadly butterflies and laser sharp scythes to contend with. You must clear each screen to progress in the game.

Chris's Comments

Here's a game with a difference; the difference is that you can have all the screen to yourself, the catch is, you have to clear it first. Now if you are a person of a nervous kind who does not like to take chances, then you should not buy this game, but if like me, you are the special agent 007 kind, then get your gun and go for it, (though I must say that I am only 006 for I failed to get to the end of the game).

It's fun, it's fast, and it tests your speed and accurate shooting. If your joy stick has a wobble or is held together with sticking plaster then this game is no good for you, for the best way to kill on the higher levels is to spin the joy stick around while shooting - if not, your dead! It gets harder as you go on, but it does not get boring. You have a chance to drop a bomb and while the screen is flashing you can pick off as much as you can, but I have found it better to start shooting right away. Watch out for the bugs banging into the little bugs for they come to you and kill you. This is the first time I have seen a bouncer get picked on by the host and the gate crashers.

Aaron's Comments

The game is just a little repetitive, although the ease of play tends to drag you back for just one more go. A shame there wasn't just a little more variation.

Tazz. The Scores
Graphics 53%
Playability 72%
Addictiveness 73%
Lastability 61%
Value for Money 71%
What Poke ? Rating 69%

Title: Danger Zone
Publisher: Code Masters
R.R.P.: £1.99
Game Type: Arcade

The Galactic Patrol has been waiting on a new breed of Fighter/Recconnaisance ship - the XT/99.. Now a mere 112 years after the design, the first prototype has been built. It has been tested using advanced computer simulation methods, and it has held up well. It requires now the ultimate test of a mission, and you are its test pilot, and prepare to enter the Danger zone. Avoid the asteroids small and large, as they cannot be destroyed. For blasting fans, there are a number of aliens, that must be destroyed.

Chris's Comments

Have you played G-Man or Terra Cognita? If so you will know that they are good games and are worth the £1.99 by Code Masters, so why they have brought a game out like this, I will never know. It's the G-Man tune with the G-man screen, but not the same graphics, in fact, there's less, and the game play on the higher levels is impossible.

It promises 20 levels of brilliant arcade action, but there is very little change between levels, and it's like playing one boring long one.

Really, there's not much to explain with this game, you just press fire and shoot away. Mind the asteroids, but there again, there are so many of them in the higher levels, that you can't help hitting them. There are twenty levels to go at, so it's not too bad, but it soon wears off. It may be alright for the little people to play who just like to blast anything that comes on the screen, but for the really mean games man it means SNOOZZZZZZzzzzzzzzzz.

It should carry a small note which reads 'If not satisfied, money back in five days'!

Aarons Comments

The on screen action is very limited and could have certainly been improved. The game is very easy to get in to, and I enjoyed playing for a few hours, although the interest did wear thin.

Danger Zone. The Scores
Graphics 57%
Playability 64%
Addictiveness 52%
Lastability 50%
Value for Money 52%
What Poke ? Rating 51%

Title: Into the Deep
Publisher: Firebird
R.R.P.: 1.99
Game Type: Arcade

You are in charge of a rescue vessel, and you will have to rescue the passengers of the ship, Colonial Expedition 901. The rescue bid isn't helped by the fact that they are stuck in a complicated subterranean cavern system, that is alive with meteor showers. With 10 survivors to rescue, you will need your wits about you.

Chris's Comments.

When a game comes on the market like this, it is at this time I feel sorry for the kids who don't have much money to spend. When you first play this game it seems fine, but when you go onto the next level you get the very same story, which is boring. You expect to see a difference in the screen but the only thing which happens is you get more of the same screen that you have been through. The game play is so slow; there are eight levels of play and you have to be careful how you go through. Don't spend too much time shooting, for the meanies kill your power. If you are good at this sort of thing, you can keep going back to the start to get more power, which really is a waste of time for when you get back to where you were, your power has run down again. This is not one of Firebirds best: in fact, I though Booty was boring, but I would sooner play that! Still, there must be one or two who will play this game, but I must say, it's not for me. To help you with the game, you will find pokes by Aaron Gale in issue 10, page 14 of Volume 1. This makes the game at least playable.

Aaron's Comments

This is the sort of game that at first sight appeals. Nice graphics, and animation, but at the end of the day the game becomes pretty boring.
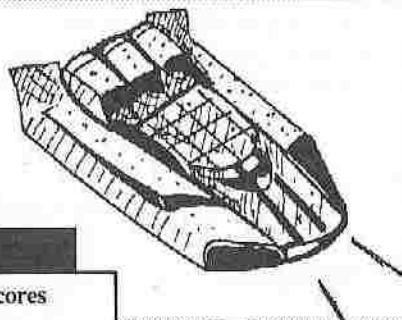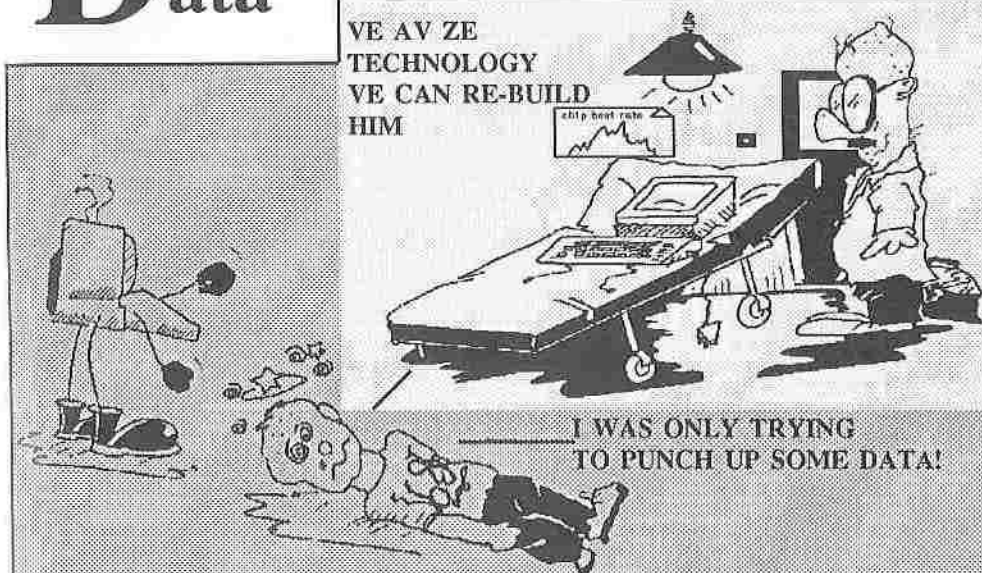
Into the Deep: The Scores
Graphics 58%
Playability 46%
Lastability 45%
Addictiveness 54%
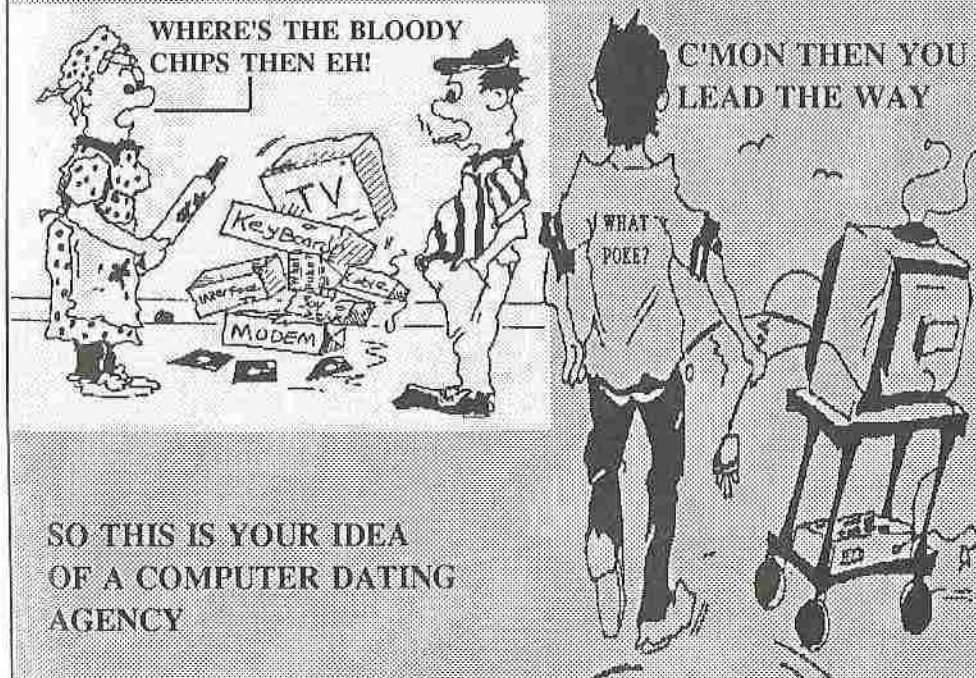Value for Money 44%
What Poke ? Rating 48%

Dotty Data *What? Fun Page*

VE AV ZE TECHNOLOGY VE CAN RE-BUILD HIM

I WAS ONLY TRYING TO PUNCH UP SOME DATA!

WHERE'S THE BLOODY CHIPS THEN EH!

C'MON THEN YOU LEAD THE WAY

WHAT POKE?

SO THIS IS YOUR IDEA OF A COMPUTER DATING AGENCY

Dotty Data — What? Fun Page

The Adventure's of UGG

UGG the worlds first adventurer

UGG's first adventure is to find a home (ie cave)
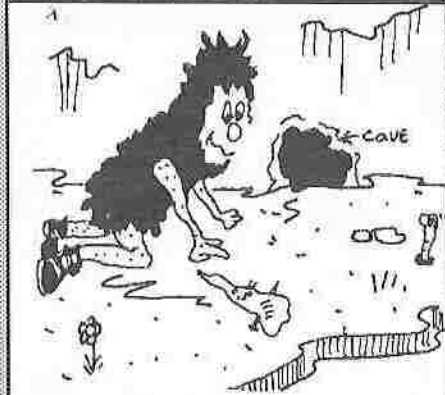
this one is too small even for UGG

the second is out of reach. With no objects, only his club, UGG cannot climb up.

Rock face

Perfect!

Wrong!!!!!!!!!!