

**WHAT
POKE**

**THE
HAND
BOOK
FOR
C16/PLUS 4**

HD
&
SERVICES

HD
&
SERVICES

£1.00



EDITORIAL

Welcome to Issue 2 of Volume 2, and as I write this item, our nationwide launch is only 2 weeks old, and early indications are that the public are in favour of our new batch of publications. Over 100 retailers nationwide have already agreed to stock the books and many more will be approached to stock the book over the next few weeks. We have targetted to have availability in around 300 retailers by Christmas. A full list of participating retailers is included in the back of this publication.

September 19th has seen the launch of yet another computer magazine, from the Newsfield stable. Angered by the success of a re-vamped Computer and Video Games, along comes Newfields answer with the Games Machine. We reserve judgement on the new mag for now, but no doubt we'll be talking about the mag very soon. Newsfield must be hoping that the new mag doesn't follow the fate of LM, enough said.

The latest Meal survey shows that 18% of homes in the UK own a sub £500 home computer, which equates to 4 million homes. Staggering figures but as with most surveys, fairly hard to understand. Let's face it, if everyone of the 4 million homes purchased only one game per week, software sales would be through the roof. Proving that there is a big gap between owning a computer and actively using it, when you take into account that 75% of a home computers use is for playing games.

Anco have recently announced that they are to drop out of C16 game production. In fact, their eagerly awaited Summer Events game is apparently their last. Anco have never overpriced their games in our opinion, and yet they have produced some quality software. When you consider the handful of companies who produce software for the C16/Plus 4, it comes as a surprise that a firm like Anco cannot make a profit, and this looks ominous for the future of C16/Plus 4 software.

All is not bad news on the software front; this month there have been one or two very good budget price releases, and for all you ACE fans, Cascade have released ACE 2, which runs only on the Plus 4 but early indications are that it's as good as it's predecessor if not better. We are not sure at the moment as to the availability of a C16 version in the future, but we have our fingers crossed.

Anyway that's it for this issue.

Bernard Dimmeen
Editor

General

Getting withdrawal symptoms, because you can't find a stockist of What Poke? See our Complete Retailer Listing on Page 62.

Pokes

We're not called What Poke? for nothing. This issue routines on Auf Wiedersehen Monty, Autozone, Aardvark, and Paperboy.

Maps

This issue we have the maps to Future Knight, Pin Point, plus many others.

Solutions and Hints

More Hints, and Solutions, including help on playing Powerball, Mr Puniverse, and the Budget Classic, Storm.

Reviews

Reviews on 8 new C16/Plus 4 releases, which include a look at the new comic strip game, Spy V Spy, Published by Tynesoft. The latest game compilation, from Audiogenic, and many more.

Features

When you've finished playing the games, have a look at some of our feature articles, plus this issue a new item on the world of books.

Editor
Bernard Dinneen

Publisher
Peter Hacker

Administration Manager
Geoff Hacker

Advertising Manager
Joe Moran

Illustrator
Dominic Cuncarr

Reviews
Carl Lippett

Subscriptions
Liz Saxton

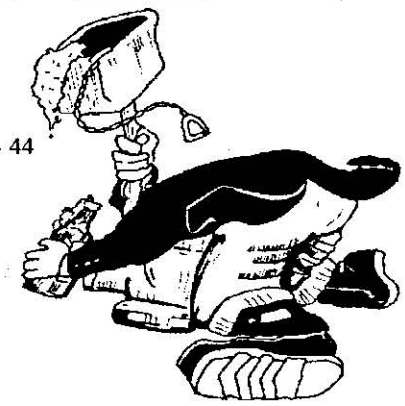
Printed By
Bemrose Security Printing

Editorial and Production
1338, Ashton Old Road,
Higher Openshaw,
Manchester M11 1JG.
Tel. 061-370-5666
An H&D Services Publication



Hints:

- Finders Keepers - 28
- Frank Bruno's Boxing - 44
- Mercenary - 44
- Mr Puniverse - 44
- Powerball - 44
- Prospector Pete - 44
- Storm - 44
- Torpedo Alley - 44
- Yie Ar Kung Fu - 44



Reviews:

- Aardvark - 12
- Auriga - 10
- Autozone - 7
- International Karate - 10
- Powerpack Vol 1 - 11
- Spy V Spy - 8
- Starburst - 9
- Starforce Nova - 11

Features:

- An Indian Bummer - 20
- Around the Coin Ops - 31
- Dotty Data - 61
- Going For The Post - 58
- Laymans Guide to Hacking - 13
- The Phoenix - 51
- Video World - 47
- World Of Words - 39

Maps:

- Auf Wiedersehen Monty - 26
- Fire Ant - 18
- Future Knight - 23
- Iceicle Works - 46
- Magicians Curse - 42
- Pin Point - 35
- Sword Of Destiny 50



Pokes & Cheats:

- | | | |
|----------------------------|-----------------------------|------------------------|
| Aardvark - 30 | Cuthbert in the Cooler - 16 | Panik - 56 |
| Apollo Mission - 16 | Dark Tower - 17 | Paperboy - 27 |
| Auf Wiedersehen Monty - 26 | Diagon - 17 | Petals Of Doom - 56 |
| Auriga - 55 | Dirty Den - 29 | Saboteur - 29 |
| Autozone - 30 | Exorcist - 17 | Shark - 17 |
| Bandits at Zero - 16,55 | Finders Keepers - 28 | Spectipede - 56 |
| Battle Star - 55 | Ghosts N' Goblins - 29 | Street Olympics - 55 |
| Beach Head - 17 | Goldrush & Netrun 2000 - 55 | Suicide Run - 29 |
| Big Mac - 16 | Gullwing Falcon - 57 | Tazz - 30 |
| Blogger - 17 | Guzzler - 57 | Tomb Of Tarrabash - 30 |
| Bridgehead - 29 | Jet Set Willy - 29 | Tycoon Tex - 56 |
| Cops N' Robbers - 27 | Joey - 57 | Xadrum - 27 |
| | Monkey Magic - 57 | Zolyx - 27 |
| | Oblido - 57 | 3D Maze - 56 |

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.

© H&D Services.

No material may be reproduced in whole or in part, by any means, mechanical, electronic or otherwise without specific written permission from H&D Services. All rights reserved including translation into other languages.

While every care is taken the publishers cannot be held legally responsible for any errors in articles, listings or advertisements.

We cannot undertake to return any material sent to the WHAT publications unless accompanied by a suitably stamped and addressed envelope. Unsolicited material may be used in the publications without permission.

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:Autozone

Publisher:Players

R.R.P:1.99

Game Type:Arcade

While on a routine ferrying mission your scanners alert you to what seems to be signs of habitation. The source of the signals seem to be coming from the nearby dead moon. As a result of this information you are duty-bound to investigate.

So having employed your XL-PROCON surface buggy your computer directs you towards the phenomena in an area called the 'Autozone'. This area has been explored before by several probes, but all have failed to report back.

As a result of this, the area is regarded as dangerous. From the information orbital satellites have been able to obtain, scientists predict that somewhere in this zone there is pocket through which escape should be possible.

Success depends on dexterity and quick thinking.

Chris's Comments.

This is a must for the C16 PLUS 4 players. The graphics for this price alone are worth the money, and the game is one that will keep you going for a long while. This is a game where you wont be swearing at the programmer or the game itself. There is no-one to blame for being killed except yourself, the tune is not one of those boring ones, to drive you up the wall, it is soothing to play along to, and the graphics don't come out to attack you as they scroll along, all you have to remember is to slow down and to speed up at the right time.

On Level one, all you have to remember is that when you come to the long jump you must make sure that the front wheels are over the edge, if not you will not make it. Level two is harder and I have only got half way across but I can give a little help here. When you get to the flowers and clouds together, you can start by jumping over the first three sets and then going through the cloud, and flowers. On the next set after this you are on your own and I am still trying to get there.

At the end of each level you get the chance to bump up your bonus. It looks like you have won on a fruit machine; the light flashes on the scores and you have to press the fire button to hit the score you want, I think this adds a bit of taste to the game, Excellent!

Autozone The Scores

Graphics 78%

Playability 83%

Lastability 77%

Addictiveness 76%



Title: Spy v Spy
Publisher: Tynesoft
R.R.P.: 9.95
Game Type: Arcade Strategy Adventure

Guest Review by John Norman

Spy v Spy as we're sure many of you know, is taken from the successful American magazine comic. The black and white spies battle it out for supremacy, usually with all honours ending even. The game appeared on other computer formats, some time ago, but it has taken until now for its release on our machines. It is in fact Tynesoft who have licensed the game and have done a very good conversion.

The aim of the game quite simply, is to locate various documents hidden in an Embassy, and once they are all collected, make your escape. What is unusual about the game is that the computer is merely a tool for the two players playing the game. There are numerous objects, spread about with which the players must construct booby traps in the hope that the other player will fall into the traps. For each trap, there is of course a remedy but it is up to the players to equip themselves. You can play against the computer or another player, but it is advisable to play on your own in a 2 player game at first in an attempt to learn all the little tricks.

The action takes place in wonderful simulvision, which splits the playing screen in two, and shows for each player his spy, and the room they occupy. Obviously at times, both spys will be in the same room and therefore both screens will be identical. You also have on screen a wonderful piece of equipment called a Trapulator. This is the item which allows you to set the traps, from buckets of water to put over doors, to time bombs to blow your opponent to pieces. There are also remedies to booby traps such as an umbrella to be used against the bucket of water.

Both players have energy levels, and if you're caught by too many traps, you could find yourself flying to heaven, leaving your opponent to clear up and win the game.

Spy v Spy plays very well with some good animation. You need to put aside a fair bit of time to practice if you're to get the most out of the game. Playing a friend is certainly recommended and can be great fun. The computer can be very hard to beat, so get practicing. It is a game that does perhaps lose its appeal the more you play and win, but overall, a fair level of enjoyment, and many days of fun.



Spy v Spy: The Scores
 Graphics 83%
 Playability 79%
 Lastability 73%
 Addictiveness 76%
 Value for Money 72%
 What Poke? Rating 77%



Title: Starburst
Publisher: Ariolasoft
R.R.P.: 2.99
Game Type: Arcade

They called themselves scientists. They were fools.

To them it had been a simple experiment to discover what made their planet's core active and it had all gone badly wrong.

The planet Sistasis had exploded and only the mutant, evil Plastron Boulders remained.

It's up to me now, I have to battle the Plastron Boulders and try to save the galaxy...

Starburst is a game that is bright on the eyes and heavy on the reflexes. You have four lives these take the form of gauges at the top of the screen (Orange/Purple/Yellow and Green). When a ball touches your ship the gauge will pulse and start to decrease. When it reaches zero the screen will clear and you will start over.

There are eight different balls but only four will start the gauges (those balls are the same colour as the gauges-clever huh?). The other four balls are Rogue balls (Grey/Blue/Red and Pink) these generally get in the way and have a different purpose on each screen.

Chris's Comments.

When you first see the game you think its a load of rubbish to play, but this is one of those games where players will find out just how good they are at arcade games. I managed to get to level three but could not finish it. The game wound me up and blew me out clean, it is not for me, though I must say its a good game if you can stand the pace. On the first level you have to first light up the home pods on the top and bottom, then get the Plastron Boulders in the right colours, after this you have to get the white Plastron to hit the four core pods that appear in the corners, also watching the white boulder making sure that it does not touch the coloured home slot or it will bring them out again and the time will tick away. If you clear the core pods you will then get a bonus run, so hit everything that you can see to get a high score. On the second level you have to run round a square to clear the screen and get another bonus run, on the third screen you have to hit the bottom ball, and when you have shot it enough times, it will jump up to the next line, you then have to keep shooting at the ball on that line. If you get to the top line, which I did not do, you should get another bonus run. This is a game that is well worth the £2.99, but probably not suitable for those with pacemakers.

Starburst The Scores.
 Graphics 63%
 Playability 74%
 Lastability 66%
 Addictiveness 63%
 Value For Money 64%
 What Poke Rating 64%



Title: Aardvark
 Publisher: Bug Byte
 R.R.P.: 1.99
 Game Type: Arcade Adventure

Control the Aardvark's tongue and clean the ants up. Beware super ants and caterpillars which can kill Aardy. Worms can only be eaten tail first. As the sun goes down, the spider comes out; that can kill Aardy too. Eating a Queen ant kills all the enemies on the screen. The game has 16 levels and over 1000 maze combinations. Extra lives at 10,000 points and every 15,000 afterwards. Bonus awarded on completion of burrow.

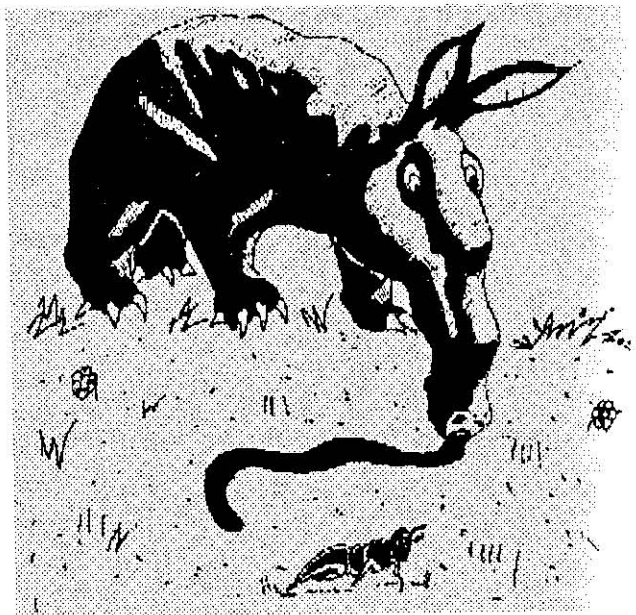
Chris's Comments

First impressions are very important, and I must admit that I was taken by the graphics in this budget release. They were all clear and you could see all the different creatures and make out what they were meant to be. The kids will love it.

The trouble is although it's nice to look at, it is a real swine to play. You need a very responsive joystick and the youngsters may enjoy the graphics, but will soon get fed up of losing all their lives without being able to progress too far into the game.

Some may see it as a challenge, I just got fed up of losing. What a shame that you weren't able to see the 1000 maze combinations and 16 levels.

Aardvark: The Scores
 Graphics 68%
 Playability 46%
 Lastability 44%
 Addictiveness 41%
 Value for Money 48%
 What Poke Rating 45%



'THE LAYMAN'S GUIDE TO HACKING'

by Kevin Cave



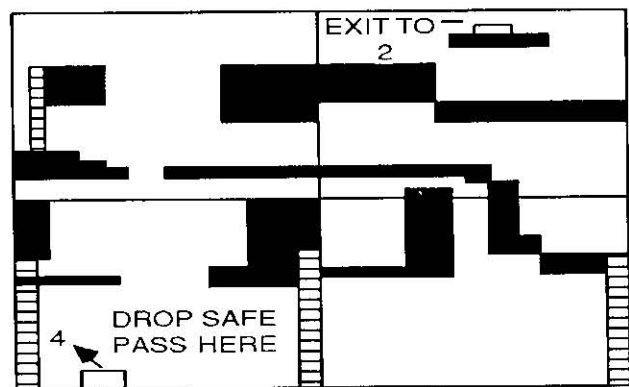
Did you know that 'hacking' is not just your regular, Richard Adler (remember 'Whiz Kids?'), 'let's break into this super computer with my Patent Password Program' stuff? 'Well, what is it then?' I hear you exclaim. I can tell you now that the word 'hacking' can also be termed as 'the breaking into, and finding 'pokes' for, computer games'.

'What do you need to break into games?' Obviously, you'll need a C16/PLUS4! (and, of course, the game that you wish to hack). And that's about it!, you practically have everything there! - or have you?

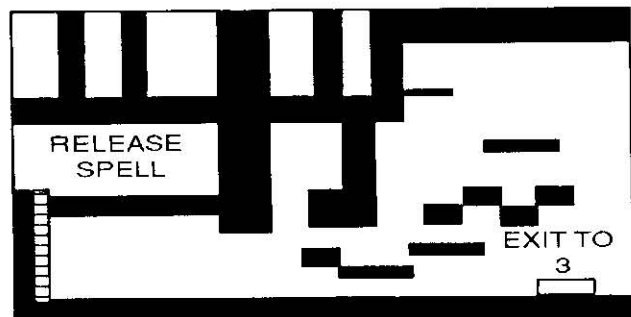
C16 owners will have no trouble at all finding pokes for most of their machine's games, BUT, there are, and will be, one or two exceptions to this, as you will see later. PLUS4 owners should have no difficulty at all with ANY of the C16 games. 'So what does the PLUS4 have that the C16 doesn't?' The short answer to that question is; memory. One of the main methods I use with my PLUS4 to break into games, is to transfer crucial parts of code or data within a game, to memory that is not used by the C16 game at all. That way, it is then possible to re-start the game if it crashes, (or tries to throttle you), or something.

The other things that you will need are (1) A book that will give a 'memory map' of the C16/PLUS4. 'Eh? memory map?' Don't worry!, a memory map is basically a piece of paper with a list of hexadecimal numbers on it, and usually has an explanation of what these memory locations do when different values are put into them (eg. if you put a value of 0 into memory location \$FF19, then the border colour would go to black). the book I use is 'Using the Commodore 16' - by Peter Gerrard. Even though I have a PLUS4, the memory map is still the same. The book also contains other useful information, including chapters on machine-code and also a list of machine-code commands. Which brings me onto the other thing that you will need; (2) Some knowledge of machine-code programming. Again, don't worry! I myself can't even program 'Space Invaders' or

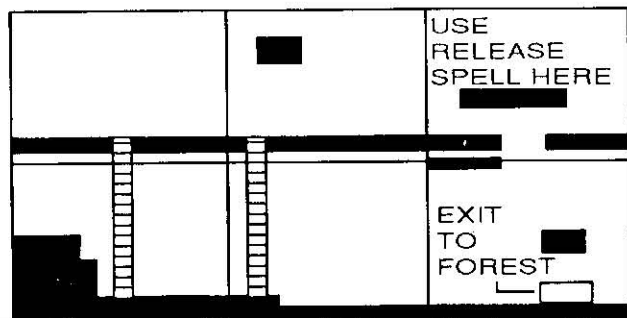
MAP 3



MAP 4



CASTLE

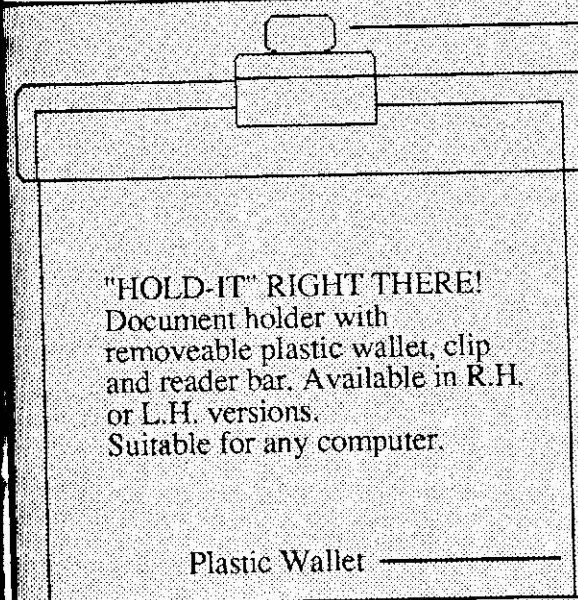


F
U
T
U
R
E

K
N
I
G
H
T

Advertising

ring Joe Moran on 061-370-5666



"HOLD-IT" RIGHT THERE!
Document holder with
removeable plastic wallet, clip
and reader bar. Available in R.H.
or L.H. versions.
Suitable for any computer.

Document clip
Velcro fixing removeable

Plastic Wallet

Moveable reader bar



"HOLD-IT"
Free Standing

£3.50
inc. P&P

Tel.
0709 545055

HOLD IT!
RIGHT
THERE

Available from :-
R.P. Maxfield
40, The Brow,
Brecks,
Rotherham,
S.Yorks.
S65 3HP.

TITLE: Rolling Thunder
PUBLISHER: Namco
PRICE: 20p

The latest Namco game is another beat the baddies and rescue the goodies. Your task is to fight through different levels trying to break through the enemy's defences and rescue the hostages. You begin on area one, story one and see the enemy pouring out of the doors. Armed with only a hand-gun with limited ammunition you must kill the enemy.

Some of the doors en route can be entered giving more bullets, and machine guns.

On early levels, the enemy fight with their fists, but as the game progresses they are armed with guns, grenades and fire bombs, but you can hide behind wire gates out of the reach of the enemy. You have three lives and each life is depicted by an energy bar which diminishes when you come into contact with the enemy or a bullet. The enemy usually hit you so many times, so losing a life, which makes the energy bar pointless. You are placed at the start of the level when a life is lost. The graphics are very good portraying the enemies characters. I particularly like the way they scratch their head when you go into a door.

GRAPHICS 92%
 ADDICTIVE 89%
 LASTABILITY 93%
 VALUE FOR MONEY 93%
 OVERALL 89%

TITLE: Firefox
PUBLISHER: Atari
PRICE: 10p

The classic phrase "they don't make 'em like they used to" can be applied to this. This was one of the first of the "new" arcade games after such classics as Space Invaders, Pacman etc. Released way back in 1982, it is still a favourite in a lot of arcades. The game is based on the film of the same name and caused excitement in the arcades when released. It was the first of the laser-arcade games (later ones are Dragons Lair, Space Ace) which allowed clips of the film to be shown as you progress.

It is basically a shoot 'em up. You are the pilot of a jet and must destroy the enemy, while not letting yourself be destroyed. You are armed with a cannon and a limited supply of rockets. You must save fuel and eventually land at a special point. The graphics are good, especially the part in the film reminding you to pull up the jet.

GRAPHICS 71%
 ADDICTIVE 95%
 LASTABILITY 82%
 VALUE FOR MONEY 88%
 OVERALL 85%

Coin Ops Solution Special

DRAGONS LAIR VIDEO ARCADE SPECIAL

Mark Crook alias Dirk has revealed the secrets to completing this laser disc arcade classic. Your only problem is knowing where to use them, so get your 10p's ready.

- 1) Griddy Goons: SWORD, RIGHT, SWORD, UP
- 2) Mud Monsters: SWORD, UP, UP, RIGHT, UP, UP, UP, UP, UP.
- 3) Tenticals Room: SWORD, UP, RIGHT, DOWN, LEFT, UP.
- 4) Floor Falls Away: DOWN, UP, LEFT.
- 5) Rolling Ball's: DOWN, DOWN, DOWN, DOWN, DOWN, UP.
- 6) Chess Board: LEFT, RIGHT, UP, RIGHT, LEFT, RIGHT, LEFT, SWORD, UP.

The moves may be opposite depending which way the Knight's sword is. Left go left. Right go right.

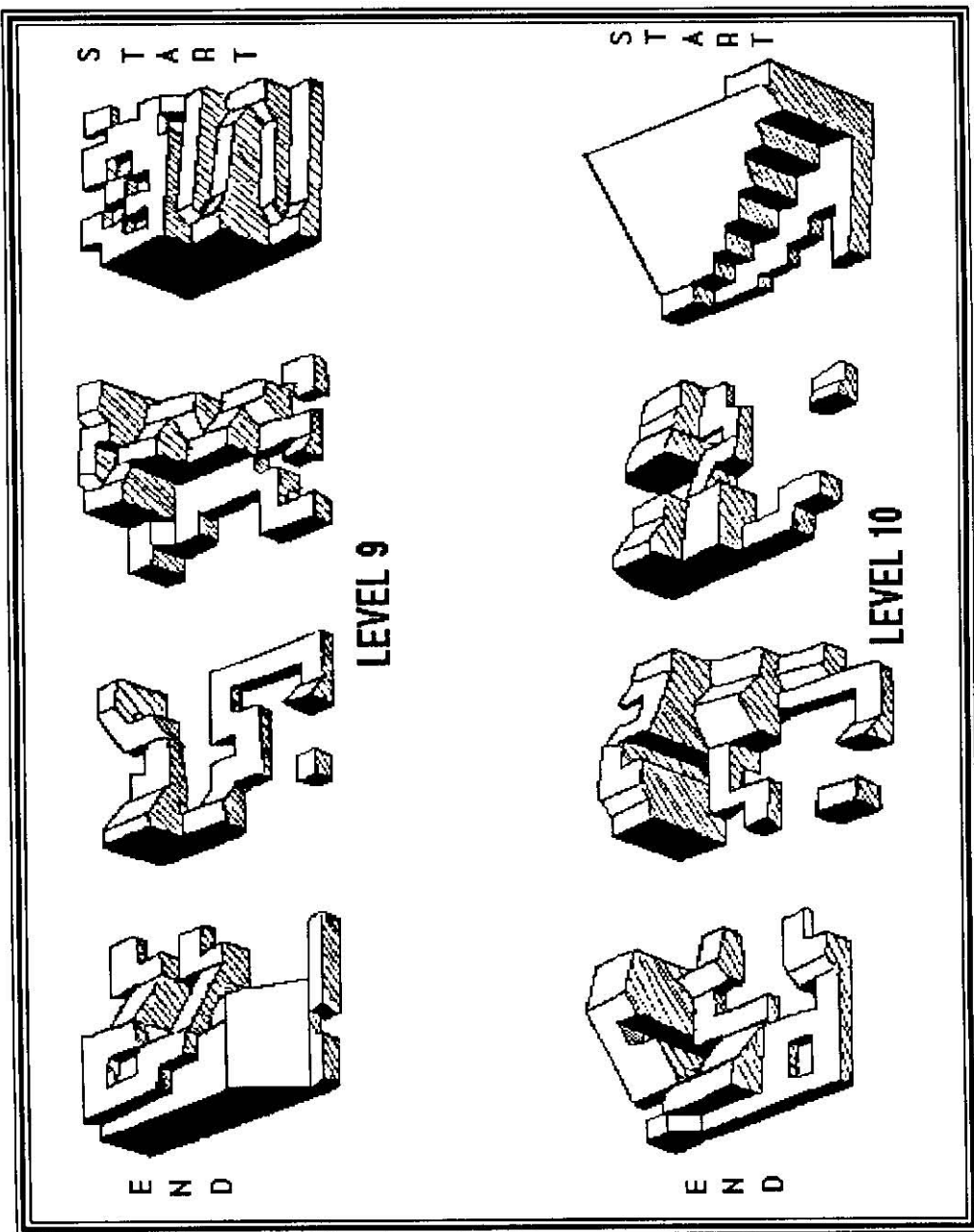
- 7) Falling Disc: Opposite way to the way Dirk is looking eg. looking left you go right.

- 8) Strong Wind Room: RIGHT
- 9) Potion Room: RIGHT
- 10) Black Knight and Spikes: LEFT, LEFT, RIGHT
- 11) Ghost at the end of Room, Clue: Wait until you see Dirk's hand then DOWN, UP.
- 12) Room Knives and Snakes Spiders, Clue: Go the same way as Dirk's sword is on eg. sword on the left go left then LEFT, UP, UP, SWORD, RIGHT, UP.
- 13) Skull/Hand Room: UP, SWORD, UP, SWORD, UP, Look which way the door is go LEFT or RIGHT then SWORD.



- 14) Burning Ropes: RIGHT, RIGHT, RIGHT, RIGHT, or LEFT, LEFT, LEFT, LEFT.
- 15) Opening Shutting Door: UP, UP, RIGHT.
- 16) Throne Room: RIGHT, UP, RIGHT, RIGHT.
- 17) Under Ground River: LEFT, RIGHT, LEFT, RIGHT wait UP, UP, UP, UP, wait RIGHT, LEFT, RIGHT, LEFT, RIGHT.
- 18) Magic Ride: LEFT, RIGHT, LEFT, RIGHT, RIGHT, RIGHT or RIGHT, LEFT, RIGHT, LEFT, LEFT, LEFT.
- 19) Lizard King: LEFT, RIGHT, RIGHT, RIGHT, RIGHT, UP, SWORD, LEFT, SWORD, LEFT, SWORD.
- 20) Dragon's Lair: The Princess Speak's: LEFT, LEFT, LEFT, DOWN, DOWN, UP, SWORD, LEFT, UP, SWORD.

Stand back. Watch finale.



The World of Words

introduced by Keith Adam



In this column, I have attempted to provide some of the things that I think you, the Fantasy Book reader, would like to see and read about, Reviews, News and Opinions. But what do you really want? Do you want to know more about the Authors? More news on books due out? Readers own short stories? Or does your opinion differ from mine? Did you think that the book I raved about is trash? Or did I belittle what you believe is the greatest book this decade? Whatever it is, whatever your opinion, let me know. (The opinions expressed in the following article and reviews are my own personal views and are not necessarily those of the publishers of the Handbook).

Who reads Fantasy Books?

The opinion in the office where I work, is that I must be a bit 'weird or a 'screwball' or somesuch because of all these 'funny' and 'odd' books that I read. And yet, no-one would bat an eyelid if I were to produce the latest Jeffery Archer blockbuster on the 'Downfall of a Politician' or Virginia Andrews latest novel in the long line of novels about the Children, Aunts, Uncles and various other sundry relatives locked away in an attic for years.

Looking in the Bookshops, I see romantic novels cuddling up to each other on the shelves, all the latest 'epic, blockbuster, especially-made-for-TV' novelisations, War novels battling for space, mystery and murder novels stabbing each other in the back, all after the best sales. But what about Fantasy books! Where are they? Nowhere in sight, that's for sure!

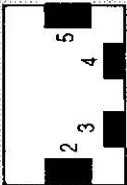
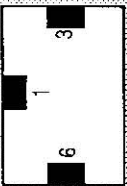
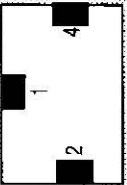
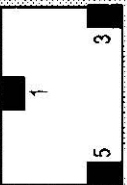
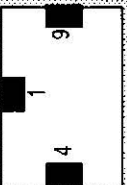
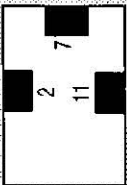
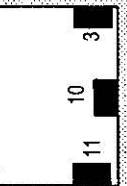
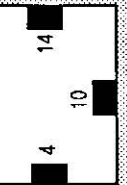
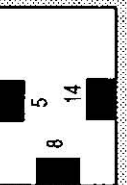
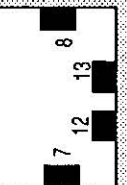

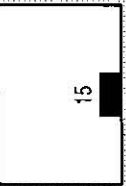
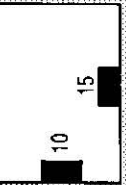
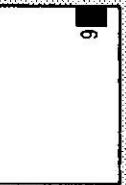

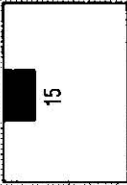
The opinion of the general public at large and a vast majority of Bookshop owners, is that these people who read Fantasy books are uncommon and really odd characters. **THIS IS NOT THE CASE.** We who read these books, are perfectly sane people (well, reasonably sane!), definitely likeable and come from all walks of life (eg. Dwarf miners, Apprentice Wizards etc.)

So next time someone asks you, with a note of scorn in their voice, 'Who reads Fantasy Books?' do not hang your head in shame, or hide behind the nearest 6ft Troll, but instead, draw your sword, sharpen your axe, recall the spell, and reply: 'I DO'.

Icicle Works

4 SYS1552:LOAD
5 DATA 120,169,29,141,20,3,169,6,141,21,3,86,96,
169,255,141,216,96,76,14,206

1 FOR I=1552 TO 1572:READ A
2 S=S+A:POKE I,A:NEXT
3 IF S<2208 THEN PRINT'DATA ERROR'

 Level 1	 Level 2	 Level 3	 Level 4	 Level 5
 Level 6	 Level 7	 Level 8	 Level 9	 Level 10
 Level 11	 Level 12	 Level 13	 Level 14	 Level 15
 Level 16				

Enter this program: Then just RUN it and press play on tape

Video World

Introduced by Andrew Harrison



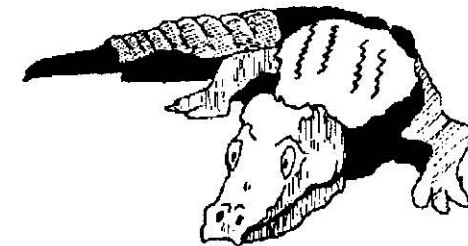
Welcome back to my little item of the Handbook, I'm Andrew Harrison, and it is my fortunate task to introduce the video section of the handbook. This month, I feel cheerful so I'll review some soon to be released comedies, kicking off with probably the best known.

TITLE: Crocodile Dundee
RELEASED BY: CBS/FOX
RUNNING TIME: 98 mins
CERT: 15
RELEASE DATE: 24th September 1987
TYPE: Comedy
RATING: 91%

New York reporter Sue Charlton hears of the exploits of Mick Dundee who has supposedly escaped from the jaws of a crocodile. She tracks him out for an interview and is taken to the outback by Mick for the truth behind the escape. She then decides to take him back to New York with her to survive a totally different hostile environment.

Well here it is, onto the video scene after only eight months from its first release into London's cinemas. Paul Hogan's first major movie, and what a cracker it is. He takes it all in his stride following the heroic charm of Mel Gibson and Harrison Ford. The film is consistently funny, with Paul Hogan doing much of the laughter-making, he also wins the hearts of

the New Yorkers with his primitive charm. It's no wonder that Sue Charlton falls in love with him, even though she is engaged to a rich wimp; compared to Mr Dundee he is nothing. Croc also shows us that he can survive any neighbour especially with his particularly large dagger and he gets his point across when a guy tries to rob him and Miss Charlton with a small flick knife. "That's not a knife", remarks Mr Dundee "this is", and goes on to show the robber his idea of a knife. The film is beautifully shot, capturing the beauty of Australia's outback and also the streets of New York. Despite some problems Croc overcomes all obstacles. This is one of Australia's best movies following and becoming greater than the very successful "Mad Max" movies. It should be a sure-fire hit on video and between it, Aliens and Top Gun (released later this year) I wonder which will pull in the most money.



TITLE: Ferris Buellers Day Off
RELEASED BY: CIC Video
RUNNING TIME: 103 mins
CERT: 15
RELEASE DATE: 11th September
1987
TYPE: Comedy
RATING: 96%

High school student Ferris Bueller decided to take a day off school, he convinces his parents that he's ill, gets his girlfriend out of school and talks his friend Cameron into taking his father's beloved red Ferrari out on the town in Chicago. But Ferris' headmaster Ed Rooney thinks something funny is going on.....

John Hugdes shows us once again that he knows just what makes teenagers tick. "Ferris Buellers Day Off" starring Matthew Broderick (of Wargames and Ladyhawke) is by far his best movie yet. As director Hugdes keeps the happy tale of Ferris Bueller's rebellion against authority moving at a very fast pace. He creates a smart, sassy and totally lovable character whose invention and guile no adult can hope to match. Ferris is a role model for any young person with a glint of anarchy. The film is brilliant and Ferris thinks of the most ingenious ways to avoid authority. He also gets into some of the funniest predicaments, especially at the end of the movie when Ferris is trying to get back home before his parents do; them in cars, and Ferris running! The supporting actors are equally well defined, Alan Ruck has fun with his role as Bueller's friend who reluctantly joins in on

the day off in his father's Ferrari. Mia Sara (also seen in 'Legend' with Tom Cruise) is charming as Bueller's girlfriend. Every hero needs a would be baddie and Jeffrey Jones plays the sneaky high school principal determined to bring Ferris to book. Anyway, watch this film, you won't regret it. If you wish to watch some more of the John Hugdes films here's a list.

THE BREAKFAST CLUB (CIC VIDEO), WEIRD SCIENCE (CIC VIDEO), SIXTEEN CANDLES (CIC VIDEO), PRETTY IN PINK (CIC VIDEO), SOME KIND OF WONDERFUL (1987 CINEMA RELEASE), SHE'S HAVING A BABY (1987 CINEMA RELEASE).

TITLE: Legal Eagles
RELEASED BY: CIC Video
RUNNING TIME: 156 mins
CERT: PG
RELEASE DATE: 25th September
TYPE: Comedy/Thriller
RATING: 80%

Redford has a tailor made role as the Assistant District Attorney who takes the prosecution of Darryl Hannah, who was caught trying to steal one of her dead artist father's paintings. Redford is then fired when he's caught in the sack with Miss Hannah. "When we service the community, we do it with our pants on." His boss informs him. The story starts to get more complex when Redford joins forces with fellow attorney Winger to solve the case which has turned out to be an affair involving fraud, arson and murder.

Redford is very good in this role, the best since Bruce Brubaker and he works well with Winger. Miss Hannah plays her character well and Brian Dennehy (who must have something in his contract saying that he must be in every movie going) plays Cavanaugh. Lawrence Sharp makes the most of his role as a crooked art dealer. The screen play is good and it contains some witty lines and a classic scene which cuts between Redford and Winger, both unable to sleep, with a brilliant comic effect. He tap dances, eats and sings while she eats and watches the television. All credit to director Ivan Reitman who moves away from all the special effects of 'Ghostbusters' to a simple comedy thriller.

Movie And Video News

Warner Home Video will be seeing us through to the end of this year and into the next with some blockbuster movies. In November we will see 'Little Shop of Horrors' and 'Mannequin', 'Police Academy 3' in December, 'Superman 4' in January and 'The Living Daylights' in February. Others from Warner due out later on in '88 include 'Lethal Weapon' and Stanley Kubrick's 'Full Metal Jacket'. Rank Video signed up its third major deal with Orion Pictures for the release rights of 'Robocop', which is currently No 1 in the US cinema circuit, grossing \$18.6 million in the

first 10 days.

"A Certain Sacrifice", Madonna's so called blue movie was released in July and when I watched (purely in the interests of journalism you understand) I found out that it was neither true nor blue. The film was originally made 8mm in 1980 and has a very poor picture on video after being transferred from 8mm. The film lasts for about an hour and is total garbage.

I don't know why Madonna wished to ban it, (apart from the obvious resultant publicity) as you only see glimpses of her bare breasts. There was a rape scene in it but it must have been cut out. Madonna walks into the room, a man grabs her then the next thing you see is Madonna coming out of the room, cut. Don't waste your money on it, it's like all her other movies - rubbish!

Well that's all for this month's issue, I'm off to look at a few more of my favourite videos but still i'll be back next issue with some more reviews and news items. If you want to see something extra in my column why not drop me a line c/o What Publications and the powers that be will hopefully allow me to include it in a future Video World column



Sword Of Destiny Compiled By Steve n Avis

CLASSICS

L - Hot Air Flues
Da - Dagger

Numbers 1-10 are the items to collect in order.

Adventuring With The Phoenix



Firstly, let me say I hope you had a long and enjoyable summer break. I must personally apologize for any inconvenience caused by our good selves just prior to the summer break. The helpline went out of commission for a short period and I accept full responsibility, but these things happen!! To "back up" this helpline a number of fellow adventurers have kindly offered their services. Telephone numbers and availability will be published via this column from time to time. I would like to thank all those adventuring people who sent in help, far too many to mention individually, but you can rest assured that your contributions will help to serve the many people who contact me for help.

I have been playing "Shadows of Mordor", "Frankenstein", and "The Big Sleaze", and I must be honest, "Frankenstein" left the other two standing as far as entertainment value goes! Granted, the responses are a little on the slow side, but what a story!!

I am sorry to learn that Ron Dawson decided to end the publication of "Insight" a few months ago. This fanzine although aimed primarily at the Spectrum Adventurer, was an interesting publication, introducing quite a few 'unknown' game writers to the adventuring public. One of those writers is Lee Hodgson of Tewkesbury whose "Book of the Dead" (Spectrum only at the moment) has since been taken up and released by CRL. I understand other versions of the game exist. Time and space permitting, in future issues, I hope to run a profile on some of these writers and take a look at some of their work.

If you cast your minds back to an earlier issue you will, no doubt, remember that I mentioned the subject of mapping mazes. I believe the best approach to this is to lay down what is commonly referred to as "standard procedure" when mapping a maze, followed by a series of special procedures for specific mazes. We must also bear in mind that some mazes may be randomly generated and are virtually impossible to map! In these cases, step by step movements will be required (if I know them!!) to assist your progress into the adventure. It goes without saying that if you have successfully travelled a particularly infuriating maze in any adventure, then your contribution to this feature will be greatly appreciated! So, what is a maze? Basically it is a set of locations incorporated in to an adventure in an attempt to confuse the players sense of direction and whereabouts. Sometimes you may be lucky and find that movements in the opposite direction to your last move places you exactly where you were in the previous location. This type is, therefore, not so much a maze as a set of similarly described locations. The true maze places you

in a completely different location when you reverse your previous directional command, sometimes quite some considerable distance from where you thought you were!! Once you have established where the maze was first encountered, go through your game again and 'SAVE' just prior to this stage. Now take stock of your inventory.

PHOENIX EMERGENCY LINE
ONLY TO BE USED SATURDAY AND SUNDAY
BETWEEN 6PM AND 12 MIDNIGHT
 (Please be considerate and keep to these times
 or the service may have to be withdrawn)

If you have any problems with an adventure then call the Phoenix who will be pleased to put your mind at rest. Although he cannot guarantee to answer every question he has covered hundreds of adventures and even when he cannot personally answer the question he can usually put you in touch with someone who can help

Telephone 0785 42660

But please remember to stick to the times

Standard Procedure

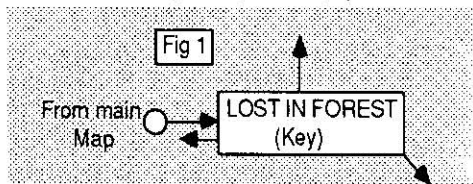
The simplest way to successfully map a maze is to 'drop' one of your items in each location as you progress, collecting them by following your new map when you have completed the maze section of your adventure. You may be carrying only four or five items at this stage but, usually, this is enough. Be careful to retain your lamp as it may be dark in there, and if it isn't then maybe night will fall while you're in there!! Also any 'fragile' objects may need some form of 'cushion' before you drop them to prevent breakage.

Let us assume a hypothetical situation:

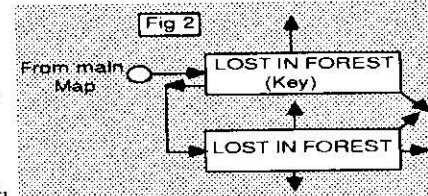
You are carrying a sword, stick, knife, key and lamp. You are also 'wearing' a cloak. The maze consists of a (so far) unknown number of locations.

When you reach your first maze location 'drop' the key and write the location description in your location box. This 'maze section' of your map should be drawn on a separate piece of paper to avoid confusion!

Indicate also, all the visible exits from this location. Your first location should now be shown as in figure 1.

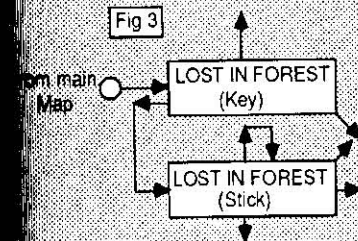


Now, leaving the key where it is, go WEST. Oh what We're lost, so it seems! Note the description of this new location and we find it to be almost exactly the same, but without a key. Draw in this new location and your map should now conform to figure 2.



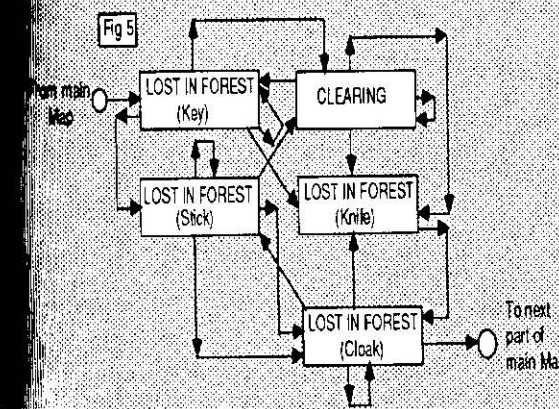
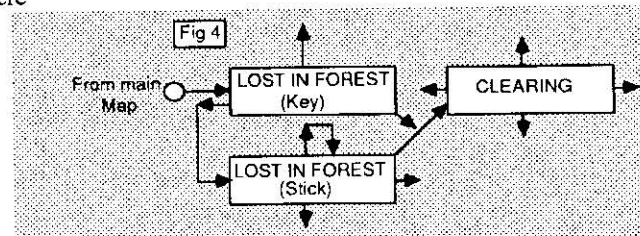
Now 'drop the stick and write it down in this new location,

noting the visible exits from here. Incidentally, you do not need to know the exits as this method works either way! We simply try to move in every possible direction until successful. Assuming you cannot go west, let's try NORTH. If you see a key then simply draw your directional line to join the first location for the purpose of example, we see not a key, but a stick! You really haven't moved out of the location at all! Show this, leaving the stick where it is for now, on your



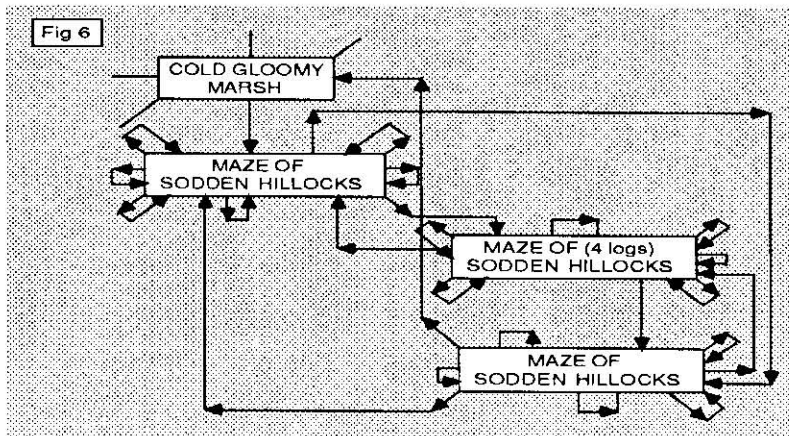
map (fig 3). Now try NORTHEAST direction and you find a clearing. This, so far, is a completely different location description and there is no need in this case to drop an item in this location. But you should still note the visible exits where you can. (fig 4).

Now continue, using the adopted procedure until ALL maze locations have been shown and ALL directions followed. Your hypothetical maze now looks like this:



Looks quite complicated doesn't it? But study it closely. It really is quite simple!! You see, you could have been wandering around for hours, yet there are only four 'LOST IN THE FOREST' locations!! Now follow your map and collect your dropped objects to carry on with your adventure. I only wish every maze situation was as simple as this.

Sometimes it is! Consider the latest 'epic' from Melbourne House - "Shadows of Mordor". The 'maze of sodden hillocks' consists of just three locations (fig 6).



You can see from the diagram that the majority of directions from each location do not actually take you anywhere! As a point of interest, this was mapped by adopting the 'standard procedure'. (Before the necessary action was taken to move the logs!!)

Please remember that the foregoing exercise is only to introduce you to maze-mapping. In the main, mazes are extremely difficult with other factors to contend with, such as:

- a) Limited number of moves.
- b) Darkness.
- c) Randomly allocated directions.
- d) Your dropped objects being covered or washed away!

I shall be detailing some of these difficult mazes in future issues.

All that remains, this issue, is for me to wish you a successful month's adventuring and I look forward to hearing of your successes and problems.

Appeals Box

if you have any information on the games detailed below, please send it to the Phoenix C/O What Now? so that he can help some other adventurers.

- Moonmist (Infocom)
- Castle Blackstar (any version)
- Temple of Terror (Adventuresoft)

Helpline Extra

Don't forget, as well as the Phoenix helpline, Walter Pooley also offers help for Spectrum adventurers (tel. 051 933 1342.) Most c16/+4 adventures have appeared at some time on the Spectrum machine.

BATTLE STAR

Defeat the Battlestar Kevin Cave's way.

In games loaded by Novoload, just before the game starts,

there is a five second delay, which is indicated by the fact

that the border stays one colour.

LOAD BATTLESTAR in as normal, and when the five second

delay occurs RESET into the monitor, and type the following pokes.

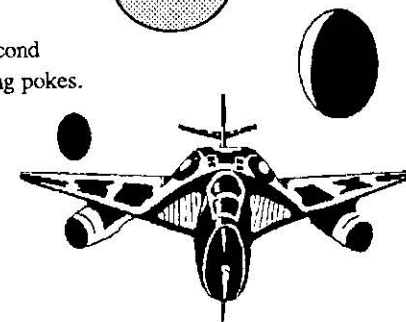
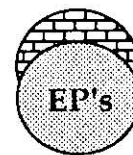
To disable squadrons, type:

1C3E RTS (return) (return)

For infinite shields, type:

1E27 NOP (return) NOP (return) (return)

100D (to start)



MEET OLYMPICS

Clark-Ward gets you off the streets:

The tip only helps you with the first 2 events.

In the game as usual but stop just before the

time runs out and wait until the time has

ended '999,9' and start running again and

when the 'pip' is heard the distance has run

out. But please wait for the timer to run out

as it takes some time.

BRIGA

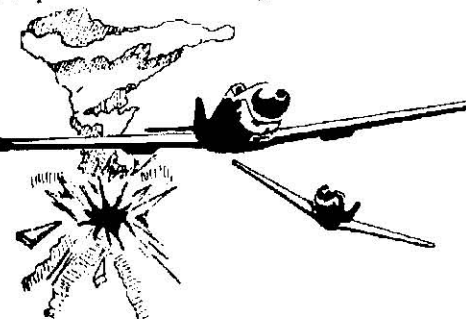
Some help courtesy of Chris Archer

LOAD, RUNSTOP/RESET, TYPE M 2C20,

change CE to 2C.

then type G1466 to RUN,

which stops the aliens from firing too much ammo.



GOLDRUSH + NETRUN 2000

Help from Peter Clark-Ward:

For keyboard owners:

Press F1 to start

When the game is playing press F1 to pause,

press it again to un-pause.

It is best not to use thrust in Goldrush as

there is no way of stopping the ship.

Instead, just rotate the ship and fire at the asteroids!

GERYMEDE

A Peter Clarke-Ward routine:

When loaded type:

20 MI=2:M=1E+2:S=2:L=1:OB=0

30 OM=0:P=2:Y=0:0=1E+10

And then run the program

BANDITS AT ZERO

Ok you Bandits, Aaron Gales here:

- 1) RESET
- 2) POKE 11100,234
POKE 11101,234: Infinite shields
- 3) POKE 13526,96: Infinite energy
- 4) POKE 5967,96: Diagonal fire
- 5) POKE 14336,96: No energy
- 6) SYS 13284

SPECTIPEDE

Watch out insects, Aaron Gale is here.

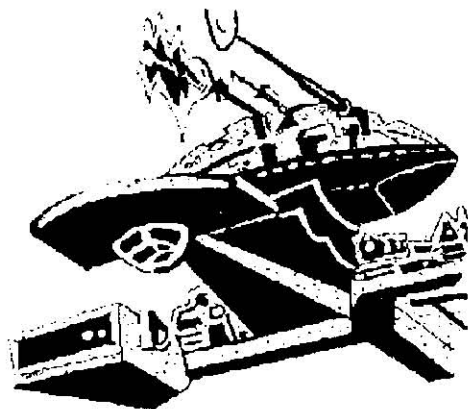
- 1) RESET
- 2) POKE 5105,96: Freeze enemy ship
- 3) POKE 5389,96: No spiders
- 4) POKE 5760,96: No worm
- 5) POKE 8712,X: X = Lives
- 6) POKE 6791,234
POKE 6792,234: Infinite lives
- 7) SYS 4218



PETALS OF DOOM

Flower Power with help from Aaron Gale.

- 1) RESET
- 2) POKE 15719,234
POKE 15720,234
POKE 15721,234: Infinite Lives
- 3) POKE 9736,96: No stars
- 4) POKE 11423,96: No nasties
- 5) POKE 12648,96: Freeze nasties
- 6) SYS 15593



SPACE ESCORT

Aaron Gale, escorts you through:

- 1) RESET/RUNSTOP: X RETURN
- 2) POKE 12438,X: X = lives
- 3) POKE 12979,234
POKE 12980,234
POKE 12981,234: Infinite lives
- 4) POKE 4775,96: spheroids bounce horizontally.
- 5) POKE 4995,96: Freeze Nasties
- 6) SYS 7701

TYCOON TEX

Strap on your 6 gun, with Aaron Gale.

- 1) RESET
- 2) POKE 9376,234
POKE 9377,234: Infinite lives
- 3) POKE 10966,X: X = Lives to choose from
- 4) POKE 7833,96: Invisible + Invincible
- 5) POKE 7895,96: Stops you falling down holes
- 6) SYS 6144

3-D MAZE

You won't get lost with Graham Vassie guidance on this:

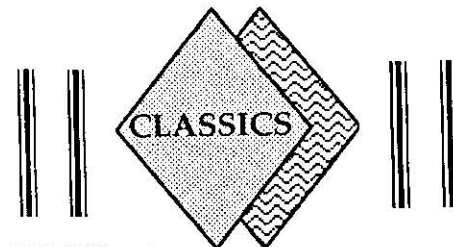
- LOAD, RESET INTO MONITOR
POKE 12345,X (X=1 to 255 live)
POKE 12350,X (X=1 to 255 levels)
SYS 12705 (to start)



FINGERS MALONE

Aaron Gale lets his fingers do the walking.

- 1) RESET
- 2) POKE 10186,234
POKE 10187,234: Infinite lives
- 3) POKE 11226,X: X = lives
- 4) POKE 6161,96: speeds up game.
- 5) POKE 7385,96: Infinite time
- 6) SYS 5792: If game does not start reset and try SYS 5792 again

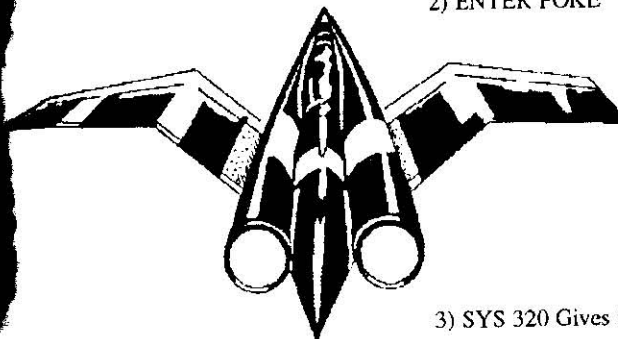


BLIDO

- Help from Chris Archer
Load and reset/runstop
Type M3C60 and put 38 in first line
stop time running
Type M10D6 and put 2C in first line
keep the sinners in the bin
Type G1068 to run.

GUZZLER

- Chris Archer helps Guzzler fans
Load and runstop/reset
Type M2341 and put 2C in the first line
Type G3690 return to run.



MONKEY MAGIC

Chris Archer doesn't give a monkey's with this one.
Load and reset/runstop
Type MID70 and change 33 to FF, then
Type G1020 to run, for infinite lives

JOEY

Chris Archer's 'a pretty boy' with this effort.
Load and runstop/reset
Type M1680 and type 2C in first line
Type G1020 to run

GULLWING FALCON

Blast away with help from Aaron Gale.

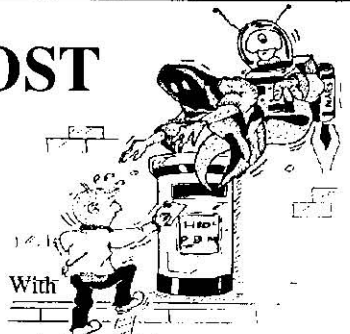
- 1) LOAD: When Novaload appears PRESS
RESET/RUNSTOP: X: RETURN
- 2) ENTER POKE

406,169	POKE 414,167
407,173	415,34
408,141	416,169
409,166	417,34
410,34	418,141
411,169	419,168
412,160	420,34
413,141	421,32
	422,0
	423,32

- 3) SYS 320 Gives infinite lives.

GOING FOR THE POST

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



My intake of mail is gradually increasing and I hope you'll continue to write in with your comments and problems with PBM. With all the new readers out there, I'm expecting a lot more feedback.

This month, we relax the pace slightly. I was going to bring you a review of RYN but with all that I have recently seen happen in the PBM world, I thought we would postpone RYN for a month. It also gives me a chance to print some of your letters that I have received so far.

NEWS

New from JADE GAMES is the game that boasts the longest title ever. THE CHRONICLES OF THE KNIGHTS OF AVALON, is a fast paced (10 day turnaround) computer moderated fantasy with 100 players per game. Obviously this means large alliances and chaotic battles. Start-up is FREE and further turns at 70 pence for 7 orders make this the cheapest game around. (It's A Crime has just gone up in price for anyone about to write in). There will also be a bi-monthly newsletter to be edited by none other than myself. A full review should follow later, but due to there being no map locations to the game, I am totally confused and in two minds over its scores.....

A rival to the PBM Convention held annually in London has arisen. the National Gaming Club from Portsmouth is to hold a GIANT show in October. It will include most kinds of gaming, including a computer stand held by myself, but as the organisers of the show run their own PBM company, Jade Games, you can expect a high amount of PBM companies to attend with stands. More details can be got from the NGC care of Jade Games.

SMALL TIME GAMING

Something I have never told you of before is the games run by amateurs or by one man companies. I shall be bringing you a special on these type of games nearer the end of the year, but for now, I'd like to tell you about STARRUN. It is GM'ed by Paul Harrison and boy (or girl!), does he do a good job. I have been playing Starrun for about 4 months after meeting Paul at the 2nd British PBM Convention. The game is set in the future, where criminals are lethal and are creating havoc throughout the system.

For this cause, Justice Bringers are being hired to capture or kill them. You can play the part of a good JB or a villain. Either way, you have to role-play your way to a high score and more importantly, a high bank account.

I have loved every minute of playing Starrun, and to compliment the pure fun of it, the prices are very fair. As well as the basic hand-written (sometimes computer printed) turn reports of over a page long, there is usually a double paged update of every thing that happens in the system. There

also FREE information sheets or PLISH's as Paul calls them which can answer just about anything you want to know. Although this is not really a full review, I thought you might like to see the scores that STARRUN scored:

Atmosphere: 92% (plenty of GM controlled characters to find and data of the world you enter).

Contact: 68% (mostly with GM characters, but messages certainly fly).

O' Great Ones: 70% (Paul supplies plenty of freebies and GM's fairly).

Value: 56% (being hand written should be changed to computer to suit its setting and quality).

Factor: 59% (the originality of the players usually makes for amusing play but slow turnaround rather spoils it).

Overall Judgement: 2nd Class.....

LETTERS

From Gregory Quinn in Northern Ireland at Co. Armagh:

Very glad to hear of your column in What Now? I play in Starglobe 3, Vorcon Wars 61 and Cassus Colli 19 and love PBM games. I feel I must disagree of your opinions of computer moderated games. I find them more enjoyable due to their fast turnaround, and if you have played Starglobe, you might change your mind. I regularly receive printouts 6 feet long with other extras like modules and fanzines. Anyway, success with the column, keep it up.
Thanks, I will. To comment, I have seen bits and pieces from Starglobe though have never played. I think you have probably found about the best computer moderated game around and being futuristic, using printouts tends to influence this opinion. I doubt you would say the same if Starglobe had been Medieval Globe.

From Dave Allen, What Now?'s man at the strategic front:

Iabble in PBM and since I am rather new to the hobby, I was wondering if you could suggest a good PBM magazine. I have heard of 'Flagship' but know little of it. I play Saturnalia, Further to Fantasy and await start-up in Ae's and as you can see, I like RPG's (Role Playing Games). Maybe if you know of any others you can tell me.

Flagship is about the best dedicated PBM mag around. it costs £1.75 from PO Box 12, Aldridge, Walsall, West Midlands WS9 0TJ. You could also try a new mag, First Post from KG Pack, Walnut Tree Lodge, 9 Kings Meadow Lane, Higham Ferrers, Northamptonshire NN9 8JE (£1).

Other Role Play PBM's include Faction Magician, Ryn and Nemsarion and stay tuned to this column for reviews of all of them. Try Starrun for something different).

Well, that's it for the rather larger column of this month. Don't forget that I'll be reviewing Ryn next issue. I'll also have a letter about someone who is starting their OWN PBM game using a modern style game adapted over.

JADE GAMES/ National Gaming Club - PO Box 54, Southsea, Hants, PO4 ONA

STARRUN - 122 All Saints Avenue, Maidenhead, Berkshire, SL6 6LT

FACTION MAGICIAN - Newty Games, Railway Cottage, Pennance Road, Pennance, Lanner, Redruth, Cornwall, TR16 5TF

RYN-Ryn Games, 20 Southlawn Terrace, Heavitree, Exeter, Devon EX1 2SW

NEMSARION - 48 Ledgers Road, Slough, Berks, SL1 2RL

What Poke? C16 / Plus 4 Volume 2 Issue 3

will be available from 21st October
from your local software retailer.

Or direct from :-

H & D Services
1338 Ashton Old Road
Higher Openshaw
Manchester M11 1JG

Back copies Volume 1 Issues 1-10 of the C16/Plus 4 Handbook are
still available at £1 each or all 10 for £7.50
Volume 2 Issue 1 still available at £1

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

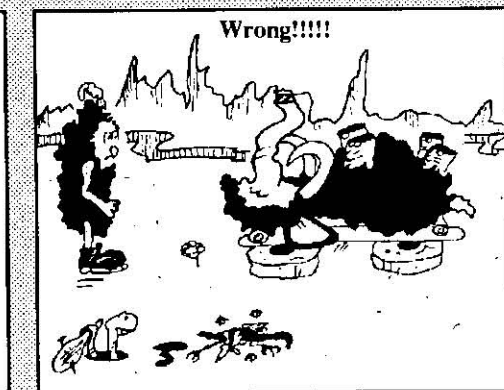
This price includes delivery direct to your home.

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%

Dotty ata What? Fun Page



The H&D Publications are currently stocked within the following retail outlets, across the U.K.



Area 1:

Aberdeen - Bowie Electronics. **Callender Riggs** - Micro Plus.
Dunoon - Computer Revolution. **Falkirk** - Falkirk Computers.
Glasgow - Computer Depot, Computer Games and Repairs. **Irvine** - Bitbyte. **Partick** - The Micro Shop.

Area 2:

Accrington - PV Tubes. **Ashton-U-Lyne** - VuData. **Barrow-In-Furness** - Master Micro. **Blackpool** - Computer Game Shop. **Bolton** - Microtrix. **Colne** - Elbee Computers. **Formby** - Micro Abacus. **Leigh** - Cannings, Sound and Vision. **Liverpool** - Bits and Bytes, City Software. **Macclesfield** - Tims Megastore. **Manchester** - H&D Services. **Northwich** - Northwich Computers, **Oldham** - Home and Business. **Ormskirk** - McSoft. **Penrith** - Penrith Communications. **Warrington** - Pyramid Micro. **Whitehaven** - P.D. Hendren Cameras.

Area 3:

Alnwick - Alnwick Computers. **Coulby Newham** - Stockton Software. **Darlington** - Chips. **Doncaster** - C.D.S. **Halifax** - C.D.S. **Hartlepool** - Peak Computer Services. **Hull** - M. Micros, Tomorrows World. **Leeds** - C.D.S., Microbyte Computer Shop. **Louth** - Dereks Cycles and Software. **Middlesbrough** - Chips, Games Store.

Northallerton - Computer Shop, **Stockton-On-Tees** - Stockton Software, Topsoft. **Sunderland** - Sunderland Computers. **Thirsk** - Thirsk Home Computers. **Wakefield** - C.D.S. **York** - C.D.S., Microbridge, York Computer Centre.

Area 4:

Brierley Hill - Comptazia. **Dudley** - Comptazia. **Hucknall** - SP Electronics. **Leamington Spa** - Spa Computer Centre. **Leicester** - Maze. **Mansfield** - Mansfield Computer Centre. **Northampton** - Northampton Home Computers. **Nottingham** - Computer Market. **Nuneaton** - Micro City. **Rugby** - Carvells. **Solihull** - Capricorn Computers. **St Neots** - First Computer Shop. **Wolverhampton** - Software City.

Area 5:

Bristol - Avon Computer exchange. **Cardiff** - Avon Computer Exchange, GT Enterprises. **Chippenham** - MicroBytes. **Ebbw Vale** - Computability. **Exmouth** - Judy Computers. **Haverfordwest** - B.I.S. Computer Centre, JCG Software. **Llanelli** - Positron Computing. **Milford** - Milford Computer Centre. **Newport** - GT Enterprises, Microcare Computers. **Plymouth** - Computer Base, Georges Of Plymouth. **Truro** - Truro Micro Ltd. **Weymouth** - Comput A Tape.

Area 6:

Barking - Rodneys Books and Games. **Basildon** - Godfreys Computer Centre. **Brighton** - Brighton Computer Centre, Gamer, Soft Centre, Tomorrows World. **Bromley** - The Village. **Canterbury** - Canterbury Computer Centre. **Crawley** - Crawley Computers. **Croydon** - High Voltage. **Dartford** - Anco, First Choice. **Feltham** - Readers Dream. **Harlow** - Harlow Home Computer Centre. **Norwich** - One Step Beyond. **Portsmouth** - Film Plus. **Reading** - Computer Care South, Odem. **Sittingbourne** - Computer Plus. **Southampton** - L.T.C. **Southend-On-Sea** - Estuary Computers. **Southgate** - Logic sales. **Tooting** - Software Store. **Uxbridge** - JKL Computers. **Walthamstow** - Sounds Right. **West Drayton** - Innovations. **West Wickham** - Nimbus Computing. **Worthing** - Chips.