

W
H
A
T

POKE ?

Total Game playing Action.

Pokes

Maps

Hints

Reviews

INDIANA JONES

and
The Temple
Of Doom
Game Playing
Special
inside



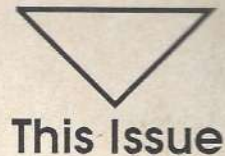
TRANTOR

THE
LAST
STORM
TROOPER

Review and Map

Plus: Game help on, Action Force, Basil The Great Mouse Detective, Elixir, IK+, Life Of Repton, Nebulus, Thundercats, Hysteria, Soft & Cuddly, and , much more...

What Poke? Vol 2 Issue 4

**Editor**

Bernard Dinneen

Publisher

Peter Hacker

Administration Manager

Geoff Hacker

Advertising Manager

Joe Moran

Graphics

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

**Review and
Game Playing
Specials**

We include this issue no less than 30, Review, and Game Playing Specials, on all formats. Not only do you find out just how the game rates, but have the added advantage of game help, to help you through. The Specials include, Indiana Jones, Play It Again Sam, Basil the Great Mouse Detective, IK+, Thundercats, and many more.

**Pokes,
Hints,
Maps**

As well as the Game Specials, we have the usual pages of Game Help on over 100 other games including, Ziggy, Autozone, Athena, Hysteria, Renegade, Soft & Cuddly, California Games, and A.T.V.

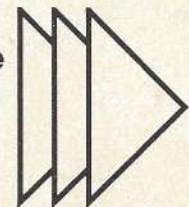
Reviews

A round up of the rest of the latest game reviews, including, Star Wars, Zig Zag, Driller, and Gunship.

Features

All the usual What Poke? features, like Bobs Bit, Around The Coin Ops, Multi-face Pokes, and more, including, a little quiz to test your brain power.

See Page 4, for a comprehensive index of this issue's info.....



Editorial



Welcome to issue 4 of the What Poke? Magazine, a little later than perhaps most expected, but with a push to get a wider circulation in early 1988, we have also had to prepare other items. A slight change in presentation this month as we introduce items called Game Playing Specials. These are where we will provide a review of the game, together with any help, maps, hints, pokes we have available. So that is a variation, and what we've also done is put the remaining poke

routines in sections for their specific machine. As ever we always encourage readers to send in their game playing help and I must ask the Amstrad and Spectrum readers, in particular, to get their help in, as these machines are falling behind the C64, and BBC!

It is also noticeable up to and over the holiday period how the quality of the games released appears to be rising. I don't believe that this is simply an illusion because of the increase in the number of releases, but do believe the Software Houses are trying to come up with the goods. There is always the usual batch of rubbishy games about, but let us hope the trend continues.

In the magazine world, where 3d glasses and free tapes are all the rage, we were a little surprised at Your Sinclair, who, in a recent issue, gave away the comic Viz, obviously in an attempt to get one over on Crash, who had featured Oink in the past. Obviously Viz has a good circulation, but here at What Poke we find it just a little pathetic, and it's so called humour would no doubt have angered one or two people around the country. So come on Your Sinclair, drop the rubbish like Viz, and if you must give something away, why not more free tapes like Batty, which you also featured recently, and was well worth the time and obvious effort.

REVIEW AND GAME PLAYING SPECIALS

Action Force 8
 Basil the Great Mouse Detective 6
 Ball Breaker 12
 Clean Up Services 21

Car Wars Construction Kit 11
 Despatch Rider 51
 Death Or Glory 11
 Elixir 17
 Freddy Hardest 12
 Hyperblob 7
 Indiana Jones and The Temple Of Doom 33
 IK+ 9
 Jack The Nipper In Coconut Capers 48
 Kids Play 49
 Life Of repton 13

Microball 9
 Nebulus 8
 On the Tiles 16
 Play It Again Sam 36
 Que-Dex 22
 Ransack 51
 Radius 35
 Spellbinder 51
 Super Sprint 37
 Soft & Cuddly 11
 Survivors 35
 Trantor 34
 Thundercats 17



POKES

Amstrad:

Living Daylights 54
 Motos 54
 One Man & His Droid 54
 Stormbringer 54
 Zynaps 54

BBC:

Kissin Kousins 27
 Phantom 27
 Raid Over Moscow 27
 Spy V Spy 27
 Star Clash 27
 Ziggy 27

C16/Plus 4:

Autozone 26
 Chip Factory 26
 Fire Ant 26
 Formula 1 Simulator 26
 Future Knight 26
 Gun Law 26
 Invasion Force 26
 Kaktus 26
 Knock Out 26

Punchy 26
 Strip Poker 26
 Thrust 26
 Tutti Frutti 26
 Winnie The Witch
 3D Quasers 26

C64/128:

Athena 28
 Barbarian 64
 Battle Through Time 28
 Beam Rider 16
 Delta 22
 Deathwish 3 28
 Flying Shark 28
 Firetrack 28
 Fall Guy 43
 Groggs Revenge 28
 Ghostbusters 43
 Hysteria 43
 Head Over Heels 43
 Implosion 43
 Ice Palace 43
 Joe Blade 53
 Kromazone 45
 Kung Fu Master 43

Knight Rider 44
 Nemesis The Warlock 44
 Pole Position 44
 Pitfall I & II 16
 Realm 44
 River Raid 16
 Saracen 45
 Sunstar 45
 Shadow Skimmer 45
 Spellbound 44
 Turbo Esprit 45
 Wiz Ball 45
 X-15 Alpha Mission 45
 Zenji 16
 Zone Ranger 16

Spectrum:

Arkanoid 19
 Alien Destroyer 19
 Athena 29
 Bosconian 19
 Ball Crazy 19
 Bomb Jack II 19
 Batty 20
 Black Magic 29
 Bride Of Frankenstein 29

Car Wars 11
 Dead Or Alive 19
 Down To Earth 19
 Death Or Glory 11
 Exolon 19
 Happiest days Of Your Life 19
 Impossaball 20
 Jasons Gem 19
 Megabucks 19
 Mission Jupiter 19
 Mutants 29
 Mag Max 29
 Mountie Micks Death Ride 29
 River Rescue 19
 Ricochet 20
 Renegade 29
 Stainless Steel 20
 Spiky Harold 20
 Streaker 20
 Stormbringer 20
 Soft & Cuddly 11
 Thrust 20
 Triaxos 29
 Universal Hero 52
 Wizball 29

HINTS AND MAPS

A.T.V. Simulator 24
 Back To The Future 41
 Barbarian 18
 California Games 18
 Hydrofool 55
 Into The Deep 50
 Joe Blade 53

Kikstart 30
 Ninja 41
 Renegade 18
 Red Led 18
 Rescue From Zylon 50
 Soccer Boss 18
 Space 2 Pilot X 10
 Tai Pan 18
 Universal Hero 52
 Wolfan 50

FEATURES

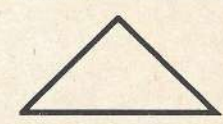
Around The Coin Ops 23
 Bobs Bit 38
 Computer Catch Phrase 56

The Expert way 14
 Multiface Pokes 42
 Reader Feedback 5
 Video World 46

REVIEWS

Aliens (US Version) 61
 Angle Ball 63
 Cybernation 61
 Driller 61
 Druid II - Enlightenment 61
 Gunship 62
 Grand Prix Simulator 63
 Implosion 59
 Level 5 62

Lazer Wheel 62
 Liberator 63
 Microrhythm + 60
 Mean Streak 62
 Mission Genocide 62
 Pro Ski Simulator 63
 Star Wars 59
 Ubiks Musik 60
 World Class Leaderboard 63
 Zig Zag 60
 Ziggy 59
 3D Game Maker 60



What Poke? Vol 2 Issue 4

READER FEEDBACK

Tony Bourne would like to add a few comments about the new format booklets:

- 1) For people like myself with access to more than one computer, the new style is much better. However, I think you will probably lose any BBC-only readers, unless you keep the Beeb content up.
- 2) I'd prefer it if the pokes and hints were put into separate sections for each machine. Also, if the booklet is to go on sale in Smith's ect. it should have a list of machines covered on the front.
- 3) As a new ST owner I'd like to see some coverage of 16 bit machines. Since there are covered to an extent in "What Now?" perhaps you could put out a request for arcade hints etc. in that booklet.

What? Comments

To go through Tony's points in order:

- 1) Currently the BBC has some of the strongest contributor support of any of the machines featured in the magazine, and I believe this issue backs that up. With this support, I can see the BBC people continuing to get good value for money, certainly for as long as BBC games hit the market.
- 2) Certainly a good point about putting the machines on the front, but as we expand and pick up help on other machines, it may be best to try and get over the general content of the magazine. If it's for Arcade survival, then that should in theory suffice. As far as putting Pokes and Hints in sections, then, for instance, if we did include say a page of Pokes for the ST, which would be marvellous, we would no doubt receive complaints because they don't have as many as for other machines. We couldn't win, and so our way is perhaps not perfect, but helps for an easier life. Hints are, in our opinion, general most of the time anyway, and we do put for which machine they were originally produced, where possible.
- 3) As far as ST contributions, our No.1 priority is to receive help on as many computers as possible.

Margo Porteous writes:

I'd just like to mention a swap club that I have been dealing with for the last few months, in case any of your readers saw the letter in 'Crash', as I did, and wondered how genuine it was. The letter was from Wayne Styles and the address is 'SWAP CLUB', 39 LENHAM GARDENS, LONG LANE, BOLTON, GREATER MANCHESTER, BL2 6HL. It is now 60p per swap plus 50p for p&p and so far I have made quite a few swaps and found Mr Styles completely reliable.

What? Comments

We know how difficult it is to get hold of some of the older games these days, so why not give this small club a try, failing that, you can always get your software from us at 10% off Retail Price.

Robert Troughton renowned for his routines in this magazine, reflects on the new style Issue 3:-

Regarding Issue 3 of "What Poke?"

- 1) The cover is superb - will the same painting be used for every issue, or will it change every month?
 - 2) The layout is great - better than the past two issues.
 - 3) I don't like either the Arcade, or Video columns - the Arcade column needs modern reviews, but Video reviews should be dropped (you dropped it from "What Now?", so why not stop it from publication in "What Poke?").
 - 4) A couple of cheats crept in for the 64 which didn't work - namely Centurions, and Max Torque.
 - 5) The new review style is great.
- Overall, I think you should drop Video World and Coin-ops. And you should increase the number of C64, Spectrum, and Amstrad cheats (as these are the main micros) - and decrease the amount of C16 and BBC cheats (a page each would be ample - but I guess there'll be more!).
- I'm sure the handbook (!) would be better if it was either enlarged, or split up into 2 - C64, and 'lesser computer' books!

What? Comments

As with all magazines, we aim to change our front cover design monthly. We believe certainly that the Arcade column is good, and we do deliberately try to review a cross section of new and not so new games for the people of different tastes. The Video column is liked by many "What Poke?" readers and we believe it should remain, for now at least. BBC and C16 owners will take offence, but we'll assure you all that we'll pack in as much as we can for your individual machines. With the growth of 16 bit machines, one "What Poke?" may not be in the long run able to cope, so who knows what may happen!

BOOB SPOT

We have had a fair amount of trouble with typing errors espically on BBC routine listings.

Victor Montefiore is the main person to suffer with his listings. He offers the following advice to people having trouble.

- 1) If a routine says 1% change it a I%
- 2) If there is an O in a line with a DATA statement, change it to a 0
- 3) If there is an O immediately after a *K. or a *KEY change it to a 0
- 4) If in a line with a *K. or a *KEY, a : is preceded by an M it should be changed to a : (obtained by pressing shift and \, the key just left of the left cursor) preceded by an M

Michael Mooney pointed out that in Issue 1 the Strykers Run listing needs this alteration.

Change line 150 to read...

150 DATA

141,240,43,141,139,40,169,0

The rest of the program is alright.

If you have any queries on the magazines then please drop a line to:-

Reader Feedback
C/O What Poke? Publications
1338 Ashton Old Road
Higher Openshaw
Manchester
M11 1JG

Review Rating System

- 90-100% = Beg, Steal, or Borrow, to get it.
- 80-89% = If you only buy One Game per Month, then consider this.
- 70-79% = If you buy One Game per Week then consider this.
- 60-69% = If you buy 2 Or 3 games per week then consider this.
- 50-59% = Run Of the Mill, for those with plenty to spend.
- 40-49% = Play A Friends, but don't fork out yourself.
- 30-39% = Laugh At your Friends for buying a copy.
- 29% and Under = Forget It.

Publisher: Gremlin

Machine: Sp(£7.99) C64(£9.99)

Ams(£9.99, £14.99 d)

Game Type: Arcade Adventure
Reviewed on Spectrum and Commodore

Scenario:

"Basil The Great Mouse Detective" who lives in the basement of 221b Baker Street (Sherlock Holmes' famous London address) is the greatest detective in all Mousedom. Basil is attempting to solve a case which has led to the kidnapping of his chubby friend, Dr. Dawson, by the evil Professor Ratigan, criminal mastermind of London's rodent underworld. The mysterious case leads Basil from London's seedy waterfront district through the backwaters of London's sewers and finally to the sinister clutches of the notorious Professor Ratigan.

As Basil, you are caught within the most sinister and fiendish criminal plan of Ratigan's career. You must rescue Dr. Dawson from Ratigan's lawless London prison.

To rescue Dr. Dawson you must collect

clues from each of the three scenarios-the shops and docks of London, London's sewers and Ratigan's den. Five clues must be collected which will lead you to the next scenario and finally into Ratigan's den. To find your clues examine objects such as jam jars, tin cans, small sacks, cider jars, chests and carpet bags.

Professor Ratigan however, has cunningly covered his tracks by leaving 8 false clues in each scenario. Only when you have filled all five pockets can you deduce which clues are false and discard them.

Comments:

Robert(C64)- I must admit to not being a fan of this sort of game, and I certainly wouldn't run out and watch the film, but what attracts you are the tremendously effective graphics and excellent animation, of all the creatures. It is instantly playable and very addictive, and I certainly didn't feel embarrassed guiding a cute little mouse around. There's plenty to do, and it'll take a long time to finish. A top class game, great stuff Gremlin.

Scott(C64)- The film of this game manages to use computer created images to add excitement. Unfortunately the computer game for me lacks any real excitement,

Basil The Great Mouse Detective

O.G.W
RATING

76%

and beneath all the fancy wrapping it's a basic platform and ladders game, which is well over priced!

Adrian(Sp)- As you'd expect on the old speccy some excellent graphics and animation are a little spoilt by colour clash, through all credit to Gremlin who could have reduced the colour, but in my opinion would have lost some of the atmosphere of the game, a la Scooby Doo. You could happily sit for hours just wandering around the huge number of colourful screens, but behind it all is one of the best Arcade Adventures, for a long time. There are lots of bottles, jars, and cases to examine, whilst you keep an eye on your energy bar, that can soon ebb away. The game has a fairly sedate pace, which may turn some off. A lovely game with lots of atmosphere and excitement

Now a Map, and Hints from our own Adrian Davis.

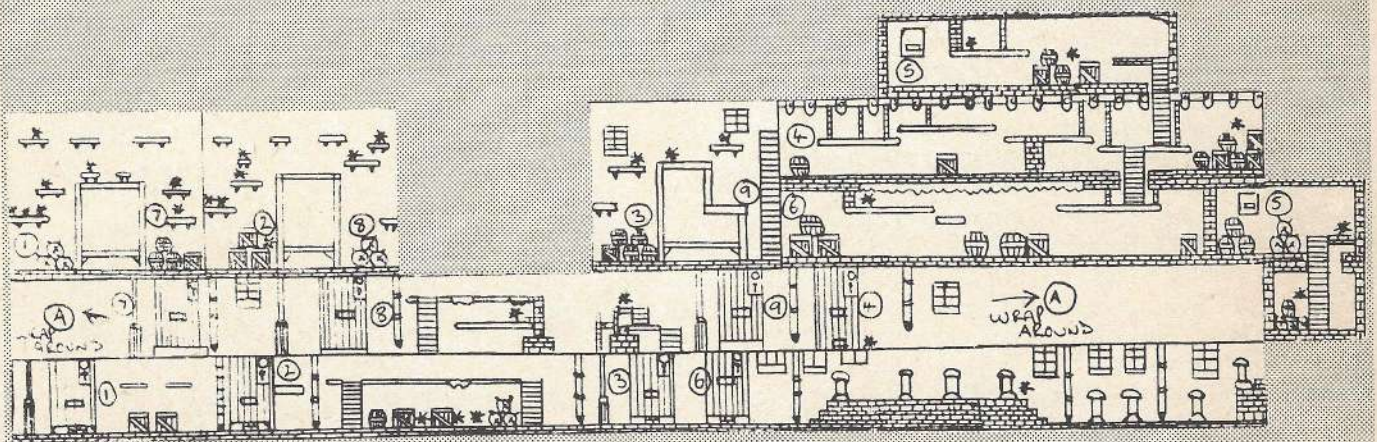
Key

*=Object to inspect

1=Entrance or exit to rooms via the two corresponding numbers

Hints

- (1) Use letter boxes in doors to enter rooms all entrances and exits are numbered on map
- (2) Inspect every clue as the location of all the objects change everything you start a new scenario
- (3) Dont take too long inspecting clues as your time ticks away



Hyperblob

R.O.M
RATING

56%

Now Robert Troughton, and Martin Pugh, lift the lid off the game.

First the screen names for ALL the 100 screens. So that you can enter any screen you wish.

NB. You can not enter some of the screens - accidentally or otherwise

Screen 1: The First Screen
Screen 2: Pink Pyjamas
Screen 3: Green Screen
Screen 4: Midnight Rambler
Screen 5: Yuk!
Screen 6: Quick
Screen 7: Honk Honk
Screen 8: Not Too Hard
Screen 9: Screen Nine
Screen 10: Sam's Hairstyle
Screen 11: Quicker
Screen 12: Wibblies
Screen 13: Brown Sauce
Screen 14: Beefburgers n Rice
Screen 15: Charlie Farley
Screen 16: Indiana Blob
Screen 17: Izoplomkin
Screen 18: Jacky Wacky
Screen 19: Clever Joystick
Screen 20: Biscuit
Screen 21: Easy!
Screen 22: Pick it up!
Screen 23: Put it down!
Screen 24: Wobble it about!
Screen 25: Smelly Arms
Screen 26: Jim the Germ
Screen 27: Final Cut
Screen 28: Reassembly
Screen 29: Digital Clock
Screen 30: Seaside
Screen 31: Jim's Hamster
Screen 32: Deja Vu
Screen 33: Cooksies Wombles

Screen 34: Ouffr!
Screen 35: Jolly Hard!
Screen 36: I'll Say!
Screen 37: Hearts
Screen 38: All Good Fun
Screen 39: Crumbles
Screen 40: Blob Wars
Screen 41: Undefined G String
Screen 42: Lotsa Points!
Screen 43: Zig Zag
Screen 44: Twigs
Screen 45: Never!
Screen 46: Tunnel Trouble
Screen 47: Shame
Screen 48: Hyper Stupid
Screen 49: Blob Flakes
Screen 50: Mega Simple!
Screen 51: Not Bad
Screen 52: Wiggle the Wire
Screen 53: Let Them Out
Screen 54: Just a bit Silly
Screen 55: Soggy Cornet
Screen 56: Pyjamas Two
Screen 57: Bet Yer Brain Hurts
Screen 58: Suitably Boring
Screen 59: Hippies Brasin Cells
Screen 60: Game Over
Screen 61: Gordon the Gofer
Screen 62: Stuff You!
Screen 63: Super Brill!
Screen 64: Sam's Jumper is
Screen 65: Original
Screen 66: Flarewolf
Screen 67: Mega Yuk!
Screen 68: Bombay Mix
Screen 69: Get them Fifties!
Screen 70: Square
Screen 71: You Smell
Screen 72: Thank You Dick
Screen 73: Super Screen
Screen 74: Rabbit Teeth
Screen 75: Flobalot
Screen 76: Whoopsa Blob
Screen 77: Screen tested by
Screen 78: Jack
Screen 79: Jim
Screen 80: Charlie
Screen 81: Mikhail Gorbypops
Screen 82: Blob Strikes Back
Screen 83: Return of the Blob
Screen 84: Rhino's Bottom
Screen 85: Brain Damage
Screen 86: Sweet Wrapper
Screen 87: Finger Blobs

Publisher: Firebird
Machine: C64 (2.99)
Game Type: Arcade
Scenario:

The blobpods are on a podschool holiday to explore the deserted square planet of Cubos in the 27 1/2th dimension. These blobpods, however, have the intellectual capacity of a bag of oven chips, you've got as much chance of guiding them around Cubos as directing lemmings through heavy traffic in a rush hour. As the pod minder, it's up to you to get them through, because nobody else will do it!

Comments

Scott - I didn't like this game at all. Easy to play but boring.

Robert - A very original effort, but it just doesn't grab your attention for very long.

Screen 88: Ridiculous
Screen 89: Screen 89
Screen 90: Miscellaneous
Screen 91: What Now?
Screen 92: Blobolympics
Screen 93: Drop Yer Blobs!
Screen 94: Countdown
Screen 95: Nearly there
Screen 96: Heartbreaker
Screen 97: Puke!
Screen 98: Surely Not
Screen 99: Need Some Help
Screen 100: The End

Now for the cheat program courtesy of Martin Pugh.

First enter this short listing (saving it for future use if you so require)

```
0 REM HYPERBLOB CHEAT PROG. (C)
H M PUGH OCTOBER 1987
1 FOR X=320 TO 351
2 READY: C=C+Y: POKE X,Y: NEXT
3 IF C=3599 THEN POKE 157,128: SYS
320
4 PRINT "ERROR IN DATA"
5 DATA 32,86,245,169,83,141,176,2,
169,1
6 DATA 141,177,2,76,167,2,72,77,80,
169
7 DATA 0,141,246,138,169,160,141,194,
,130,76,9,128
Now type RUN (return) and follow on
screen prompts to load and run the game
with infinite time, and you will start on
the 100th screen (THE END)
```

Publisher: Virgin
Machine: C64, Sp (£9.95)
 +3(£14.95)

Game Type: Arcade Shoot 'em up

Reviewed On C64 and Spectrum 48k.

Scenario:

The enemy, COBRA, have launched a surprise attack on the island of Botsneda. In the panic of the evacuation, classified information has been left behind in the eastern sector. The enemy's grip and an immediate raid must take place to retrieve the vital data. This is a job for ACTION FORCE.

Flint, Lady Jaye and Crankcase use a modified A.W.E. Striker to cross the hazardous path to the eastern side of the island. You control Wild Bill and Flint in Dragonfly (XH-1) helicopter. You are heavily armed and must defend A.W.E. Striker from enemy attack. COBRA war planes and air force craft must be dealt with. Bridging sections must be utilised to allow A.W.E. Striker to cross craters. The enemy have installed generators and land-based guns and built barricades. You must deal

with all of these to allow A.W.E. Striker to complete the mission successfully.

Comments.

Scott(C64)- I have to say that this is for those players who eat, and breath shoot 'em ups. Some of the levels are really difficult and an average player would soon grow frustrated and give up.

Adrian(Sp)- Certainly some of the neatest graphics, I've seen this year, but what a shame the game play is so difficult. Certainly a game where you need eyes in the back of your head to avoid the missiles. I played non stop for two hours, and began to enjoy the game, but less hardened arcade players will be put off.

Alan(Sp)- I found the scrolling very jerky, and this added to the difficulty in playing the game. It left me feeling it was a poor game. Many similarities to Commando but no where near as good.

Nebulus

Publisher: Hewson
Machine: Sp(£7.95) C64(£8.95,
 £12.95d)

Game Type: Arcade Shoot 'em up

Reviewed on Spectrum and C64 Scenario:

Down on the planet Nebulus all is not well. Someone or something has been building giant towers in the sea and they didn't even apply for planning permission.

In the offices of Destructo Inc. you awake from your afternoon nap with the phone almost erupting on your desk. The boss is shouting about some little destruction job he's got for you. Still half asleep talking about the brand new Mk.7 Mini-Sub he's got for you and the words "pay rise". You're out of your office in a flash, leaving the phone dangling out of the window as the boss goes on to talk about the extreme danger involved.

Comments.

Scott(C64)-When it boils down to it, some of the very best game releases are original ideas. Forget TV or Film tie ins, an excellent game does not need the hype. This is definitely one of the years best games, so miss it at your peril.

Robert(C64)- Terrific graphics, the rotating tower is brilliant. Quite an odd game really but well worth getting used to.

There's even a great sub-game. 8 Levels doesn't sound many, but it'll keep you challenged for days if not weeks. Most of us never see the last level unless we cheat.

Adrian(Sp)- I was a little worried, when I found level 1 to be too easy but I need not have feared as the later levels proved a real challenge. The game will have you pulling out great tufts of hair in frustration. This game is a worthy successor to Zynaps and Exolon.

Alan(Sp)- Certainly some of the neatest graphics and scrolling I've ever seen on the Spectrum. Not an easy game to play, and this alone will spoil it for many.

Andrew(Sp)- I had to compare this to the other Hewson classics, Zynaps and Exolon, and I do believe that this is no where near as good. It does have its good points with some of the best animation I've seen, but to me it won't keep you going back time, and time again.

Action Force

2 OR 3
 RATING

66%

C64 owners struggle no longer, with this help from Robert Troughton.

Type in and RUN the listing below to load the game with Unlimited Ammo, Unlimited Bombs, and Invulnerability for you AND your jeep - but only from the attackers, not the ground installations.
 100 DATA 32,86,245,169,25,141,97,3,169,207,141,98,3
 110 DATA 96,169,173,141,211,144,141,247,144,108,253
 120 DATA 0,14,207
 130 FOR L=52992 TO 53019: READA: C=C+A: POKE L,A
 140 NEXT: IF C=3464 THEN SYS 52992
 150 PRINT "DATA ERROR":END
 Expert Users: Power up the Cartridge (any module) and leave it ON. Now load the game. You will notice that the game has no protection what so ever against Experts. Now press RESTORE at any point, and enter these:
 F A6EF A6EF 00 - Unlimited Bombs
 F A73E A73E 00 - Unlimited Ammo
 F 90D3 90D3 AD - Invulnerable Helicopter
 F 90F7 90F7 AD - Invulnerable Buggy
 Now use the R command to restart.

O.G.W
 RATING
 SPEC

79%

B.S.B
 RATING
 C64

94%

With the C64 owners unanimous, with their BSB rating, they offer you help on mastering the game.

This game is brilliant - but hard! So, I suggest you type in and RUN this listing, to get Unlimited Time/Lives:

100 DATA 32,86,245,169,32,141,240,3,169,83,141
 110 DATA 241,3,169,1,141,242,3,96,169,0,141,137
 120 DATA 182,169,181,141,211,128,238,32,208,96
 130 FOR L=320 TO 352: READA: POKE L,A: NEXT
 140 SYS 320

If you want only Unlimited Lives, change the '0' in line 110 to a '1'. If you want only Unlimited Time, change the '141' in line 120 to a '173'. And if you want to mess about, try this:

120 DATA 182,169,181,141,211,128,238,24,212,96
 Expert Method: Expert cartridge users can enter the cheat easily. Just power up your Module - and incidentally, V3.1 is now out - you should note that the game allows you to leave it on while loading, as there is no form of Protection. Stop the game at a suitable place, and enter:
 F B689 B689 00 - Unlimited Time
 F 80D3 80D3 AD - Unlimited Lives
 And finally, use the R command to restart

IK+

B.S.B.
RATING

93%

Publisher: System 3
Machine: C64 (£9.99)
Game Type: Arcade Karate Action
Scenario:

INTERNATIONAL KARATE + TM is a development of the original IK game. The main extra feature being that there are three fighting men on the screen at once (and five in pause mode!)

There are 17 different moves that can be made, all controlled by the joystick and with practice all these moves can be executed smoothly in a flowing fight sequence without the man pausing momentarily in the standing stance. The joystick system is simple enough for players to learn quickly, but after some experience of how the moves behave, much more sophisticated control can be achieved.

Opponents can be hit on the head, chest, stomach, shins and feet from in front or behind, although an attacker receives only half the score for attacking from behind.

The game gets progressively harder until about level 25, and players are awarded one of six belt colours depending on their score. The computer-controlled men adopt a variety of play strategies. For example, they

may fight each other, not the human: they may not fight, just avoid attacks: both may fight the human, not bothering to dodge attacks: and so on. All behaviour varies in "viciousness" as the game gets more advanced.

An animated judge appears at the end of each 30-second round to instruct the players and announce the ranking. If the human player is in third place, he is out of the game. So long as a human can stay first or second, he stays in the match.

Every 3rd round there is a bonus round where the player has to use a small hand shield to deflect balls bouncing towards him from all angles.

Comments:

Scott- System 3 have once again come up with the goodies. This game lacks in nothing. There are three fighters, complimented by re-mixed music. Options of movement have been extended and there are some neat touches that make this a beat'em up game you should buy. It's faultless

Martin- Beat'em ups will never be the same again. This game is excellent on all counts, animation, speed, movement, and backdrops. How can anyone surpass this class. Buy it or die.

Robert- Words can probably not explain

how good this is; buying it, which I strongly advise, will. But unfortunately the Editor wants a few words so here goes. The game has great sprites and backdrops. Both with brilliant animation. And we don't just get still scenery as with IK 1, we get fish, spiders, birds and even rippling water. What other Karate game gives you a bouncing ball stage, and an added player is a superb idea. It's extremely addictive and even has an element of humour. The new moves should only take a short time to master, and then it's up to you to go away and enjoy the game.

Plus help from Robert Troughton.

This is definitely the best Karate game available at the moment. System 3 must now be the best beat'em up producers, releasing Last Ninja, Bangkok Knights, and this all in a short space of time - and all are great games.

Like the original, this game has a few hidden extras. Like, for example, when you hold down S and E, the men turn round and look at you, and then drop their trousers! The men who do it changes each time. Also (and this is the best bit), should you hold down X and a number between 1 and 4 (bit like Paul Daniels really), the game will Speed up, or Slow down - 4 is slow, 1 is fast. So if you were thinking what 3 player Exploding fist would be like, you could just press X and 4....

Microball

O.G.M.
RATING

89%

Microball
Publisher: AS
Machine: BBC, C64, Sp (£1.99)
Game Type: Pinball Simulation
Reviewed on BBC and C64

Comments:

Victor(BBC)- Well an AS blockbuster and all credit to them for releasing this classic. Obviously it is a game for fans of Pinball machines, but what a cracker. The game length is very fair, and the more skillfull players get a longer game, as it should be. I found it all very addictive, and certainly far more addictive than most full price games.

An all time great budget, my favourite.

Robert(C64)- A well thought out table with superb animation. The ball whizzes around very fast and the game play is excellent. As soon as you play the first game you're definately hooked and the

'just one more go' element is overworked in this game. I've had dozens of goes, and have never yet grown bored of it. A high quality release at a superb price. Possibly the best to date from AS.

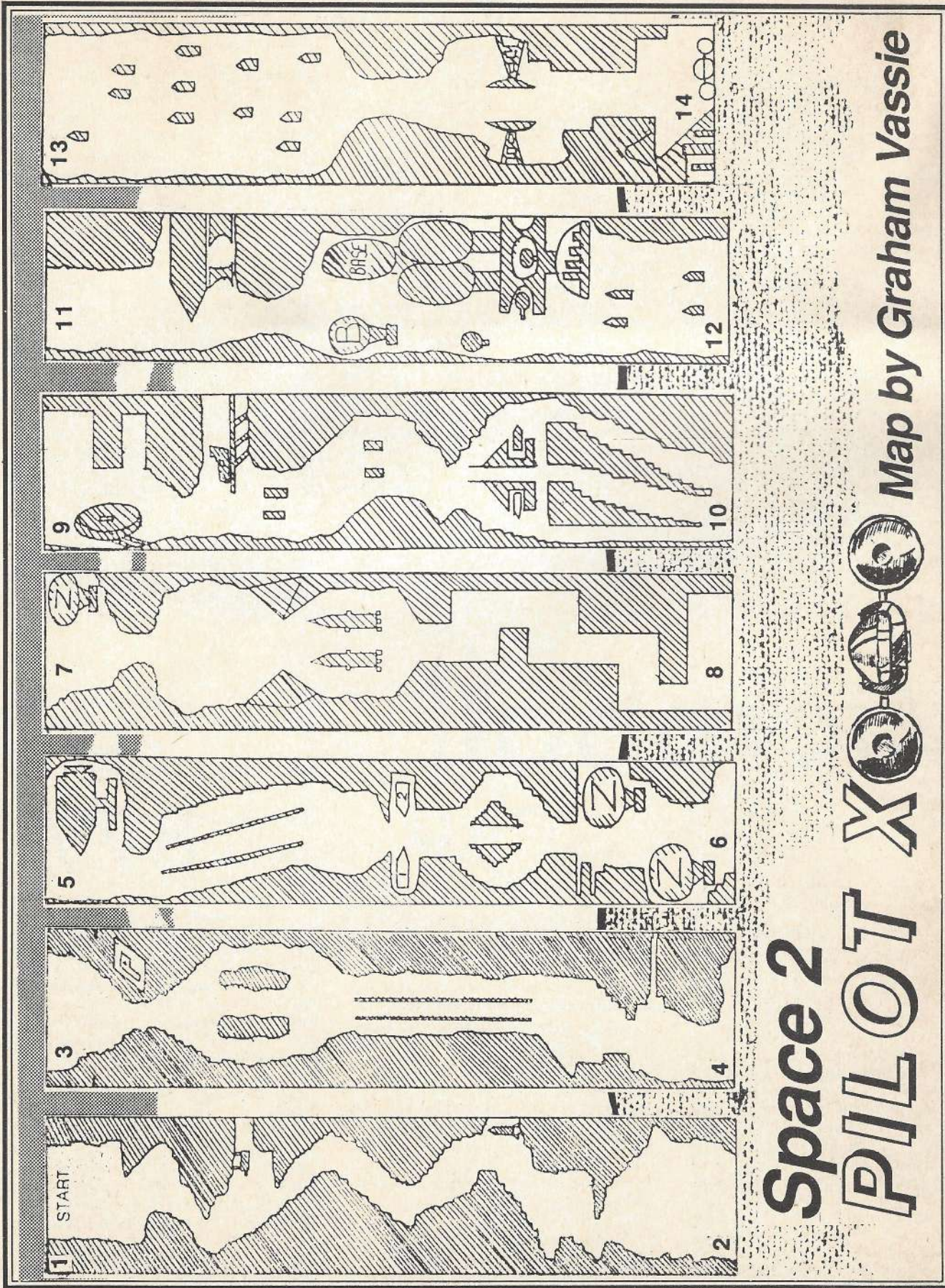
A bonus for BBC, and C64 owners, with routines, to help you through.

```
Infinite Balls from Victor Montefiore.
10C%=0:FORD%=&11A1TO&11B8STEP4:
READID:C%=C%+ID%:NEXT:IFC%<>&5
8FB99BOTHENPRINT"ERROR":END
20*K.OLOAD"PINBALL":M160*FX138,0,
129:MRUN:M
30*K.1CLS:PA.=&1200:MLOAD"LOADER":
M2030CALL&11A1:MRUN:M
40*FX138,0,128
50 DATA &11A0B0A2,&A9FFF720
60 DATA &23CE8D03,&4C16004C
70 DATA &2044414F,&0D322350
```

A Pinball special by Robert Troughton: This Pinball game is amazingly addictive! But if you want to amass a really mega score, use the listing so thoughtfully provided below. Type it in, RUN it and press play - the computer handles the rest. You will be given UNLIMITED LIVES.

```
100 FOR L=52992 TO 53051: READA:
POKE L,A:
110 C=C+A: NEXT: IF C=7401 THEN SYS
52992
120 PRINT "ERROR IN DATA"
130 DATA 169,1,168,170,32,186,255,169
140 DATA 0,32,189,255,32,213,255,169
150 DATA 26,141,212,2,169,207,141,213
160 DATA 2,96,169,39,141,4,198,169
170 DATA 207,141,5,198,76,0,198,169
180 DATA 52,141,23,198,169,207,141,24
190 DATA 198,76,0,29,169,173,141,179
200 DATA 101,76,0,86
```

maps



Map by Graham Vassie

Space 2
PILOT X



CAR WARS

CONSTRUCTION KIT

Publisher: Firebird
Machine: Sp (£2.99)
Game Type: Slot Car Racing
Scenario:

Car Wars (construction set) offers a truly computerised simulation of slot car racing. All the thrills and spills of a Grand Prix championship combined with the aggressive competition of stock car rally. The frustration of building tracks that don't work, has been taken away to leave you with hours of unadulterated fun!

Comments:

Adrian - It's all to do with speed and memory, as you also have to remember track layout to beat the computer. If you stick with the tracks supplied, then you'll soon finish it, but the construction set lets you create harder tracks. A good budget game, but better at £1.99

2 OR 3 RATING

66%

Go to war with Adrian Davis's help:

10 CLEAR 29499
 20 BORDER 0: PAPER 0: INK 7: BRIGHT 1: CLS
 30 PRINT AT 10,12;"WAR CARS"
 40 PRINT AT 13,1;"HACKED BY ADRIAN DAVIS (C) 1987"
 50 LOAD""CODE
 60 LOAD""CODE
 70 POKE 32337,0:REM LIVES
 80 RANDOMIZE USR 57090

Publisher: CRL
Machine: Sp (£8.95)
Game Type: Shoot 'em up
Scenario:

Across the immeasurable void of space, an incredible fleet approaches the peaceful island planet of New Stratford. Just a speck on the civil radar system, a simple spacedozer ship was sent to survey the conundrum. With horror, the pilot of the asteroid demolition craft saw the radar speck become a huge invasion fleet. Then like a storm of meteors, they were on him. Android fighters peppering his collision armour with a shower of missiles. Automatically he ploughed into them, crushing their super-structures like insect's thin shells. He cried out in fury and plummeted into a mothership, which ruptured into a blaze of dazzling plasma "Death or Glory" he screamed triumphantly as his craft tore into the fleet.

Comments

Andrew - A standard shoot 'em up that can be played for hours, but well over priced.

Adrian - Neat graphics with good scrolling, although a little repetitive. Keep zapping away until your finger drops off. Average when compared to the likes of Moon Strike. £5.95 would have been a more reasonable price.

DEATH OR GLORY

R.O.M
 RATING

53%

A glorious CRL routine from Adrian Davis.

5 CLEAR 24231
 10 BORDER 0: PAPER 0: INK 7: BRIGHT 1: CLS
 15 PRINT AT 10,9;"DEATH OR GLORY"
 20 PRINT AT 13,1;"HACKED BY ADRIAN DAVIS (C) 1987"
 30 LOAD ""SCREENS
 40 LOAD ""CODE
 50 POKE 37788,201:POKE 37912,201: REM INFINITE FUEL
 60 POKE 38117,201:POKE 38189,201: REM INFINITE SHIELD
 70 RANDOMIZE USR 33664

SOFT & CUDDLY

Lives and lazars courtesy of Jon North.

10 REM Soft & Cuddly by J North
 20 CLEAR 65530: LET t=0
 30 FOR f=65450 TO 65472
 40 READ a:POKE f,a
 50 LET t=t+(f-65440)*a:NEXT f
 60 IF t<> 64863 THEN STOP
 70 MERGE "" :RUN:USR 65450
 80 DATA 221,33,0,64,17
 90 DATA 120,191,62,255,55
 100 DATA 205,86,5,48,241
 110 DATA 175,50,184,235,50
 120 DATA 145,236,207

R.O.M
 RATING

58%

Publisher: Power House
Machine: Sp (£1.99)
Game Type: Arcade Adventure
Scenario:

All dead, all dead, all dead and gone. But this is the Cyborg Age. Kids laugh and joke on the streets and say "we can re-build him". Well you can, but it has to be the right mix of sinew and metal and first you have to enter the nightmare to retrieve the pieces of what spawned you.

Comments:

Alan - Some neat large graphics with some good looking monsters, but the game gets a little boring to play. Certainly not bad at £1.99 but only 2 or 3 hours play.

Adrian - This game for me was only spoilt by flickery sprites. Timing is very tricky, although there are many screens through which you can wander freely. With this many screens to explore, it should keep you happy for a few hours.



Ballbreaker

Publisher: CRL
Machine: Sp (£8.95)
Game Type: Break Out
Scenario:

A sphere is so perfect that it is almost a solidified concept. It can be as light as a

bubble or as destructive as a bomb. Ballbreaker is an arena, a place where a sphere is at its most powerful and destructive. The forces of the Plane are concentrated here and must be destroyed. They are a

barrier that must be overcome, crushed, exploded, shattered. You control the fabled Ovoid. Your mission - Annihilation.
Comments
Alan - It's nice to see the old 2D break out theme, taken a step further. The 3D feel is

Publisher: Imagine
Machine: C64 (£8.95) Sp (£7.95)
Game Type: Arcade Adventure
Reviewed on a C64
Scenario:

Freddy Hardest, after one of his "Little Parties" sets off on a blast through the Milky Way and still under the effects of drink decided to play space invaders with a meteorite storm. Obviously this amusement couldn't have a happy ending and our hero collides with a meteorite, crash landing on the moon of the planet TERNAT, site of the alien base of KALDAR. Bruised but laughing, Freddy scrambles out of the wrecked craft but after sobering up, it slowly dawns on him that his predicament is pretty serious - he needs to survive long enough to source

some alternative transport and hi-jack it to make good his escape.

Comments
Martin - Unfortunately the game is very hard, and add this to the return to start when killed play, and for me it spoils what would have otherwise been a decent game.
Robert - The game is indeed very frustrating and some may be put off by its level of difficulty. But what they'll miss is a very large playing area with superb graphics to match. Certainly one for the joystick masters.

O.G.M
RATING

72%

Freddy Hardest

OK if it's tough, here's some help with hints from Bernard Wood, and a C64 routine, from Robert Troughton.

If the first level is too hard for you, turn over the tape and load level 2. The code is 897653. The second level is still a hard mission, and there are computers and disks scattered around the sheets. You only have to collect one disk to enable you to type in to the computers, and get the codes for the different coloured ships. The codes are White Ship - Artex, Red Ship - Fenix, Blue Ship - Audax, Green Ship - Boarx.

On the starting screen if you go right until there's a rope going down, go down the rope and then move left. There are big drums scattered all over the place and you can walk into them. It is dark, and you go out of the other side of the drum, and right until you can drop. Go left twice until you come to a big stereo and you can then go down.

The computers say things like "White ship now in hyper space", and if you can fill the White ship, you can go down the hole. Go left until you come to the white rocket, jump up at it and it will say that you can take off. Watch the screen, and you will fly off and get the completion sign.

Here are 2 neat little listings for each part of the game - both giving Unlimited Lives. In case you don't know, the code for Part 2 is 25425.

At the end of the game, it tells you to 'watch out for Freddy Hardest in South Manhattan'. Now that proves that I've completed the game....

PART ONE:

```
100 DATA 32,44,247,32,108,245,169,32
110 DATA 141,202,2,169,181,141,203,2
120 DATA 169,1,141,204,2,96,141,255
130 DATA 255,169,195,141,136,1,169,1
140 DATA 141,137,1,96,169,173,141,23
150 DATA 181,76,9,128
160 FOR L=415 TO 458: READA
170 POKE L,A: NEXT L: SYS 415
```

PART TWO:

```
100 DATA 32,44,247,32,108,245,169,32
110 DATA 141,202,2,169,181,141,203,2
120 DATA 169,1,141,204,2,96,141,255
130 DATA 255,169,195,141,136,1,169,1
140 DATA 141,137,1,96,169,173,141,134
150 DATA 153,76,9,128
160 FOR L=415 TO 458: READA
170 POKE L,A: NEXT L: SYS 415
```

excellent and the sound effects on the 128K version were very good, but did tend to slow the action down.

Andrew - A good 3D effect, although I found it hard to judge just where the ball was rolling at times. Good fx on the 128 version and certainly good value.

Adrian - I thought this was excellent and it makes Krakout and Arkanoid look budget. Judging the flight of the ball can be tricky, but work at it, and you'll be OK. I spent an hour getting through just 12 screens and would rate it as the best from CRL since Academy. The cream of Breakout games.

O.G.W
RATING

74%

Now for a Jon North routine.

Infinite lives and missiles.
10 REM BALLBREAKER by Jon North
20 CLEAR 28e3:LET E=0
30 FOR f=23296 TO 23343
40 READ a:POKE f,a

50 LET t=t+(f-23286)*a:NEXT f
60 IF t<>172913 THEN STOP
70 RANDOMIZE USR 23296
80 DATA 221,33,0,128,17
90 DATA 63,4,62,255,55
100 DATA 205,86,5,48,241
110 DATA 33,129,128,17,45
120 DATA 254,1,154,1,237
130 DATA 176,33,35,91,34
140 DATA 131,254,195,45,254
150 DATA 175,50,0,140,50
160 DATA 64,140,50,164,155
170 DATA 195,0,128

Life Of Repton

B.S.B
RATING

90%

Publisher: Superior
Machine: BBC/Electron (£6.95)
BBC/Electron (£7.95d) BBC
Master (£9.95)
Game Type: Arcade Adventure
Scenario:

Repton returns again to star in 40 new screens that vividly depict Repton's life story.

The Five Ages Of Repton:-At first we see

Repton as a baby: a mewling infant surrounded by teddy-bears, humpty-dumptys, and aggressive clockwork toy-soldiers. Then Repton is a whining school-boy, creeping like a snail unwilling to school, with his pens, his calculator, and a bundle of homework. And then Repton during his teenage years becomes a spikey-haired punk armed with a ghetto-blasters and a collection of records. Then Repton goes to work: we see a harried

office-manager amidst computers, photocopiers, and endless cups of coffee. Last scene of all, that ends this strange eventful history, is Repton as an old-age pensioner searching for his false-teeth, his spectacles, his "pint of stout", and his well-polished war-medals.

Comments:

Victor-Life Of Repton is in fact, Repton 3 with it's screen editor, plus 40 brand new screens depicting Reptons trials and tribulations. Everything about this latest Repton extension oozes quality. The game is very easy to get into but takes time and practice to complete. It remains as addictive as ever and all credit to Superior who could have indeed charged a far higher selling price than they have. If you already have Repton 3, the added 40 screens make this a very worthwhile purchase. If you haven't got Repton 3, what are you waiting for.

Enjoy this excellent Superior release, and if you have any problems, why not make use of Victor Montefiore's game help special.

PASSWORDS AND EDITOR
CODES

Courtesy of Victor Montefiore.

BABY 15890
KEYHOLE 44287
FAILURE 58847
GADGETS 24882
REACTOR 61197
REUNION 19047
OBSERVE 5067
DIVERGE 36440
SCHOOL 36216
ADVANCE 14562
BAPTISE 49514
LESSONS 39008
ZIPPERS 21622
BLEAKLY 27442

CORPSES 4831
ZYGOTES 21882
TEENS 61268
TURBINE 32854
WEAKEN 51857
CHEAPLY 53452
OVERLAP 22068
PADLOCK 43672
DIALLED 13517
CIRCLES 4405
WORK 21012
INCLINE 7014
HOSTAGE 60159
TWISTED 9677
TAXABLE 14439
WARTIME 21383
ALGEBRA 57802

BETTING 996
OAP
OAP 20910
UNAWARE 18760
SOAKING 57020
EVOLVES 21489
QUIBBLE 52892
NATIVES 30995
JUMPING 21164
SHALLOW 35064

And finally, various cheats for you to try:-
Insert disc.
Type:
*DIR D (RET)
PAGE=&900 (RET)
LOAD"REPTON1" (RET)
120 (RET)

RUN (RET)
Then type any of the following (pressing (RETURN) after each one)
?&1B5A=3:REM LIVES 1 TO 255
?&3119=&A5:REM INFINITE LIVES
?&3046=8:REM SCREENS TO MAP 1 TO 8
?&1B50=1:REM START SCREEN 1 TO 8
?&2D54=8:?&301E=?&2D54:REM FINISH SCREEN 1 TO 8
Then type
CALL&2F00 (RET)
The game will load and you will have the cheats that you entered in.

The Expert Way

Introduced
By
Martin
Pugh

THE EXPERT WAY

Welcome to 'The Expert Way' column. This month I have hacked cheats for 14 games for your perusal. Included are cheats for the excellent arcade conversions of Bubble Bobble and Super Sprint and the more mediocre conversion of Renegade. If you have any cheats or anything else for that matter, then send them as usual to H M Pugh, at the H+D Address.

THE INSTRUCTIONS

- 1) Program the cartridge with V2.9T (the tape software) or V2.10 (the disc software).
 - 2) Exit the monitor with the 'P' reset.
 - 3) Switch the cartridge to the 'off' position.
 - 4) Load and run the game in the normal way.
 - 5) Switch the cartridge to the 'on' position.
 - 6) Then press the RESTORE key to access the monitor.
 - 7) Enter the cheat as detailed on the following pages.
 - 8) Save the game if you wish (read the instruction manual).
 - 9) To restart the game with the selected cheats use the R command.
 - 10) Switch the cartridge to the 'off' position before proceeding.
- For all the following games, use above routine but at Step 7 insert the cheats you require and continue as normal.

RENEGADE (Imagine)

Why not try this cheat?
Do Steps 5 and 6 on the title screen.
At Step 7
F A4CB A4CB A5 (return)
This will give you infinite lives
Continue as normal

TRAXXION (CRL)

At Step 7
F 1F75 1F75 A5
This will give you infinite cars
F 1BBC 1BBC A5
This will give you an infinite supply of EMI's
Continue as normal

DEATH STAR INTERCEPTOR (System 3)

Now for a couple of cheats for the old folk!
At Step 7
F 3B84 3B84 00
This will give you infinite shields
Continue as normal

KONG STRIKES BACK- KONG 2 (Ocean)

At Step 7
F 2DB3 2DB3 AD
This will give you infinite lives
F 2FDE 2FDE AD
This will give you infinite bombs

F 2001 2001 XX
This allows you to choose the starting level (where XX is the number of the level)
Continue as normal

SOLOMON'S KEY (US Gold)

Be a right SOLOMON and enter this cheat
At Step 7
F 08AS 08AS A5
You will now be blessed with infinite lives
Continue as normal

THE LIVING DAYLIGHTS (Do- mark)

If infinite lives wasn't enough for you, then how about some infinite energy instead.
At Step 7
A 2662 JMP \$2675 (return) (return)
You will now have automatic energy repletion, or infinite energy in lay man's terms.
Continue as normal

BUBBLE BOBBLE (Firebird)

Give your 'Thunder-Lizard' more byte with this cheat for the best arcade conversion of the year so far.
At Step 7
F 04D8 04D8 BD
This will give you infinite Brontosauri
Continue as normal

ROMULUS (Quicksilva)

One for the Raskels (and the Strontium Dogs of course)
At Step 7
F 6A79 6A79 AD
F 6B0B 6B0B AD
F 6DA0 6DA0 AD
This will give you infinite lives
F 3348 3348 AD
This will give you infinite lives
F A493 A493 AD
This will make time stand still on Trans Stage 1
Continue as normal

THE FALL GUY (Elite)

Cheats for one of Eltie's first
At Step 7
F 2CE7 2CE7 10
This allow syou to finish each screen in 9 seconds instead of 90 - OR -
F 2CE7 2CE7 45
Alternatively this allows you to do it in 2 seconds.
Continue as normal

PLASMATRON (CRL)

Cut out the need for Plasma with these cheats:
At Step 7
F 2CCB 2CCB AD
This will give you infinite energy - however, beware of collisions with deadly back-grounds
A 2E6A LDA#\$00 (return)

A 2E6C NOP (return) (return)
But this will knock out the effects of colliding with a deadly background.
Continue as normal

WIZARD'S PET (MAD-Mastertronic)

Who needs a master who isn't even a 2nd class wizard
But Just in case you are a loyal little b*!*\$@ then you'd better enter these cheats:-

At Step 7
F 7430 7430 AD
F 7932 7932 AD

This will give you infinite energy (don't forget to deactivate when necessary)

F 7430 7430 CE
F 7932 7932 CE

This will give you the normal type of depletable energy. You will need to use this on the bonus sections - don't forget to give yourself infinite energy again once you have got off the Bonus section (NB. if you don't deactivate the infinite energy on the Bonus section, then you could be stuck on it for eternity - or the first power cut)
Continue as normal

X-15 ALPHA MISSION (Action)

Forget Step 3 - leave the Expert in the 'on'

position. The loader will now load and it will jump into the monitor where you should type R (return). The rest of the game will now load as normal.

At Step 7
F 8840 8840 00
F 8862 8862 00
F 88D4 88D4 00

This will revolutionise your X-15, in that it will now take infinite damage (when the damage counter reaches 99% it will reset to zero).

F B2DF B2DF 00
This will make your X-15 run on air. ie. it will give you infinite fuel.
Continue as normal

TURBO ESPRIT (Durell)

Lose your soul, cheat!
At Step 7

F E4D3 E4D3 XX
this allow syou to choose the number of cars you have at game start. Where XX is the number of lives in hex.

F ES81 ES81 AD
F E58D E58D AD
This will give you infinite cars.
Continue as normal

SUPER SPRINT (Electric Dreams)

Forget Step 3 - leave the Expert in the 'on'

position. The loader will now load and it will jump into the monitor where you should type R (return). The rest of the game will now load and run as normal.

At Step 7
F 98A1 98A1 82
F 98A6 98A6 82
F 98AB 98AB 82
This will allow all the following cheats to work.

F 9944 9944 00
This will stop the Drone from winning (replace the 00 with C7 to allow the Drone to win again).

F 993E 993E 00
This will stop the red car from winning (replace the 00 with ED to allow the red car to win again).
F 9938 9938 00

This will stop the blue car from winning (replace the 00 with B4 to allow the blue car to win again)

NB. I suggest you disable the Drone on the 2 player game and the Drone and the red car on the 1 player game.
Continue as normal

Well that's it for 1987, I'll be back with even more Expert routines, in the New Year, and hopefully one or two nice surprises.

THE EXPERT NOW £29.99 (inc. VAT)

TRIOLOGIC

EXPERT RAM PACK RAMBOX

32k ONLY £39.95

24 HOUR MAIL ORDER HOTLINE

EXPRESS DELIVERY £1.95

PRICES INCLUDE VAT & POSTAGE

AMIGA PRODUCTS

- Amiga monitor leads from £12.95
- Amiga to 64' serial printer link £29.99
- A500 printer lead £17.99
- A1000 printer lead £17.99
- A500-A1000 printer lead adaptor ... £9.99
- Amiga mouse/joystick switcher £7.99

Monitor leads for ATARI ST also available

THE PHANTOM

- Save & load upto 25x faster.
- Load 240 blocks in 7 secs.
- Function key major commands.
- Drive monitor.
- EXPERT compatible.
- Kernals for 64, 128/64 mode, state which when ordering.

PARALLEL TURBO SYSTEM FOR THE 1541 DISK DRIVE

- FREE DOPPLEGANGER COPIER DISK WORTH £20.00 INCLUDED.
 - Format 35 tracks in 20 secs.
 - Save 84 blocks in 4 secs.
 - 40 track capability.
 - Full error checking retained.
 - Compatible with most software.
- £78.99**

THE SCORPION

- Switches joystick from port 1 to 2
 - Saves wear & tear on joystick ports
 - Be both players in two player games.
- £8.99**

COMPUTER CONTROLLED ROBOT ARM

- Ideal for educational use.
 - 5 Axes of motion.
 - Grips from paper clips to tennis balls.
 - Battery operated (batteries not included).
 - Size approx 12"x9"x6" unextended.
 - Software supplied on disk or tape.
 - For C64 & 128. Interface included.
 - Optional mains power pack.
- £139.95**

THE TITANS

- Heavy duty C64 power units.
- Upated outputs.
- Available with built-in mains interference suppressors.

£31.99 & £39.99

THE I-CONS

- USE your 128 in 80 column mode on most TV/monitors.
- ALL 16 colours & audio
- 40/80 switching
- Just plug-in & switch on. RGB INPUT ESSENTIAL

£23.99

OTHER HI-TECH PRODUCTS:-

- EPROM & CARTRIDGE BOARDS,
- DIY KERNAL BOARDS
- USER PORT EXPANDERS,
- MONITOR & PRINTER LEADS,
- MONITOR TURNABLE.
- PRINTER RIBBONS,
- RESET SWITCHES,
- DISK NOTCHERS
- LABELS,
- PAPER,
- DUST COVERS.



THE EPROM BURNER

- 2K - 32K eproms incl CMOS types
 - Read, test, verify.
 - Selectable programming voltage
 - Load & save eprom data on disk
 - Monitor & editor included.
 - User port expander included.
 - Disk software included.
- £69.99**

THE AUDIO DIGITIZER FOR 64 & 128

- Digitizes any sound
 - Save, load & alter sounds
 - Software supplied - state whether disk or tape version required
 - Variable speed control.
 - Create your own sound effects
- £19.99**

EXTERNAL PROCESSOR FOR C64

- 4Mhz operating speed.
 - Speed variable from 0.1 to 4Mhz.
 - 64K extra ram. • Battery back-up.
 - 16 bit operating system
 - Serial disk turbo included.
- £149.95**

WRITE JR. PHONE FOR YOUR COPY - NOW.

TRIOLOGIC, 293B NEW WORKS ROAD, BRADFORD BD12 0QP 0274 691115

On The Tiles

R.O.M
RATING

56%

Publisher: Firebird

Machine: C64 (£7.95)

Game Type: Arcade Adventure

Scenario:

A game where you take on the role of a cat trying to make it through the night.

Comments:

Robert - Poor graphics with little colour, and a nightmare to play.

Scott - I found this extremely good fun, although it's a bit difficult to start with. Not an essential purchase, but good fun.

Martin - Highly polished however, gameplay has been forgotten. The poorest Firebird full price release ever.

**Out for the night with Martin Pughs help:
Paint the town red with the help of this cheat
program.**

First enter this short listing (saving it for future use if you so require)

```
0 REM OTT CHEAT PROG (C) H M PUGH OCTOBER 1987
1 FOR X=53196 TO 53232
2 READY: C=C+Y: POKE X,Y: NEXT
3 IF C=4973 THEN POKE 157,128: SYS 53196
4 PRINT "ERROR IN DATA"
5 DATA 32,86,245,169,32,141,157,3,169,226
6 DATA 141,158,3,169,207,141,159,3,96,72
7 DATA 77,80,141,224,207,238,32,208,169,165
8 DATA 141,169,13,173,224,207,96
```

Now type RUN (return) and follow on screen prompts to load and run the game as normal except that your cat has infinite lives instead of the measly 9, that you usually get.

Yes it's a hard game to play, but our two star hackers have come up with some routines to help you through.

Here's a listing to give UNLIMITED CATS anyway. Just type it in, and RUN it. Follow instructions given by the computer, and the game will load and start automatically.

```
100 DATA 169,1,168,170,32,186,255
110 DATA 169,0,32,189,255,32,213
120 DATA 255,169,32,141,157,3,169
130 DATA 0,141,158,3,169,208,141,159
140 DATA 3,96,72,238,32,208,169,165
150 DATA 141,169,13,104,96,-1
160 X=53217
170 READA: IF A=-1 THEN SYS 53217
180 POKE X,A: X=X+1: GOTO 170
```

Firebird Feature

Lately, Firebird have been re-releasing some superb games from the Activision stable. It's a wonder Firebird didn't start a new label just for these games - they could have called it something like FireBack. Here's a collection of cheats for a few of the titles from our own Robert Troughton.

Listing No.1

For all the following games, you should use this listing. Type it in, and add the lines stated.

```
100 FOR L= 16384 TO 16500: READ A
110 IF A=-1 THEN SYS 16384
120 POKE L,A: NEXT L
130 DATA 169,1,168,170,32,186,255,169
140 DATA 0,32,189,255,32,213,255,169
150 DATA 3,141,225,3,169,32,141,226
160 DATA 3,169,36,141,227,3,169,64
170 DATA 141,228,3,96,141,32,208
```

River Raid:

For Unlimited Lives, add the line:
180 DATA 169,234,141,146,133,96,-1

Zenji:

For Unlimited Lives, add the line:
180 DATA 169,165,141,224,138,141,69,169,96,-1

Pitfall:

For Unlimited Lives, add the line:
180 DATA 169,165,141,197,135,96,-1

Pitfall 11

For invulnerability add the following line.
180 DATA 169,56,141,123,154,96,-1

Beam Rider:

For Unlimited Lives, add the line:
180 DATA 169,173,141,243,160,96,-1

Zone Ranger:

For Unlimited Lives, enter the lines:
100 FOR L=53212 TO 54000: READ A
110 IF A=-1 THEN SYS 53212
160 DATA 3,169,0,141,227,3,169,208
180 DATA 169,165,141,224,138,141,69,169,96,-1

Thundercats

O.G.M
RATING

81%

Publisher: Elite**Machine:** Sp (£7.95)**Am s** (£ 8 . 9 5 , £ 1 4 . 9 5 d)**C64**(£9.95,£14.95d)**Game Type:** Arcade Adventure
Reviewed on C64 and Spectrum Scenario

During a raid by the wicked MOLEMEN, agents of the evil MUMM-RA entered the CATS-LAIR, kidnapped several members of the Thundercats team, and stole the eye of Thundera, the magical jewel which holds the mystical power of the sword of omens. LION-O was out on a mission when the raid took place but vows that, as the eye was given into his safe-keeping, he must go to

the Castle Plun-dar, rescue his team mates and retrieve the eye. Can LION-O battle his way past MUMM-RA's henchmen in the forests and underground caverns, and return the power to the sword of omens, and glory to the Thundercats name?

Comments.

Robert(C64)- Another excellent all action arcade game. Graphics and sound are great, and you'll be hooked straight away. Interest may wane after playing non stop for a week or so, as practice does make the game easier. Still excellent value.

Martin(C64)- Latest in the tradition of toy/cartoon games. (By the way I hate the cartoon) Without doubt it is one of the best offerings so far although it's not had much to compete against. Probably will appeal to Thundercats fans otherwise I'd doubt it being a hit.

Adrian(Sp)- What a great comeback for Elite, with some excellent animation and a joy to play. It will either leave your reflexes toned up or shattered, as each level is filled with action and excitement. You have to

Now get catty thanks to a Robert Troughton routine, for the C64

This is a bit of an exclusive cheat. It was written before the game was released! And because of that, it isn't known whether or not it works. If it doesn't work, it doesn't really matter - you can use it on the C+VG demo, which was given away on the cover a while back. Anyway, plonk the tape into the Cassette Deck, and enter the listing below. When READY appears, enter:
NEW (return)
LOAD (return) - now Press Play on tape. after Ready appears, enter:
SYS 53226 - the game will now load, and you will have Unlimited Lives.
100 FORL = 53226 TO 53247:READA
110 POKE L,A: NEXT L
120 DATA
169,247,141,243,3,169,207,141
130 DATA 244,3,76,13,8,32,132,255
140 DATA 169,173,141,145,24,96
150 REM THUNDERCATS CHEAT
160 REM ROBERT TROUGHTON

Elixir

that it perhaps lacks some of the fun of previous Superior releases. Graphics are fairly bland and uninspiring although it is a game you do your best to finish, and a difficult control method doesn't help things along. Certainly not the best, but not bad if you've money to spare.

2 OR 3
RATING

64%

Publisher: Superior**Machine:** BBC, Electron (£9.95) BBC,**Master**(£11.95d)**Game Type:** Arcade Strategy**Scenario**

Imagine the scene:

You are Cyril, a likeable old gentleman - the proprietor of a small but busy chemist's shop. One evening, after a hard day's work, you accidentally take a swig of a potent liquid: a strong reducing agent. Within minutes you have shrunk down to the size of a bottle of aspirins. Frightened and alone, at first you panic... then you remember the magic elixir which is stored at the back of the shop on the top shelf.

The elixir just might restore you to your normal size...It's your only hope. But can you possibly reach it; you'll have to work out a suitable route by climbing up and down, and across, the shelves.

Comments.

Victor- What's this a Superior release that isn't getting an excellent or rave review. Well, we're all allowed a rest now and again, I suppose. Elixir is, perhaps, a thinking mans arcade strategy, in

Disc (Possibly Tape) BBC.**Infinite Lives From Victor Montefiore.**

Type in the following programme, RUN it, and when the game has completely loaded press 'C'. A beep will confirm that the cheat has been initialised.

```
10 REM Elixir Infinite Lives
20 REM Victor Montefiore, 14, London
30 REM Thanks Michael !
40 C%=0:FORA%=&380TO&3A7STEP4:READIA%C%=C%+IA%:
NEXT:IFC%<>&DE0E7394THENPRINT"ERROR"
50 ?&204=128:??&205=3:PRINT"Insert Disc And Press A
Key":A$=GET$
60 *E.IBOOT
70 DATA &A948FCA5,&F0ECC5D2
80 DATA &DOEDC504,&2007A914
90 DATA &A5A9FFEE,&A944DD8D
100 DATA &02048D93,&058DDCA9
110 DATA &FC856802,&FFDC934C
```

WHAT?

California Games

Scott Moore comes back from California with some help:

Half Pipe - don't use the kick turn, it doesn't give many points. Always do the aerial turn. Don't go too fast when not doing a stunt or you'll probably fall and lose a life.

Foot Bag - the key to this event is variety. More variety points can be gained, than points gained from doing the stunts. For bonus points, hit the seagull which flies above you or kick the ball out of the screen and when it has been thrown back, catch it. If all the different moves have been completed, use the remaining time to gain extra points by doing tricks which give large amounts of points eg. Jester.

Surfing - try to do stunts while on the wave. After fifteen to thirty seconds, attempt to enter the wave itself. Press fire to slow down and to allow the wave to catch up with you.

Skating - this event is very straightforward and practice makes perfect. When jumping, try to do a spin whilst in the air. Try not to avoid the objects by wearing in between them, instead do spinning jumps over them. When you see a moving beach ball on the screen, slow down immediately. More often than not it will get you if you are at top speed. Water and sand can be ridden through if you are going slowly. If you're at top speed, these must be jumped.

BMX - always go at top speed when approaching a hill then a stunt can be performed. Always do the somersault in the air as this gives lots of points. The somersault should only be done if you have a lot of time in the air. If there isn't much time, do the complete turn, or do no stunt at all, because if a large stunt like this goes wrong, the current game ends. For more points, jump over obstacles rather than avoiding them.

Flying Disk - find the speed and angle at which the disk will travel to the other person exactly, and repeat this each time.

Soccer Boss

Be your own boss thanks to Scott Moore.

At the start of the game, the rating of the team is usually 4.3.3. There is half a million in the bank, so buy two or three goods players (ratings of 8 & 9) and a good player (rating 6). Before the first match, the rating should be 6.5.5 or higher if possible. Always make sure that there are at least 2 men in reserve in case of injuries or suspension.

If you are short of players, you can get players from the transfer market with ratings of 0 for free, and they don't add to the wage bill. The wage bill depends on the skill rating of the players and how many of them there are.

Barbarian (Psygnosis)

An aid to Amiga players by Adrian Gledhill.

Don't be fooled by the tin man. The bow he is guarding is just a red her-ring. The bow you're after is later on in the game, and can be found on a wooden bridge.

Renegade

Scott Moore help.

Available are 5 moves, but they are a little difficult to execute.

Punching: just attack in the direction you are facing.

Back Kick: attack in the opposite direction to which you are facing.

Flying Kick: jump and attack at the same time.

Kneeing: attack while on the run.

Punching the floor: when an attacker is on the floor, push down and attack.

Also a few tips on the levels:

Level 1: stay at the left side of the playing area and punch or kick the enemy from there so they can't attack from behind. The gang leader is easy to deal with.

Level 2: stay at the right side so you are safe from behind attack. The gang leader should be hit repeatedly, but if he gets one punch on you he'll do a spinning kick which is unavoidable.

Level 3: stay to the right of the screen. The attackers should prove no problem, but at the end, Big Bertha comes. She can only be killed with back kicks.

Level 4: this has attackers with razor

blades, and one hit with these means a life is lost.

Level 5: on this, the final level, are attackers from other levels, but the leader is armed with a gun. Where possible try to fight near the edge of a wall so the attacker falls down after one round of punches.

Tai Pan

Robert Troughton Playing hints.

You start the game in GUANGZHOU, without a Ship or any money. You need money before you can acquire a ship, obvious really. You would expect to be able to get money lent to you from a Bank - but in this game, you have to borrow it from a restaurant. So go off to the nearest Restaurant, and there, you will be offered food. Refuse this, and you will be taken into the back room. A funny little man offers you \$300,000 - and tells you that should it not be returned, you will be beheaded! Now toddle off to the Bank, and Purchase a Ship (any will do), then I suggest you walk round to the Armoury and buy some Weapons. Then I suggest you buy some Food from the Supplies, and a bit of Cargo from the Warehouse. Now you need a crew. You can either buy from the Inn, or find a Club and knock Strangers senseless. You don't need to worry about taking them to the ship, if you use the latter method, they will be carried onto it by your Son. When you have 8 crew members, go to the port, and set sail.....

Red Led

Hints courtesy of Robert Troughton (C64)

You have a choice of 3 droids, each with its own characteristics:

FANG FACE: This one doesn't roll down hills, but is affected by water.

SPINNING TOP: This one is immune to water, but rolls down hills.

ROUND HEAD: This one rolls down hills, and is affected by water - and therefore is useless.

When selecting hexagons, take into account that the outer screens are easier - but get harder as they get nearer to the centre. Therefore, you can either go the long, though easy way, or the short, but difficult way.

Spectrum Poke and Cheat Routines

Exolon

Bernard Wood has a cheat:
Redefine keys and type ZOBRA. You will now have infinite lives.

Arkanoid

Bernard Wood goes bats:
When you get your name in the score board type P BRAIN you can then continue on, even when you die.

Megabucks

Bernard Wood (Sp) has some Codes:
59112 The Tower
38312 Dog and Bone Pub
16349 Main Mansion
68495 Church
58629 Tunnels

Dead Or Alive

A cheat from Gregory Brock:
If you get a high score on Dead or Alive (which shouldn't be too hard because all the screens start on zero) type CHEATMODE (without a space) and you will be blessed with infinite lives and infinite moneybags. Also if you used the cheat, then if you press M,A and P simultaneously you will advance to the next screen. Brilliant, eh?

Jasons Gem

A Bernard Wood Gem:
By pressing the keys WAS you are given infinite ships.

Down To Earth

Get down for a Bernard Wood cheat:
To get to new levels press 12345 together and you will skip levels.

River Rescue

Gregory Brock comes to the rescue.
If you Merge the loader of River Rescue (a very old game) and put this Poke before the Randomize USR statement, you will have infinite lives.
POKE 33470,0

Bosconian

Adrian Davis has a routine:
10 CLEAR 25599
20 BORDER 0: PAPER 0: INK 7:
BRIGHT 1: CLS
30 PRINT AT 10,10;"BOSCONIAN
'87"
40 PRINT AT 13,1;"HACKED BY
ADRAIN DAVIS (C) 1987
50 LOAD""CODE 16384
60 POKE 23739,82:POKE 23740,0
70 LOAD""CODE 25600
80 LOAD""CODE 32765
90 POKE 33356,0:REM LIVES
100 POKE 36121,0:REM BOMBS
110 POKE 38595,0:REM FUEL
120 POKE 38180,201:REM NO
FIGHTER ATTACK
130 RANDOMIZE USR 32765

Alien Destroyer

A hack by Ian Watts on this +2 freebie.
1) Play the game
2) Straight after losing and typing your name in, press BREAK

3) Insert '5 POKE 40660,20' for 20 lives (more than enough!)
4) Type RUN

Mission Jupiter

An easier mission thanks to Donald Hay:
10 LOAD""CODE: BORDER 0: CLEAR
23999:LOAD""SCREEN\$:
RANDOMISE USR 65513: POKE
58549,60: RANDOMISE USR 55066
This gives complete immunity. If you just want infinite thrust, then alter the POKE to read POKE 57806,0

Ball Crazy

If this is driving you crazy, stay calm, Donald Hay has the help.
Merge header and add the following line:
37 POKE 31085,0:POKE 32997,5
Gives infinite bullets and immortality.

The Happiest Days Of Your Life

Infinite lives the Jon North happy way:
10 REM HDOYL by Jon North
20 CLEAR 64785
30 LOAD""CODE
40 FOR f=64807 TO 64815
50 READ a: POKE f,a: NEXT f
60 RANDOMIZE USR 64786
70 DATA 33,0,0,34,77
80 DATA 218,195,165,209

Bombjack II

Matthew Graham bombs in.
1 CLEAR 60000
5 PRINT AT 10,3 "START
"BOMBjack II" TAPE"
10 LOAD ""CODE
15 POKE 35226,250
20 FOR f=64000 TO 64007
25 READ a: POKE f,a
30 NEXT f
50 DATA 62,50,50,213,144
60 DATA 195,0,91
100 RANDOMIZE USR 64705

Stainless Steel

A cheat from Bernard Wood.
If you press the keys STAINLZX you will have infinite lives. Type when loaded.

Spiky Harold

A spiky Matthew Tazzyman routine:
128 lives are at your disposal, if you type in and RUN the listing below:

```
10 BORDER 0
11 PAPER 0
12 INK 7
13 CLEAR 26539
14 PRINTAT 2;3;"START TAPE"
15 LOAD""CODE:POKE 23341,201
16 RANDOMIZE USR 23296
17 POKE 34560,128
18 RANDOMIZE USR 34000
```

Program Notes: The '128' in line 17 can be altered to the number of lives you require, in the range 0 to 128.

Streaker

Nude news from Adrian Davis
10 BORDER 7: PAPER 7: INK 7
20 CLEAR 24999
30 LOAD""SCREEN \$
40 POKE 23739,82: POKE 23740,0
50 LOAD""CODE
60 POKE 50218,0: REM INFINITE LIVES (C) ADRIAN DAVIS 1987
70 RANDOMISE USR 56000

Impossaball

Impossible help from Matthew Graham.
1 CLEAR 25599
5 PRINT AT 10,2;"START IMPOSSIBLE MASTER TAPE"
10 LOAD"" CODE

```
20 POKE 34531 86
30 RANDOMIZE USR 64512
40 POKE 65123,195
45 POKE 65124,20
50 POKE 65125,255
60 FOR f= 65300 TO 65309
65 READ a: POKE f,g NEXT f
70 DATA 175,50,225,160,33
75 DATA 113,254,195,102,254
80 RANDOMIZE USR 65082
```

Stormbringer

Matthew Graham storms in.
Gives you unlimited strength and the ability to use any object without ever collecting it.

```
10 REM STORMBRING HACK (C)
SNOOTFARK
20 INK 0: PAPER 0: POKE 23624,0:
CLEAR 25170
30 LOAD""SCREEN$: LOAD""CODE
40 POKE 38865,0: POKE 40161,0:
POKE 46301,99: POKE 46183,99:
POKE 46702,0
50 RANDOMIZE USR 37632
```

Thrust

A Matthew Graham cheat:
While you are playing this game, press pause and type in S, O, M, N, A, N, Y, W, O, M, E, N
A small (appears next to your score. You've entered the cheat mode. When you are ready, press S and you are on the next level.

Ricochet

One on the rebound by Adrian Davis.
10 PAPER 0: INK 7: CLEAR 25999:
BORDER 0: BRIGHT 1
20 print at 10,12;"RICOCHET"
30 PRINT AT 13,1;"HACKED BY ADRIAN DAVIS (C) 1987"
40 LOAD""CODE
50 POKE 37384,12:REM INFINITE LIVES
60 RANDOMIZE USR 32768

Batty

A routine to add a cheat mode courtesy of Jon North.

It wil work with keyboard or Kempston joystick, and with one or two players (simultaneous or head-to-head). Play the tape from the start.

```
5 REM Batty by Jon North
10 CLEAR 6e4: LET t=0
20 FOR f=64512 TO 64616
30 READ a: POKE f,a
40 LET t=t+(f-64502)*a: NEXT f
50 IF t-766540 THEN STOP
60 LOAD ""CODE
70 POKE 65522,252
80 RANDOMIZE USR 64753
90 DATA 33,44,252,17,0
100 DATA 91,1,200,0,237
110 DATA 176,62,205,50,236
120 DATA 161,50,167,151,33
130 DATA 0,91,34,168,151
140 DATA 33,0,0,34,170
150 DATA 151,33,9,91,34
160 DATA 237,161,175,50,239
170 DATA 161,195,0,104,205
180 DATA 17,91,219,254,47
190 DATA 230,31,201,205,17
200 DATA 91,219,31,230,31
210 DATA 201,229,197,213,245
220 DATA 205,142,2,123,254
230 DATA 37,40,13,254,29
240 DATA 40,12,254,21,40
250 DATA 12,241,209,193,225
260 DATA 201,175,24,11,62
270 DATA 183,24,7,62,4
280 DATA 50,232,183,24,237
290 DATA 50,56,189,24,232
```

When loaded start and play the game as normal (keyboard or Kempston). At ANY time during play you can press one of the following keys to give you the desired effect:

Q - turn infinite lives ON
W - turn infinite lives OFF
E - gives 3 lives when you lose life you are on.
You do not have to press any of these keys, but if you don't, there's not a lot of point in typing in the above routine really.

Clean Up Services

O.G.M
RATING

84%

Publisher: Players
Machine: C64 (£1.99)
Game Type: Arcade

Comments:

Martin - Karl Hornell is rapidly establishing himself as the best budget programmer around, and this game does nothing but good to his reputation which started rising after he coded Fungus. Don't miss this budget classic.

Scott - This is the perfect example of an excellent two player game - playing with a friend creates lots of laughs. Unfortunately, it is a bit too difficult for one player.

Our thanks to Martin Pugh who cleans up with this routine.

From Carl Hornell, the programmer of the budget classics Fungus and Toad, comes Clean Up Service, and here comes the pokes:

First enter this short listing (saving it for future use if you so require)

```
0 REM CLEAN UP SERVICE CHEAT
PROG. (C) H M PUGH OCTOBER 1987
1 FOR X=558 TO 587
2 READY: C=C+Y: POKE X,Y: NEXT
3 IF C=3106 THEN POKE 157,128: SYS
558
4 PRINT "ERROR IN DATA"
5 DATA 169,59,141,40,3,169,2,141,41,3
6 DATA 32,86,245,169,34,141,207,1,96,
72
7 DATA 77,80,169,185,141,250,141,76,
68,68
```

Now type RUN (return) and follow on screen prompts to load and run Clean Up Service with an infinite supply of both Ottos and Bobbun.

Four Great Games Vol 2.

Now for some routines, to add to your enjoyment, two, for the Spectrum, and one for the C64.

2 OR 3
RATING

63%

none of the four titles, but otherwise think twice about it.

Andrew (Sp) - Not a favourite of mine, and I didn't enjoy any of the games, even the first time around.

Alan (Sp) - Excellent value if you have none of the games. Most have very good graphics, and should keep you quiet for a few hours.

Adrian (Sp) - A compilation that's a bit outdated. Battle of the Planets, and Stainless Steel make it worth £3.99, incidentally Bubble Run appeared in "Your Sinclair" some months ago as Bubble Trouble!
Robert (C64) - Frost Byte and Pyjamarama make it all worthwhile; you can forget the other two.

Scott (C64) - I found it all a little boring, and only buy if you have none of the titles.

Martin (C64) - Frost Byte is the best, so if you already have it, don't buy for the other three.

Publisher: Micro Value (Tyne-soft)

Machine: C16, C64, Sp (£3.99)

Game Type: Misc Arcade

Reviewed on C16, C64 and Spectrum

Scenario:

On the C16/Plus 4 we have, Jet Set Willy, Lawn Tennis, Word Cup and Raffles.

For the C64 we have, Frost Byte, Pyjamarama, Phantom, and Top Duck.

For the Spectrum we have, Battle of the Planets, Stainless Steel, Bubble Run and Discs of Death.

Comments

Chris (C16) Certainly a must if you have

Frost Byte

Cold fingers no more, thanks to Robert Troughton.

Here's a cheat for this classic platform game, recently released on the '4 great games' compilation. You need to reset the 64, after loading, so that you can enter the line:

```
POKE 4388,165: SYS 2825
```

Discs Of Death

Adrian Davis has the answer.

```
10 INK 7: PAPER 0: BORDER 0: BRIGHT
1: CLEAR 25999
```

```
20 PRINT AT 10,9: "DISCS OF DEATH"
```

```
30 PRINT AT 13,1: "HACKED BY
```

```
ADRIAN DAVIS © 1987"
```

```
40 LOAD ** SCREEN $
```

```
50 LOAD ** CODE
```

```
60 POKE 30932,0: REM INFINITE USE
OF SHIELD
```

```
70 POKE 32651,0: REM NO ENEMY
DISCS
```

```
80 RANDOMIZE USR 31620
```

You can delete either line 60 or line 70.

Bubble Run

An Adrian Davis routine.

```
10 CLEAR 29999
```

```
20 INK 7: PAPER 0: BORDER 0: BRIGHT
1: CLS
```

```
30 PRINT AT 10, 11: "BUBBLE RUN"
```

```
40 PRINT AT 13, 1: "HACKED BY
```

```
ADRIAN DAVIS © 1987"
```

```
50 LOAD ** CODE: PRINT AT 0, 0:
```

```
LOAD ** CODE
```

```
60 POKE 36699,0: REM INFINITE LIVES
```

```
70 RANDOMIZE USR 37087
```

Que Dex

B.S.B
RATING
92%

Publisher: Thalamus
Machine: C64 (£9.99)
Game Type: Arcade
Scenario:

Quedex is the Quest for Ultimate Dexterity? You must move your metal ball over ten different planes, from the starting point to the Goal. In the main, it's you against the clock.

Comments:

Scott - Wow, Stavros Fasoulos has come up with the goods again. This game is so playable and the graphics are amazing. One of the best games of the year.

Martin - Something of a departure for the Delta/Sanxion programmer. This game presents a real challenge, with each of the ten planes requiring a different gamesplan for success. If you miss this, you will be missing one of the most innovative and addictive games of the year.

Robert - Amazingly addictive, and some of the planes will take quite a long time to complete. High quality throughout.

Now a Martin Pugh Poke routine followed by some Scott Moore help.

First enter this short listing (saving it for future use if you so require)

```
0 REM QUEDEX CHEAT PROG. (C) H M
PUGH OCTOBER 1987
1 FOR X=528 TO 557
2 READY: C=C+Y: POKE X,Y: NEXT
3 IF C=2895 THEN POKE 157,128: SYS 528
4 PRINT "ERROR IN DATA"
5 DATA 169,29,141,40,3,169,2,141,41,3
6 DATA 32,86,245,169,6,141,206,1,96,72
7 DATA 77,80,169,181,141,96,46,76,235,2
Now type RUN (return) and follow on screen
prompts to load and run the game with
infinite units - when you are on the 'plane
```

completed screen' press fire to access the bonus screen, the longer you wait the BIGGER the bonus.

NB. You should do all the planes with the skulls first as they can still kill you (I advise you do Plane 6 first).

Right on cue Scott Moore's here.

Plane 1

Part 1: simply move up the line, one square at a time, and then fall off the edge.

Part 2: pick up the flashing shapes following the arrows and exit down the hole.

Part 3: collect the flashing squares while avoiding the electric sea and exit down the hole.

Part 4: quickly pick up the squares and exit again through the hole.

Part 5: slalom through the blocks following the arrows.

Plane 2

Pick up the keys which open doors, unfortunately some keys only appear when you come near to them.

Plane 3

Collect the four hidden amulets, which are very well hidden.

Plane 4

Race down the track avoiding the many blocks which reduce the time limit. It is essential to use the lifts because you don't have many jumps.

Plane 5

There is one way to do this level simply and it should be found out and repeated each time the game is played.

Plane 6

Use the jump and other features to progress through the level and use them to your advantage.

Plane 7

Collect all the extra time symbols before exiting.

To compliment this Stavros special Robert Troughton has a poke routine for his previous release Delta.

Robert Troughton comes up with the goodies.

Here's an ace cheat for what I think must be the best shootemup of '87. The cheat gives UNLIMITED LIVES - but this listing actually works! (unlike the one in ZZAP!). There are a few things that happen while the games loading though - as soon as the loading music starts, the screen will blank. Also, once the game has loaded, the screen will stay blank for about 10 seconds before the game starts. As the listing is slightly massive, I suggest you SAVE it onto a blank tape for future use. To get the listing working, you have to:

- 1) Type it in (obviously)
- 2) RUN it
- 3) And as soon as the 'Power up' message appears, enter: SYS 16384
- 4) Press jump on tape.

```
10 REM DELTA: UNLIMITED LIVES
20 X = 16384: C=0
30 READA: IF A = -1 THEN 50
40 POKE X, A: X = X + 1: C = C + A:
GOTO 30
50 IF C = 20351 THEN SYS 64738
60 PRINT "DATA ERROR"
70 DATA 32,44,247,169,16,141,205,3
80 DATA 169,64,141,206,3,32,108,245
90 DATA 169,208,141,205,3,169,3,141
100 DATA 206,3,169,39,141,237,2,169
110 DATA 64,141,238,2,76,204,3,169
120 DATA 96,141,82,237,32,0,237,169
130 DATA 76,141,82,237,169,0,162,1
140 DATA 160,8,141,17,208,168,170,162
150 DATA 87,189,76,64,157,208,205,202
160 DATA 208,247,76,226,204,173,229,2
170 DATA 201,192,240,7,201,9,240,3
180 DATA 76,93,206,162,28,189,236,205
190 DATA 157,202,2,202,208,247,76,93
200 DATA 206,76,228,2,234,169,173,141
210 DATA 54,9,169,141,141,55,9,169
220 DATA 218,141,56,9,169,61,141,57
230 DATA 9,96,76,9,206,169,22,141
240 DATA 36,191,169,206,141,37,191,76
250 DATA 192,190,169,32,141,139,8,169
260 DATA 207,141,140,8,169,2,141,141
270 DATA 8,76,16,8,-1
```

Delta

Around The Coin Ops

With Christmas upon us, no doubt a few of you arcade fans will have a few extra bob to spend on one of your favourite past times. You'd do a lot worse than have a go at the three excellent games I take a look at this month.

Title: Double Dragon
Publisher: Taito
Price: 20p

Yet another original scenario. Your girlfriend has been kidnapped by a gang of thugs and you must get her back. You emerge from a garage and are soon surrounded by the baddies. They fight you with bare hands or baseball bats, and later on in the game with whips, TNT and knives. At the start you are unarmed, but knocking down one of the enemy who has a weapon, lets you pick it up. Also objects which scatter the background eg. rocks, barrels, boxes, can be thrown at the enemy. Apart from the normal sized, there is, occasionally, a giant which crashes through a wall to get you. The controls are fairly simple - three buttons: one each for jump, kick and punch. These buttons can be used to create more complex moves like

headlocks, hair pulling. The thing which makes things fun is that two players can play simultaneously and the two players can actually attack each other.

It is a lot of fun throwing knives at the other player. The game owes a lot to Renegade, but is an excellent beat em-up. Fortunately there is a continue option which enables the player to continue where he left off which makes the game completable, if there's a pound in your pocket. The graphics are excellent and the sound is equally as good and equally as loud. The best beat em-up of the year.

Double Dragon - The Scores

Graphics 95%
Hookability 96%
Lastability 89%
Value for Money 90%
Overall 90%

Title: R-TYPE
Publisher: Irem
Price: 20p

You are a lone fighter and must escape from the alien world. Your ship is equipped with two weapons. Hit the button and there's normal fire, but hold it down longer and there's a big missile fired. Shoot the ships and avoid the backgrounds as you progress.

Occasionally you will see a slow marine creature who doesn't fire. Shoot it to gain a jewel. Collect two jewels and you'll get a special weapon. For every one jewel collected after that, you'll get a weapon. These weapons are essential for getting far into the game.

The biggest test is at the end of the Level, where there is a large creature. Try getting past Level One's creature without spending lots of 10ps. As you progress through the levels, you can't fail to notice the stunning backdrops and beautifully designed sprites. There are lots of graphical variety with lots of different attackers unlike other shoot em-ups. The word to describe this game is FAULTLESS. The graphics are the best I've ever witnessed on an arcade machine. The game will take a long, long time before completing.

R-Type - The Scores

Graphics 98%
Hookability 97%
Lastability 96%
Value for Money 97%
Overall 96%

Title: LE MANS
Publisher: Konami
Price: 30p

Out Run has been the Summer smash of this year, relying on driving at high speeds with realistic hydraulics. On the other hand, Le Mans is more of a simulation As with Out run, Le Mans has stand up and hydraulic versions. The hydraulics in this game are amazing. When going round the corners, the console swings round, and crashing results in the console spinning violently. When riding on the kerb, the car on screen tips to one side, and the same happens to you.

The game is similar to any other racing game - to complete a section in a given time limit. Unfortunately the game is very difficult and it takes lots of money to

become good at driving the car. The car is harder to control than Out Run, proving that Le Mans is a simulation. Like most race games, there's a steering wheel, a hi-lo gear and accelerator and brakes. To make the game somewhat easier, a direction arrow shows which way to turn the corner.

On the whole, a very good racing simulation, giving a completely different game to Out Run.

Le Mans - The Scores

Graphics 94%
Hookability 93%
Lastability 90%
Value for Money 91%
Overall 90%

Well, that's it for this year, as far as reviews. Why not send in a review of the games you've been playing, good or bad, and I'll fight tooth and nail for more space in 1988. Let's face it, the more response I get from you, the stronger my arguement for a bigger section in the magazine. Also keep sending in your game playing hints and cheats, and on this subject we'll end the column with two cheats from our own Robert Troughton.

Coin Op Cheats

Courtesy of **Robert Troughton**

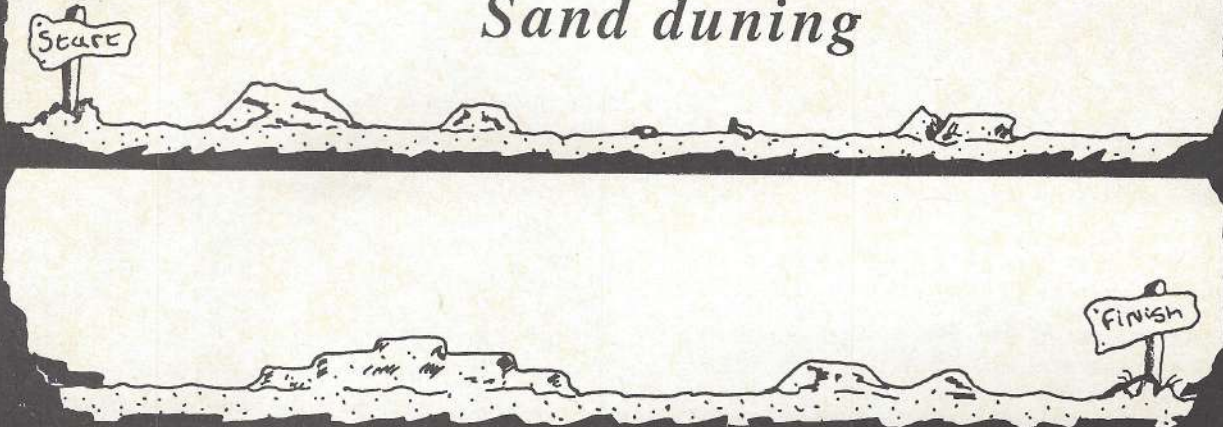
SLAPFIGHT: At the start of the game, move to the far left hand side. Wait here until you fly into a bullet. You will start with POWER WINGS, and GUIDED MISSILES!

PAPERBOY:

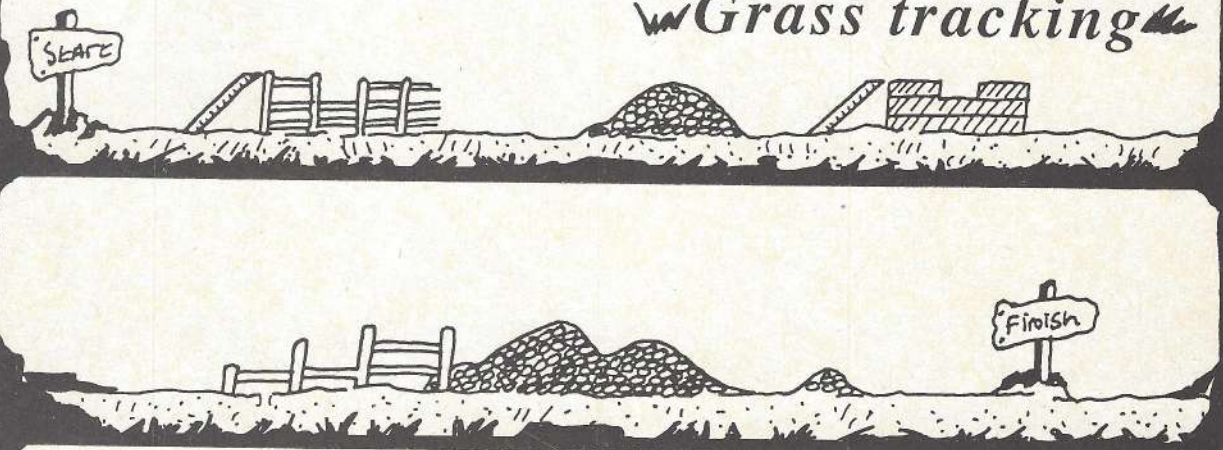
Play EASY WAY, and last until Wednesday. Now when you come to the training course, move straight along the middle at top speed. As the finishing line appears, turn towards the bush you should now see. You will go to the start of the training course. Do the same again, but ride straight through the stand. Now do exactly the same, but stop inside the stand - you will be able to play with UNLIMITED BIKES, and an average score of 1,000,000,000!

A.T.V.

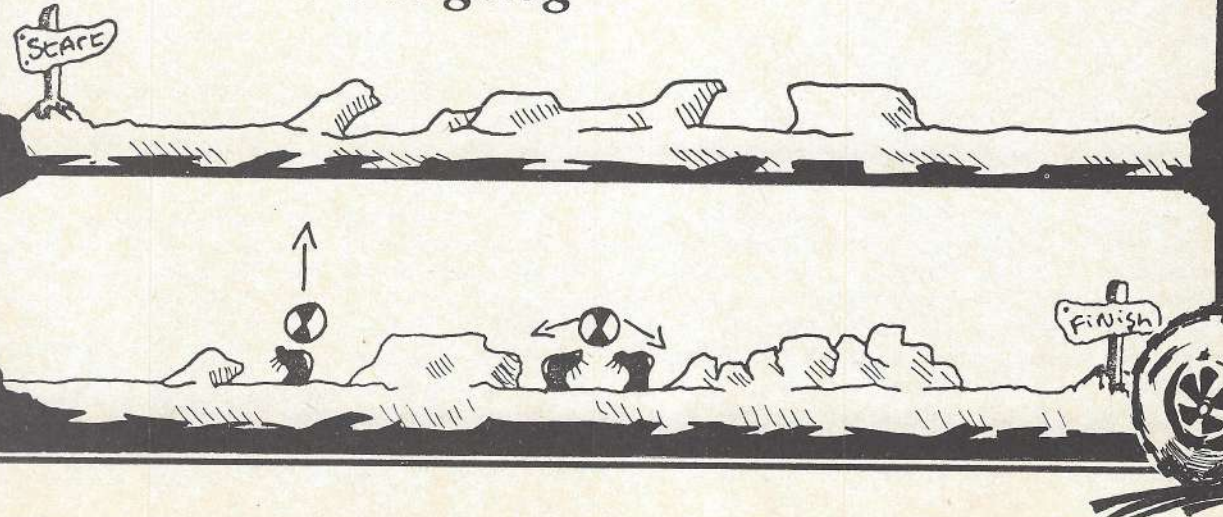
Sand duning



Grass tracking



Ice berging



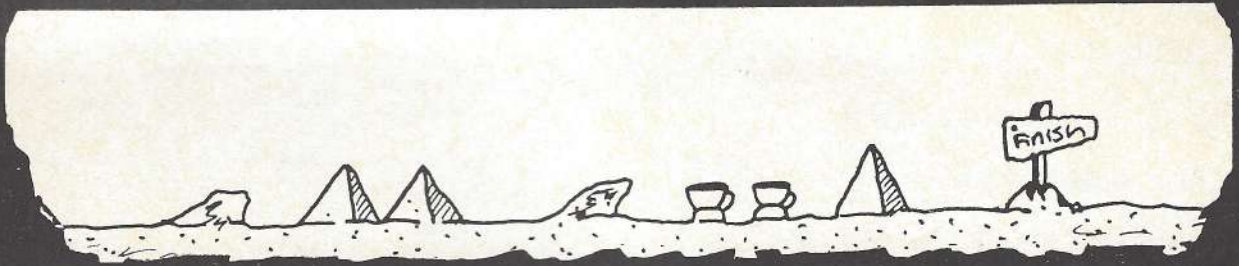
A.T.V.

pyramiding

START



FINISH

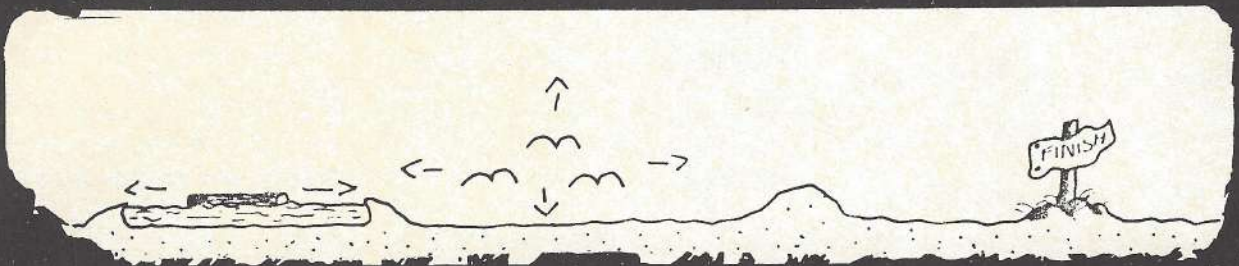


tropicana trekking

START

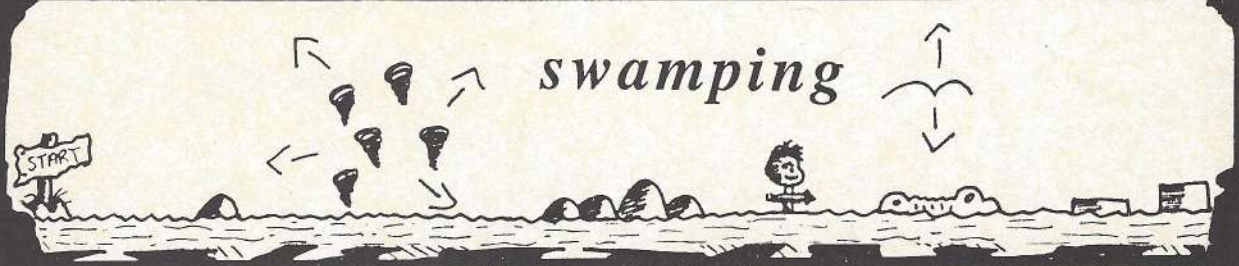


FINISH



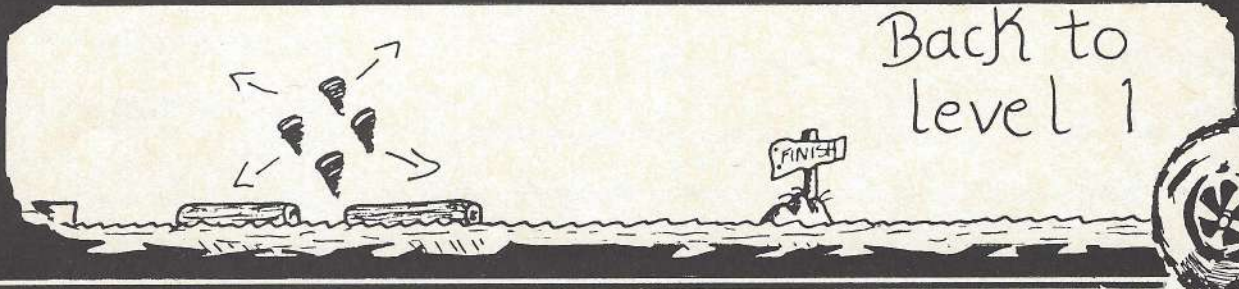
swamping

START



Back to level 1

FINISH



C16/Plus 4 Poke Routines

Tutti Frutti

Sweet routines from Simon Mayor:

Enter monitor and type:
>1F80 EA EA EA G2000
For infinite lives

Winnie The Witch

An Aaron Gale routine

1 RESET
2 POKE 7540, X+48 X=Lives
3 POKE 10656,96 Infinite Lives
4 SYS 4576

Kaktus

You'll get the point with this Aaron Gale routine.

1 RESET
2 POKE 6497,X X=Lives
3 POKE 6084,234 POKE 6085,234
infinite lives
4 POKE 7166,96 Stopbird dropping eggs
5 SYS 6240

3D Quasers

A poke in 3D from Aaron Gale

1 RESET
2 POKE 6899,X X=Lives +48
3 POKE 7198,234 POKE 7199,234
POKE 7200,234 Infinite Lives
4 SYS 10240

Knock Out

KO with Aaron Gale

0 RESET
1 POKE 4163,X+48 X=Balls
2 POKE 4630,234 POKE 4631,234
POKE 4632,234 Infinite lives
3 SYS 8272

Chip Factory

Aaron Gale lets you have your chips.

1 RESET
2 POKE 8981, X X=Lives
3 POKE 6743,234 POKE 6744,234
POKE 6745,234 Infinite lives
4 POKE 8992,X X=Charges
5 POKE 4870,234 POKE 4871,234
POKE 4872,234 Infinite charges
6 SYS 4111

Autozone

Auto poke, by Aaron Gale

1 RESET
2 POKE 7089,X REM X = LIVES
3 POKE 9454,234
POKE 9455,234
POKE 9456,234 REM Infinite lives
4 POKE 7094,X REM X=Level
5 POKE 7627,96 REM Speed up
game
6 POKE 8629,96 REM Glide across
top of screen
7 SYS 6912

Formula 1 Simulator

Chris Archer has the right formula:

Don't drive like a drunk anymore,
get control of the car with this:-
Load game, reset the machine and
type POKE 12290,16, SYS 14988 to
run.

Gun Law

A routine according to Simon Mayors law:

Enter monitor, type M1210 and
change 15 to 11 and AD to AA. This
gives you unlimited lives.
SYS 4120 restarts game.

Invasion Force

Aaron Gale forces this one.

1 RESET
2 POKE 7371,96 Infinite Lives
3 POKE 11556,X X=Lives
4 POKE 7168,96 Stop lives being
printed on screen
5 SYS 8960

Thrust

A Simon Mayor routine:

This is tricky, when the border first
starts to flash, hold down RUN/
STOP, then the program stops Type:
2 END

RUN3

The program will then continue for
a few seconds. When it stops, enter
monitor and type:

0715 00
G700

When the program stops again type:

1507 EA EA EA

1053 09

GOFFO

If all is correct, you should have
infinite lives and plenty of fuel.

Strip Poker

Simon Mayor tears a strip off this game:

Enter monitor and type:

X

21 CY=(PIC.NO.(0-4)

RUN

Punchy

A Judy of a routine from Simon Mayor.

A 108A NOP

G 1010

For infinite lives

Fire Ant

Simon Mayor fires one in:

A 1BS6 LDA #\$ FF

G 1AF4

For 255 lives

Future Knight

Look to the future with Simon Mayor:

Start a game and then press help
key. Then enter monitor twice and
type:

2AE6 4C EE 2A

G2A3F

BBC Poke Routines

Spy V Spy

A cheat for Spy v Spy from Tynesoft, by our own Michael Mooney.

Type in the following listing and save it for future use.

```
10 REM Spy vs Spy Cheat by ....
20 REM Michael Mooney (c) 31/8/87
30 REM You have 99 mins to play
40 REM on all difficulty levels.
50 FORA=&400 TO &454 STEP4
60 READ!A:NEXT
70 DATA&04A03CA2,&A9FFF720
80 DATA&15378D60,&A2150020
90 DATA&2004A043,&4CA9FFF7
100 DATA&A909A28D,&09A38D28
110 DATA&A48D04A9,&095D4C09
120 DATA&00A267A9,&E833D69D
130 DATA&F8D010E0,&04A04AA2
140 DATA&60FFF720,&50532E4C
150 DATA&4C0D3059,&5950532E
160 DATA&2E520D31,&32595053
170 DATA&4F52540D,&21594C4C
```

Get your copy of Spy vs Spy and plonk it into the cassette deck. Fully reword of course!

RUN this program and then type the following:

```
LOAD "SPYVSSPY" (return)
```

When it's loaded type.....

```
150CALL&400 (return)
```

```
RUN (return)
```

The game will load up as normal, but you'll have 99 minutes to finish the game whatever difficulty level you choose.

Kissin Kousins

(Tape Version)

One from our cousin Michael Mooney:-

Type in the following listing and save to a blank tape for future use.

```
10 REM Kissin Kousins cheat by...
20 REM Michael Mooney (c) 20/10/87
30 REM Thanks to Ron C.
40 FORA=&380 TO &3A2 STEP 4
```

```
50 READ!A:NEXT
60 DATA &EB8DEAA9,&24EC8D24
70 DATA&8D24F58D,&95A224F6
80 DATA&F72003A0,&4B2E52FF
90 DATA&540D334B,&6C6C6F72
100 DATA&21212179
```

Then RUN the program.

Nothing much happens so place your copy of KK into the tape deck and type.....

```
PAGE=&1600 (RET)
```

```
LOAD"KK1" (RET)
```

When the KK1 file has loaded type...

```
!&16AB=&EA03804C (RET)
```

```
RUN (RET)
```

The game will now load and run as normal but has this time round Immortality.

Ziggy

A Victor Montefiore routine:

```
10C%=0:FORA%=&900TO&933STEP
4:READ!A%:C%=C%+!A%:NEXT:IFC%
<>&BCA7352CTHENPRINT"ERROR":
END
20*KEY0LOAD"":M340G$=GET$:
PRINT:IFG$<>"Y"CLS":GOTO100:
ELSEPROCoff:MODES:VDU23,1,0;0;
0;19,1,4;0;19,2,6;0;:CALLexpand:
VDU28,0,31,19,27:CALL&900:M
RUN:M
30*FX138,0,128
40DATA &09A027A2,&A9FFF720
50DATA &1CA58DEA,&8D1CA68D
60DATA &978D1CA7,&1D988D1D
70DATA &8D1D998D,&1D8D221C
80DATA &221E8D22,&4C65004C
90DATA &2044414F,&6347495A
100 DATA &0D65646F
```

Give immortality and infinite energy

Phantom

Help from Mark Gidley:

This works on the tape version and gives infinite energy and lazer.

```
10 REM ** Phantom infinite **
```

```
20 REM ** energy and lazer **
```

```
30 REM ** by Mark Gidley **
```

```
40 REM ** Tape only **
```

```
50:
```

```
60 *TAPE
```

```
70 C%=0:FOR1%=&900 TO &94C
STEP 4
```

```
80 READA%:!1%=A%:C%=C%+A%:
```

```
NEXT
```

```
90 IF C%<>&4511B5C8 THEN PRINT
```

```
"Error!": END
```

```
100 PRINT "Data O.K - Loading
PHANTOM"
```

```
110 CALL&900
```

```
120:
```

```
130 DATA &43A209A0,&A9FFF720
```

```
140 DATA &20658D4C,&668D2EA9
```

```
150 DATA &8D20A920,&00202067
```

```
160 DATA &8D60A920,&5D200492
```

```
170 DATA &8DEAA904,&B38D39B2
```

```
180 DATA &39B48D39,&1F8D00A9
```

```
190 DATA &8D01A928,&70A93DA2
```

```
200 DATA &A93DDC8D,&3C548D00
```

```
210 DATA &4C27FC4C,&4F4C502E
```

```
220 DATA &32204441,&0D303030
```

Raid Over Moscow

Don't worry, Mark Gidley is here to help:

This works on the tape and disc versions and allows yo to choose the number of aircraft already in the air.

```
10 REM Raid over Moscow cheat
```

```
20 REM By M. Gidley
```

```
30:
```

```
40 MODE7:PRINT"" Enter number of
ships already in air"
```

```
50 INPUT" ]"no%
```

```
60 PRINT"Enter Raid over Moscow
cassette/disc and press any key":A=
```

```
GET:P%=&7A00
```

```
70 [OPT1%:LDY#&7A:LDX#&17:JSR
```

```
&FFF7:LDA#&60:STA&112A:JSR&1
```

```
100:
```

```
LDA#no%:STA&27C7:JMP&5800:]
```

```
80 $&7A17="L.RAID2 1100"
```

```
90 PRINT"Loading...":CALL&7A00
```

Star Clash

Seeing stars? Not for long with help from Mark Gidley:

This is for disc versions and gives infinite energy and shields.

```
10 REM ** Star Clash cheat **
```

```
20 REM ** by Mark Gidley **
```

```
30:
```

```
40 C%=0:FOR 1%=&380 TO &39C
STEP 4
```

```
50 READA%: !1%=A%:C%=C%+A%:
NEXT
```

```
60 IF C%<>&2D7D51A THEN PRINT;
"Error.":END
```

```
90 PRINT"Now load in Star Clash..."
```

```
100 ?&204=&80:??&205=3:END
```

```
110:
```

```
120 DATA &98488A48,&03932048
```

```
130 DATA &68039920,&68AA68A8
```

```
140 DATA &A9DC934C,&5F0F8D01
```

```
150 DATA &8D01A960,&00605F15
```

C64/128

Poke

Routines

Flying Shark

This one is Jaws, by Robert Troughton.

Once the game has loaded, and the title screen appears, reset the computer, and enter:

POKE 7929,173: SYS 2061

When the game restarts, you will have Unlimited Lives.

Please Note: the graphics will be a mess, sorry about that!

Athena

A Robert Troughton routine:

Type in and RUN the listing below to load the game with Unlimited Energy.

100 FOR L=415 TO 458: READA

110 POKE L,A: NEXT:SYS 415

120 DATA 32,44,247,32,108,245,169,32

130 DATA 141,202,2,169,181,141,203,2

140 DATA 169,1,141,204,2,96,141,255

150 DATA 255,169,195,141,126,1,169,1

160 DATA 141,127,1,96,169,173,141,105

170 DATA 59,76,0,128

Tipette: Most Red objects are bad - except Rings (I think). Don't bother with the Bow & Arrows, these are extremely useless. The yo-yo is probably the best weapon I've seen yet.

Grogs Revenge

Get groggy thanks to Robert Troughton.

Type in the listing below to start with. Now that wasn't too painful on the fingertips, was it? Now type RUN followed by: SYS 679

The game will LOAD and RUN with Unlimited Lives.

100 FOR L=679 TO 724: READA:

POKE L,A: NEXT

110 DATA 169,1,170,160,0,32,186,255,169,0,32

120 DATA 189,255,162,1,160,8,32,213,255,169

130 DATA 200,141,243,3,169,2,141,244,3,76,13

140 DATA 8,169,212,141,171,138,169,2,141,172

150 DATA 138,76,44,138

Barbarian

Lose your head no more, thanks to Robert Troughton.

This must be a very popular game, as many people wrote in because the cheat by David Price, printed in Issue 2, didn't work. The listing below will give Unlimited Energy on Part 2 (The 1 player game). Just type in and RUN the listing, and Press Play as prompted. The game will load with everlasting energy, and the ability to keep your head!

100 FOR L=53204 TO 53255: READ

A: POKE L,A: C=C+A: NEXT

110 IF C=6675 THEN SYS 53204

120 PRINT "DATA ERROR"

130 DATA 169,1,168,170,32,186,255,169

140 DATA 0,32,189,255,32,213,255,169

150 DATA 238,141,123,3,169,207,141,124

160 DATA 3,96,169,76,141,243,4,169

170 DATA 0,141,244,4,169,208,141,245

180 DATA 4,76,224,3,169,0,141,193

190 DATA 135,108,0,128

Note: Beware the Wizard, he kills you in one shot!

Firetrack

Keep track with Martin Pugh.

My 'reset' pokes were printed in Issue 1, but reset no longer.

First enter this short listing (saving it for future use if you so require)

0 REM FIRETRACK CHEAT PROG.

(C) H M PUGH OCTOBER 1987

1 FOR X=528 TO 557

2 READY: C=C+Y: POKE X,Y: NEXT

3 IF C=3037 THEN POKE 157,128:

SYS 528

4 PRINT "ERROR IN DATA"

5 DATA 169,29,141,40,3,169,2,141,

41,3

6 DATA 32,86,245,169,6,141,206,1,96,72

7 DATA 77,80,169,165,141,253,47,76,235,2

Now type RUN (return) and follow on screen prompts to load and run the game with infinite hatchfighters.

Deathwish 3

Death to hoodlums the Martin Pugh way:

First enter this short listing (save it for future use if you so require)

0 REM DEATHWISH 3 CHEAT PROG. (C) H M PUGH OCTOBER 1987

1 FOR X=320 TO 362

2 READY: C=C+Y: POKE X,Y: NEXT

3 IF C=4470 THEN POKE 157,128: SYS 320

4 PRINT "ERROR IN DATA"

5 DATA 32,86,245,198,157,32,86,245,169,94

6 DATA 141,148,4,141,167,5,169,1,141,149

7 DATA 4,141,168,5,76,0,4,72,77,80

8 DATA 169,189,141,94,82,169,165,141,56,87

9 DATA 76,0,64

Now type RUN (return) and follow on screen prompts to load and run the game with infinite energy and infinite ammunition.

Battle Through Time

No time to lose, thanks to Martin Pugh.

First enter this short listing (save it for future use if you so require)

0 REM BTT CHEAT PROG. (C) H M PUGH OCTOBER 1987

1 FOR X=525 TO 552

2 READY: C=C+Y: POKE X,Y: NEXT

3 IF C=2926 THEN POKE 157,128: SYS 525

4 PRINT "ERROR IN DATA"

5 DATA 32,86,245,169,16,141,105,3,169,1

6 DATA 141,107,3,76,123,227,72,77,80,169,

7 DATA 0,141,52,117,238,32,208,96

Now type RUN (return) and follow on screen prompts to load and run the game as normal, but you will be indestructible into the bargain.

More C64 Pokes Page 43

Speedlock II Loader Hack

Courtesy of Jon North.

WARNING: this hack must only be used for the input of infinite pokes.

Here is a general Speedlock II hacker, used like the Firebird hacker (lots of little data lines). It will only hack the NEW Speedlock (with the countdown and lots of annoying beeps) so don't use it on the older ones - if you do, it won't work. For all games, play the tape from the start.

```

5 REM Speedlock by Jon North
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO le9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,42,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22

```

SPEEDLOCK HACKER DATA LINES

WIZBALL - Infinite lives or immortality

360 DATA 200,175,189,228,110,238,7,252,0,0,0,64,
115,255,67,255,9,255,175,50,188,144,62,201,50,62,0,
49,0,97,251,195,128,143,107601: REM Wizball by Jon
North

Add this line for imortality: 115 POKE 23430,188

MUTANTS - Infinite lives

360 DATA 200,175,249,228,96,238,250,182,0,0,0,85,
87,186,39,186,238,185,175,50,227,115,49,255,96,
195,0,99,87091: REM Mutants by Jon North

MAG MAX - Infinite lives

360 DATA 255,191,232,229,116,238,0,133,65,238,205,
132,73,136,34,136,233,135,175,50,107,228,49,167,97,195,
0,192,87510: REM Mag Max by Jon North

ATHENA - Infinite lives and time

360 DATA 0,125,248,228,110,238,7,136,0,17,216,84,
115,139,67,139,9,139,175,50,221,190,50,113,205,50,213,
190,50,155,201,50,42,217,49,217,49,216,158,
251,195,192,240,174509: REM Athena by Jon North

BLACK MAGIC - Immortality

360 DATA 200,175,192,228,107,238,4,252,194,59,127,
82,114,255,66,255,6,255,175,50,154,96,49,255,255,
195,0,91,93648: REM Black Magic by Jon North

RENEGADE - Infinite lives

360 DATA 200,175,197,228,103,238,0,252,19,241,16,
78,115,255,67,255,9,255,175,50,86,160,49,79,93,251,
195,203,92,96964: REM Renegade by Jon North

TRIAXOS - Infinite time, dynamite, ammo

360 DATA 255,165,185,228,75,238,76,250,244,251,30,
84,235,253,177,253,82,253,175,50,4,120,50,8,130,
50,252,144,49,191,93,195,0,91,119290: REM Triaxos
by Jon North

BRIDE OF FRANKENSTEIN - Infinite energy

360 DATA 255,183,237,228,86,238,239,249,225,
253,185,85,90,253,42,253,241,252,62,201,50,28,158,
49,119,105,195,144,133,107475: REM Bride by Jon
North

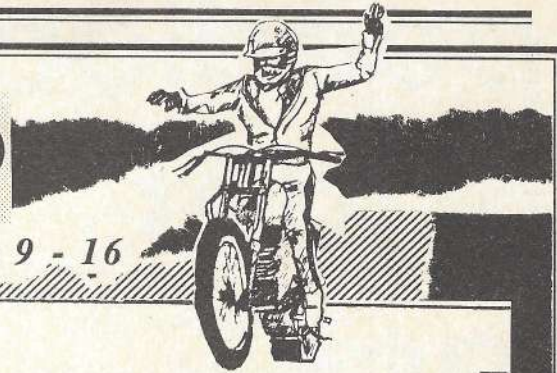
MOUNTIE MICK'S DEATH RIDE - Infinite lives, battery, ammo

360 DATA 255,183,238,228,86,238,239,249,251,42,
185,84,90,253,42,253,241,252,175,50,109,137,50,108,
178,50,146,182,49,167,97,195,0,91,125182: REM
MMDR by Jon North

kikstart

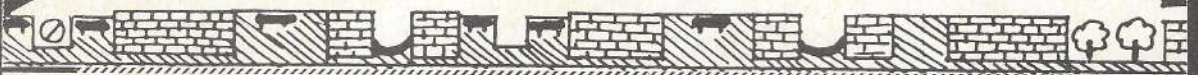
Map by Graham Vassie

Levels 9 - 16



COURSE 9

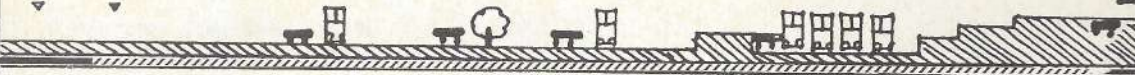
START



FINISH

COURSE 10

START



FINISH

COURSE 11

START

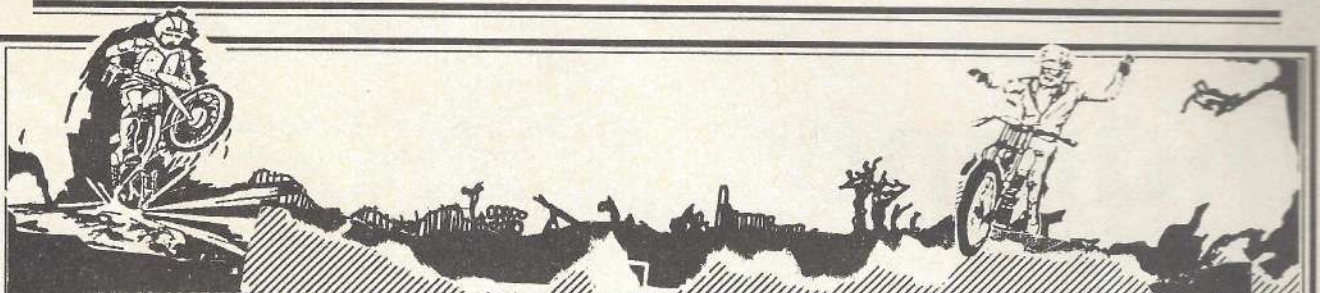


FINISH

COURSE 12

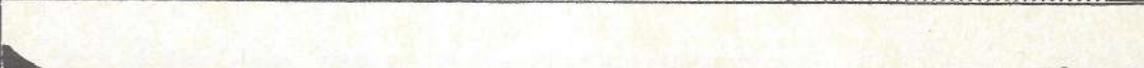
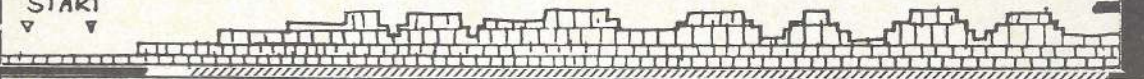
START



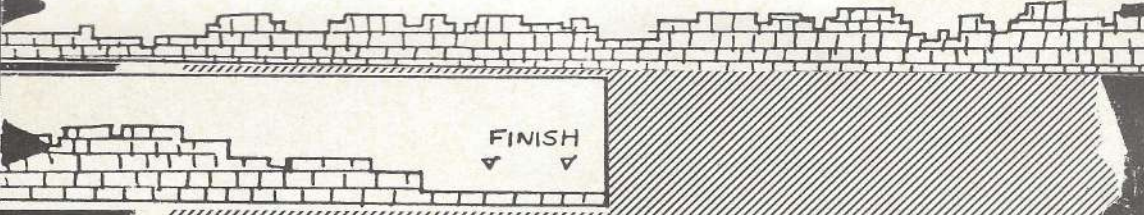


COURSE 13

START

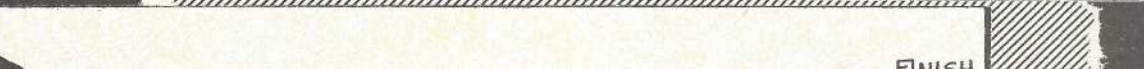
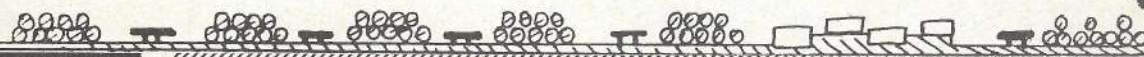


FINISH



COURSE 14

START

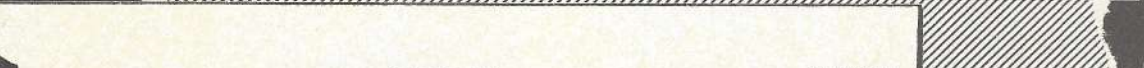
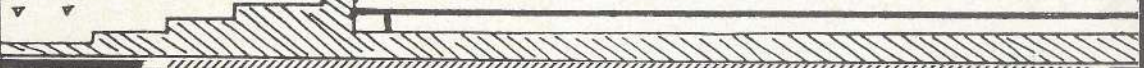


FINISH



COURSE 15

START

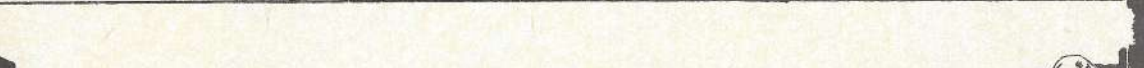


FINISH

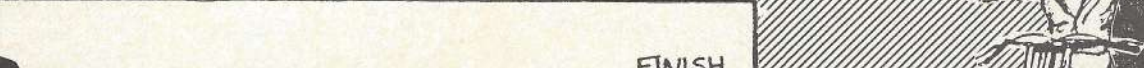


COURSE 16

START



FINISH



kikstart



Indiana Jones

and

The Temple Of Doom

Our thanks to Adrian Davis (Sp) for his comprehensive Hints and Maps on this game

Publisher: US Gold
Machine: Sp (£8.99) Ams, C64 (£9.99)

Game Type: Arcade
Reviewed on Spectrum and C64

Scenario:
 INDY stumbles across the remote village of MAYAPORE in India which was once protected by the sacred and powerful SANKARA STONE. Devastation followed the theft of the stone and the children of the village disappeared. INDY discovers them enslaved in the evil PANKOT PALACE - the home of the Maharajah. The palace is the secret worshipping ground for the THUGGEE death cult. MOLA RAM the ruthless High Priest has forced the village children to dig in the THUGGEE mines for precious gems and the other missing SANKARA STONES.

The action takes place below the palace where INDY is pursued. He uses his whip to swing across dead end crossways and defend himself against a variety of hazards.

The player assumes the role of INDIANA JONES in his quest to recover the SANKARA STONE.

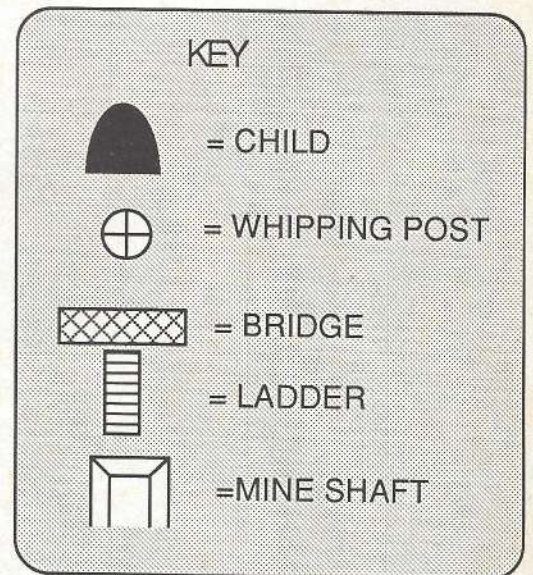
Comments:

Alan (Sp) - Very good detailed graphics, although quite a bit short on the excellence of the coin op original.

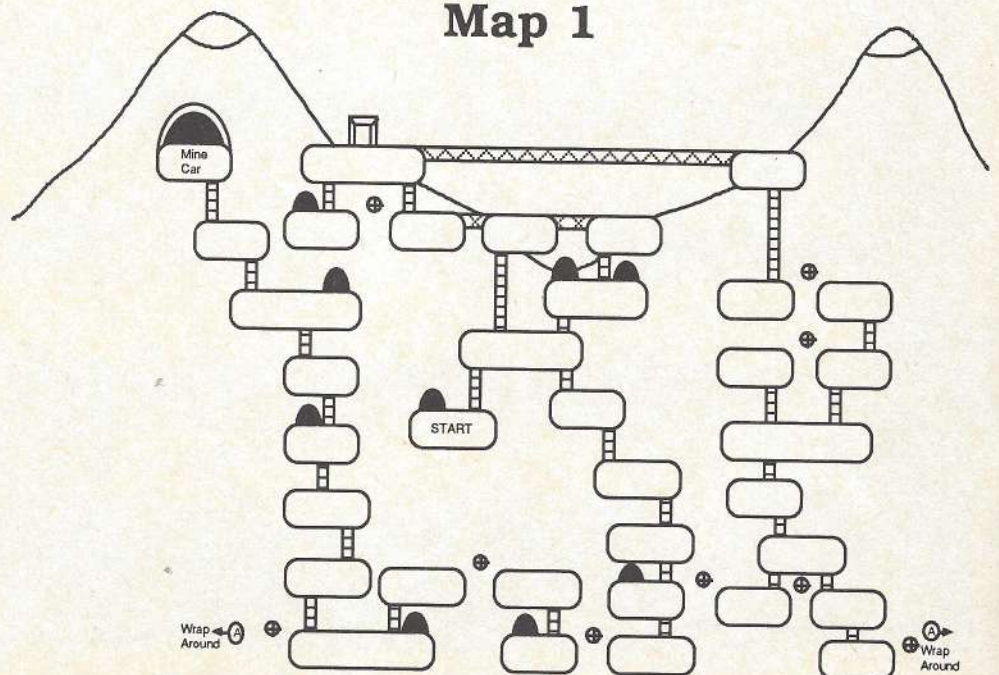
Robert (C64) - Perhaps I've been spoilt by playing the coin op version. It's good but has a very tedious loading system.

Adrian (Sp) - Certainly a game that does grow on you, although a bit more colour wouldn't have gone amiss. The three levels are a good challenge, and the third level is certainly for the experienced gamer. Certainly worth buying.

Pat (Sp) - I perhaps expected too much from US Gold after the big advertising campaign. Having said that, there is some very impressive scrolling and the game holds your attention for quite a time. It's one I'll keep going back to.



Map 1

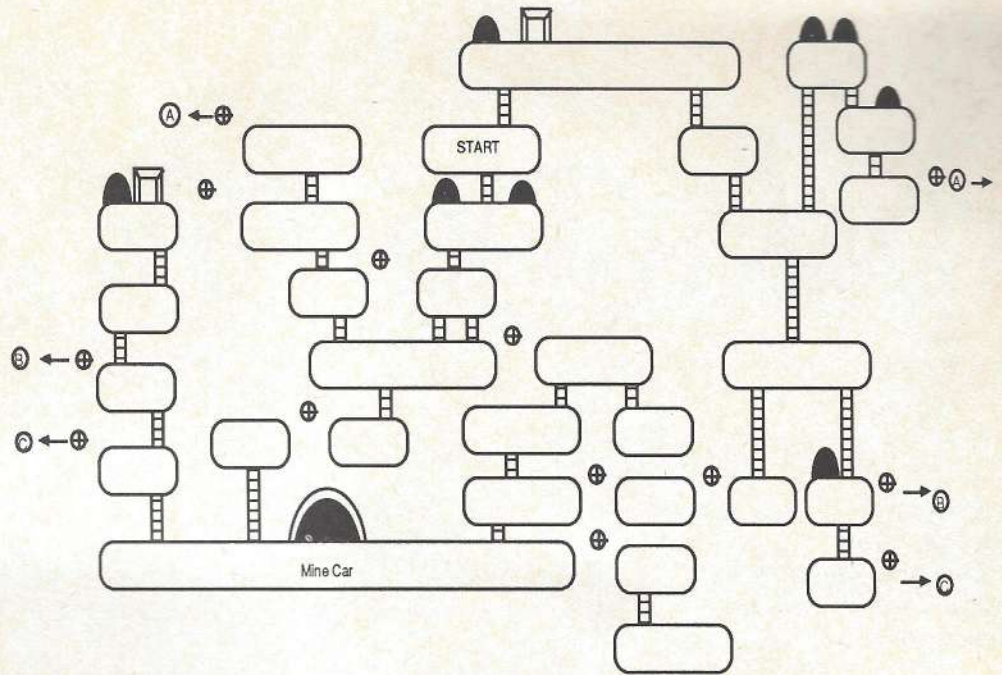


Hints and tips courtesy of Adrian Davis (Sp)

There is no such thing as a complete solution to this game. You just have to study my maps to see where the children are. There are 9 children on each level. You don't have to release all the children to carry on to the next level but if you want all those lovely bonus points then you will have to release them all. To release a child just simply face Indy in the direction of the cage and whip the catch off. When you've released the 9th child your bonus is automatically added to your score.

To use the whipping posts just face Indy in the direction of a post and use a combination of fire and the direction key, then Indy will flip across the mountain side like a young mountain goat.

The bridges and ladders are straight forward enough



Map 2

and the mine shafts have no significance apart from the mine entrance with the mine car in it. When you've released all the children just walk up to the mine car and you'll automatically go into the next screen which is the mine car screen.

On the mine car screens you use a combination of fire and any of the direction keys to whip the chasing car and any thugees that stand by the track side.

This screen lasts about 20 seconds providing you're successful in not getting hit yourself.

When you've reached the end of the track you'll then go automatically into the screen where a sankara stone is to be collected. You have to go around the outside of a pit and use a whipping post to reach a stone which is flashing in the head of a statue. To pick up the stone wait until the

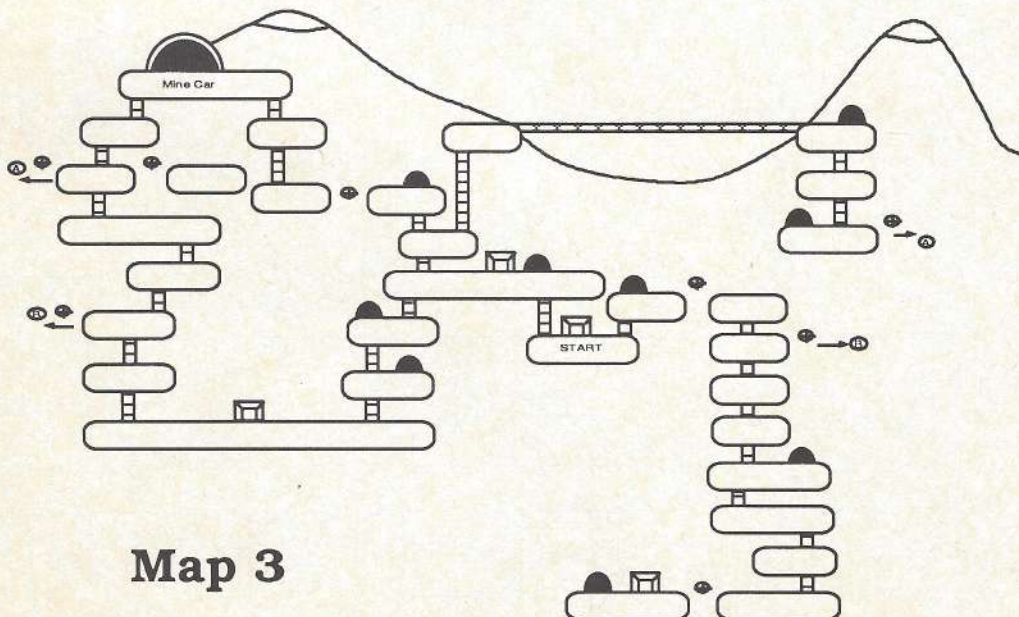
floor turns black then simply walk across the statue until the two doors either side of it open. This means you have the stone. Go through one of these doors then "Eureka" you've cracked the first level. Repeat again for the next two levels. At the end of level 3 there's another small arcade sequence to complete where you have to cross the bridge, turn and face it then whip it into little pieces.

The biggest problem to this game are the nasties (thugees) and they attack you with quick and constant regularity. So if you don't own a multiface one or a piece of similar hardware then I've managed to hack into the game and come up with a couple of pokes, and they are:

POKE 33948,0 : POKE 37296,0 : Infinite lives on all arcade sequences.

POKE 32104,201 : No thugees : Rem you still get the bearded man throwing rocks at you.

And that's it folks! Happy Mountaineering and Thugee Bashing.



Map 3






TRANTOR

THE LAST STORM TROOPER

O.G.W. RATING

70%

TRANTOR KEY:

-  - LOCKER
-  - FLAME THROWER REFILL
-  - TRANSMITTER TERMINAL
-  - SPIKES AND CRUSHERS
-  - LIFTS

You are advised to search every locker to complete the game

To compliment this review Adrian Davis provides a map

Publisher: Go (US Gold)
Machine: Sp (£8.99)
Game Type: Arcade
Scenario:

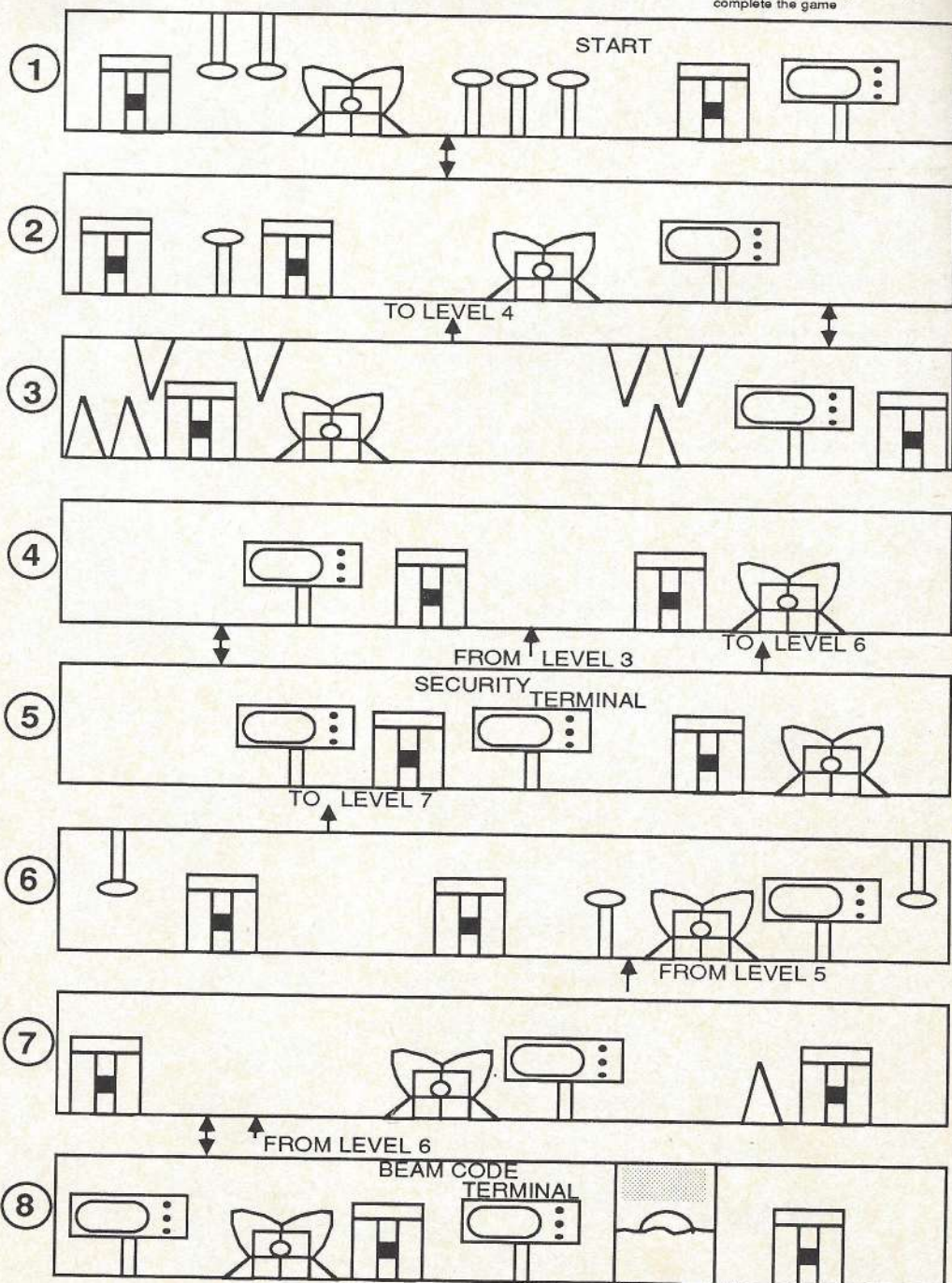
Betrayed by his people, Trantor is abandoned alone on an Alien planet. His only chance of escape is to activate the planet's main computer that lies within the terminal building. Spectacular sound and graphics transport you light years to the future. Armed only with a flame thrower, fight your way to freedom as Trantor....The Last Stormtrooper.

Comments

Andrew - Some really good animation, and a game that you can really get to grips with. There has to be a small question mark over lastability as after two real attempts, I have achieved a 63% rating. Based on this and the £9 price tag, it perhaps loses out on an excellent rating.

Alan - A fair bit of colour clash does tend to let down a neat game. The action is a little slow and may prove too slow for the hardened joystick aces. Overall I enjoyed the game, if a little overpriced.

Adrian - Nice large graphics and smooth scrolling ruined slightly by a fair bit of colour clash. It's very addictive, but this may be its downfall as it may be completed too quickly.



Radius

O.G.M
RATING

82%

Publisher: Players**Machine:** C64 (£1.99)**Game Type:** Arcade Shoot em'up**Scenario:**

"You remember what they taught us back in flight school: DON'T VOLUNTEER FOR ANYTHING. You must be crazy taking on a mission like this. Sure, you're a good pilot, some say the best, but no-one's ever crossed the RADIUS and lived to talk about it".

The RADIUS is the most important hyper-space transport route this side of the 'Sanvolgrani Rift', however six months ago the enemy gained its control, and none of our attempts to regain it were successful. Only one pilot is brave enough, fast enough and tough enough to complete this mission. That pilot is you.....

You will be provided with the newest, meanest looking yellow ship in the fleet, the Ripley Class Hunter Killer Fighter.

Comments:

Scott- I thought this was a fairly average shoot'em up but the neat sub-game improved its overall standing with me.

Robert- Brilliant graphics, with just a few touches that reminded me a little of Delta. The game is fast and furious and even has an extra sub game that can be accessed from the menu tape. It's amazingly addictive, even more so than Delta. This is one of the best shoot em'ups I've seen for ages. Certainly one of my favourite games.

Robert Troughton has a routine:

This is currently my favourite Budget game - and as such, I thought I'd do something extra special on it, instead of the boring old Unlimited Lives cheat. Incidentally, the game is the first I've seen to have protection against Reset Cartridges, and it's really getting to me. Would the Programmers leak their secrets and tell us all how it's done? Anyhow, below is an ordinary looking listing. But in fact, I think it is the best listing I've created yet - and it doesn't even help you through the game! What it does is reveal a 'Hidden Demo' contained within the game. The demo bounces a 'Radius' picture (complete with ace lettering) up and down the screen, and scrolls a message along the bottom of the screen. The picture is superb - though you have to look at it for some time, since it spends all its time going off screen, then back on - you only see the whole picture for a fraction of a second! Anyway, if you type in any listing in the magazine, type in this one - it's really brill!

Please Note: When the DEMO is on, don't stop the tape!
Now for those of you who still can't complete the game. Enter MEANTEAM as your name (and make sure you

enter it right - the game doesn't have a Delete character), and you will be graced with a mere 256 fighters! Note: odd little characters will appear instead of your number of lives - don't worry about this.

OK then - since I left it till the last moment to tell you not to press stop, then you can enter this if you do:
SYS 40704

Now for the listing then:

100 DATA
169,200,141,40,3,169,207,141
110 DATA 41,3,133,157,32,86,245,169
120 DATA
211,141,237,2,169,207,141,238
130 DATA 2,76,81,3,169,49,141,159
140 DATA 2,169,234,141,160,2,96,169
150 DATA
169,141,205,1,169,141,141,207
160 DATA 1,169,0,141,208,1,141,211
170 DATA 1,169,221,141,209,1,169,76
180 DATA
141,210,1,169,159,141,212,1
190 DATA 141,206,1,76,0,224
200 FOR L=53164 TO 53241: READ A
210 C=C+A: POKE L,A: NEXT
220 IF C=9650 THEN POKE 157,128:
53164

230 PRINT "ERROR IN DATA"
And on top of all that, Expert Cartridge owners can Load the game (with Expert switched OFF), press RESTORE (to go into the Assembler), and enter:
F C278 C278 AD
Then use the R command to restart the game. You will be graced with Unlimited Lives.

2 OR 3
RATING

66%

Survivors

Publisher: Atlantis**Machine:** C16, C64 (£1.99)**Game Type:** Arcade Strategy**Reviewed on a C16****Scenario**

The year is 2087 and the world has been devastated by nuclear war. Your mission is to guide a team of specialist Droids through 7 levels of a severely damaged hibernation dome and teleport almost a thousand survivors to safety.

Comments.

Chris- Survivors makes you think as well as throw a joystick about. I played the game for over an hour at first, and will probably go back and try to progress further.

Aaron- Similarities to Rockman, and a good clone at that. It's not one you play for hours at a time, but drags you back for just one more go. Good cheap fun and I would recommend it.

Now for you C16 owners, a Chris Archer routine.

LOAD game, when you see the NO-VALOAD come up then RUNSTOP/RESET, type D 196. Where you see the JSR \$2E00 write RTS. Type X return then SYS 320 to run, when the game has loaded type.

POKE 12608,44
POKE 12614,44
POKE 12620,44
POKE 12898,44
POKE 12904,44
POKE 12910,44
POKE 12964,255
SYS 11776

This will stop your power from running out if you touched by any of the enemy or any rocks fall on you, it will also give you 255 lives.

88%

Play It Again Sam

Publisher: Superior

Machine: Electron (C £9.95, 5.25"D £11.95, 3.5"D £14.95), BBC (C£9.95, 5.25"D £11.95), Master 3.5"D £14.95)

Game Type: Misc**Scénario:**

Four re-released Superior classics on one tape. The two classic arcade adventure games with dozens of screens, Citadel, and Ravenskull, plus the scrolling combat game Strykers Run, and the classic Thrust shoot 'em up.

Comments

Michael - It is perhaps a little hard to believe that any BBC owner would be without these games but if so, don't miss the compilation.

Victor - All these games broke new ground for the Beeb, and even the oldest game on the tape stands up well today. Probably the best value compilation around.

Victor Montefiore has been working on the new Superior compilation. The following cheats should all be typed (loaded) in with Page=&1900 except Thrust which should be Page=&1100 and then RUN. ed (Footnote) The disc version of the game won't run on a Solidisk 1770 DFS.

THRUST

```
10 REM Thrust Cheat, Play it again Sam
20 REM Victor Montefiore, 14, London
30 PRINT "Insert Disc & Press a Key":AS=GET$
40 *LOAD THRUST
50 ?&A99=&60:CALL&A00
60 PRINT "De-Protecting - Please Wait"
70 FOR I%=&1A00 TO &5700:?(I%+1)=?I% EOR ?(I%+1):NEXT
80 ?&2912=0: REM Lives
90 ?&29F4=&60:REM Fuel
100 ?&1D48=&A5:REM Time
110 CALL &5633
```

CITADEL

Immortality, Unlocked doors, Speed alteration (1-9), Fly option (press] in game).

```
10 REM Citadel Cheat, Play it again Sam
20 REM Victor Montefiore, 14, London
30 C%=0:FOR I%=&900TO&96BSTEP4:READ I%:C%=C%+I%:NEXT
40 IFC%<>&AB56A080THENPRINT "ERROR":END
50 PRINT "Insert Disc & Press a Key":AS=GET$
60 ?&920=4:REM Speed
70 *K.OLOAD "CITADEL":M380CALL&900:MRUN:M
80 *FX138,0,128
90 DATA &09A061A2,&A9FFF720
100 DATA &0A998D60,&A90A0020
110 DATA &451B8D60,&0B8DEAA9
120 DATA &4E0C8D4E,&A94E0D8D
130 DATA &56148D01,&41A0F9A2
140 DATA &9D0900B9,&E8C83B00
150 DATA &00B9F6D0,&3C009D09
160 DATA &61C0C8E8,&004CF4D0
```

```
170 DATA &A281A95E,&20FFA0A7
180 DATA &FFEOFF4,&03A90FD0
190 DATA &EAEA2A85,&EAEAEAEA
200 DATA &EAEAEAEA,&20098AEA
210 DATA &414F4CC9,&49432044
220 DATA &0D584154
```

RAVENSKULL

Immortality, Infinite lives, Jump to any level.

```
10 REM Ravenskull, Play it again Sam.
20 REM Victor Montefiore, 14, London
30 PRINT "Insert Disc & Press a Key":AS=GET$
40 *LOAD LOAD 3000
50 C%=0:FOR I%=&31A1TO&31FOSTEP4:READ I%:C%=C%+I%:NEXT
60 IFC%<>&ECE325F3THENPRINT "ERROR":END
70 !&3170=&ODO5A14C
80 *KEY OLOAD "RAVEN":M180*FX138,0,129:MRUN:M
90 *KEY1LOAD "CONTROL":M200PAGE=&1900:MODE4:VDU2
3;8202;0;0;0;:*FX138,0,130:MRUN:M
100 *KEY 2 LOAD "SKULL":M200CALL&31D3:MRUN:M
110 *FX138,0,128
120 DATA &308DA9A9,&8D01A91B
130 DATA &03A91B31,&A9027E8D
140 DATA &1B748DEA,&8D1B758D
150 DATA &888D1B76,&1B898D1B
160 DATA *8D1B8A8D,&D18D2FD0
170 DATA &36488D2F,&4C36498D
180 DATA &00A21100,&9D3000BD
190 DATA &DOE80400,&31D7EEF7
200 DATA &AD31DAEE,&06C931DA
210 DATA &004CEAD0,&00000004
```

(Cont Page 37)

(Cont from Page 36)

STRYKER'S RUN

Immortality

```

10 REM Strykers Run Cheat
20 REM Play It again Sam Disc
30 REM Victor Montefiore, 14, London
40 C%=0:FORI%=&900TO&93FSTEP4:READ I1%:C%=C%+I1%:N
EXT
50 IFC%<>&000091E0THENPRINT"ERROR":END
60 PRINT"Insert Disc & Press a Key":AS:CALL&900
70 DATA &90A031A2,&A9FFF720
80 DATA &2D7E8D4C,&7F8D4FA9
90 DATA &8D2EA92D,&60A92D80
100 DATA &202ECA8D,&F7202E71
110 DATA &8D60A9FF,&00200A99
120 DATA &8DA5A90A,&F64C3132
130 DATA &414F4C5E,&45532044

```

140 DATA &52435354,&0000000D

MASTER VERSION

```

10 REM Strykers Run (Master) Cheat
20 REM Play It again Sam Disc
30 REM Victor Montefiore, 14, London
40 C%=0:FORI%=&900TO &93BSTEP4:READI1%:C%=C%+I1%:
NEXT
50 IFC%<>&99D88278THENPRINT"ERROR":END
60 PRINT"Insert Disc & Press a Key":AS=GETS:CALL&900
70 DATA &09A031A2,&A9FFF720
80 DATA &0A248D60,&6C8D4CA9
90 DATA &8D4FA90A,&2EA90A6D
100 DATA &200A6E8D,&F7200A00
110 DATA &8D60A9FF,&00200A99
120 DATA &8DA5A90A,&E04C3420
130 DATA &414F4C51,&52532044
140 DATA &0D4E5552

```

Super Sprint

2 OR 3
RATING

65%

Publisher: Electric Dreams**Machine:** C64, SP (£9.99)**Game Type:** Birds eye Motor
Racing arcade action**Reviewed on:** C64, Spectrum**Scenario:**

One or two players compete head to head over eight gruelling tracks and four levels of game difficulty. Avoid the hazards and collect golden spanners which can be traded for vehicle enhancing custom car features - the key to Super Sprint.

Comments:

Robert (C64) - A game that is very hard to get into, although practice makes perfect. Quite a few tracks of varying difficulty to keep you interested, but nothing outstanding.

Scott (C64) - Not as good as the arcade game, and it's very frustrating to play. I got through the tracks all too soon.

Martin (C64) - This is my current favourite in the arcades, and this is a good conversion. The control is a swine but then again you've no steering wheel on the C64. The best thing since Bubble Bobble.

Adrian (Sp) - A good conversion, and I played it for hours. My main quibbles have to be the price and laps. 4 laps just isn't enough, and it would have been better priced at say £6.99. Certainly one of Electric Dreams best, apart from these grumbles.

And to compliment the review, some general hints, and for C64 owners a Martin Pugh routine.

Scott Moore super help.

When playing, the first track has no oil, mud, tornados etc, so always choose the hardest track first. Three spanners gain an extra power. Always get super traction up to level 5 to make the car easier to control, and it also speeds up the car a little. Then try to get up to level 5 of turbo acceleration. The higher speed icon doesn't register and therefore doesn't increase the speed, so don't get it. Only go for high score when you've got level 5 of traction and acceleration.

When the four tracks have been completed, you have the choice to carry on or load more tracks. Stay on the first four tracks for three rounds then load in the next part.

It's super Martin Pugh

First enter this listing (save it for future use as it is too long to type it in every time).

```

0 REM SUPERSPRINT CHEAT PROG (C) H M PUGH OCTOBER
1987
1 FOR X=65440 TO 65471
2 READY: C=C+Y: POKE X,Y: NEXT
3 FOR X=49381 TO 49399
4 READY: C=C+Y: POKE X,Y: NEXT
5 IF C<> 6800 THEN PRINT "ERROR IN DATA": END
6 INPUT "Do you want the drone to stop winning (Y/N)": AS
7 IF AS="Y" THEN POKE 65452,0
8 INPUT "Do you want the red car to stop winning (Y/N)":BS
9 BS="Y" THEN POKE 65457,0
10 INPUT "Do you want the blue car to stop winning (Y/N)":CS
11 IF CS="Y" THEN POKE 65462,0
12 POKE 157,128: SYS 49381
13 DATA 169,130,141,161,152,141,166,152,141,171
14 DATA 152,169,199,141,68,153,169,237,141,62
15 DATA 153,169,180,141,56,153,76,235,2,72
16 DATA 77,80,169,192,141,41,3,32,86,245
17 DATA 169,128,141,206,1,169,233,141,207,1,96
Now type RUN (return) and follow on screen instructions,
answering the questions with a 'Y' for Yes and a 'N' for No. For
all 3 questions, the game will now load and run with the
selected changes.

```

NB. for 1 player it is best to answer the questions Yes, Yes, No and for 2 players it is best to answer them Yes, No, No.

WHAT?

Bobs

Bit in the middle

Robert can be contacted at :-
H+D Services,
1338 Ashton Old Road,
Higher Openshaw M11 1JG

Hello. Once again, I have received no routines worthy of printing. I don't want any more programs which make a bleep after every key press, we've seen them all before! I want something original! Anyway, if you have any routines, tips, comments (preferably not rude), or problems - send them to me! And if you enclose an SAE, I'll ensure a reply is given.

PROGRAM 1 : PROTECTOR

This program will not only stop LIST from displaying your program, but also puts a short message into the top left corner of the screen. the message can be defined, if you know what your doing, by altering the last few bytes of the program.

```
100 DATA 169,229,160,207,141,6,3,
140
110 DATA 7,3,96,169,239,160,207,
32
120 DATA 30,171,76,116,164,147,
84,79
130 DATA 80,32,83,69,67,82,69,84,
46,0,-1
140 X=53210
150 READA: IF A=-1 THEN SYS
53210: END
160 POKE X,A: X=X+1: GOTO 150
```

PROGRAM 2 : PROTECTOR II

This program can be incorporated into the above, if you want both to operate at the same time. This one disables the Run/Stop Restore keys.

```
100 DATA 120,169,13,141,40,3,169,
207
110 DATA 141,41,3,88,96,165,145,
96,-1
120 X=52992
130 READA: IF A=-1 THEN SYS
52992: END
140 POKE X,A: X=X+1: GOTO 130
```

Mega Protection Update: This program, printed in Issue 2, is fully compatible with the 2 programs above. With the 3 programs activated, there's no chance anyone could break into your program - so long as it already running! Look out for an Auto-run program very soon!

HELP LINE

A.R. Osbourne of Cornwall writes: 'Dear Roberts, Thanks for helping me fix your Flashload program. Is there anyway I can flash only the border colour, leaving the screen visible? Also, are there any other effects possible, like flashing between only 2 or 3 colours?'

Unfortunately, to leave the screen visible during loading is only possible with turbo-loaders. It is possible to give different loading effects though - try some of the following:-

```
1020 DATA 1,76,165,244,169,0,141,
32
1025 DATA 208,238,32,208,76,237,
246,169
```

Or maybe:

```
1020 DATA 1,76,165,244,169,6,141,
32
1025 DATA 208,169,24,141,48,3,76,
237
1026 DATA 246,169,13,141,32,208,
169,11
1027 DATA 141,48,3,76,237,246,
169
```

Note that the de-activate routine is move to 49189 for effect 1, and 49204 for the 2nd effect.

ARCADE HELPLINE

Mail Queries

Tony of Higher Openshaw, Manchester, was having problems with the LAST NINJA listing printed in Issue 30 of Zzap!64. After RUNNING the program, the result wasn't UNLIMITED LIVES - but an out of data error in line 4. To fix the problem, just enter the whole listing, as provided below:

```
3 FORI = 579 TO 640: READA: POKE
I,A: C=C+A:NEXT I
4 FORI = 31722 TO 31735: READA:
POKE I,A: C=C+A: NEXT I
5 IF C=8876 THEN SYS 579
6 DATA 198,157,78,41,3,169,0,162,
1
7 DATA 168,32,186,255,32,189,255,
32,213
8 DATA 255,120,136,140,21,3,169,
128,141
9 DATA 237,2,238,119,244,238,120,
244,169
10 DATA 166,141,20,3,108,20,3,
162,121
11 DATA 142,178,3,206,179,3,76,
81,3
12 DATA 169,197,141,135,120,76,
191,3,12
13 DATA 0,0,169,49,141,159,2,169,
234
14 DATA 141,160,2,96
15 PRINT "DATA ERROR!"
```

Stephen Bridgeworth, of Skegness, asks:

'I currently own a Commodore 16, but intend to Upgrade to either a C64, or an Amstrad. which is the best, and why?'

Well Steven, many people look at the C64 and the Amstrad, and ask the same question as you. The Amstrad has great games, they say. But this is before they play the games - they think that just because the graphics are good, the whole game is. But the Amstrad loses in both Speed (very important), and Sound. Amstrads are good for games like Renegade, where the action is very slow. But games like Morpheus and Quedex would never appear on the machine. The Commodore has one of the best sound chips on any 8 bit micro - simply because it includes a magnificent synthesiser. The Amstrad? No comment!

So there you are - if you like games with fast action, requiring a great deal of skill and dexterity, buy a C64. If you want the slow type of puzzle/beat em up game, buy an Amstrad. The C64 has more owners, and a lot more games - and there are 4 of the most popular games programmers writing games for it! (Namely Andrew Braybrook, Tony Crowther, Jeff Minter, and Stavros Fasoulas - but he's gone into the Swedish army!).

M. J. Alford, of Halesowen asks: 'I am having trouble with the Barbarian cheat, printed in Issue 2'.

The cheat for Barbarian didn't actually work, so no wonder you are having problems Mr Alford! Type in and RUN the listing provided below, and then press play. The game will load and RUN with Unlimited Energy. Note: this only works on the 1 player game - the one where you battle through to meet the mean wizard.

```
100 REM BARBARIAN CHEAT
110 REM BY ROBERT TROUGHTON
120 FOR L=53204 TO 53255
130 READA: POKE L,A
140 C=C+A: NEXT L
150 IF C=6675 THEN SYS 53204
```

```
160 PRINT "ERROR IN DATA"
170 DATA 169,1,168,170,32,186,
255,169
180 DATA 0,32,189,255,32,213,255,
169
190 DATA 238,141,123,3,169,207,
141,124
200 DATA 3,96,169,76,141,243,4,
169
210 DATA 0,141,244,4,169,208,141,
245
220 DATA 4,76,224,3,169,0,141,193
230 DATA 135,108,0,128
```

Mr Alford also needed a cheat for OLLI AND LISSA - try this: Load game, and reset computer, then enter:
POKE 8513,0: SYS 7424
This gives Immortality!

The Phoenix of "What Now?" fame asks: 'Though I have the solution for SEAS OF BLOOD, readers may still get killed in combat - and so have to start over again. Can you help?' In case anyone is wondering, the Phoenix runs an Adventure Helpline, and helps out adventurers. I'm always glad to help out lesser mortals (ie - adventurers). Here's a listing which, once entered and RUN, will give unlimited energy:

```
100 REM SEAS OF BLOOD CHEAT
110 REM BY ROBERT TROUGHTON
120 FOR I = 53209 TO 53255:
READA
130 POKE I,A: C=C+A: NEXT I
140 IF C=5723 THEN SYS 53209
150 PRINT "ERROR IN DATA"
200 DATA 169,1,168,170,32,186,
255,169
210 DATA 0,32,189,255,32,213,255,
169
220 DATA 243,141,254,2,169,207,
141,255
230 DATA 2,96,169,0,141,7,13,169
240 DATA 208,141,8,13,76,19,12,
169
250 DATA 238,141,235,67,76,0,16
```

HELP OFFERED

I, myself, can give help on a few Spectrum games - just check out the list below, and see if there's any cheats you need.
Spectrum Cheats:- Uridium - unlim-

ited lives, Terra Cognita - unlimited lives/fuel, Ollie and Lissa - cheat mode, Star Firebirds - unlimited lives, Heartland - infinite time/energy, Equinox - cheat mode, Cauldron II - unlimited lives, Kirel - unlimited lives, Lap of the Gods - cheat mode, Thrust - unlimited lives, Paperboy - unlimited lives, Spiky Harold - 128 lives, Starstrike - cheat mode, Starstrike II - cheat mode, Ghosts and Goblins - unlimited lives/time, Wheelie - unlimited lives, Avalon - unlimited energy, Worse Things Happen at Sea - unlimited energy/unsinkable ship, Cavern Fighter - unlimited lives, Jet Set Willy II - unlimited lives, Nightshade - unlimited lives, Ad Astra - unlimited lives, Tank Duel - unlimited lives, Death Star Interceptor - unlimited lives/immortality, Cyclone - unlimited lives, Strangeloop - unlimited lives, Pyjamarama - unlimited lives, Android - unlimited lives, Underworld - unlimited lives, Dragons Lair II - unlimited lives, Nemesis - invulnerability, Arkanoid - unlimited bats, Jet Set Willy - unlimited lives.

Quite impressive for a Commodore owner, don't you think? I thought not! If there is anyone out there who wants to see their list in the magazine, send me your address, along with the list, and watch for it appearing in a couple of months.

If there's anyone who doesn't want their address appearing, just send a S.A.E. and I'll pass them on.

I would especially appreciate it if you were to send in your own cheats so that I can offer help on a wider range of games. They can be for the C64 or any other computer, but please state which!

Finally, anyone who has access to a Photocopier, why not start up a cheap Map Sale?

Arcade Helpline will be back in the next issue, with more requests and corrections.

OOOPS! - blunders

I often receive letters from people complaining about faults in cheats, so here are a couple of corrections:

(P.T.O.)

POLAR PIERRE

Load the game and reset the computer, before entering:-

- POKE 15826,128 - unlimited Pierres
- POKE 15848,128 - unlimited Jacques
- SYS 33788 - to start

SOLOMONS KEY

Type in and RUN the listing below.

- 1 FOR X=384 TO 418: READ Y
- 2 POKE X,Y: NEXT
- 3 POKE 157,128: SYS 408
- 5 DATA 169,141,141,91,1,169,1,141
- 6 DATA 92,1,76,21,1,169,165,141
- 7 DATA 165,8,76,15,8,32,32,32
- 8 DATA 32,104,225,169,128,141,134,9
- 9 DATA 76,16,8

The game will start with UNLIMITED LIVES

That's all the corrections that were needed for Issue 3

In only one week, I received a pile of letters, all asking for help with games. This gave me the idea to start up an ARCADE HELPLINE - and that was it

If you're stuck in the latest all action shoot-em-up and need unlimited lives to get you onto those later levels, just contact:

ROBERT TROUGHTON
C64 ARCADE HELPLINE
'WHAT POKE?'
H+D SERVICES
1338 ASHTON OLD ROAD
HIGHER OPENSHAW
MANCHESTER M11 1JG

Always enclose an SAE, or you won't get a reply.

I cannot give Maps to games - only tips and Cheats (Pokes and Listings).

Also, if there's anyone else out there who would like to start up a helpline either for the C64 or another computer, write to the same address. If you can help on 80% of games, just say so - or if you can only help on a number of games, send a list of them.

Now finally onto a little

Christmas C64 Quiz


it's specifically aimed at C64 owners, but obviously it'd be nice to see just how many of the questions you non C64 owners can get right.

This is the quiz you've all been waiting for - the one which will set apart the Commodore User Reviewers from the Mega Games Players. And yes, you'll have to wait until next month to find out the answers.

- 1) Who wrote the classic shoot em' up DROP ZONE?
 - 2) Who wrote the karate game INTERNATIONAL KARATE?
 - 3) Which game was featured on the first Issue of ZZAP!64?
 - 4) DEATH STAR INTERCEPTOR was published by who?
 - 5) In the title MAD games, what does MAD stand for?
 - 6) VOID RUNNER was written by a well known programmer, who?
 - 7) What is the sequel to HERCULES?
 - 8) What is TEAM FOAM AT TENTS HACK CUTL an anagram of? Clue: It's a game.
 - 9) How many levels are there on MANIC MINER? C64 version.
 - 10) How many levels are there on ANCIPTAL?
 - 11) KILLER WATT was written by Tony Crowther, who published it?
 - 12) KOKOTONI WILF was published by which famous Software Company?
 - 13) Which game was the first to feature a Sheep in space?
 - 14) Which software company licensed Frankie goes to Hollywood?
 - 15) Strangeloop was programmed by which programming team?
 - 16) Who was Editor of ZZAP!64 first?
 - 17) How many fingers has Freddie Hardest, the star of the game called Freddie Hardest got?
 - 18) SANXION was programmed by whom?
 - 19) Name the programmers other two games (See 18)
 - 20) What nationality is the programmer? (See 18/19)
 - 21) A certain computer company published a game featuring Doctor Who, what was the games full name?
 - 22) Who programmed GHOSTS N GOBLINS?
 - 23) How many years old is Commodore User?
 - 24) What is an EXCELLERATOR PLUS?
 - 25) Tony Crowther teamed up with who to program CENTURIONS?
 - 26) A certain person is referred to as 'The best C64 hacker there is'. In "WHAT POKE?" he had cheats printed on SOLOMONS KEY, REVENGE II, MRS MOP, and BUBBLE BOBBLE. Who is the mysterious Megastar?
-All will be revealed Next issue!.....

NINJA

WALTON RESEARCH 1987



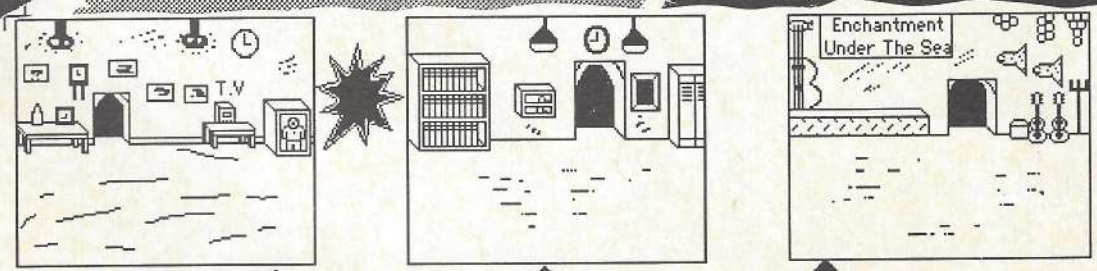
The Map

	Zashikigura	Big Door		Gray Wall
	Zashikigura	Big Door		Big Green Door
	Bozo	Window Room	Diamond Hall	Enshogura
Red Door	Takamikura	Dojo	Rainbow Room	Blue Window
Torri In The Sea	Walkway	Torri	Shijo Shrine	Shrine
				Hallway

KEY

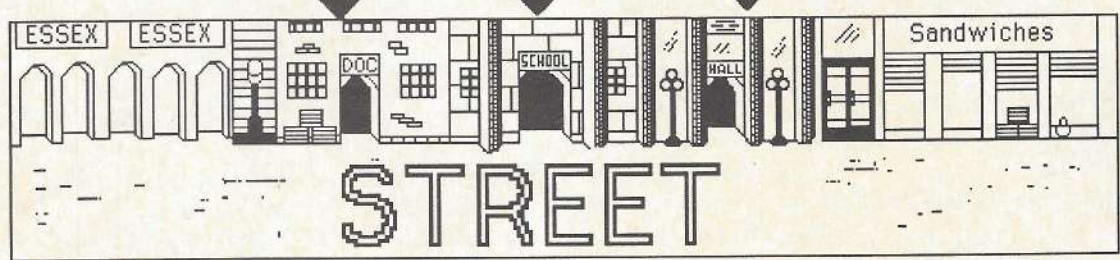
- = Idol
- = Door

Back To The Future!



MARTY!

BIFF!



© 1987 WALTON RESEARCH!

George...

Doc!

Lorraine...

Multiface Routines

Adrian Davis presents a bumper bundle of routines.

Trantor

POKE 52514,0 - No Nasties
POKE 56628,0 - Infinite Time

The Plot

POKE 44658,0 - Infinite Energy
POKE 47100,0 - Infinite Lives

Level 5

POKE 45133,201 - Infinite Shield
POKE 45206,201 - Infinite Weapons

Roboto

POKE 56096,12 - Infinite Lives
POKE 56416,0 - Infinite Ammo

Star Pilot

POKE 44130,0 - Infinite Lives
Player 1

POKE 44393,0 - Infinite Lives
Player 2

POKE 47027,255 - Invincible
Player 1

POKE 47253,255 - Invincible
Player 2

Jackal

POKE 43422,0 - Infinite Lives
Both Players

POKE 49946,0 - Invincible

Agent X II

POKE 57817,0 - Infinite Lives
Level 1

Password phrase for second level
is - HERE COME OL' FLAT TOP -

Ballbreaker

POKE 35840,0 - Infinite Lives
POKE 39844,0 - Infinite Missiles

Freddy Hardest

POKE 64011,12 - Infinite Lives
Level 1

POKE 61607,12 - Infinite Lives
Level 2

The access code for level 2 of
Freddy Hardest is 897653

Black Magic

POKE 33620,0 - Arrows
POKE 38543,201 - Conjure
POKE 38370,201 - No death when
you run out of food and health

Alien Evolution

POKE 58228,0 - Lives
POKE 58167,0 - Mines

Great Gurianos

POKE 34962,12 - Lives

3DC

POKE 35435,0 - Oxygen
POKE 35162,0 - Nitrogen
POKE 28967,182 - Walk through
objects except walls - octopus
doesn't steal airtanks

Airwolf II

POKE 53471,0 - Lives (delay)
POKE 53037,12 - Lives (non de-
lay)

Game Over

POKE 39344,0 - Lives (Part 1)
POKE 38704,0 - Lives (Part 2)

Exolon

POKE 40221,0 - Lives
POKE 37456,0 - Grenades
POKE 33646,0 - Ammo
POKE 33257,0 - Mega Jumps

Conquestador

POKE 24824,0 - Arrows
POKE 24891,0 - Bombs
POKE 57933,0 - Lives

Catch 23

POKE 46840 - Ammo
POKE 61635,0 - Bombs

Implosion

POKE 34278,0 - Fuel
POKE 34419,0 - Lives
POKE 37714,0 - Laser
POKE 38029,0 - Shield

Joe Blade

POKE 31865,0 - Infinite Time on
Access Codes
POKE 38497,0 - Infinite Time on

Main Game

POKE 37950,201 - Infinite En-
ergy

POKE 39133,0 - Infinite Keys

POKE 42916,0 - Infinite Gunfire

Indiana Jones

POKE 33948,0 : POKE 37296,0 -
Infinite Lives

POKE 32104,201 - Gets rid of
most thugges

Prohibition

POKE 30284,0 - Infinite Time

Dogsbody

POKE 32619,0 - Infinite Lives:
Rem lose one life then enter the
poke

Head Start

POKE 45405,0 - Infinite Lives

Hysteria

POKE 44589,201 - Infinite En-
ergy

POKE 38759,0 - No Nasties: Rem
you still have to shoot the large
demon at the end of each level

Tank

POKE 30209,0 - Infinite Lives (all
levels)

Solomons Key

POKE 49344,0 - Infinite Lives

POKE 50831,0 - Infinite Fireballs

Xecutor

POKE 54017,0 - Infinite Lives

Park Patrol

POKE 53949,0 - Infinite Lives

POKE 64428,0 - Infinite Energy

Holiday in Sumaria

POKE 50330,0 - Infinite Lives

Soft and Cuddly

POKE 60344,0 - Infinite Lives

POKE 60276,0 - Infinite Invisibil-
ity

Bubble Bobble

POKE 43867,12 POKE 43871,12
- Infinite Lives

Subteranean Nightmare

POKE 43427,0 - Infinite Lives

Renegade

POKE 41047,12 - Infinite Lives

POKE 39708,0 - Infinite Time

POKE 3611,0 - Opponents don't
fight back

Red Led

POKE 32750,201 - Infinite En-
ergy

POKE 41961,0 - Infinite Time:
Rem you still lose time by falling
off buildings etc.

Robert Troughton goes hysterical.
 Unlimited energy can be yours if you type in and RUN the listing below.
 100 DATA 162,1,160,0,132,183,32,186
 110 DATA 255,32,213,255,162,26,189
 120 DATA 154,1,157,122,9,202,16,247
 130 DATA 76,16,8,169,48,141,34,5
 140 DATA 169,4,141,35,5,76,0,5
 150 DATA 5,0,0,0,0,0,169,44
 160 DATA 141,155,9,76,0,8
 170 FOR L=384 TO 436:READA
 180 POKE L,A: NEXT
 190 POKE 157,128: SYS 384

Head Over Heels

A Martin Pugh routine.
 This is the best arcade-adventure released this year, but lets face it, it is damn impossible to finish it without cheating - so CHEAT!
 Type in and save the following SHORT (!) listing:
 0 REM HEAD OVER HEELS CHEAT PROG. (C) H M PUGH AUGUST 1987
 1 PRINT CHR\$(147)
 2 FOR X=1795 TO 1817
 3 READY: C=C+Y: POKE X,Y: NEXT
 4 IF C=2621 THEN POKE 157,128:SYS 1809
 5 PRINT "ERROR IN DATA"
 6 DATA 169,0,141,154,122,141,225,145
 7 DATA 141,232,145,76,3,1,32,86
 8 DATA 245,169,7,141,146,4,96
 Now type RUN (return) and follow on screen-instructions to load and run HOH with infinite lives and sheilds for both Head and Heels (don't worry about there being some garbage on the screen as this is normal as the cheat prog. uses screen memory).

Implosion

Martin Pugh implodes this one.
 First type in this short listing (save it for future use if you so require)
 0 REM IMPLOSION CHEAT PROG. (C) H M PUGH OCTOBER 1987
 1 PRINT CHR\$(147)
 2 FOR X=269 TO 296
 3 READY:C=C+Y:POKEX,Y:NEXT
 4 IF C=2812 THEN POKE 157,128: SYS 269
 5 PRINT "ERROR IN DATA"
 6 DATA 32,86,245,169,32,141,122,3,169,1

7 DATA 141,124,3,76,167,2,72,77,80,141
 8 DATA 32,208,169,173,141,41,69,96
 Now type RUN (return) and follow on screen prompts to load and run the game with infinite lives.

The Fall Guy

Martin Pugh (C64) is no fall guy with this routine.
 first enter this short listing (save it for future use if you so require)
 0 REM FALL GUY CHEAT PROG. (C) H M PUGH SEPTEMBER 1987
 1 FOR X=304 TO 341
 2 READY:C=C+Y:POKE X,Y: NEXT
 3 IF C=3453 THEN POKE 157,128: SYS 304
 4 PRINT "ERROR IN DATA"
 5 DATA 32,86,245,169,62,141,253,2,169,1
 6 DATA 141,254,2,96,169,78,141,23,4,169
 7 DATA 1,141,24,4,76,0,4,72,77,80
 8 DATA 169,16,141,231,44,76,32,28
 Now type RUN (return) and follow on-screen prompts to load and run the game as normal, but the screens will be exactly ten times easier and quicker to complete.

Ghostbusters

Go busting thanks to Robert Troughton.
 Type in and RUN the listing below to load the game with Unlimited Men, Unlimited money, Unlimited traps, Unlimited backpack energy, and Unlimited energy. Good eh?
 100 FOR L=320 TO 381: READA
 110 POKE L,A: NEXT L: SYS 320
 120 DATA 32,86,245,169,78,141
 130 DATA 146,3,169,1,141,147
 140 DATA 3,96,169,32,141,144
 150 DATA 206,169,96,141,145
 160 DATA 206,169,1,141,146
 170 DATA 206,76,128,207,238
 180 DATA 32,208,169,169,141
 190 DATA 217,135,141,236,113
 200 DATA 141,169,126,169,128

210 DATA 141,142,134,169,3
 220 DATA 141,237,113,169,96
 230 DATA 141,54,150,96
 Bustin' makes me feel good!

Ice Palace

No cold shoulder from Robert Troughton.
 If you are suffering from the Coldness of the Ice Palace, in this MAD Games Re-release, then what you need is a cheat for unlimited Energy. Ok then - just load the game, reset the computer, and enter the following:
 POKE 12755,173: POKE 13416,173
 SYS 3200
 Now you can play the game, complete it, and send the solution off to H+D. Unlike a lot of people, I don't really like this game - and so got bored very soon. I made it to Level 3 though.....

Kung Fu Master

Martin Pugh masters this.
 Pokes have been printed for this game ages and ages ago, but they required you to reset the computer, but these are automatic! Just type in this short listing (save it for future use if you so require).
 0 REM KFM CHEAT PROG. (C) H M PUGH SEPTEMBER 1987
 1 FOR X=3301 TO 3319
 2 READY:C=C+Y:POKE X,Y:NEXT
 3 FOR X=317 TO 340
 4 READY: C=C+Y:POKE X,Y:NEXT
 5 IF C=4342 THEN POKE 157,128:SYS 3301
 6 PRINT "ERROR IN DATA"
 7 DATA 169,12,141,41,3,32,86,245,169,64
 8 DATA 141,189,2,169,1,141,190,2,96,72
 9 DATA 77,80,169,77,141,215,8,169,1,141
 10 DATA 216,8,32,112,8,169,189,141,44,176,0,128
 Now type RUN (return) and follow on-screen instructions to load and run the game with infinite lives (on both one and two player games)

Realm

The realm of impossibility by Martin Pugh.
If you are having trouble typing in 'blind' then use this no hassle cheat program.

First type in this short listing (save it for future use if you so require).

0 REM REALM CHEAT PROG. (C) H M PUGH OCTOBER 1987

1 FOR X=4109 TO 4136

2 READY:C=C+Y: POKEX,Y:NEXT

3 IF C=3260 THEN POKE 157,128:SYS 4109

4 PRINT"ERROR IN DATA"

5 DATA 32,104,225,169,32,141,226,3,169,16

6 DATA 141,228,3,32,123,227,72,77,80,141

7 DATA 32,208,169,165,141,79,129,96

Now type RUN (return) and follow on screen prompts to load and run the game with infinite lives.

Nemesis The Warlock

Robert Troughton has one for you warlocks.

'If at first you don't succeed, you're not good enough!'
But if you enter the listing below and RUN it after the game has been loaded and reset, you can play the game with:

Unlimited energy, Unlimited bullets, Unlimited spit.....and you don't need to kill any terminators to go on to the next screen.

100 POKE 35548,0: POKE 36625,0

110 POKE 35956,0: POKE 35635,0

120 POKE 35513,169: POKE 35518,30

130 POKE 35659,208: POKE 35660,241

140 SYS 34519

Use the cheat with the map and tips from Issue 2.

Storm

Robert Troughton cuts up a storm.

'The monster lifted its sword above Storms head. Storm was too weak to move. The sword flew down at this head, slicing it in two - and splattering Storms brain everywhere'.

If something like that keeps happening to you, type in the UNLIMITED ENERGY listing provided below, then RUN it. The game will load, and start.

100 REM STORM : ANTI HEAD SPLATTERING DEVICE

110 REM BY ROBERT TROUGHTON - OCTOBER 1987

120 FOR L=53198 TO 53247: READ A

130 C=C+A: POKE L,A: NEXT

140 IF C=7088 THEN SYS 53198

150 PRINT "ERROR IN DATA"

200 DATA 169,1,168,170,32,186,255,169

210 DATA 0,32,189,255,32,213,255,169

220 DATA 232,141,178,2,169,207,141,179

230 DATA 2,96,169,245,141,87,140,169

240 DATA 207,141,88,140,76,0,140,169

250 DATA 173,141,226,127,141,234,127,76

260 DATA 172,117

Note: the listing works in both 1 player and 2 player mode.

Spellbound

Robert Troughton is bound to help with this one.

Though the Programmer of SPELLBOUND may not have known this, a game with exactly the same name as this was released a couple of years before - and was a poor G-BERT clone. Anyway, here's a cheat for the David Jones game (that's the one where you play Magic Knight, the poor victims of Gimbals accidental spells). Just reset the computer after loading, and take your pick from these:

POKE 6145,173

POKE 17759,173

- gives Magic Knight unlimited energy (which any TRUE magical knight would have!)

POKE 17821,169

- makes you invincible to the Gas on the 1st Floor.

POKE 17951,169

- stops the light from mysteriously turning out on Level 3 (that's the level you start on). Unfortunately, it doesn't allow you to catch the little viper who actually turns it out!

SYS 3072 - starts the game.

Pole Position

Martin Pugh takes up pole position on the grid.

First type in this very short listing:

0 REM POLE POSITION CHEAT PROG. (C) H M PUGH NOVEMBER 1987

1 FOR X=320 TO 330: READY: POKEX,Y: NEXT: POKE 157,128: SYS 320

2 DATA 32,104,225,169,173,141,96,51,76,15,8

Now type RUN (return) and follow on screen prompts to load and run the game with infinite time.

Knight Rider

Good night, it's Martin Pugh.

First type in this short listing (save it for future use if you so require)

0 REM KNIGHT RIDER CHEAT PROG. (C) H M PUGH OCTOBER 1987

1 FOR X=2520 TO 2555

2 READY: C=C+Y:POKEX,Y: NEXT

3 IF C=4181 THENPOKE 157,128: SYS 2520

4 PRINT "ERROR IN DATA"

5 DATA 32,86,245,169,32,141,58,5,169,238

6 DATA 141,59,5,169,9,141,60,5,96,72

7 DATA 77,80,206,32,208,169,255,141,86,136

8 DATA 169,173,141,140,140,96

Now type RUN (return) and follow on screen prompts to load and run the game with infinite time and you will reach your destinations 255 times faster.

Kromazone

A Robert Troughton routine:

Here's a very short cheat for this BALLBLAZER look-a-like (though not play-a-like!). After loading the game, reset the computer. Now enter the following line for UNLIMITED SHIELDS:
POKE 9321,234: SYS 4096

X-15 Alpha Mission

A Martin Pugh Mission.

Make a HERO of yourself with this listing:

First enter this short listing (saving it for future use if you so require)

```
0 REM X-15 CHEAT PROG. (C) H M PUGH OCTOBER 1987
```

```
1 FOR X=50149 TO 50187
```

```
2 READY: C=C+Y: POKE X,Y: NEXT
```

```
3 IF C=4947 THEN POKE 157,128: SYS 50149
```

```
4 PRINT "ERROR IN DATA"
```

```
5 DATA 169,195,141,41,3,32,86,245,169,219
```

```
6 DATA 141,206,1,169,227,141,207,1,96,72
```

```
7 DATA 77,80,169,0,141,64,136,141,98,136
```

```
8 DATA 141,212,136,141,223,178,76,235,2
```

Now type RUN (return) and follow on screen prompts to load and run the game with infinite fuel and also your X-15 can take an infinite amount of damage (when the damage counter reaches 99% it will reset to zero).

Saracen

a Martin Pugh offering:

First enter this short listing (save it for future use if you so require)

```
0 REM SARACEN CHEAT PROG. (C) H M PUGH OCTOBER 1987
```

```
1 FOR X=320 TO 360
```

```
2 READY: C=C+Y: POKE X,Y: NEXT
```

```
3 IF C=4629 THEN POKE 157,128: SYS 320
```

```
4 PRINT "ERROR IN DATA"
```

```
5 DATA 32,104,225,169,83,141,236,3,169,1
```

```
6 DATA 141,237,3,76,13,8,72,77,80,169
```

```
7 DATA 96,141,189,239,169,1,141,190,239,32
```

```
8 DATA 0,224,206,18,126,206,75,126,76,0,96
```

Now type RUN (return) and follow on screen prompts to load and run the game with infinite lives. (NB. It will work on both Part 1 and Part 2 of Saracen)

Sunstar

A star Martin Pugh routine:

First enter this short listing (save it for future use if you so require)

```
0 REM SUNSTAR CHEAT PROG. (C) H M PUGH OCTOBER 1987
```

```
1 FOR X=304 TO 353
```

```
2 READY: C=C+Y: POKE X,Y: NEXT
```

```
3 IF C=5362 THEN POKE 157,128: SYS 304
```

```
4 PRINT "ERROR IN DATA"
```

```
5 DATA 32,86,245,169,62,141,245,3,169,1
```

```
6 DATA 141,246,3,96,169,78,141,81,193,169
```

```
7 DATA 1,141,82,193,76,0,192,72,77,80
```

```
8 DATA 169,173,141,185,28,141,102,42,141,104
```

```
9 DATA 29,141,23,43,141,236,43,76,0,20
```

Now type RUN (return) and follow on screen prompts to load and run the game as normal, but you have the advantage of being invincible!!

Turbo Esprit

Lose your soul, cheat! Thanks to Martin Pugh.

First enter this short listing (save it for future use if you so require)

```
0 REM TURBO ESPRIT CHEAT PROG. (C) H M PUGH OCTOBER 1987
```

```
1 FOR X=4325 TO 4326
```

```
2 READY: C=C+Y: POKE X,Y: NEXT
```

```
3 FOR X=288 TO 311
```

```
4 READY: C=C+Y: POKE X,Y: NEXT
```

```
5 IF C=4622 THEN POKE 157,128: SYS 4325
```

```
6 PRINT "ERROR IN DATA"
```

```
7 DATA 169,16,141,41,3,32,86,245,169,32
```

```
8 DATA 141,189,2,169,1,141,190,2,96,72
```

```
9 DATA 77,80,169,45,141,102,8,169,1,141
```

```
10 DATA 103,8,32,48,8,169,173,141,129,229
```

```
11 DATA 141,141,229,76,0,125
```

Now type RUN (return) and follow on screen prompts to load and run the game with infinite cars.

Wizball

A Martin Pugh routine:

First enter this short listing (save it for future use if you so require)

```
0 REM WIZBALL CHEAT PROG. (C) H M PUGH SEPTEMBER 1987
```

```
1 FOR X=811 TO 827
```

```
2 READY: C=C+Y: POKE X,Y: NEXT
```

```
3 IF C=2101 THEN POKE 157,128: SYS 811
```

```
4 PRINT "ERROR IN DATA"
```

```
5 DATA 32,86,245,169,196,141,199,3,96,169
```

```
6 DATA 189,141,42,107,76,207,3
```

Now type RUN (return) and follow on screen prompts to load and run the game with infinite lives.

Shadow Skimmer

Robert Troughton skims off a Poke:

LOAD the game up, and press RESET. Now you can enter these for UNLIMITED LIVES:

```
POKE 25761,234
```

```
SYS 31232
```



Video World

by andrew harrison

Welcome to the Xmas version of Video World, and as it is Xmas, I'll look at a mixed bag of releases from family viewing to adults only. Anyway there are five big name films I'll take a look at. Kicking off with the continuing Jason saga:

Title: Friday The 13th Part V: A New Beginning
Released by: CIC Video
Running Time: 88mins Approx
Cert: 18
Release Date: Dec. 4th
Type: Horror
Rating: 85%

Part IV of the infamous horror serial ended with 12 year old Tommy Jarvis finally killing the psychopathic killer Jason Vorhees.

Six years on, Tommy is still trying to recover from this traumatic experience and has just transferred from a mental health institution to a half way house.

However, soon after his arrival, fellow patients and local residents start to be killed and it's not long before blame is laid at the feet of a strange figure wearing a hockey mask and boiler suit. Tommy

begins to wonder if Jason has risen from the grave. Friday the 13th: Part V was a U.S. theatrical box office hit and takes a more tongue-in-cheek approach than the others in the series.

Title: Short Circuit
Released by: CBS/Fox
Running Time: 95mins Approx
Cert: PG
Release Date: Dec. 3rd
Type: Si/Fi Adventure
Rating: 80%

Ally Sheedy and Steve 'Police Academy' Guttenberg star in this tale about No.5, a robot brought to life after being hit by lightning. A good film that will suit the whole family. If you really enjoyed Short Circuit, I am sure you will be pleased to hear that Part 2 is in production.

Title: Star Trek IV: The Voyage Home
Released by: CIC Video
Running Time: 119 mins Approx
Cert: PG

Release Date: Dec. 4th
Type: Si/Fi Adventure

When 23rd Century Earth is threatened with destruction by a bizarre terror from outer space, Kirk and his fellow crew must go back to 20th Century San Francisco to save the Earth. A treat for all trekie fans.

Title: Who's That Girl
Released by: Warner Home Video

Running Time: 93 mins approx
Cert: PG

Release Date: Dec. 18th
Type: (It's supposed to be a 'screwball' comedy)

Rating: 40%
Oh no! Not Madonna trying once again to act. Take it from me don't watch this, OK. (What about the story?) Oh, the story, do you really want me to tell you?(yes, so get on with it or you're fired). Sorry, Ed. Madonna, fresh from the slammer seeks the men who framed her for murder, and enlists involuntary aid from upper-crust attorney Griffin Dunne. I wonder who said that beautiful blondes can't act, and are dumb. Well in this case it fits perfectly and by the way, wait till you hear Madonna laugh. Please Lord, don't let Madonna make any more movies, I'll give you my whole Bruce Springsteen collection. Videos & all.

Title: Lethal Weapon
Released by: Warner Home Video

Running Time: 109 mins Approx
Cert: 18

Release Date: Jan. 8th
Type: Thriller
Rating: 91%
Martin Riggs is a highly-strung

cop. A Vietnam veteran who's just lost his wife in a car crash and is a man prone to taking risks. When he's moved from narcotics to homicide and put with a partner, it looks like being a rough ride for them both.

Mel Gibson, the man who means Mad Max to thousands of video viewers, stars as the lethal half of a couple of Los Angeles cops. Danny Clover (Color Purple, Silverado) is the other half.

Riggs is aware that nobody wants to work with him because the twist to this one is that he could be mad. Within the first 15 minutes, he has popped his gun in his mouth and almost blown his head off. He even has a special bullet for which to shoot himself, but it's only when he jumps off the top of a roof handcuffed to a man that he was trying to talk out of committing suicide, that his quiet-living partner really starts to wonder what he's picked up. Anyway, the friction between them turns into some smart detective work.

Their first assignment is an apparent suicide, which actually turns out to be murder, and eventually leads to an awesomely powerful drug-running gang made up of ex-special forces men from Vietnam, trained to the standard that Riggs himself was.

When Murtaugh's (Danny Clover) daughter is kidnapped by the gang, Riggs pulls no punches and serves up the best.

There's nothing new in all this, except for Gibson, but as cop stories go, this is a slick mixture of humour and action all rolled up into a vinner of a film.

And now onto the news around the video scene:-

MOVIE & VIDEO NEWS

Cannon have some new-looking movies coming your way, like 'Missing In Action III', 'Death Wish IV', 'Superman V' (No credits, but you can bet your bottom dollar Christopher Reeve won't be in it). Starring Bronson: 'The Golem, Messenger of Death'. Starring

Norris: 'Hero and the Terror'. On the way too is 'Critters II', 'A Nightmare on Elm Street IV', and 'Snow White - The Adventure Continues' (not Disney), but hey, that's nothing compared to this ace-sounding sequel. Get those cash tills for 'Slugs II - The Breeding Ground'. Also coming your way are these wonderful sounding movies 'Doom Asylum' (just when you thought it was safe to go back into the asylum). 'Hide and go Shriek', 'Frankenstein General Hospital', 'I was a Teenage Sex Mutant L.A.B.C.' (whacked out mutants on a rampage without credit cards)

Warner Home Video have some new releases coming soon also; 'Downtwisted', 'Ratboy', 'Sleeping Beauty' (not Disney) 'Burglar', 'White of the Eye', 'A Nightmare on Elm Street III', 'Dream Warriors' and 'Jocks'

CIC video say that they will be distributing 'Crocodile Dundee II' in the U.K.

Video Awards

Recently they have held the annual Video award ceremony, and the following are the winners of the British Video Awards 1987:-

TOP RENTED VIDEO

Sponsored by Video Week

- 1) Back To The Future
- Joint second Rocky IV and Jewel Of The Nile

TOP SELLING VIDEO

Sponsored by Woolworth

- 1) Jane Fonda's New Workout
- 2) Dire Straits - Alchemy Live
- 3) Tome & Jerry's Cartoon Festival

DEALER AWARD FOR BEST DISTRIBUTOR

- 1) CBS/FOX Video
- 2) Warner Home Video
- 3) CIC Video

FAVOURITE VIDEO ACTRESS

- 1) Meryl Streep
- 2) Kathleen Turner
- 3) Sigourney Weaver

FAVOURITE VIDEO ACTOR

- 1) Michael J. Fox
- 2) Bob Hoskins
- 3) Harrison Ford

FAVOURITE FAMILY VIDEO

- 1) Back to the Future
- 2) Indiana Jones and the Temple of Doom
- 3) Teen Wolf

FAVOURITE BRITISH VIDEO

- 1) Mona Lisa
- 2) Highlander
- 3) A Room with a View

FAVOURITE MUSIC VIDEO

- 1) Queen - Live in Budapest
- 2) Tina Turner - Break Every Rule
- 3) Level 42 - Live at Wembley

FAVOURITE VIDEO

- 1) Aliens
- 2) Back to the Future
- 3) Mona Lisa

Anyway that's all for this issue. Why not send in your own personal top ten Video's, and I'll see if I can squeeze a chart, into a future issue. Or send in your own reviews, and I'll try to feature some of them. Write to me Andrew, C/O H & D Services. Bye for now.

Jack The Nipper In Coconut Capers

Publisher: Gremlin
Machine: Sp (£7.99)
Ams, C64 (£9.99)
Game Type: Arcade
Platform
Reviewed: Spectrum
and Amstrad
Scenario:

After having been so dastardly in his last adventure, Jack and his family are on their way to Australia, following a deportation order. Jack is not too happy with the idea and decides to jump from the plane using his nappy as a parachute, his father following in hot pursuit. Having landed in the jungle, Jack gets up to mischief with a tropical flavour, in his efforts to avoid being caught by his dad and getting a spanking!! There's plenty for our fugitive to get up to and you can bet that he finds it! Only having very short legs, Jack finds that swinging on the ropes is a very quick means of travel. This comes in handy when being chased by marauding natives! Jack gets his own back on them though by either bouncing coconuts on their heads or blowing his blowpipe at them! True to form, Jack tries hard to be as naughty as possible whenever he can. If Jack's dad catches him, he'll find that it's the end of his escapades as the dreaded nappy rash sets in.

Comments:

Alan (Sp) - Certainly as playable as Jack the Nipper 1, but perhaps a little too much like the Dynamite Dan games.
Adrian (Sp) - I believe this to be as good as Jack the Nipper 1, if not better. The game is a joy to

play and is helped by neat colourful back drops. Must be one of the games of the month. Even on the Spectrum the colour clash is only minor. Jack is responsive and it's entertaining to use the ropes, ladders, and logs as you travel from screen to screen.
Ashley (Ams) - Not in Gremlins normal style and it looks as though the game's gone through a time warp, back to the stuff Micro-Gen used to produce on the Spectrum many moons ago. A large area to explore and ideal for arcade adventure fans.

O.G.W. RATING
76%

Now for some help. Bernard Wood offers first then Adrian Davis follows with a routine and finally to round it all off Robert Troughton offers hints on the original Nipper game.

GREASE - start at the screen where you see the slippery slope. Go left to get the extra life, then go down. Go through the right hand side, where the penguin appears from, and kill the native. Get the grease and go back to the screen where you started. Go down the slippery slope, and kill the walking plant, then get on the rope and jump off to pick up the extra life, and kill bird. Go left, don't worry you won't fall, so go left and pull down whilst at the same time pressing fire, and Tarzan on the rope will fall off.

TOFFEE - After a long carriage ride, you will collect the toffee. Go left, up, then right and right again, and then you come to a water screen where there is a crocodile. Pull down and fire, you will poison the crocodile.

ONION - make sure you start where the red bat is floating around. Go left, and left again and up. Go down and you have crossed the small amount of water. Go left, and left again, pick up the onion and go left until you come to the Hyenas, and kill the Hyenas with the onion.

ROPE - Follow the same method as for the onion, but after the screen with the onion, jump the branches, go up, and left twice, and pick up the rope. Go above where you jumped up, and press down, and fire and you will drop the rope and wrap up native below.

MOUSE - The mouse is hidden in the bottom left hand corner of the screens, and has to be taken to the right hand corner to kill the big elephant.

HONEY - Go to the screen after the big river, and pick up the honey. Go to the screen with the bees nest on it, and kill them, then pull down and fire.

PINEAPPLE - On the island in the big river pick up pineapple, and go to get the dynamite. Go left off the screen with the devil

and let him come near you. Throw the pineapple at him and the dynamite will be in it.
WOODWORM - On the screen above the big river. Pick up the woodworm, and go up to and kill the elephant, and native with the woodworms.

10 CLEAR 24575
20 BORDER 5: PAPER 5: INK
0: BRIGHT 1: CLS
30 PRINT AT 10,9;"COCO
-NUT CAPERS"
35 PRINT AT 11,1;"HACKED
BY ADRIAN DAVIS (C)
1987"
40 LOAD""SCREENS\$
50 PRINT AT
16,0;"LOAD""CODE
60 POKE 34426,0;REM
INVINCIBLE FROM
NASTIES
70 POKE 38306,0;REM
INFINITE WEAPONS
80 POKE 42343,0;REM NO
DEATH FROM FALLING
90 POKE 43251,0;REM
INFINITE LIVES
100 RANDOMIZE USR 34240
Play above program from start.
You can delete any line from 60
to 90 to suit your own taste.

Robert Troughton nips in:
Here's a list of all the places you must cause havoc in, and the object you should use:

- Launderette**
- Washing Powder
- Hummo Socks**
- Weight
- Technology Research**
- Disk
- Gummo Chomp Molars**
- Glue
- Living Room**
- Horn
- Police Station**
- Horn
- Play Skool**
- Horn/Clay
- Garden**
- Weedkiller/Fertilizer
- Cashpoint**
- Credit Card
- Just Micro**
- Battery
- Prison Cells**
- Bomb
- China Shoppe**
- Potty
- Have fun! Oh, and don't forget that typing ZAPIT on the title screen enters the cheat mode!

Kids Play

Publisher: Various
Machine: Sp, C64
 (£9.99)
Game Type: Miscellaneous
Reviewed: C64 and Spectrum
Scenario:

The latest compilation out in time for Christmas, this time all the proceeds go to the NSPCC and RSSPCC. 10 games on each, both contain Xeno, Monty On The Run, Bounty Bob, and Starion, with also on the C64 version Nomad, Prodigy, Bounces, Barry McGuigan, Elektraglide, and Skyfox. And on the Spectrum, Metabolis, Night Gunner, Marsport, Mailstrom, Starstrike, and Lunar Jetman.

Comments:

Martin (C64) - An excellent compilation. You get a bargain and the charities benefit, say no more!

Adrian (Sp) - Well worth the money and probably the best compilation that's ever been released. At £1 per game, excellent value.

As a bonus for C64 owners, Martin Pugh has routines for 3 of the games featured on this tape.

Other games on this compilation have already been printed in one of our past issues, so I won't waste valuable time and space regurgitating them. Note: only the Nomad pokes will work on the original version as well as the version on the compilation.

NOMAD (Ocean)

Load and reset the 64 in the normal way, allowing you to enter these pokes:

POKE 4217,0 - 255 (return)

This will allow you to choose the number of lives you start the game with.

POKE 5222,165 (return)

This will give you infinite lives

SYS 316 (return) will restart the game.

ELEKTROGLIDE (English Software)

First enter this short listing (saving it for future use if you so require)

0 REM ELECTROGLIDE CHEAT PROG.

(C) H M PUGH OCTOBER 1987

1 FOR X=528 TO 557

2 READY: C=C+Y: POKE X,Y: NEXT

3 IF C=2807 THEN POKE 157,128: SYS 528

4 PRINT "ERROR IN DATA"

5 DATA 169,29,141,40,3,169,2,141,41,3

6 DATA 32,86,245,169,6,141,206,1,96,72

7 DATA 77,80,169,189,141,35,11,76,235,2

Now type RUN (return) and follow on screen prompts to load and run the game with infinite time.

MONTY ON THE RUN (Gremlin Graphics)

Unfortunately the cheat mode 'I want to cheat' has been removed from this version, therefore if you want to cheat you will have to enter my cheat program. First enter this short listing (saving it for future use if you so require).

0 REM MONTY ON THE RUN CHEAT PROG. (C) H M PUGH OCTOBER 1987

1 FOR X=528 TO 565

2 READY: C=C+Y: POKE X,Y: NEXT

3 IF C=3455 THEN POKE 157,128: SYS 528

4 PRINT "ERROR IN DATA"

5 DATA 169,29,141,40,3,169,2,141,41,3

6 DATA 32,86,245,169,6,141,206,1,96,72

7 DATA 77,80,169,32,141,16,12,169,173,141

8 DATA 38,37,238,15,12,76,235,2

Now type RUN (return) and follow on screen prompts to load and run the game with infinite montys and sprite to sprite collision turned off.

Now then keeping with this compilation theme

10 Computer Hits

2 more from Robert Troughton MUTANT MONTY

The following listing, once entered and RUN, will load the game, but start it with UNLIMITED LIVES as well as INVULNERABILITY! Unfortunately, it may not work for the Original Version, as it was devised for the 10 COMPUTER HITS version.

1000 DATA 169,1,168,170,32,186,255,169

1010 DATA 0,32,189,255,32,213,255,169

1020 DATA 238,141,200,2,169,207,141,201

1030 DATA 2,76,170,2,169,32,141,218

1040 DATA 3,169,0,141,219,3,169,208

1050 DATA 141,220,3,76,81,3,238,32

1060 DATA 208,169,173,141,143,84,169,128

1070 DATA 141,28,84,96,-1

1080 X=53202

1090 READA: IF A=-1 THEN SYS 53202

1100 POKE X,A: X=X+1: GOTO 1090

HENRY'S HOUSE

The following listing, once entered and RUN, will load the game, but start it with UNLIMITED LIVES! Unfortunately, it may not work on the original version, but works on the 10 COMPUTER HITS II copy. For the original, forget the listing - just reset the computer after you've loaded the game, then enter:

POKE 4063,173

SYS 2560

1000 DATA 169,1,168,170,32,186,255,169

1010 DATA 0,32,189,255,32,213,255,169

1020 DATA 238,141,200,2,169,207,141,201

1030 DATA 2,76,170,2,169,32,141,218

1040 DATA 3,169,0,141,219,3,169,208

1050 DATA 141,220,3,76,81,3,238,32

1060 DATA 208,169,173,141,223,15,96,-1

1070 X=53202

1080 READA: IF A=-1 THEN SYS 53202

1090 POKE X,A: X=X+1: GOTO 1080

O.G.M. RATING

82%

WHAT?

maps

KEY

S = Start

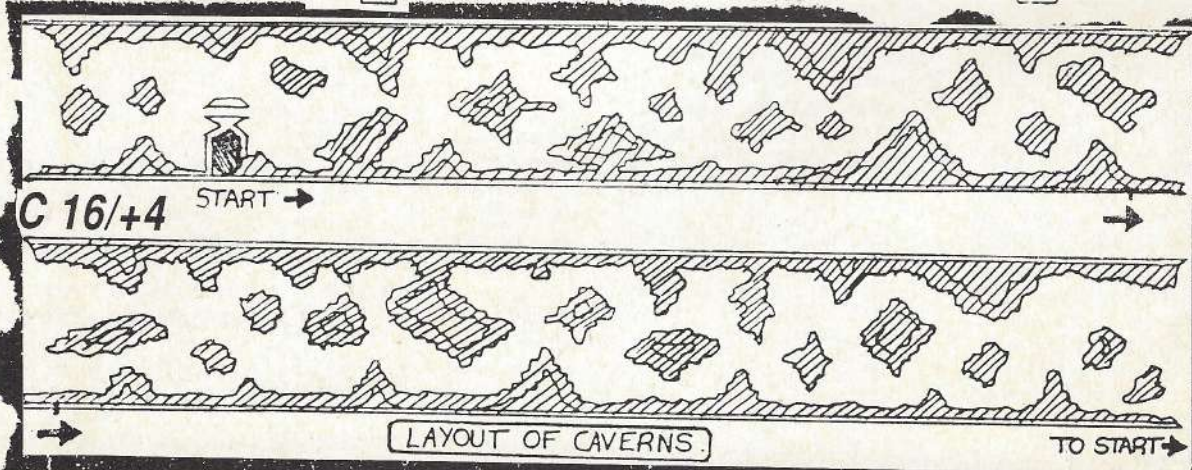
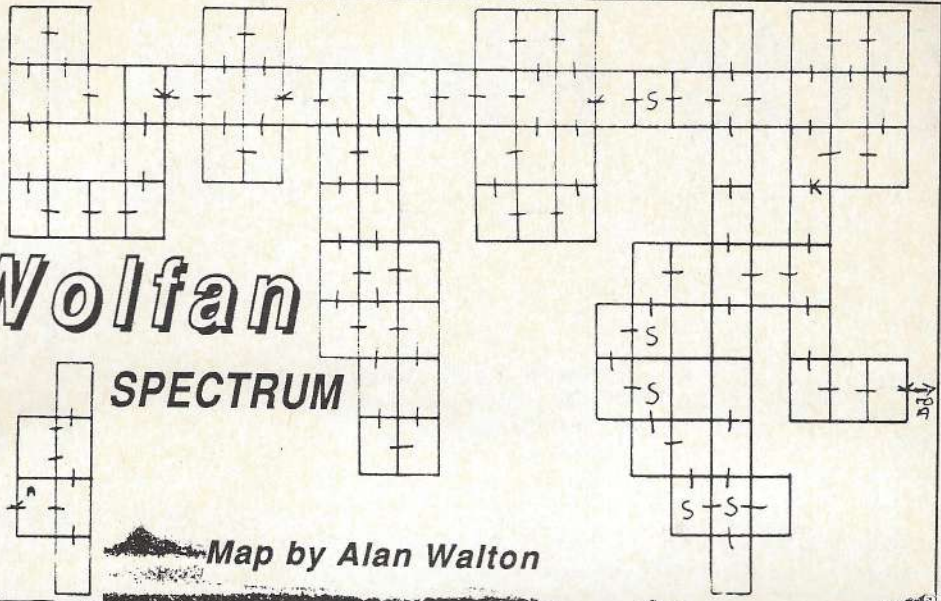
K = Key (needed to open door)

D = Door

Wolfan

SPECTRUM

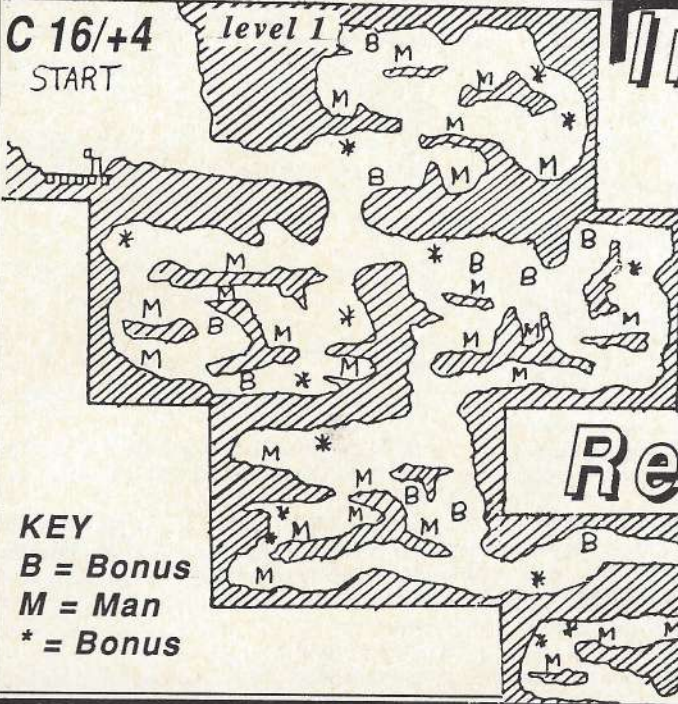
Map by Alan Walton



C 16/+4
START

Into the deep

Map by Graham Vassie



Map by
Graham Vassie

Rescue from Zylon

KEY

B = Bonus

M = Man

* = Bonus

Despatch Rider

O.G.W
RATING

71%

Publisher: Audiogenic**Machine:** BBC B, Master, Electron (£9.95) BBC B, Master - disc versions available**Game Type:** Arcade**Scenario:**

Dick Decker has yet another new job, as a Despatch Rider with the Dorkin Despatch Agency. Darren Dorkin, the owner, has lent Dick his powerful Yamasaki 750, and Dick dare not damage it, for fear that he might lose his job.

If he loses this job his whole life will be in ruins, since his long-suffering fiancée

Debbie has given him just one more chance to get a steady job.

Can you help Dick deliver the mail to the Royal Snail offices whilst avoiding the road works, burst water mains and other hazards?

Comments.

Victor- It appears to me that Audiogenic have missed the boat just a little with this release. If it had been released 12 months ago, it would have rated 10-15% higher. Nowadays, when Software Houses seem to be expanding the complexity and look of games, Audiogenic give us a fairly average

looking and scrolling game. Its saving grace is that it requires a good deal of practice to master the game, and with a good balance between the difficulty/lives ratio, it will make you go back time and time again. Not bad, but certainly well over priced.

Victor Montefiore despatches a routine.

10 REM Victor Montefiore, 14, London
20*KEYOPAGE=&2700:MLOAD":M920*
LOAD C.CODE:M930?&25E4=&4C:?&25
E5=&06:?&25E6=&26:CALL&2686:MRU
N:M

30*FX138,0,128

Gives immortality and infinite fuel.

Ransack

O.G.W
RATING

78%

Publisher: Audiogenic**Machine:** BBC B, Master, Electron (£9.95) BBC B, Master disk version available**Game Type:** Shoot 'em up**Scenario**

You control AL, the globular droid, in a revenge mission against the 8 rebellious planets of the Ryvian system. Beware the electric spikes on the surface of the planet, avoid the evil aliens disguised as cuddly computer characters.

Collect the laser weapons and bombs as they float past, otherwise you won't survive the hazardous conditions on the planet surface.

Comments.

Victor- The game is, in the true sense of the word, a blasting game, but what is

different, is that it's not just good enough to go around blasting aimlessly. You must time it to perfection as your AL bounces up and down. Graphics are very imaginative, and the author has managed to create a shade of grey which is very unusual for the beeb. Far from easy to get through the screens, but well worth persisting just to see the next. Probably Audiogenics best release for a long time.

Victor Montefiore has a routine:

10REM Victor Montefiore, 14, London
20!&400=&2903CAAD:1&404=&03CA8DF
E:?&408=&60

30?&220=0:?&221=4

40*FX14,4

50*LOAD"RANSACKI"

60*FX13,4

70!&A12=&A20A214C

80!&A21=&FF8DEAA9

90!&A25=&1D008D1C

100!&A29=&A91D018D

110!&A2D=1D028DA0

120!&A31=&038D07A9

130!&A35=&1C9D4C1D

140CALL&900

Gives immortality and infinite energy

Spellbinder

O.G.M
RATING

86%

Publisher: Superior**Machine:** BBC, Electron (£9.95) BBC, Electron (£11.95d) BBC Master, Electron 3.5" (£14.95d)**Game Type:** Arcade Adventure**Scenario:**

At the end of the thirteenth century, there lived in the land of Lorraine ten wise and powerful Magelords. Each of them had studied sorcery and enchantment from childhood days, and each knew how to evoke potent spells capable of causing metamorphosis and devastation.

You play the role of one such Magelord named Eldon The Spellbinder. Your task is to find the evil Zorn, who has deserted the Magelord brotherhood and fled to

the Castle of Lorraine. Then, by collecting the correct ingredients you must mix the Ultimate Spell, cast it at Zorn, and banish him for good.

Comments.

Victor- A game from Superior that looks and plays like the Ultimate style of game. Obviously, Ultimates lack of new releases is Superiors gain, as this game includes an icon system to progress the play, so may appeal to both arcade and adventure players, and is in every true sense of the word a real arcade adventure. This, in my humble opinion, breaks new ground in BBC game programming, and we can surely expect even greater things from Superior. Many problems to solve and locations to visit. A very impressive game.

Use the following for immortality (Disc)

10 REM Victor Montefiore, 14, London
20 PRINT "Insert Disc and Press a Key":

AS=GET\$

30*LOADIBOOT

40\$&4686="*FX138,0,128"

50*KEY 0 LOAD"SPB.1":M51?&B0B=&EA: ?BOC=&EA:MRUN:M

60 CALL&4600

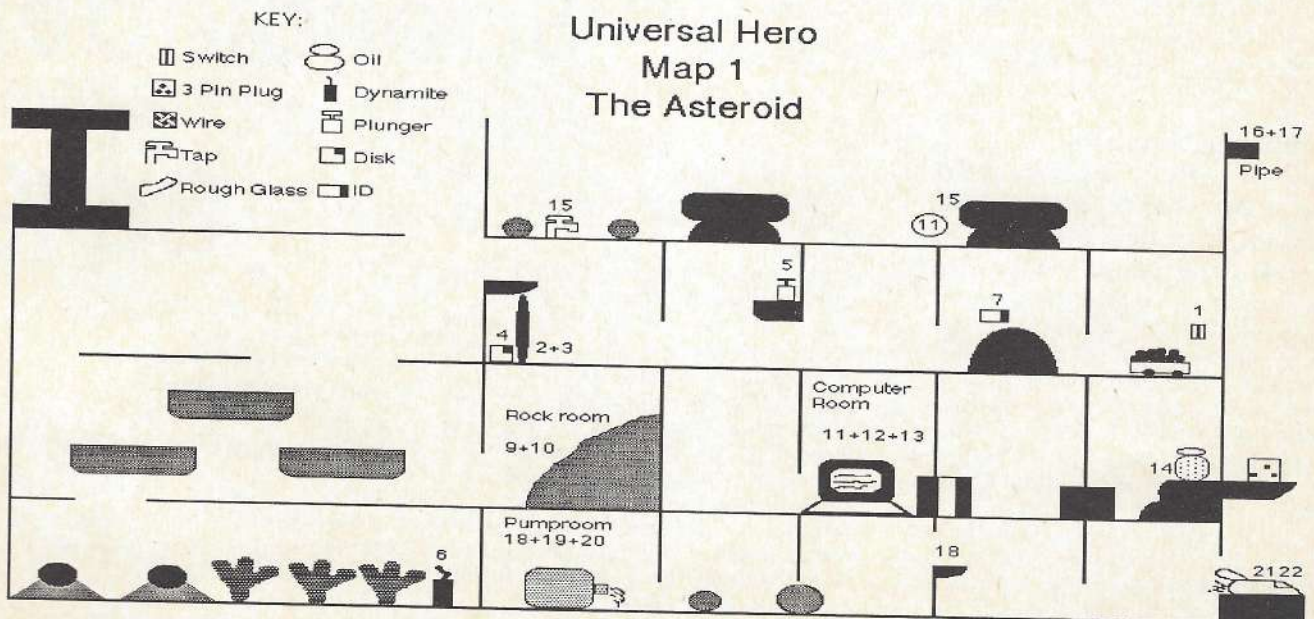
Universal Hero

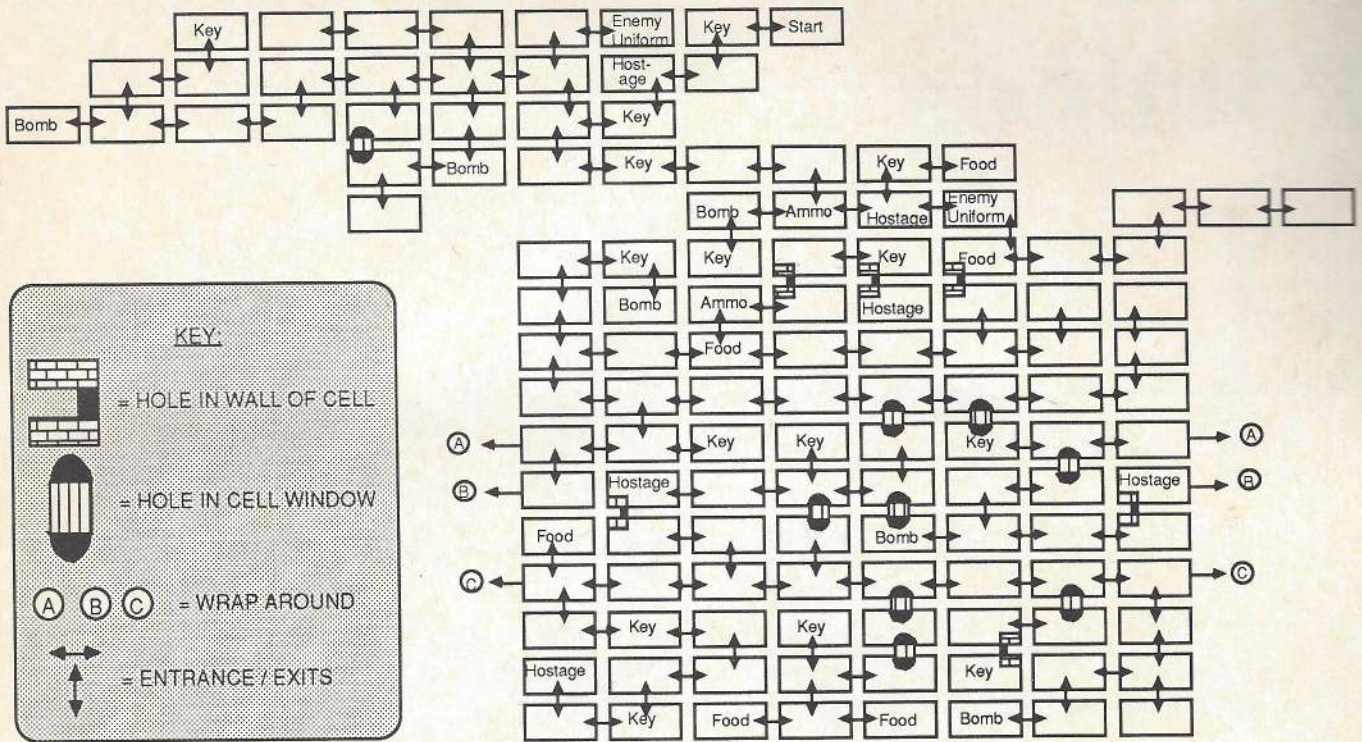
Help on the Asteroid level from **Darren Westwell** and **Colin Smythe**

- 1) Get the Switch.
- 2) Take it to the room with disk and force field.
- 3) Use Switch.
- 4) Get disk.
- 5) Get Plunger.
- 6) Get Dynamite.
- 7) Get ID Card.
- 8) Get Wire and Plug.
- 9) Go to Rock Room.
- 10) Use Plunger, Drop Plunger.
- 11) Go to the Computer Room.
- 12) Use Plug the Disk.
- 13) Write - SLARTIBARDFAST
- 14) Go get the Oil.
- 15) Get Tap and Glass.
- 16) Go to Room with Pipe.
- 17) Use Tap.
- 18) Go to where the Fountain was then go to the Pump Room.
- 19) Use Oil you then get a Fuel Tank.
- 20) Get Fuel.
- 21) Go to Ship, make sure you have got ID Card.
- 22) Use Fuel, you are now of the Asteroid. VROOOOOM

PS. Can anyone help with the second stage of the game?

A universal poke by **Bernard Wood**:
 3 BORDER 0: PAPER 0: INK 7: CLS
 4 LET CH=1: LET TOT=0: FOR C=32768 TO 32809: READ A: LET TOT=TOT+A*CH: LET CH=CH+1: POKE C,A: NEXT C
 5 IF TOT<> 65801 THEN PRINT FLASH 1: "Error in Data": BEEP 1,0: STOP
 6 PRINT AT 10,6; "Play Universal Hero"; At 11,8; "Tape from Start"
 7 POKE 32800,246: POKE 32801,151: REM INFINITE LIVES
 8 POKE 32805,8: POKE 32806,141: REM STOP MONSTERS
 9 RANDOMIZE USR 32768
 10 DATA 55,62,255,0,91,17,128,0,205,86,5,48,241,33,29,128,17,95,91,1
 11 DATA 13,0,237,176,195,0,91,62,0,50,0,0,62,201,50,0,0,195,1,131





A sharp **Robert Troughton** routine:
 'The soldier crept up behind Joe. Joe spins round - "Aha! You can't kill me! I used the Unlimited Energy cheat, printed in "What Poke?" Vol.2, Issue 2!", he shouts. And with one well aimed shot, the soldier was dead. Joe walked over to the far door. "Oh no! I haven't any keys left!" Joe cried. He would be stuck in that room for the rest of his immortal life!
 If only Joe had waited a while, he could have used this better listing which gives Unlimited Keys, as well as Unlimited Energy, and Unlimited Time in Self Destruct Mode (you know, where you shuffle all the letters round). Just type it in, and RUN it. Then press play on tape, to load and RUN the game with the cheats entered.

- 100 REM JOE BLADE CHEAT
- 110 REM ROBERT TROUGHTON
- 120 REM OCTOBER '87
- 130 REM UNLIMITED KEYS
- 140 REM UNLIMITED EN-ERGY
- 150 REM UNLIMITED TIME
- 200 FOR L=53180 TO 53247
- 210 READA: POKE L,A
- 220 C=C+A: NEXT L
- 230 SYS 53180
- 300 DATA 169,216,141,40,3,169
- 310 DATA 207,141,41,3,133,157
- 320 DATA 32,86,245,169,227,141

- 330 DATA 237,2,169,207,141,238
- 340 DATA 2,76,81,3,169,49,141
- 350 DATA 159,2,169,234,141,160
- 360 DATA 2,96,169,240,141,206
- 370 DATA 1,169,207,141,207,1
- 380 DATA 76,0,224,169,165,141
- 390 DATA 143,198,169,0,141,44
- 400 DATA 204,141,67,207,76,68
- 410 DATA 159,0

Hints and tips courtesy of **Adrian Davis** (Sp)

First let me say that the locations of the objects of the map appear in the same place everytime you play the first game. Once you complete the game and re-start another one then the objects appear in different locations. Although the map layout stays the same.

Map Summary:

The keys: are used to open cells doors. There's a limited supply so use them wisely. Study the map carefully and don't open doors that have nothing behind them.

Enemy uniform when you pick one of these up you become invisible to the enemy for a short while so obviously very useful when you're short of energy and need to find food quickly.

Food: This tops up your energy when you

get low. Again there's a limited supply so use only when you're really low on energy.

Ammo: Gives you another round of gunfire. You only need one quick burst of fire to kill the enemy so don't go keeping your finger on the trigger or it will soon run out.

Bombs: there are six of these and they all need priming before you can complete the game. This is the trickiest part of the game as each bomb has a 30 second time limit to crack an access code. The codes are simple enough, but 30 seconds soon flies past when you're trying to re-arrange A,B,C,D,E in correct order.

Hostages: are what you're searching for and there's 6 of them. As with the bombs you need all 6 to complete the game. Once you have all the bombs and hostages you make your way back to where you started and go out through the door marked 'exit' and that's it!

Joe Blade

Amstrad Poke Routines

Zynaps

The following pokes, courtesy of Phil Maxfield will work on tape games transfered to disc. They may also work on tape versions. Any problems ring 0709 545055

```
D":MEMORY &EFF:CLOSEOUT:CALL &BBFF:MODE 0:
BORDER 0:FOR X=0 TO 15:READ
A:INK X,A:NEXT:LOAD"ZYNAPP1":LOAD"ZYNAPP2"
20 POKE &5F7E,&FF:REM 255 LIVES
30 POKE &600E,0:REM NEXT LEVEL ON DEATH
40 CALL &9000
50 DATA 0,26,13,16,15,6,3,24,12,9,18,19,20,11,2,1
```

Motos

```
10 FOR AD=&BE80 TO &BEA3
20 READ A$:POKE AD,VAL("&"+A$)
30 NEXT
40 CALL &BE80
50 DATA 06,08,21,9C,BE,11,00,C0,CD,77,BC,21,40,00,
CD,83,BC,CD,7A,BC,3E,00,32,FB,05,C3,00,04,4D,4F,
54,4F,54,4F,2E,42,49,4E
```

Living Daylights

A Michael Cottrill poke routine.

```
10 MODE 1: MEMORY 12345
20 INPUT "START LEVEL 1-8",L
30 IF L<1 OR L>8 THEN GOTO 10
40 TOT=0
50 FOR N=&BE00 TO &BE27
60 READ A$: A=VAL("&"+A$)
70 POKE N,A: TOT=TOT+A
80 NEXT N
90 IF TOT <>3319 THEN PRINT "OH THERE'S AN
ERROR IN THE DATA": END
100 POKE &BE20, L-1
110 LOAD "I", &9600
120 CALL &BE00
130 DATA f3,21,00,96,11,00,A6,01
140 DATA 00,01,00,ed,b0,21,16,be
150 DATA 22,28,a6,c3,00,a6,af,6f
160 DATA 67,22,88,07,32,8a,07,3e
170 DATA ff,32,27,07,c3,00,06,4a
```

One Man and His Droid

A David Pickles Production.

```
10 ONE MAN AND HIS DROID - TAPE
20
30 INFINITE TIME
40
50 RUN THIS PROGRAM
60 REWIND TAPE TO THE START
70 PRESS PLAY
80
100 MEMORY &1380
110 LOAD"!IOM"
120 POKE &24C2,0
130 CALL &1388
```

Zynaps

A David Pickles routine:

```
10 ' ZYNAPS - TAPE
20 '
30 ' INFINITE LIVES
40 '
50 ' RUN THIS PROGRAM
60 ' REWIND TAPE TO THE START
70 ' PRESS PLAY
80 '
100 MEMORY &3FFF
110 MODE 0:FOR Z=0 TO 15:READ X:INK Z,X:NEXT
120 DATA 0,26,13,16,15,6,3,24,12,9,18,19,20,11,2,1
130 LOAD"!LOADER",&4000
140 POKE &414D,&C3:POKE &414E,&80:POKE &414F,
&BE
150 A=&BE80
160 READ B$:IF B$="XX" THEN CALL &4000
170 POKE A,VAL("&"+B$):A=A+1:GOTO 160
180 DATA 3E,00,32,76,60,C3,00,90,XX
```

Stormbringer

David Pickles stirs up a storm.

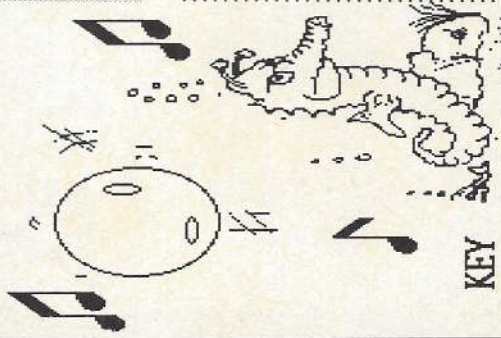
```
10 ' STORMBRINGER - TAPE
20 '
30 ' INFINITE STRENGTH
40 '
50 ' RUN THIS PROGRAM
60 ' REWIND TAPE TO THE START
70 ' PRESS PLAY
80 '
100 MEMORY &4000
110 LOAD"!I"
120 POKE &A04C,&C3:POKE &A04D,&80:POKE &A04E,
&BE
130 A+&BE80
140 READ B$:IF B$="XX" THEN CALL &A000
150 POKE A,VAL("&"+B$):A=A+1:GOTO 140
160 DATA 3E,00,32,86,37,32,6C,1E,32,31,1E,32,51,19,
C3,88,13,XX
```

Level 4

Level 3

© 1987 WALTON RESEARCH

Hydro fool



KEY


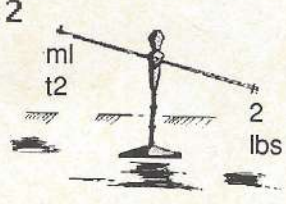
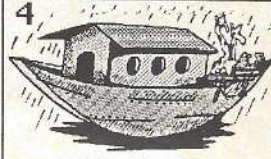





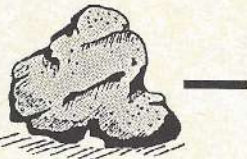


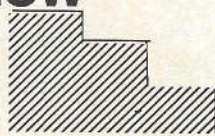

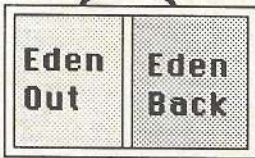



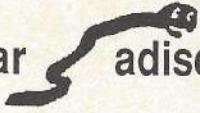

- O=Oil
- B=Bubbles
- 2B=Boat
- 3B=Bucket
- W=Whirlpool
- F=Plug
- 2P=Pearl

The puzzle consists of a 10x10 grid divided into two levels. Level 3 (top) and Level 4 (bottom) each have a 5x5 grid. Symbols and paths are placed within the grid cells. Level 3 symbols include W, B, 2B, O, 3B, P, 2P, and 2B. Level 4 symbols include O, W, B, 2B, 2P, W, S, W, W, and B. Paths of small circles represent bubbles or boats, starting from specific symbols and moving in straight lines.

computer catchphrase

Computer Catchphrase is the latest craze, each drawing represents a well known phrase, saying or familiar object, in this case well known computer games.

Why not see how many of these puzzles you can solve and look out for the answers which will be printed in the next issue.

1 	2 	3 ChiTROUBLEna	4  OID
5 	6 y D z z I	7 UP 	8 frame frame frame frame frame frame frame frame frame <u>frame</u>
9 1 wally 1 wally wally	10  magic	11 	12  D D D
13 	14  ko ng sekirts	15 ↙ Circuit Circuit	16 thing 
17 low 	18 Jack 	19 	20  NE1
21 	22  future	23 par  adise	24 

6 Pak Special

This must be one of the best compilation tapes around at the moment - and so here's a collection of tips, and cheats on the games courtesy of Robert Troughton (C64)

International Karate

On the 'Head Butt' stage, waggle the joystick left and right before you hit the tiles - you will smash all of them. During playing, hold down X (keep it pressed) and Press a number from 1 to 4. 1 is mega fast speed, and 4 is Exploding Fast speed (ie. Mega slow). Good eh?
Hold down keys S and E, and the two fellas face towards you! Odd one that.....
Hold down keys A, D, Z and M, and advance a picture!
And now some POKEs:
POKE 2920, (0-255) - to change the white mans pyjamas (?) colour
POKE 2931, (0-255) - to change the red mans pyjama colour
SYS 2112 - to restart
Unfortunately enough, the codes for the above 2 pokes aren't natural C64 codes - so here's a guide:
2 - Black 0 - White 7 - Red
27 - Cyan 15 - Purple 1 - Green
23 - Blue 80 - Yellow 21 - Orange
22 - Brown 3 - Pink 11 - Grey 1
82 - Grey 2 58 - Grey
And some weird effects:
68, 106, 110
- you've just got to see them!

Shockaway Rider

Type in and RUN the listing provided below, to play the game with Unlimited Lives.
100 DATA 198,157,169,0,162,1,168,32,186,255,32,189,255,
110 DATA 32,213,255,230,157,240,238,169,193,141,103,207
120 DATA 76,71,206,169,173,41,160,26,78,140,19,206,75
130 DATA 27,76,13,8
140 FOR L=49393 TO 49434: READA
150 POKE L,A: NEXT L: SYS 49393

ACE

Climb to an altitude of 51,000 feet, or above. Turn your thrust off, and when you face straight at the ground, increase your thrust to full, then wait for your velocity to reach 1700. Now reduce your thrust to zero, and level out.
You are now flying at 2000 mph, just above the ground, and will not be using any fuel at all!

Light Force

After you've loaded the game, reset the computer. Now enter these pokes for unlimited lives:
POKE 14235,173
SYS 6713
Or, if you'd rather use a Hassle Free listing, enter this listing:
100 A=A+1: IF A=1 THEN 130
110 FOR L=16644 TO 16651: READB: POKE L,B: NEXT
120 SYS 16384: END
130 POKE 829,0: POKE 830,64: POKE 831,0: POKE 832,65
140 POKE 783,1: SYS 62828: LOAD
150 DATA 169,173,141,155,55,76,13,8

Batty

A guide to the objects:
BATS - these give unlimited lives (you'd never have guessed...)
TRIPLE DOTS - splits the ball into three - hectic.
PISTOL - Lets you shoot lasers at bricks and aliens.
JET - warps you up the screen, and onto the next level.
ARROWS - enlarge your bat.
TT - slows the ball down.
Don't forget that death occurs only when both balls are lost - and that the second person to lose his (or her) ball will die.

Into The Eagles Nest

If you're the lucky owner of a Reset Cartridge, then you can use these pokes. Note that they don't work with Reset Switches - if you don't have one of these wonderful cartridges, buy one - after all, they're only about 5 quid! Anyway, enter:
POKE 24651,173
SYS 32784

Ok then, I was going to leave the listing until next month, but since it's Christmas.....
Type in and RUN the listing. The game will load and RUN the game, along with Unlimited Keys, Energy, and Ammo. Now I ask you - what more could you possibly want?
100 FOR L=49152 TO 49250: READ A
110 POKE L, A: NEXT L: SYS 49162
120 DATE 140,105,3,141,106,3,142
130 DATA 107,3,96,32,44,247,160,76
140 DATA 169,25,162,192,32,0,192
150 DATA 32,108,245,160,120,169,169
160 DATA 162,49,32,0,192,169,47,141
170 DATA 233,2,169,192,141,234,2,76
180 DATA 105,3,169,0,141,9,70,141
190 DATA 92,70,141,231,80,141,3,92
200 DATA 141,219,85,141,176,99,141
210 DATA 130,81,162,0,189,88,192
220 DATA 157,80,13,202,208,247,169
230 DATA 57,141,93,13,76,47,192,32
240 DATA 32,32,32,32,32,32,32,32,32

The Great Escape

Infinite Morale is yours if you type in and RUN the listing below - remembering to press Play on the rewind Ocean tape.
100 FOR D = 52992 TO 53050
110 READA: POKE D,A: NEXT
120 POKE 157,128: SYS 52992
130 DATA 32,44,247,32,108
140 DATA 245,169,19,141,67
150 DATA 4,169,207,141,68
160 DATA 4,76,99,3,169,99
170 DATA 141,111,1,169,3
180 DATA 141,112,1,169,20
190 DATA 133,104,169,173
200 DATA 133,105,162,7,189
210 DATA 51,207,157,99,3
220 DATA 202,16,247,76,20
230 DATA 173,169,165,141
240 DATA 191,67,76,190,95
And here's a quick guide to some of the objects:
Key - There are three of these - each opening a few doors, normally unopenable.
Uniform - This gives you a certain amount of freedom to search the private rooms. Watch out for the Commandant, he will know you aren't an Officer. Also, don't escape with it on - you will be shot!
Torch - Needed to explore the tunnel.
Stolen Objects - Hide down the tunnel, OR under the stove (in your room).
Wire Cutters - used to cut wire! (You'd never guess...)
Chocolate Bar - Give it to a prisoner before you escape - when a guard spots the prisoner eating, you can escape.
Shovel - Used for clearing the blockage in one of the tunnels.
Red Cross Parcels - Collect all four - one comes every day.

Classifieds

The Editor has the right not to print unsuitable material

Have you anything to sell or messages to pass, if so please fill in this form. The charge is 25p a box with the middle box Free. Send the form off with a Cheque or Postal Order made payable to H&D Services to:- What Poke? 1338 Ashton Old Road, Higher Openshaw, Manchester M11 1JG. We reach the parts other mags don't.

Name.....
 Address.....

 Tel No.

Next issue we are planning to have a classified section. Your ad would appear in this format

Next issue we are planning to have a classified section. Your ad would appear in this format

Next issue we are planning to have a classified section. Your ad would appear in this format

Next issue we are planning to have a classified section. Your ad would appear in this format



Hello

**Advertisers
 this space could
 be yours!**

Ring Joe Moran now to discuss in more detail on:-

061-370-5666 (3 lines).

Need your machine repairing or simply in need of software? MicoMarket one of the quickest certainly one of the best.



Has the old friend seen better day's?
 Don't despair cos **MicroMarket**
 Repair

We are quick to restore and we return to your door



MicroMarket
 the friendly people

MicroMarket
 11, Clarendon Place,
 Hyde, SK14 2ND.
 Tel. 061-368-1016

MicroMarket

We have masses of games, all shapes and sizes the people who have been can't believe our prices We sell most Computer's, some old and some new but hurry on down we have only a few.

Star Wars O.G.W RATING 71%

Ziggy 2 OR 3 RATING 60%

Implosion R.O.M RATING 54%

STAR WARS

Publisher: Domark

Machine: C64, Sp(£9.95) C64 (£12.95d), ST(£19.95)

Game Type: Arcade Shoot 'em up

Reviewed on C64 and Spectrum

Scenario:

The game starts once you've selected the difficulty level. Then you're out in space, all on your own at the start of the three-stage contest against Darth Vader and the agents of the Galactic Empire. Fight through wave upon wave of Empire Fighters, and the Deathstar looms large on the horizon. Flying down to the surface of the planet pits you against the ground-based defences... laser towers and bunkers, programmed to vaporise intruders, do their best to eliminate your craft. Survive these lazer dangers and the final attack run begins - time to summon the Force.

Barrelling down the trench that girds the Deathstar, your aim is to destroy the planet-sized fortress and collect a hefty bonus. Almost invincible, the Deathstar has one weak spot - it can only be destroyed by planting a proton torpedo in a narrow exhaust port. This port appears on the floor of the trench after a full circuit of the Deathstar has been completed - the journey isn't an easy one as the walls of the trench are encrusted with laser cannon emplacements and shield-rending horizontal barriers span the gully at intervals.

Approaching the exhaust duct, make sure The Force is with you - miss, and you have to circumnavigate the Deathstar again before getting another shot at the weak spot. Score a hit and you are rewarded with a view of the Deathstar exploding into smithereens before embarking on the next, more difficult mission.

Comments.

Robert(C64)- A game with three levels that can easily be completed is not a menu for a mega game, but Star Wars is the exception to the rule, as you play time and time again to try to improve your score. Domark have done the arcade version proud.

Scott(C64)- I've played the cartridge version and the arcade version. This sadly comes nowhere near them. The vector graphics are poor, and the action is far too slow. Perhaps a higher rating if I hadn't seen the other versions.

Adrian(Sp)- I love shoot 'em ups and this one is fast and furious, and keeps your fire finger tingling for weeks. On the negative side there are no sound effects, and long term it could grow a little tedious. Certainly a good game but perhaps too high at a tenner.

Alan(Sp)- Fans of the arcade game will no doubt love this game, as for others well it's not as good as 3d Starstrike which has been around for sometime, and the lack of sound makes the game less playable and addictive. It's good, but not that good.

Andrew(Sp)- An excellent conversion of the original although what happened to the sound? If you enjoy feeding 10p's into the arcade version, then this should appeal.

ZIGGY

Publisher: Audiogenic

Machine: BBC/Electron (£8.95) BBC/Master(£12.95d)

Game Type: Arcade/Adventure

Scenario:

ZIGGY was a normal happy young boy - until the day he strayed too close to an experimental matter transporter. Suddenly he became half boy, half spring, like a human pogo stick, and found himself trapped on platforms that float in space and time.

To survive he must collect all the pyramids that he can find, avoiding the deadly Sliding Cubes, Bouncing Balls, Poison Squares, and Glue Puddles. Can you help ZIGGY reach the final platform, where the girl of his dreams awaits?

Comments.

Victor- Certainly on the face of it a very well laid out game, with sharp clear mode 4 graphics which could do with a little more colour. You play using the keyboard and the controls are well positioned. There is even a screen editor which is a nice bonus. On the minus side, I can't see it being a game that you'll play continually and it can be at times a little too easy. As with most Audiogenic titles, it is overpriced.

IMPLOSION

Publisher: Cascade

Machine: C64 (£9.95) Sp (£8.95)

Game Type: Arcade Shoot Em'Up

Reviewed on C64 and Spectrum

Scenario:

It was by pure chance the danger was spotted. No one knows how and no one knows why, but an intelligence far greater than that of man must be responsible.

To harness the power of a White Dwarf star. To create an artificial planet around it and send that planet on a mission to achieve...?

Regardless of its purpose, that planet is now on a collision course with Earth and you must destroy it. Spheres of pure energy formed into protective grid-like structures hide the surface. Anti-body like predators roam the surface.

Using your scanner, you must locate and destroy the energy cells which hold each grid together. Crystals of energy are released below the grid as your cannon impacts. Dive through the grid to collect them. Some will help you. Some will not.....

Destroy each level of protection until you finally reach the surface. Diving down into the trench find the power centres and destroy them. Avoid the walls.

Good luck.....you'll need it!

Comments

Adrian (Sp) - Another in the if it moves, zap it style. But unlike others, it is far more playable. This meant that I soon progressed through many levels and as such, it did become a little monotonous. Lacks variation and a few more nasties per level wouldn't have gone amiss. Lacks a little action.

Scott (C64) - The levels to the game are all too similar and as such became a little repetitive.

Microrhythm +

Publisher: Firebird
Machine: C64 (£1.99)
Game Type: Rhythm Creator
Scenario:

First there was Microrhythm, a chart busting programme which placed at your fingertips a complete set of percussion instruments. Now Microrhythm+ is here, with not one sound set, but four totally individual sound sets for your musical talents to get to grips with. Each sound has been carefully sampled from the 'real thing' to give the most realistic sound possible.....we know you'll be impressed! When the sounds are playing, the screen on your computer will go blank. This is to help give the clearest definition possible, so don't worry....it's quite normal.

The four set are:-

Microlatin - To give you that Latin American flavour.

Microdisco - For the up beat, up tempo dance rhythms.

B.S.B
 RATING

93%

Microvocal - Digitised voice samples for the wacky.
 Microtune - A more melodic section for funky rhythms.

Comments:

Robert - The sequel to the best drum synthesiser. Simply brilliant. Go out and get it.

Martin - If you've the £2, why not treat yourself to this digitised synthesiser/drum synthesiser. It's great fun, especially the speech soundset which is ambrosia to the ears.

Scott - This is one of the best drum kits out, shaming some of the full price utilities. The sounds are excellent especially the sampled sound on micro vocals. Buy It Now!!

Ubiks Musik O.G.M. RATING 88%

Zig Zag O.G.M RATING 87%

3D Game Maker O.G.W RATING 77%

UBIKS MUSIK

Publisher: Firebird
Machine: C64 (£2.99)
Game Type: Music Utility
Scenario:

Ubiks Musik is a music program for amateur musicians and professional song writers alike. This is definitely a tool not a toy, as it has the most powerful capabilities of any program in its range. All you need is a tune in your head to turn your Commodore 64 into a truly professional synthesiser.

Comments:

Martin - One for the synthesiser expert or programmer with musical knowledge. Not easy but it's worth the time if you want to add music to your latest program.

Scott - This utility is very complex, so not recommended for the novice. I managed to create some good tunes.

Robert - A top class music utility at a very affordable price, so get it!

ZIG ZAG

Publisher: Mirrorsoft
Machine: C64 (£9.95)
Game Type: Arcade Shoot 'em up

Scenario

The year is 2000 and a bit AD. The place is another dimension (the 12th, to be precise). Yet still sentient life goes on as normal. It always rains on Bank Holidays, and people are still well into senseless violence. Which brings us very nicely to Zig Zag.

You now face the ultimate test of mental and physical agility . . . the awesome Matrix of Zog, created to find the supreme star pilot.

Brace yourself for the journey of a teatime, in which you'll meet hordes of deadly alien beings, and kill them. Yes, it's all here, everything you ever wanted from a brilliant game and a stonking lot more.

Comments.

Scott - It's good to see Crowther back at his best. This is a very polished product that will appeal to the shoot 'em up fans and maze freaks.

Martin - At last Tony "The Gypsy" Crowther has come of age. Zig Zag is at least ten times better than anything else he's coded. This innovative and challenging Zaxxon variation had me totally engrossed from the start. Welcome back T.C

Robert - This game is very playable and the maze is extremely big giving a long hard task, that makes it at times very frustrating. Probably Crowther's best release for four years.

3D GAME MAKER

Publisher: CRL
Machine: Sp (£8.95)
Game Type: Games Creator
Scenario:

3D isometric games exploded onto the software market and have remained state of the Art ever since.

After 2 years of development, Iain Hayward has produced 3D Game Maker. This package allows a novice to design 3D games. 3D Game Maker includes a graphics designer and a room/map generator which allows you to create game after game of copyright FREE 3D Arcade Action. Incredibly user friendly, 3D Game Maker destroys the boundaries set by programming techniques between your imagination and your machine.

Comments

Adrian - There is not a great deal of variation between colour, and your characters all have to be the same colour. Don't expect to just load in the cassette and start to design your games, it takes a careful read of the instructions and patience and perseverance to get to grips with the game. It's not only hard work, but also fun as you try to learn just what goes into designing a game. Once you get involved, just designing one screen can take a day, and as for a full game, then be prepared to put a few weeks aside. This is the cheapest game designer I've seen for a long time and is well worth the money. There is even a game to play as well.

DRILLER

B.S.B
RATING **91%**

FREESCAPE™

Publisher: Incentive

Machine: Ams, C64, Sp (£14.95) Ams, C64 disc (£17.95)

Game Type: 3d Arcade Action

Reviewed on: Spectrum.

Scenario:

DRILLER- OVERALL MISSION: -Locate and release the dangerous gases beneath your moon's surface, avoiding the outlawed race's defence system. As well as activating the wierd alien mechanisms allowing access to new parts of the Moon.

Comments:

Adrian- The aim of this Incentive game, that we've heard so much about, is to give you the feeling that you've there. This aim is achieved and is backed up by a very large game. It is always so easy

to produce an innovative game that looks tremendous but lacks game play, and it's style is enough to guarantee rave reviews from the computer press. This has style and game play in abundance. I have already played the game for days and it's hard to make comparisons, but it knocks spots of games like *Micronaut One*, and *Sentinal*. The price may put many off, but it'll make an ideal present, so drop some hints.

Andrew- When you see articles and adverts about something called "Freescape" offering a three dimensional reality, you are bound to be a little sceptical, who can ever forget what "The Great Space Race" offered and failed to deliver. As with TGSR price doesn't help and here is another game that'll set you back £15 for the cassette version. If I personally didn't see a review copy I would wait for the reviews before buying, but it is with great pleasure that I can recommend this Incentive release. *Driller* is one of the strangest and brilliant games that I have ever played. "Freescape" is a breakthrough to all game players. Outside of the Arcades this has to give the most realistic game feel as every inch of you feels as though you're there. Try playing with all the lights off in the room for extra effect. Don't let the price put you off, buy it, and you won't regret it.

Druid II - Enlightenment O.G.M RATING 82%

Aliens (US) 2 OR 3 RATING 66%

Cybernation R.O.M RATING 58%

DRUID II - ENLIGHTENMENT

Publisher: Firebird

Machine: C64 (£8.95)

Game Type: Gauntlet Style Arcade Adventure.

Scenario:

One hundred and three years after Acamantor's expulsion from the lands of Belorn, he has returned.....

Hasrinaxx the Druid, must scout the ten lands of Belorn on a quest to find the spells that will take him across to Acamantor's five level dungeon.

Your Master Magician and Elementalist must then use his power of the Earth, Air, Wind and Fire to defy Acamantor's demon princes who will guard him till death, and finally destroy Acamantor himself with the mystical White Orb. Do you possess the power?

Comments:

Robert- Druid 1 hit the streets before its more famous rival, Gauntlet, and in many peoples opinion, its bigger graphics made it the better buy. *Druid II* even more than its predecessor oozes atmosphere, from the booklet contained with the package, through it's brilliant loading screen, right up to it's excellent sprites and backdrops, and game play.

I played for hours and it's frustratingly

addictive and mapping is a must but not easy. After a mediocre autumn of releases, things are getting pretty exciting for Christmas and *Druid II* is one of those exciting things.

Martin- I was not really a big fan of the original *Druid*, so wasn't disappointed with this as it's merely an extension of that game with, it looks to me, just more spells added. *Druid 1* owners may enjoy it, then again they may find it too similar.

Scott- I don't really know what to say, it's an excellent extension of *Druid 1* and if you enjoyed that then, no doubt, you'll love this.

ALIENS (US Version)

Publisher: Electric Dreams

Machine: C16 (£6.99) Ams, Sp (£9.99) Also available on C64 and MSX

Game Type: Arcade Strategy

Reviewed on: C16 and Spectrum

Scenario:

Based on the recent successful movie *Aliens* lets you live out the action with six different game playing scenario's. The fate of Newt and the colonial marines is in your hands.

Comments

Chris (C16) - Even the C16 version could have been improved, because a look into the machine code, reveals unused memory. The game is far from easy and I'm sure it'll sort out the men from the boys. I just had to keep going back for more.

Andrew (Sp) - A multi load with a real mish mash of arcade action, some of which I enjoyed, some not so much. I preferred the original version, and this was a real disappointment.

Alan (Sp) - Some levels are certainly better than others, but overall a good challenge if £2 or £3 over priced.

Adrain (Sp) - A real mixed bag of good and bad levels. Far from easy but certainly worth persevering with. Just about worth a tenner.

CYBERNATION

Publisher: Players

Machine: Sp (£1.99)

Game Type: Arcade Strategy

Scenario:

There is trouble with toilets, that are spread around the universe. The attendants have malfunctioned and it looks likely that the toilets won't be open for the summer season. It is up to you to wake up the sleeping attendants.

Comments:

Adrian- There seems to be a real lack of graphic action, which makes it boring to watch and therefore play. The added anagrams you have to solve are fairly easy and do break the game up although if you get one wrong it's game over. Not bad, and average for a £1.99 release

Andrew- Another controlling a ball game that is pretty easy really. OK at £1.99.

Mean Streak O.G.M RATING 81%

Mission Genocide O.G.M RATING 80%

Gunship O.G.W RATING 76%

Level 5 2 OR 3 RATING 64%

Lazer Wheel 2 OR 3 RATING 62%

MEAN STREAK

Publisher: Mirrorsoft

Machine: Sp (£7.95) C64 (£9.95)

Game Type: Motor Cycle Arcade Action

Reviewed on C64 and Spectrum Scenario:

Dateline: the far future. High-tech prevails and Matter Transport is the norm in suburban Britain. The pampered masses barely leave their apartments as The Computer attends to their every need.

You however are a Rebel. Rebels see MT as yet another product of a bored decadent society and are pledged to preserve the memory of the Old Ways by taking up the challenge of the Battletrack!

The Battletrack, a vast expanse of abandoned motorway circling the capital city; the scene of the desperate fight for freedom between the Rebels and the anarchic threat of the Outcasts.

Mount your turbo-charged super-bike, the Mean Streak, and take to the road. There can only be one ruler of the highways, you, the Renegade, on the motor-bike.

Comments:

Robert(C64)- It's good to have a slight deviation in scenario, and guiding your motor bike over an obstacle course makes a change from round a circuit. The game is extremely addictive, and it takes a good deal of skill to avoid some of the obstacles. There are many levels, and the game is very hard to beat.

Scott(C64)- A slant on the old Spy Hunter play, but action takes place in 3d. The idea of blasting the enemy in motorized vehicles, certainly appeals to me, and I found the 3d effect very realistic.

If you like unusual shoot em'ups then this is certainly for you.

Andrew(Sp)- It's nice to have an original motor cycle game, and the game is very challenging and fairly easy to get the hang of. It should keep you going for many a long day. Buy it.

Adrian(Sp)- This is a sort of cross between Paperboy and Metrocross.

The game is fairly complex, but once you get the hang of timing your jumps it will get easier. Some good detail make this a game well worth having.

Mission Genocide

Publisher: Firebird

Machine: C64 (£1.99) Also available on Amstrad

Game Type: Shoot em'up

Scenario:

Your planet CRYC-CIT has been ruthlessly attacked by the BAD STAR Empire in an unprovoked assault to subjugate your people. A plan of defence and ultimate counter-attack must be devised by the Crys-citizens, and forces gathered for retaliatory measures. You are the co-ordinator of a small, crack unit with a deadly mission: You must destroy as much of the BAD STAR Empire as possible, so that they are sufficiently weakened to prevent them from launching another, possibly, killer blow to your planet.

Your briefing is completed, the mission ready. The code name: ZTB, ZAP THE BAD STARS!!!!!!!!!!!!!!

Comments:

Martin- This is one from Paul 'Spindizzy' Shirley, so it has a reasonable pedigree. I've certainly seen better £1.99 blast em'ups but this is certainly one of the most enjoyable and amusing games to play.

Robert- This has to be one of the better budget releases. Neat graphics and excellent sound make this game a joy to play, and there are enough levels to keep you busy for quite sometime. Another wonderful blast and at only £1.99

GUNSHIP

Publisher: Micro Prose

Machine: Sp (£9.95) Sp+3 (£12.95) Also Available on C64

Game Type: Combat/Flight Simulation

Scenario:

Gunship is a simulation of the AH-64 Apache, one of the most advanced warrior helicopters. You're the pilot. Go on missions to combat hotspots around the world. Each one is dangerous, each one demanding. As 3-D graphics put you in the middle of the action, you'll use the same flight controls, instrumentation and weapon systems as real AH-64 pilots. And

you'll have excellent flying manoeuvrability to race low and deadly, hover, sideslip, fly backwards, rotate, or go into a screaming powerdrive.

Yet, to accomplish each mission, you'll need to use your intelligence and judgement. Even your cunning. Have you got the nerve to climb into the cockpit?

Comments

Adrian - Another excellent game from Micro-Prose. Some great screens that add realism. I must draw comparisons with Combat Lynx, and as in that game practice, and patience are a must. This is the best flight/combat simulation for a long time, and extremely good value at £10. It plays on the same lines as Infiltrator and Combat Lynx, but with added finesse.

LEVEL 5

Publisher: Mastertronic

Machine: Sp (£1.99)

Game Type: Arcade Adventure Scenario:

Trapped in a four storey alien complex, all of the defence systems come to life in the form of "Cybernauts" - robotic droids with deadly armaments and an astonishing ability to regenerate themselves after attack.

As you guide your own "Penetration-Orb" around each floor of the complex, ducking into lifts, searching each room and corridor on your reconnaissance mission to obtain as much information about the complex and its defence mechanisms.

Comments

Adrian - 4 Levels of play that look and scroll very well. The game has a built in map screen, and cheat mode, although I was a little disappointed with the mazes that have been more complex. One of Mastertronics better ones.

Andrew - Certainly for fans of the Gauntlet style game, and it's nice and easy to get into. Nothing brilliant but above average for a £1.99 game.

Alan - An average to good budget title that's very playable for all levels of player.

LAZER WHEEL

Publisher: M.A.D.

Machine: Sp (£2.99)

Game Type: Shoot 'em up

Scenario:

Keep the space highway open by clearing (and keeping clear) eight packed screens ALL AT ONCE!

Comments

Alan - Not really my type of game but should appeal to the blasting fans.

Adrian - Good detail of the nasties, although their spinning motion left me a little dizzy. Timing is important although once you get the hang of it, it all grows a little tedious. Still, not bad at £2.99

Andrew - I found using the keys to be easier than the joystick, and was mildly surprised at the game because the instructions left me a little cold. All in all, quite an enjoyable game.

Liberator O.G.W RATING 75%

World Class Leaderboard 2 OR 3 RATING 68%

Pro Ski Simulator 2 OR 3 RATING 65%

Angle Ball 2 OR 3 RATING 62%

Grand Prix Simulator R.O.M RATING 51%

Liberator

Publisher: AS

Machine: C16/Plus 4 (£1.99)

Game Type: Arcade Shoot em up

Scenario:

The Ancontian Fleet draws near and only one thing stands between them and the annihilation of mankind. Can you meet this threat, or will you be trampled beneath the onslaught of the alien ships!

You must use your ion cannon to destroy the gun emplacements and enemy ships.

Flying through the pulsating enemy fuel funnels on the surface of the motherships will boost your fuel supply.

Once you reach the reactor, you must blast through two regenerating force fields and a shielding wall to start the meltdown.

Reinforcements will arrive every 50,000 points.

Your Liberator strike craft is fuelled and ready - prepare to intercept!

Comments:

Aaron - This isn't the first Uridium style clone to appear, but at £1.99 it's one of the cheapest. The graphics are quite impressive and response of your craft is good which is a definite plus point. What spoils the game is the repetitive waves of aliens, that come at you, time and time again with little variation in formation. A good clone but not quite up to the standard of say Gwnn.

Chris - A must for those who drool over the quality of the C64 shoot em ups. The graphics are excellent, and show just what can be done with the C16/Plus 4 graphics. One for the joystick aces amongst us.

WORLD CLASS LEADERBOARD

Publisher: U.S. gold

Machine: Sp (£8.99)

Game Type: Golf Simulation

Scenario:

Now you have the opportunity to play the same courses that have challenged golf's greatest legends. 'World Class' Leaderboard features three famous 18-hole golf courses and each hole authentically reproduces the distance, traps, trees, rough and water hazards of:

St. Andrews - The Most Revered Course in

Golf

Doral Country Club - 'The Florida Blue Monster'

Cypress Creek - 'The Largest and the Finest'

The fourth course, designed specifically for 'World Class' is the 'Gauntlet Country Club'. Only those who have mastered the best courses in the world should expect to come close to par at 'The Gauntlet'.

'World Class' will challenge you with the same strategy and option decisions you face in your real game. And because the look and feel are so life-like, it may improve your actual golf game as well.

Comments

Andrew - The first thing that impresses is that the graphics are a big improvement on the original, although it does give a feel of being harder to play. I kept coming back for just one more go, and it should certainly keep you happy over Christmas and into the New Year, with its 4 long courses.

Adrian - This is a great improvement on the original and Tournament, and needs a little more practice if you are to perfect your shots. I think the leaderboard games are great and it's even worth spending another £9 for this latest version.

PRO-SKI SIMULATOR

Publisher: Code Masters

Machine: Ams, Sp (£1.99)

Game Type: Ski Simulation

Reviewed on Amstrad and Spectrum

Comments:

Adrian (Sp) - Very impressive scenery, and I actually got the feeling that I was there. It is very frustrating in that the skier is very hard to control, and I believe real skiing is every bit as hard. Certainly a must for ski lovers once you've learnt the control system.

Alan (Sp) - What makes this game good are the graphics and music, as they drag you back to watch and listen. Not easy to control your skier, but another great game from Code Masters.

Ashley (Ams) - A game written in only Mode 1 graphics make it bland and uninteresting. No easy job to beat the computer and if on your own, the game palls very quickly. With company, it's quite addictive. Another CM value for money release but perhaps better for two players.

ANGLE BALL

Publisher: M.A.D.

Machine: Ams, Sp (£2.99)

Game Type: A Version of Pool

Reviewed on Amstrad and Spectrum

Scenario:

Take a new look at life with Angleball, the traditional game of Pool, but played on an amazing, unique hexagonal table.

Play solo or against the computer or your friends. Three levels of computer skill to maintain the challenge as you progress.

Complete control over the spin, strength and position of your shots with plenty of increasingly difficult frame layouts to challenge the beginner and expert alike.

Comments:

Phil (Ams) - As a variation of pool, it's very good. Nice clear sprites that ease the play.

Adrian (Sp) - Nice smooth action, and the spin on the balls is very effective. There are varying levels but once you do master the first two levels, then the other levels become easy. I enjoy pool, so immediately took to this game. If you enjoy snooker or pool on the computer, then this should appeal.

GRAND PRIX

Publisher: Code Masters

Machine: Sp, Ams, C64 (£1.99)

Game Type: Racing Car Simulation

Reviewed on a Spectrum and C64

Comments:

Adrian (Sp) - Pretty feeble graphics, with a lot of colour clash, and it rates behind BMX simulator. Control of the car is good, although it takes a good deal of practice to get around the corners. The game limits you to a certain number of laps and you could do with a few more to play with. Super Sprint is £8 dearer, but if you already have this then even at £1.99, perhaps you're best leaving this one alone.

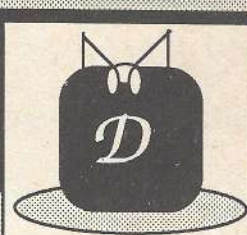
Alan (Sp) - Very small cars do spoil this game, and it's not easy to get the hang of controlling the car. Good speech, but a fairly average game.

Robert (C64) - A poor Super Sprint clone, and it shouldn't take too long to finish the twelve tracks.

Scott (C64) - Not a patch on the other Code Master racing games such as BMX Simulator.



A Christmas Bonanza



Can you beat these prices!

**C64
128k**

ACE OF ACES 5.95
ACRO JET 5.95
ACTION FORCE 8.95
AGENT ORANGE 4.95
AMERICAS CUP CHALLENGE 4.99
ANTIRIAD 3.99
ARAC 2.95
ARCANA 2.95
ARTICFOX 2.95
ASSAULT MACHINE 3.95
ASTERIX 3.95
AUF WIEDERSEHEN MONTY 2.99
BASIL THE GREAT MOUSE DET 8.99
THE BIG DEAL 3.95
BIG TROUBLE IN LITTLE CHINA 5.99
BLACK MAGIC 6.99
BLOCKBUSTERS 6.95
BOBBY BEARING 3.95
BOBSLEIGH 8.95
BOUNCES 1.95
BOUNDER 1.95
BRIAN JACKS SUPERSTAR CH 1.95
BRIDE OF FRANKENSTEIN 5.99
CALIFORNIA GAMES 8.99
CAMELOT WARRIORS 4.95
CAPTAIN KELLY 2.95
CENTURIONS 7.99
CLASSIX ONE 5.99
THE COMET GAME 1.95
CONVOY RAIDER 7.99
CORE 1.95
CRAZY COMETS 1.95
CRYSTAL CASTLES 3.99
CYBORG 5.95
DAN DARE 2.95
DARK EMPIRE 6.95
DEACTIVATORS 5.95
DEAD RINGER 2.99
DEATH OR GLORY 3.95
DEATHSCAPE 3.99
DEATH WISH 3 6.99
DECEPTOR 6.99
DEEP STRIKE 5.95
DEFCON 2.95
DELTA 4.99
DIABLO 6.95
DR WHO 4.95
DODGY GEEZERS 5.99
DOGFIGHT 2187 4.99
DOUBLE TAKE 3.95
DURELL BIG 4 4.95
DYNAMITE DAN 1.95
ELECTION 3.95
EMPIRE 1.95
ENDURO RACER 5.95
ENLIGHTMENT 8.95
EQUINOX 2.95
EREBUS 2.95

ESCAPE FROM PARADISE 1.95
ESCAPE FROM SINGE'S CAST. 4.95
EXPLORER 3.99
FALCON 2.95
FIFTH AXIS 4.99
FIFTH QUADRANT 4.95
FIRE TRACK 3.95
FLOYD THE DROID 3.95
FOUR GREAT GAMES 2.99
FREDDY HARDEST 7.95
FROST BYTE 1.95
FUTURE KNIGHT 2.95
GALVAN 2.95
GAUNTLET 2.99
GLIDER RIDER 3.99
GOLD RUN 1.95
GRANGE HILL 2.95
GREAT ESCAPE 3.95
GREEN BERET 2.95
GREYFELL 4.99
HACKER 1.95
HACKER II 3.95
HADES NEBULA 4.95
HARVEY SMITH 1.95
HEAD OVER HEELS 3.95
THE HEIST 2.95
HIGHLANDER 2.95
HOCUS FOCUS 1.95
HOPELESS 1.95
HOW TO BE A COMP B...7.95
HOWARD THE DUCK 4.99
HYBRID 6.99
HYSTERIA 6.95
ICUPS 1.95
IK+ 8.99
IMHOTEP 2.95
IMPLOSION 8.95
INDOOR SPORTS 3.95
INFILTRATOR 2.95
INSPECTOR GADGET 7.95
IQ 2.95
ITS A KNOCKOUT 1.95
JACK THE NIPPER 2.95
JAILBREAK 3.95
JUDGE DREDD 3.95
KAOS 6.95
KAT TRAP 3.95
KILLER RING 2.99
KNIGHT RIDER 2.95
KNUCKLEBUSTERS 1.95
KRAKOUT 5.99
LAUREL AND HARDY 5.95
LEADERBOARD 4.99
LEGEND OF AMAZON WOMEN 2.95
LEVIATHAN 3.95

LIGHT FORCE 2.95
LITTLE COMPUTER PEOPLE 2.95
LIVING DAYLIGHTS 6.95
LIVINGSTONE 7.99
LAST MISSION 7.99
MACADAM BUMPER 2.95
MAGIC MADNESS 3.95
MAG MAX 3.95
MAIL ORDER MONSTERS 4.95
MARIO BROS 3.95
MASK 8.99
MEAN CITY 7.95
MEAN STREAK 8.95
MAX TORQUE 3.95
MERMAID MADNESS 1.99
METROCROSS 3.99
MISSION AD 3.95
MONTEZUMAS REVENGE 2.95
MOUNTIE MICKS 2.99
MRS MOP 2.99
MUTANTS 3.95
NEBULUS 7.95
NEMESIS THE WARLOCK 3.95
NOMAD 2.95
ON COURT TENNIS 1.99
ON THE TILES 5.95
OUTLAWS 2.95
PARALLAX 2.95
PILE UP 6.99
PING PONG 2.95
PLASMATRON 7.95
POLAR PIERRE 3.99
PSI 5 TRADING CO 1.95
PSYCASTRIA 1.95
QUARTET 4.99
QUEDEX 8.99
RAID 2000 2.95
RANA RAMA 2.95
RASPUTIN 1.95
REBEL PLANET 5.95
REBOUNDER 7.99
RED LED 7.99
REPTON 2.95
RESCUE ON FRACTALUS 1.95
REVS 3.99
RMS TITANIC 2.95
ROBIN OF THE WOOD 1.95
ROGUE TROOPER 3.95
SAMANTHA FOX 5.95
SAMURAI TRILOGY 5.99
SARACEN 4.99
SCARY MONSTERS 6.95
SCOOBY DOO 3.95

SECOND CITY 2.95
SECTOR 90 6.95
THE SENTINAL 6.95
SHADOW SKIMMER 4.95
SHAO LINS ROAD 3.95
SIGMA SEVEN 3.95
SINBAD 2.95
SKATE ROCK 1.95
SPACE HARRIER 2.95
SPEED KING 1.95
SPINDIZZY 1.95
SPLIT PERSONALITIES 2.95
SPY V SPY III 6.95
STAR RAIDERS II 6.99
STARSHIP ANDROMEDA 1.95
STAR WARS 8.95
SUNSTAR 7.95
SUPER SPRINT 8.99
SUPERSTAR PING PONG 6.99
TAG TEAM/KARATE CHAMP 5.99
TAI PAN 6.95
THING BOUNCES BACK 7.99
THUNDERCATS 8.95
TOURNAMENT LEADERBOARD 3.99
TRACK AND FIELD 7.95
TRAXXION 7.95
TRACKER 10.95
TRAILBLAZER 2.95
TRANS BALLOON 2.95
TRAP 2.95
TRIVIAL PURSUITS 9.95
TRIV BABY BOOMER 11.95
THE TUBE 7.95
V 1.95
VIKINGS 1.95
WAR 1.95
WARRIOR II 5.95
WATER POLO 7.99
WERNER 2.99
WHIRLNURD 1.95
WIBSTARS 2.99
WIZ 4.95
X 15 8.99
XENO 1.95
XEVIOUS 2.99
YIE AR KUNG FU 2 2.95
YOGI BEAR 8.95
ZIG ZAG 8.95
ZYNAPS 4.95
5 COMPUTER HITS 5.95
1942 2.95
500CC GRAND PRIX 3.99

AMERICAS CUP CHALLENGE 2.99
AUF WIEDERSEHEN MONTY 5.99
BALLBLAZER 3.99
BIG TROUBLE IN LITTLE CHINA 5.99
BOUNDER 1.95
BUBBLER 7.99
CHAMPIONSHIP BASKETBALL 6.99
CHAMPIONSHIP BASEBALL 6.99
CHOLO 11.95
CONVOY RAIDER 3.99
COSMIC SHOCK ABSORBER 4.95
DANDY 2.99
DAN DARE 3.95
DEFCON 2.95
DOGFIGHT 2187 4.99
DONKEY KONG 4.95
DYNAMITE DAN II 3.95
EIDOLON 4.99
ESCAPE FROM SINGES CASTLE 5.95

EXPRESS RAIDER 5.99
GAUNTLET 5.99
GEOFF CAPES STRONGMAN 1.95
GRANGE HILL 4.95
GREAT ESCAPE 3.95
GREYFELL 4.99
HACKER 1.95
HEAD OVER HEELS 3.95
HOWARD THE DUCK 3.95
HYDROFOOL 4.95
IMPOSSABALL 4.95
ITS A KNOCKOUT 2.95
JACK THE NIPPER 1.95
JACK THE NIPPER II 8.99
JAIL BREAK 2.95
KAT TRAP 3.95
KINETIK 3.95
KRAKOUT 3.99
LEADERBOARD (TOURNAMENT) 3.99
LIVINGSTONE 5.95

MARBLE MADNESS 4.95
MERCENARY 4.95
MGT 5.99
ONE 4.99
PAPERBOY 6.95
PASSENGERS ON THE WIND 8.95
PING PONG 1.95
PRODIGY 1.99
PULSATOR 2.95
REDCOATS 2.95
RED HAWK 1.95
ROBBOT 5.95
SABOTEUR II 5.95
SAMURAI TRILOGY 6.99
SHOCKWAY RIDER 4.95
SLAINE 8.95
SPY V SPY II 7.95
SPY V SPY III 8.95
STARFOX 2.99
STREET HAWK 1.95

STREET MACHINE 2.95
TERROR OF THE DEEP 5.95
THAI BOXING 4.95
THING BOUNCES BACK 3.95
TOP GUN 2.95
TRAILBLAZER 4.95
UCHI MATA 4.95
VIRGIN BALLOON CHALL 2.95
WIBSTARS 2.99
WERNER 4.95
WOOKY AND MONTY 2.95
XENO 2.95
ZYNAPS 3.99
10th FRAME 3.99
500CC GRAND PRIX 3.99

Amstrad

Cheques or Postal Orders made payable to :-

H&D Services

Plus 50p P/P

address :- 1338 Ashton Old Road
Higher Openshaw
Manchester M11 1JG

At last the real McCoy
D&H games presents

Football Director

Spectrum 48/128k Commodore 64/128k Amstrad CPC 464

Four leagues: 20 teams each: 38 game season: Home and Away: FA/League Cups Replays: European/U.E.F.A./Cup Winners Cup: 2 legs: Aggregate: Penalties: Players: Morale: Skill: Field Position: Scored: Conceded: Played: Fixture List: P.W.D.L.F.A.Pts: Scouts: Coach: Physio: Youth Team: Gamble: Substitutions: Sending offs: Postponements: Midweek games: More than 1 week injuries: Free transfers: Retirements: Buy/Sell shares: 3 player transfermarket: Internationals: European Tours: 3 levels: Manager Rating: £1000,000 Players: Printer option: 8 reserves: Promotion: Relegation: Weekly News: Borrowing: Mortgage: Save game: Interest: Tax: Sponsors: Full Results: Season Tickets: Next game: Gate money: Season Counter: TV Cameras: Crowd Violence: Manager Approaches: Testimonials: Weeks Profit: LMTG Counter: Wages: International Commitments: Name/Team Editor: League Titles and much more.....

Four leagues: 20 teams each: 38 game season: Home and Away: FA/League Cups Replays: European/U.E.F.A./Cup Winners Cup: 2 legs: Aggregate: Penalties: Players: Morale: Skill: Field Position: Scored: Conceded: Played: Fixture List: P.W.D.L.F.A.Pts: Scouts: Coach: Physio: Youth Team: Gamble: Substitutions: Sending offs: Postponements: Midweek games: More than 1 week injuries: Free transfers: Retirements: Buy/Sell shares: 3 player transfermarket: Internationals: European Tours: 3 levels: Manager Rating: £1000,000 Players: 8 reserves: Promotion: Relegation: Weekly News: Borrowing: Mortgage: Save game: Interest: Tax: Sponsors: Full Results: Season Tickets: Next game: Gate money: Season Counter: TV Cameras: Crowd Violence: Manager Approaches: Testimonials: Weeks Profit: LMTG Counter: Wages: International Commitments: Name/Team Editor: League Titles and much more.....

Four leagues: 20 teams each: 38 game season: Home and Away: FA/League Cups Replays: European/U.E.F.A./Cup Winners Cup: 2 legs: Aggregate: Penalties: Players: Morale: Skill: Field Position: Scored: Conceded: Played: Fixture List: P.W.D.L.F.A.Pts: Scouts: Coach: Physio: Youth Team: Substitutions: Sending offs: Postponements: Midweek games: More than 1 week injuries: Free transfers: Retirements: 3 player transfermarket: Internationals: 3 levels: Manager Rating: £1000,000 Players: 8 reserves: Promotion: Relegation: Weekly News: Borrowing: Mortgage: Save game: Interest: Tax: Sponsors: Full Results: Season Tickets: Next game: Gate money: Season Counter: TV Cameras: Crowd Violence: Manager Approaches: Testimonials: Weeks Profit: LMTG Counter: Wages: International Commitments: Name/Team Editor: League Titles and much more....

2 PLAYER SUPER LEAGUE RECORDS FILE

Many of the above features but 2 teams can play in the same or different divisions: Includes local derbies: Loan/free transfer and cash settlements increased transfer markets: Manager of the month and top scorers league.

Compatible with almost any league table: Especially designed for football director and 2 player super league: Enter your end of season data and it works it out: Best teams: Teams Averages: Records: Title wins: How many seasons played and other information (this is not a game)

Playing Tips: all the tips you need to win either Football director, 2 player super league or international Manager £1.00

AVAILABLE AT £8.95

INTERNATIONAL MANAGER

Qualifying Groups: World Cup: European Cup: Tours: Book your fixtures: Friendlies: Home and Away: Match reports: Substitution: Next fixture: Players: Morale: Form: Talent: Consistency: Caps: Age: Availability: Suspension: Injuries: Retirements: Scored: World Ranking: Season Counter: Extra time: Penalties: Save game and Printer option: Bookings: Sending offs and much much more.

EACH GAME £8.95 BOTH £14.00

**D&H Games
19 Melne Rd
Stevenage Herts
SG2 8LL
Tel.
0438 728 042**

RECORDS FILE

Compatible with almost any league table: Especially designed for football director and 2 player super league: Enter your end of season data and it works it out: Best teams: Teams Averages: Records: Title wins: How many seasons played and other information (this is not a game).
Playing Tips: all the tips you need to win either Football Director, 2 player super league or International Manager £1.00

EACH GAME £8.95 ANY TWO £14.00 ANY THREE £20.00 OR ALL FOUR £25.00



**Enclose
Cheque/PO
and large
S.A.E. with
20p stamp at-
tached per
cassette**

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 each month

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. **N.B. all items must be your own work not copied from anywhere else.**
2. Ensure maps are as clear and precise as possible.
3. Ensure all your work is correct **i.e. the pokes work.**
4. If you want your work back, please send a stamped addressed envelope.



WHATPOKE?

SUBSCRIPTIONS

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

6 Issue subscription only £10.95
12 Issue subscription only £19.80

This price includes delivery to your door

Send a cheque/postal order made payable to H&D Services and send it to:

Subscriptions dept,
H&D Services,
1338, Ashton Old Road,
Higher Openshaw,
Manchester,
M11 1JG.



OVERSEAS SUBSCRIBERS
Surface mail add 25%
Air mail add 125%

What Poke ?

Backcopies

Volume 1 Sold Out!

Volume 2 issues 1 & 2 are still available at \$1 each.

Issue 3 at £1.50

Important Please State Machine.

NB. Issues 1 & 2 are A5 size.

Available from:
What Poke? Back Copies
1338, Ashton Old Road
Higher Openshaw
Manchester, M11 1JG.



Published by:
H & D Services, 1338 Ashton Old Road, Higher Openshaw,
Manchester M11 1JG. Telephone: 061-370 5666.