CHEAT MODE

The Amstrad Action Collection

85·86

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Tips, Pokes and Maps from the first 16 issues of Britain's liveliest Amstrad magazine

For detailed contents refer to index on page 90

POKE METHODS

This is how you input the Cheat Mode Pokes listed in this book, the majority of which are for cassette-based games. The instructions for each Poke tell you which of the two different methods to use. If you have a 664 or 6128, first type |tape. Pokes for disk games are explained individually.

METHOD 1.

Rewind the game tape to the beginning. Carefully type in the poke listing and check it over. Then type **RUN** and press the Enter key. (*Don't* use the key marked CTRL or Control.) Press the Play key on the cassette deck, then any key on the main keyboard. The tape should now load in the normal way.

METHOD 2

For this method you have to skip the first bit of the game program. To do that, start by rewinding the tape to the beginning. Now type in the listing. Then type **CAT** and press Enter. Start the tape by pressing Play and then any key.

Soon you'll get the onscreen message **Found something block 1.** It doesn't matter what the *something* actually is; this will vary from one game to another. If the instructions tell you to skip several things, stop the tape when the **Found** message comes up for the last thing you're trying to skip.

Once you've stopped the tape, press Escape, type **RUN** and press Enter. Now press Play on the tapedeck and any key on the keyboard to start the tape running. It should then load normally.

Poking Punchy

These pokes for *Mr Punchy* **from Amsoft/Mr.Micro will let you complete the game with ease – if you want to do that – as well as rack up a huge high-score.**

First clear the memory and then input this line:

Memory 8191:load"code",8192

For a hard game now enter:

For a=11320 to 11335:poke a,255:next:call 8192

Or for an easy game enter:

For a=11320 to 11335:poke a,33:next:call 8192

giving you a sausage and magic carpet on every screen.

Alternatively , define your own game by first typing this line instead of either of the previous two:

For a=11320 to 11335:print a;peek(a):;next

This gives the memory location of each screen with their poke values. To change each screen use the formula:

Poke X,Y

where X is the memory location and Y is the sum of any of the values below. These will cause the respective items to appear on the screen as long as your arithmetic has been correct.

Punchy = 128
Ghosts = 64
Carpets = 32
Custards on top = 16
Custards on bottom = 16
Tomatoes on top = 4
Tomatoes on bottom = 2
Sausages = 1

So to get a carpet, sausage and ghosts on screen you would type in the line:

Poke 11320,97

Once you've defined all the screens type

Call 8192

to start the game.

Close Encounters with *Airwolf*

Our own, our very own, Bob Wade reveals the information you need to get on your way in Elite's subterrannean 'copter caper. The rest is up to you.

On the first screen ignore the wall and control box since shooting these appears to achieve nothing yet. Descend a screen and blast through the wall using smooth up and down motions and rapid firing close to the barrier. Once you've cleared a hole big enough, go through to the third screen

Here you'll come up against a robot. You can either squeeze over the top of him or wait till he travels to the left of the screen and sneak between him and the wall. Once again, ignore the control box since this seems to do nothing.

Pause at the beginning of the next screen until the pole with the ring round it is heading away from you then surge forward and off the top of the screen. You are now under the sinisterly-marked rockets and should hover on this screen, WITHOUT scrolling off at any time. Eventually the robot on the right moves across to the left, allowing you to slip past and onto the next screen.

Here you should wait until the robot is heading away from you and then follow it until you can nip underneath it to where there is a force field. Once the robot moves left again, go up to the next screen where a security camera is patrolling. Fly underneath this and bomb the control box between two blue spheres.

If you now descend a screen you should find that the force field has disappeared and you can descend to another screen. This one is real nasty, but shooting through the wall on the left will take you back to the screen below the rocket screen where the pole with the ring on it is. And that's where we'll leave you, hovering around in search of the way through the next wall.

One last clue – scroll onto the rocket screen so that your tail appears in the wall and kills you, then watch what happens to the rocket exhausts. You might see something to your advantage

Sussing Sorcery

If you can't work out which objects release which sorcerors in Virgin's classic *Sorcery* **then feast your eyes on this. The key tells you which objects you need where – all you've got to do now is find them.**

LOCATION	OBJECT
Wastelands	Goblet
In the Palace	The Little Lyre
In the Chateau	Golden Chalice
In the Chateau 2	Spell Book
Stonehenge	Sorcerer's Moon
In the Tunnel	Magic Wand
Strongroom	Crown
Dungeons	Scroll

Blowing *Short's Fuse*

This cheapo platform game from Firebird has five screens based around a monument. You can access any of the screens using a three digit code. So if you're finding it all just too much, sit back, relax and type in these codes.

Taj Mahal 000
Eiffel Tower 446
Industrial Plant 297
Big Ben 349
Oriental House 125

Hole Out at Golf

If you're having trouble lowering your handicap at Amsoft's *Amsgolf*, then here are three handicap codes that should get you started and some tips to help you get it even lower.

To get handicaps of 15, 13 or 11 you should input A6P12, B0X24 or J1T93 respectively. The effect this has is to enable you to hit the ball with Jack Nicklaus-style power.

Now you've got a lower handicap there are few things that should get it even lower. Always use a driver off the tee and, unless at a short hole, where you can take a chance on reaching the green in one, aim it at direction four in order to avoid hitting the tree if you slice.

Use the driver at maximum strength if you're still a long way from the hole, even if you're in the rough. This will lead to more slices and hooks but as long as you plan for those possibilities in your direction you'll be OK.

When you're in close to the hole you want to hit the green without mistakes so always use an iron that can hit the green with strength 5 or 6. Once on the green, the strength of the putt can be judged roughly by the table below.

Yards	Strength
1-3	1
4-6	2
7-9	3
10-12	4
13-15	5

Above 15 yards it is difficult to hole a putt, so it is better to leave it just short for a tap rather than whack it and leave a tough one back. Remember, you can still miss from 4-6 yards, so play safe.

You should now be able to par plenty of holes and even get the occasional birdie if you're lucky.

DEFEND -DON'T DIE

Here's another little scorcher, which will give you 99 lives and 99 smart bombs on Alligata's *Defend or Die*. All you have to do is type in the program and run it to load the game with the desired changes.

10 Memory &3fff
20 Load "defend or die"
30 Poke &64e4,&99
40 Poke &64e9,&99
100 Call &4025

Lords of Midnight

More tips have been received for the epic game, this time from **Andrew Bowden** in Loughborough. His advice is to gather all the major lords together at the Citadel of Xajorkith, including those from the north-east of Midnight, and defend this against the Doomdark hordes.

Morkin should recruit Far-flame the Dragonlord and remain in the north just in case. Once Doomdark's roving forces have attacked Xajorkith and been beaten so that few of them remain in the land, move north west to Ushgarak to take the Citadel. If this fails Morkin may still be able to complete his task.

Fantastic Voyage

Jason "The Black Spot" Martin from Hornchurch has sent in the locations of the eight pieces of submarine.

1. Mouth
2. Intestine
3. Liver
4. Gall bladder
5. Pancreas
6. Duodenal
7. Stomach
8. Colon

Marsport

Astonishingly, we've already received the first solution to this brain-busting game from Gargoyle – **John McCann** from Lisburn is the hard working genius who solved it. He reckons it was easier than *Dun Darach* but his solution covered five sheets of A4 paper, not including the map. So here are the ingredients for some factored objects.

1. Gauze and charcoal make a gas mask.
2. Water, flour and baketin make a cake.
3. Frame, sun chart and glass make an eyeshield.
4. Toppee and helmet make artifact.
5. Artifact and gun make a hyper gun.
6. Lute and dais make a lead suit.
7. Oxygen and empty tank make an air tank.
8. Syringe, insect, pointe and tea make antidote.
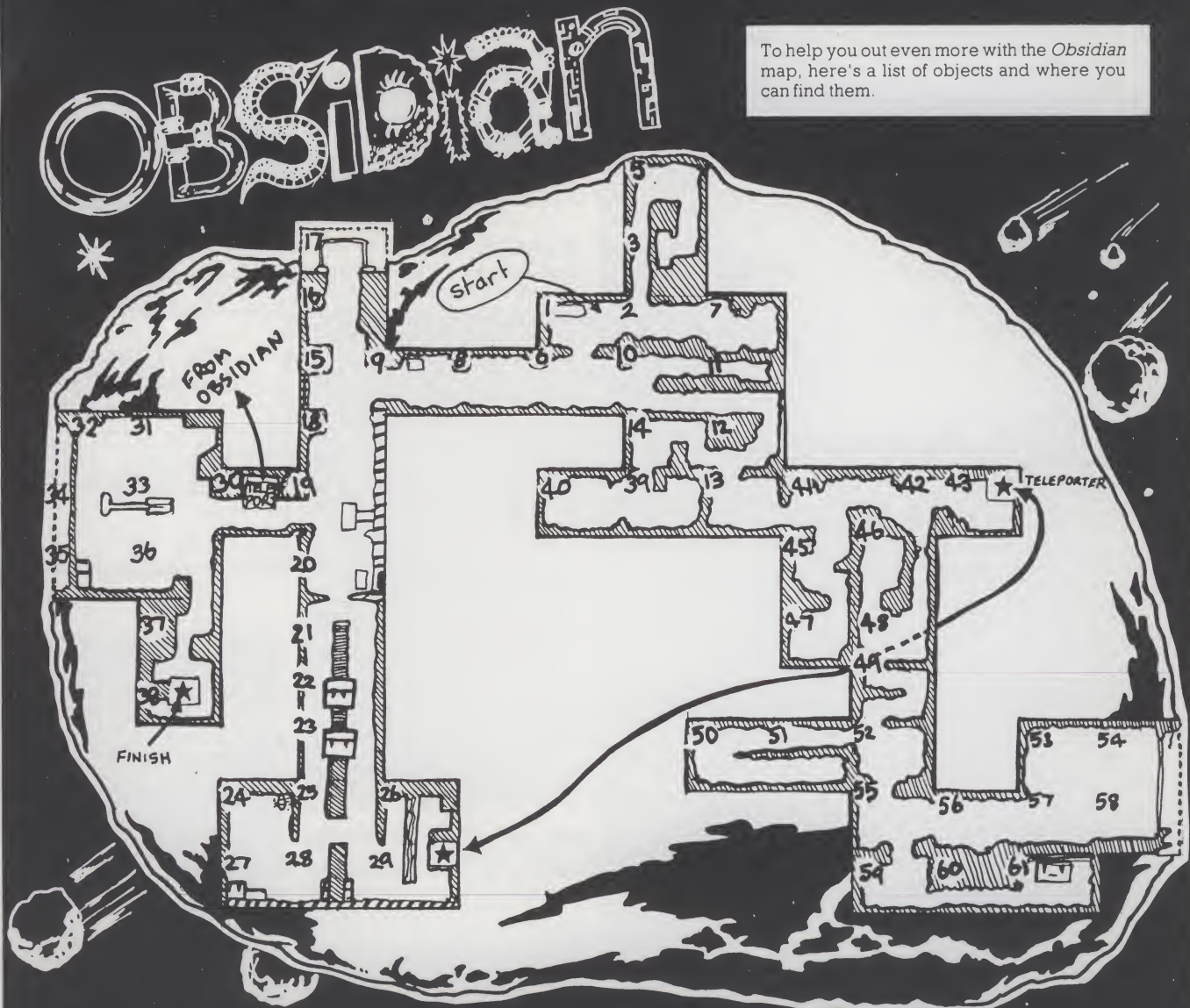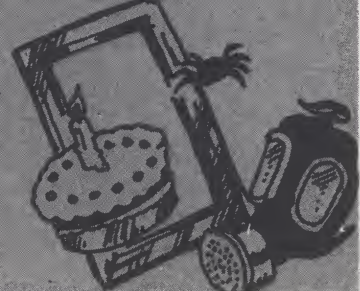
OBSiDiAN

To help you out even more with the *Obsidian* map, here's a list of objects and where you can find them.

OBJECT	ROOMS	OBJECT	ROOMS	OBJECT	ROOMS	OBJECT	ROOMS
Energy key	5	Security pass	45 and 59	Blue glass	39	Ice crystal	17
Lazer pass	7	Silicon crystal	31	Triliam crystal	53	Turbine disc	24
Lock decoder	3	De-vapouriser	32	Teleport disc	47	Star map	61
Bottle of acid	14	Fusion key	46	Red crystal	26	Suicide bomb	51
Sonic key	13 and 41						

BEATING BOULDERDA

Amstrad Action's publisher Chris Anderson admits to having a dangerous passion for this classic game, brilliantly converted to the Amstrad by Mirrorsoft. Since it's one of only a very few games he's actually completed, we reluctantly agreed to let him outline his playing tactics.

First thing to remember about playing *Boulder Dash* is to leave yourself enough time. Starting a game at, say, 10pm can have unfortunate consequences for your night's sleep.

Before you can get anywhere you'll need to become very familiar with the way the different game elements behave: eg. the fact that fireflies always turn left at junctions, while butterflies turn right, the fact that boulders will topple off other boulders, jewels or walls, but not off a piece of earth. You should develop to a fine art the following techniques:

BLASTING: The thoroughly enjoyable action of blowing up a firefly or butterfly, normally by letting it chase you upwards through earth until you reach a boulder, when you move left or right allowing it fall on the pursuing enemy

BAMBOOZLING: Another satisfying way of dealing with fireflies — create a rectangular path in the earth moving in an anti-clockwise direction as the firefly chases you, then make your escape. It'll left running in circles. Now for a run-down of the 16 caves, bearing in mind that that tactics on each one may be alter on the five different levels.

BLISTERING: The somewhat dangerous art of deliberately moving down past a pile of boulders, causing them to topple after you, but making sure you move out of the way right or left before they hit you. Normally to clear earth next to a pile of boulders it's safer to start at the bottom and move up, but there are many times, especially on the higher levels when Blistering is an essential technique both in time-saving and in reaching otherwise inaccessible jewels.

BUTTONING: The use of the fire-button to "affect" a neighbouring square without actually entering it. There are numerous occasions when this will make your life much safer. As well as collecting jewels this way, you can also use it to dig earth or push boulders. In addition, all the great *Boulder Dash* players use this technique to go through the caves' flashing exits. This has no playing value but is definitely the classy way to do it.

BLOCKING: Another important way of staying alive when being chased by enemies — move horizontally under a boulder, allowing it to fall and block the path behind you

A. INTRO Once you're used to the gameplay it doesn't pose serious problems on any level. But you should make it a matter of pride to collect every jewel.

B. ROOMS
Again, easy on the lower levels. On 4 and 5 there are a lot of fireflies around. You must deal with them by blocking, blasting, bamboozling or just dodging. At least the cave is near enough to the start for it to be easy to practise on.

C. MAZE
Time limit can be a problem on this one. You need to work out an efficient route to take you from the start at top left to the exit at bottom right, collecting every single jewel on the way. On most levels the best way is to start by moving down to the bottom of the cave, then right, then up again through the middle of the cave, then right, then back down. Look out for boulders toppling off walls.

D. BUTTERFLIES
This one's fairly easy. Position yourself within one square of the first butterfly den, and on the same vertical line as a boulder. Choosing your moment carefully, button free the piece of earth separating you from the butterfly, and then immediately move up to the boulder and out of the way, so that it falls on the pursuing butterfly. Collect the jewels and repeat for the other three dens. Remember, your start point can either be immediately above the den, or a full square away on either side.

E. GUARDS
Lots of different ways of doing this one. The quickest and classiest, albeit slightly risky, is depicted in the diagram. Wait to the left of the first den. When the firefly just reaches the top left corner, move right straight through the den collecting the jewel. DON'T STOP! Just keep moving through the next three

dens. If your timing is right, you'll go straight through unharmed. What's more the last firefly is left bamboozled and actually blocks the others from chasing you. This means you can take your time and do the same thing on the bottom row, as is required on the higher levels.

If you prefer a safer method, do the same thing, but starting from the right of each row of dens. You move left through the bottom of the den while the firefly is moving right along the top of the den.

CAVE E

F. FIREFLY DENS
On lower levels it's possible to do this cave by blasting each firefly in turn. But a more elegant method is that shown in the diagram, which works on all five levels, although the precise routes will alter each time. Basically you create a clear circular path (clearing a space at the bottom to start with may help) which is completed by releasing all four fireflies at once, in a dash from A to B. As they make their way off round the circle you double back and follow them, collecting the jewels (C,D,E,F) on the way. If you need more than four jewels, make your way to G, making sure you block your path with a boulder. Then create another loop, making your way to H before dashing up to G and then coming back down to collect the jewels and go to the exit. The main thing to ensure is that the

DASH

loops you create are not blocked by boulders, or the fireflies will double back and cause you problems.

CAVE F

G. AMOEBA

It's awfully easy to panic on this screen, especially if you get a fast-growing amoeba. You must sprint to the bottom of the screen and get blocking as fast as possible. Don't clear too much earth at the very bottom, or boulders will just pile up instead of forming a wall. It's normally best to complete one side, then do the top and then the other side. The last gap should always be blocked by Rockford himself. This makes it a lot easier to collect the jewels that result. When collecting the jewels don't forget to do plenty of buttoning.

H. ENCHANTED WALL

Normally not too difficult, although time can be a problem on the higher levels. After clearing the space under the wall, it's worth clearing a bit of space above it before activating the wall, because otherwise the enchantment may not last long enough. DON'T dislodge boulders one space either side of the wall as other boulders which land on these should topple inwards onto the wall.

On level one there's an annoying firefly just above the wall – it's worth blasting it before doing anything else or it'll get in the way. Just use the pile of

boulders immediately above it.

I. GREED

This oh-so-aptly named screen is always good fun. Normally the right technique is to unblock the plug near the start, then move through the low, horizontal corridor collecting the jewels there, and on to unblock the right-hand plug. While those boulders are falling, come back through the corridor, get as many jewels as you can from the first heap of fallen matter. Then go up through the gap into the main cavern. Start cleaning up on the left, then move right. You should be able to go right through to the right-hand side, clean up there, and then move down to the second pile of matter. By the time you've gobble up all those jewels you should have enough to make your way to the exit.

The one exception to this is level four, where you must first do the right-hand plug and do all the cleaning up you can, top and bottom. Then do the same on the left-hand side. Buttoning is a very important technique for this screen, allowing you to collect the jewels other techniques cannot reach.

J. TRACKS

It's possible to solve this screen by creating a giant maze in the earth on the right in the shape of a comb, then releasing fireflies and collecting the jewels while they make their way round the maze.

But an easier method is to bamboozle the fireflies one den at a time, by creating tracks in the pattern shown in the diagram. From the start position, collect the four safe jewels at the top, then clear the earth at A and dash out of the rock maze, making your way to B. Wait there until all three fireflies have gone past, then complete the rectangle, leaving them bamboozled. Repeat the process three more times by moving from C-D-E-F-G-H.

Then, at your leisure you can

pick up the remaining jewels you need and make your way to the exit. Even on level 5 you don't have to collect the four jewels protected by no less than nine fireflies, although it's worth trying just for fun.

K. CROWD

This screen is one of the reasons you sometimes see *Boulderdash* players staggering around clutching handfuls of their own hair. It's diabolically difficult – the large numbers of boulders, and small size of certain gaps, make it tremendously easy to get trapped. On all five levels you must collect the six jewels positioned approximately as shown. There are however six different places where falling boulders can block off the route you need to go – they're marked T1-6 (the T stands for trap!). In general you should clear as much earth as you can below these traps so that the boulders have space to fall into. When collecting jewels D and E you must be especially careful not to dislodge a boulder as just one falling is likely to block your exit.

Here's the order in which I collect the jewels on each of the five levels.

LEVEL 1: B-C-D-E-A-F. The fact that on this level two pieces of the right-hand diagonal wall are missing, means that after collecting jewel A, you can move straight up, clearing earth as you go, collect F, then get back to the exit without getting trapped.

LEVEL 2: B-C-D-E-F-A. On this and higher levels it's virtually imossible to avoid getting blocked at T6 – so you have to use a firefly to blast your way through the diagonal wall.

LEVEL 3: B-C-D-A-E-F. Very easy to get blocked at T1 – clear maximum space below it and be careful how you topple the boulders piled below T2. To get the last three jewels, release the amoeba placed just right of T6 and use it to blow a hole through the diagonal wall at T5 (there are boulders positioned handily

there). Then clear out the space thoroughly below the hole before collecting the last three jewels.

LEVEL 4: B-C-A-D-E-F. Jewel B appears impossible to get without getting trapped, but it isn't! Extracting it involves clearing all the earth to the right of the jewel, toppling a few boulders and then blistering down to the jewel.

After collecting jewel A you must move up and clear the earth under the diagonal wall below T4. Then make your way to jewel D by moving left ABOVE the horizontal middle wall and then up through T2. This avoids the deadly dangerous operation of having to free a completely trapped firefly below left of T2. Next free the firefly at T3, collect jewel E and use the firefly to blow through the diagonal wall at T4.

LEVEL 5: B-C-D-E-F-A. This one's riddled with fireflies which, fortunately, you can turn to your advantage. After blistering down to get B, you can use the firefly guarding jewel C to blow through the vertical wall to the right of the jewel. This allows you straight through to D, and you can then repeat the trick, using a firefly just above T2. After thus blasting through to E, you can do the same again with a third firefly below E to get straight through to F. Then go all the way back round to A which looks impossible to collect, but again, there is a way, using buttoning and blistering techniques. If you can't discover it, you'll have to use yet another firefly to blow up some boulders left of A. It's possible to complete the screen on this level with two minutes to spare!

CAVE.K
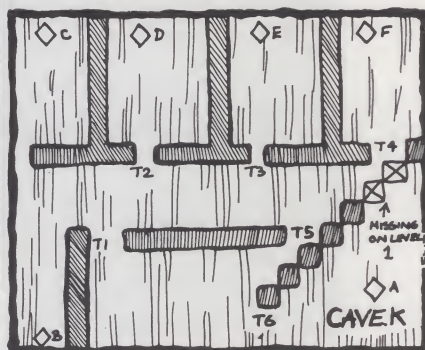
L. WALLS

Another screen which involves plenty of blasting. On four of the levels you simply have to blast through three vertical walls near their bases, working from right to left. The exception is level 2, where you have to skip the first wall, and lead a firefly down from the top to wall 2.

A complication on some of the levels is that it's quite hard to position boulders correctly for

CAVE J

dropping onto the fireflies. A certain amount of boulder-pushing is required.

On one level – level 5 as I remember – there's a nasty little trap at the exit – it's all too easy to get yourself sealed off, so beware.

M. APOCALYPSE

Great fun, this one. There are numerous techniques, but for the greedy one stands out. Dig a large, vertical-sided cavern above the wall sealing off the butterflies, making sure it connects to the amoeba. Then, starting from the top left of the cavern, create a clear path down to the butterflies. Run along the bottom of the screen, allowing the butterflies to escape up the path, enter the cavern and contact the amoeba. If you wait a bit and then enter the cavern at bottom left, you should be able to reap a very rich harvest. It's not difficult to collect 150 jewels or more.

N. ZIGZAG
(Note, not called Zigwag as in the Mirrorsoft instruction leaflet!)

Many consider this one of the hardest screens, but the technique shown in the diagram makes it relatively easy.

You start by creating a small, diversionary maze on the left of the screen, then tunnel along the top of the cave, down, and then left underneath the six boulders causing them to fall one space. Continue until you link up with your maze, then double back to position A, and move up the position indicated in the diagram.

Now you must release all six fireflies using the buttoning technique – button down at the right moment and immediately move right two squares. Repeat six times. This is quite easy once you've got the timing right. The fireflies will rush off left, allowing you to enact your coup de grace – push boulder A to position A, thereby sealing yourself off from the fireflies!

You can now blow up butterflies one by one at your leisure. Lead B6 to boulder B, 5 to C, 4 to D and 3 to E. On level one that's enough. By level five you also need to use boulder F, thereby allowing fireflies back in and creating a hectic last few moments.

CAVE N
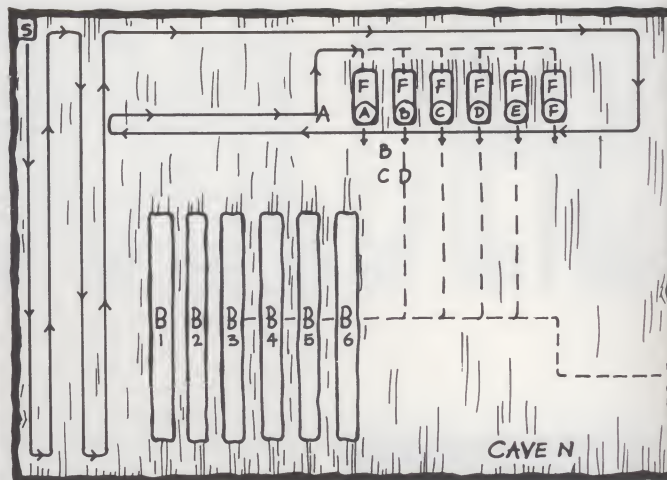
O. FUNNEL
On some levels this cave is almost impossible – I consider the funnel on level 4 to be the game's hardest screen. Conquering the cave is a matter of working out a very fast way of clearing earth inside the funnel, then getting down the bottom and clearing earth below the wall before activating it. On the higher levels there are numerous fireflies to contend with including, on level 4, one which is solidly encased in earth, yet must be freed. Just make sure you start the cave with plenty of lives!

P. ENCHANTED BOX
A matter of learning a route which will allow you to achieve all that must be done in the limited time available. On higher levels there's often a shortage of boulders above the boxes, so you may have to push or topple some into position. Hard to give specific tips beyond that – if you've reached this far, you shouldn't have too much trouble cracking this one.

Breakout from the Beach-Head

STAGE 1: Always go through the hidden passage in preference to a prolonged battle with fighters. You're bound to lose ships against the fighters but with practice you can get your ships through the passage with minimal loss.

STAGE 2: There are two sensible routes through the channel, one up each side. Both routes are relatively simple at the bottom of the screen but get tough near the top where you have to squeeze by mines and go close to the cliffs from where the torpedoes appear. This means you can chug along happily avoiding torpedoes on the bottom half of the screen. On the top you need to line yourself up and race through with your fingers crossed that a torpedo doesn't appear just as you pass.

STAGE 3: Move down as soon as you appear from the channel so as to engage the enemy fleet as close to the land as possible. Angle your guns midway between the fleet and the top of the screen so that you can shoot the incoming planes before they release their bombs. This position should also allow you to get the reconnaisance aircraft that are worth good points. If a plane gets past you leave it and concentrate on the incoming craft, because altering the elevation of your gun is time-consuming.

STAGE 4: The aircraft carrier tries to escape and should be sunk first for a

massive bonus. Next take out the two distant battleships that are viewed head on at either side of the screen. These are very dangerous and can take out ships quite fast if you can't find the range. Go for the ship on the right, that also shells you, next and round off with the almost harmless rustbucket in the middle of the screen.

STAGE 5: Having got the easy bits out of the way the hard task now starts. The tank run is in pseudo 3D, but don't be fooled – if the pixels of your tank overlap anything it's bye-bye armour-plating. The gun emplacements that appear can only be learnt by experience, but the most important ones are in the middle of the screen. Once you know where to expect them position yourself and loose off a shell before they even appear on screen. They may not appear on that run but better safe than a heap of twisted burning wreckage.

The other tank is tougher because it moves up and down with you. To take him out you have to dodge inside one of his bullets and hold your course till he's hit. Then rapid evasive action is needed to avoid the shell which he will have had time to fire. The other major problem is the last gun that sometimes blocks the bridge – you have to get this early or there's no way you'll get a crack at it closer in.

STAGE 6: At Kuhn-Lin the important thing to remember is that your shells

have a slight drift to the right and your turret has to be aligned one 'notch' to the left to hit a target. You should be able to hit at least two targets per tank and sometimes three. This means that once you're skilled you can land eight tanks and use all of them in destroying the fortress to get a really high score.

Airwolf

This marvellous little program from Tim Gilbert of Whitby gives you complete invulnerability in *Airwolf*. You can fly through walls, objects – anything you like. The only drawback is that you must keep to the programmed game screens or you'll get a lot of funny graphics on screen and a total crash. The program should be typed in and run (don't forget to save a copy first) and then the game loaded. There's no prompt to press play but just rewind the tape to the start and play it. The time will still run out on you but the game's now a doddle. Nice one Tim!

```
1 PEN 15
2 BORDER 14
3 MODE 0
4 OPENOUT "D":MEMORY &3E7:CLOSEOUT
5 FOR X = 0 TO 15:READ A: INK X,A:NEXT
6 LOAD "!PROG"
7 BORDER 4
8 MODE 0
9 PAPER 9
10 POKE &7B33,0:POKE &7B34,0:POKE &7B35,0
11 CALL &68A8
12
14,26,0,23,17,22,15,6,26,4,23,2,15, 26,13,0    DATA
```
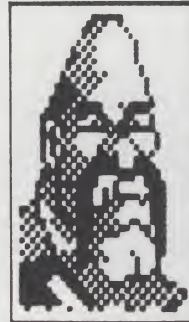
PUNCH POWER

If those nasty foreigners in *Frank Bruno's Boxing* are getting you down – on the canvas that is – then here are some handy tips and a few code numbers that should help you put out their lights. The numbers were entered with the name Bob and unfortunately he hasn't been fit enough or fast enough to face Peter Perfect yet.
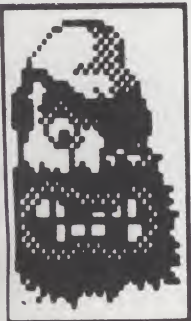
CANADIAN CRUSHER

Alternate punches to his head and body as he moves his guard to defend himself. If you make KO strength just keep letting him have it -- he's got no answer. Watch out once you've knocked him down because he comes straight up with a bearhug that you'll have to duck.

FLING LONG CHOP – ON5IOF5O7

This guy is fast but not very effective. Just keep throwing every sort of punch at him until reaching KO strength or until you down him three times. Watch out for the killer attack again – his kick. Prior to unleashing this he crouches down, at which point you should duck – fast!

Wally Clues

Giving the entire game away on Mikrogen's *Everyone's a Wally* would spoil all the fun, wouldn't it? So we're not going to do that. But what we will do is give a few clues to help out those for whom our mega-map isn't enough. Thanks to Scotsman David Baxter for his help.

FIXING THE FOUNTAIN

Now listen here, Dick. You've just got to take the plunge at the Post Office. Scared? Then why not calm down by going to the zoo with a packet of monkey nuts. After you've wrenched yourself away from there, a visit to the park could be most refreshing.

MENDING THE PYLON

This one's for you, Harry boy. Why not prepare with a nice long game of asteroids. Then to send the sparks flying all you need is a bit of insulation and a certain important tool. Now you can go up in the world.

FIXING THE FUSE

Another mini-task for the resident electrician. All it needs is some fusewire.

HOW TO BUILD A WALL

Come on you Wally, get a bucket and sand. No you're not off to the beach, but you do want to fill that bucket with water – hmm, wonder how to get some. Now where could you mix some water and sand? And once you've mixed it, what tool could you use to slap down that cement? Find it and take a walk down Wall St.

ANDREI PUNCHEREDOV OH9IOC3B7

Not a lot to this Russian giant. Keep throwing rights to his head and you'll soon have KO strength to take him out with.
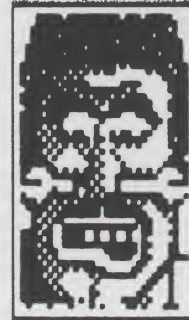
TRIBAL TROUBLE – CL3IOCBFB

Always keep your guard down as he never goes for your head. When he raises his guard let him have it in the gut with the left. You probably won't manage to get a KO punch but he can be put out well within the three minutes.
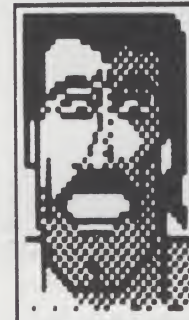
FRENCHIE – LF7INM9A8

Our friend from over the channel is susceptible to lefts to the head – you can even get a KO punch against him. He's got a nasty weapon in the windmill punch though. This is unpredictable but when he starts winding it up wait for the arm to pause and then duck as fast as possible. It wastes time while you wait for him to throw it but it's safer.

RAVIOLI MAFIOSI – OIAIOO7A7

This guy is really tough and there are several punches needed to take him out as well as one to watch out for. There are two methods for dealing with him. Rights to the head plus a left when he drops his right hand. As an alternative, or addition, body punching provides an interesing sight when you hit him and leaves him unable to do much except guard his midriff. His 'come on' action of opening his guard and moving gloves up and down can be fatal but if you hit him when his gloves are up you can stop the threat.

ANTIPODEAN ANDY AM4INC59B

This guy is really nasty. His only weakness is if you can hit him with a right to the head. The problem is that he has excellent defences and throws a devastating double fisted punch that you have to be quick to duck. He throws this punch very frequently and you could get very frustrated with hitting the canvas.

That's as far as this reviewer got but S.L. Thompson of Solihull

can do even better. Here are his tips and codes for dealing with Peter Perfect.

PETER PERFECT – FDQIILK16
Hit him twice to the head with the left, then twice with the right. Watch his face when you knock him down. He blows kisses to the crowd so that you can't hit him but keep punching and you'll hit him when he finishes.
PETER PERFECT again – OEQIIBNB6
He's better this time.

More Dun Darach

Congratulations to Nick Chaplin of Maidenhead and KJ Sandell of Torpoint for sending in the first solutions to *Dun Darach*. With their help we've compiled some more cryptic clues.

1. Art lovers should drop a quartet of objects to gain expensive ornaments.
2. It's not just furs that Bren likes – a precious metal will get you guidance as well.
3. An ancient experimenter in metals hides a secret location and object. Take this to the place where you can worship a half-way listening orifice and you'll ret door
4. Take this to the street that 'we all have to bear' and open the sec-
5. The TV-rock will guide you to the sorceress.
6. A little magic makes The Wicked Lady appear.
7. An oyster's secretion will get you the means to enter the jail.
8. Palindromes provide a combination.

Be a Karate Smarty

If you're suffering from violent stomach pains, an aching head and severe bruising all over your body – fear not. Our resident medic Dr. Bob Wadecan give you a run down on how and when to use all the moves in *Way of the Exploding Fist.*

The first thing to remember is that it's essential to finish your opponent off quickly and not worry too much about whether you use a high scoring blow.
This is because you may get caught out trying a complicated manoeuvre when a simple fast one could provide over 2,000 bonus time points.
FORWARD SWEEP: this is a very useful move in early bouts (up to 2nd Dan). It can be executed from the crouch position, thereby protecting you against many offensive blows. Can be used from distance on your opponent's front foot or closer in on his back foot. Still of use in later bouts but computer responds with attacks and evasive action of his own. N.B. Quite a slow move leaving you vulnerable against better fighters.
MID-KICK: another effective move early on, delivering a kick to the midriff. This is another move where your distance from the red fighter is not that crucial and the early opponents aren't fast enough to respond to it. More skilled men often reply with a faster attack, resulting in a simultaneous knock-down or you being beaten. Like the forward sweep it should be used sparingly in later bouts.
FLYING KICK: this is a spectacular, high-scoring and effective move that brings dividends at all levels. It can be performed at some distance from your opponent and when sucessful gives many points. It can be blocked, though, and this may leave you close in and vulnerable. In this situation you'll have to be ready with a quick punch. If your oppo-

nent tries one of these respond quickly with your own and catch him with his guard down.
HIGH, JAB, LOW PUNCHES: these are used close in and are very effective but leave you wide open to a counter. If another move has taken you in close a quick jerk on the joystick will effect a high or jab kick. This is useful for advanced combat and can be practiced on the early fighters by just walking up and letting them have it. The low punch is executed from the crouch position, providing a surprise variant if you've been using the forward sweep a lot. After getting in close don't try to walk or somersault away but instead continue forward and turn round – it's much safer.
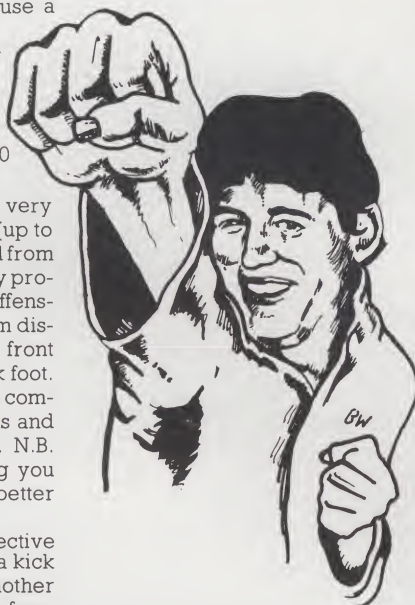
FORWARD SOMERSAULT, HIGH BACK-KICK: these two should be considered together since they combine to make a very stylish attack. When you're in mid-kick range of the enemy, forward somersault so that you're standing behind him, then just let him have a back-kick. This should be performed as all one move and when you judge the distances right looks great.
BACKWARD SWEEP: this is an alternative for use after a forward somersault and requires you to be less accurate than a high back-kick. It's also much safer because you are less vulnerable to attack.
ROUNDHOUSE: very spectacular and a good scorer but requires very accurate positioning. It can be used both in front of and behind and opponent but you have to be in exactly the right place to catch the side of his head with your foot. Defensively this is a good move as well since most of your body is out of the way of an attack while performing it.
SHORT JAB KICK: this is a real beauty for catching the computer in the middle of a move. It is very fast and so if the reflexes are sharp enough you can whip in a quick kick, crumpling him in mid-move.
BACKWARD SOMERSAULT: can be used to retreat some distance but later opponents are good at catching you in mid-flip, crashing you to the ground.
BLOCKS: these can be handy for stopping an attack but beware since holding a block can leave you wide open. It also may take a crucial split second to drop a block and move or attack yourself.
CROUCH: valuable position for sweeping and low punching from but watch out for attacks when you rise from the position. You're fairly safe (not totally) while crouched but on the way to a standing position you're a sitting duck.

BEAT BLAGGER

Blagger from Alligata/Amsoft features a demo mode which shows all the screens. G.Upton from Telford told us how to get into them. As the screens go by press A,D,G,J and L keys simultaneously followed by enter to start the game and, hey presto!, you start on that demo screen. Now you can play all the screens without completing the others.

High Score Names

G.Upton also sent some words to type into high score tables. Try "Dark Star" on the *Dark Star* score table from Design Design and "Hugh" on the *Sorcery* table. For *Dark Star* and *Tankbusters* there are several other words that prompt responses so why not see if your minds are as weird as the guys at Design Design and experiment a little.

Starion Codes

Andrew Watts of Wolverhampton lets us in on the *Starion* code words for grid one, zone one and where to drop them off.
BIBLE goes to zone 9
STARION to zone 3
ELECTRICITY to zone 8
RELATIVITY to zone 2
EEC to zone 7
DIAMOND to zone 6
RHODESIA to zone 4
TELEGRAM to zone 1
ASPIRIN to zone 5
These combine to make the password REDBREAST.

Matchday Goal Bonanza

You-know-who has been at it again. In between scoring hatfuls of goals on *Matchday* Bob "I love playing games" Wade has provided a few tips to help anyone who might be suffering defeats at the hands of Rochdale or Halifax.

HEADING
This is a really stylish way of playing and scoring. When the ball is in the air going straight left or right down the field, try to bounce it off the player's head and then keep under it nudging it towards the opponents' goal. This way you can at least keep the ball safely away from your opponent even if you can't take it all the way to the goal.

INTERCEPTING PASSES
On the high levels of play the computer will trap a ball in the air on its first bounce. To gain possession you have to put yourself in the path of the ball and deflect it to the ground before it reaches the opposition. This should allow you to gain possession.

SHOOTING
The safest way of scoring is just to dribble the ball into the net. This often isn't possible though because of an opponent in close attendance. If he is between you and the goal you can either pass to another player or get into an angled position where a quick turn and fire to left or right will get the ball past him.

You don't need to worry about shooting over the bar but the danger is of hitting the post or going past it, so watch out for rebounds and intercepting wayward shots.

PASSING
This is most easily done along the ground from a standing position but results in interceptions. Passing in the air is harder to control when trying to regain possession but bouncing the ball off the body is the easiest way of gaining control.

GOALKEEPING
This is tough and it's best to rely on just outscoring your opponent Dives are purely a matter of learning the timing and if an opponent tries to dribble the ball in your only chance is to try to intercept with one of the other players.
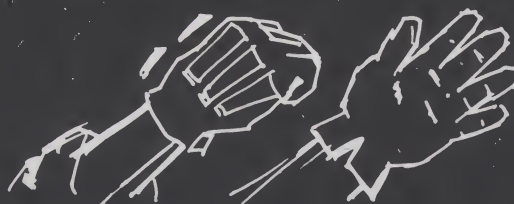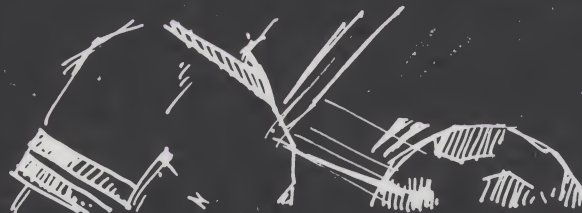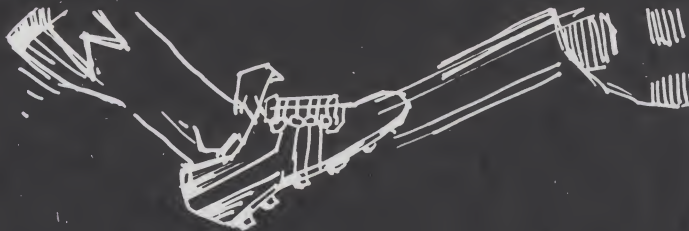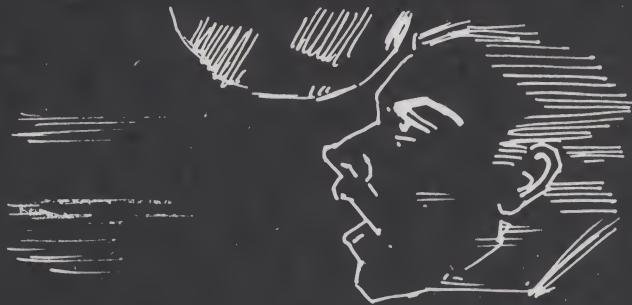
Wizard's Lair
If you've been wondering where those magic lifts can take you then Robert Frost of Earls Barton can help you out. He's sent in the seven levels of the lair that you can be transported to.

1 = CAIVE
2 = HAWLO
3 = CRYPT
4 = DUNGN
5 = VAULT
6 = LIAYR
7 = LYONS

Wild Bunch
Robert Frost of Earls Barton has a handy tip for this Firebird cheapy – don't shoot the real murderer if you find him since he is your only witness.
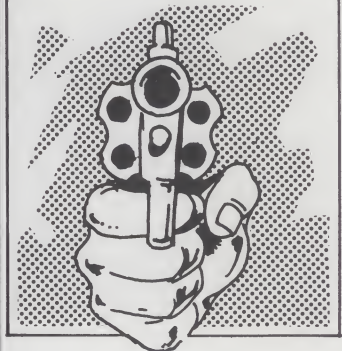
Karl's Treasure Lost – and Found!
Confession time – we didn't get the *Karl's Treasure Hunt* poke quite right, so to make amends here's the correct method as supplied by Gordon Scott of Stourbridge.
Enter the line:
592 LIST
and then run the rest of the program. At the end of loading it will list the basic program and you can enter the line:
Memory 12288:poke 38102,100:call 36864
then just enter:
Goto 595
and away you go.

Amsgolf Again
Apparently I'm not the only Arnold owner who will have enjoyed Europe's Ryder Cup victory. Stuart Russell has been spending hours on *Amsgolf* to bring you the scratch handicap code. This will allow you to thwack the ball much further. Sandy Lyle couldn't do better than this.
Handicap 0 = K3R56

EVERYONE'S A WALLY

the map

MAPPED BOB WADE

MAN-HOLE

HOOK

PORT E

REFERENCE RD

LIBRARY

B

BUNSEN BURNER

JUMP LEADS

STATION RD.

BRITISH RAIL

PENNY LANE

PIGGY BANK

SAFE

ZOO

MONKEY WRENCH

BUTCHERS

WALLY HOUSE

ZOO

T. BONE BUTCHER

TRUNK ROAD

BUTCHER RD.

CAVE R

An Amstrad Action Special

Raid Tactics

Raid is a game with plenty of potential for high scoring. Our very own Doctor Bob tells you everything you could need to know to get a high score.

Hangar

This early part of the game is also one of the toughest but mastering it is essential for a really high score. Each plane appears moving towards the left. Firstly rotate 180 degrees and thrust gently until the plane is only just moving right. Now go to maximum height and turn 90 degrees so you can apply a very little forward thrust. Release upward thrust and a second or two later open the doors. Just before the plane starts to lose height use full thrust straight out of the door.

This method minimises sideways drift which usually causes problems but still requires practice to get the timing right.

Always take out a total of six planes (if there is enough time and you don't crash any of them), as this gives you the opportunity for good scoring later on. On some launches you may not have time to take out that many but you'll have to judge the timing for yourselves. Whatever you do don't let one of your cities be destroyed or your score is zeroed – disaster!

Attack run

Having got down to the launch site it's a case of shooting everything in sight. Take out the tanks, missiles and as many buildings as possible, finishing off with the helicopter. At the end of each run crash the plane on the final line of defences (or missile) until you have only one plane left out of the hangar. Take this one through to the silos – but woe betide you if you crash it.
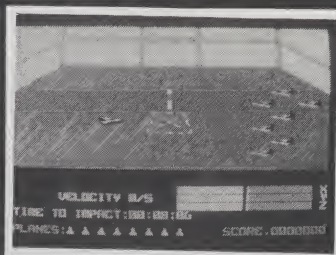
The hangar stage is tough but there is a way out

The scrolling attack run, a real high scoring stage
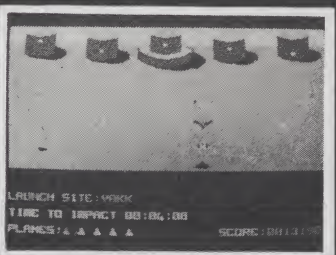
Five silos to destroy and blast lots of planes, watch the time though

Silos

Knock out the four small silos, getting a plane back for each one and then line yourself up on the fifth silo. Don't shoot it yet but blast away the enemy planes until there are 10 to 15 seconds before impact and then let the last silo have it. You should now have a full complement of planes again and be ready to face the next launch.

Repeat the procedure for the first three sections for each of the three launches until you are faced with the final attack run.

Defence centre attack

Complete this on the first run since pilots can no longer be rescued and each one is worth a bonus at the end. Once at the centre, shoot everything – towers, tanks, doors and men. The men will keep coming back so you'll have to be fast with them and keep moving or they'll home in on your position and let you have it.

Once you're inside the reactor using your discs to destroy it is down to timing – you either get it or you don't, practice is the only answer. Take as long as you like hitting the reactor the first four times but you'll need to be super-efficient for the next four. The best time to hit the reactor is while it's moving, but don't waste discs or lives and keep cool. In order to try to judge the timing count the pulses so that you can always throw and hit on a particular pulse.

The harder levels of the game get really nasty with the hangar exiting, attack run and everything else getting really mean. The same tactics can be applied to all three levels but the higher ones take that much more practice to perfect.

Oldie but Goldie Pokes

I've been sent most of the following pokes a number of times so let's not have them cropping up in the postbag again – otherwise I might send you a signed picture of the editor.

Roland in Time

Type in and RUN the program. Then load the game as prompted, to get infinite lives.

```
10 MEMORY 4999
20 LOAD"ROINTIME",5000
30 POKE 5850,167 (5001,1 if using
green screen)
40 CALL 5000
```

Roland goes Digging

Type in and RUN the listing and then follow instructions to get infinite lives.

```
10 MEMORY 17000
20 LOAD"digger1",17800
30 POKE 17978,0
40 CALL 18658
```

Roland on the Ropes

Input and RUN this listing then load the game as prompted, to give you infinite strength.

```
10 MEMORY 4800
20 LOAD"ROLAND.D"
30 LOAD"ROLAND.C"
40 POKE -25804,0:POKE -25562,0
50 CALL 41100
```

Hunchback

To get infinite lives, type in and RUN this listing then load the program as prompted.

```
10  BORDER  0:INK  0,0:INK
1,18:INK2,5:INK 3,25
20 ENT 1,100,2,2
```

GRID	ZONE	YEAR	PASSWORD
1	1	1858	Telegram
	2	1905	Relativity
	3	1985	Starion
	4	1980	Rhodesia
	5	1893	Aspirin
	6	1897	Diamond
	7	1957	EEC
	8	1831	Electricity
	9	1968	Bible
2	1	1815	Wellington
	2	0814	Egbert
	3	1883	Krakatoa
	4	1776	Seal
	5	1588	Armada
	6	1587	Axe
	7	1764	Coal
	8	1086	Preface
	9	1965	Leonov
3	1	1924	Hitler
	2	1783	Ballast
	3	1879	Lamp
	4	1942	Atom
	5	1547	Ivan
	6	1982	Spectrum
	7	1901	S
	8	1919	Treaty
	9	1889	Eiffel

```
30 ENT 2,90,-6,2
40 ENV 12,10,-2,10
50 PEN 2
60 MEMORY &3BFF
70 LOAD"HUN 3",&4C00
80 POKE &61F8,1
90 POKE &61F9,1
100 POKE &61F8+18,1
110 POKE &61F8+19,1
120 POKE &61F8+26,1
130 POKE &61F8+27,1
140 POKE 20762,0
150 CALL &5431
```

Pyjamarama

This one again gives infinite lives. Type in and RUN the listing and then load the game as prompted.

```
10 MEMORY 8191
20 LOAD""
30 POKE 16087,0
40 CALL 8192
```

Roland in the Caves

Not a poke this, but if you press the cursor down as you enter the cave you complete the level with mega score. Don't repeat this too often as the score may zero itself or the game crash. Control G also exits a level and Shift A goes to next screen with 100,000 points.

Electro Freddy

Not endless lives this time – just 255. Type in and RUN then follow the instructions.

```
10 MEMORY 10000
20
LOAD"A1":LOAD"":LOAD"":LOAD"":LOAD""
30 POKE 39356,255
40 CALL 39323
```

Knight Lore

Christian Waymouth of Sheffield sent in this little marvel which gives you infinite lives, endless

days and no change into a werewulf. Type it in and RUN it. Then hit ctrl, shift and escape to get game going from loading screen.

```
10 OPENOUT"D"
20 MEMORY 4351
30 LOAD"!",4352
40 FOR T=1 TO 7:READ
A,B:POKE A,B:NEXT
50 CALL 4352
60 DATA
4353,0,4354,0,4355,0,4402,201,442
4,149,4425,255,4426,191
70 LOAD"!",8192
80 POKE 18889,0
90 POKE 15438,0:POKE
15439,0:POKE 15440,0
100 POKE 15103,x (where x =
objects to be collected)
110 CALL 4414
```

Chuckie Egg

Also from Christian Waymouth comes an infinite lives poke for that most infinite of games. Type it in, RUN it and then load the game as prompted.

```
10 MEMORY 32767
20 LOAD"",32768
30 POKE 40175,255
40 CALL 39575
```

Roland in Space

Duncan Booth of Moss Pit tells me you don't need a poke to get infinite lives but just have to depress the keys Tab,E,G,J,K,< and M while on a planet to allow you to pass through any hazard and fall any distance.

Finder Keepers

Robert Frost also knows how to blow up cats – just get charcoal, sulphur and the magic flame, drop them in front of the cat and...wooooomph! Mr Sloan from Hewish tells us that you can make a bar of gold from the lead and philosopher's stone and excalibur by combining the blacksmith and broken sword.

Nonterraqueous

Is Psyche drain giving you a headache? Then here's a little tip from Simon Brereton of Stoke-on-Trent. Go to the bottom of a horizontal screen and flick back and forward between two screens – your Psyche goes up by five every time you do. While we're on the subject, Gordon Scott has already mapped 384 rooms of the game – anybody done better? We would really love to see the whole thing. Jason Anderson has also found a pause feature not marked on the cassette inlay – H to pause, S to restart. Jason's stuck at the photon thrusters at level 21 though and wants to know where the rocket fuel is – anybody out there know?

Dun Darach

The Pilg's not the only one who can give cryptic clues. With some help from Lloyd McCormack of Salford and Mr W.A.Kusnierz of London here are some little posers to work out that may help those lost in Dun Darach.

1. Keep losing things? Then gain something interesting by swapping a drink (or spell to excite love) with the culprits.
2. It's not for a dog or TV but it gets something out of a muscular location and gets you into a feminine place.
3. The North Wall gallery holds a piece of interest. Collect it and follow the plague-bringer at the place of the talon, no matter where he goes.
4. Teth the jailer appreciates metal masterpieces.
5. Get some protection by soothing Dain's ears with sound.
6. Praise be to the place that starts with way – it reveals much when you surrender your defence.
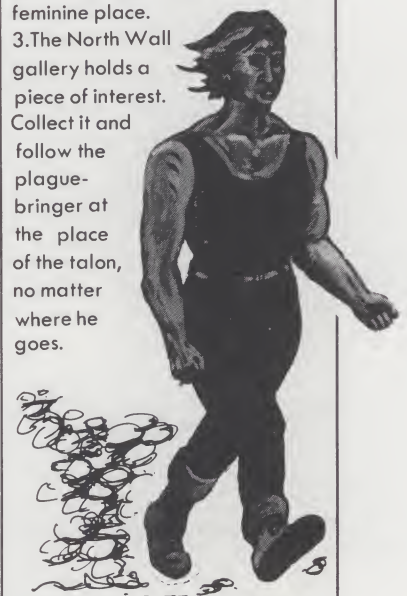
Combat Lynx Extra

In Issue 1 Robert White of Durell advised you never to attack gun emplacements – this month Robert Conacher of Leeds tells you how you can successfully destroy them.

Emplacements are found directly N,S,E or W of you. Load up with 2 mines and a heat seeker. Pause Lynx when 10 squares from gun and select mines. Switch to map screen and accelerate to full speed. Press fire button and keep it held down. As you pass over the gun depress M and you switch off the map instantly dropping the mine on the gun (cease firing). If you miss you've always got mine number two to have another try with.

STARION

We printed one grid of codes from the game last month but Sean Brady of Eltham has sent in the codes for the whole of block one – and he's working on the rest, so you'd better get a move on if you're going to beat him to it.

GRID PASSWORD	GRID	ZONE	YEAR	PASSWORD	GRID PASSWORD	GRID	ZONE	YEAR	PASSWORD	GRID PASSWORD
	4	1	1953	Everest		7	1	1773	Tea	
		2	1789	Cakes			2	1867	Nobel	
		3	1840	Penny			3	1756	Calcutta	
		4	1983	Avon			4	1851	Exhibit	
edbreast		5	1986	Halley	Parachute		5	1812	Cannon	Eccentric
		6	2222	Umbrella			6	1922	Insulin	
		7	1888	Rubber			7	0163	Rosetta	
		8	1896	Aerial			8	1997	China	
		9	1565	Tobacco			9	1042	Edward	
	5	1	1885	Petrol		8	1	1796	Needle	
		2	0219	Alps			2	1912	Iceberg	
		3	0982	Eric			3	1969	Eagle	
		4	2001	Odyssey			4	1929	Crash	
pacewalk		5	1949	Nato	Orphanage		5	1066	Arrow	Combinate
		6	1898	Radium			6	1953	Orb	
		7	1959	Hawaii			7	0543	Triangle	
		8	0035	Asp			8	1492	Bahamas	
		9	1895	Gillette			9	0004	Manger	
	6	1	0079	Vesuvius		9	1	1911	Pole	
		2	0064	Nero			2	0044	Ides	
		3	1897	Electron			3	1805	Nelson	
		4	1869	Table			4	1969	Boom	
Establish		5	1867	Alaska	Adventure		5	1900	Hydrogen	Amphibian
		6	1944	D			6	1454	Ink	
		7	1999	Eclipse			7	1837	Morse	The block
		8	1871	Ribbons			8	1914	Archduke	password is
		9	1945	Uranium			9	1682	Apple	Aerospace.

JET SET WILLY

I've had many pokes in for this one but this is really state-of-the-art stuff. It comes from Michael Godfrey of Isleworth and lets you do lots of lovely things. Line 70 gives you infinite lives and puts you in a safe place. Line 100 allows you to drop from any height. Line 110 and 120 let you walk on deadly objects. Line 130 gives you immunity to monsters.

You can start in any of 90 rooms and set yourself an object target from 1 to 175, making the game a pushover. You can teleport between rooms by typing T and then a three figure number. The room numbers go from 001 to 134 so experiment with moving around. Everything is done for you so type in the listing, RUN it and follow the prompts for loading the game. If you don't want a particular option, then just delete the appropriate line.

```
10 CLS:PRINT:INPUT"START ROOM(1-
89):",start
15 IF start<1 OR start>89 THEN G
OTO 40 ELSE start$=HEX$(start-1)
20 PRINT:INPUT"NO. OF OBJECTS(1-
175):",object
25 IF object<1 OR object>175 THE
N GOTO 50 ELSE object$=HEX$(obje
ct)
30 GOTO 55
40 GOTO 10
50 CLS:GOTO 20
55 CLS:PRINT:PRINT:PRINT"Insert
tape then press play and any key
"
57 WHILE INKEY$="":WEND
60 MEMORY 32000:LOAD"!":MODE 1

70 DATA A5,82,3E,A6,82,42,A7,82,
CD,A8,82,1E,A9,82,BB,AA,82,C2,AB
,82,DB,AC,82,80,AD,82,3E
80 DATA 5e,82,room
90 DATA 21,97,number
100 DATA 82,84,0
110 DATA 6,85,0,15,85,0,5D,85,0,
FB,83,0

350 DATA 86,d2,ed,86,32,f8,79
360 DATA c3,8b,87
370 '
380 RESTORE 170
390 FOR a=49152 TO 49287:READ d$
400 POKE a,VAL("&"+d$):NEXT a
410 RESTORE 70
420 poka=49288
430 READ x$:READ y$:READ z$
440 IF z$="willy" THEN CALL &C00
0
450 IF z$="room" THEN GOTO 490
460 IF z$="number" THEN GOTO 500
470 POKE poka,VAL("&"+x$):POKE p
oka+1,VAL("&"+y$):POKE poka+2,VA
L("&"+z$):poka=poka+3
480 GOTO 430
490 POKE poka,VAL("&"+x$):POKE p
oka+1,VAL("&"+y$):POKE poka+2,VA
L("&"+start$):poka=poka+3:GOTO 4
80
500 POKE poka,VAL("&"+x$):POKE p
oka+1,VAL("&"+y$):POKE poka+2,VA
L("&"+object$):poka=poka+3:GOTO
480

120 DATA F2,83,FE,F3,83,3,F4,83,
DC,F5,83,C4,F6,83,90,F7,83,3E,F8
,83,4,F9,83,28,FA,83,6
130 DATA 7d,8e,0
140 DATA 0,9a,c9
150 DATA aa,9a,0
160 DATA jet,set,willy
170 DATA 21,14,80,e5,11,d2,ae
180 DATA 01,12,01,ed,b0,e1,11
190 DATA 64,00,0e,2c,ed,b0,21
200 DATA 6d,00,22,90,00,3e,c3
210 DATA 32,92,00,21,28,c0,22
220 DATA 93,00,c3,64,00,dd,21
230 DATA 88,c0,21,5a,c0,11,62
240 DATA 80,ed,53,f4,86,01,2e
250 DATA 00,ed,b0,3e,c3,32,f3
260 DATA 86,21,f8,07,22,4e,81
270 DATA 0e,03,dd,6e,00,dd,66
280 DATA 01,dd,7e,02,77,b4,ca
290 DATA 4a,ac,dd,09,18,ee,d2
300 DATA 44,83,f6,20,fe,74,c2
310 DATA f6,86,cd,b6,bc,21,03
320 DATA 00,cd,18,bb,d6,30,fe
330 DATA 0a,30,f7,06,0a,84,10
340 DATA fd,67,2d,20,ee,3d,fe
```


BEACH-HEAD

If you've been having trouble with the fortress at Kuhn-Lin then Ray Mangan of Banbury can show you the order in which to shoot the windows and at what angles of elevation.
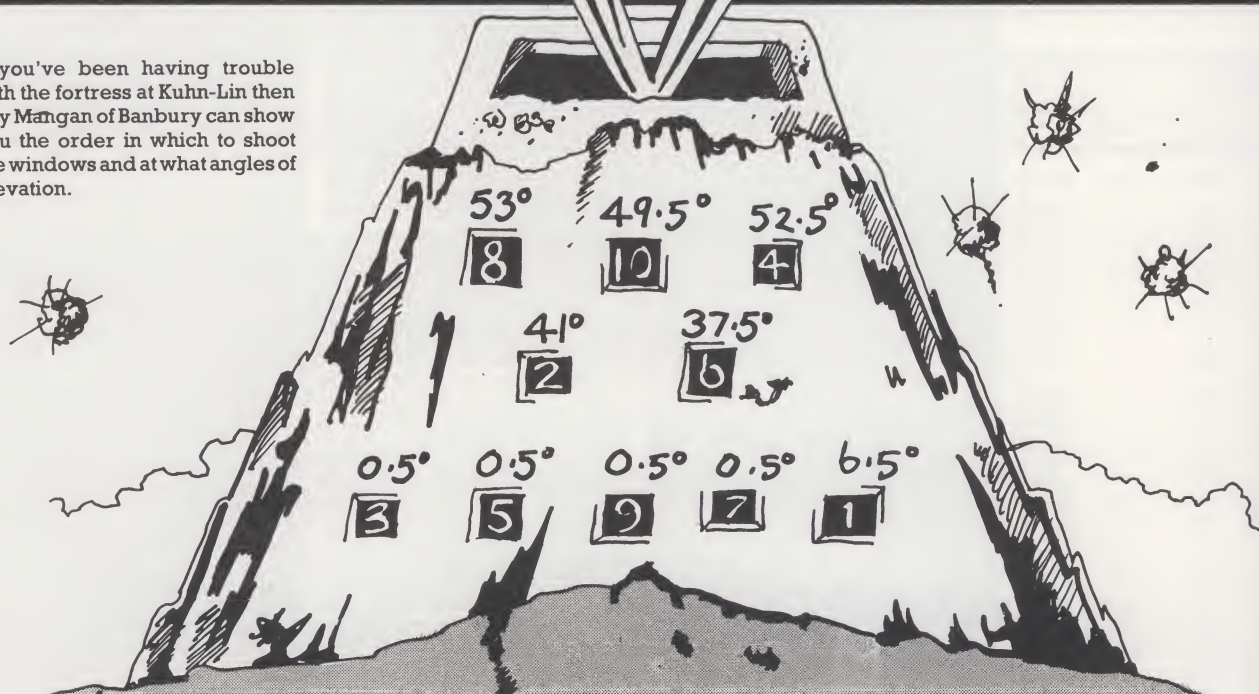
mapped by Ian Boffin

Chapter 2

Chapter 1

A B C D E F G H I J K L M N O P Q R S T U V W X

10 9 8 7 6 5 4 3 2 1

A6 Just in time
B6 Deserted cellar
B7 Entrance to hideout
B8 Near hideout
B9 Near hideout
B10 Above the world
C6 Under the hall
C7 Near necromancer
C8 In armoury
C9 Above hideout
D6 Under hall
D7 Main hall
D8 Above hall
D9 Above hide
E1 Stonehenge

E7 Near hideout
E8 Near hideout
E9 Near hideout
F1 Near Stonehenge
F7 On the bridge
G1 Near stonehenge
G2 Wastelands
G7 On the bridge
H1 Tunnel mouth
H2 Wastelands
H7 Main gate
H8 Gatwick
I1 Tunnel mouth
I2 Wastelands
I3 Under gate

I7 Labyrinth
J1 Tunnel mouth
J3 Outside castle
J4 Inside gatehouse
J7 Near gatehouse
K1 Strongroom
K2 Dungeons
K3 Castle
K5 Under belfry
K6 In belfry
L1 In tunnel
L2 Dungeons
L3 Castle
L7 Near gatehouse
M1 In tunnel

M3 Outside castle
M5 Under sanctuary
M6 Sanctuary
N1 In tunnel
N3 Waterfall
N5 Waterfall
N6 Near palace
O1 In tunnel
O3 Near chateau
O5 Near palace
O6 Palace
P1 In tunnel
P4 Above chateau
P5 Palace
P6 Palace

Q2 In chateau
Q4 Above chateau
R2 Wine cellar
R4 Above chateau
S2 In passage
S3 Near chateau
T2 In passage
T3 In the woods
U2 Wine cellar
U3 Near village
V2 Near waterfall
V3 Near village
W2 Near village
W3 Near village
X3 Outer sanctum

Winning at *Combat Lynx*

Robert White of Durell Software gives the lowdown on how to make the most of the all-action flight simulator. Is this what we might call a no-win situation?

'Winning' at *Combat Lynx* is not a likely proposition, but here are a few tips on how to survive for just a little bit longer.

About 20 enemy vehicles will be trundling towards each of your bases, including Base 1. After wiping out any of the bases other than Base 1 those vehicles are then re-directed to join the forces moving against Base 1.

It is essential that you protect Base 1 as this is your only inex-haustible supply of troops and fuel, so your first two missions should be to lay eight minefields around it in a complete square since enemy tanks can attack it diagonally. The minefields can be breached by two enemy tanks hitting them, so to play safe you could place the minefields two squares wide. If you take too long Base 2 may get wiped out while you're protecting Base 1. Make sure you don't land on the minefields by mistake and for heaven's sake don't drop mines on any of the bases.

By the time you've laid the minefield you'll probably be getting reports of attacks on the other bases. These may not always be instantly fatal but you are well advised to respond as quickly as possible. Load up with some wire-guided anti-tank missiles, a few mines and the maximum quantity of heat-seeking air-to-air missiles and fly to support the attacked base.

You'll gain a higher score and efficiency rating from the effective use of air-to-air weapons (as you will have more target opportunities and aircraft targets offer more points) but you will not be able to carry a maximum load of anti-tank, anti-aircraft and mine weapons at the same time. Note that the other bases have only a limited supply of mines, so you will need to bring extra mines from Base 1 each time you fly out.

If you go for a high-score too

Starion

Lashmi Ram of Dudley and MI Farrell of Ryde have both successfully completed the game and are determined to share their knowledge with you. Mr Farrell was apparently the first Amstrad owner to notify Melbourne House of finishing the game but didn't get a prize – that went to a Spectrum owner. Seems a bit unfair since the game was released on the Spectrum long beore it was on the Amstrad.

The zones and grids shift around in blocks two and three so you need to watch out for where you are in each game you play. The codes always stay with the same date and this should be your guide. We're only printing block two this month but if you're really nice to us we might print the third and final one next time.

YEAR	PASSWORD	GRID PASSWORDS		YEAR	PASSWORD	GRID PASSWORDS
1880	EXETER			1853	DICKENS	
0570	MECCA			1928	MOUSE	
0257 BC	EUREKA			1834	ANODE	
1982	HEART			1785	EDITOR	
1894	ARGON	EMPHYSEMA		1596	THERMOMETER	TRADEMARK
1962	MISSILE			1933	REICH	
1971	PENCE			1935	RADAR	
1983	YACHT			1916	ALCOHOL	
1882	SHERLOCK			0035	KISS	
1928	ANTIBIOTIC			1981	PACIFIC	
0027 BC	AUGUSTUS			1941	OYSTERS	
1811	AUSTEN			1926	ICI	
1961	VOSTOCK			1945	UN	
1820	AMPERE	BALACLAVA		1841	RUBBER	IMPROMPTU
1815	LAMP			1877	MARS	
1938	BIRO			1495	PAINT	
1854	CARDIGAN			1882	TCHAIKOVSKY	
1862	LIGHT			1553	MONARCH	
1981	WEDDING			1898	ESCALATOR	
0037 BC	NAILS			1800	ARC	
1744	ANTHEM			1944	IMF	
1888	FILM			1957	SPUTNIK	
1747	KITE	SNOWFLAKE		0417 BC	ELECTRA	MAJESTIES
1900	LABOUR			1896	TORCH	
1907	SHELL			1721	MINISTRY	
0300	EUCLID			1981	SHUTTLE	
1948	ORWELL			1941	JET	
1602	PENDULUM			1903	ORVILLE	
1876	TELEPHONE			1956	AMPEX	
1913	GEIGER			1773	IRON	
1557	RUDDER			1666	PUDDING	
1919	AIRSHIP	STRAPPING		1484	CLAM	ACROPOLIS
1932	NEUTRON			1215	SCROLL	
1961	PIGS			1829	OARS	
1959	SILICON			1665	RAT	
1916	INTERRUPT			1565	LISA	
1590	GALILEI					BLOCK PASSWORD
1908	T					METABASIS
1954	ATOLL					
1936	GOLDS					
0776 BC	ATHLETE	AGGREGATE				
1000	ERICSSON					
1963	RUBY					
1834	ENGINE					
1855	GAS					

NONTERRAQUEOUS

Our amazing map of *Nonterraqueous* was sweated, strained and agonised and over by Dean Adam of Cardiff. Not satisfied with that he sent in lots of other helpful stuff on the game, so here come the tips.

First off is a program that will give you infinite lives. First you have to skip the first section of the game tape (the loader) by just typing LOAD''''. Stop the tape, reset the computer and type in the listing. Then run it and follow the screen prompts for loading the game from cassette. The program prevents you being killed from loss of psyche, overloaded psyche, collision with photon thrusters and exploding a bomb too close to the seeker.

When any of these events occur you merely restart the screen with a psyche level of 50. This means that if you get trapped by a nasty you will rapidly be able to restart the screen.

```
10 FOR I = 0 TO 15: READ C: INK I,C:
NEXT
20 OPENOUT'''':MEMORY 2999
30 MODE 0:LOAD'''',3000
40 CALL 3003,&FFFE, 16383: CALL
3003, 40956, 37000
50 READ A$:WHILE A$<> "END":
READ B$
60 POKE VAL("&" + A$), VAL ("&" +
B$): READ A$:WEND
70 FOR A% = &1660 TO &166D: READ
B$
80 POKE A%,VAL ("&" + B$): NEXT
90 CALL 4000
100 DATA 0,13,26,12,24, 9, 18, 10, 20,
1, 2, 11, 4, 8, 3, 6, 1081, 24, 1082, 28,
1084, 18, 1085, D, 1094, 7, 1095, 30,
10BB, 60, 10BC, 16, END, 2A, C0, 1B,
11, 50, 00, 19, 7E, FE, AB, CA, 21, 1B,
C9
```

Dean also sent the relevant memory locations for redefining the playing keys. These can be input in the format:
Line number(between 80 and 90)
POKE address,code for key required(see ASCII codes in manual)
i.e. to make the abort key "a" the line would be:
81 POKE 1076,97
The full list of addresses is:
Abort 1076
Music on/off 2B70
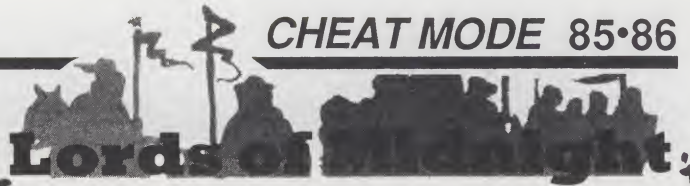Hold 2B8E
Restart 2B95
Pick up/swop 2BFA
Drop 2C02
Up 2CB4
Down 2CC0
Right 2CCC
Left 2CD8
Fire 2CE4

soon in the game your bases will suffer from inadequate ground support. After their demise Base 1 will come under heavy attack, after which the battle will come to a fairly rapid and unpleasant conclusion.

The unguided weapon systems are difficult to use (as you must aim the helicopter without crashing) and relatively ineffective, but they do offer substantial gains in saving weight. NEVER attack an enemy field-gun, as they seem to be lethal against slow-flying helicopters. ALWAYS attack enemy lorries and tanks from behind – they won't fire back in this position.

As you deplete the enemy hardware you will receive reports of enemy reinforcements coming in at a given location. If you quickly head to that co-ordinate position you should have a real 'turkey-shoot' as all the reinforcements will still be close together. If you can wipe out the enemy reinforcements faster than they enter the battle you could possibly 'win'. But I doubt it!

The Covenant

Not satisfied with having his fantastic *Airwolf* poke printed, Tim Gilbert of Whitby has come up with one for PSS's exploration game. This program stops the animals, flames and rocks draining your energy. The only way you can lose energy now is by shooting. The listing just has to be typed in, RUN and then follow the prompts to load the game.

```
10 MODE 0
20 MEMORY 4999
30 LOAD"!COVENANT.BIN'
40 POKE 12828,0
50 POKE 12848,0:POKE
12849,0:POKE 12850,0
60 CALL 10887
```

Ghouls

This addictive but frustrating game has posed many problems, not least of which is getting off the first screen. RP Marteino from Hendon has sent in a nice set of pokes that prevent the timer clocking down, give you infinite lives, allow you to start on any of the four screens, remove the ghosts and even speed the game up if you want to! Just type the listing in with the options you want, RUN it and follow the prompts for loading the game.

```
10 OPENOUT"DUM":MEMORY
&900
20 LOAD"":POKE
&11AD,&C9:CALL &1008
30 LOAD""
40 POKE &16A6,&C9 (Prevents
timer clocking down)
50 POKE &109F,0 (Infinite lives)
60 POKE &10A4,n (n must be a
number between 1 and 4
depending on which level you
want to start at)
70 POKE &148C,&C9 (removes
ghosts)
80 POKE &17D1,&C9 (speeds the
game up, leave it out if you don't
want it)
90 CALL &1000
```

Now some playing tips for when you **don't** cheat (for legitimate high scores etc).

Despite what the instructions say, there doesn't seem to be any use for the non-shooting mode, but the sphere is needed to shoot your way through several barriers. When shooting through barriers try not to bump into anything as you move up and down because this will lose you quite a lot of psyche.
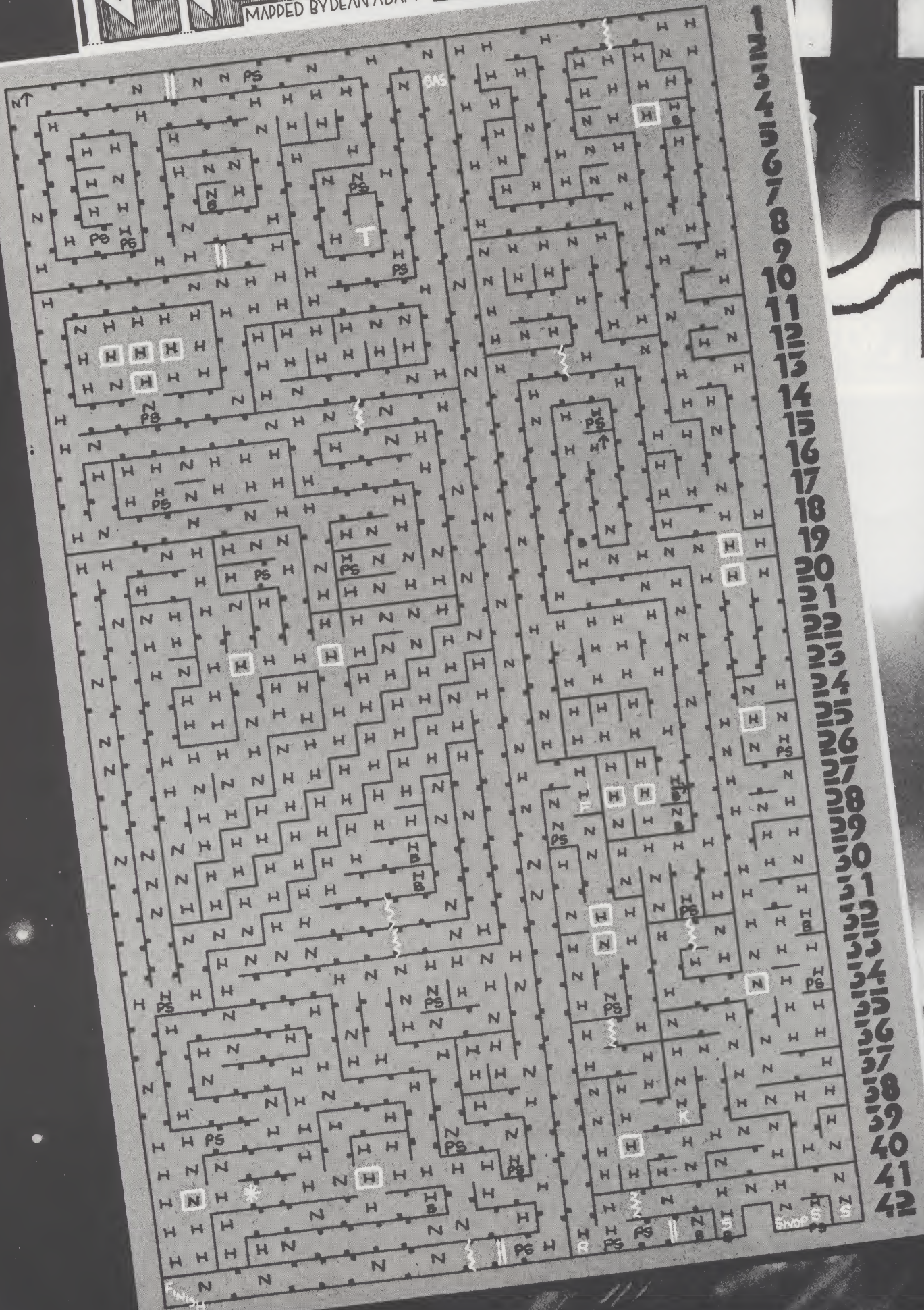
To gain psyche rest the seeker in the corner of the room next to an exit and move it in and out of the adjacent room. Be careful not to overload your psyche banks. 999 is the limit.

The nasties which chase you around and sap your psyche are a major hazard. If you enter a room which contains a nasty which is difficult to get past, go out of the room and come back in again until it is in a better place. Sometimes it gets stuck behind or inside a stationary object. Be careful not to overload your psyche while doing this.

The seeker moves faster diagonally than it does sideways. This is worth remembering when getting through the gap in a photon thruster or sneaking past a nasty. Some of the rooms with horizontal photon thrusters only have a small gap at the side of the room. Don't try too hard to get through these rooms it's impossible without cheating.

Lords of Midnight

Tim Walsha of Henley-on-Thames sent us in a fabulous map of the game and some tips to help with both the war game and ice crown aspects of the game.

Morkin's quest is the quickest and easiest way of completing the game and if you stick to the following tips you shouldn't have too much trouble.

1. As Morkin progresses northwards it is a good idea to move Luxor east. Doomdark will track the warmth in Luxor's ring and send most of his armies after him, leaving Morkin's path free from Doomguard.
2. The ice crown is in the Tower of Doom.
3. You will need Farflame the Dragon Lord or Lorgrim the Wise to destroy the ice crown, or you could throw it in lake Mirrow.
4. Wait in the mountains of Death and let night fall. In the morning nip into the tower, grab the crown and get back to the mountains. This means night won't fall while you're on the plains of Despair allowing the armies to kill Morkin.

The war game is much tougher than Morkin's quest but all the more rewarding if you succeed.

1. Move Morkin northwards to attract the ice fear away from the warlords so they won't be scared.
2. When Lords have no armies avoid battles with skulkrin, wolves, dragons and ice trolls.
3. Recruit as many Lords as possible – you'll need all the help you can get.
4. Don't let Morkin do anything except move, rest in villages and absorb the ice fear since he cannot recruit many people.
5. Morkin can recruit Fawkrin the skulkrin and Farflame the Dragon Lord. The latter is mighty in battle and can fly halfway around Midnight in one day.
6. The Lord of Shadows is NNW from the start location and you can get him some horses if you move NW again.
7. Corleth the Fey can get to the Citadel of Gard and recruit the Lord of Gard in one day if he passes south through the liths searching for the cup of dreams.
8. When attacking the Citadel of Ushgarak approach it from across the mountains since the three entrances to the plains are guarded by a Citadel.

American Football ☆

One of our regulars, G Upton, is back with some tips on how to mash, mangle and generally massacre the computer opponent with some crafty tactics.

When the computer is on offence always defend against the run for the first two downs and the pass on third down. Keep to this defence and the computer will soon be punting. The computer only goes for a fourth down if it needs four yards or less. In this event always choose the short yardage option.

The computer will occasionally throw on first or second down but don't let this upset your defensive plan. The computer will also throw from the pocket after the two minute warning and you can't always stop it by choosing a pass defence.

When you are in possession never run the ball more than once in a series of four downs. The best attack is to throw either shotgun or pocket. The bomb should also only be used once on any of the first three downs or if you need three yards or less for a first down. On fourth and long always punt.

This strategy will lead to interceptions sometimes but you should rapidly get the ball back from with the defensive measures. Finally, never attempt a field goal from outside the 30 yard line unless you are on fourth and long.

BW adds: If you're going to run do it on first down and then pass on the next two – otherwise the defence will always expect the pass. You need the odd run to keep them unsettled and susceptible to the pass.

Brian Jacks Superstar Challenge

Patrick Guest has sent in some tips that should help you get the most out of four events.

100 metres: keep the left and right keys pressed and you'll have full power all the way.

800 metre cycling: keep the space bar pressed and once into gear press the left and right keys giving you nearly full power.

Football: as you round the third cone run to the far right and just after the fourth cone disappears move left so that you score in the far left of the goal.

Swimming: press the space bar to breathe after every six strokes.

NONTERRAQUEOUS

MAPPED BY DEAN ADAM+

ASTER MAPS

HAMMERS
a 'NASTY' which chases you and saps your psyche
PSYCHE SUPPLY which adds 50 to your psyche
BOMB
MAGIC KEY
ROCKET
FUEL
entering this causes instant death
PHOTON THRUSTERS
bomb required to cross this barrier
shoot through this barrier
photon thrusters oscillate across each exit
entering this room transports you to the room marked ? on level 39
if you exit in the direction of the arrow you will be trapped in a wall on the next screen
SWOP

SOULROBOT

🐛 DEADLY FUNGUS
🔑 DOOR OPENER
🔑⃝ TRANSPORTER KEY
⦾ TRANSPORTER ROOM

S — START FOR EACH SECTION
E — EVIL COMPUTER
L — LASER

MAPPED BY BOB WADE ®

Tren
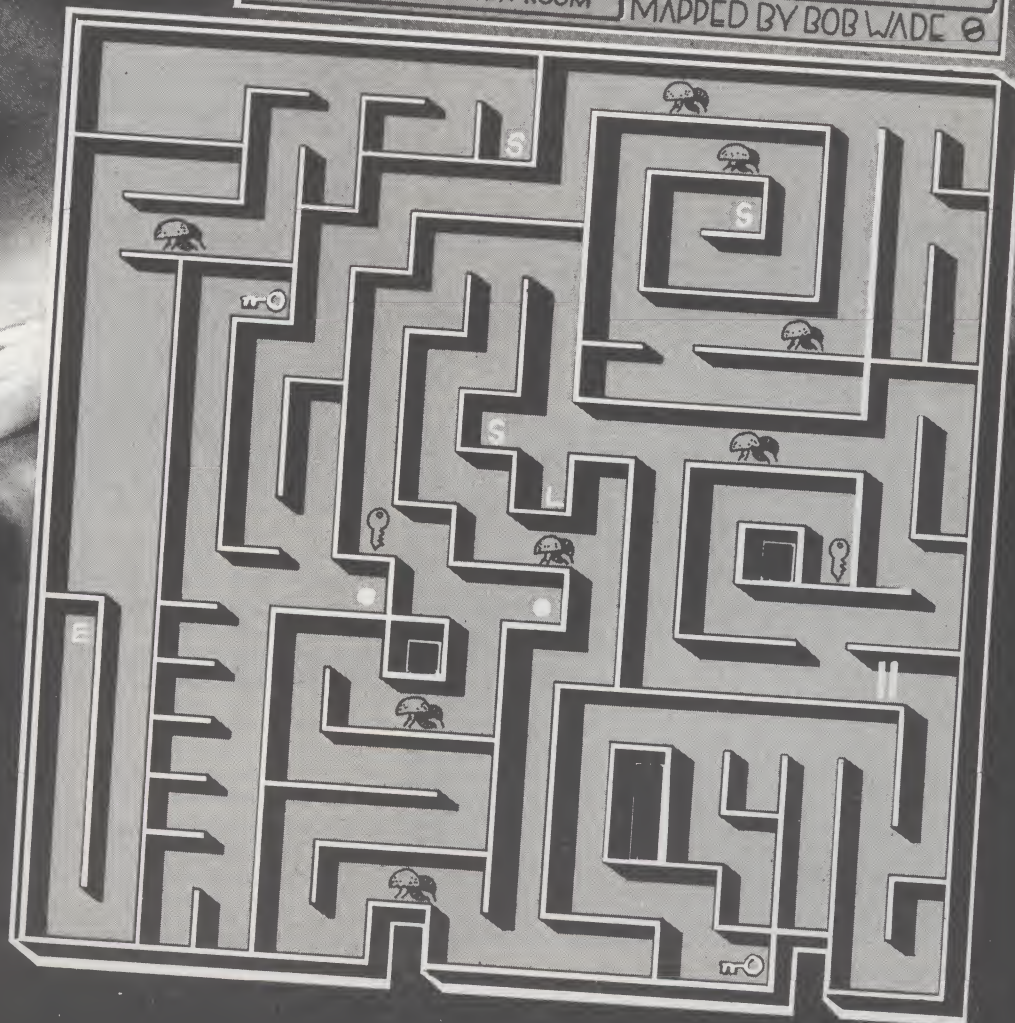
Yie Ar KUNG~FU

Last month's Mastergame had everybody chopping, kicking and jumping again – so here are a few tips on how to beat all eight opponents, courtesy of Daniel Riley and Emmet Masterson of Sidcup and our own BW.

BUCHU: walk to the middle of the screen and when he jumps at you or approaches you on foot, roundhouse kick him. He will back off and then approach you again for the same treatment.

NUNCHA: wait for him to walk up to you then stride punch – but not too late. Repeat this until he's knocked out. Cornering him will again make your job easier.

CLUB: easy to beat. Just flying kick or punch him every time he comes near you.

TONFUN: let him approach and then just keep hitting him with the flying punch.

STAR: jump over her star and force her into the corner of the screen. Then flying punch, flying kick or roundhouse kick her repeatedly while she is trapped.

POLE: this is a really tough competitor. When he approaches you hit him with a lunge punch. Beware his pole though since he can use it at close range as well as distance. More variance in moves may be required to stop him: try using the leg sweep at close quarters.

SWORD: this is another tough opponent. To beat him you'll need to leap in the air a lot so that he ends up standing directly beneath you each time you land. Here you should flying punch him and then set off into the air again.

BLUES: a fairly even fight this where you should just keep throwing all the good attacking moves at him and most times you'll come out on top.

HACKER

The map and tips have been provided courtesy of Patrick McCorry from Belfast – but he still hasn't managed to complete the game. The security clearances may have been causing a few problems so here are the four codes. Remember that for the first one punctuation and spaces are important.
1. MAGMA, LTD.
2. AXD-0310479
3. HYDRAULIC
4. AUSTRALIA
Patrick's also sent the list of which spies sell which objects and a partially completed list of what each spy will accept.

SOUL 3·30

We had lots of maps and tips in for this great Mastertronic game. You saw our map last month, and now we've got some tips from Stewart Russell on how to stay alive and complete the game.

1. Have lots of psyche. By lots I mean 6-8,000. This can easily be achieved by getting the laser, going back to the starting screen, jumping on the robot blocks and sellotaping the space bar down while you eat/do your homework/fall asleep/mow the lawn. It should take about half an hour.
2. Fly over fungi! Don't jump because you often get thrown straight back at the nasty little saprophyte. (look it up)
3. If jumping is even mildly difficult – fly. The game has a habit of throwing empty screens at you so you can fall to your death.
4. You can drop twice as far by hovering. Just start flying and let yourself drop. Just before you are about to land hit enter to cancel your fatal momentum.
5. It's wiser to fly into unknown screens. By doing this you don't tend to bounce off walls, robots, etc and fall to your doom.
6. Go in shooting. There's only one kind of good robot – a good and dead one. Beware explosions though – you bounce off them too.
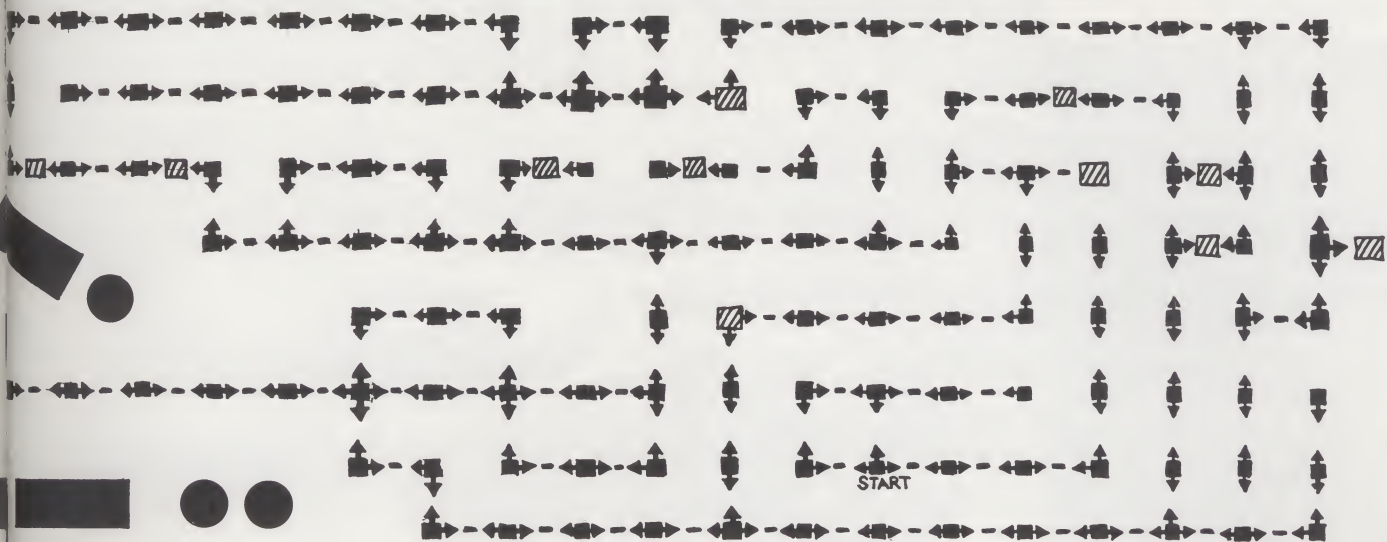
City	What they sell	What they want
Berne	Deeds to Swiss chalet, chronograph.	Cash.
London	Crown jewels, Beatles album.	Chronograph.
Athens	Greek urn, artifact.	Emerald scarab.
Cairo	Statue of Tut, emerald scarab.	Deeds to Swiss chalet, chronograph.
Delhi	Star of India, Spanish doubloons.	Emerald scarab.
New York	Uncut diamond, stocks and bonds.	
San Francisco	49'rs season ticket, gold nuggets.	Deeds to Swiss chalet.
Mexico City	Treasure map, Spanish doubloons.	35mm camera, Beatles album.
Tokyo	String of pearls, 35mm camera.	Deeds to Swiss chalet.
		Stocks and bonds.
Peking	Ming vase, jade carving.	Stocks and bonds, string of pearls.

CITY

LINK

DIRECTION
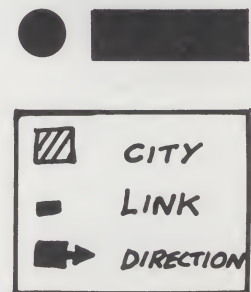
PYJAMARAMA

If you've been having trouble getting 100% on *Pyjamarama* even though you've solved it, then make sure all the objects have been moved from their starting places before setting off the alarm. Advice from **Roderick Dunlop** of Pollokshields.

3D Starstrike

Type in the listing and RUN it. Then follow the screen prompts to load the game. This replenishes your shields after every run and keeps you on level one. Thanks to Martin Nolan for getting us a working poke – previous ones didn't work.

```
10 MEMORY 5119
20 MODE 0:BORDER 0
30 FOR G=0 TO 15:READ P:INK G,P:NEXT G
40 DATA
0,2,6,8,18,20,24,26,26,26,26,26,
26,26,15
50 LOAD"SETUP.BIN",32768
60 CALL 36506
70 LOAD"ICODE.BIN",5120
80 POKE 9792,0:POKE
9793,0:POKE &2665,0
90 CALL 10140
```

Everyone's a Wally

Here's a nice little poke that will give you unlimited endurance on Mikro-Gen's classic arcade adventure. It's entered using poke method 1.

```
10 MEMORY &1FFF: LOAD""
20 FOR N=8557 TO 8564: READ A: POKE N,A: NEXT
30 POKE 8239,109: POKE 8240,2: POKE 8203,117
40 CALL &2000
50 DATA
62,182,50,225,129,195,0,3
```

STEVE DAVIS SNOOKER

Here's another tip that more than one person has sent in. Wait until you've got an easy scoring shot, preferably on a colour. Play the shot and if succesful press SHIFT, ESC and R to return to the position before the shot and then play it again. Each time the break is increased and you'll easily knock old SD off his perch on the score table

Galactic Plague

If you're having trouble with any of the screens then several people have pointed out a handy cheat that can be used on any screen to take you to the next. Just pressing the letter "R" does the trick – and gives you a bonus making massive scores possible.

Anybody having trouble with the computer opponent will be pleased to receive these tips from **Chris Woolley** of Weston-Super-Mare.

To complete each game quickly don't bother trying to find the objects just search for the airport door (remember to make sure you have altered the options before starting the game). Once you've found the door block yourself in with water buckets or a gun and string. When your opponent has all the objects he will go to the airport where he should be killed by your traps. Go into the room where he died, collect the objects and exit to the airport.

When in hand to hand combat keep your finger on the fire button and waggle the joystick up and down. You will automatically face your opponent as he moves around the room and as soon as he comes in range...bang, crash wallop! The unlucky spy won't be able to hit you and will eventually be killed.

This method can also be used right at the start of the game and as soon as you stop laughing at the spy's demise set a time bomb and exit. When your opponent reappears – bang!. If you want some fun re-enter the room straight after the explosion and set another time bomb. Hee hee!! Cruel, isn't it?

Combat Lynx

If previous month's tips haven't been enough to help you with the helicopter classic then here's a great poke from Rhys Jones of Peterborough to increase the carryable weight of the Lynx from 2045 kgs to 4095 kgs. It's entered using method 1.

```
10 MODE 1
20 MEMORY 5630
30 LOAD "MAIN"
40 POKE 27740,255: POKE
27741,15: POKE 27910,255: POKE
27911,15: POKE 28300,52: POKE
28301,48: POKE 28302,57: POKE
28303,53
50 CALL 32138
```

Alternatively you can follow the tips sent in by Manjit Singh Biant who reckons he can improve on what's been advised before.

Load up two air to air missiles and as many mines as possible use AA missiles to clear area if needed. Then switch to mines. Go north releasing mines (avoid the base) then repeat this for the other seven compass directions to form a protective field around the base.

By now base 2 may be under attack – leave it and concentrate on base 3. With 2 AA missiles and 2 mines go to base 3, land the helicopter gently on the ground to cool if you overheat. Lay mines to the north and east until you run out as this is where the enemy often attack from. When the mines are used, pick up passengers and ferry them to base 1 (to improve efficiency) before returning to base 3 with more mines to lay around it.

On other levels you can try to defend more bases in this manner depending on how efficient you are. If base 3 is destroyed concentrate on building up base 1's defences by laying the minefield further and further out. All the enemy will now be heading for base 1 and raids can be made on incoming vehicles.

This is done by approaching the enemy at high speed, flying over and quickly coming back up behind them and when directly above them dropping a load of mines. This should destroy the vehicle and leave some mines for later enemies to run into.

If reinforcements arrive don't go after them since they will be far off and you won't be able to carry many weapons there to attack them. Instead find out which

Cauldron

This poke from Joseph Winchester of Cambridge gives infinite lives on the bewitching game from Palace and is entered using method 2 so that you can skip the first block of the program called CAULDRON BLOCK 1.

```
10 FOR P = &40 TO 125
20 READ A$:A = A XOR VAL(A$)
30 NEXT
40 IF A<>10 THEN PRINT"Error
in data statement, please check
it":STOP
50 RESTORE
60 FOR P = &2000 TO &203D
70 READ A$:POKE
P,VAL("&" + A$)
80 NEXT
90 CALL &2000
100 21,00,20,11,40,00,
06,40,ED,B0,C3,4D,00,
6,4,C5,3E,52,11,18,0,
21,9E,0,CD,A1,BC,3A,
A4,0,CB,7F,20,5,E6,3,
CD,E,BC,2A,9E,0,ED,5B,
A0,0,3E,4C,CD,A1,BC,
C1,10,D9,3E,0,32,4D,DA,
C3,0,C8
```

Defend or die

Joseph Winchester also gave us a poke for infinite lives and smart bombs on this shoot-em-up rather than 99 lives which we've printed before. It's entered using method 1.

```
10 MEMORY &3FFF
20 LOAD"DEFEND OR DIE"
30 INPUT" Infinite lives
(y/n)?",a$:IF a$ = "y" THEN
POKE &60E8,0:POKE &60E9,0
40 INPUT" Infinite smart bombs
(y/n)?",a$:IF a$ = "y" THEN
POKE &5E07,0:POKE &5E08,0
50 CALL &4025
```
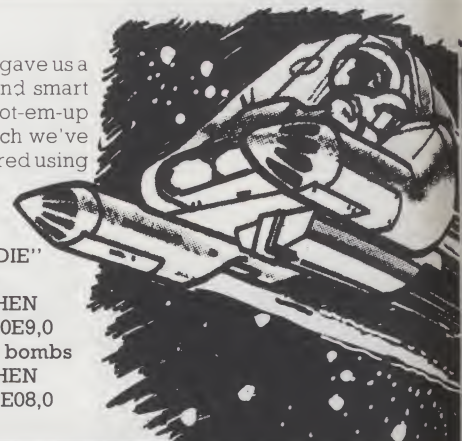
Hacker

An update to last months tips has been received from JB Palmer of Havant clarifying the places to visit and what to trade there. You only need nine objects and should visit the cities in the order printed.

BERNE	Cash
LONDON	Chronograph
CAIRO	Scarab
ATHENS	Statue of Tut
AGRA(not Delhi)	Swiss chalet
NEW YORK	Stocks and bonds
TOKYO	Pearls
PEKING	35mm camera
SAN FRANCISCO	Beatles album
WEST INDIES(not Mexico City)	Jade

Killer Gorilla & Gauntlet

Pokes for both games on the excellent compilation tape from Micro Power have been sent in and although they are remarkably similar they originate from Klaus Henning Sorensen in Denmark and K McCaughey in Northern Ireland respectively. Both pokes are for infinite lives and are entered using method one. Explanations for the almost psychic similarity of the two will be gratefully received.

Gauntlet

```
10 MODE 1
20 MEMORY &8FFF
30 WINDOW 8,33,18,20
40 INK 0,0: BORDER 0: INK 2,6:
INK 3,26
50 PRINT"Gauntlet is loading":
```

```
PRINT: PRINT"Please wait..."
60 LOAD"!SCREEN"
70 CALL &9000
80 OPENOUT "D":MEMORY
&FFF: CLOSEOUT
90 LOAD "!",&1000
100 MODE 1:PRINT
TAB(17);"CHEAT."
110 INPUT "Infinite lives
(y/n)?",a$
120 IF
UPPER$(MID$(A$,1,1)) = "y"
THEN POKE &4961,0 ELSE INPUT
"Number of ships (Max
99)?",A:POKE &3BED,
INT(A/10)*16 + (A/10-
INT(A/10))*10
130 INPUT "Number of bombs
(Max 99)?",A: POKE &3BF2,
INT(A/10)*16 + (A/10-
INT(A/10))*10
```

```
140 INPUT "Number of men (64
or less)?",A: IF A<64 THEN
POKE &3C40,A: ELSE GOTO 210
150 PRINT "Have fun and press a
key.": CALL &BB18
160 CALL &1D6A
```

Killer Gorilla

```
10 MODE 1
20 MEMORY &3FFF
30 WINDOW 8,33,18,20
40 INK 0,0: BORDER 0: INK
2,6:INK 3,26
50 PRINT"Killer Gorrilla is
loading": PRINT: PRINT"Please
wait..."
60 LOAD "!SCREEN"
70 CALL &8200: MEMORY &1FFF
80 LOAD "!GAME"
90 POKE 17429,0
100 CALL &4100
```

Boulderdash

That man Tim Gilbert from Whitby has been at it again and produced another original and very useful poke – this time infinite lives for the classic *Boulderdash*. It's input using method one and just as a bonus we're reprinting Tim's poke for *Airwolf* that appeared in Issue 2. This allows you to explore the whole playing area although you can't complete the game using it. Don't go off the "legal" screens or the game will crash completely. This is also entered using method one but there is no on-screen prompt to press play – just have the tape rewound and press play after running the listing.

Boulderdash

```
10 MODE 1
20 MEMORY 29999
30 FOR T = 30000 TO 30024
40 READ A$:POKE
T,VAL("&" + A$)
50 NEXT T
60 PRINT "PUT BOULDERDASH
IN RECORDER AND PRESS
PLAY"
70 CALL 30000
80 DATA 21,00,02,11,25,
70,3E,87,CD,A1,BC,21,80,
1B,36,00,23,36,00,23,36,
00,C3,52,1F
```
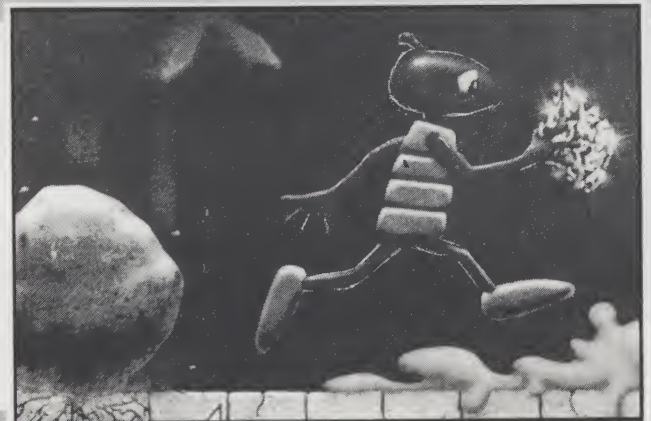
Airwolf

```
10 PEN 15
20 BORDER 14
30 MODE 0
40 OPENOUT "D": MEMORY
&3E7:CLOSEOUT
50 FOR X = 0 TO 15:READ A: INK
X,A:NEXT
60 LOAD"!PROG"
70 BORDER 4
80 MODE 0
90 PAPER 9
100 POKE &7B33,0: POKE
&7B34,0: POKE &7B35,0
110 CALL &68A8
120 DATA
14,26,0,23,17,22,15,6,26,4,23,2,15,
26,13,0
```

BRUCE LEE

Several people have written in to let us know about some cheats on US Gold's oriental game. The general one is that where you know there is a doorway to be revealed you can walk Bruce right up to it, lie down and, hey presto! – you're through it. This means you can take some nice short cuts. Things are made even easier by getting 99 lives.

To do this you just have to have nine falls left, in the two player game, when picking up the two circles (one on top of the other) that give an extra life. Completing the game should now be easy since you can afford to lose lots of lives on the screen with four levels of moving white dots while trying to get past it.

direction they're coming from and lay a stretch of mines across their path.

In general the heaviest forces attack between the north to south-east directions so concentrate the mines there. Stick to these general tactics and good scores should be possible (with a little practice of course).

IMAGED BY IAN BOTTEN

LEVEL 1

LEVEL 2

TIN

BOO

ECO

LEVELS PLACED VERTICALLY
ONE UPON THE OTHER.

LEVEL 3.

LEVEL 4.
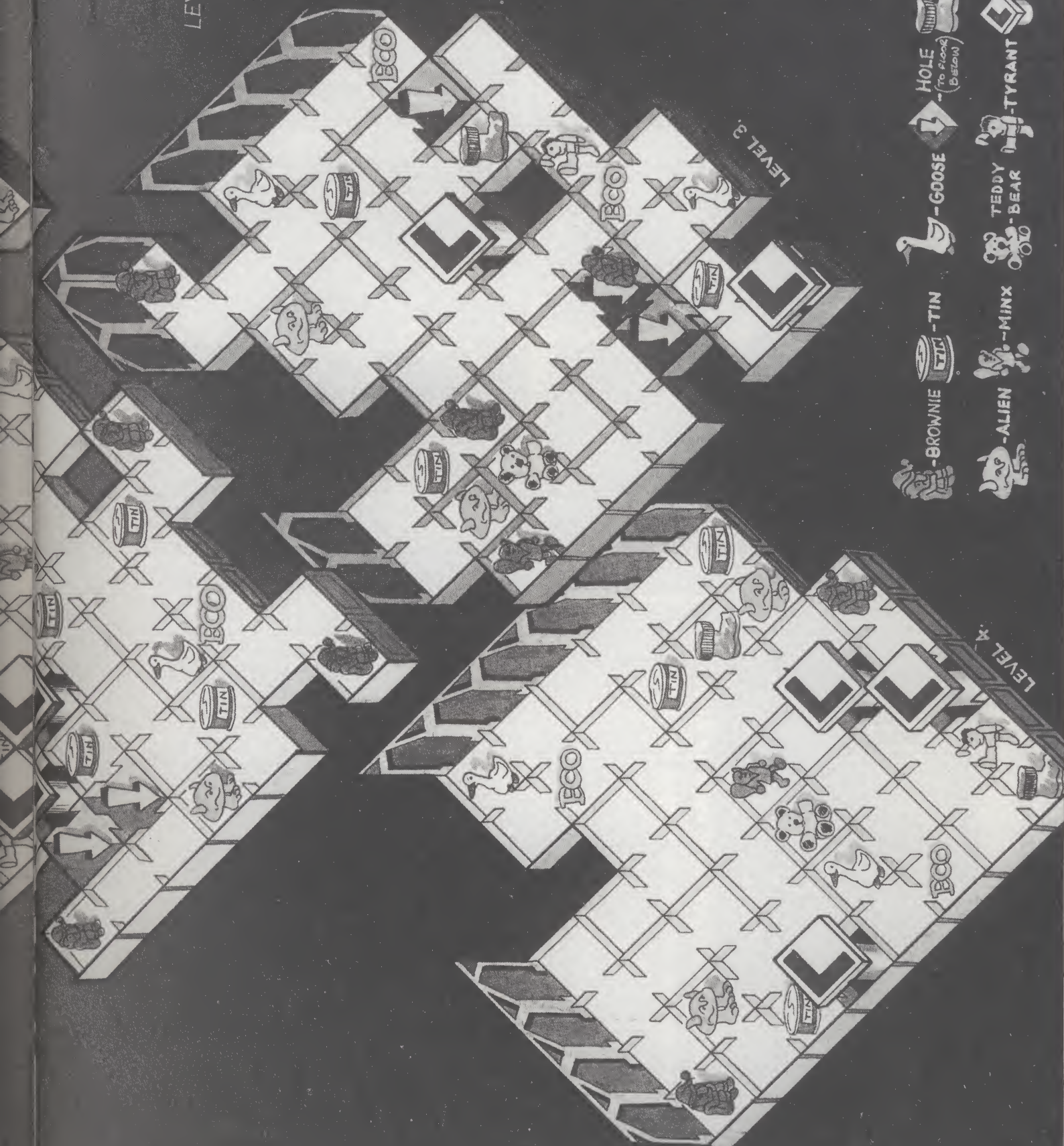
-BROWNIE   -TIN   -GOOSE   -HOLE
(TO FLOOR
BELOW)   -BOOT

-ALIEN   -MINX   TEDDY
BEAR   -TYRANT   -LIFT
(TO FLOOR
ABOVE)   ECO -SAY
'BOO' TO
A GOOSE

ECO

Brian Bloodaxe

Another infinite lives poke from K McCaughey from Northern Ireland, again entered by method 1.

```
10 OPENOUT "DUMMY"
20 MEMORY 499
30 CLOSEOUT
40 LOAD "!AXE4",500
50 PEN 1
60 POKE &6854,0
70 CALL &6070
```

Space Hawks

A quickie infinite lives poke using method 1, from B Edwardson of Lymm.

```
10 MEMORY &4E20-1
20 LOAD "CODE"
30 POKE &5ADD,0
40 CALL &4E20
```

Tim Gurney from Prestatyn has come up with the key to success on this combat game. He's told us what effect the first eight vases have and how you might destroy the dragon.

Vase 1: Makes a dragon appear.
Vase 2: Gives six energy markers.
Vase 3: Kills next opponent.
Vase 4: Drains six energy markers.
Vase 5: Opponent's blows inflict damage on himself.
Vase 6: Gives 500 bonus points.
Vase 7: Kills next opponent.
Vase 8: Drains six energy markers.

When you reach the temple drain the energy of the warrior outside as much as possible as this will weaken the dragon inside as well. When he is dead run to the mummy before a second dragon appears.

FIGHTING WARRIOR

Fruity Frank

O Cunningham from Livingston has sent in a tip on the Kuma game that will allow you to get virtually infinite scores, if you've got the time! To set the cheat up takes time and patience but once achieved it pays big dividends.

What you're looking for is a screen where there is a fruit on the left hand side of the screen with three clearable squares beneath it. Three apples then have to be piled up on top of a square of earth, one column to the right. Then run over the hole from which the monsters appear to. release the bonus monster before making a run for the pile of apples.

Running under the pile will leave you in an enclosed area with the fruit above and three apples on the right. By moving up to the second square from the bottom of the screen you can now fire the ball you carry through the gap between the top apple and the fruit. You can sit and shoot monsters in complete safety and amass a giant score, although it may take a while. The technique works like a charm — we just wonder how on earth OC thought of it.

Kung Fu & Number One

There's been a massive demand for transferring the two cover cassette games to disk and for pokes for them as well. Fortunately our readers have come up with the goods as usual — aren't you good to us! We're printing two routines for transferring the games to disk, the *Kung Fu* one being simpler than the one that appeared in the letters page last month. There are also infinite lives pokes for both games, all of which come to you thanks to Peter Featherstone in Leeds. Thanks to Steven Dunn of Cookham, Keith Payne of Ramsgate and LS Phillips of Treherbert for their excellent efforts as well.

We'll do *Kung Fu* first. All disk users have to do is place a blank disk in the drive, place the rewound tape in the recorder and run the program.

```
10 MODE 1
20 |TAPE:MEMORY 4999: LOAD "LOADER2"
30 POKE 35011,201
40 CALL 35000
50 POKE 31011,205: POKE 31012,121: POKE 31013,93
60 |DISC
70 SAVE "KUNGFU",B,5000,30000,31000
80 PRINT "Transfer completed"
```

For infinite lives, using method one, tape users should use the

Sabre Wulf
TLL
Highway Encounter

Phil Howard from Nottingham – who gave us the *TSAM JSW* poke last month – has come up with THREE more real crackers. All are entered using method one. The *Highway Encounter* one will freeze the aliens on the first run through (except for spiky balls), leaving the time limit to beat. On subsequent runs the aliens will start to move again but by then you will have seen the marvellous ending at zone zero.

The *Sabre Wulf* poke simply gives you 255 lives to complete the game. The *TLL* poke gives infinite lives, fuel, bombs and time – easy huh? Congratulations Phil on some really fabulous pokes.

Sabre Wulf
```
10 DATA 21, 2C, 97, 36, 19, 23,
36, 0F, 23, 36, 11
20 DATA 21, C3, 9B, 36, 04, C3,
1A, 88, 21, 74, 22
30 DATA 36, 05, 23, 36, BB, 21,
40, 20, 11, 40, 00
40 DATA 01, 36, 02, ED, B0, 21,
40, 00, E5, 21, 00
50 DATA BB, E5, 21, 36, 02, E5,
21, 07, B8, E5, 21
60 DATA BB, 02, E5, F1, 21, EA,
B1, 11, D9, B1, F3
70 DATA C9
80 MEMORY &2000
90 LOAD""
100 LOAD"!", &2040
110 FOR X = &BE00 TO &BE42
120 READ A$
130 POKE X,VAL("&" + A$)
140 NEXT
150 MODE 1
160 POKE &BE0F,255
170 CALL &BE13
```

TLL
```
10 DATA 21,8A,90,36,00
20 DATA 21,A2,A6,36,00
30 DATA 21,C8,A8,36,00
40 DATA 21,9B,A9,36,00
50 DATA 21,7A,91,36,00
60 DATA C3, F5, 8F, 21, 77, 22,
36, 25, 23, 36, E2
70 DATA 21, 40, 20, 11, 40, 00, 01,
3A, 02, ED, B0
80 DATA 21, 40, 00, E5, 21, 00,
BD, E5, 21, 3A, 02
90 DATA E5, 21, 07, B8, E5, 21,
BB, 02, E5, F1, 21
100 DATA EA, B1, 11, D9, B1, F3,
C9
110 MEMORY &2000
120 LOAD""
130 MODE 1
140 CALL &3C6A
150 LOAD"!",&2040
160 FOR X = &BF40 TO &BF8B
170 READ A$
180 POKE X,VAL("&" + A$)
190 NEXT
200 CALL &BF5C
```

Highway Encounter
```
10 DATA 21, 40, 00, 11, 00, 9C,
01, 40, 00, ED, B0
20 DATA 21, 80, 00, 11, 40, 00, 01,
00, 99, ED, B0
30 DATA 21, 77, 00, 36, 03, 21, 00,
9C, 11, 00, 00
40 DATA 01, 40, 00, ED, B0, C3,
F2, 01, 21, 74, 22
50 DATA 36, 0F, 23, 36, A0, 21,
5D, 22, 36, 5B, 21
60 DATA 40, 20, 11, 40, 00, 01, 37,
02, ED, B0, 21
70 DATA 40, 00, E5, 21, 00, BB,
E5, 21, 37, 02, E5
80 DATA 21, 07, B8, E5, 21, BB,
02, E5, F1, 21, EA
90 DATA B1, 11, D9, B1, F3, C9
100 MEMORY &2000
110 LOAD""
120 MODE 1
130 CALL &3A6A
140 LOAD"!",&2040
150 FOR X = &9B00 TO &9B5D
160 READ A$
170 POKE X,VAL("&" + A$)
180 NEXT
190 CALL &9B29
```

Strangeloop

A couple of tips here from various sources. The first is that you can be directly beneath a crusher in the jet cycle without getting killed. More interesting, though, is a cheat that allows you to get past difficult obstacles. All you do is pause the game and then select load. Press any key and then escape from position your man anywhere on screen with- out there and losing a life.
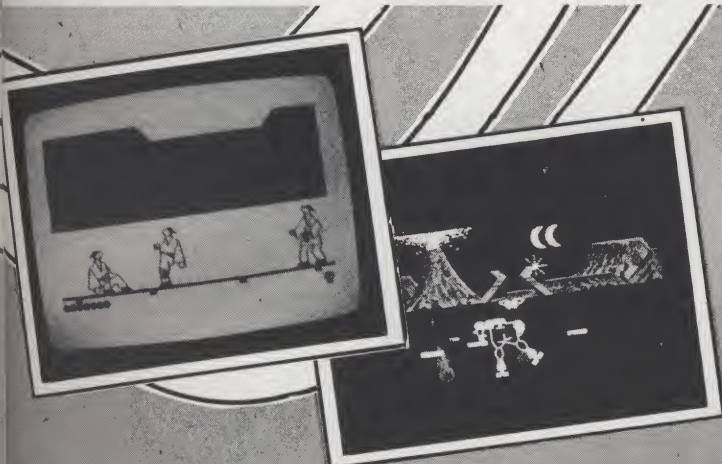
...bove program with line 80 deleted and lines 60 and 70 replaced by:

```
60 POKE 18924,0
70 CALL 31000
```

Disk users can get infinite lives by resetting the machine after transfer and typing in and ENTERing this line.

```
MEMORY 4999: LOAD
"KUNGFU": POKE 18924,0:
CALL 31000
```

The procedure for transferring *Number One* is the same. Just place a blank disk in the drive, the rewound cassette in the recorder and type in and run the program.

```
10 MODE 1
20 |TAPE: MEMORY 4999:
30 LOAD "LOADERN1"
40 POKE 36900,201
50 CALL &9000
60 |DISC
```

```
60 SAVE
"NUMBER1",B,990,31060,29977
70 PRINT "Transfer completed"
```

For infinite lives, using method 1, tape users should use the above listing with line 70 deleted and lines 50 and 60 replaced by:

```
50 POKE 30087,0: POKE 30319,x
60 CALL 29977
```

X in line 50 should be replaced by a number representing the number of crystals to be collected on each level.

Disk users can get the same effect by resetting the machine after transfer and typing in and ENTERing the following:

```
MEMORY 4999:
LOAD"NUMBER1": POKE
30087,0: POKE 30319,x:CALL
29977
```

Where X should again be replaced by the number of crystals you want to collect at each stage.

STRANGELOOP

The first solution has been received from *Lee Simpson* and *Anthony Lamont* of Northolt in Middlesex – they managed to finish the game on the 6th of January. So with their help here are some cryptic clues.
1. This thing gives you square eyes but if you think aero and give it to that you'll have an arresting solution.
2. Give that depressed droid a big kiss.
3. The point of this clue should be put in a place of convalescence.
4. Credit where credit's due travelling on foot has its advantages.
5. A shocking route will lead to ph<7
6. You'll get a burning desire to place liquid in three quarters of a century.
7. Well done and hide face, now you can get in and see the centre

Jet Set Willy

All you *They Sold a Million* owners can relax because Phil Howard from Nottingham has solved all your problems with the smaller version of *JSW*. His poke works only on this reduced version and gives you infinite lives and a restart function. It's entered using method one and to restart the game at any time you just have to press ENTER. Thanks Phil – there are a lot of grateful *TSAM* owners out there.

```
10 DATA 21,25,22,36,73,
   23,36,6A,21,40,20
20 DATA 11,40,00,01,EB,
   01,ED,B0,21,40,00
30 DATA E5,21,00,BB,E5,
   21,EB,01,E5,21,07
40 DATA B8,E5,21,BB,02,
   E5,F1,21,EA,B1,11
50 DATA D9,B1,F3,C9,21,
   B7,57,36,00,23,36
60 DATA C3,23,36,11,23,
   36,75,C3,66,4D,F5
70 DATA CD,09,BB,FE,0D,
   CA,33,54,F1,C3,BB
80 DATA 57
90 MEMORY &2000
100 LOAD"":LOAD"!":CALL
    &7070
110 LOAD"!",&2040
120 FOR X = &74D0 TO &751D
130 READ A$
140 POKE X, VAL("&" + A$)
150 NEXT
160 CALL &74D0
```

Amsgolf

DP Glennerster from Paignton has sent in the distances that each club will strike the ball from fairway and rough on handicap zero.

This is attained with the code K3R56. The actual distances hit will vary slightly but not by much so use this as a reference guide.

CLUB	FAIRWAY	ROUGH
Driver	248	149
3 wood	231	142
4 wood	228	138
5 wood	226	131
6 wood	213	129
3 iron	219	127
4 iron	208	125
5 iron	200	115
6 iron	183	102
7 iron	143	88
8 iron	130	78
9 iron	108	65

Sorcery Plus

JP Jones of Withington has sent in some handy information for anyone still struggling with the disk-based classic. First is a list of what objects you should take from chapter one to chapter two and what you get instead. Second is a list of which objects kill which nasties in chapter two.

Crown =	Heart
Spell Book =	Amstrad User
Sorceror's Moon =	Roland
Goblet of Wine =	Strangeloop Cassette

Clove of garlic kills cyclops
Wooden club gets you through most earth walls

Holy cross kills witches
Bird of peace kills necromancer's servant

Soul 2 3D
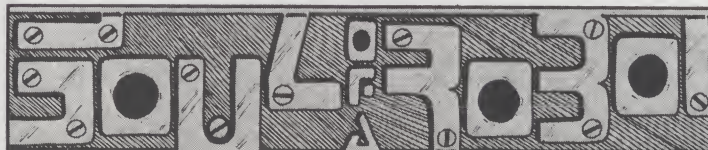
Dave Porter of Mastrick has also sent in an infinite lives poke for the Mastertronic game. It is entered using method two and you should stop the tape immediately after the message SOUL/ROBOT BLOCK 1 % OK has appeared on screen.

```
10 OPENOUT"":MEMORY
999:LOAD"!",1000
20 CALL 1003,&FFFE,16383
30 CALL 1003,41500,40000
40 POKE 2304,255
50 CALL 2000
```

3D Grand Prix

If you don't want to use the cheat method printed on the previous page then try these tips from Steven Dunn of Cookham.

After Jarama you will find that the other cars are on the limit most of the time and overtake you because you overheat and can't keep the speed up. The only solution is to make sure you perfect your start method for a race. It is then absolutely essential you get into first place and overtake one or two backmarkers. You will then find you can slow down and get through the race.

I find I either win races or don't qualify. It is also very important not to come off the track or go into anyone at any time, better to slow right down or go onto the grass on the inside of the bend. Best overtaking point is the outside line of a bend.
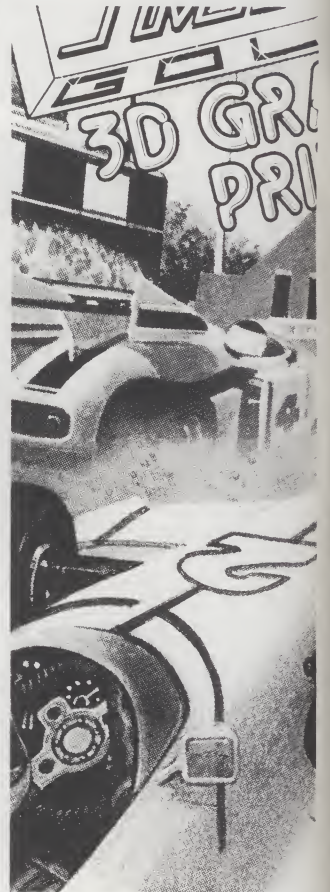
Pinball Wizard

Dave Porter from Mastrick has sent in an infinite balls poke for this pinball game. It's entered using method one.

```
10 MEMORY 12287
20 LOAD"WIZARD"
30 POKE 24477,0
40 CALL 20224
```

Willow Pattern

THE MAP

MAPPED BY GORDON & SCOTT

KEY
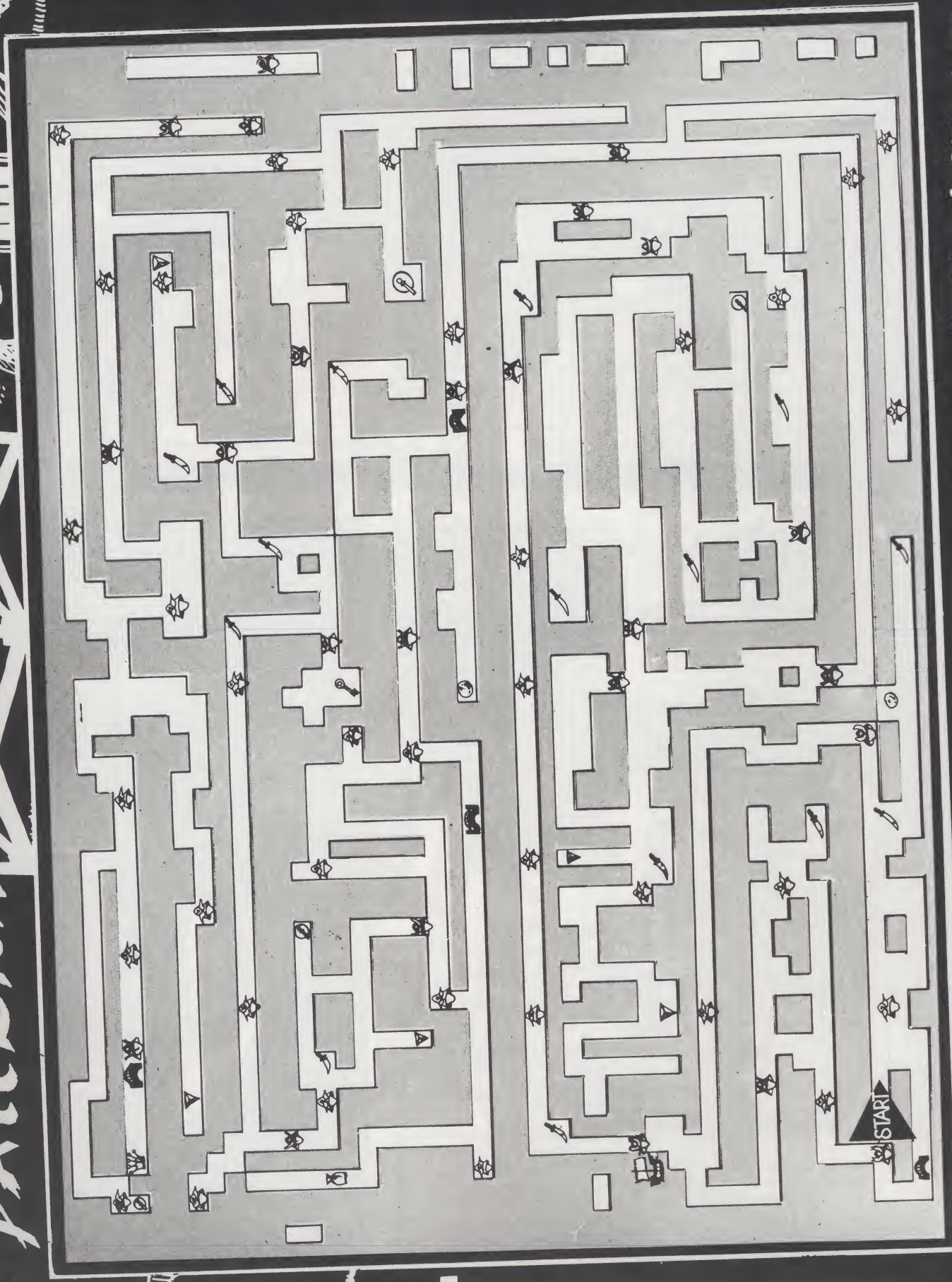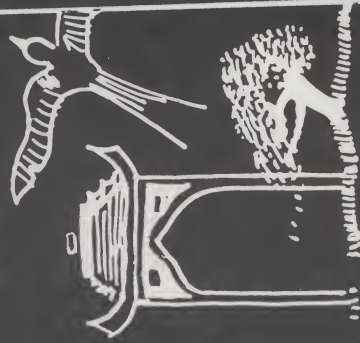
WALLS	STONE
EMERALD	1%
GONG	2%
ORANGE	3%
VASE	4%
KEY	5%
SWORD	
SHIP	
SAMURAI THAT THROWS SWORDS	
SAMURAI THAT DOESN'T.	
BRIDGE	
PRINCESS	

START

The Wild Bunch

Tips for the Firbird cheapie have come in from *Vince Williams* of Birmingham.

1. Make a note of the murderer's description. You are told this at the start.

2. Enter a town.

3. Go to the Sheriff's office to see the wanted poster and make a note of the criminal's description and name.

4. Go to the telegraph office and find out which town to avoid when you leave this one.

5. Play poker in the saloon. It isn't hard to win so get as much money as possible before the opponent gives up (NB a royal flush cannot be beaten so bet as much as possible).

6. Go to the store and buy provisions but keep some money to return to the saloon to play poker. Repeat this until you have the following: one horse, one saddle, one Colt 45, 500 Colt 45 bullets, one rifle, 150 rifle bullets, one knife, 20 days food, 20 days horse food, 20 days water, one greatcoat, one whisky, one blanket, one medicine and over $135.

7. Look around saloon, if you don't know the person's identity don't challenge them.

8. Leave and go to a safe town.

9. On the journey bribe all humans and kill all the animals.

10. Repeat from number two.
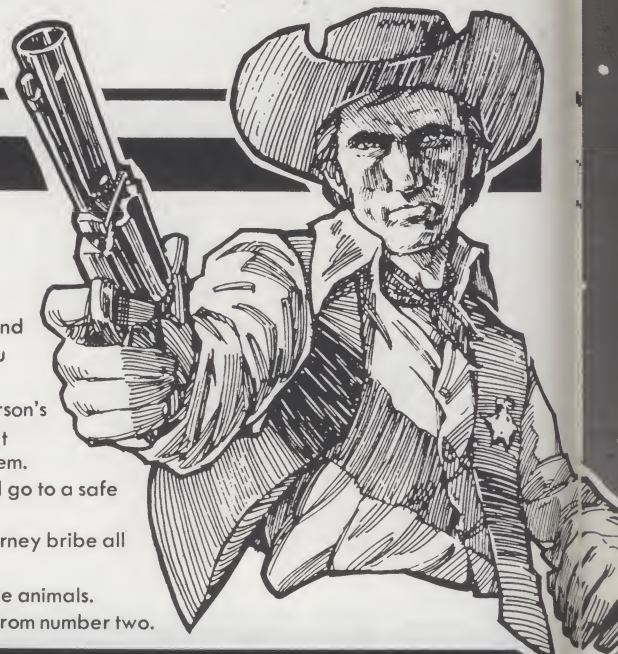
Defend or Die

Chris Suraway of Chippenham has sent in some tips on Alligata's shoot-em-up which he thinks is still one of the best around.

When a new wave of landers appears descend with it at full speed, shooting all the time, which should dispose of most of them. Once you reach the level of the mountains stay at that height until the next group of landers (they come in threes). Travel at full speed and move up and down by about five pixels, shooting the whole time. On the later attack waves do not stop for anything if it is crowded.

Pods are a problem as they turn into four swarmers when shot and you'll need to take your time over them. Before attacking the landers find the pods and get a screen's length between you and them. Stop and shoot them and you should have enough time to get the swarmers as well. If done on the early levels this should leave you with enough smart bombs to deal with pods on later levels.

One Man and his Droid

Clive Sewell of Sandiacre and **Philip Kirwan** of Brookland have both sent in passwords – here are the ones for the first ten levels.

1. None
2. EMPIRE
3. PREDATORY
4. RUMINATE
5. RYEGRASS
6. VACUUM
7. VAMPIRE
8. RAGOUT
9. GRAIN
10. AASVOGEL

Nonterraqueous

The map we printed in issue four had one or two errors in it which were pointed out by someone who just signed themselves David. The coordinates refer to the level down the right hand side of the map and the column counted from the left of it.

26-16, 42-3, 42-4 contain laser barriers.

31-16, 40-15 have bombs.

4-11 has photon thrusters in it.

Manic Miner

To get infinite lives on the Amsoft version of *Manic Miner* only, input the following poke, from **Phil Doherty** of Luton, using method 1.

```
10 MEMORY &506D
20 LOAD"MANMIN15",&506E
30 POKE &6E25,0
40 CALL &506E
```

We've also got a poke for the Software Projects version of the game which allows you to do even more. It's come from various sources and certainly seems to have been doing the rounds of the hackers. It's entered using method 1 and gives infinite lives, allows you to fall any height, stops the air running out and allows you to switch screens by pressing ESC.

```
10 MEMORY &4500
20 LOAD"!DATA MK1 V1.3"
30 POKE &6FA9,0
40 POKE &713E,0
50 POKE &7311,0
60 POKE &7401,24
70 CALL &6E5C
```

Who Dares Wins

Another poke from **Richard Monteiro** from Hendon – the man who brought you *Ghouls*. This time it gives 255 lives and grenades on the Alligata battle game. Note that lines 10 to 130 can be left out but you won't have any sound while playing.

```
10 ENV 1,1,12,1,1,0,5,12,-1,2
20 ENV 2,1,13,1,1,0,15,13,-1,5
30 ENV 3,1,13,1,12,-1,3
40 ENT 3,5,40,1,5,20,1,10,25,1
50 ENV 4,11,1,5,2,0,120,11,-1,14
60 ENT -5,14,-10,1,1,120,1
70 ENV 5,1,15,1,15,-1,12
80 ENV 6,1,12,1,12,-1,9
90 ENV 7,15,-1,2
100 ENV 8,10,1,1,20,0,1,10,-1,2
110 ENT -8,1,1,1
120 ENV 9,11,-1,2,1,10,1,10,-
1,2,1,10,1,10,-1,2
130 SOUND 129,250,0,0,5,5
140 FOR T = &BE00 TO &BE32
150 READ A$:POKE
T,VAL("&" + A$)
160 NEXT T:CALL &BE00
170 DATA
21,40,00,11,30,60,3E,63,CD,A1
180 DATA
BC,21,70,60,11,90,50,3E,11,CD
190 DATA
A1,BC,3E,FF,32,28,A1,3E,FF,32
200 DATA
2D,A1,3E,52,32,B2,69,3E,50,32
210 DATA
B3,69,3E,4D,32,B4,69,C3,10,A0
220 DATA
00,00,00,00,00,00,00,00,00,00
```

DOORWAY

WALL

CLOISTERS

BOUNDARY WALL

MAPPED BY JASON MARTIN

MONSTER MASHERS' GUIDE

HOPPER DEMON

WATER DEMON

HORNED DEMON

ZOMBIE DEMON

FIREBALL

SPIRIT

SPIKED DISC

ACID POOL

POISONOUS MUSHROOM

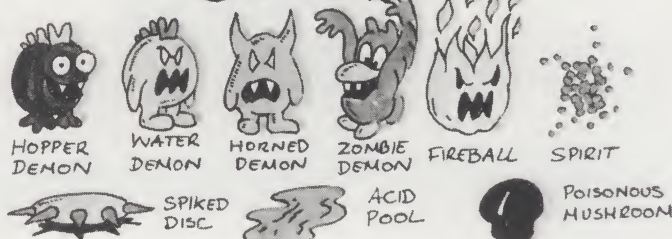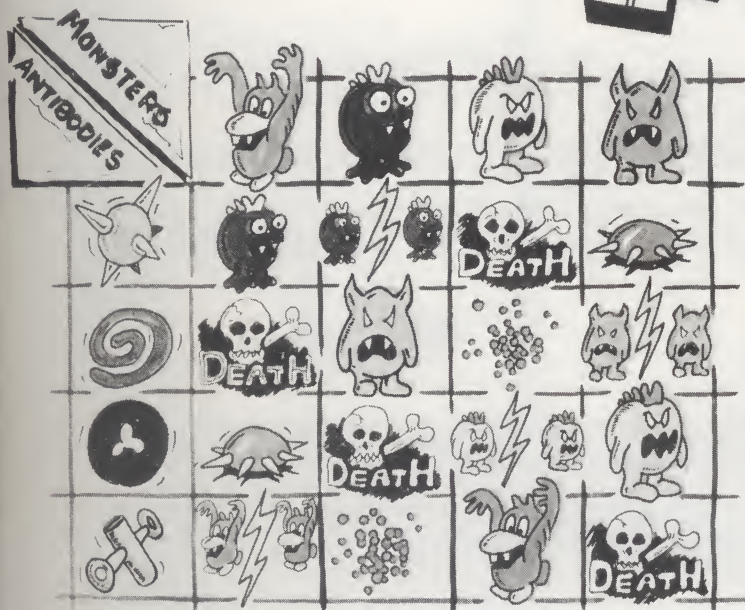MONSTERS / ANTIBODIES

DEATH

DEATH

DEATH

DEATH

ILLUSTRATION T. GILHAM

Who Dares Wins II

The map was compiled from the excellent contributions of Andrew Ketteringham from Nottingham and someone who forgot to enclose their name but sent tips on *Kong Strikes Back* and *Spellbound* as well. The tips have been compiled with their help and that of Martyn Robinson from Brierfield and Jason Stanway from Biddulph.

Stationary gunners – these can be killed by blowing them up with grenades or by walking level with them so that they are forced into the open.

Snipers – pop up and down intermittently allowing themselves to be shot when exposed. They can also be blown up in their foxholes using grenades.

Mortars – can be blown up with grenades or forced to leave their positions by getting horizontally level with them.

Outposts – try to appear in line with the door where most men appear and blast them as they come out. Also try to get the one fast-moving man for a 1250 bonus before he disappears off the bottom of the screen.

Tanks – can be blown up with grenades or coaxed off screen by moving to the edges or by getting level with them.

Bombers – there is a slight random factor in where their bombs drop so just steer well clear of those locations when crossing the danger lines for them.

Fighters – these are really nasty, particularly when you're not expecting them. To avoid them you'll need to be running diagonally up the screen when crossing the line so that you just miss its strafing fire.

Supplies – collect these as quickly as possible, otherwise the soldiers may blow them up.

POWs – line yourself up right for shooting the executioner as soon as you appear on a screen with a POW. This gives you a nice bonus each time.

Grenades – when throwing these don't get too close to the top of the screen or they will disappear. Also beware of rapid throwing caused by holding the fire button down for too long.

KEY:

BOMBER EXPLOSIONS.

MORTAR BOMB EXPLOSIONS.

SNIPER FIRE.

BOMBER OR FIGHTER APPEARS WHEN THIS LINE IS CROSSED.
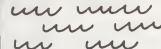
WATER.

MARSH.

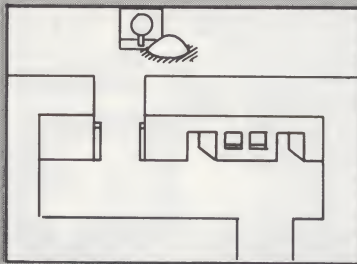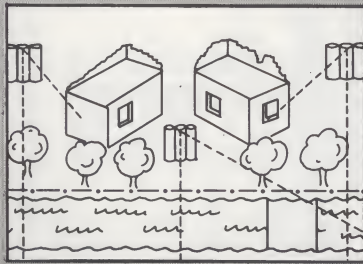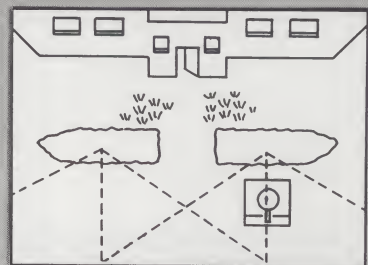YOU CAN WALK THROUGH HERE!

TANK.

P.O.W   PRISONER OF WAR.

JEEP →

P.O.W

JEEP →
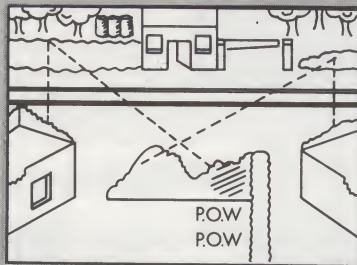
P.O.W
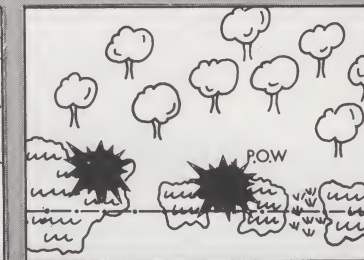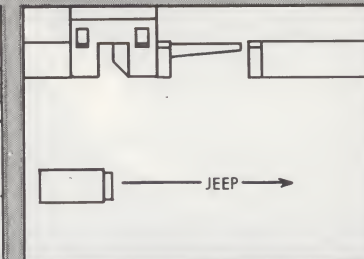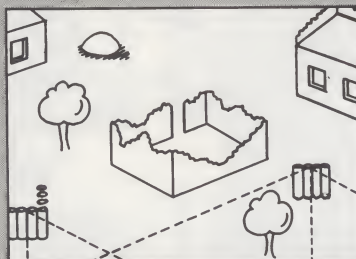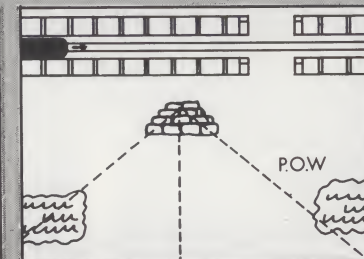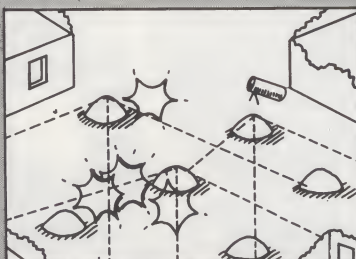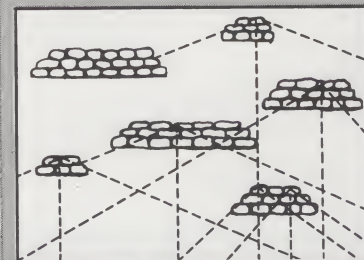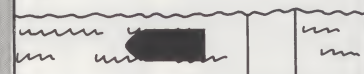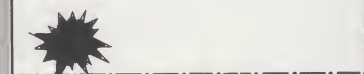
START.
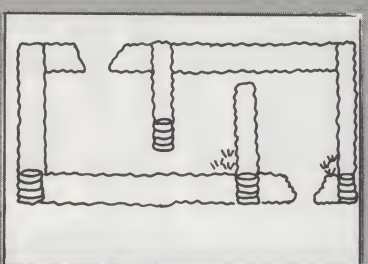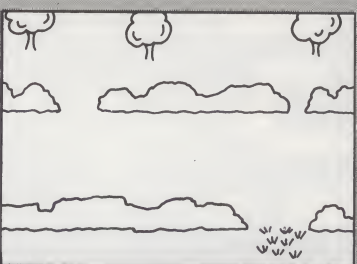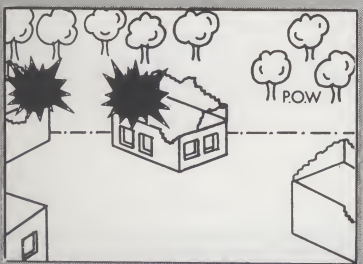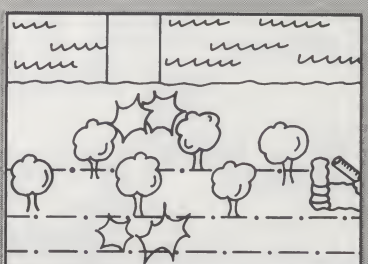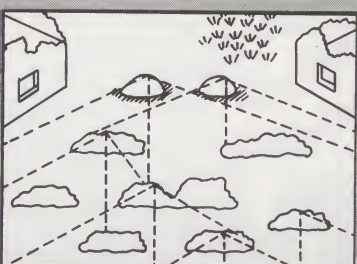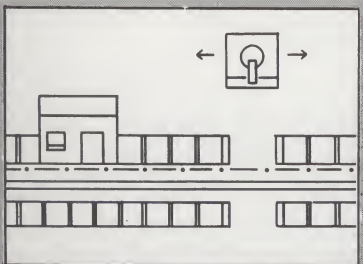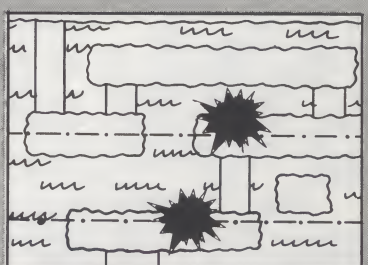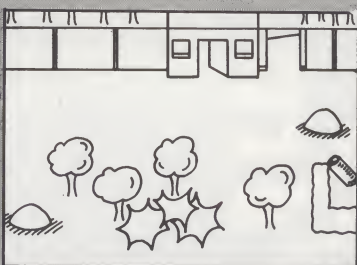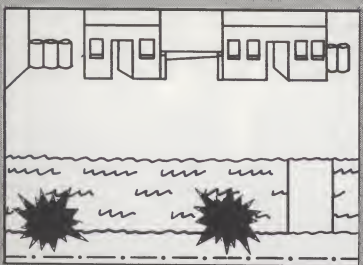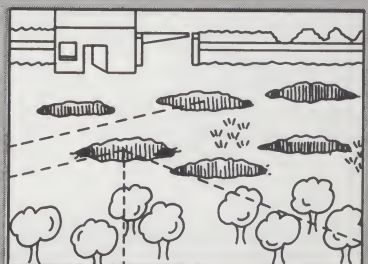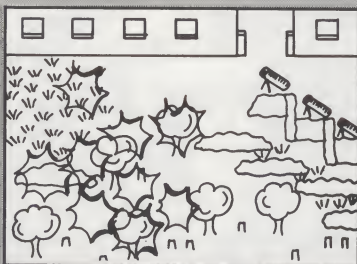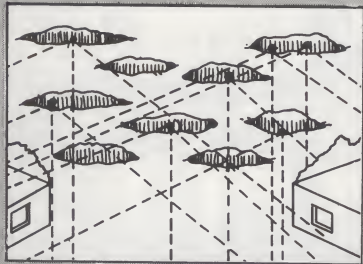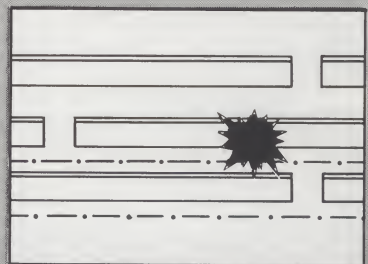
Cylu

Paul Robson from Cleveland has followed up his *Chimera* map with one of another Firebird game that may be causing problems. The thing to notice about it is that there is a perspective change to the way it looks on screen to make mapping easier. Well done Paul — what's next?

Legend:

- ✳ BASE-'CYLU' COMPUTER
- ⊘ FORCEFIELDS
- ⊘ CHIPS, DISABLE FORCEFIELDS
- ◯ SPHERE
- A TELEPORT TERMINALS
- KA KEYS FOR CORRESPONDING TERMINALS
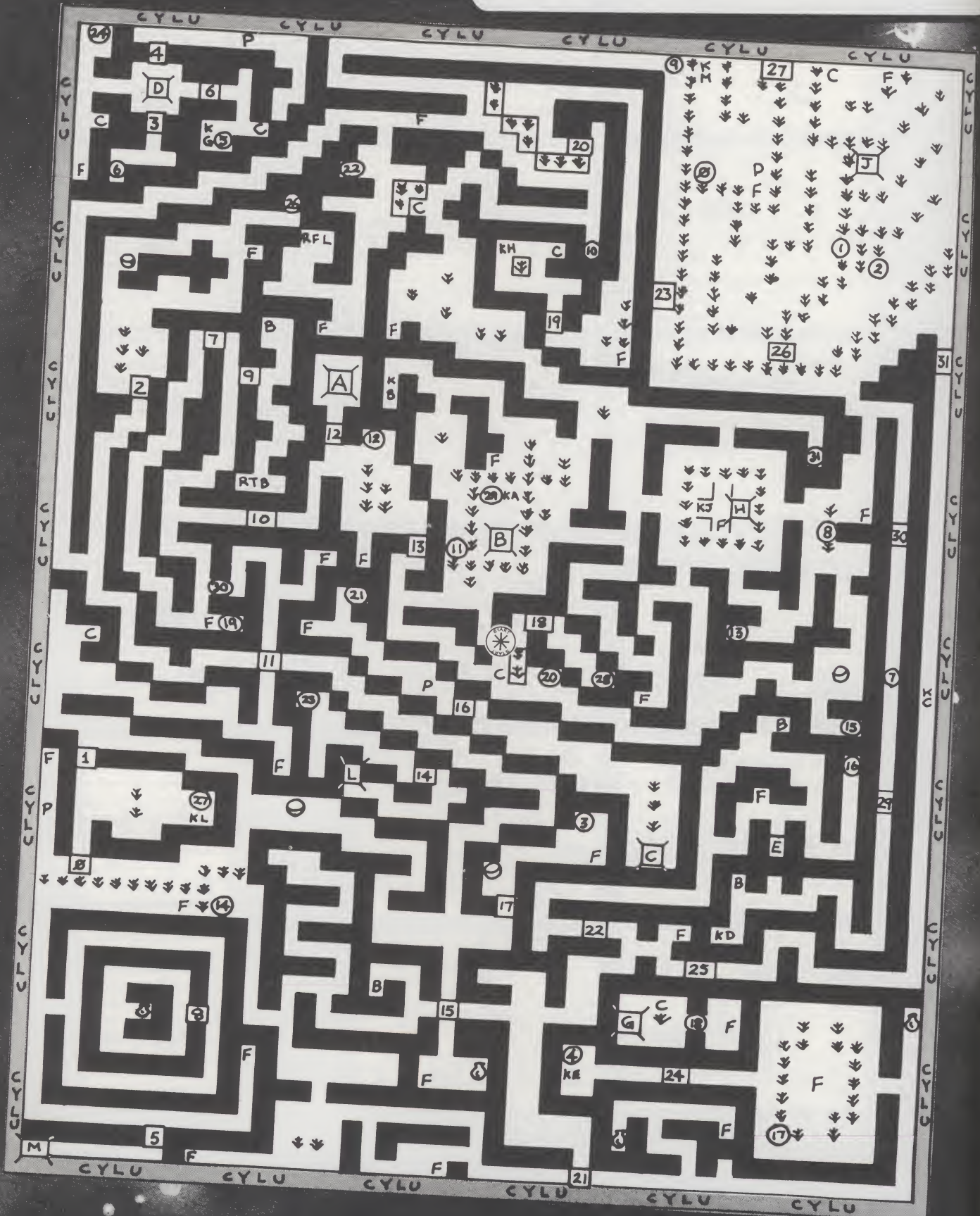- F — FUEL CANNISTERS
- 🍶 BOTTLE
- RFL= REFUEL AT BASE
- RTB- RETURN TO BASE
- C — CALCULATOR, DISK ETC
- P — PENCIL
- B — BOOK

GRUMPY GUMPHREY SUPERSLEUTH

To make this manically frustrating game from Gremlin a little less frustrating here are some clues compiled from D Sharkey's tips.

1. Not à l'orange, more à l'Eastwood.
2. Something bugging you? Spray it again man.
3. Granny gives advice on debugging and shoplifters.

4. The woman's lost her baby but he's a sucker with a sweet tooth if you can get him on the move. No lost property so take him to the boss.
5. Manacle an offender's hands and take him to the boss.

We're also printing D Sharkey's map of the rooms and objects to help you find your way around.

extra

ELITE

After last month's mega tips on how to play the game we've got some more underhand and informative cheats from Tim Walsha from Henley, David Cooper from Macclesfield and Rhys Jones from Peterborough. Two special missions have also been discovered but we're not going to give the game away on them — let's just say that both involve space stations in danger.

The first tip is a way to dock easily without a docking computer. Choose a system to hyperspace to and go there. Then get yourself killed by any means possible. Press "Y" in response to the "Load new Commander?" prompt but then save the commander to tape. Now return to the game and you are docked at the space station of the system you hyperspaced to.

Taking on Thargoids in witch space is a deadly pastime but you can automatically make it happen. First choose a hyperspace system and then pause the game. Press the "F" key, restart the game and then hyperspace. You appear in witch space with three or four Thargoid motherships and an average survival time of under a minute. To leave you just pause the game, press F, restart and hyperspace again to the system you originally intended.

BLAGGER

William Ryan from Waterford has sent in a poke for the Alligata game that gives infinite lives and disables conveyor belts. It's entered using method one, although there won't be any prompts on the screen. The poke works with both the Alligata and Amsoft versions.
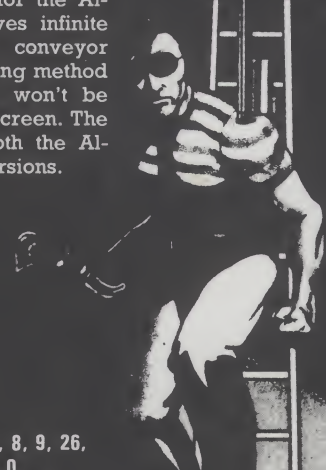
```
10 MEMORY &1700
20 BORDER 0
30 LOAD"!BLAGGER£2"
40 MODE 0
50 DATA 0, 29, 2, 6, 18, 8, 9, 26,
10, 20, 20, 15, 0, 0, 26, 0
60 FOR C=0 TO 15:READ I:INK
C,I,I:NEXT
70 ENT -3,10,1,5,1,-10,1
80 ENT 3,14,-1,20
90 ENT -1,100,1,2
100 ENT 1,15,-1,20
110 ENT -2,10,1,1,1,-15,1
120 ENT 2,100,0,1,14,-1,15
130 ENT 5,13,-1,5
140 ENT 6,15,-1,7
150 ENT -6,1,1,2,1,-1,2
160 POKE &9C02,0:POKE
&9C03,0:POKE &9C04,0:POKE
&9C09,0
170 POKE &7A4E,195
180 POKE 31938,0:POKE 31940,0
190 POKE 32579,0:POKE 32580,0
200 CALL &7F56
```

Starion

Nice tip for the Melbourne House space game from Philip Wand of Brentwood. Just keep the fire button held down and as soon as a ship enters your sights it will explode. Philip suggests just taping the fire button down. This prevents the need for repeated presses of the fire button that may cost you lives as the ship overheats.

Three Weeks in Paradise

Sean Brady from Eltham and Glenn Sims of Barton-under-Needwood have both completed Mikro-Gen's latest arcade adventure so here are some tips culled from their solutions.

1. Two sticks and some boy scout training will warm the forge.
2. Don't get sand between your toes — put something on your feet.
3. This geyser 'ere says he'll fill you in billy.
4. The cancer constellation is a hydrophobe.
5. A loud shout or a bell that hurts will waft a fire.
6. A cricket prize will make a pagan god dance.
7. Move the weather pattern to a flammable roof.
8. A substitute for tweezers will solve Daniel's problem.
9. A drip of water can be collected in hard outer covering at the place that isn't ill.
10. No frying tonight if you douse those flames.

That little lot should enable you to rescue Herbert — but you'll have to work out how to save Wilma yourself.

Spellbound

Mastertronic's latest classic has had everybody thinking hard but with the help of some clues from **Simon Cuddeford** of Kenilworth and **Stephen Rylance** of Warrington you may be able to make some more progress. If things have all become a bit too much for you then perhaps arch-pokester **Tim Gilbert** of Whitby can help – this month he's provided a poke to give infinite strength and keep the mirror in constant operation.

Here we go with the cryptic clues first.

1. Don't bottle things up, shed some light on the problem with a corker of an object.

2. When there's no ceiling above you and nothing to the east you'll find the object that bestows leadership qualities.

3. Restorative fluid will bring you strength but only when touched by the man of short length.

4. When summoned by music and given the miolnir a Norse god may solve your transport problems.

5. The terrible smell of fish and veg will give you the power to pass through gas.

6. For rapid travel drop the pad and carry the key when you want to return.

The poke is input using method 2 to find the section of the program called "SPELLBOUND" that follows the "SCODE" blocks. No on screen prompt will appear after running the listing – just press play.

```
10 MEMORY 2969
20 FOR T = 2970 TO 3047
30 READ A$:POKE
T,VAL("&" + A$)
40 NEXT T
50 CALL 2970
60 DATA
18,03,00,00,00,21,00,0C,22,9C,0B
,3E,13,32,9E,0B,11,00,08,3E,16,C
D,
A1,BC,2A,9C,0B,11,00,08,19,22,9
C,0B,3A,9E,0B,3D,32,9E,0B,20,E
5,21,00,A4,11,
1D,03,3E,16,CD,A1,BC,3E,00,32,
6B,12,32,97,31,32,3F,32,3E,1C,32
,55,13,3E,4C, 32,56,13,C3,03,0C
```

SABRE WULF

Rick Artes of Horsham has sent in some tips on the Ultimate game that may help you out.

The most important tip is that Sabreman only battles successfully when facing the creatures. So keeping your back solid up against the wall is important. Try to avoid fighting a creature going down a path if you can. Travelling the vertical paths using this technique will save you many lives.

Keep to the top half of the screen when possible, as the creatures only appear on the bottom half. Only three of the 12 nasties will follow you around and try to jump on you when your back is turned. These are the snake, lizard and small fruit bat.

Watch out for the native with the perm, like the wulf you cannot kill him. He can be warded off using the sword though if you see him coming.

The only flower worth getting is the blue one but watch out for when a flower's effect is wearing off and Sabreman flashes as creatures tend to get you as it wears off.

Finally the mega-tip. When you've successfully negotiated all of the maze, position yourself on the screen above the "Keeper wrought with hate" and his cave. Here you can trap the fireball in one of the top corners. You can get into the bottom left corner and become immune to attack Now you just have to hold the fire button down to get a great score.

Cauldron

Patrick Guest from Bradford has sent in some tips to get you going in this bewitching game from Palace.

As you leave the house go right to get off the screen and pick up the key that is usually on the next screen. Now fly left until you come to a landing space where you can refuel your magic. Fly left again until you come to a door – if you have a key land and go in. Collect the frog inside and return to the cottage to deposit your first ingredient.

Watch out for seagulls and crossbones because they take away half of your magic. Also, do not go in through the first door when flying right from the cottage because this is the pumpkin's lair.
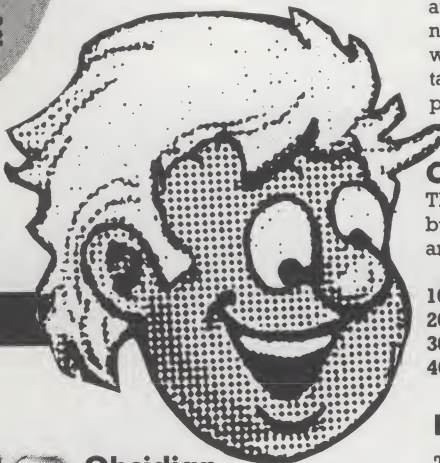
Caves of Doom

This poke for 255 lives was sent in by **Adam Milner** of Godalming and is input using method 1.

```
10 MEMORY 5240
20 LOAD"MCODE,5320
30 POKE &2525,255
40 CALL 5320
```

Finders Keepers

This poke for INFINITE LIVES from Richard Hodges of Barnet is input using Method 2 (see elsewhere). You need to skip the block called FK BLOCK 1 % and start loading with the block called FK BLOCK 1 &.

```
10 OPENOUT"DUM"
20 MEMORY &7FF
30 LOAD"!FK",&800
40 POKE &20CE,0
50 CALL &800
```

Starion

Good old Phil Howard from Nottingham has been at it again. This time he's provided infinite lives for the Melbourne House space game. Enter the poke using Method 1 and blast away to your heart's content.

```
10 DATA 50, 46, 48, 20, 5A, 41, 50, 50, 45,
44, 21
20 DATA 11, B2, 36, 00, 23, 36, 00, 23, 36,
00, 21
30 DATA C0, FF, 11, 3D, B4, 01, 0A, 00,
ED, B0, C3
40 DATA 03, 7E
50 MODE 1
60 MEMORY &2000
70 LOAD"LOADER"
80 INK 0,0: INK 1,6: INK 2,18: INK 3,26
90 BORDER 0
100 POKE &8097,&CA
110 POKE &8098,&FF
120 FOR X = &80C0 TO &80E2
130 READ A$
140 POKE X,VAL("&" + A$)
150 NEXT
160 CALL &8000
```
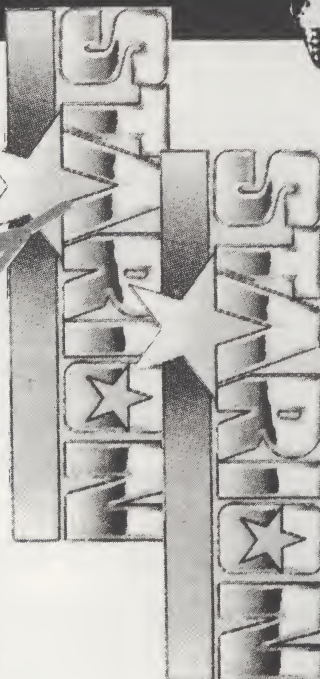
Obsidian

Here's a nice poke for the Artic arcade adventure from Tony Brown of Newport. It's entered using Method 2 (see elsewhere) to skip the loader and loading screen that comprise the first two filenames. Once entered it gives you infinite lives and a walking speed as fast as when flying.

```
10 OPENOUT"DUMMY"
20 MEMORY &950
30 FOR X = &950 TO &95B
40 READ A:POKE X,A
50 NEXT
60 CALL &950
70 POKE &17E6,0: POKE &1948,0
80 POKE &166E,1: POKE &14E6,1
90 CALL &1100
100 DATA &3E, &96, &21, &00, &10, &11,
&60, &95, &CD, &A1, &BC, &C9
```

Harrier Attack

Stephen Hales of Bury St.Edmunds has a way to hit the enemy patrol boat six times, every time.

Take off from the aircraft carrier at full speed and move one space above the water. When the missile from the boat is approaching shoot it down. Keep your finger on the fire button to shoot the top off the boat. When the boat is nearly underneath you hold down the space bar. When the plane has flown off let go of the fire button and space bar. You will score 3,010, the extra 10 being for hitting the missile.

Animated Strip Poker

This silly program from Allan Pugh of Coupar Angus lets you see the animated sequences of Knightsoft's game. Enter it using Method 1.

```
10 INK 0,26: INK 1,0: INK 2,6: INK 3,2:
MODE 1: BORDER 9
20 CLS
30 MEMORY 20699: LOAD "CODE &
DATA"
40 CLS
50 CALL &A118: FOR N = 1 TO 5000:NEXT
60 CALL &A09C: FOR N = 1 TO 5000:NEXT
70 CALL &9FF3: FOR N = 1 TO 5000:NEXT
80 PRINT"I'll show you again, OK"
90 CLS:GOTO 40
```

Ghouls

Scott Miller of Glasgow has a great quickie tip to get a high score. All you do is hop on and off the first platform you come to until the score goes below zero and gives you 9990, or so.

Boulderdash

Kev Bovis from RAF Wildenrath has sent in an addition to the previously printed poke that not only gives you infinite lives but allows you to start on any of caves A to M on levels 1,2 and 3. It's entered using Method 1 explained elsewhere in this section.

```
10 MODE 1
20 MEMORY &7FFF
30 FOR I = &9000 TO &901E
40 READ A$
50 POKE I, VAL("&" + A$)
60 NEXT I
70 PRINT "INSERT TAPE AND PRESS
PLAY"
80 CALL &9000
90 DATA 21, 00, 02, 11, 25, 70, 3E, B7
100 DATA CD, A1, BC, AF, 32, 80, 1B, 32
110 DATA 81, 1B, 32, 82, 1B, 3C, 32, 54
120 DATA 19, 32, 74, 19, C3, 52, 1F
```

R.E.M.

Here are some cavern codes for the Blaby budget game from Riaz Ali of Cwmbran.
2. Moria
3. Vector
4. Indiana
7. Hawlmoon
8. Obelisk
9. Saltheart
12. Trelheim

Three Weeks in Paradise

J Bowman of Carshalton has a great tip on how to get infinite lives. As soon as you start the game run into the native. While the stars are spinning around Wally's head depress the middle two rows of the keyboard using a ruler or other instrument. When Wally gets up he won't have lost a life and will have infinite lives from there on. Great, eh?

RAID

Massive scores can be achieved on this US Gold game by using a tip from William Jenkins of Cramlington. When you reach the Shandoorian defence center, shoot all the doors, soldiers, towers and tanks to get into the reactor room. Hit the robot three times and then throw the rest of the discs away. This will put you back in the courtyard where you can repeat the whole procedure. This can carry on until you run out of men or you get fed up and decide to destroy the two reactor robots.

THE WAY OF THE TIGER

This latest combat game, from Gremlin, has three sections to it and Rob Ward of Leicester has sent in some tips on the unarmed combat section.

Bob Wade adds: the giant troll can be disposed of with flying kicks. Flying kick once to hit him in the upper body and repeat the move to take you out of reach of his punch. Turn around and repeat the double kick. Keep turning and double kicking till he keels over. It takes a long while but you're fairly safe doing it.

NINJA: a difficult opponent to beat but low punches and kicks usually work well.

GOBLIN: low punches, kicks and mid kicks should keep him back. When he transforms then mid kicks and uppercuts should hold him off. As he jumps through crouch down to stop his blows getting in.

RHINO-HEAD: these are easy, just stand there mid kicking him in the chest. He'll probably headbutt you a few times but not often enough to beat you.

GIANT TROLL: this is the mean one of the bunch. Wait till he gets in range then mid kick him and hop backwards. Repeat this till he dies.

Spindizzy

You can't keep a good pokester down and Tim Gilbert of Whitby is back with a great poke for the Electric Dreams classic. It's entered using our Method 1 and gives you infinite time and therefore lives. Well done Tim, exploring will now be a lot easier.

```
10 MODE 1
20 FOR T = 49162 TO 49170
30 READ A$: POKE T,VAL("&" + A$)
40 NEXT T
60 CALL 49152
80 DATA 21, 40, 00, 11, C0, B0, 3E,
6A, CD, A1, BC, 3E, C9, 32, 5E, A3,
C3, 00, B0
```
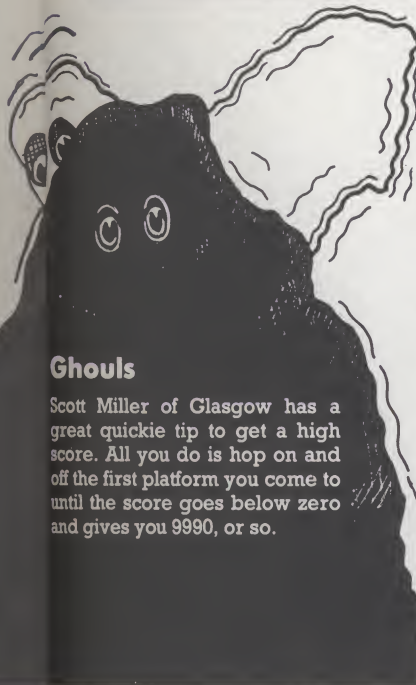
Sweevo's World

Steven Dunn from Cookham has provided some pokes for the Gargoyle game that will give you 255 lives, no energy loss and a happy smiling face. Enter it using Method 1.

```
10 OPENOUT"D":MEMORY
&5D0:CLOSEOUT
20 LOAD"",&5DC
30 FOR Y = &643 TO &665: POKE
Y,0:NEXT
40 LOAD"SWEEVO.BIN",&3040
50 POKE &9EC8,255
60 POKE &9003,5: POKE &9004,0
70 POKE &91E0,4: POKE &91E1,0
80 CALL &5DC
```

GET DEXTER

N NURSE

H HOLOPHONIC CABINS

R ROBOTS (+ "Pr" ROOMS)

Pr PROFESSOR

Pu PUNK

DOORS: ▦ RED

 ⋮⋮⋮ GREEN

 W BLUE

 ● GREY

MAPPED BY MIKE SIMPSON
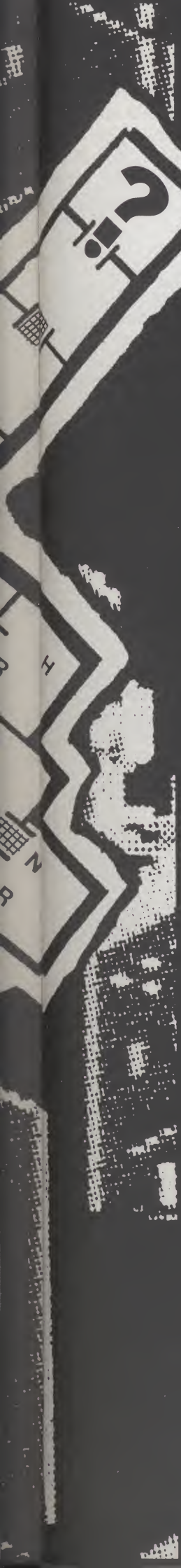
The Covenant

■ CHEST	**S** START
● ENERGY POINT	⌐_ CLOSED DOOR
▲ ANAESTHETIC	⬩⬩⬩ VOLCANIC PASSAGE
▼ KEY	

MAPPED BY

adrian sill

Last V8

A great poke from Simon Goodwin of Middlesbrough that prevents the car from crashing. Use Method 2 to get past the first block of the program. Note that driving into some areas will corrupt the screen but if you know where you're going you can get back to the display proper without crashing the game completely.

```
10 MODE 0
20 OPENOUT"dum":MEMORY 1799:
```

```
CLOSEOUT
30 LOAD"!a"
40 LOAD"!b",49152
50 LOAD"!c",12800
60 LOAD"!d",1800
70 FOR n=0 TO 15:INK n,0:NEX
T n
80 LOAD"!e",49152
90 POKE 1908,0:POKE 1909,0:P
OKE 1910,0:POKE 1911,0:POKE
1912,0
100 CALL 1800
```
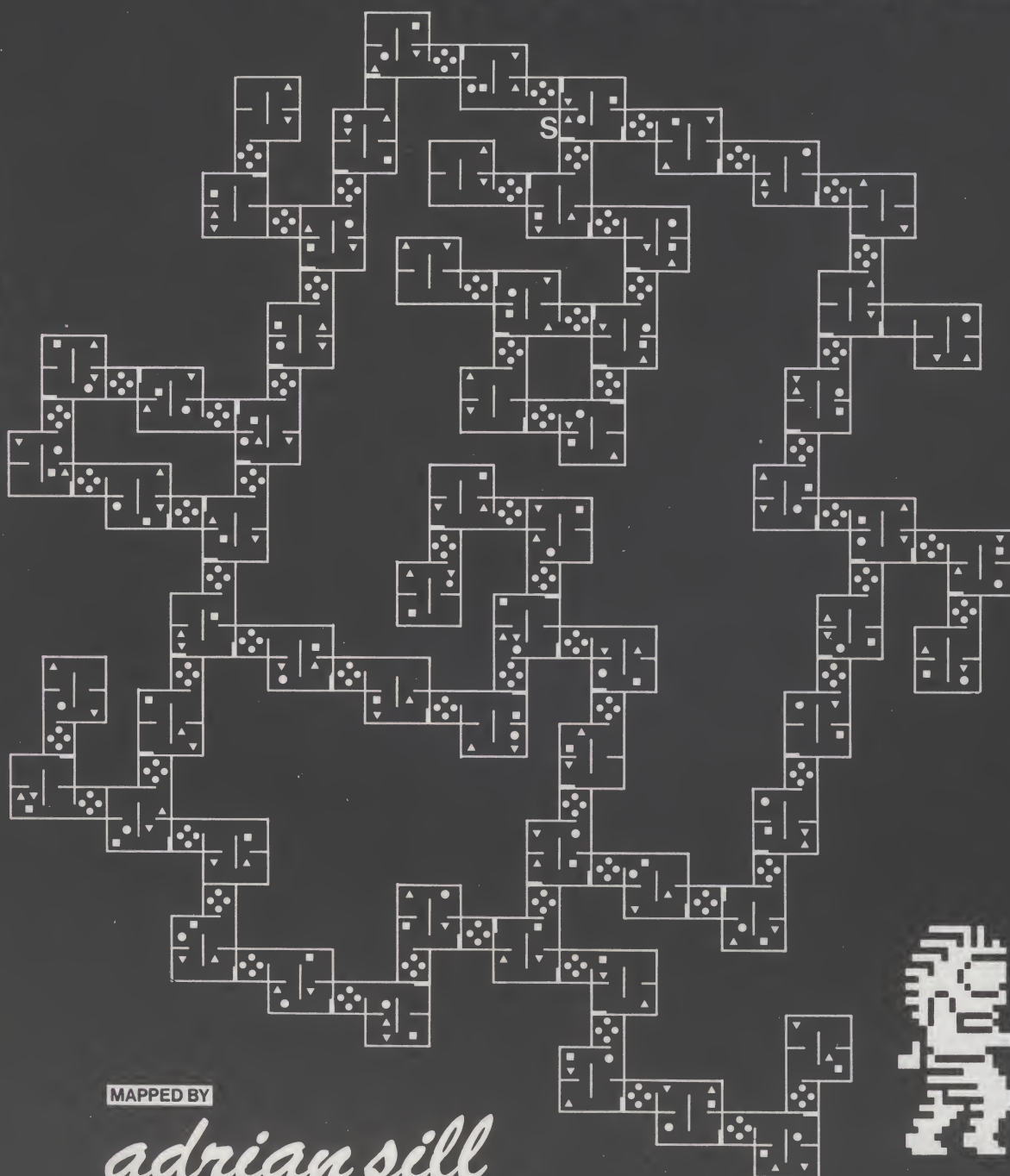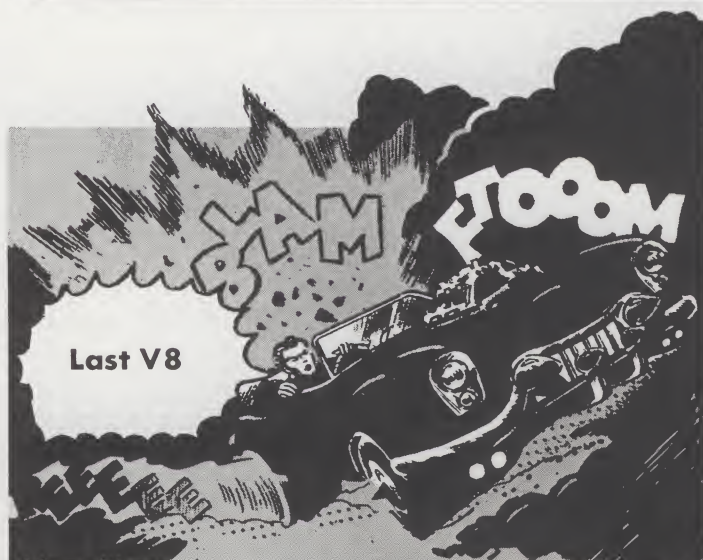
Combat Lynx

Durell Software have given us permission to print this tape to disc transfer listing of their still-popular action flight simulator. However they ask that disc copies created with it be SOLEY for the personal use of those who have bought an original copy of the cassette. You've got KD Bryant of Beenham to thank for this listing but future transfers are dependant on the agreement of the software house concerned.

To transfer just type in the first listing and RUN it. This will prompt you to play the tape (making sure it's rewound first) and will automatically save it to disc. Now type in the second

listing and save it to disc under the filename "LYNX". To run the game from disc just type RUN"LYNX".

```
10 MODE 1
20 !TAPE.IN:MEMORY 5630
30 LOAD"MAIN"
40 SAVE"COM",b,5630,32767-
5630
```

```
10 MODE 1
20 MEMORY 5630
30 LOAD"COM"
40 !TAPE
50 CALL 32138
```
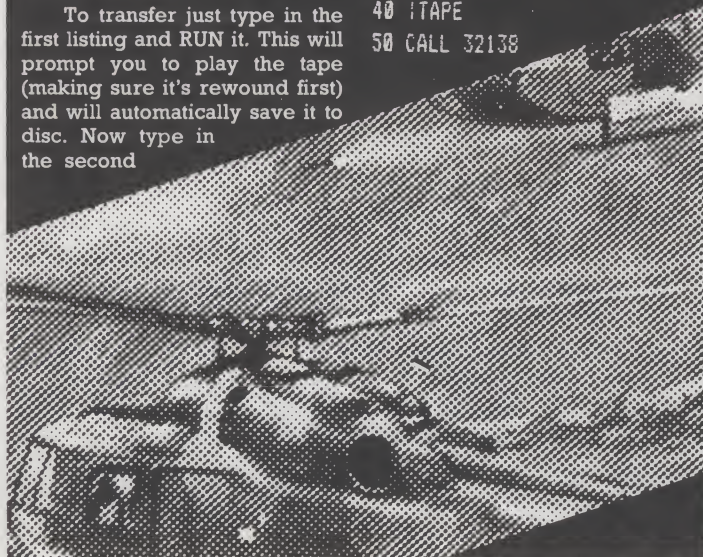
Gyroscope

This listing from Tony Hoyle of Marple gives invincibility but doesn't stop the time limit running out. Also be careful to exit screens at "legal" points, otherwise it will crash. Enter the listing using Method 1.

```
10 x=&700
20 READ a:GOSUB 90:IF a()-1
THEN POKE x,a:x=x+1:GOTO 20
30 DATA &3e,&c9,&32,&08,&53,
-10,-20,-30,&c9,-1
40 x=&8000
50 READ a:IF a()-1 THEN POKE
  x,a:x=x+1:GOTO 50
60 DATA &21,&06,&80,&c3,&13,
&bd,&06,&00,&11,&00,&c0,&cd,
&77,&bc,&eb,&cd,&83,&bc,&22,
&2e,&80,&21,&19,&80,&c9,&e5,
&2a,&2e,&80,&e3,&e5,&21,&00,
&07,&22,&38,&bd,&f5,&3e,&c3,
&32,&37,&bd,&f1,&e1,&c9
70 DATA -1
80 CALL &8000
90 IF a=-10 THEN a=PEEK(&BD3
7):RETURN
100 IF a=-20 THEN a=PEEK(&BD
38):RETURN
110 IF a=-30 THEN a=PEEK(&BD
39):RETURN
120 RETURN
```

TOMBSTOWNE

Any one having trouble with the Amsoft arcade adventure will appreciate these tips from Simon O'Connell and Emmet Masterson from Sidcup.

1. To mend the stairs get the piece of stairway from the library.
2. To get past the rats. Get the stool from the lounge and drop it under the kitchen table. Jump on table and get cheese. Take

Rambo

We've got both tips and a poke for Ocean's muscle bound psychopath. The poke is from Phil "You can't keep a good pokester down" Howard from Mapperley while the tips were the pick of the bunch we receeived and come from Christian Valeri from Ramsgate. The poke is entered using Method 1.

1. Go to temple using knives, get machine gun and then switch to arrows.
2. Go straight up until you get to the camp. Go right and then up again until you get to the first gate on the right hand fence. Blast through it using exploding arrows.
3. Make your way over to the left side of the camp blasting anything that gets in the way. Switch to knives and get POW.
4. Switch back to exploding arrows and blast your way north through the trees. When you reach the clear area sweep it until you find the helicopter and get in.
5. Head back down to the camp and slightly to the right to find the landing pad.
6. Land and go south-west to the "corrugated" hut that can't be blown up. Switch to knives and release the prisoners. Go back a second time to release more

the now baited rat trap to "Beware the rats".
3. The key in the bedroom allows you to exit the castle.
4. The cross in the study kills the witch in "Rising concern", allowing you to get the balloon.
5. Take the balloon to the bathroom where you will float up to get the grey key.

prisoners.
7. Return to chopper, collecting the white grenade box on the way and fly north.
8. You'll fly over another camp – ignore this and wait for your base whichappears after you've flown over a large expanse of water. While doing this you're pursued by the gunship. Don't worry about destroying this just concentrate on avoiding it.

```
10 DATA 21,9c,8e,36,00,23,36
,00,23,36,00
20 DATA 21,ab,8e,36,00,c3,00
,8f,21,2d,22
30 DATA 36,f8,21,40,20,11,40
,00,01,f2,01
40 DATA ed,b0,21,40,00,e5,21
,00,bb,e5,21
50 DATA f2,01,e5,21,07,b8,e5
,21,bb,02,e5
60 DATA f1,21,ea,b1,11,d9,b1
,f3,c9
70 MEMORY &2000
80 FOR x=&9500 TO &953F
90 READ a$
100 POKE x,VAL("&"+a$)
110 NEXT
120 LOAD""
130 CALL &3A6A
140 LOAD"!",&2040
150 CALL &9513
```

Devil's Crown

Lorna Paterson from Tillicoultry has a quick tip for the Probe game on how to complete it. Three treasure chests can be revealed by inserting a key in a padlock.

ONE MAN and his DROID

A nifty one liner from Justin Cole of Colchester to give infinite time. Entered using Method 1.

```
10 MEMORY 4999:MODE 1:LOAD"o
m":POKE &24C2,0:CALL 5000
```

N.O.M.A.D

Is there no limit to Phil Howard's poking? This time you've got infinite lives on the colourful Ocean game. Entered using Method 1.

```
10 DATA 21,3a,22,36,00,c3,dc
,3a,21,40,22
20 DATA 36,25,23,36,9b,21,40
,20,11,40,00
30 DATA 01,06,02,ed,b0,21,40
,00,e5,21,00
40 DATA bb,e5,21,06,02,e5,21
,07,b8,e5,21
50 DATA bb,02,e5,f1,21,ea,b1
,11,d9,b1,f3
60 DATA c9
70 MEMORY &2000
80 FOR x=&BE00 TO &BE37
90 READ a$
100 POKE x,VAL("&"+a$)
110 NEXT
120 LOAD""
130 CALL &3A6A
140 LOAD"!",&2040
150 CALL &BE08
```

Thing on a Spring

Emmet Masterson and Simon O'Connell from Sidcup have sent in tips on the Gremlin cutesy including one that we've had from umpteen other sources. This is that if you hold down the keys THING on the title screen the border will change colour and you'll have infinite oil. The guys also have some other suggestions though.

Make sure you complete each screen in order, starting from the first floor and working down. On each floor work left to right and then back again. This is essential because some of the presents allow you to go up escalators, fly off trampolines and wizz around the screen in a small space capsule.

On the third floor, first room, if you cannot find the exit it is situated under the collapsible floor next to the two televisions. On the final screen make your way towards the off switch. When you collect it it will set off two rays and the evil goblin will get trapped and die.

Chiller

Another one from Simon Goodwin of Middlesbrough that gives you infinite strength. Entered using Method 2 to skip the first block of the program.

```
10 MODE 0
20 OPENOUT"d"
:MEMORY &7FF:CL
OSEOUT
30 LOAD"!"
40 POKE 5550,0
50 CALL &800
```

Sabre Wulf

Frustrated disc owners will appreciate this poke from Peter Featherstone of Leeds that gives you infinite lives and stops creatures materializing in the They Sold a Million disc version of the game. Just type in the program, put the disc in the drive and RUN the program (don't worry about the screen corruption.)

```
10 MODE 2
20 MEMORY 4863
30 LOAD"SAB6RF.SBF"
40 LOAD"SABPRG.SBF",49152
50 POKE 56672,0
60 POKE 58173,0
70 CALL 49152
```

Who Dares Wins II

Andy Simmonds and his Dobermanns from Ashford have an interesting method for beating the all action game from Alligata. Here it is in his own words.

All you have to do is run like heck, zig-zagging like billio (SAS method for evading the flak) to the blockhouse. Run right inside, turn round and start firing. You can kill all the enemy by shooting them in the back, legs and other parts of their anatomy.

Frankie goes to Hollywood

Tips on the Ocean pop arcade adventure have been received from David Smithers from Harrow and Martin Ash from Basingstoke. We've combined the two to give you some help with the individual rooms and sections in the game.

1. The ZTT room. Wear the flak jacket and you'll be unharmed by the bullets. The puzzle has to be worked out logically with each button having its own effect. Work out which ones put a puzzle piece in and which ones put a piece in but also remove others.
2. The Terminal room. You'll need a security pass and an undamaged floppy disc to activate one of the computers.
3. Sea of Holes. Go through each hole in order from right to left.
4. Cybernetic Breakout. Eating a pleasure pill here will halve your pain or double your pleasure and if you stand still the object will pass through you.
5. War Room. A wedding ring protects you here.
6. Raid over Merseyside. Position the gun at about halfway down the display and just keep firing.
7. Talking Heads. Keep the Soviet flag just beneath yours when possible. Alternatively head for the top of the game and keep firing until the enemy bullets reach you. Then move down until the other flag moves down and then head back to the top.
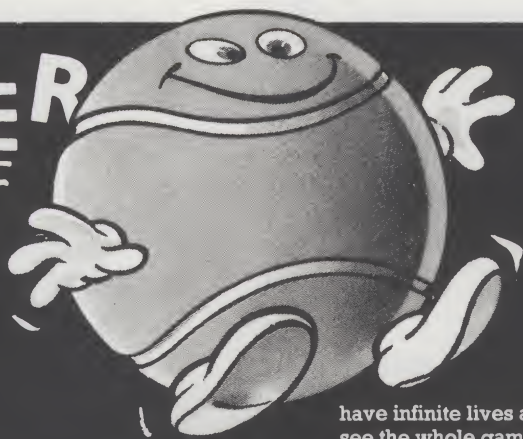8. Shooting Gallery. Shoot the targets as quickly as possible and remember to let the target reload by sinking to the bottom of the screen. Heads just above the reloading area can be shot twice if you wait until they have almost fully appeared before shooting it the first time.

'BOUNDER'

If you're trying to crack Gremlin's wildly addictive Mastergame – here's some help. It's the cheat mode that's mentioned in the scrolling message display, and comes courtesy of Gremlin themselves.

All you have to do is type in this line, press ENTER, and then load the game without resetting the machine. When it has finished loading wait for the scrolling message to tell you that the cheat mode is operative, and then start the game. You will have infinite lives and be able to see the whole game.

```
POKE 800,201
```

Commando

This poke from SR Taplin of Worle gives 255 lives on the Elite shoot-em-up and is entered using Method 1.

```
10 MEMORY &5BFF:LOAD"command
o",&5C00
20 FOR a=&9000 TO &9012:READ
 b:POKE a,b:NEXT
30 POKE &5C33,&C3:POKE &5C34
,&0:POKE &5C35,&90
40 CALL &5C00
50 DATA 205,122,188,175,50,1
5,78,6,6,33,59,7,119,35,16,2
52,195,54,92
```
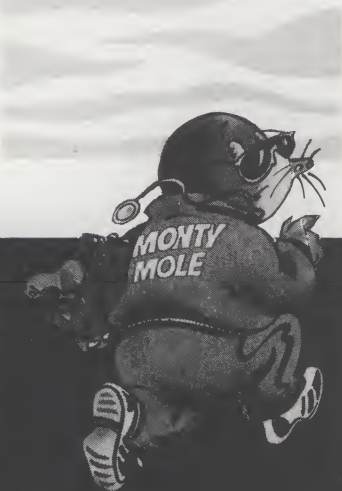
Monty on the Run

Simon O'Connell and Emmet Masterson from Sidcup have some tips on the Gremlin game.

1. When the top of the teleporter column is green you can walk through without being teleported.
2. The correct freedom kit consists of the jet pack, rope, passport, gas mask and bottle of rum.
3. Don't pick up the dynamite or the teddy.
4. Don't take the lift up.
5. A joystick in the sewage works helps to fill the ravine that crys out for HELP.
6. Be careful when experiencing 'The Ultimate Experience'. Care is needed going from screen to screen.

Laserwarp

This poke for invulnerability comes from S Sandles of New Tredegar. It's entered using Method 2 to skip the first two blocks of the program.

```
10 MEMORY &3FFF:LOAD"LASERWA
RP"
20 POKE 27388,255
30 CALL &4000
```

Death Wake

Jeffrey Hewitt from Castleford suggests that you type in 'It's my birthday' on the high score table. You'll be wished a happy birthday and made invulnerable for subsequent games.

Beach-Head

Paul Harrop from Barnsley advises anyone having trouble with the bug that pressing the TAB key will take you back to the start of the game. You'll still have to start all over but at least you won't have to reload the game.

Daley Thompson's Decathlon

Lots of keyboard-bashing players have told us the keyboard alternative to breaking up your joystick on this game. **R** for left, **T** for right and **G** to jump. Now you can smash up the keyboard instead.

ROCK'N WRESTLE

Simon O'Connell and Emmet Masterson also have a neat way of beating the wrestlers with no trouble at all.

This game can be made very easy by softening up each opponent. If you don't your opponent simply throws you off when you try to hold him down. To beat each one get behind him and start kicking. When he starts spinning, move up and kick again. Once all his energy is gone perform a simple move (*aeroplane spin*, for example) and pin him down.

STARQUAKE

Courtesy of Simon Cuddeford from Kenilworth comes the names of the 15 teleport terminals. The most important is QUORE which is the nearest to the planet centre where the pieces of core have to be deposited.

TALIS	KRYZL
QUORE	RALIQ
ANGLE	INDOL
UPAZZ	DULON
SNODY	OPTIK
ZODIA	
ELIXA	
VOREX	
ASCIO	
AMBOR	

GRUMPY GUMPHREY SUPERSLEUTH

Another Phil Howard poke that gives infinite energy to the frustrated store detective. It's entered using Method 1.

```
10 DATA 21,2b,8a,36,c9,c3,00
,80
20 MEMORY &7000
30 LOAD""
40 POKE &7653,3
50 FOR x=&300 TO &307
60 READ a$
70 POKE x,VAL("&"+a$)
80 NEXT
90 CALL &7530
```

BOMBJACK

This infinite lives poke comes from A Hacker of Belfast (is that a real name I wonder?) and is entered using Method 2 to skip the first nine blocks, comprising BOMB (block 1) and BJSCREEN.BIN (blocks 1 to 8).

```
10 MEMORY 5999
20 LOAD"!",6000
30 POKE &19FD,0
40 DATA 23279,65,23280,32,23
281,82,23282,65,23283,86,232
84,69,23285,32
50 FOR k=1 TO 7
60 READ po,n
70 POKE po,n
80 NEXT:MODE
0:CALL 6000
```

Herbert's Dummy Run

Phil Howard's second poke gives infinite lives on the third of the Wally games, and is entered using Method 1.

```
1 'Herbert's Dummy Run
2 'Amstrad Action Feb 87
10 DATA 21,08,1d,36
15 DATA 00,c3,03,01
20 MEMORY &1FFF
30 FOR x=&BE03 TO &BE0A
40 READ a$
50 POKE x,VAL("&"+a$)
60 NEXT
70 LOAD""
80 POKE &2030,&BE
90 CALL &2000
100 MODE 2
```

BATMAN

A 4-PAGE PLAYING GUIDE

ocean

BAT-KEY

Doors
Extended room
Bat power
Immediate danger
Corridor
Reincarnation stone
Problem to negotiate
Lift upwards

OVER PAGE TO - LOWER LEVELS

LEVEL 4

BAT-GARAGE

1   2   3   4   5

LEVEL 3

H   G   F   G   3

W   H   E

12   13

LEVEL 2

NASTIES

UPPER LEVEL

7. Jump onto this case.

2. Jump on top and move Batman back towards door, the droid will be tight against the wall.

3. Tap Batman left to get droid moving.

1. Stand here and wait for homing droid to come to you.

9. If you got the timing right you'll be on the block and able to go through the door.

8. Immediately jump to here since cases will disappear.

6. Wait till block is here.

5. Tap up and move droid to here, Penguin will be on the opposite side of the staircase.

4. Tap right to stop droid here.

5. Ascend disappearing blocks and push cases onto belt.

3. Nudge these cases until they are half way onto the conveyor belt.

2. Jump from here up cases without making the blocks on the right disappear.

7. Jump off top case to get Bat power.

1. Push cases to here.

6. Move here and push pile of six cases until you can jump up them like a staircase.

4. Push bottom three cases to here.

9. Let conveyor belt take you to exit and jump through.

7. Push second foot to here.

BELT

OVER PAGE TO -
LOWER LEVELS

LEVEL 0

LEVEL 1

START

BAG

BOOTS

THRUSTERS

1. Get object.

2. Jump up disappearing blocks and walk backwards against the movement of the sliding block.
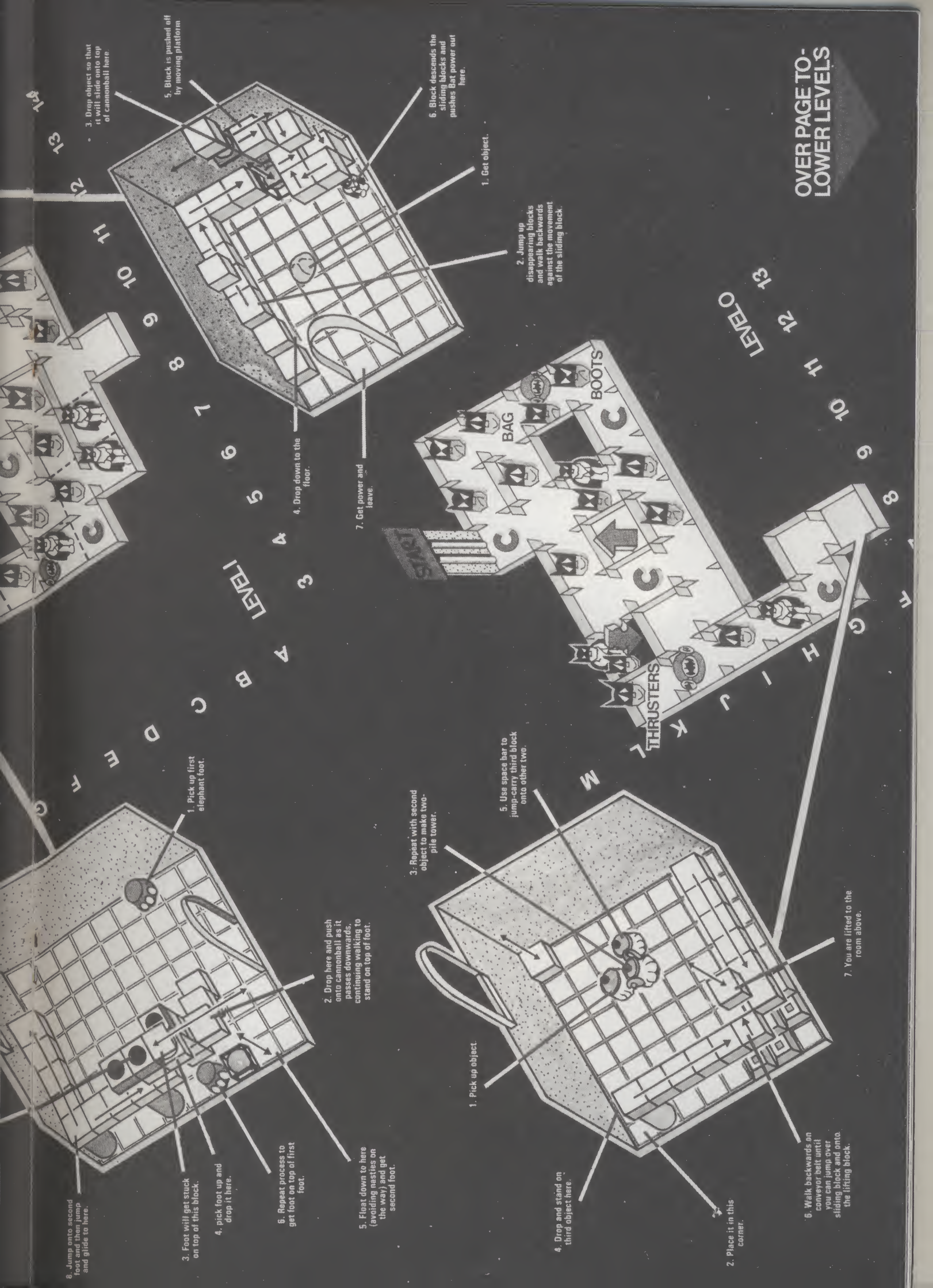
3. Drop object so that it will slide onto top of cannonball here.

4. Drop down to the floor.

5. Block is pushed off by moving platform

6. Block descends the sliding blocks and pushes Bat power out here.

7. Get power and leave.

1. Pick up first elephant foot.

2. Drop here and push onto cannonball as it passes downwards, continuing walking to stand on top of foot.

3. Foot will get stuck on top of this block.

4. pick foot up and drop it here.

5. Float down to here (avoiding nasties on the way) and get second foot.

6. Repeat process to get foot on top of first foot.

8. Jump onto second foot and then jump and glide to here.

1. Pick up object.

2. Place it in this corner.

3. Repeat with second object to make two-pile tower.

4. Drop and stand on third object here.

5. Use space bar to jump-carry third block onto other two.

6. Walk backwards on conveyor belt until you can jump over sliding block and onto the lifting block.

7. You are lifted to the room above.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

O N M L K J I

O N M L K J I H

J K L

J K L

8 9 10

8 9 10

9 10 11

6. Jump from edge of trampoline to here.

5. Edge out and jump to here.

4. Move off screen to here and jump from edge of block.

3. Edge out and jump to here but jump again immediately as case disappears.

7. Jump from edge of block and walk to here.

2. Edge out on block and jump to here.

8. Edge out as far as possible and jump to here.

9. get on springboard and jump towards back wall to get off the screen.

1. Jump on here.

5. Ascend

MAPPED
BOB WADE
+
ANDREW WILTON
ILLUSTRATION
TREVOR GILHAM

The Covenant

SM Clarke of Llanfyllin has solved the problem for anybody still struggling with our cover cassette game. It's entered using Method 2 to skip the first block and works only on the version of the game given away with our May issue. It gives immunity to animals, flames, acid drops and negative energy points, but firing and being hit by anaesthetics still drains energy.

```
10 CLS:RESTORE 100
20 READ s,c
30 FOR p=s TO s+c-1
40 READ a$
50 POKE p,VAL("&"+a$)
60 NEXT p
70 CALL 42544
80 CALL 10887
90 END
100 DATA 42544,29
110 DATA 21,88,13
120 DATA 11,a8,92
130 DATA 3e,16
140 DATA cd,a1,bc
150 DATA d2,00,00
160 DATA 3e,00
170 DATA 32,1c,32
180 DATA 32,30,32
190 DATA 32,31,32
200 DATA 32,32,32
210 DATA c9
```

Airwolf

This old game still causes people a lot of problems, so Richard Devlin from Derry has come to your aid with a map that shows how everything should be done. Shooting the numbered boxes removes the correspondingly numbered barriers. The scientist is indicated by the S.

TAU CETI

This poke for the cassette version of the game comes from Tony Hoyle of Blackpool. It's entered using Method 1 and gives infinite flares, AMMs, missiles, shields, fuel and also stops the laser heating up.

```
10 MODE 1:BORDER 0:INK 0,0:INK 1,11:INK 2,26:INK 3,24:PAPER 0
20 OPENOUT"d":MEMORY 1529:CLOSEOUT:WINDOW 4,36,21,24:PEN 1
30 LOAD"!title":CALL 2000:LOAD"!part1":LOAD"!part2":INK 1,20
40 POKE &4FF2,0
50 POKE &5025,0
60 POKE &4FC0,0
70 POKE &5264,0:POKE &5265,0:POKE &5266,24
80 POKE &4E93,0:POKE &4E94,0
90 POKE &4F5F,0
100 CALL &88BB
```

BOUNTY BOB STRIKES BACK!

In response to a plea in the May issue, SA Hulley from Hemel Hempstead has come up with an infinite lives poke. It's entered using Method 1.

```
10 MEMORY &3900:CLS
20 LOAD"":LOAD"!",&4040
30 a=&8900
40 FOR n=0 TO 51
50 READ d$:POKE a+n,VAL("&"+d$)
60 NEXT n
70 CLS:PRINT "Please wait"
80 CALL &8916
90 DATA 21,6e,06,36,18,2c,36,05,c3,40,00,21,34,bd,36,00,2c,36,89,c3,04,bd
100 DATA f3,11,40,00,21,00,bb,01,37,02,d5,e5,c5,78,21,4b,40,36,72,2e,4e,36
110 DATA 92,6c,ed,b0,37,c3,2c,b8
```

FA Cup Football

This great cheat from Paul Whittingham of Greasby allows you to replace Liverpool with a team of your choice and give them Liverpool's form. The numbers in the data statement are the character codes of the capital letters (65 to 90) found in appendix III pages 3-5 of the 464 user manual. Currently the team in the statement is Wimbledon (*Pathetic – Ed*). The new team must be nine characters long so if your team is shorter then put in spaces (character number 32). Load the poke using Method 2 to skip the first nine blocks of the program.

```
10 MEMORY 4999:LOAD"!"
20 FOR a=9404 TO 9412
30 READ x:POKE a,x:NEXT
40 DATA 87,73,77,66,76,69,68,79,78
50 CALL 31936
```

Get Dexter!

Ranjit Singh from London NW6 has cracked the PSS/Ere classic and seen the end game sequence. From what he tells us it's well worth seeing. In addition he's supplied us with tips on playing the game. Thanks also to everyone else who sent tips. Take it away Ranjit.
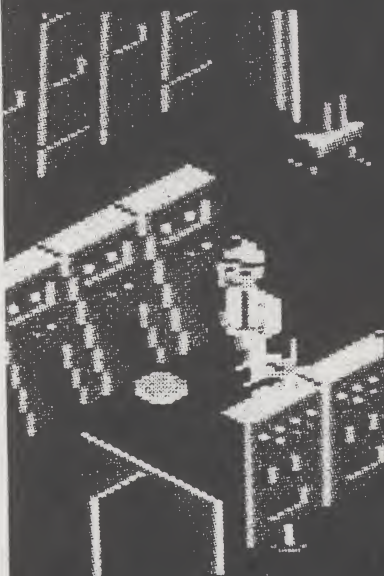
You can bounce on the beds (this looks good!) and don't forget when jumping or falling you can control your direction. This means you can choose a landing point. Don't bounce on them too much though as they will eventually break making them unusable and losing you 10% energy.

If you drop a bottle of wine in front of the punk he will keep walking at it. This happens with the nurse if you drop the flowers in front of her and with some blue monsters if you drop the magnet. Blue monsters can also be frozen for a period by dropping the red saucers. Don't waste them because they are especially useful in the scientists rooms.

To kill the monsters you must drop a specific object in front of them. The orange salt cellar thing kills ducks and "space invaders". The bottle of acid (white with red skull and crossbones on it) kills clockwork ghosts whose heads bob up and down and barrel robots. Small green buttons kill dogs, clockwork ghosts, pyramid robots and the garden rollers.

Coloured doors are opened using the corresponding security pass while grey doors are activated by stepping on floor pads. To find out if a floor pad are safe recall Scooter onto it, if he bounces on his head it isn't safe.

When looking for objects and doors make sure you move everything because doors may be hidden behind furniture and objects stashed under beds or benches. If you're having trouble getting the codes then try dropping a syringe in front of a scientist, it has a very interesting effect.

The final room where things usually drop on your head is a tough one but with the code and some directional thought you'll work it out.

BAT MAN

Phil Howard from Mapperley has done the business for us again with infinite lives on the Ocean classic. It's entered using Method 1.

```
10 DATA 21,90,1c,36,00,c3,00
,01,21,2d,22
20 DATA 36,d3,21,40,20,11,40
,00,01,f2,01
30 DATA ed,b0,21,40,00,e5,21
,00,bb,e5,21
40 DATA f2,01,e5,21,07,b8,e5
,21,bb,02,e5
50 DATA f1,21,ea,b1,11,d9,b1
,f3,c9
60 MEMORY &2000
70 FOR x=&BE00 TO &BE34
80 READ a$
90 POKE x,VAL("&"+a$)
100 NEXT
110 LOAD""
120 CALL &3A6A
130 LOAD"!",&2040
140 CALL &BE08
```

SPELLBOUND

We've received mountains of tips on Mastertronic's classic arcade adventure, but here are the pick of the bunch gleaned from Scott Miller from Glasgow, Matthew Barnes from Welwyn and Leighton Derrick from Port Talbot.

Florin the Dwarf: Give him the bottle of liquid and take it back to restore energy. Give him the bar of gold, broken talisman and tube of glue, then command him to help and he will fix the talisman.

Lady Rosmar: Summon her to the wall on the ground floor and give her the pocket laser. Command her to help and she blows a hole in the wall.

Elrand Halfelven: Summon him to the wall on level two and give him the trumpet. Command him to help and he blows the wall down.

Samsun the Strong: Summon him to the pit on the ground floor and give him the javelin. Command him to help and he builds a bridge across the pit.

Thor: Summon him to the wall on the fourth floor and give him the miolnir. Command him to help and he loosens the wall with a bolt of lightning. Elrand can then blow the wall down with the trumpet.

Banshee: Released by dropping the glowing bottle – gives clues when commanded to help.

Candelium Illuminatus: Pick up the laser and shield and take them to the room containing the four leaf clover, then cast spell to light candle.

Project Physical Body: Can be cast if you have the crystal ball and talisman, and allows you to transport to other people.

Armouris Photonicus: Stand in the pool of liquid on ground floor and cast spell. You no longer need the glowing bottle to pass through the dark room on the third floor.

Fumaticus Protecticum: Cast using the white herring and power pong plant – protects you against the gas room on the first floor.

ELITE

JA Thewlis from Lancaster has a tip for Firebird's epic space game that will increase your ship's cargo potential. All you have to do is follow his instructions, although he warns that it's not for the faint hearted.

1. Find a cluster of two to three systems no more than 2.5 light years apart.
2. Sell all cargo. If possible arm yourself to the hilt with a mining laser, cloaking device and energy bomb.
3. Enter witch space by choosing a hyperspace system, launching, pausing the game, press the F key, restarting and then hyperspacing. Switch on the cloaking device just before

you hyperspace and then destroy all but one Thargon.
4. Switch off cloaking device and wait until Tharglets appear. Destroy Thargon and collect Tharglets.
5. Repeat this until you feel you've got enough alien items, or are in danger of getting killed.
6. Enter normal system and abandon ship using escape pod. When you get your new ship you'll have a 35 ton cargo bay plus the alien items. Sell these and you can use the extra cargo space. This will disappear if you have to use the escape pod again and aren't carrying alien items, but you can always repeat the process.

FAIRLIGHT

As well as sending us their maps of this tough arcade adventure Tim Walsha from Henley on Thames and Daragh Ward of Dublin also sent in solution and playing tips. So here are a few hints to help you on your way around the castle.

1. After killing a guard, pick up his helmet and drop it near a whirlwind to stop him reappearing.

2. After killing an ogre, put a barrel on the spot to stop him reappearing.

3. Place a barrel over the spot where a bubble appears to stop it reappearing when you enter the room again.

4. Guards only attack if you get close – except materialising guards which attack immediately.

5. Dropping gold lures the guards, so if you push it under something where it can't be reached you can move around without being attacked.

6. Watch out for flowers on stalks – if you get too close they reach out and rapidly sap your energy.

7. Don't fall in the well – it's fatal.

8. Keep food for as long as possible, and eat the smaller food first because food is useful for standing on to reach things.

9. Fire depletes Isvar's energy.

10. There are three teleportals: two of them link towers and the third links the tomb with the north side of the chasm.

11. The loading screen is a view from the wizard's chamber, and the bird points to the start.

12. Falling long distances depletes energy.

HINTS

1. Kill for experience points and levels rise.

2. Visit King and: a) offer service for a quest
b) offer gold for hit points.

3. At the pub: a) buy food
b) buy a drink and you may get a clue

4. Will's Weapon Store: a) buy a sword and chainmail as soon as available (Level 2) and deflect armour (Level 4) when you can afford it.
b) buy a pistol as soon as possible, then you can kill archers.
c) blaster available (Level 5). Expensive but worth it.

5. Honest Hank's Transport Lot: a) buy transport as soon as possible.
b) hovercraft (Level 5). Very expensive, but essential.

6. Magic galore: a) spells for use in dungeons, also essential.
b) some spells for sale to Wizards only.

7. Visit towers once every level – gains listed above.

8. Visit dungeons, kill, and gain experience, gold and hit points.

RING OF DARKNESS

■ Water ◭ Mountains ⊡ Trees ⊠ Start
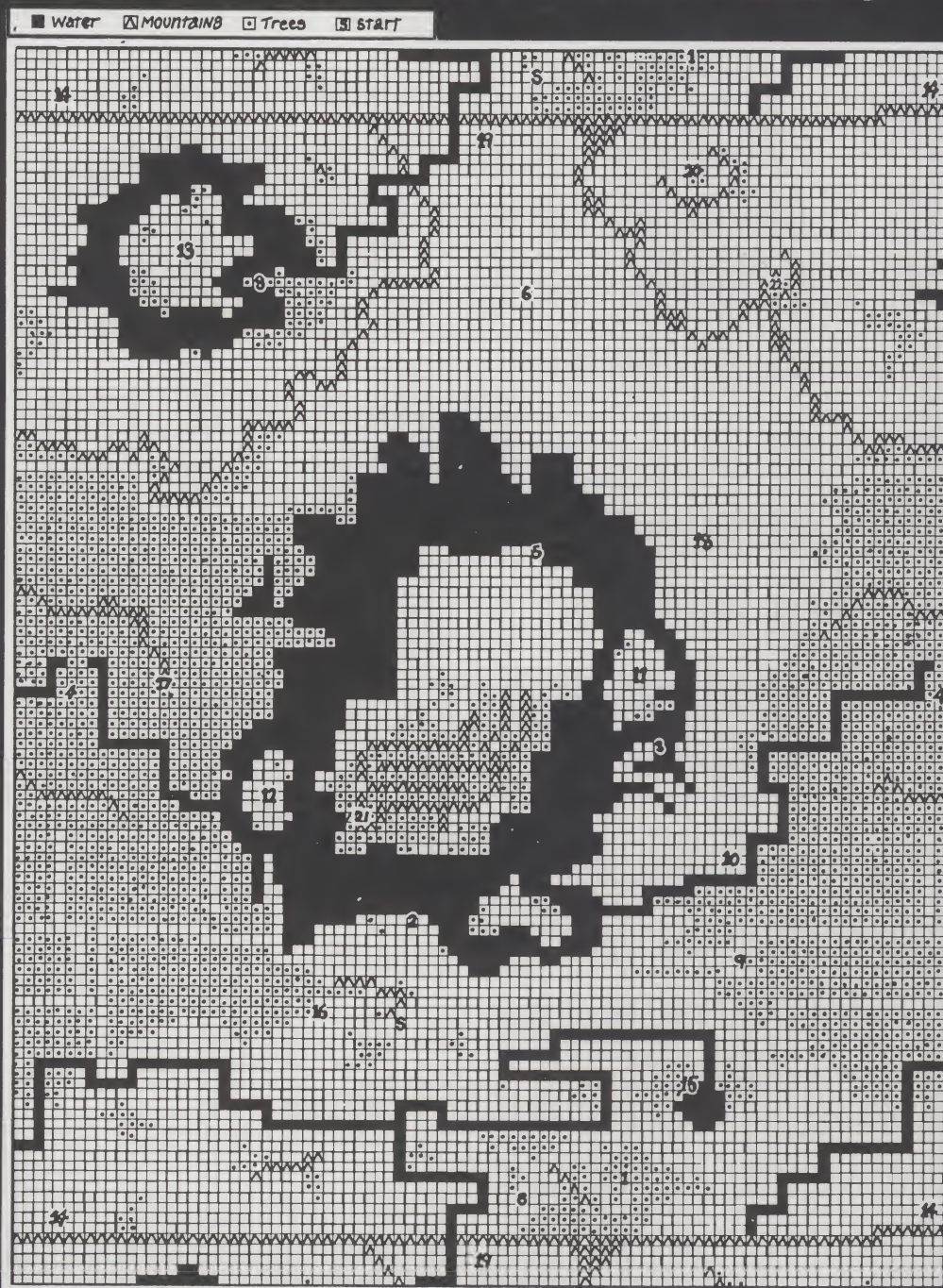
TOWNS

		King	Pub	Weapons	Transport	Magic	Jester	Cells	Prisoner
1	Borderton	✓	✓	✓		✓	✓		
2	Port Stillwater	✓	✓	✓	✓	✓		✓	
3	Ocean Town	✓	✓	✓	✓				
4	Entwood Castle	✓	✓	✓		✓	✓		
5	Castle Pepper	✓	✓	✓			✓	✓	✓
6	Wilderton	✓	✓	✓	✓	✓		✓	✓
7	City of Eagles	✓	✓					✓	
8	Briskham Harbour	✓	✓		✓	✓	✓		

TOWERS

9	Arnold's Sign	*Weapon*
10	Western Sign	*Strength*
11	Gondor's Monument	*Weapon*
12	Midsea Buoy	*Agility*
13	Northern Sign	*Weapon*
14	Solomon's Throne	*Intelligence*
22	Tower of Acheron	*Weapon*

DUNGEONS

15	Doom Labyrinth
16	Maze of Minos
17	Death's Reach
18	Houston Hollow
19	Barrows of Bran
20	Hammer's Pit
21	Xandra's Quest

CANDLAND II

start
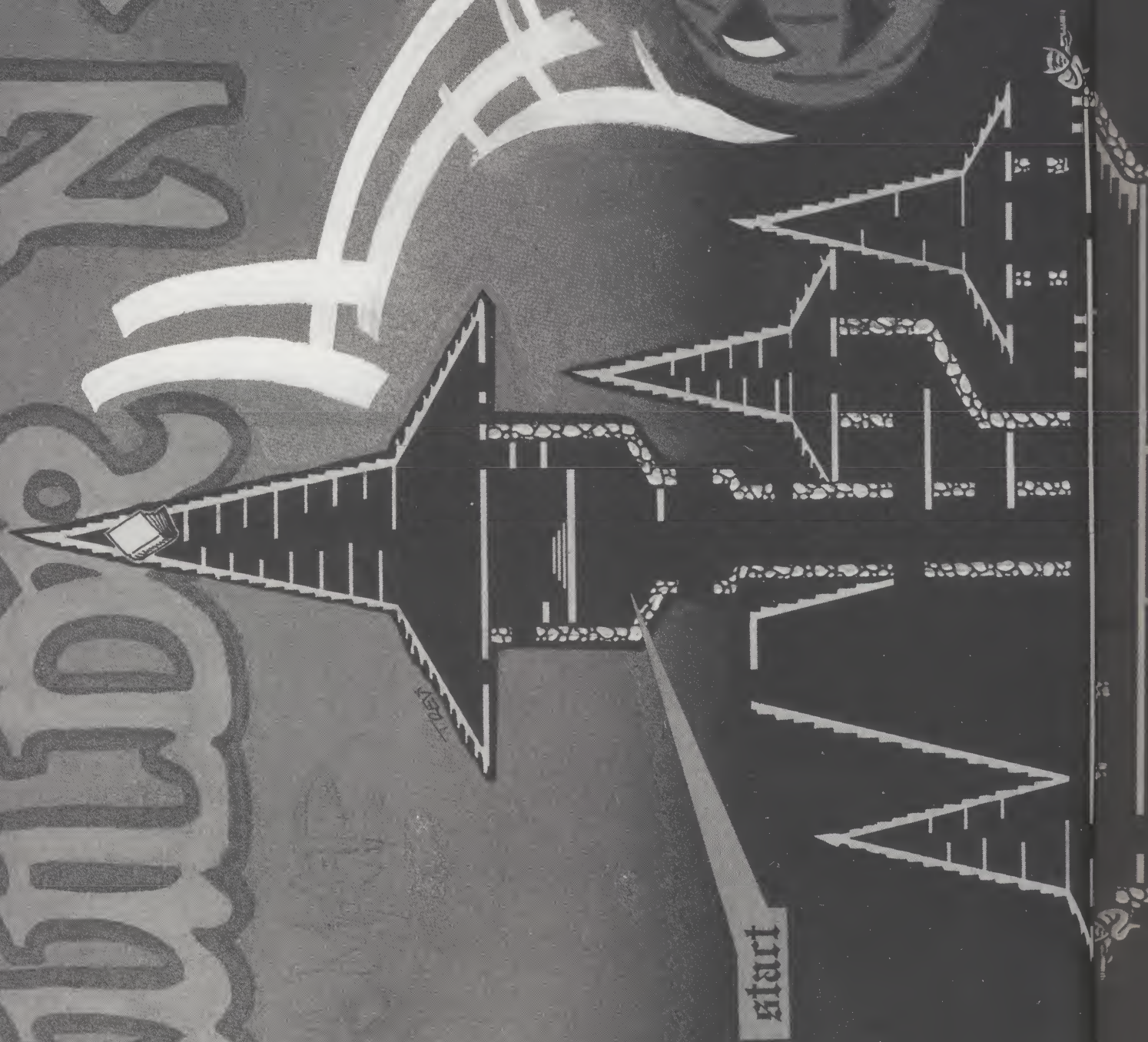
AXE
GOBLET
SHIELD
CROWN

SHIELD

CROWN

CAULDRON

BOOK

start

start

start

GREEN BERET
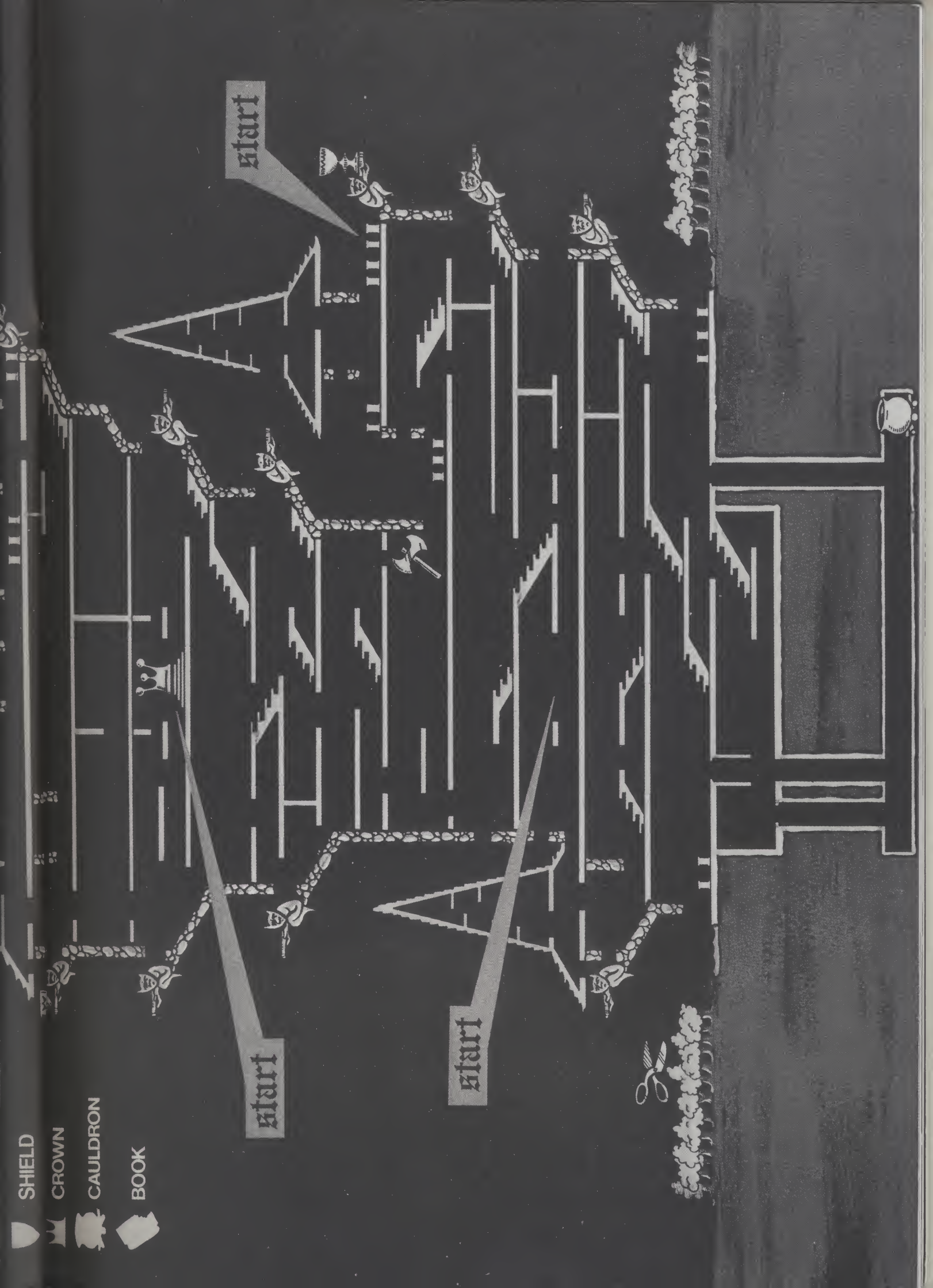
Here are some tips for Imagine's stab-em-up from J(?) Lawless of Cabra in Ireland. Using these you should be able to get a lot further into the game.

First some general tips for all the levels, followed by some details on levels two and three.

1. Never stand at the very edge of a screen.

2. If you see a Commandant (blue uniform), position yourself by the bottom of the first ladder he will come to. If he is not already on the bottom level he will climb down and you can stab him to get his weapon.

3. Only Commandants and Rifle Carriers follow you around. To beat them off just climb a ladder, lie down and knife them as they come after you.

4. If the enemy is right behind you, run right. As the screen scrolls jump left over their heads. Face right and, if you have a weapon, blow'em away.

5. If you have a weapon don't be miserly with it. If you are close to the right hand edge of the screen when you fire it, it will scroll with the screen and you get twice the killing power.

6. If you don't have a flamethrower at the end of the first level than lie down and stab the enemy.

7. Karate troops are a real pain.

They are dressed in green and brown with black hats. Jump up or lie down and stab to kill them.

8. If you are on the 2nd, 3rd or 4th levels try to get on one of the higher platforms. Get two enemy troops running along below you (one will do, three is a gift). When you drop down follow them along since only three enemy troops appear at a time except at the end of a level. This way you will easily get to the end of a level.

Level 2: At the end of this you will come to a submarine. Lie down in the centre of the screen, or slightly left of centre, facing left. Four dogs will come after you. You must lie down and stab these because the rocket launcher is useless against them. When these four are dispatched turn right and, still lying down, kill another four dogs. Repeat this twice more.

Level 3: This is very tough. Take a step or two right, jump left over the mine and climb on the wall. If you see a rifle Carrier throwing a grenade (you'll hear a warbling noise), jump at him. On this level it is vital that you use your bazooka when two men are ahead of you.

When you come to the fence get up on to it as soon as possible because it's much easier up there. At the end you come up against a small helicopter that I've yet to beat.

664/6128 Pokes

Compatibility problems have struck again, this time with Phil Howard's pokes. Because of the particular way he gets round one of the common protection systems, it means the pokes don't work on a 664 or 6128. However to the rescue comes Richard Hodges from Barnet who has discovered the necessary changes to make them work. We're printing fully corrected listings for the 664 and 6128 that are all entered using Method 1, but here are the necessary technical changes from the originals for those in the know.

In the data statements these changes (system variables) need to be made: B807 becomes B11F, B1EA becomes B7E5, B1D9 becomes B7D4 and an additional call, CALL &3A6A, needs to be added.

Sabre Wulf

```
10 DATA 21,2c,97,36,19,23,36
,0f,23,36,11
20 DATA 21,c3,9b,36,04,c3,1a
```

(continued top right)

```
,88,21,74,22
30 DATA 36,05,23,36,bb,21,40
,20,11,40,00
40 DATA 01,36,02,ed,b0,21,40
,00,e5,21,00
50 DATA bb,e5,21,36,02,e5,21
,1f,b1,e5,21
60 DATA bb,02,e5,f1,21,e5,b7
,11,d4,b7,f3
70 DATA c9
80 MEMORY &2000
90 LOAD""
100 CALL &3A6A
110 LOAD"!",&2040
120 FOR x=&BE00 TO &BE42
130 READ a$
140 POKE x,VAL("&"+a$)
150 NEXT
160 MODE 1
170 POKE &BE0F,255
180 CALL &BE13
```

Nomad

```
10 DATA 21,3a,22,36,00,c3,dc
,3a,21,40,22
20 DATA 36,25,23,36,90,21,40
,20,11,40,00
30 DATA 01,06,02,ed,b0,21,40
,00,e5,21,00
40 DATA bb,e5,21,06,02,e5,21
,1f,b1,e5,21
50 DATA bb,02,e5,f1,21,e5,b7
,11,d4,b7,f3
60 DATA c9
```

Saboteur

This poke from Timothy Lomas of Sanderstead gives infinite strength on the Durell game and is entered using Method 1.

```
10 MODE 1
20 INK 0,0
30 INK 1,1
40 INK 2,6
50 INK 3,24
60 BORDER 1
70 MEMORY 5000
80 LOAD"!1",49152
90 LOAD"!2",25200
100 LOAD"!3",6000
110 LOAD"!4",16419
120 LOAD"!5",23296
130 BORDER 0
140 LOAD"!6",49152
150 POKE 24210,0
160 CALL 23431
```

CLASSIC INVADERS

This poke from R Jackson of Barnard Castle stops the aliens dropping bombs (except UFOs) and is entered using Method 2 to skip the first three blocks of the program called "INVADERS".

```
10 MEMORY 16499
20 x=16500
30 FOR f=1 TO 12:READ a:POKE
   x,a:x=x+1
40 NEXT f
50 CALL 16500
60 POKE 18658,0
70 CALL 16896
80 DATA 62,22,17,101,66,33,0
,66,205,161,188,201
90 END
```

```
70 MEMORY &2000
80 FOR x=&BE00 TO &BE37
90 READ a$
100 POKE x,VAL("&"+a$)
110 NEXT
120 LOAD""
130 CALL &3A6A
140 LOAD"!",&2040
150 CALL &BE08
```

Batman

```
10 DATA 21,90,1c,36,00,c3,00
,01,21,2d,22
20 DATA 36,d3,21,40,20,11,40
,00,01,f2,01
30 DATA ed,b0,21,40,00,e5,21
,00,bb,e5,21
40 DATA f2,01,e5,21,1f,b1,e5
,21,bb,02,e5
50 DATA f1,21,e5,b7,11,d4,b7
,f3,c9
60 MEMORY &2000
70 FOR x=&BE00 TO &BE34
80 READ a$
90 POKE x,VAL("&"+a$)
100 NEXT
110 LOAD""
120 CALL &3A6A
130 LOAD"!",&2040
140 CALL &BE08
```

TLL

```
10 DATA 21,8a,90,36,00
20 DATA 21,a2,a6,36,00
```

```
30 DATA 21,c8,a8,36,00
40 DATA 21,9b,a9,36,00
50 DATA 21,7a,91,36,00
60 DATA c3,f5,8f,21,77,22,36
,25,23,36,e2
70 DATA 21,40,20,11,40,00,01
,3a,02,ed,b0
80 DATA 21,40,00,e5,21,00,bd
,e5,21,3a,02
90 DATA e5,21,1f,b1,e5,21,bb
,02,e5,f1,21
100 DATA e5,b7,11,d4,b7,f3,c
9
110 MEMORY &2000
120 LOAD""
130 MODE 1
140 CALL &3C6A
150 LOAD"!",&2040
160 FOR x=&BF40 TO &BF9B
170 READ a$
180 POKE x,VAL("&"+a$)
190 NEXT
200 CALL &BF5C
```

Jet Set Willy (TSAM)

```
10 DATA 21,25,22,36,73,23,36
,6a,21,40,20
20 DATA 11,40,00,01,eb,01,ed
,b0,21,40,00
30 DATA e5,21,00,bb,e5,21,eb
,01,e5,21,1f
40 DATA b1,e5,21,bb,02,e5,f1
,21,e5,b7,11
50 DATA d4,b7,f3,c9,21,b7,57
```

```
,36,00,23,36
60 DATA c3,23,36,11,23,36,75
,c3,66,4d,f5
70 DATA cd,09,bb,fe,0d,ca,33
,54,f1,c3,bb
80 DATA 57
90 MEMORY &2000
100 LOAD"":CALL &3AB1:LOAD"!
":CALL &7070
110 LOAD"!",&2040
120 FOR x=&74D0 TO &751D
130 READ a$
140 POKE x,VAL("&"+a$)
150 NEXT
160 CALL &74D0
```

Rambo

```
10 DATA 21,9c,8e,36,00,23,36
,00,23,36,00
20 DATA 21,ab,8e,36,00,c3,00
,8f,21,2d,22
30 DATA 36,f8,21,40,20,11,40
,00,01,f2,01
40 DATA ed,b0,21,40,00,e5,21
,00,bb,e5,21
50 DATA f2,01,e5,21,1f,b1,e5
,21,bb,02,e5
60 DATA f1,21,e5,b7,11,d4,b7
,f3,c9
70 MEMORY &2000
80 FOR x=&9500 TO &953F
90 READ a$
100 POKE x,VAL("&"+a$)
```

```
110 NEXT
120 LOAD""
130 CALL &3A6A
140 LOAD"!",&2040
150 CALL &9513
```

Highway Encounter

```
10 DATA 21,40,00,11,00,9c,01
,40,00,ed,b0
20 DATA 21,80,00,11,40,00,01
,00,99,ed,b0
30 DATA 21,77,00,36,03,21,00
,9c,11,00,00
40 DATA 01,40,00,ed,b0,c3,f2
,01,21,74,22
50 DATA 36,0f,23,36,a8,21,5d
,22,36,5b,21
60 DATA 40,20,11,40,00,01,37
,02,ed,b0,21
70 DATA 40,00,e5,21,00,bb,e5
,21,37,02,e5
80 DATA 21,1f,b1,e5,21,bb,02
,e5,f1,21,e5
90 DATA b7,11,d4,b7,f3,c9
100 MEMORY &2000
110 LOAD""
120 MODE 1
130 CALL &3A6A
140 LOAD"!",&2040
150 FOR x=&9B00 TO &9B5D
160 READ a$
170 POKE x,VAL("&"+a$)
180 NEXT
190 CALL &9B29
```

ZOIDS

Daniel Castle from Marlborough has some tips for anyone trying to get into Martech's game of these plastic dinosaurs.

When you come to a city complex, call up the base and tell them to launch a missile on the power station. The zoid's heart beat will go up and you should now fire a short range missile at either the mine or the beacon. Repeat this procedure but go for the city domes.

To pick up extra power cells, destroy an installation and move to where it was standing. Turn on the scanner and any object around will show up on it and be automatically picked up.

When you're moving the best tip is to go to the missile icon once you begin to move. That way there is a red zoid creeping towards you. You can despatch a short range missile to turn it into a pile of zoidar scrap.

It is easy to be destroyed by incoming red missiles. You should really spend a few games practising shooting against them. You can do this by switching to the gun icon and pressing fire. You're then in gunnery practice mode where no missiles will harm you if they hit you.

TOMBSTOWNE

Keith Morris from Grantham has got some additional tips for the Amsoft arcade adventure, which lead on from those in issue 10.

1. After collecting the grey key from the upstairs bathroom, collect the book from the adjoining Master Bedroom.
2. Take the book to the Library and then walk to the far left of the room, avoiding the phantom.
3. When safe walk towards the right and jump, and you will enter the Secret Passageway.
4. Follow the passageway and you will enter the Armoury.
5. Collect the blue page, then climb the barrels to collect the shield at the top.
6. With the shield and the grey key go to the End of the Battlements outside the castle of Tombstowne. You will now be able to pass the flying arrow and enter the Hut, and retrieve another blue page for the book of spells.

KNIGHT TYME
A full playing guide

The response to our challenge to produce a map and playing guide of the Mastertronic classic has been absolutely overwhelming. This guide was put together from many different contributions but we'd like to thank everyone who sent something in. The best contributors are named as prize winners on the general cheat mode pages.

The maps of the planetary system and detailed locations should help you find your way around and get hold of most of the objects needed. We don't want to give too much away though, so although we've had many solutions in we're only printing some general tips to help you. We've also had a Poke in from the amazing TONY HOYLE of St Annes (who cracked *Sorcery Plus* for us a while back). His latest effort provides infinite energy and fuel and prevents characters refusing to obey your commands. To enter the Poke, use Method 1.

MONOPOLE

Hooper's emergency exit | This way to Hooper | Hoope

Piece of sundial

RETREAT

Murphy's Moon

OUTPOST

Ye Olde Transporter | The main defence system | | The proof of power | The uard

STARBASE 1.

The Transporter room | McTablet Takeaway food

USS PISCES

The Recreation room | The Bridge | The Transporter room

Camera

Mirr
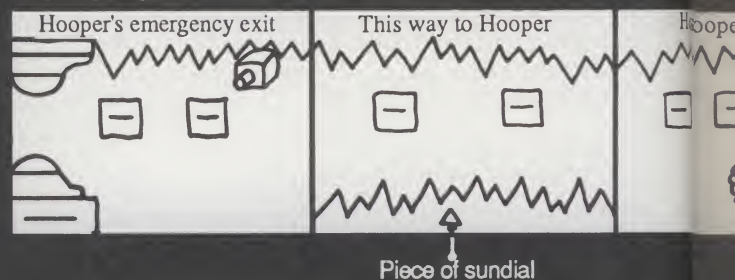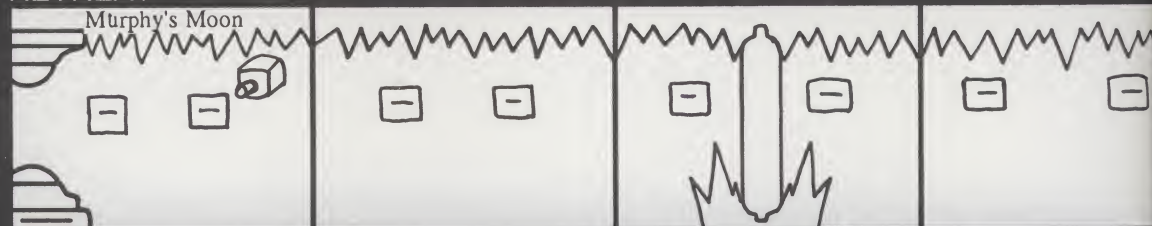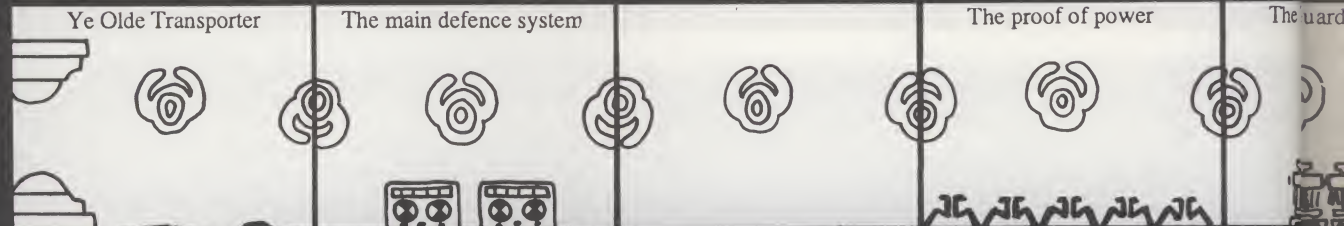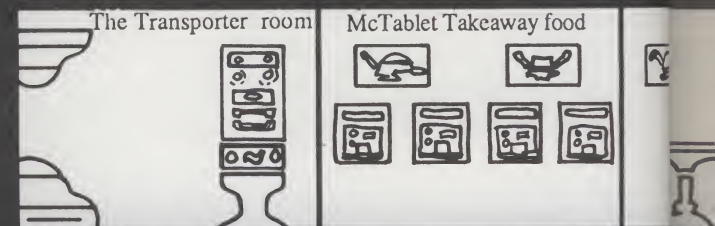
General Tips

1. Examine everyone and everything that you can.

2. If characters are uncooperative they may well need fortifying.

3. It's very easy to forget that you are or aren't wearing something, which could account for not being able to perform a task.

4. All the objects that appeared in *Spellbound* are no use here.

5. Derby IV is a lot of help early on.

6. Getting to Hooper can be hazardous so take plenty of protection.

7. Don't use the transporter till you get it fixed at Starbase 1.

8. You'll need three pieces of sundial to complete the game.

The Characters

Here's a list of the characters you'll encounter and what they carry.

SHARON – advert and gas mask

GORDON – instant film

DERBY IV – blank ID card and chocolate heart

SWIFTFOOT

KLINK – 10 MW laser

SARAB – McTablet food

FORBIN

S3 E3 – pot of glue

JULIE 8

HOOPER – magic talisman and part of sundial

MURPHY – part of sundial

HECTORR

Herscooper

The TyGuardians
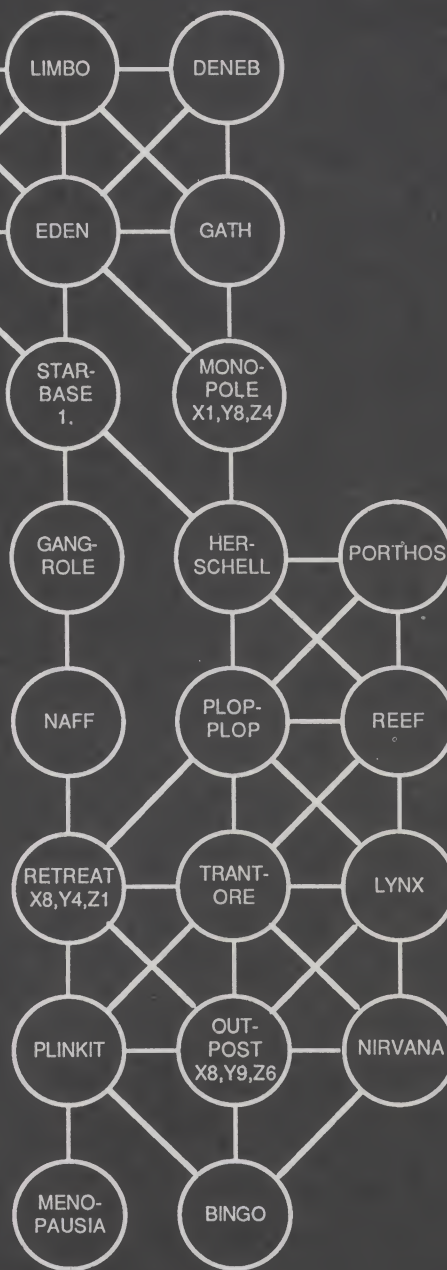
The Poke

```
10 INK 0,0:CLS              40 POKE &1923,0
20 INK 1,26:INK 2,11:INK 3,1  50 POKE &2112,0:POKE &2113,0
8:BORDER 0:MEMORY 4999:LOAD" :POKE &2114,0:POKE &215C,0
!KT$":CALL 5000             60 POKE &29B2,0
30 LOAD"!KTcode":LOAD"!ktgrx  70 CALL 5000
",49152
```

Fuel and Cargo area

Ancient scroll Axe Bag of potatoes Boots Bag of runes Quark bomb

Mirror Tower fish | The Transputer room | Cargo hold | The Airlock | The Lifeboat

Torch 5W Resistor Starmap Starfleet manual Wrist terminal

Pewter tankard Follow the mag

Meltdown
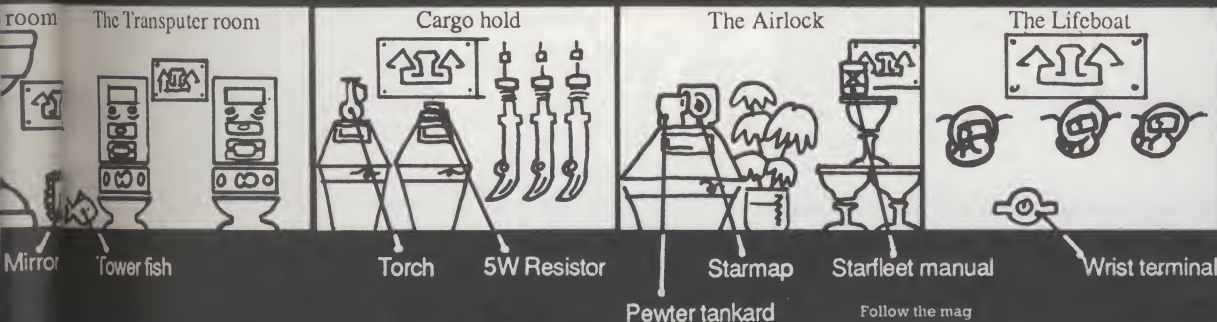
These tips come from Ben Lower of Wadhurst, who starts off with some general tips and then gives advice on how to complete the first six mini games on the disc version.

1. Always make sure you are standing still when firing or you will do a somersault. If you land on a cyberman you will die.
2. Don't stand still and let a cyberman come to you. Move into its line of fire and shoot it, because it will have less time to shoot you.
3. After releasing a bullet, side-step to avoid incoming bullets.
4. In rooms which are cut in half by two storey computer stacks you can always shoot one of the stacks to make it explode. Only one will explode but it's always the same one for a particular screen.
5. In the room with a row of cybermen, try to stand behind them because as they turn round you can shoot them easily and quickly.
6. In any room before a gamma radiation room you will find a stationary cyberman in the top right hand corner of the room. Touch it and the cyberman suit will transfer to you so that you can safely pass through the gamma radiation. On the other side you will be able to remove the suit in the same way you acquired it so that you can leave.

MINI GAMES

Terminal 1: Move the joystick diagonally for a second, then just fire until all nasties are killed.

Terminal 2: Give top priority to side missiles as they move twice as fast.

Terminal 3: Fire, then move slightly diagonally, then fire and repeat the process. This must be done to avoid shooting yourself.

Terminal 4: Line up with the top target and shoot when the gap is a few squares away, then move to avoid ricochets.

Terminal 5: Move to the top then come down in horizontal rows. By doing this you don't overlap or leave the screen. When you've got all the numbers the password is obtained.

Terminal 6: When you press the button to start the game fire instantly and you will get the A. Then it just takes practice to get the word ALIVE. Fire when the letter required is about 4 or 5 squares away.

into OBLIVION

G Upton from Telford has a Method 1 poke that removes all the monsters from the Master-tronic game.

```
10 MEMORY 4999
20 LOAD"IO",5000
30 POKE &3232,0
40 CALL 5003
```

Turbo Esprit

Infinite lives for the drug chasing, racing game, from Paul Robson of Middlesbrough. Enter using Method 2 to get past TITLE block 1 (be careful since there is only a small gap between this and the section you want to load.)

```
10 MODE 1:MEMORY 2015
20 FOR f=2016 TO 2027
30 READ a:POKE f,a:NEXT
40 DATA &21,0,&40,&11,&68,&4
2,&3e,&16,&cd,&a1,&bc,&c9
50 CALL 2016:CALL 32768
60 a=2017:POKE a,0:POKE a+1,
8
70 POKE a+3,&54:POKE a+4,&A1
80 CALL 2016:POKE 34409,0:CA
LL 6496
```

Heavy on the Magick

A nice bonus for fans of the Gargoyle game – tips from C Hoare from Denham on summoning Demons and a poke from Darren Jones of Bryn giving you 99 per cent skill, stamina, luck and experience. The poke should be typed in and saved. Load the game as normal. Press 5 to restore Axil and enter version A. You'll also have all the spells and be grade 10.

Astarot: Drop the sword and stand well clear. Invoke Astarot. Astarot can now transport you to any place. Just type **"Astarot, place"**. Eg: type **"Astarot, Trollwynd"**.

Magot: Use same procedure as above but using the sunflower instead of the sword. He can tell you where an object is by typing "Magot, object".

Belezbar: Invoked in the same manner but using the Mantis. Can tell you what an object really is.

```
10 POKE 43090,1
20 POKE 43091,150:POKE 43092
,150:POKE 43093,150
30 POKE 43094,10
40 POKE 43095,150
50 POKE 43096,47:POKE 43097,
102:POKE 43098,128
60 POKE 43099,170:POKE 43116
,248
70 SAVE"AXIL-A",B,43090,27
```

Sabre Wulf

Another poke for a disc game, this time the TSAM version of *Sabre Wulf*. It's from Conor McCooey and John Keane of Dundalk and gives immunity to all animals. Just type in the listing, insert the TSAM disc and **SAVE"SABCHEAT,** then **RUN"SABCHEAT** and the game will load automatically.

```
10 BORDER 1:FOR i=0 TO 3:INK
i,1:NEXT i
20 MODE 1
30 loc=&1000
40 RESTORE 70:GOSUB 170
50 DATA 3e,01,cd,0e,bc,06,0a
,21,00,11,11,00,d0,cd,77,bc,
21,00,13,cd,83,bc,cd,7a,bc
60 DATA 06,0a,21,00,12,11,00
,d0,cd,77,bc,21,00,c0,cd,83,
bc,cd,7a,bc,c9,end
70 loc=&1100
80 RESTORE 110:GOSUB 170
90 DATA 53,41,42,47,52,46,2e
,53,42,46,end
100 loc=&1200
110 RESTORE 140:GOSUB 170
120 DATA 53,41,42,50,52,47,2
e,53,42,46,end
130 CALL &1000
140 GOTO 240
150 READ a$
160 WHILE a$()"end"
170 POKE loc,VAL("&"+a$)
180 loc=loc+1
190 READ a$
200 WEND
210 RETURN
220 POKE &DD60,0:POKE &DD56,
&18
230 CALL &C000
```

You're in for a real treat this month because the programmer of *The Covenant*, Paul Hutchinson (see the *Sorcery Plus* pokes as well), has sent in his own pokes for the game. The listing is entered using Method 2 to skip the first block called "COVENANT". It stops you dying and is currently set to open all the doors.

For those who understand these things you might be interested in line 90, where the binary number represents a series of flags. These perform various functions: bit 7 isn't shown and is not used; bit 6 opens the doors when set; bit 5 set means you have collected the parchment, and therefore ends the game as soon as you start it; bit 4 when set makes a captured creature appear on status; and setting bits 3, 2, 1, and 0 let you play around with what creatures you get (set them all to one to get none at all).
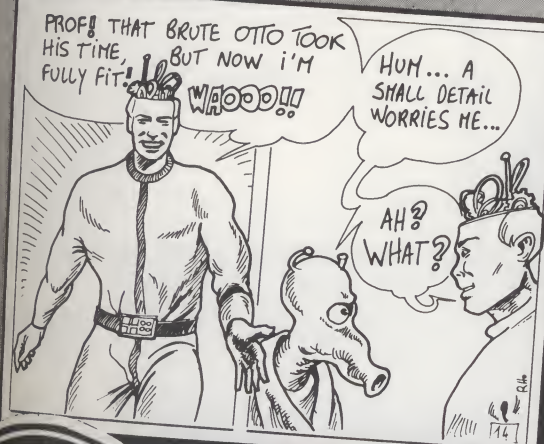
```
10 MEMORY 4999
20 FOR i=0 TO 14
30 READ b$
40 POKE 42544+i,VAL("&"+b$)
50 NEXT
60 CALL 42544
70 DATA 21,88,13,11,a8,92,3e
,16,cd,a1,bc,d2,0,0,c9
80 POKE 11377,195
90 POKE 11773,&X1000000
100 CALL 10887
```

"GET DEXTER!"

Phil Howard from Mapperley has slaved long and hard to bring you this poke which gives Dexter infinite energy. It's entered using Method 1, and you should ignore the odd colours on the loading screen and any funny noises near the end of the load – they're unavoidable.

```
10 DATA 21,22,b2,06,c3,e5,c5
,21,97,c2,e5
20 DATA c5,21,5e,02,06,cf,e5
,c5,21,ff,bb
30 DATA 06,08,e5,c5,21,55,7b
,3e,04,11,05
40 DATA 7c,c1,fd,e1,f5,cd,13
,79,38,fb,f1
50 DATA 3d,20,f0,21,5e,7b,36
,fa,21,4e,40
60 DATA 11,fb,7b,01,13,00,ed
,b0,f3,21,55
70 DATA 7b,11,31,b9,01,c0,00
,ed,b0,c3,31
80 DATA b9,21,16,b3,36,e2,23
,36,b9,c3,12
90 DATA b3,21,d1,7e,36,00,c3
,da,6b
100 MEMORY &3000
110 FOR x=&4000 TO &4060
120 READ a$
130 POKE x,VAL("&"+a$)
140 NEXT
150 LOAD""
160 POKE &7924,&C9
170 MODE 0
180 CALL &4000
```


PROF! THAT BRUTE OTTO TOOK HIS TIME, BUT NOW I'M FULLY FIT!

WHOOO!!

HUM... A SMALL DETAIL WORRIES ME...

AH? WHAT?

If you transferred our May cover game to disc with the listing in the June (9) issue then this poke from An Dat Phung of Dunfermline will help. It stops everything but your own shooting draining your energy. Just type in the listing, insert the disc with the game saved on it and type RUN (no quote marks).

```
10 :DISC:MEMORY 4999:LOAD"CO
V",5000:POKE 12828,0:POKE 12
848,0:POKE 12849,0:POKE 1285
0,0:CALL 10887
```

Chuckie Egg

This one from Paul Wilton of Mold speeds up the game (line 30) and removes monster detection (line 40). You may find it possible to get 'stuck' in a falling loop at times but you may be able to get out of this, or just abort the game currently in progress. Entered using Method 2 to get past the first block of the program.

```
10 OPENOUT"d":MEMORY 1000
20 LOAD"!"
30 POKE 39557,201
40 POKE 39698,0:POKE 39699,0
50 CALL 39575
```

Alien Break-In

Another one for infinite lives from Ian Grainger of Wingate. Enter it using Method 1.

```
10 MEMORY &5500:LOAD "part2"
:POKE &740C,0:POKE &70C8,60
20 FOR f=&9000 TO &9003:READ
 a:POKE f,a:NEXT:READ a,b:PO
KE a,b
30 CALL 29658
40 DATA 71,63,21,47,29736,0
```


RADZONE

This poke from Paul Robson of Middlesbrough is entered using Method 1 and gives you infinite lives.

```
10 FOR f=&BB48 TO &BB4D
20 READ a:POKE f,a:NEXT
30 DATA &21,&ee,&09,&36,&67,
&c9
40 RUN"
```

Jet Set Willy

Good to see people coming up with pokes for disc versions of games, this ones for the TSAM disc version of JSW. It comes from Peter Millar of Aberdeen, and to use it you just type in the listing, type SAVE"CHEAT followed by hitting enter, then enter RUN"CHEAT and it will automatically load JSW with infinite lives.

```
10 MEMORY &2000
20 LOAD"jetset.sbf",&1260
30 FOR n=&9C40 TO &9C4B
40 READ m
50 POKE n,m
60 NEXT
70 DATA 33,96,18,17,96,2
80 DATA 1,134,128,237,176,20
1
90 CALL &9C40
100 POKE &57B7,0
110 CALL &4D65
```

KUNG-FU MASTER

Emmet Masterson and Simon O'Connell from Sidcup have been knocking the stuffing out of the five levels of US Gold's martial arts game – here are their tips to get you through them.

Level 1: Just henchmen to beat on this floor, and Master of Stick is no trouble. Using punch move right up close to him and crouch. Then let him have it.

Level 2: It's best to use kick for the first part of this level as punch can sometimes be inaccurate. Avoid floating globes when they appear, as they are hard to destroy. When dwarfs somersault into you, jump up in the air to knock them off. To beat Boomerang Man use sweep. Move in and let him throw his first boomerang, duck or jump it, and then hit him. Remember to avoid his boomerang when it returns.

Level 3: It's just henchmen, knifemen and dwarves on this level so be careful with timing of punches and kicks. Strongman is again easy to beat, just move in and sweep.

Level 4: To kill bees on this level it's best to use punch. The wizard is a hard opponent, as you must destroy each image of him until you face the real wizard. Duck each fireball and then keep on sweeping. With luck you should just have enough energy to pull through.

Level 5: Again just henchmen, knifemen and dwarves on this floor. Real skill is needed to reach the last opponent, and he is mean. Keep on punching and kicking and watch out because he kicks and punches back. We haven't been able to beat him yet so keep on trying.

JACK THE NIPPER

Use the flower killer from I.Bloom here. Then use fertiliser from the graveyard

Use the glue from the launderette to gum up the works.

The floppy disk from the Bank causes havoc.

The battery from the police station blows a fuse.

The credit card on the wardrobe can be used in the cash dispenser.

The weight from the police cells brings things to a halt.

Drop the bomb here to start the Great Escape.

Use the washing powder from the passage at the Bank here.

PLAYSKOOL
(TO MUSEUM WALL)

PLATFORM SCREEN
(TO BEDROOM)

AN

PLAYSKOOL

BANK

LI

ALLEY WAY
(TO LAUNDERETTE)

PLAYSKOOL

BANK

TE
R

TE
R

ALLEY WAY
(TO GARDENS)

JUST MICRO

TOY SHOP

CHINA SHOPPE

POLICE

POLICE CELLS

LAU

JUST MICRO

TOY SHOP

CHINA SHOPPE

POLICE

POLICE WALL
(NO DOOR)

LAU

BEDROOM

HALL

JACK'S BEDROOM

AN AMSTRAD ACTION MAP Based on an original map by Chris Mayson and Gary Smith..

RM
N
OOM)

LIVING ROOM — HALL — KITCHEN

GARDENS — GARDENS — GARDENS — GRAVEYARD — GARDENS — GARDENS

TECHNOLOGY RESEARCH — I.BLOOM — HUMMO SOCKS — GUMMO'S MOLARS — ROOM

WAY
DENS)

TECHNOLOGY RESEARCH — I.BLOOM — HUMMO SOCKS — GUMMO'S MOLARS — ROOM — ROOM

CE
LS

LAUNDERETTE — MUSEUM — MUSEUM — PLATFORM SCREEN — ROOM

WALL
OOR)

LAUNDERETTE — MUSEUM WALL (NO DOOR) — MUSEUM — ALLEY WAY (TO GUMMO'S)

I luv scaredycats

And I always have a smashing time

Just look what I can do!

Ha Ha! I'm a monster maker

Bet ya can't stop me freeing prisoners

Ugh teddies, they must think I'm a baby!

RUINED COTTAGE

START

OPEN MOORLAND

HIGH ON MOORS

DEAD MARSHES

NARROW PATH

THE VALLEY

COPPER GATES OF KARN

MAGIC MIRROR

BAT

TINY PLANT

GIANT CLAM

POTIONS

SILVER FLUTE

SONG-BIRD

BOTTLE

CARPET

DAGGER

PILLOW

COIN

SERPENT

LIZARD

FROG

POD OF OIL

DIAMOND

SPIDER

MANDOLIN

WATERFALL

SAPPHIRE

MAP

WICKER CAGE

WITCH

HONEY

MEAL

TINDER BOX

MONEY

SWORD

SPEAR

BIBLE

BEAR

SCROLL

WAND

GOLD KEY

POD OF ACID

CHEST

COFFIN

GOLDEN LYRE

BOX

CROWBAR

SHOVEL

PHEONIX

SILVER CROSS

PLAIN OF STONES

GYPSY CAMP

PILGRIM'S HILL

MONASTERY

WIZARD'S CHAMBER

SAND ROOM

GOLD ROOM

DESERTED VILLAGE

STAR CHAMBER

BIRD CHAMBER

VAST HALL

LONG-BARROW

GUARD HOUSE

ISTAR

STAIR ROOM

SWORD ROOM

GATE HOUSE

DOWN TO HALL OF STAIRS

DOWN TO THE CELLAR

HALL OF MOUNTAIN KING

KING'S ANTE ROOM

HALL OF WISDOM

KING'S CHAMBER

FALCON ROOM

KING'S STAIRWAY

DOWN TO PLANT ROOM

HALL OF SMOKE

OIL ROOM

ACID ROOM

TREASURE ROOM

HALL OF MUSIC

DESEPTICH

LAIR OF THE HYDRA

STAR CAVERN

HALL OF WINDS

DRAGON'S LAIR

HALL OF JADE

ICE CAVERN

CASCADE CAVERN

VOLCANO CAVERN

THE CRYPT

HALL OF BLACK KNIGHT

HALL OF STEAM

LIMESTONE CAVERN

TOOL ROOM

TORTURE CHAMBER

PIRATE'S LAIR

SAND CAVERN

FIRE GATES

PHOENIX HALL

HALL OF STAIRS

DUNGEON

THE CELLAR

SANDY BEACH

SEA CAVERN

PLANT ROOM

BLACK MAGIC

BAT CAVERN

UP TO STAIR ROOM

UP TO GATE HOUSE

TREASURE IS HERE

UP TO KING'S STAIRWAY

HEROES OF KARN

N

s·t·o·r·m

It seemed quite a coincidence this month when two mega-pokes came in for the Mastertronic game, both along similar lines. It didn't take long to work out that they came from next door neighbours in Aylesbury. So congratulations Stephen Stokes and Simon Hearn on two excellent efforts for which you deserve equal credit I'm sure. We're actually using Stephen's version and he also sent in a map that helped to produce our own map this issue. Well done lads – perhaps you'd like to collaborate on your next project to save confusing us? The poke's entered using Method 1 and allows you to change all sorts of things that the program will ask you about towards the end of the loading procedure.

```
10 MEMORY &35BF
20 LOAD"des",&35C0
30 LOAD"sprites",&7D74
40 LOAD"envelo",&5500
50 FOR ad=&40 TO &D5 STEP 10
60 checksum=0:FOR ad2=ad TO
ad+9
70 READ v$
80 n=VAL("&"+v$)
90 POKE ad2,n
100 checksum=checksum+n
110 NEXT ad2
120 count=count+1:READ ch$:I
F VAL("&"+ch$)()checksum THE
N PRINT"Checksum error in li
ne";count*10+360:END
130 NEXT ad
140 PRINT"Immortality Y/N?"
150 a$=INKEY$:IF a$=""THEN 1
50
160 IF a$="y" OR a$="Y"THEN
POKE &CF,255
170 PRINT"Extra energy Y/N?"
180 a$=INKEY$:IF a$=""THEN 1
80
190 IF a$="y" OR a$="Y"THEN
POKE &C8,255
200 PRINT"Infinite scrolls a
nd amulets Y/N?"
210 a$=INKEY$:IF a$=""THEN 2
10
220 IF a$="y" OR a$="Y"THEN
POKE &CB,255:POKE &CD,255
230 PRINT"Infinite masks Y/N
?"
240 a$=INKEY$:IF a$=""THEN 2
40
250 IF a$="y" OR a$="Y"THEN
POKE &CC,255
260 PRINT"Infinite keys Y/N?
"
270 a$=INKEY$:IF a$=""THEN 2
70
280 IF a$="y" OR a$="Y"THEN
POKE &CE,255
290 PRINT"Entrance to wizard
's room open Y/N?"
300 a$=INKEY$:IF a$=""THEN 3
00
310 IF a$="y" OR a$="Y"THEN
POKE &C9,255
320 PRINT"Entrance to doors
with special keys open Y/N?"
330 a$=INKEY$:IF a$=""THEN 3
30
340 IF a$="y" OR a$="Y"THEN
POKE &CA,255
350 INK 0,0:INK 1,0:INK 2,0:
INK 3,0:BORDER 0
360 CALL &40
370 DATA 06,04,21,d2,00,11,0
0,c8,cd,77,312
380 DATA bc,21,70,01,cd,83,b
c,3a,c8,00,45c
390 DATA fe,00,28,09,21,50,c
3,22,c3,01,349
400 DATA 22,bd,01,3a,c9,00,f
e,00,28,05,30e
410 DATA 3e,c3,32,a5,28,3a,c
a,00,fe,08,402
420 DATA 28,08,3e,c3,32,bd,2
8,32,b1,28,353
430 DATA 3a,cb,00,fe,00,28,0
5,3e,00,32,2a0
440 DATA 00,11,3a,cc,00,fe,0
0,28,05,3e,280
450 DATA 00,32,65,11,3a,cd,0
0,fe,00,28,2d5
460 DATA 05,3e,00,32,f3,10,3
a,ce,00,fe,37e
470 DATA 00,28,0b,21,00,00,2
2,fc,19,3e,1c9
480 DATA 00,32,fe,19,3a,cf,0
0,fe,00,28,378
490 DATA 08,3e,c3,32,cd,14,3
2,52,18,cd,385
500 DATA ff,bb,c3,70,01,00,0
0,00,00,00,2ee
510 DATA 00,00,00,00,00,00,4
7,41,4d,45,11a
```

CAREFUL!

This poke actually alters your £15 disk game. It contains error traps where possible, and should not cause problems if used carefully. But we cannot take any responsibility if you should corrupt your disk.

SORCERY PLUS

Tony Hoyle from St Annes and Paul Hutchinson from Styvechale both rose brilliantly to our August challenge with solutions to the problem of invulnerability to water. The pokes are very different so we're printing both of them and we're sure you'll love them.

First Tony's poke, which as well as stopping you from drowning in the water allows you to access the practice mode automatically. To use it just type it in, put the disk in the drive, type RUN and choose from the menu which poke you want to enable. For future use you should save the poke onto the game disk. The program actually alters the game so take great care in typing it and using it. Don't forget the disk must not be write protected (the tabs on the disk should be up), or it won't work. If you RUN the poke again you can toggle the two cheat modes on and off as you want.

A few seconds after the sorceror drops in the water he will reappear above it, after several other graphic characters have flicked up on screen – try it, it's fun. The practice mode is enabled by holding down the 'C' key and pressing fire when starting the game.

Poke One

```
10 CLS:PRINT"1-Walk on water
":PRINT:PRINT"2-Practice mod
e":a$="":WHILE a$()"1" AND a
$()"2":a$=INKEY$:WEND:m=VAL(
a$)
20 IF m=1 THEN RESTORE 140 E
LSE RESTORE 150
30 x=&8000:csum=0
40 READ a$:IF a$()"xx" THEN
POKE x,VAL("&"+a$):csum=csum
+VAL("&"+a$):x=x+1:GOTO 40
50 READ a:IF a()csum THEN PR
INT"Error in data":END
60 CALL &8000:CLS
70 IF m=1 THEN 110
80 IF PEEK (&4138)=&66 THEN
PRINT"Practice mode off"
90 IF PEEK (&4138)=&86 THEN
PRINT"practice mode on"
100 PRINT:END
110 IF PEEK (&41C2)=&BA THEN
 PRINT"Walk on water off"
120 IF PEEK (&41C2)=&39 THEN
 PRINT"Walk on water on"
130 PRINT:END
140 DATA 3e,84,32,2f,80,cd,1
5,80,3a,c2,41,ee,83,32,c2,41
,3e,85,32,2f,80,21,2f,80,cd,
d4,bc,22,30,80,79,32,32,80,1
e,00,16,08,0e,c5,21,00,40,df
,30,80,c9,xx,4528
150 DATA 3e,84,32,37,80,cd,1
d,80,3a,38,41,ee,d0,32,38,41
,3a,39,41,ee,96,32,39,41,3e,
85,32,37,80,21,37,80,cd,d4,b
c,22,38,80,79,32,3a,80,1e,00
,16,08,0e,c2,21,00,40,df,38,
80,c9,xx,5122
```

Poke Two

Paul's poke is just as classy and does some other great things as well. To use this one just type it in and save it onto the game disk, then just run it each time you want to load the game, as the poke automatically runs the game for you.

The poke actually prevents the sorcerer falling into the water – instead he just floats on top of the waves. In addition it gives you infinite energy and infinite time to complete the task.

Congratulations to both Tony and Paul – they are fantastic pieces of work well worthy of reward.
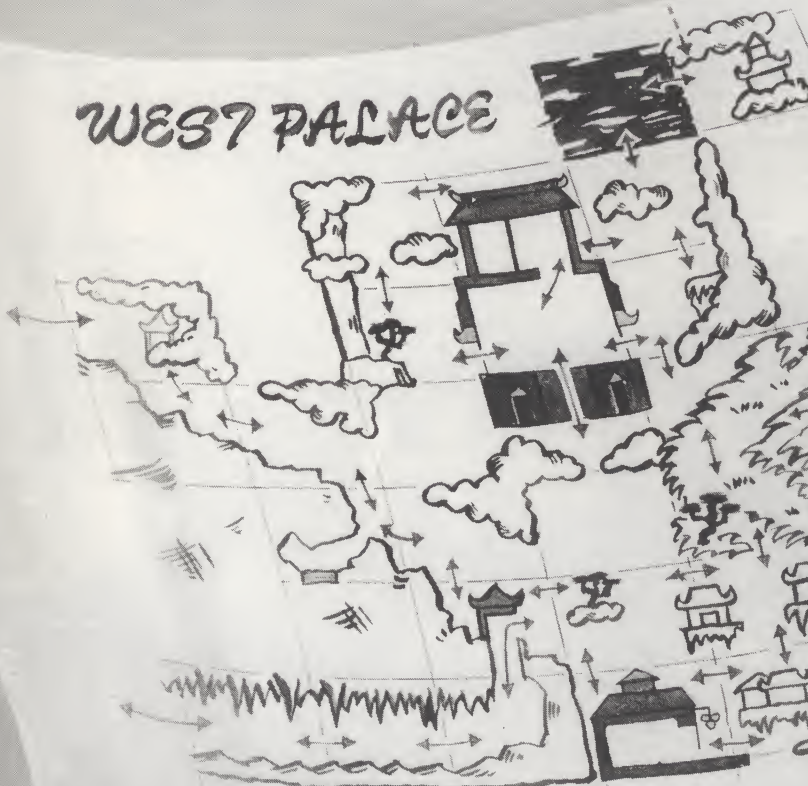
```
10 MEMORY &3FFF
20 z=&4000:GOSUB 110
30 LOAD"sorceryp",&8000
40 POKE &8004,4
50 CALL &4000
60 POKE &8063,&C9
70 CALL &8013
80 POKE &4067,&43:POKE &4068
,&41
90 z=&4143:GOSUB 110
100 CALL &4000
110 FOR 1=0 TO 24
120 READ b$
130 POKE z,VAL("&"+b$):z=z+1
140 NEXT
150 RETURN
160 DATA 21,18,80,3a,00,80,a
e,77
170 DATA 2c,20,fb,21,04,40,3
4,28
180 DATA 07,7e,fe,18,28,f8,1
8,e8
190 DATA c9
200 DATA 3e,00,32,67,78,32,d
9,85
210 DATA 32,31,86,3e,18,32,d
4,77
220 DATA 3e,00,32,65,92,c3,0
0,70
230 DATA 00
```

SHŌGUNS PALACE

SMALLEST PAGODA

PLA
7 7

E

WEST PALACE

ŌLD

BRIDGE OF DREAMS

TUNNEL OF LOVE

M

AD ACTION MEGA-MAP

MOUNTAIN OF TEARS

PASSAGE OF THE WIND

PLATEAU OF THE MOON
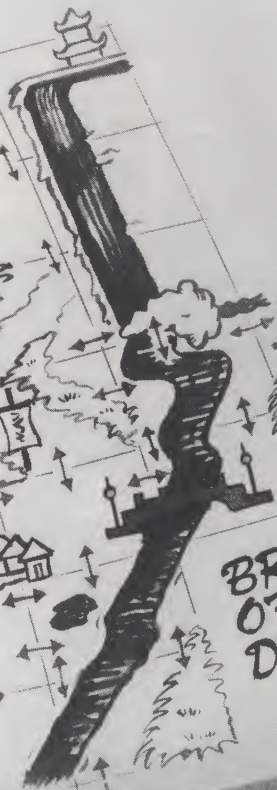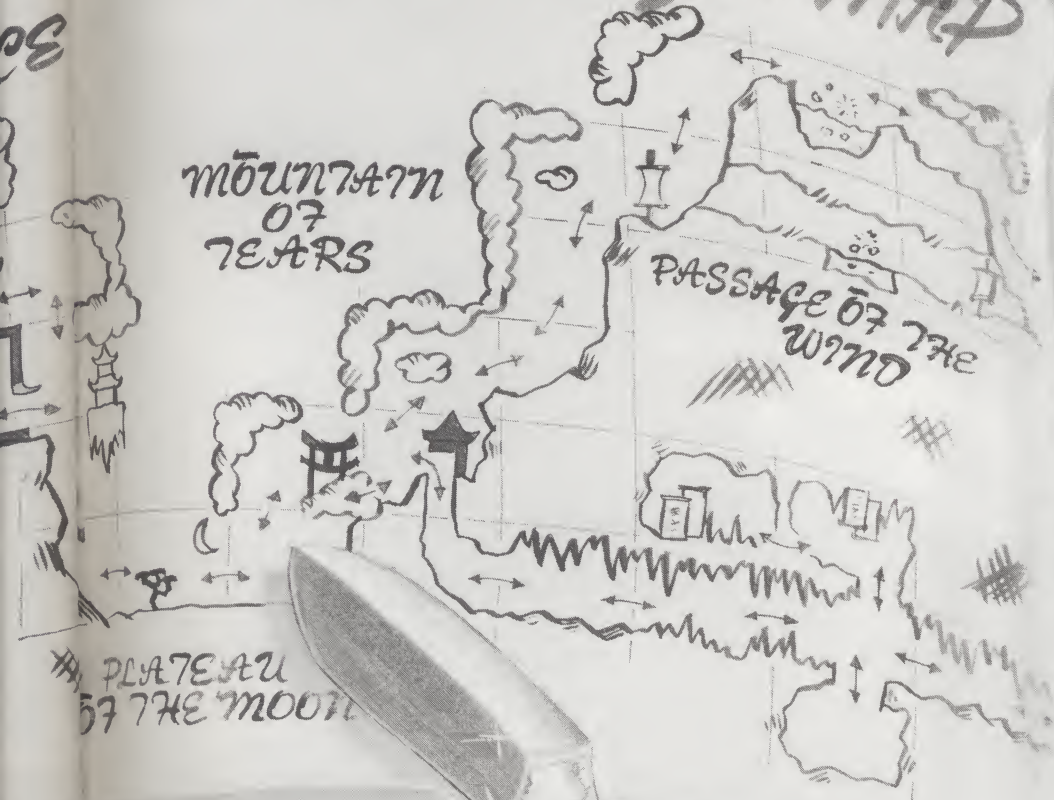
EAST PALACE

D PALACE

MAPPED + DRAWN BY T. GILHAM

SHOGUN
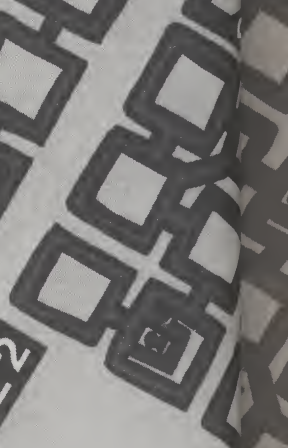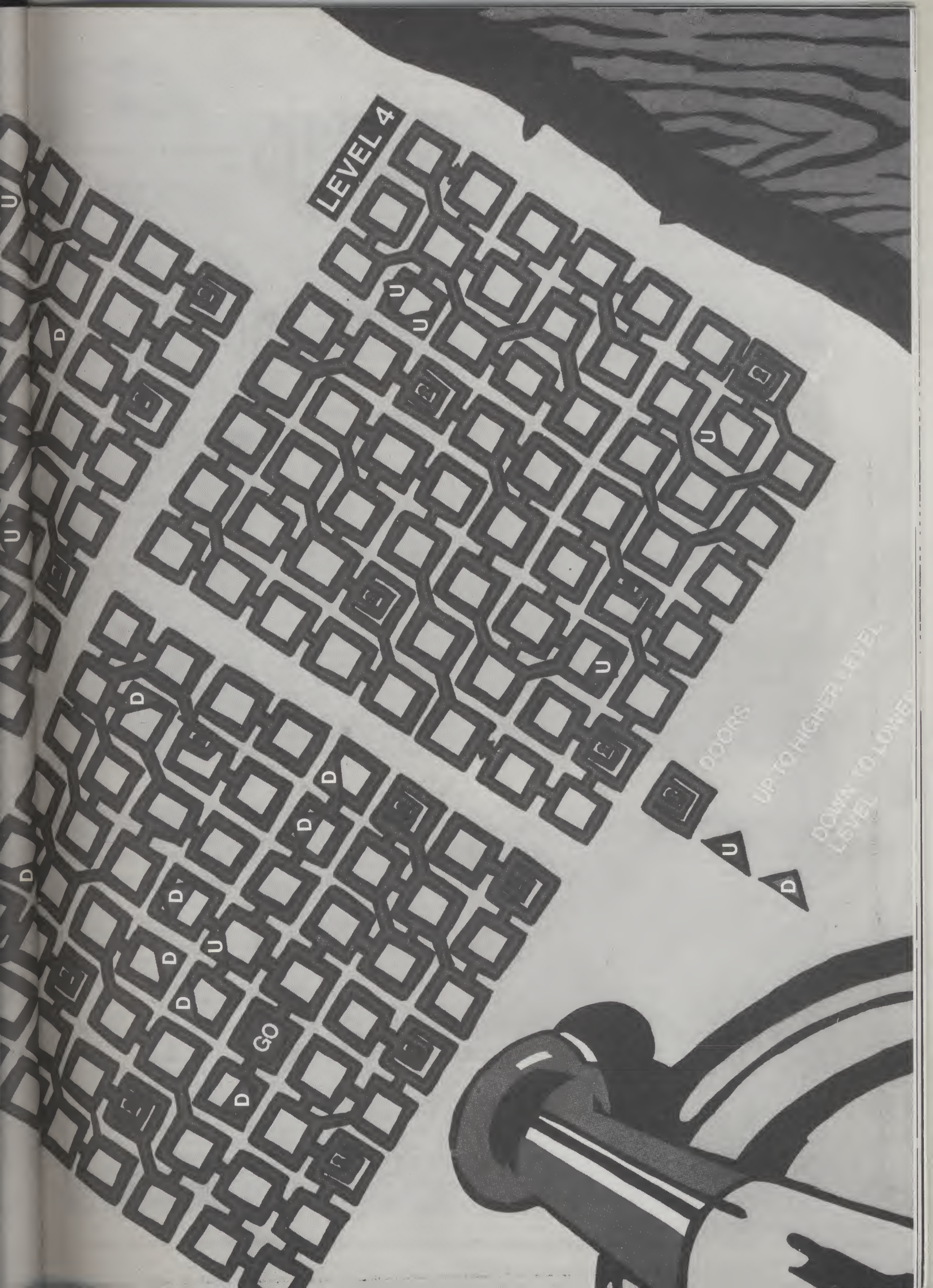
An Amstrad Action /Gargoyle Megamap

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

DOORS

UP TO HIGHER LEVEL

DOWN TO LOWER LEVEL

GO

Wreckless Roger

This poke arrived anonymously on my desk and gives infinite energy on the Blaby shoot-em-up. Entered using Method 2 to miss the first block.

```
10 MODE 0:MEMORY 5999
20 FOR i=0 TO 15:READ a:INK
i,a:NEXT
30 DATA 0,2,14,20,4,8,17,3,6
,15,9,18,24,10,13,26
40 LOAD"!",6000
50 POKE 8201,0:POKE 8202,0
60 CALL 6000
```
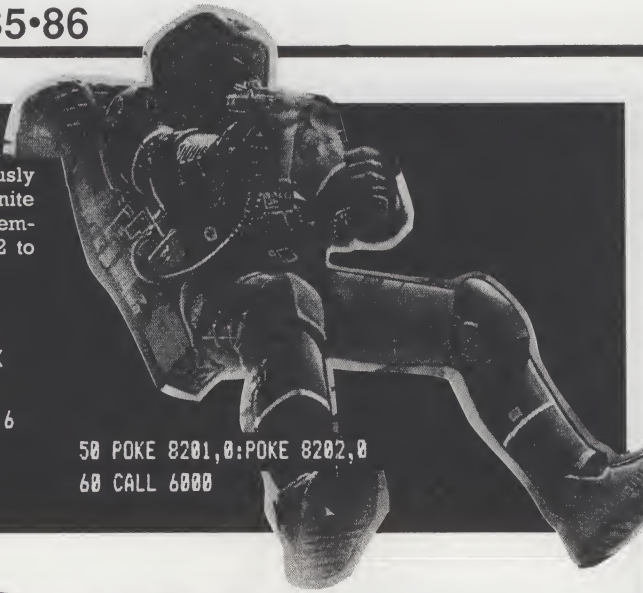
A great tip for all owners of the Firebird game on disk. It comes from J McGuiness of Stocksfield and does some very weird things. Here's what you do:
1. Start game and go to the load/save game screen.
2. Select the option 'load new commander'.
3. Input commander's name as "Elite" and press Enter.
4. The message 'disk loading error' will appear.
5. Press '4' to exit the screen.
6. Press Space to begin game and you are in for a big surprise.
Apart from giving you all sorts of things you don't normally have, this also seems to introduce some interesting bugs into the game. So play around with it and see what happens.

Rhys Jones from Peterborough has some thorough tips to help you get through the PSS game, including a poke for creating a supercharacter. There's also a map from Tobias Mills of Acomb showing all four of the game zones.

🔳 chest ▨ pit
✛ door
➡ gateway to another zone

Mapped by Tobias Mills

1. Before trying to name your character press Capslock, as only capital letters are allowed.
2. The masters possess the following skills and results when you study with them.
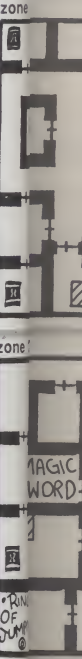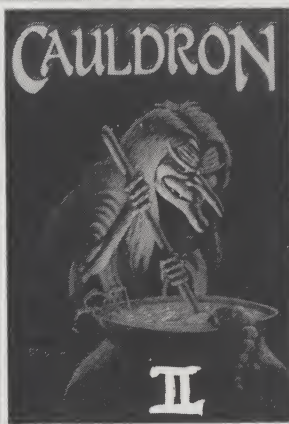
Allan Trotman from Chiseldon has everything you want to know about this bewitching game. With his tips and our map from issue 12 you should be able to crack the game.

The best place to start is in the throne room. This is because it is in the middle of the castle and gives easy access to three of the collectable items, which you should get in this order:
Shield – Go into the roof above the shield and drop through the hole onto it, bouncing straight back into the room so that the gargoyle doesn't tip you off into thin air. Be careful not to land on the gargoyle's head when you come through or you're in big trouble.
Crown – Bounce onto the second step then bounce again and you will get the crown. Go left two screens and bounce at full onto the gargoyle and back again. Then bounce back onto the gargoyle and hold the joystick left until the bounce has calmed down, then bounce right.
Goblet – Bounce into the roof and go down and down again. Bounce left, dropping from a window and then bounce right. Go through the skeleton and bounce high and right until you can get the goblet. Bounce back immediately and retrace backwards off the ledge to the left.
Axe – Keep going left and pick up the axe. Keep going left until you drop and then jump out of the window onto the roof.
Scissors – Bounce left and out of the far left roof hole (avoiding gargoyle's head), collecting the magic and falling to pick up the scissors.

Now the hard bit. Go through the castle to the roof above where the shield was and go right. Go up the platforms to the top of the roof. Go right to where the spider is and with one big jump get onto the platform above him, and out of the top right. Up the next screen to enter the witch's bedroom.

The witch's magic won't move, allowing you to get a lock of her hair, but it still kills if touched. Now just get to the top of the building to get the spellbook and then down to the cauldron.

Turbo Esprit

Some quickie tips from Wayne Harrigan of Bexleyheath on drug-ring busting.
1. Avoid chasing the red cars (armoured cars) near the end of the game, because they lead you on a little mystery tour through all the back streets and barge you into signs, people and lampposts.
2. Never shoot anything. You get many more points for ramming into the back of a car – up to 2,000 sometimes.
3. Never choose different towns when you start playing. After using the same town a few times you become used to it and eventually know it by heart.
4. Always go fast, only slowing for turnoffs.

Yama	Secret of death	Use once only
Bog	Way of the sword	1 to skill with weapon
Scrag	Way of the spear	1 to skill with weapon
Grol	Way of the staff	1 to skill with weapon
Iva Veston	Secret of strength	2 to strength
Villa	Way of the thief	1 to thieving skills
Jack	Agility	2 to agility
Grieves	Secret of etiquette	Use once only
Iscarth	Way of the fist	1 to skill without weapon
Verna	Secret of taking blows	1 to ability to take blows
Merlock	Way of the magician	1 to magic skills
Hubris	Improve instincts	1 to thieving skills

3. In the armoury always buy the cheapest things first. You can buy anything as long as you have at least one dragon's tooth. In other words even if you only have one tooth left you can still buy the armour.

Staff	16	Helmet	7
Shield	15	Gold	20
Armour	40	Wine	5
Sword	20	Pie	8
Spear	9		

4. To see if an item is magical, hold it and then use the crown of magic detection.
5. There are lots of different potions but if you ever get poisoned use the peppermint potion as a cure.
6. There are two ways to deal with pits: you can go around them or jump them. As agility goes up you can jump further. When in the 200s you can leap whole corridors.
7. As thieving skill goes up you can disarm and pick locks more easily. Smashing chests decreases your thieving skills but increases your strength.
8. The magic numbers have the following meanings, reading top to bottom, the left column first: don't know, fighting skill with weapon, thieving skill, magic skill, unarmed-combat skill, strength, don't know, don't know, ability to take blows, agility.

To use the poke you first need to save your character from the game then type in the poke and run it. This will prompt you to load the saved character. You can then change his name if required (just hit Enter if you don't want to change). You'll then be prompted to save the character back onto tape. This new character can then be used as any other saved game to load back into *Swords and Sorcery*.
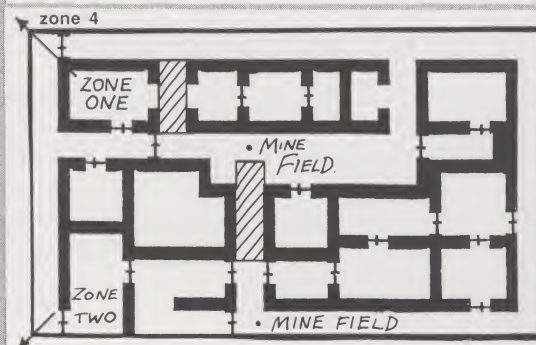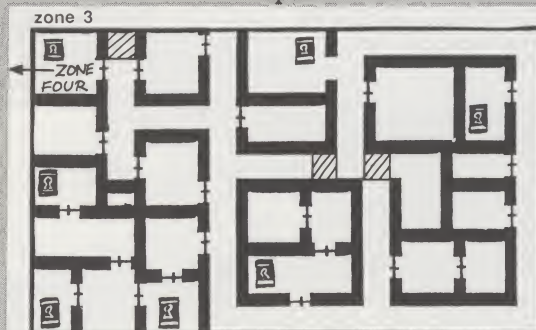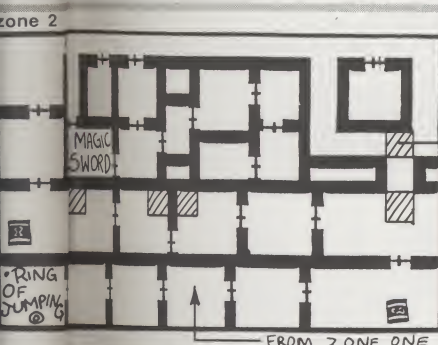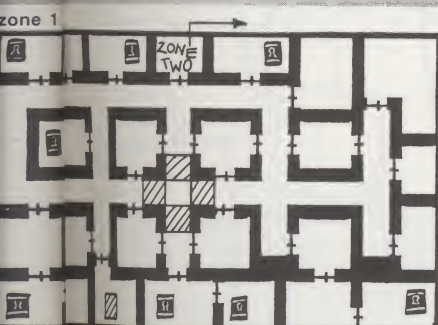

```
SWORDS AND SORCERY

10 MODE 2
20 MEMORY HIMEM-13
30 FOR t=HIMEM+1 TO HIMEM+12
40 READ a
50 POKE t,a
60 NEXT
70 PRINT "Insert tape to loa
d saved game then press any
key."
80 WHILE INKEY$="":WEND
90 CALL HIMEM+1
100 PRINT:PRINT "Current nam
e is ";
110 FOR t=39820 TO 39835
120 PRINT CHR$(PEEK(t) AND &
7F);
130 IF PEEK(t))&80 THEN t=39
835
140 NEXT
150 PRINT
160 PRINT
170 INPUT "Input the new nam
e ";a$
180 IF LEN(a$))16 OR LEN(a$)
(1 THEN 200
190 a$=UPPER$(a$)
200 a$=LEFT$(a$,LEN(a$)-1)+C
HR$(&80+ASC(RIGHT$(a$,1)))
210 FOR t=1 TO LEN(a$)
220 POKE 39819+t,ASC(MID$(a$
,t,1))
230 NEXT
240 PRINT
250 POKE 39785,200
260 POKE 39786,200
270 POKE 39797,200
280 POKE 39800,200
290 POKE 39784,200
300 POKE 39791,200
310 POKE 39798,200
320 POKE 39367,200
330 POKE 39814,200
340 POKE 39796,200
350 PRINT"New values have be
en poked."
360 PRINT
370 POKE HIMEM+10,158
380 PRINT"Insert tape to sav
e new character on, then pre
ss any key."
390 WHILE INKEY$="":WEND
400 CALL HIMEM+1
410 END
420 DATA 33,171,138,17,108,1
8,62,22,205,161,188,201
```
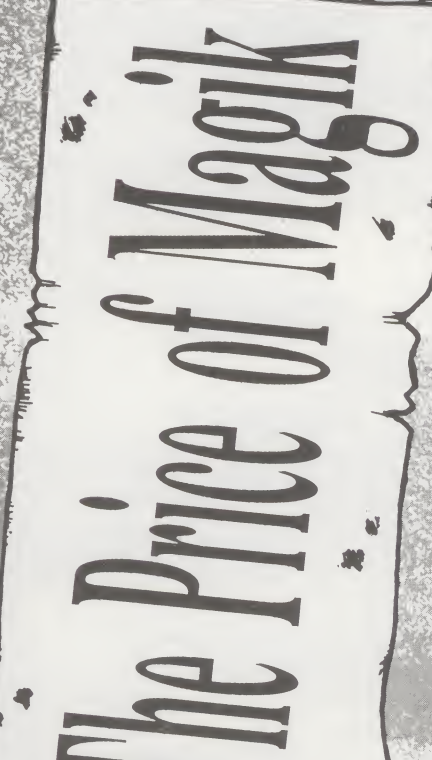
The Price of Magik

MAP ONE

MAP TWO

N

Magnificent treasury (Bag of gold)

Dusty Priest's Hole

Study (Desk) (Parchment)

UP

Guest Room

Library (Book)

Laboratory

Sanctum

Solarium

Singing Corridor

Rest Room

Rough Guest Room

To Spiral Stair (Map Two) UP

Alcove

Alcove

To Subway (Map Two) UP

Hole

Blasted Garden

Slime room

To Attic Map Two

On a roof

UP

DOWN

UP DOWN

UP

DOWN

UP

DOWN

Doorway to Attic

West of Attic

Office (Table) (Scroll) (Knife)

Belfry (flat) (Hat)

North lower room (Rope)

Roof garden (Valerian) (Wolfsbane)

Marble Hall

Room with large table (Wargame)

Small landing

Below huge gallows

Once good room (Ghoul)

Misty corridor (Wand)

Spiral stair

Musty hall (Tapestry)

Octagonal room

On a vine with strong branches

Scullery kitchen (Skeleton)

Pantry

Depression/Junction

shelving

MAP THREE

Spiral stair — DOWN To above (Map One)

Musty hall (Tapestry)

...landing

Store room (Lever) (Sword Point)

Store room (Shovel)

Pentagonal room

Oak panelled corridor (Panel)

White wood corridor

...corridor

Old seadog's room

Arch roofed corridor (Reception)

Dead end

Cellar (Chests) (Salt)

DOWN To hole (Map One)

DOWN

Stone with weapons

START — Oak studded door (Knocker)

Woodshed (Candle) (Woodpile) (Nasty)

Herbgarden (Corse) (Maida also) (Eyebright) (Skull) (Knucklebones) (Rose)

Slide room

...corridor with shelves

(Skeleton) (Shield)

(Rope) (Coat of arms)

To Boardwalk (Map four)

Watery tunnel (Bloodworm)

Water tunnel

Damp cave

In boat no? ...nic

HOP IN

Riverbed (Plague)

Landing stage (Dead Ferryman)

Boardwalk

Steps

Web Cavern (Spider)

Steps (Sedum) (Slime Mad)

Steps

DOWN

Green room

Silvery room

Winding corridor

Dark room (Spawn) (Claw)

Red room

Dangerous dockod (Axe)

Sleeping room

Altar with unholy font

Reflecting room (Wraith)

Triangular room (Zombie)

Pentagonal room

Circular room

D

Steps (Claymore)

To Slime side (Map One) UP

Store room

Store room

Store room

Store room

Oak room

Short stairs

Ominous chamber

The Price of Magik

STONEHENGE

N ↑

Standing stone

To rock-walled room (Map one)

Standing stone — Standing stone — Standing stone — Pillar

Pillar — Pillar — Standing stone — Standing stone

Pillar — Carved pedestal (Blue bag) — Standing stone — Pillar

Standing stone — Standing stone — Pillar

Standing stone — Standing stone

Pillar

MAP FIVE

Pillar

Grassy plain — Volcanic rock outcrop — Grassy plain

Steps

Lake shore (Magik lake)

Cylindrical chamber ↔ Great stone room ↔ Ice room ↔ Moon room (Gargoyle) (Moonbeast)

FINISH Tomb of myglor (Myglor)

Hall of swirling mists (Dead idol)

Statue lined room — Entrance hall

IN ↕ OUT

Portico (Anti)

Steps

Steps — Steps

Steps — Steps

Steps

MAP FOUR

Grassy plain

Grassy plain

Just south glowing ??? doorway

Hall of statues (Phantom ???) — Pit (Ogre)

Glass room

Spherical junction

Short stone corridor — Stone steps

Glass cave

Boardwalk

(Altar) (Talisman) (Weight)

Jet black room

Arched stone corridor — Arched stone corridor

Arched stone corridor — Stone room (Bolted door)

Arched stone corridor — Jade room

Arched stone corridor

OTHER PLAIN

MAP SIX

MISTS OF TIME — Cast "Zen" to arrive here from anywhere in the game provided you are not in combat at the time

Steps

Lake shore (Magic label)

Spherical rock bubble (Riddle)

Spherical rock bubble

Steps

Stone archway

Arrive where you "Rub Talisman"
"Rub Talisman" To return to previous location

Glass room

Store room — Boardwalk

Underwater tunnel (Sebastian)

Temple (Altar) (Talisman) (Weapon)

MISTS OF TIME "DOWN" To Ominous chamber

MISTS OF TIME "DOWN" To Entrance hall

MISTS OF TIME "DOWN" To Cold store

MISTS OF TIME "DOWN" To Herb Garden

MISTS OF TIME "DOWN" To Store room

MISTS OF TIME "DOWN" To Winding corridor

MISTS OF TIME "DOWN" To North tower

MISTS OF TIME "DOWN" To Standing stone

MISTS OF TIME "DOWN" To The Temple

MISTS OF TIME "DOWN" To Portico

MISTS OF TIME "DOWN" To Hall of statues

MISTS OF TIME (No Exit doors)

MISTS OF TIME "DOWN" To Strange rock formation

MISTS OF TIME "DOWN" To Misty room

MISTS OF TIME "DOWN" To Dry gallery

MISTS OF TIME "DOWN" To Grassy plain

MISTS OF TIME "DOWN" To Morgue

MISTS OF TIME "DOWN" To Winding driveway

MISTS OF TIME "DOWN" To Riverbed

MISTS OF TIME "DOWN" To Grotto

MISTS OF TIME "DOWN" To Stone archway

MISTS OF TIME "DOWN" To Ash alcove

MISTS OF TIME "DOWN" To Stone archway

MISTS OF TIME "DOWN" To Triangular room

MISTS OF TIME "DOWN" To Pantry

MISTS OF TIME

Biggles

Tips for the helicopter simul-ation come from Clifford Jol-liffe of Northfleet.

The secret code for the helicopter section is WREN. At the start of the game you are flying forwards at 45 degrees. Pull down on the joystick so you fly backwards at 45 degrees. Move the stick to the right till it gets to bearing 000 degrees. Fly to the map numbered 11. Look along the white line on the de-tailed map and you should see a red square. Land here and get the machinegun.

Take off and go to any other red squares on the map, getting all the equipment. There are two people on this map; get Bertie. Fly at bearing 180 until you get to map 10. Collect equipment from red squares. Fly at bearing 270 to the allied camp on map 10. Land on the red rectangle and you'll be told the location of the convent.

Pick up Mary and fly to any red squares on this sector, stoc-king up on fuel found around

the camp. Now fly to the conv-ent. You'll probably be attacked by two planes. Shoot one down and you'll probably be left with one on your tail. Slow down and fly backwards and you should find it in your sights. On the same map as the convent is Smithy; pick him up and drop Mary. Once at the convent you'll be told the location of the sound weapon.

Fuel – is shown as red dots and when picked up will go either straight into the fuel tank or into the equipment list. You need to land to top up the tank with fuel you're carrying.

Machinegun – to use the gun you need ammo and Bertie.

Repairs – you need Smithy aboard to repair damage. He can do this only on the ground at the main locations.

ZOIDS: THE BATTLE BEGINS

Tips for the mechanical dinosaurs come from Owen Hib-bert of Gosport.

1. Every red Zoid you destroy has spare power cells if you scan where it was before you destroyed it – not just Slitherzoids.

2. City domes, mines and beacons all leave power cells when destroyed.

3. If having difficulty destroying domes, move your sights to the very edge of a dome and the mountains will be less difficult to

get past.

4. Nearly all parts of Zoidzilla are found in domes near or next to the power station.

5. If a city network has only a couple of Zoids in it then the chances are there is no piece of Zoidzilla. All pieces are heavily guarded, generally with Spinebacks.

6. In one network there are two Hellrunners going around tog-ether. Try to avoid these because if you destroy one the other will become a Spineback.

V

Duncan McKee from Durham tells you how to set the bombs on this Ocean game. Just set the bomb clock to the first four digits of the clock above the score and press the key next to it.

GREEN BERET

These tips from Mark Pin-heiro of Tooting Bec take up where the ones in issue 12 left off, tackling the end of level 3. They're followed by two pokes entered using Method 1. The first is from Richard Hodges of Barnet, giving com-plete invulnerability; the sec-ond is from Phil Howard of Mapperley, giving infinite lives and flamethrowers.

Note: tape users on the 664 and 6128 will need to change **07,b8** in line 40 to **1f,b1**; in line 50 **ea,b1** to **e5,b7**, and also in line 50 **d9,b1** to **d4,b7**.

Level 3: At the end of level three, use up your remaining missiles as you approach the bridge, because when the gy-rocopters start to appear a com-mandant will also appear and can be relieved of four missiles. Four copters will appear, plus a few troops which make life more hazardous.

To clear the copters you need to do a lot of jumping over the grenades they throw. When you are at one end of the screen and a copter is descending at the other, let fly a missile. Try not to use up the missiles when with the copters as only two or three commandants come on screen.

Level 4: This last stage is definitely the hardest of the lot. Lots of karate troops appear and also quite a few cannon. Climb the first ladder you come to at the hangars. If your timing is just right, jump, and you will land on the next platform. Cont-

inue doing this until you reach the end of the hangars; it is impossible for the troops to con-tinue following you.

When you stab a command-ant you get grenades. Fling one of these and everyone but you on the screen will die. When the screen stops scrolling at the end of the level and the siren goes four times, run to the left side of

the screen as far as you can go and and lie down facing left. Stab continuously and you will kill the man with the flamethr-ower before he even enters the screen. Don't stand up and you will see his flame pass over your head after you've killed him. That should be the only person you have to kill.

A very bloodthirsty game.

```
GREEN BERET ONE

10 DATA 3e,c9,32,d4,24,c3,37
,bd,21,3a,42
20 DATA 36,59,23,36,f7,21,40
,40,11,40,00
30 DATA 01,fc,01,ed,b0,21,40
,00,e5,21,00
40 DATA bb,e5,21,fc,01,e5,21
,07,b8,e5,21
50 DATA bb,02,e5,f1,21,ea,b1
,11,d9,b1,f3
60 DATA c9
70 MEMORY &3000
80 LOAD""
90 CALL &3A6A
100 LOAD"!",&4040
110 FOR x=&BE00 TO &BE37
120 READ a$
130 POKE x,VAL("&"+a$)
140 NEXT
150 CALL &BE08
```

```
GREEN BERET TWO

10 DATA 3e,b7,32,c9,13,32,07
,25,c3,00,40
20 DATA 21,37,22,36,e7,21,40
,20,11,40,00
30 DATA 01,fc,01,ed,b0,21,40
,00,e5,21,00
40 DATA bb,e5,21,fc,01,e5,21
,07,b8,e5,21
50 DATA bb,02,e5,f1,21,ea,b1
,11,d9,b1,f3
60 DATA c9
70 MEMORY &2000
80 FOR x=&BE00 TO &BE37
90 READ a$
100 POKE x,VAL("&"+a$)
110 NEXT
120 LOAD""
130 CALL &3A6A
140 LOAD"!",&2040
150 CALL &BE0B
```

s·t·o·r·m

There was a good response to the challenge to produce joystick control on the Mastertronic dual-player game. The best of the bunch were by Phil Howard of Mapperley and Timothy Lomas of Sanderstead. Phil's allows you directional joystick control in a one-player game and activates the armour that didn't work in the original game. Timothy's allows single- or dual-joystick control, although the second joystick may not work exactly as planned with all dual-joystick connectors. If the second player would prefer the original keys or you don't have a second joystick then just delete lines 110-140 before using the poke. Both pokes are entered using Method 1. Phil's is printed first.

STORM ONE

```
10 DATA 00,3a,a5,57,fe,05,20
,04,cd,03,0d
20 DATA c9,3a,50,00,b7,c4,5a
,0d,af,32,50
30 DATA 00,21,1e,0d,e5,36,c9
,cd,0c,0d,e1
40 DATA 36,3a,cd,24,bb,f5,cb
,67,c4,e6,0d
50 DATA f1,47,3e,00,cb,40,20
,10,cb,58,20
60 DATA 0b,cb,48,20,06,cb,50
,20,01,c9,3c
70 DATA 3c,3c,e6,03,32,41,57
,3c,32,50,00
80 DATA c9,06,00,11,70,01,cd
,77,bc,21,70
90 DATA 01,cd,83,bc,cd,7a,bc
,21,51,00,22
100 DATA dc,0c,21,be,00,22,a
a,1c,c3,70,01
110 DATA cd,04,20,cd,05,22,c
d,60,1c,c9
120 y=0:MEMORY &3000
130 FOR x=&50 TO &C7:READ a$
140 a=VAL("&"+a$):POKE x,a
150 y=y+a:NEXT
160 IF y()&2C53 THEN PRINT "
Data error!":END
170 LOAD"des",&35C0
180 LOAD"!",&7D74:LOAD"!",&5
500
190 CALL &9E
```

STORM TWO

```
10 DATA 21,3c,b8,11,40,00,3e
,2c
20 DATA cd,a1,bc,2a,6f,aa,ed
,5b
30 DATA 9f,b3,3e,16,cd,a1,bc
,2a
40 DATA 6f,aa,01,00,08,09,22
,6f
50 DATA aa,3a,9d,b3,fe,ff,20
,d8
60 DATA 21,fe,0f,3e,2f,77,01
,04
70 DATA 00,09,3e,4c,77,01,04
,00
80 DATA 09,3e,48,77,01,04,00
,09
90 DATA 3e,4a,77,01,04,00,09
,3e
100 DATA 4b,77,01,04,00,09,3
e,15,77
110 DATA 21,57,10,3e,34,77,0
1
120 DATA 04,00,09,3e,30,77,0
1,04
130 DATA 00,09,3e,32,77,01,0
4,00
140 DATA 09,3e,33,77
150 DATA c3,70,01,end
160 MEMORY &14FF
170 FOR a%=&AA00 TO &AA6E:RE
AD b$:IF b$="end" THEN 190
180 POKE a%,VAL("&"+b$):NEXT
190 POKE &AA6F,&70:POKE &AA7
0,1
200 LOAD "!des",&35C0
210 LOAD "!",&7D74
220 LOAD "!",&5500
230 CALL &AA00
```

TAU CETI THE SPECIAL EDITION

Alistair Graham from East Craigs has responded to our challenge with a comprehensive playing guide to the CRL space game. The guide will be of most use to somebody just starting out with the game but even experienced players may pick up a hint or two.

Starting up: The first thing to do is define the keys you want. Remember that the controls are not saved when you save a game, so every time you load up you must redefine the keys. It's a good idea to fly around for a bit getting used to the controls and to familiarize yourself with the display panel. The one thing to ignore here is height, which is of no importance.

The first thing to do at Reema, your starting point, is to find the library and reactor substation. You start near the town but the automatic direction finder will guide you back to the centre if you stray. The substation will contain one or more control rods and the library a timevault.

Docking: This is very simple and nowhere near as hard as in Elite. There are six kinds of building you can dock with: two types of reactor, two types of supply station, libraries and the lander. Head towards the building, gradually slowing. A blue rectangle should appear and start to fill the viewscreen.

Continue to slow to just faster than minimum speed and you'll soon dock. It's important to remember that if you hit a building with lasers or a missile you won't be allowed to dock with it unless you reload a saved game or start again.

Supply centres: There are two types, military and civilian. All towns have one of each and once docked with you can access the Equip function to use them. A menu with six options will appear. The refuel, repair and install-flares options can be used at either centre, while the missiles and anti-missile missiles can be installed only at the military centre. The repair system will recharge the shields and repair any systems damaged in combat.

Libraries: You'll find one of these in every town, usually near both the centre and a reactor substation. They look like a civilian supply centre with a diamond on top. Once docked the command 'LI.' will take you to a menu screen. The data banks allow you access to information under many headings (experiment to see which ones), but much of it isn't very relevant.

The city map allows you to examine detailed maps of the city you are in, its outpost and the neighbouring cities. These show the positions of buildings and enemies but is not updated when they are destroyed. The

main map gives information about the defence levels of different towns and their jump pads to other towns. The identification chart shows what the buildings and ships look like on screen and gives information on their defences and weapons.

Timevaults: These are found in libraries and provide useful equipment. You're told on docking whether there is one present and can access it by typing 'timevault'. Eight rectangles in a circle will appear with another rectangle in the middle. Put the cursor over the centre one and press fire. A pattern will form in the outer rectangles. Put the cursor over one rectangle, remembering where it is, and press fire. If you've chosen correctly a rectangle at the top of the screen will light up; if not the pattern will disappear and you'll have to start all over again. If you get the right rectangle the pattern will reappear and you must hit the same one as before in relation to the others.

There are six objects to be found in the vaults, each one serving a purpose. A radiation suit slows the rate at which the the radiation affects you in the main reactor. Reserve shields come into operation when normal shield strength reaches zero. Experimental missiles destroy everything in a city except jump pads and buildings you can dock with. A single jump

unit allows you to jump to a city's outpost. All of these have substations but not supply centres, and they're often heavily guarded. The energy recharge unit speeds up the recharging of the shield. Durium crystals can explode when launching, destroying or damaging the ship.

Reactors: You must dock with all of these to see if they contain control rods. These come in two halves which have to be fitted together on a screen accessed by using the 'rod' command. This section is very similar to the puzzle-solving in Impossible Mission and you should have no problem with the controls.

In the main reactor you have to take the whole rods you have formed and drop them into the circles in the reactor core, which will light up. This has to be done quickly because of the dangerous radiation and heat levels.

Combat: This is fairly straightforward but there are some general tips. Use missiles when possible since your lasers overheat easily. Change views rather than turning the ship to get at enemies who attack you when not in sight. Destroy radar towers to stop them sending more ships after you. When fighting at night don't use infrared while shooting a moving object but put up a flare so you can target on it more easily.
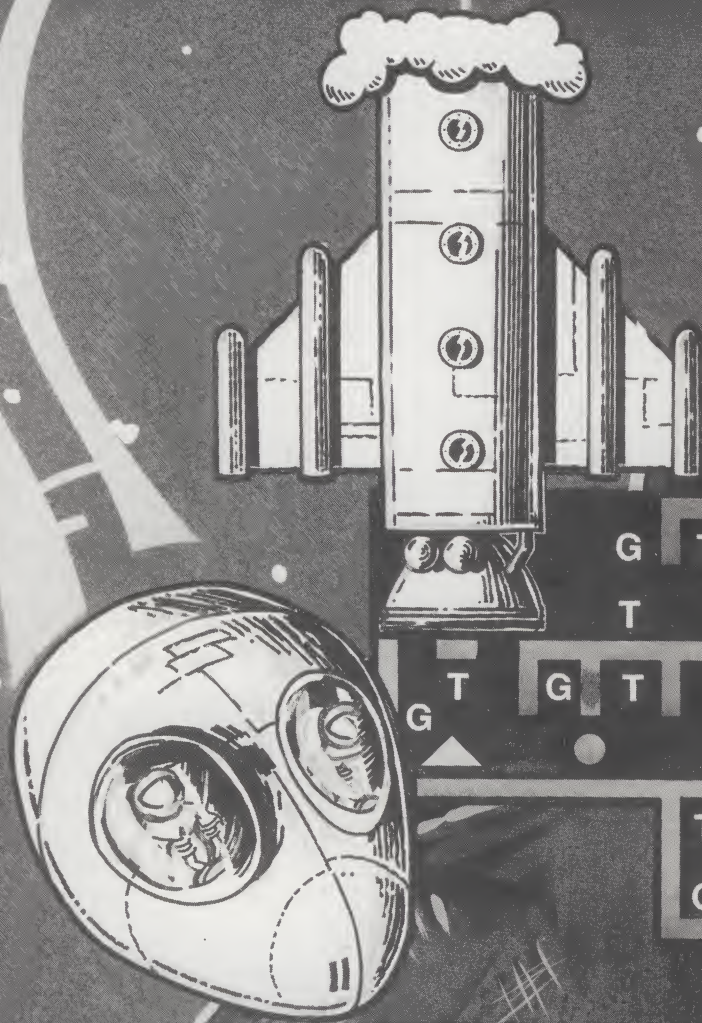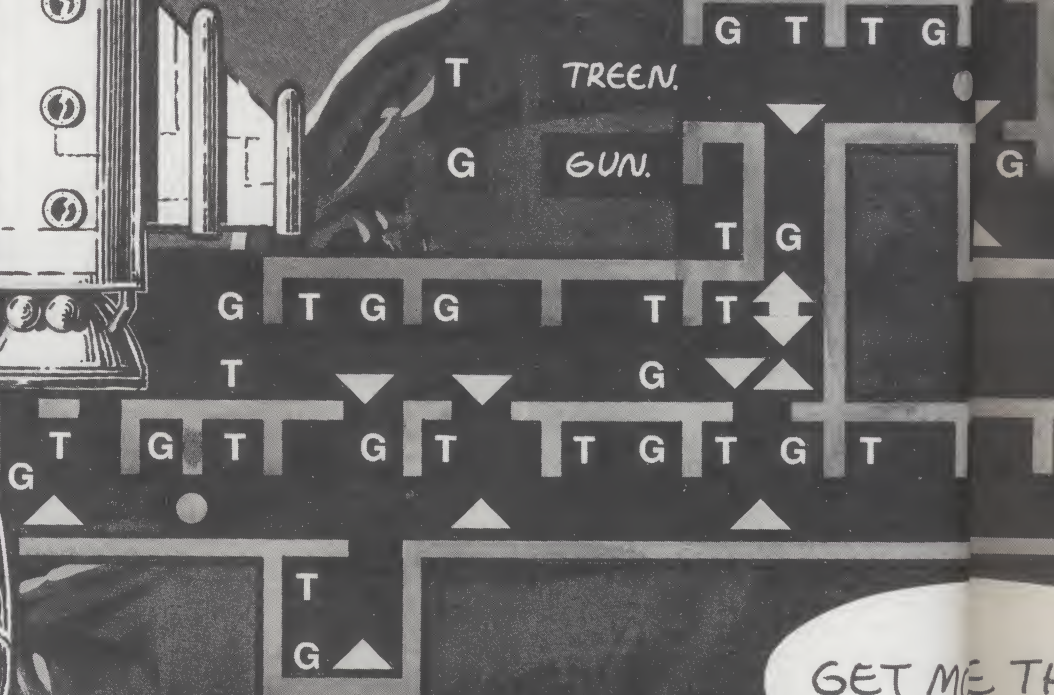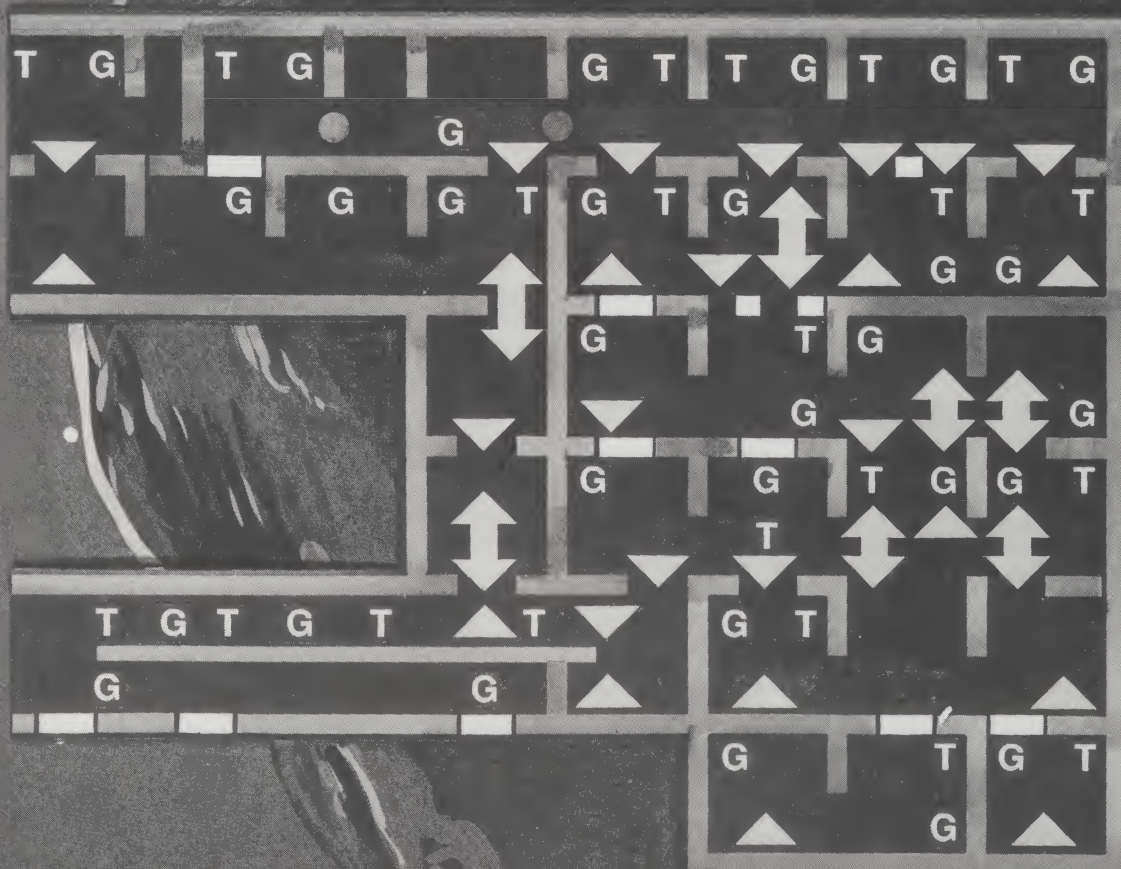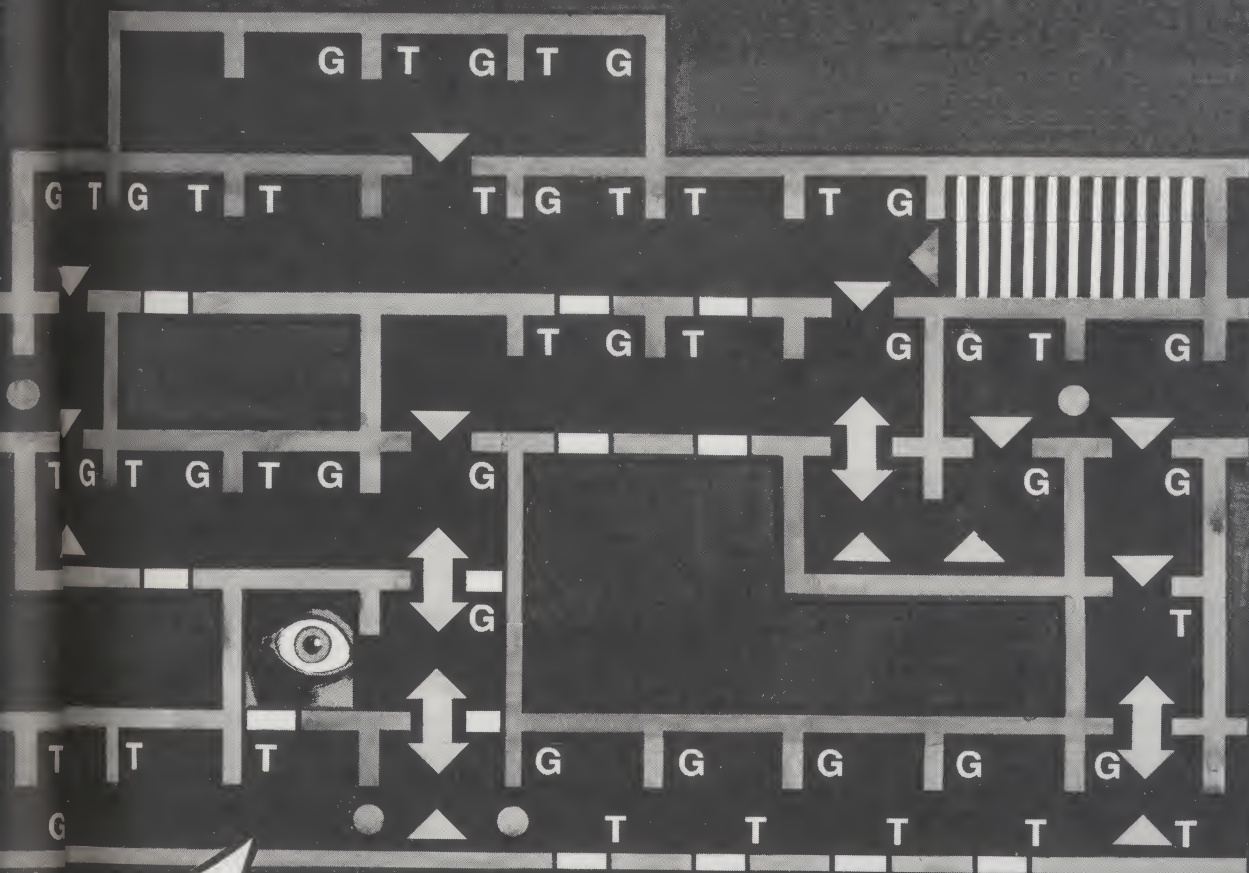
Heavy on the Magick

Mike Kennard of Colwinston has some tips for anyone stuck in Gargoyle's animated adventure on how to deal with all those doors.

Doors are opened using keys, gold or a password. If a door has a table near it a key is required; if a table and a double-O sign, gold is needed; if pillars with skulls or wolves' heads, a password has to be found.

Rooms requiring keys have names like room of Pride and room of Claws. These names match star signs found next to the keys. For example Leo the lion matches the room of Pride and Cancer the crab matches the room of Claws.

Elementals are a problem,

as they block progress or guard useful objects. To obtain the objects a replacement has to be found. A pellet is replaced by a ball, an egg by a shell, and a nugget by a nougat.

To get past the fire you must carry the salamander clasp. To pass the hydra you must have the snake clasp. Most monsters can be dealt with by blasting but other larger ones require an object to kill them. Use the mirror on Medusa, the pellet on the slug, the slat on the cyclops, the garlic on the vampire and the nugget on the werewolf. If you run into them without the right object the only way past is to transfuse till you have 99 stamina points and then continually freeze them.

Thrust

In addition to our playing guide (in colour – flip ahead a few pages) Phil Howard has come up with his own nifty poke. It's entered using Method 1 and gives you an extra new control over your ship. When in flight you can hit the Ctrl key and it stops the ship dead. It doesn't stop the pod if you're carrying it, but controlling it is much easier once you've stopped.

```
18 DATA 32,46,32,3a,32,32,fe
,56,28,82,14
28 DATA e9,e5,21,3a,81,36,c3
,23,36,26,23
38 DATA 36,be,21,76,36,36,32
,23,36,46,23
48 DATA 36,32,e1,14,e9,21,65
,81,36,c3,23
58 DATA 36,37,23,36,be,3a,37
,bd,c3,3d,81
68 DATA 21,bd,3c,36,c3,23,36
,45,23,36,be
78 DATA c3,1e,32,cd,23,3d,e5
,21,8c,4a,36
88 DATA c3,23,36,5c,23,36,be
,21,5b,73,36
98 DATA 88,e1,fb,e9,c2,15,4c
,3e,17,cd,91
188 DATA 41,c4,49,4a,c3,8f,4
a,21,76,36,36
118 DATA c3,23,36,88,23,36,b
e,c3,88,36
```

Sai Combat

Dan Rodgers of London has some tips for the combat game that he says should allow you to carry on endlessly.

For white- to black-belt opponents you should advance two paces forward and hold a chest kick. When the opponent is near enough, chest-kick repeatedly, never allowing your foot to touch the floor. That should do them all in.

For the black belt and all Dan belts you should somersault twice into the middle of the screen and then repeat the routine with the chest kick. When the throwing stars come along the ground, use a flying kick to avoid them, as you will often injure your opponent as well. When the stars come at head height, duck.

```
128 y=8:MEMORY &2888
138 FOR x=&BE88 TO &BE77:REA
D a$
148 a=VAL("&"+a$):y=y+a
158 POKE x,a:NEXT
168 IF y<>&29F2 THEN PRINT '
Data error':END
178 LOAD 'thrust1'
188 CALL &BE6A
```

Jack the Nipper

We've got both disk and tape pokes for the Gremlin game, the disk version coming from our own RpM and the tape one from Phil Doherty of Luton. Type in the disk poke and save it to a separate disk – not the game disk. Once saved you just need to run it and follow the on-screen instructions. The tape poke is entered using Method 1.
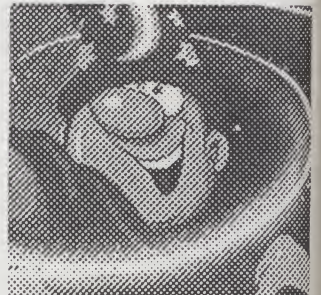
Please note that the disk poke actually writes to your game disk and alters it, so ensure the write-protect tab is off or the poke won't work. There is a check in the program that should stop any errors in the data getting through, but you should be very careful when typing it in.

Disk version

```
18 '
28 '      The Write Protect
Must Be Off
38 '  Otherwise The Pokes Ca
nnot Be Entered
48 '
58 MODE 2:BORDER 8:INK 8,8:I
NK 1,24
68 FOR t=&1888 TO &18A2:READ
 a$:POKE t,VAL("&"+a$)
78 b=b+VAL("&"+a$):NEXT t
88 IF b<>12149 THEN PRINT"ER
ROR IN DATA":STOP
98 PRINT"Insert JACK THE NIP
PER disc into drive A and pr
ess a key..."
188 CALL &BB83:CALL &BB86
118 PRINT"Infinite lives (Y/
N) ?"
128 z$=INKEY$:IF z$="" THEN
128
138 z$=UPPER$(z$)
148 IF z$="Y" THEN POKE &184
6,&C3:POKE &184C,8:GOTO 298
158 IF z$="N" THEN POKE &184
6,&C2:POKE &184C,&CD:GOTO 38
8
168 LOCATE 1,1:PRINT CHR$(7)
178 GOTO 128
188 PRINT"Press A Key When R
eady To Play Game..."
198 CALL &BB83:CALL &BB86::C
PM
288 DATA 21,95,18,CD,D4,BC,2
2,96,18,21,99,18,CD,D4,BC,22
,9A,18
218 DATA 86,82,21,9D,18,C5,8
6,88,3A,93,18,4F,C5,E5,1E,88
,3A,8D
228 DATA 18,57,DF,96,18,E1,C
1,11,8,2,19,C,79,32,93,18,18
,E4,3E
238 DATA 11,32,93,18,3A,8D,1
8,3C,32,8D,18,C1,18,D2,3E,C3
,21,4E
248 DATA 13,77,3E,88,21,BB,2
8,77,23,3E,88,77,23,3E,88,77
,86,82
```

Tape version

```
18 MODE 1
28 MEMORY 48959
38 DATA 175,58,18,32,62,6,58
,19,32,195,1,16
48 FOR x=48648 TO 48651
58 READ z
68 POKE x,z
78 NEXT
88 LOAD"!nipper",48968
98 POKE 41849,198
188 CALL 48968
```

```
258 DATA 21,9D,18,C5,86,88,3
A,91,18,4F,C5,E5,1E,88,3A,8F
,18,57
268 DATA DF,9A,18,E1,C1,11,8
8,82,19,8C,79,32,91,18,18,E4
,3E,11
278 DATA 32,91,18,3A,8F,18,3
C,32,8F,18,C1,18,D2,C9,86,88
,86,88
288 DATA 11,88,11,88,84,88,8
8,87,85,88,88,87,88,88,88,18
,88,88
298 POKE &1853,8:POKE &1857,
8:CALL &1888:GOTO 188
388 POKE &1853,&EA:POKE &185
7,&1F:CALL &1888:GOTO 188
```


The Apprentice

This poke for the Mastertronic game comes from Nicholas Pavis of Rugby and gives you infinite lives. It's entered using Method 2 to skip the first five blocks named THE APPRENTICE.

```
18 MODE 1:BORDER 8:INK 8,8
28 LOCATE 14,12:PRINT "Pleas
e wait..."
38 FOR a=8 TO 14
48 READ a$
58 POKE &1888+a,VAL("&"+a$)
68 NEXT
78 CALL &1888
88 POKE &9DDD,8
98 POKE &9DDE,8
188 CALL &9E7A
118 DATA 21,ba,12,11,46,92,3
e,2c
128 DATA cd,a1,bc,d2,88,88,c
9
```

GHOST'N GOBLINS

We were flooded with pokes for the Elite game. Unfortunately many of you didn't work them out yourselves but merely copied them from another source. Needless to say such scurrilous entries were immediately binned, leaving the real class to show through. The poke we're printing is a compilation of ploys received from Robert Brooks of Yeovil, Tim Coupe of Derby and Tony Hoyle of St Annes.

The poke is entered using Method 1, and lines 20-80 contain many different pokes. If you don't want a particular one then just delete that line. Line 20 gives infinite lives, 30 takes you to the next level if you die, 40 slows the whole game down, 50 gives invulnerability to everything but water, 60 changes level when you press Escape, 70 makes zombies appear more quickly, 80 apparently affects the music (hard to tell if that one works).

If you don't want to use the pokes then try out the following tips from Mamood Sultan of Warndon.

Level 1: Keep moving right and jumping over the gravestones, making sure you fire at the zombies which appear. Jump up and shoot the killer bird and climb the first ladder without scrolling the screen, shooting the plant as soon as you get to the top. Kill the next bird and plant and jump off the end of the hill firing so as to hit the oncoming bird.

Having crossed the water on the raft dodge the flying knights by running under them. Shoot the flying demon as quickly as possible; four hits will kill him. The ghosts are fairly easy but watch out for their spears and the killer plant that appears. The ogre at the end of the level has to be hit seven times, so stand well back and keep firing as he leaps up and down.

Level 2: Jump as high as possible straightaway and fire; this will destroy the plant. But watch out for the rock it will have thrown. Get to where the plant was, dodging gremlins all the while, and jump across and

up where you can get the next plant. Keep moving right and shoot the last plant, then jump off the furthest platform to enter the town.

Gremlins and crows are everywhere so you need to be extra careful. When you get to the big house with five floors, shoot the goblins on the first four levels (each one eight times, watching for the flying hammers when they die). Move to the right of the fourth floor and go down. Once out of the house, prepare for flocks of birds.

On the lifts jump off one only when the next one is below you. When you reach land again, keep your distance from the two ogres and fire as rapidly as possible to kill them both.

Level 3: This level involves speed and a fast trigger finger. First you must shoot the bats and then climb the hill, shooting the rock monsters eight times to destroy them, avoiding the rocks they spit. Once you reach the stone part of the cave the monsters go wild: four demons, rock monsters, bats and flying ghosts. Keep going. Climb the first ladders you come to and shoot everything you can.

Eventually you come to the edge of the top platform and

must jump off, falling several screens. Move right to the guardian – a flying serpent. He has to be shot 15 times in the segments of his body and four times in the head to kill him. After that it's back to where you started.
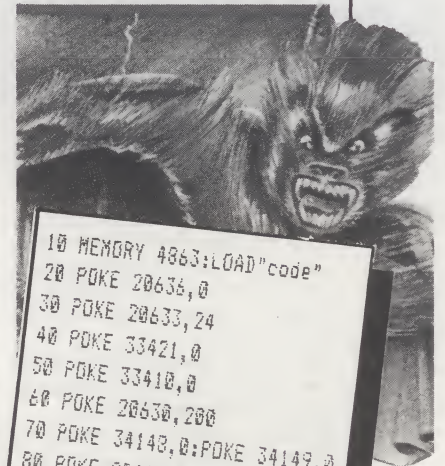
```
10 MEMORY 4863:LOAD"code"
20 POKE 20636,0
30 POKE 20633,24
40 POKE 33421,0
50 POKE 33410,0
60 POKE 20630,200
70 POKE 34148,0:POKE 34149,0
80 POKE 29432,0:POKE 29433,0
90 CALL 20480
```

Powerplay

Tony Hoyle of St Annes and Neil MacDougall of Bristol have both come up with pokes allowing you to examine the pre-prepared question files on the Arcana game. Just type in the listing, rewind the tape on side 2 and run the listing. Once the compiler has loaded, you can load one of the quiz files provided and examine it.

```
10 MEMORY &91FF
20 LOAD"compiler"
30 POKE &9289,&BF
40 CALL &9200
```

Killapede

This Method 1 poke from Shaun Bourne of Oldham gives you an awful lot of lives to blast away those insects.

```
10 MEMORY &2000:MODE 1:BORDE
R 26
20 INK 0,0:INK 1,26:INK 2,24
:INK 3,6
30 CLS:LOAD"!screen",&C000
40 LOAD"!killdisc.obj"
50 BORDER 1:INK 0,1:INK 1,1:
INK 2,1:INK 3,1
60 LOAD"!kill.say",&C000
70 POKE &4A14,0
80 CALL &4963
```

Monty on the Run

Phil Howard again, folks, with a Method 1 poke for Gremlin's platform/exploration game. This one gives you a whole bunch of lives again – what more could you want?

```
10 DATA 21,b9,9c,36,b7,c3,e9
,82,21,6b,42
20 DATA 36,c3,23,36,07,23,36
,03,21,40,00
30 DATA e5,21,89,03,e5,c3,40
,42,e5,21,36
40 DATA 02,36,05,e1,f1,f3,c9
50 FOR x=&2E9 TO &310
60 READ a$
70 POKE x,VAL("&"+a$)
80 NEXT
90 MEMORY &2000
100 LOAD"monty on the run"
110 CALL &2F1
```
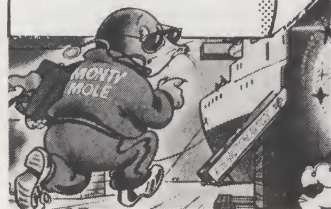
Get Dexter

Andrew Mansell of Sharpthorne has a tip for the PSS/Ere game. If you press the Delete key it will pause the game.

COMMANDO

Peter Williams from Cambridge writes with help for frustrated owners of the disk version of the game. He's altered the poke for the tape game to work with the disk version, and here it is. Just type in the listing, save it onto the game disk and run it to load the game with 255 lives.

```
10 MEMORY &5BFF:LOAD"com1",&
5C00
20 FOR a=&9000 TO &9012:READ
b:POKE a,b:NEXT
30 POKE &5C33,&C3:POKE &5C34
,&0:POKE &5C35,&90
40 CALL &5C00
50 DATA 205,122,188,175,50,1
5,78,6,6,33,59,7,119,35,16,2
52,195,54,92
```

BEACH-HEAD™

Richard Hodges from Barnet has a poke for the ageing US Gold game that gives infinite ships on the air and sea stages of the game. It means that as long as you don't take the secret passage you'll always have a full complement of tanks. It's entered using Method 1. Note: 664 and 6128 tape users should change **07,b8** in line 40 to **1f,b1**; in line 50, **ea,b1** to **e5,b7**, and in line 60 **d9,b1** to **d4,b7**.

```
10 DATA 3e,c9,32,b2,99,c3,80
,b2,21,81,22
20 DATA 36,09,23,36,b7,21,40
,20,11,40,00
30 DATA 01,44,02,ed,b0,21,40
,00,e5,21,00
40 DATA bb,e5,21,44,02,e5,21
,07,b8,e5,21
50 DATA bb,02,e5,f1,21,ea,b1
,11,d9,b1,f3
60 DATA c9
70 MEMORY &2000
80 LOAD""
90 CALL &3A6A
100 LOAD"!",&2040
110 FOR x=&BE00 TO &BE37
120 READ a$
130 POKE x,VAL("&"+a$)
140 NEXT
150 MODE 0
160 CALL &BE00
```

Tobruk

Michel Peter Rembo from Brighton has a method for winning on the PSS war game. It hardly tests your strategic and tactical skills but it works.

1. Move all units with a six-movement allowance and surround Bir Hacheim.
2. Move supplies to within six spaces of units.
3. Keep attacking Bir Hacheim with all units.
4. Every move, try to move supplies around a bit so they won't get hit by an enemy air strike.
5. On command phase use all 30 points on air attacks.
6. When it comes to the air attack always bomb Tobruk.
7. After bombing Tobruk three times it will surrender.

Stainless Steel

We gave you the cheat method on the Mikro-Gen shoot-em-up last month and now we've got playing tips from Neil Brown of Lisburn and Keith Weller of Rayleigh. Incidentally, the cheat method has become slightly clearer than holding down the top two rows of the keyboard – try just pressing the keys MIKROGEN simultaneously.

Zone 0: The helicopters need to be hit twice,so make it count. If hit only once they fly all over the place making them difficult to hit. To shoot them just position yourself facing across the road as they approach on the scanner. When they are nearly on the screen, fire a continuous line of bullets across the screen and you should get the necessary two hits. Always use the scanner before venturing up the left side of a row of cars.

When dealing with the metal eyes, try to get them just showing at the top of the screen where they won't normally fire on you. Don't forget that to enter the car at the end of the zone you have to touch the right side of it.

Zone 1: You have to watch your fuel carefully here since the desert section has to be negotiated quite slowly. Stay around at the start for a while picking off the missiles, and keep careful watch on your scanner to see when a missile may be coming up behind you. When you reach the first barrier don't forget to shoot the square droid because you have to destroy all of the enemy to complete the zone.

You can sneak by on the right side of the first barrier and over the starfish on the right of the second barrier. Don't forget you've got to shoot everything and can't get past the wall at the end of the zone.

Zone 2: Bomb the subs until the planes arrive and then pick them off. Try to pick just one sub to keep bombing so you can hit it accurately. When you come across fuel leave it until you really need it because you'll need a lot.

Zone 3: It's much like Zone 0 so just progress through it in the same way.
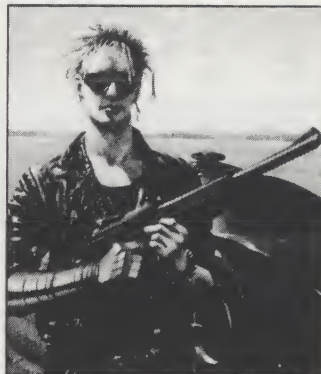
Nexor

Justin Cole from Colchester has a Method 1 poke that gives infinite lives on Design Design's 3D arcade adventure.

```
10 MODE 1:BORDER 2:INK 0,2:I
NK 1,26:INK 2,15:INK 3,18
20 a=&BF00
30 READ b$:IF b$="end" THEN
40 ELSE b=VAL("&"+b$):POKE a
,b:a=a+1:t=t+b:GOTO 30
40 IF t()4708 THEN PRINT"Err
or in data":END
50 CALL &BF00
60 DATA 3e,ff,cd,6b,bc,11,00
,01
70 DATA 66,00,cd,77,bc,21,00
,01
80 DATA cd,83,bc,cd,7a,bc,f3
,21
90 DATA 00,c0,11,00,40,cd,92
,01
100 DATA 21,00,12,11,ff,a1,c
d,92
110 DATA 01,af,32,24,39,c3,0
0,20
120 DATA end
```

Roland goes Caterwauling

Do you remember back in the April issue we printed a spoof hi-score sent in by a reader from Denmark? Well, surprise surprise, James Anderson from Glasgow has sent in a poke for this non-existent game. Just type it in and run it – you won't need to rewind the non-existent game tape or skip any imaginary headerless files.

```
10 MODE 1                    80
20 DATA cd,14,bc,3e,53,cd,5d 90
,bb                          100
30 DATA 3e,55,cd,5d,bb       110
40 DATA 3e,43,cd,5d,bb       01
50 DATA 3e,4b,cd,5d,bb       120
60 DATA 3e,45,cd,5d,bb       130
70 DATA 3e,52,cd,5d,bb
```

Fourth Protocol

Barry North of Littlehampton has come up with some excellent tips for the first part of this game of intrigue and deception that should enable you to complete it.

On June 8 you receive a memo asking you to install security systems in the CO Data Analyst building, to which you must reply yes. The basement must be locked in the following way: both computer-room doors, the office and the data storage area. On the ground floor you need to lock the main entrance doors, the desk and key room, the office, the security door and the meeting room. If you carry that out correctly you'll get another memo later on which requires you to decide on the order of importance of the following:
1. Computer audits by system analysts.
2. Special password changed weekly.
3. Special keys to secure areas.
4. Phone calls through human operators.

Their correct order of importance is 2431, which should stop hackers getting into the system.

Cencom contains the file Telephone which lists three numbers: Blenheim computer 04382731, medical security 71288989, and Sir Anthony Plumb 12377563. The last number should be used when the player knows all the details about the traitor and his contact. Don't dial it if you aren't sure because you will lose valuable prestige points.

Medical security can be called only after Bracton has called you. Bracton seems obsessed with calling you so read his file along with Thorn's. Blenheim's computer can be called at any time; by giving the decoded password you're given at the start you can transfer files to Cencom, where they can be examined.

Among the files you can get from Blenheim are: Nato, paper 1, paper 2, paper 3, paper 4, paper 5, MoD, Cabinet, Foreign, Abbs, Stanistav, pizza, Maras, Pastemak, Faulkner, Bracton, Thorn, Blodwyn, trad, names, delivery, Nilson, Omparde, Shoukir and Fox. By analysis of the files papers 1-5, MoD, Cabinet and Foreign you can narrow the traitor down to one of five men who had access to all the documents and a photocopier.

Generally the more watchers you have on a target the faster you get the results. Always answer the phone quickly because some of the calls are very important. Never have watchers on targets that have already been dealt with as it losses prestige points. Some targets such as Warburton and Banister require the full 25 watchers to get results.

Starstrike II

Tips for the Realtime game come from P Jolleys of Wigan, who takes you through it stage by stage.

When you start the game you are shown a chart of the systems. If you're a beginner then go for the Beta system, which is relatively easy. Once you've chosen a system, the map of its planets appears. These are split into three types:
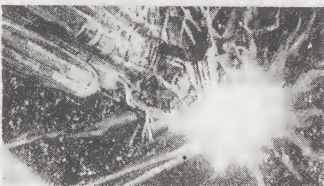
Agricultural – These have poor defences and are the easiest of the three. The stages are space gates, fighters, planetary descent and control room.

Industrial – These are slightly harder, consisting of space gates, fighters, ventilation duct and control room.

Military – These are the hardest of the three. They are made up of the space wheel, space gates, fighters, planetary descent, ventilation duct and control room.

Note that sometimes an alarm will sound and a load of coloured rectangles will head for you. They can't be shot so you have to dodge them, but fortunately they don't take much off your shield.
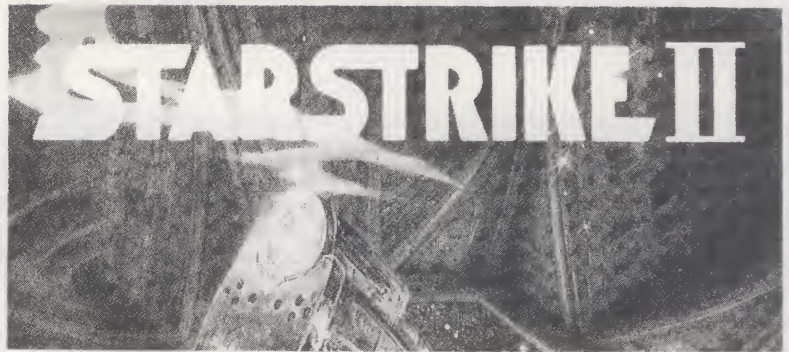
Space wheel: Appears on the screen and moves clockwise. Rotate the ship anticlockwise and blast the pods off the wheel edge. A door opens; centre the cross-hairs on it and press D. Rotate the ship against the spin of the wheel until the door is horizontal and then keep it there. Once inside blast the

Batman

Neil MacDougall from Bristol answers the prayers of all caped crusaders with the disk version. Just type in the listing and save it onto the game disk. Now whenever you want infinite lives just run the listing and it will automatically load the game with infinite lives.
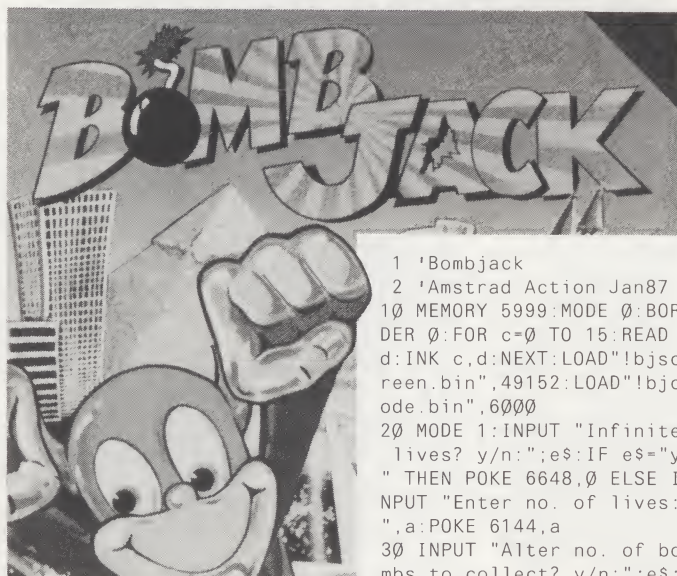
```
10 MODE 1:PAPER 0:INK 0,0:BO
RDER 0:INK 1,6:INK 2,20:INK
3,26
20 LOAD"bat3.scn",&C000
30 FOR x=&BF00 TO &BF2D:READ
s$:POKE x,VAL("&"+s$):NEXT
40 CALL &BF00
50 DATA 0e,07,11,40,00,21,ff
,b0
60 DATA cd,ce,bc,21,27,bf,11
,00
70 DATA 01,06,06,cd,77,bc,21
,00
80 DATA 01,cd,83,bc,cd,7a,bc
,21
90 DATA 90,1c,36,00,c3,00,01
,62
100 DATA 6d,2e,73,62,66,00,0
0,00
```

Alien Highway

Another cracker from Phil Howard which de-electrifies the road edge in the Vortex game to make manoeuvering a lot easier. It's entered using Method 1.

```
10 DATA 21,63,11,22,a1,11,c3
,40,99,21,e2
20 DATA 39,36,c3,23,36,5f,23
,36,be,21,40
30 DATA 00,e5,21,00,bb,e5,c3
,b7,39,e5,21
40 DATA 75,02,36,85,e1,f1,f3
,c9
50 FOR x=&BE40 TO &BE68
60 READ a$
70 POKE x,VAL("&"+a$)
80 NEXT
90 MEMORY &2000
100 LOAD"alien highway"
110 CALL &BE49
```

```
80 DATA 3e,21,cd,5d,bb
90 DATA cd,18,bb,c9
100 FOR a=&4000 TO &4000+41
110 READ a$:POKE a,VAL("&"+a
$)
120 NEXT
130 CALL &4000
```

fighter and two of the triangles on the far wall. The third triangle stops the iris from moving so shoot it when the iris is fully open and fly out.

Defence shields: There are several different gates you have to negotiate. Each one has a diamond-shaped gap containing squares and triangles. The triangles can be shot but the squares cannot. To pass through safely, head for the middle square firing at any missiles that come from the guns. The middle square is set back from the others; when the others disappear from view you can turn to the side very quickly to avoid the final square.

Orbital insertion: To be on the safe side transfer as much fuel to the shield as possible.

Fighters: It's best to turn your engines off to conserve fuel and keep on the windows (press H). Fighters have to be shot three times before they explode and reveal the fuel pod. To get the pod just keep it in

sight and thrust hard towards it beat you. Scavengers need only one shot to destroy them. The number of fighters depends on the strength of the planet.

Ground attack: This is the easy bit. All you have to do here is avoid the moving rectangles, missiles and vertical lasers and blast away at everything else. Go at full speed to save fuel.

Ventilation duct: Stay at half speed and just try to dodge everything. Be particularly careful with the irises.

Control rooms: Each planet has either a reactor or a battle computer. Just shoot it and fly out of the door that opens. Otherwise you return to the ground attack or ventilation duct of that planet.

The easiest system is Beta, then Alpha and Delta. Do Epsilon last: this is the toughest. When refuelling in the module, fill up only your energy bar or you'll never be able to complete the game.

Southern Belle

Andrew Duff of Tain has some tips on the Hewson steam-locomotive game that should help you stay on time.

Firstly as an overall tip it's best to use accelerated time during each journey, as this makes the whole journey from Victoria to Brighton last 12 to 15 minutes instead of an hour.

Starting off is easy, pressing C four times to put the cut-off full on and whistling, then putting the regulator half on (pressing R twice). After a few seconds you will pull out of the station. When your speed is higher than 4 you should press R twice again to put the regulator full on.

Once a speed of around 30–40 is achieved you can ease down on the cut-off, pressing Control-C twice to put it at half. When going downhill very fast put the regulator on half and the cut-off on its lowest position but not off; return to previous settings for normal travel. When climbing gradients the regulator should be full on and the cut-off about half or more.

Slowing down is best done with light or medium braking, but putting on the blower and closing the regulator will also slow you down quite fast. Before entering a tunnel put the blower on and whistle a second or two before entering the tunnel.

Try to conserve as much coal and water as possible throughout the journey, although it isn't easy. As a general rule having no coal and water at 2 or above at Clayton tunnel should see you through to the end.

If you are going very fast (over 70) at Clayton or Patcham tunnels it is best to use light or medium braking, ready for going slowly into Brighton. If you hit the buffers at Brighton at a high speed you will crash. You must stop within 60 feet of the end of the platform – this is tough and you'll need practice to achieve it.

Remember to observe the speed limits and to use the blower and whistle for the tunnels.

DOOMDARK'S

An Amstrad Action map compiled with the help of James Moloney and Ian Boffin

FARULSY
THALOZTUK
FINEL
ZARORMAND
IMORIL
THULARE
LORLIDRANE
SHANII
KAHOETHAK
FORANE
GLOBION
VALUDRANE
TALININ
ANVABIL
CARORMORN
THALARETRANE
FELAND
THENESH
MALINANE
FORGETHAND
THIRASHII
MORMAGIUM
CAROR
HAGINORN
MOANGARD
KAHOETHARG
CARENUK
THILDRON
USHORTNVEN
THORMIEL
GLARIE
TALMAY
BREGEN
THEBAT
ORTHORN
THORIEL
TOKENIL
MALANGZIM
KAHIZIM
MOUNTAINS OF IMORTHAY
TRIMGORANS
VARANGZAG
IMGORMANE
CAEARDEN
FARAK
MOUNTAINS OF ANVORMANE
CARDORMANE
CARELORN
OBANY
GLISUK
CAENIA
TIMIRAND
CAENOZAK
TALENIA
LOPORTHAY
THORNANE
TAUDRIUM
M. FELAK
KAHARAND
INORTHIL
FARARG
LOROPTHON
GANANGZUK
FANGZUK
FINGRUK
MALISAK
TALANGRIEL
BERENIUM
KAHORMANE
MORENAK
MORELIM
THANGZUN
CARDMIEL
KAWIRIEL
HILLS OF KAHUDRANG
PLAINS OF GLORTHUM

This is a Method 1 poke from **Stephen Basford** of Crewe which allows you to set the number of bombs that have to be collected to move on to the next screen, as well as the number of lives.

```
1 'Bombjack
2 'Amstrad Action Jan87
10 MEMORY 5999:MODE 0:BOR
DER 0:FOR c=0 TO 15:READ
d:INK c,d:NEXT:LOAD"!bjsc
reen.bin",49152:LOAD"!bjc
ode.bin",6000
20 MODE 1:INPUT "Infinite
lives? y/n:";e$:IF e$="y
" THEN POKE 6648,0 ELSE I
NPUT "Enter no. of lives:
",a:POKE 6144,a
30 INPUT "Alter no. of bo
mbs to collect? y/n:";e$:
IF e$="y" THEN INPUT "No.
 of bombs to collect 1-24
:";n:IF n<1 OR n>24 THEN
n=24 ELSE POKE 6237,n
40 MODE 0:CALL 6000
50 DATA 1,0,26,8,24,13,11
,6,15,16,5,2,6,3,20,10
```
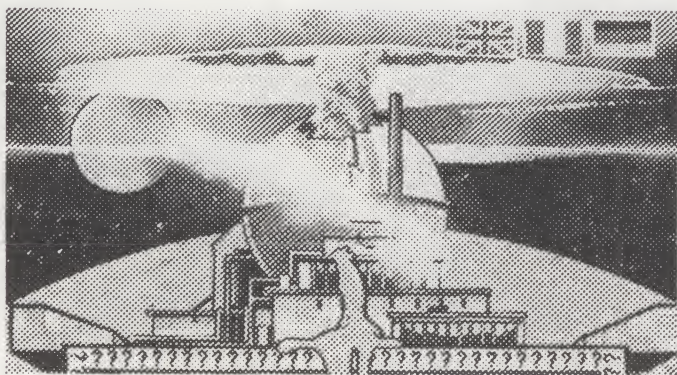

Now for some interesting news from **Nicholas Pavis** of Rugby on the Alligata game for the 6128 on disk. Take it away, Nicholas ...

I completed Meltdown *a month ago, and was presented with a certificate on which was a number. I rang this number and it turned out to be the author: Ross Goodley. He told me I was the first to finish and he presented me with a cheat mode – a game editor! This seemed to be an obvious cheat mode, for it is contained in one of the passwords.*

The cheat is to type in 663605 *during the game, which gives you the editor. This is how to use it. Caps Lock must be on. Type HELP and you're given a list of action words, type VARS and you're given a list of variables. The rest is up to you, but I'll leave you with an example:*
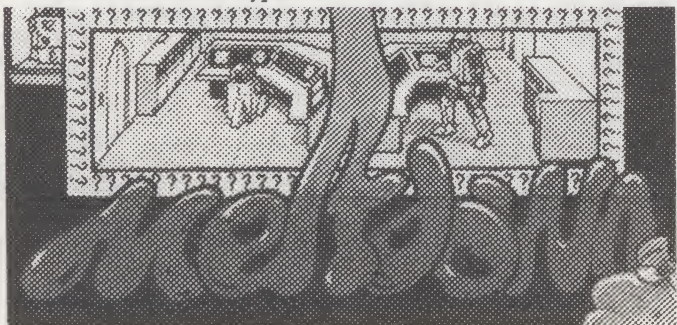
```
SET LIFT 1
SET LEVEL 2
SET OX 3
SET SPRITE 3
GAME
```

Now that's what I call a cheat mode! Congratulations to both Nicholas and Ross Goodley.

Stainless Steel

Stephen Basford from Crewe has cracked one of our challenges. This poke lets you start on any level of the Mikro-Gen shoot-em-up, and also gives infinite lives and fuel. Use Method 1.

```
1 'Stainless Steel
2 'Amstrad Action Jan87
10 INPUT "Level 0-3:";a:I
F a<0 OR a>3 THEN 10
20 MEMORY &3FFF:CLS:LOCAT
E 7,12:PRINT "Play tape f
rom the start"
30 LOAD"!steel"
40 POKE &400B,134:POKE &4
00C,1:POKE &4084,158:POKE
 &4085,254
50 FOR c=&415E TO &4184:R
EAD d:POKE c,d:NEXT:POKE
&415F,a:CALL &4000
60 DATA 62,0,50,232,191,1
75,50,125
70 DATA 20,50,126,20,50,1
27,20,50
80 DATA 128,20,50,129,20,
62,195
90 DATA 50,216,6,175,50,1
61,8,50
100 DATA 162,8,50,163,8,1
95,22,1
```


Ghosts'n Goblins

From **Arun Mehra** of Raynes Park comes a nice little tip for the Elite arcade conversion. On level two when you reach the lifts, jump onto the first platform and at any point you can pull down on the joystick and stop it. You can then jump onto the next platform and repeat the procedure for all of them.

Another disk poke from RpM, which again gives between 1 and 255 lives. Type it in, save it onto the game disk and then run it.

```
1 'Z
2 'Amstrad Action Jan87
10 ENV 1,1,15,1,15,-1,5
20 ENV 2,1,13,1,13,-1,8
30 ENV 4,1,15,1,15,-1,6

40 ENV 5,1,14,1,14,-1,4

50 ENV 6,1,14,1,1,0,40,1,
-14,1
60 ENV 7,1,15,1,15,-1,2
70 ENV 8,1,15,1,1,0,20,15
,-1,6
80 ENV 9,15,1,2,5,0,150,1
5,-1,6
90 ENV 10,1,14,1,1,0,100,
1,-14,1
100 ENT -1,1,-2,1
110 ENT -2,10,-10,1,1,100
,1
120 ENT -3,6,-10,2,6,10,2

130 ENT -4,1,10,1
140 ENT -5,1,2,1
150 ENT -6,20,10,1,20,-10
,1
160 ENT 9,200,-2,2,200,2,
2
170 MEMORY &3FFF
180 LOAD "ZED":MODE 1
200 INPUT"How many lives
? ",lv
210 IF lv<0 OR  lv>255 TH
EN 200
220 POKE &A0B9,lv
230 CALL &A070
```

Wizard's Lair

A Method-1 poke for the Bubble Bus arcade adventure, but I'm afraid to say I've mislaid the name and address of the person who sent it in. If you contact us we'll credit you in a future issue, although you weren't one of the prizewinners.

```
1 'Wizard's Lair Tape
2 'Amstrad Action March 87
10 FOR n=0 TO 9
20 b=0
30 FOR q=0 TO 7
40 READ a$:a=VAL("&"+a$)
50 x=(&a000+n*8+q):POKE x,
a:b=b+a
60 NEXT q
70 READ a$:c=VAL("&"+a$)
80 IF b<>c THEN PRINT"Erro
r in line";n*10+90:END:E
LSE NEXT n
```

```
90 MODE 1:PRINT"Start Wizar
d's Lair Tape":CALL &a000
100 DATA 3e,01,cd,6b,bc,21
,41,a0,335
110 DATA 06,05,11,00,4b,cd
,77,bc,267
120 DATA 21,00,4b,11,00,55
,3e,02,112
130 DATA cd,83,bc,cd,7a,bc
,21,46,476
140 DATA a0,06,05,11,00,01
,cd,77,201
150 DATA bc,21,00,01,11,bf
,49,3e,235
160 DATA 02,cd,83,bc,cd,7a
,bc,af,4c0
170 DATA 32,f5,26,32,6c,12
,c3,00,2c0
180 DATA 01,4c,61,69,72,32
,4c,61,268
190 DATA 69,72,31,00,00,00
,00,00,10c
```

CONQUEST

Some quick, but very informative, tips for the Mastertronic game from a reader who didn't put his or her name on the bit of paper concerned – we tend to shuffle separate pieces of paper so put your name on every single thing.

1. The grey book teaches you to use magic wands. Use it then drop it.

2. The same applies to the book of potions.

3. The magic axe kills all slow-moving creatures.

4. The grey wand kills red creatures and the red wand kills grey creatures.

5. Both wands kill green creatures.

6. If you're touched by a green creature you're poisoned and should drink a potion.

7. Small keys open chests.

8. Large keys open doors to other sections of the castle.

9. Ornate keys open cupboards.

10. All keys must be the same colour as the object to be opened.

11. To pass through the fireplace carry the poker.

12. The sounds make sense. Going in the right direction carrying the right object causes a particular sound, as does a decrease in energy.

13. Coins can be used on the vending machines.

Nicholas Pavis from Rugby brings us a Method 1 poke for the Bubble Bus game. It gives you infinite lives.

```
1 'Starquake
2 'Amstrad Action Jan87
10 LOAD"!tload",&A2A2
20 MODE 1:INK 0,0:BORDER
0:INK 1,6:INK 2,20:INK 3,
26
30 FOR a=&A57F TO &A587
40 READ a$
50 POKE a,VAL("&"+a$)
60 NEXT
70 POKE &A2D2,&7F
80 POKE &A2D3,&A5
90 CALL &A2A2
100 DATA 21,f6,1c,36,00,c
d,6b,a5,c9
```
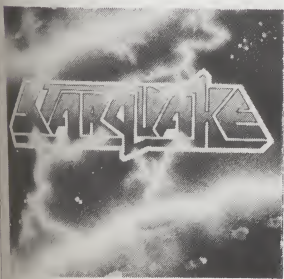
Nodes of Yesod

Phil Howard's managed to give you infinite lives on the Odin game and although he reckons there must be a less contrived way of doing it I think there'll be many people very grateful for it. Entered using Method 1.

```
1 'Nodes of Yesod Tape
2 'Amstrad Action March 87
10 DATA 00,32,46,93,3a,00,
be,3c,32,00,be
20 DATA fe,52,28,02,14,e9,
e5,21,3e,90,36
30 DATA 18,21,8d,3d,36,32,
23,36,46,23,36
40 DATA 93,e1,14,e9,21,8e,
90,36,c3,23,36
50 DATA 33,23,36,be,c3,4b,
90,cd,00,8c,af
60 DATA 32,a7,4e,c3,91,90,
21,c3,25,22,34
70 DATA bd,21,be,18,22,36,
bd,3e,fb,32,38
```

GREEN BERET

This poke is for the disk version of the game and comes from our own RpM. It gives you up to 255 lives. You just have to type it in and run it, then every time the game loads you are asked how many lives you want. Note that the poke does write to the disk, so make sure the write-protect tab is off and that you have typed the listing in very carefully.

```
1 'Green Beret
2 'Amstrad Action Jan87
10 OPENOUT"Y":MEMORY &100
0
20 MODE 1:LOAD"data1"
30 INPUT"How many lives ?
",lv
40 IF lv<0 OR lv>255 THEN
30
50 POKE &137B,lv
60 SAVE"data1",b,&1040,&3
FC0
70 RUN"BERET"
```

IKARI
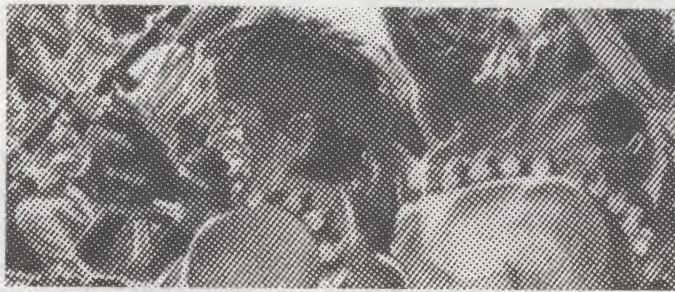
This Method 1 poke for the Elite game comes from Nicholas Pavis of Rugby. It gives several different pokes which can be deleted if you want. Line 70 gives infinite fire, line 80 gives no enemy soldiers, line 90 stops bullets killing you, line 100 lets you walk through explosions, and line 110 keeps explosions on the screen.

```
1 'Ikari Warriors Tape
2 'Amstrad Action March 87
10 SYMBOL AFTER 256
20 OPENOUT"d"
30 MODE 0:BORDER 2
40 MEMORY 4799
50 LOAD"warriors"
60 FOR a=0 TO 2
70 POKE &1C82+a,0
80 POKE &1CA3+a,0
90 POKE &1CA6+a,0
100 POKE &1CAF+a,0
110 POKE &1CC7+a,0
120 NEXT
130 FOR a=0 TO 17
140 READ a$
150 POKE &FFD0+a,VAL("&"+
a$)
160 NEXT
170 CALL &FFD0
180 DATA f3,31,00,00,21,c0
,12
190 DATA 11,00,01,01,00,bf
,ed,b0
200 DATA c3,00,01
```

```
80 DATA bd,21,c3,01,22,8d,
3d,3e,be,32,8f
90 DATA 3d,c3,00,3d
100 y=0:FOR x=&BE00 TO
&BE5B
110 READ a$:a=VAL("&"+a$)
120 POKE x,a:y=y+a
130 NEXT
140 IF y<>&2263 THEN PRIN
T "Error":END
150 MEMORY &3000:LOAD"nod
es"
160 MODE 1:CALL &BE3D
```

Pokes for both tape and disk versions of the game here. The Method 1 tape poke comes from **Mark Bennett** of Spondon and gives 255 lives. The disk poke is from RpM. Save the disk poke to the game disk under any name, then run it to automatically load the game.

```
1 'Lightforce (disk)
2 'Amstrad Action Jan87
10 OPENOUT"Y":MEMORY &500
0
20 MODE 1:LOAD"DISC"
30 FOR t=&641 TO &65B
40 READ a$:POKE t,VAL("&"
+a$)
50 NEXT t
60 INPUT"How many lives ?
",lv
70 IF lv=0 THEN 60
80 POKE &64E,lv
90 CALL &5D0
100 DATA 21,B8,1C,CD,83,B
C,CD,7A
110 DATA BC,21,0D,76,36,F
F,0E,FF
120 DATA 21,31,73,CD,16,B
D,00,00
130 DATA 00,00,C9
```
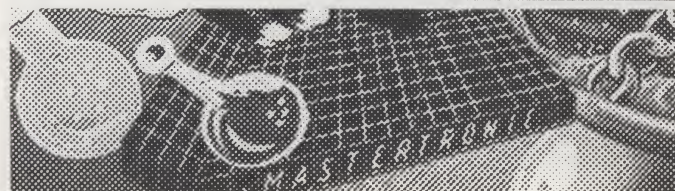
```
1 'Lightforce (tape)
2 'Amstrad Action Jan87
10 OPENOUT"d":MEMORY 1499
20 LOAD"lightforce"
30 FOR n=&63F TO &643:REA
D a$
40 POKE n,VAL("&"+a$)
50 NEXT
60 CALL 1500
70 DATA 21,0d,76,36,ff
```

Peter Featherstone from Leeds has a poke that gives infinite lives, time, ammo and also speeds up the game (causing some extra flickering as well). It's entered using Method 1. The second poke comes from David German of Honington who not only does what Peter did (except for speeding the game up) but allows you to set the number of rings to collect as well and turn the title tune off.

```
1 'Apprentice 1
2 'Amstrad Action Jan87
10 BORDER 0:INK 0,0:MODE
1
20 OPENOUT "d":MEMORY 460
0
30 LOAD""
40 FOR f=1024 TO 2000
50 READ a:IF a=999 THEN G
OTO 80
60 POKE f,a
70 NEXT
80 POKE 4704,12:POKE 4705
,4
90 CALL 4608
100 DATA 67,111,112,121,3
2,111,102,32,65,65,33,255
110 DATA 175,50,158,145
120 DATA 175,50,95,139
130 DATA 175,50,123,137
140 DATA 62,118,50,25,189
,62,201,50,26,189
150 DATA 33,0,4,17,165,13
6,1,12,0,237,176
160 DATA 195,122,158,999
```

```
1 'Apprentice 2
2 'Amstrad Action Jan87
10 FOR b=&BF00 TO &BF2C:R
EAD a$:POKE b,VAL("&"+a$)
:NEXT:DATA cd,ab,bb,21,0f
,bf,7e,b7,c8,cd,5a,bb,23,
18,f7,0f,02,1f,09,19,48,4
1,43,4 b,45,44,20,42,59,20
,44,47,20,20,2d,20,30,35,
2f,30,39,2f,38,36,00
20 MODE 2:INPUT"Rings 1-1
0";a:IF a<1 OR a>10 THEN
20 ELSE c$="3e"+HEX$(a,2)
+"32f89d"
30 CLS:INPUT"Infinite liv
es Y/N";a$:a$=UPPER$(a$):
IF a$="Y" THEN c$=c$+"3e0
0329e91" ELSE CLS:INPUT"N
o. of lives 1-99";a:IF a<
1 OR a>99 THEN 30 ELSE c$
=c$+"3e"+HEX$(a,2)+"32879
2"
40 CLS:INPUT"Turn off tit
le tune Y/N";a$:a$=UPPER$
(a$):IF a$="Y" THEN c$=c$
+"3ec9323d94"
50 CLS:INPUT"Infinite lig
htning Y/N";a$:a$=UPPER$(
a$):IF a$="Y" THEN c$=c$+
"3e00325f8b" ELSE c$=c$+"
3eff328c92328d92"
60 CLS:INPUT"Stop clock Y
/N";a$:a$=UPPER$(a$):IF a
$="Y" THEN c$=c$+"3e00325
f8b" ELSE c$=c$+"3eff328c
92328d92"
70 c$=c$+"c37a9e":ad=&BE0
0:FOR b=1 TO LEN(c$) STEP
2:POKE ad,VAL("&"+MID$(c
$,b,2)):ad=ad+1:NEXT
80 OPENOUT "d":MEMORY &11
FF:LOAD"!the apprentice":
POKE &1251,&CD:POKE &1252
,0:POKE &1253,&C3:POKE &1
25F,&C3:POKE &1260,0:POKE
&1261,&BE:CALL &1200
```

GALVAN

These tips for the Imagine coin-op come from **Jonathan Newcombe** of St. Albans, who obviously didn't have much trouble with it.

On of the main things is to keep on the move. When the game starts, immediately go right and up the first set of steps to get a power pyramid. You'll then be able to fire the arc-blaster. As you lose power your weapon is degraded to a gun and then you are down to fists, which are virtually useless, so you should search for another power pyramid immediately. You can shoot the rotating triangle, but it will paralyze you if touched. The balls that roll along and the sparkling drops all have the same effect and can all be shot.

When you reach the three-headed demon you will need an arc-blaster. The best attack is to jump up and down firing rapidly, then stand still and shoot until the hands blow off. You will probably have only a gun by now with which to kill off the two heads.

On the next level you'll find a few red power pyramids which give you the Blue Bolt Neutralizer. This is a devastating weapon and makes life a lot easier. The demon is easier to eliminate with this weapon. Once onto the next level you'll find many more robots. There are only a few variations on the levels and there is a certain path through each one. Once learnt it becomes a lot easier.

A neat little job has been done on the new Bubble Bus game by RpM. Enter the poke using Method 1, then experiment to see what each item does.

```
1 'Axiens
2 'Amstrad Action Jan87
10 FOR t=&8000 TO &800B
20 READ a$:POKE t,VAL("&"
+a$)
30 NEXT t:CALL &8000:MODE
2
40 INPUT"How many lives ?
",lv
50 IF lv<0 OR lv>200 THEN
40
60 POKE &478C,lv
70 PRINT"Stars (Y/N) ?"
80 a$=UPPER$(INKEY$):IF a
$="" THEN 80
90 IF a$="N" THEN POKE &4
AE8,&C9:GOTO 120
100 IF a$="Y" THEN 120
110 GOTO 80
120 PRINT"Invisible alien
s (Y/N) ?"
130 a$=UPPER$(INKEY$):IF
a$="" THEN 130
```

ELITE

Another anonymous tip, from an absentminded reader who forgot to give name and address, but an important one. When using the cheat featured in issue 14 (November) never save your games onto the *Elite* disc, because the cheat corrupts them. Abject apologies to anyone who found out the hard way.

DAN DARE
PILOT OF THE FUTURE

This is a great little tip from **Mark Baldwin** of Walthamstow. It opens up a few more screens on the Virgin game and even allows you to collect the second bridge block before the first!

All you have to do is get to the screen that is one right and one up from where Digby is. Walk to the edge of the platform and jump to the right. You'll fall onto what looks like the death screen. But as you fall towards the bottom of it, jump again to the right and you'll appear in an interesting new section. From there on you can experiment for yourself.
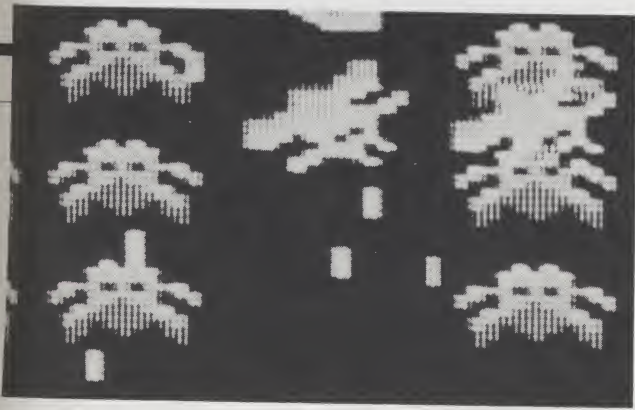
CLASSIC AXIENS

```
140 IF a$="Y" THEN POKE &
433F,&C9:GOTO 170
150 IF a$="N" THEN 170
160 GOTO 130
170 PRINT"Stop aliens fly
ing/dropping bombs (Y/N)
?"
180 a$=UPPER$(INKEY$):IF
a$="" THEN 180
190 IF a$="Y" THEN POKE &
2DEF,&C9:GOTO 220
200 IF a$="N" THEN 220
210 GOTO 180
220 PRINT"Stop energy dec
reasing (Y/N) ?"
230 a$=UPPER$(INKEY$):IF
a$="" THEN 230
240 IF a$="Y" THEN POKE &
49B0,&C9:GOTO 270
250 IF a$="N" THEN 270
260 GOTO 230
270 CALL &2000
280 DATA 21,00,20,11,00,5
3
290 DATA 3E,16,CD,A1,BC,C
9
```

GLIDER RIDER

Now here's a poke to savour. It removes the fence from around the base, allowing you to explore more freely with the bike. You've got Miguel Rocha of Portugal to thank for this one (which works on the disk version).

```
1 'Glider Rider Disk
2 'Amstrad Action March 87
10 OPENOUT"d":MEMORY &3FF:
MODE 1
20 LOAD"glider.bin"
30 FOR i=&300 TO &325:READ
a$
40 a=VAL("&"+a$):POKE i,a:
NEXT
50 CALL &300:CALL &400
60 DATA 21,00,80,7e,fe,09,
ca,20,03,fe
70 DATA 0a,ca,20,03,fe,0b,
ca,20,03,fe
80 DATA 0c,ca,20,03,23,3e,
a0,bc,d2,03
90 DATA 03,c9,3e,00,77,c3,
18,03
```

Tony Hoyle from St Annes has been at it again and produced a Method 1 poke for the Vortex game. Ignore the screen corruption on loading and the fact that the death sequence won't occur as before. You'll find you've got infinite lives and time.

```
1 Revolution
2 'Amstrad Action Jan87
10 x=&8000
20 READ a$:IF a$<>"xx" TH
EN POKE x,VAL("&"+a$):x=x
+1:GOTO 20
30 CLS:CALL &8000
40 DATA cd,37,bd,06,00,11
,00,c0
50 DATA cd,77,bc,eb,cd,83
,bc,cd
60 DATA 7a,bc,3e,f7,32,e4
,39,3e
70 DATA c3,32,30,00,21,25
,80,22
80 DATA 31,00,c3,af,39,f3
,21,40
90 DATA 00,11,00,bb,01,f3
,02,3e
100 DATA 8d,cd,67,80,21,4
a,bb,11
110 DATA 4a,bb,01,a9,02,3
e,a6,cd
120 DATA 67,80,21,00,a0,2
2,f1,bd
130 DATA 21,00,c0,22,69,b
d,21,5c
140 DATA 80,11,00,a0,01,0
b,00,ed
150 DATA b0,c3,7d,bd,3e,a
7,32,1a
160 DATA 07,32,d8,2a,c3,9
a,04,32
170 DATA 80,80,3a,80,80,a
e,77,ed
180 DATA a0,3a,80,80,c6,0
a,cb,ff
190 DATA 32,80,80,78,b1,2
0,eb,c9
200 DATA xx
```

REVOLUTION
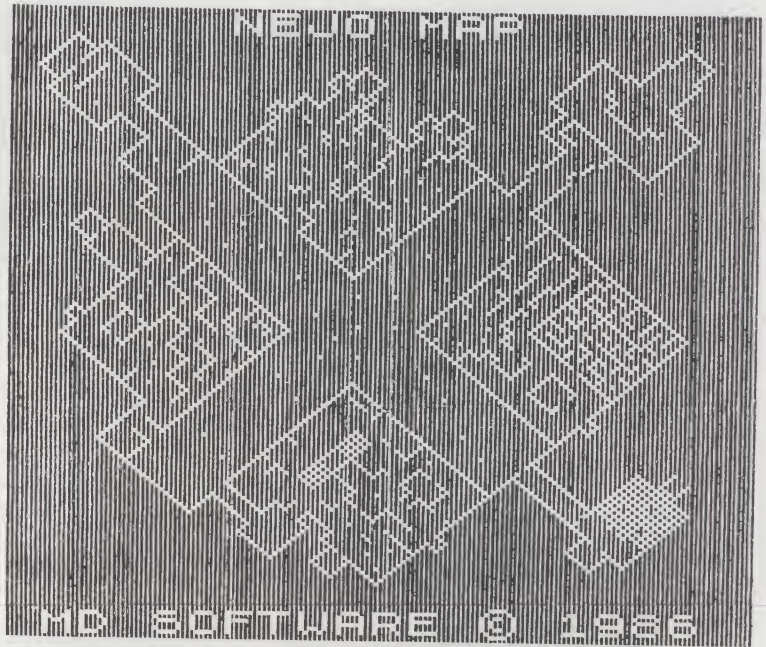
INFILTRATOR

We've already had some lightning tips for US Gold's latest from **Richard Farley** of Llanbradach. They should prove useful for anyone just starting out on the game.

Mission 1: Fly to the enemy HQ and photograph secret documents and war plans. Always try to communicate with jets before they communicate with you, because it forces them to identify themselves. Pay close attention to the identification: if the name sounds sinister it's probably the enemy, and you should take the appropriate action. Never start a fight unless you have a really clear shot because jets always fight back to the death.

Always fly above 200 feet. This allows you to avoid enemy ground detection before landing and stops you from crashing too often. Flying too high – over 2,000 feet – isn't a good idea either, as it takes a long time to get to the ground from that altitude.

Use your turbo as much as possible. It allows you to stretch out the fuel supply and reduces the time to reach the destination. Watch the oil temperature: if it gets too hot the engine will fail.

The heat-seeking missiles are your best weapon, so don't waste them. Wait for the enemy jet to fly into your path and then hit the fire button. It's best not to try to force the jet into your sights.

Concentrate on keeping the helicopter flying towards its destination. Always use the auto-matic direction-finder in the cockpit. It's best to program it immediately on takeoff.

If you make it to the enemy base you can select various items to help you: sleeping gas, gas grenades, papers, camera, explosives etc. A general point to remember when exploring the complex is that if the room you enter is grey in colour, it's important. Search it carefully.

You should gas any guard in rooms which you want to photograph. The security car and janitor's uniform are in a building in screen two. Screen one contains the security control centre. Maps and documents to be photographed can be found in screens four, five and six.

If you finish the ground mission and set off an alarm you'll attract a maniac jet which you'll have to blow up. If you find an electronic key when searching in the chests in the buildings you can turn the alarm off.

Mission 2: To get the scientist off the base you have to make him invisible. You'll find an invisibility pill in a cabinet in the laboratory. Give it to him and he will disappear and follow you outside. To save time give him the pill before planting explosives under his desk in the laboratory.

Turn on the mine-detector before leaving or entering the area where the helicopter has landed, because you're surrounded by mines. Also remember to stay away from guards while wearing the janitor's uniform.
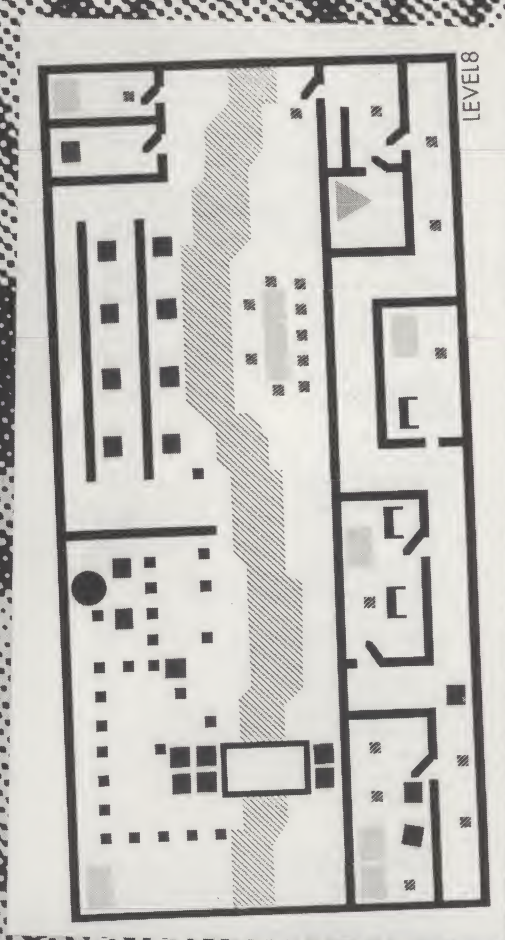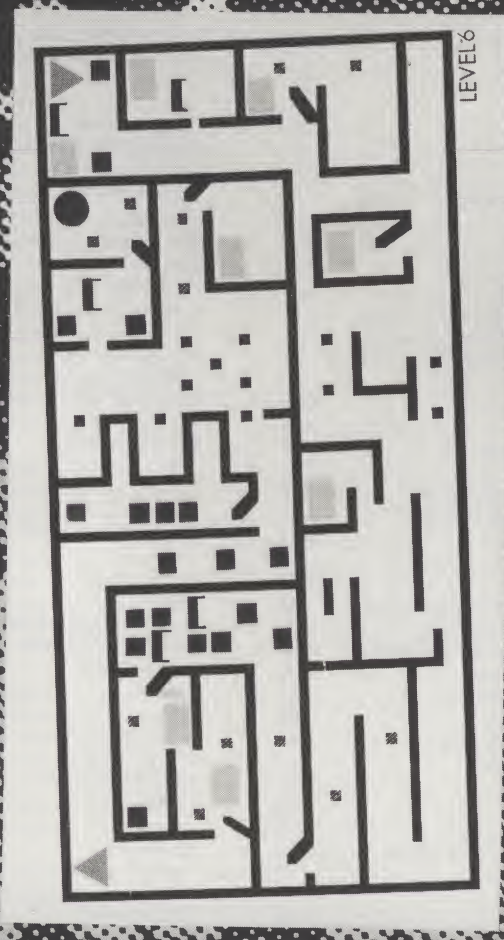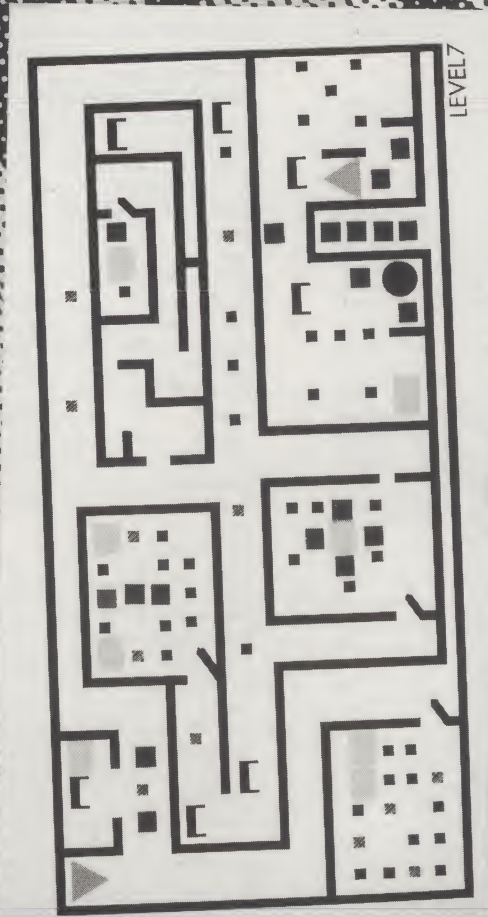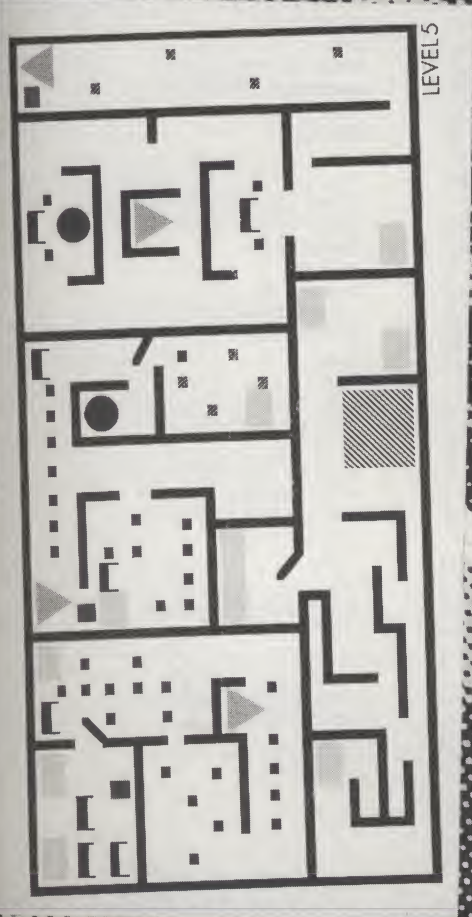
D★R★U★I★D

A MAP

LEVEL 2

LEVEL 4

LEVEL 1

LEVEL 3

LEVEL6

LEVEL8

FIREBIRD

LEVEL5

LEVEL7

KEY
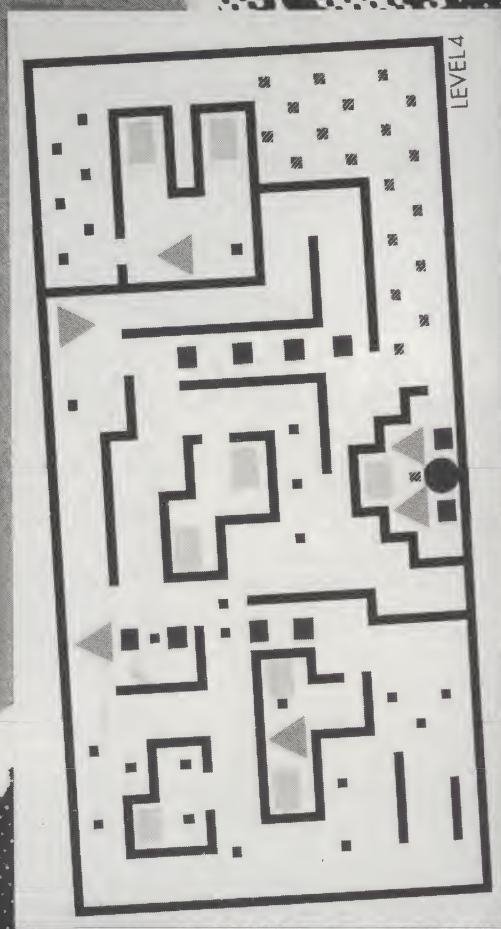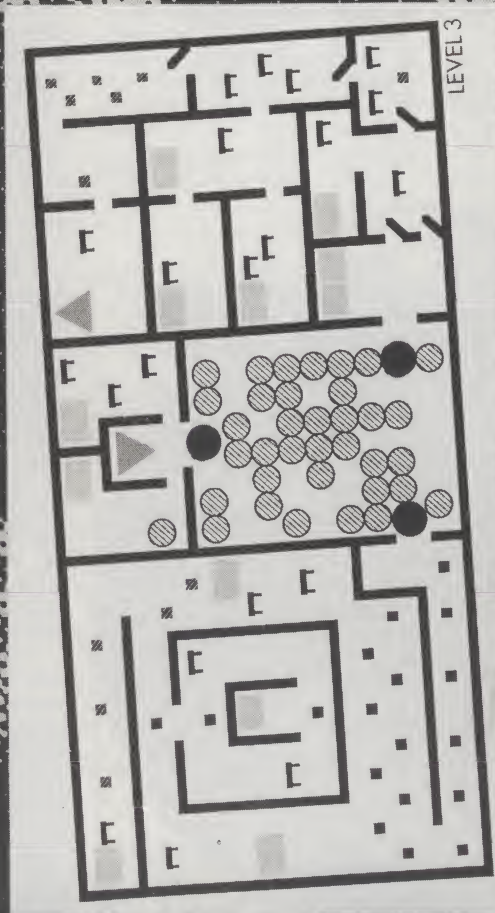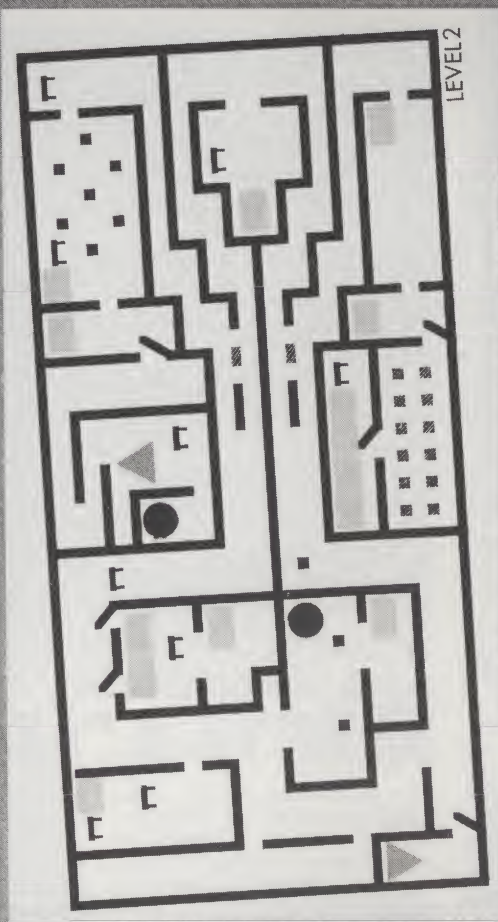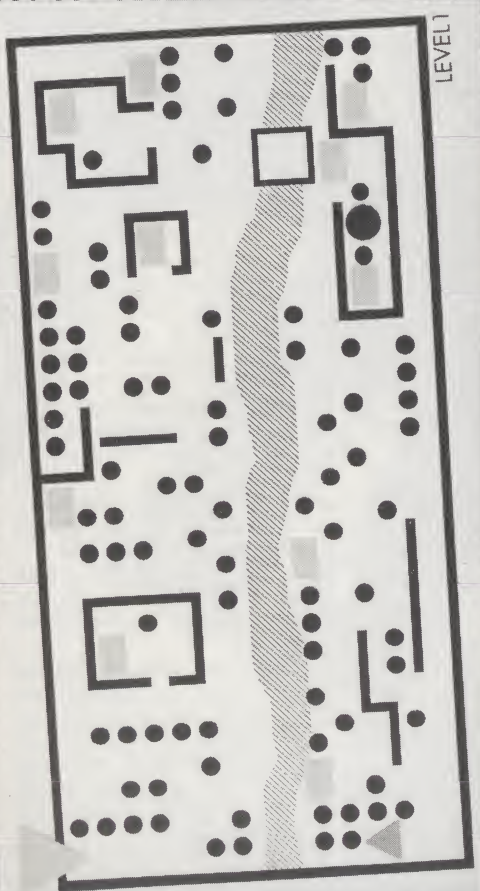
CHEST

SKULL

LOCKED
DOOR

BLOCK(drains energy)

STAIRWAY(to another level)

PENTAGRAM(replenishes energy)

FACES(BLACK-safe;WHITE-drains energy)