

HAIRY'S PICK



**Cheats, hacks, multifaces, pokes -
you name it, it's here - dredged up
from the ACU annals to bring you the
best from Vax's domain.**



CONTENTS



3. Bards Tale
4. Batman/Cybernoid
5. Cybernoid II
6. Discfind
7. Dragon's Lair/Exolon
8. Forgotten Worlds
9. Game Over/Gauntlet
10. Ghosts 'n' Goblins/Gothik
11. Hopping Mad/Ikari Warriors/Impact
12. Ninja Massacre/Nomad
13. Robocop/Sabre Wulf
14. Savage
15. Spindizzy
16. Technocop
17. Tetris/Xevious

MULTIFACE MADNESS

18-20. Manic multiface pokes to keep those high scores flooding in

MAPS

- 20-21. Dizzy (Part 1)
- 22-23. Dizzy (Part 2)
- 24-25. Batman
26. Activator
27. Kettle
- 28-29. Cybernoid II
30. Postman Pat

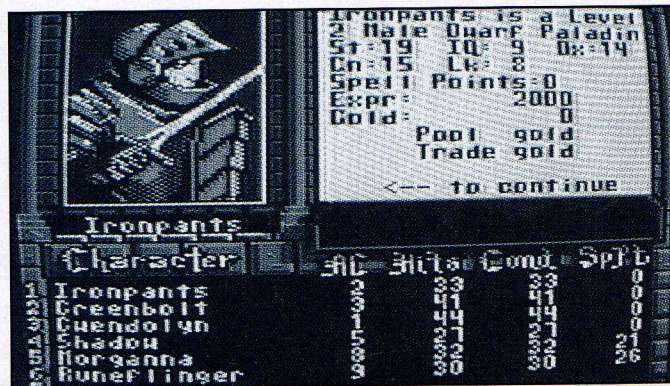
Bards Tale

Time to dig out this classic fantasy/adventure tale one more time, only this time around, if you've already got a party saved to disc, pop in this clever little twist and you'll find your party restored to full health and beyond. Get set for some super-charged attacks!

```
1 THE BARDS TALE I
  - DISC
2 BY NIALL BRADY,
  SLIGO EIRE
100 DATA 06,08,11,00
110 DATA 40,21,C8,90
120 DATA CD,77,BC,21
130 DATA E1,03,CD,83
140 DATA BC,CD,7A,BC
150 DATA 06,06,21,C6
160 DATA 04,C5,E5,06
170 DATA 00,7E,11,38
180 DATA 00,19,FE,01
190 DATA CA,A9,90,FE
200 DATA 02,2B,7E,FE
210 DATA 03,2B,7A,FE
```

```
220 DATA 04,2B,76,78
230 DATA 32,C7,90,E1
240 DATA E5,11,14,00
250 DATA 19,3E,01,77
260 DATA 11,10,00,19
270 DATA 77,E1,11,30
280 DATA 00,E5,19,16
290 DATA 05,3A,C7,90
300 DATA 87,06,04,80
310 DATA 47,72,23,10
320 DATA FC,3A,C7,90
330 DATA FE,00,2B,0F
340 DATA 3E,07,E1,E5
350 DATA 11,40,00,19
360 DATA 06,04,36,07
370 DATA 23,10,FB,E1
380 DATA C1,11,65,00
390 DATA 19,10,A2,06
400 DATA 08,11,00,8B
410 DATA 21,C8,90,CD
420 DATA 8C,BC,11,1C
430 DATA 00,19,06,10
440 DATA 70,23,10,FC
450 DATA 3E,03,01,00
460 DATA 00,11,44,03
470 DATA 21,E1,03,CD
480 DATA 98,BC,CD,8F
490 DATA BC,21,AD,90
500 DATA 7E,23,B7,C8
510 DATA CD,5A,BB,18
520 DATA F7,06,02,18
530 DATA 86,0C,1E,18
540 DATA 20,28,43,29
550 DATA 20,4E,69,61
560 DATA 6C,6C,20,42
570 DATA 72,61,64,79
```

```
580 DATA 20,18,0D,0A
590 DATA 0A,07,00,00
600 DATA NCB
610
620 MODE 2:chk=0:x=&9000:MEMORY x-1
630 READ a$:IF a$="NCB" THEN 650 ELSE
a=VAL("&"+a$)
640 POKE x,a:x=x+1:chk=chk+a:GOTO 630
650 IF chk<>&42B7 THEN PRINT "DATA
ERROR.":END
660 PRINT"Put the Party DISC in the
drive"
670 INPUT"Please enter the name of
the PARTY: ";name$
680 addr=&90CB
690 FOR x=1 TO LEN(name$)
700 POKE addr,ASC(MID$(name$,x,1))
:addr=addr+1:NEXT
710 x=LEN(name$)
720 POKE &9001,x
730 POKE &907B,x
740 CALL &9000
```



Batman

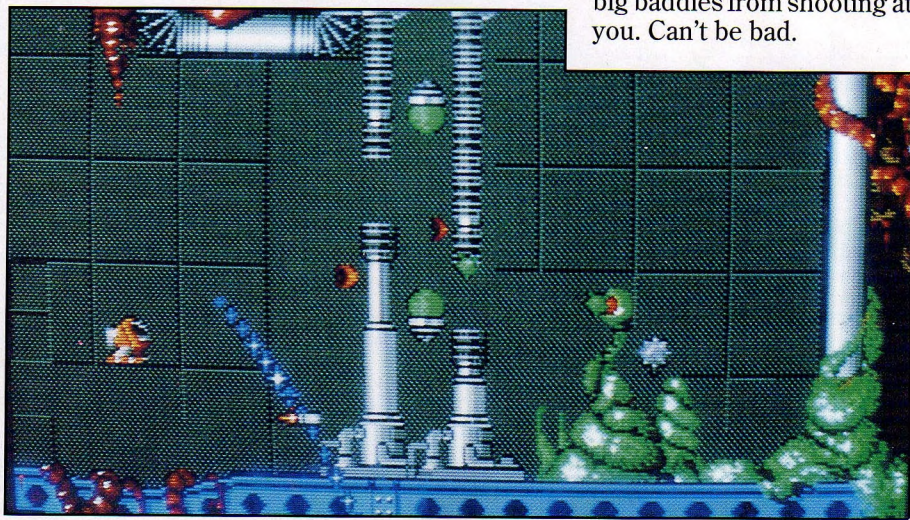
If you've got the original on cassette, you'll certainly find things going your way with this helping hand.

```
1  Batman (tape)
2  By Matt Cawley
3
10 MEMORY &3000
20 chk=0:FOR addr=&BE00 TO &BE3B
30 READ byte$:byte=VAL("&"+byte$)
40 POKE addr,byte:chk=chk+byte
50 NEXT addr
60 IF chk<>&193A THEN PRINTError in D
   ATA:END
70 LOAD ":CALL &3A6A
80 LOAD "!,&3040:CALL &BE0D
90
100 DATA 3e,c0,32,bb,34,3e
110 DATA c6,32,bc,34,c3,00
120 DATA 01,3e,d3,32,d,32
130 DATA 01,f2,01,21,40,30
140 DATA 11,40,00,ed,b0,21
150 DATA 40,00,e5,21,00,bb
160 DATA e5,21,f2,01,e5,21
170 DATA 07,b8,e5,21,bb,02
180 DATA e5,f1,11,d9,b1,21
190 DATA ea,b1,f3,c9,4d,43
```



Cybernoid

One of each here for your perusal. The first is for cassette and will take out collision detection, aliens, rockets and the pistons in the shaft, as well as giving you extra lives and stopping the big baddies from shooting at you. Can't be bad.



```

10 Cybernoid cheat (tape)
20 By Jason Brooks
21
30 MEMORY &3FFF:MODE 1
40 PRINT LOADING ;
50 PRINT CYBERNOID
60 LOAD !Loader,&4000
70 INK 0,0:INK 1,24
80 INK 2,20:INK 3,26
90 BORDER 0
100 POKE &4153,64
110 POKE &4154,0
120 POKE &BDF4,&C9
129
130 Leave out line
140 of poke not
150 required, Rewind
160 tape and run.
169
170 a=&BE80
180 READ a$
190 IF a$=GO THEN CALL &BE80
200 POKE a,VAL("&a$a")
210 a=a+1:GOTO 180
220 DATA 21,8e,be,11,40
230 DATA 00,01,a0,00,ed
240 DATA b0,c3,00,40
250 ' no collision detection
260 DATA 21,3a,2b,36,c9
270 ' no aliens
280 DATA 21,11,35,36,c9
290 ' rockets don't fire
300 DATA 21,4d,34,36,c9
310 ' no pistons
320 DATA 21,9f,2c,36,c9
330 ' big things don't shoot you
340 DATA 21,9b,29,36,c9
350 ' infinite lives
360 DATA af,32,ae,2b
370 ' leave the lines below alone
380 DATA c3,00,02
390 DATA GO

```

Cybernoid II

```

1 'Cybernoid II (disc)
2 .by Matt Cawley
10 addr=&BF00
20 READ bytes:IF bytes="MORRISSEY" THEN 60
30 byte=VAL("&*"+bytes)
40 POKE addr,byte
50 addr=addr+1:GOTO 20
60 MODE 2
70 PRINT "Insert Cybernoid II disc into drive A.and press any
key.":CALL &BB18
80 LOAD"disc":CALL &BF00
90 ' *** leave ***
100 DATA 21,09,BF,22,32,A5
110 DATA CD,10,A4
120 ' *** pokes ***
125 ' infinite lives
130 DATA AF,32,6B,2B
135 'infinite ammo
140 DATA AF,32,2F,16
145 ' immunity
150 DATA 3E,C9,32,D6,2A
155 ' nothing stationary fires
160 DATA 3E,C9,32,3F,29
165 ' fast game
170 DATA AF,32,44,01
175 ' no pirates
180 DATA 3E,C9,32,AA,35
185 ' no bouncing things (horiz)
190 DATA 3E,C9,32,43,20
195 ' no bouncing things (vert)
200 DATA 3E,C9,32,43,20
205 ' no cattlepiddlers
210 DATA 3E,C9,32,EA,2D
215 ' bouncing bombs last forever
220 DATA 3E,C9,32,00,1A
225 ' rockets do not fire
230 DATA 3E,C9,32,BE,34
235 ' rockets disappear instead of firing
240 DATA 3E,C9,32,BE,33
250 ' *** leave ***
260 DATA C3,42,00,43,72,69
270 DATA 6D,70,20,79,6F,75
280 DATA 72,20,68,61,69,72
290 DATA 20,74,6F,64,61,79
300 DATA 2E,MORRISSEY

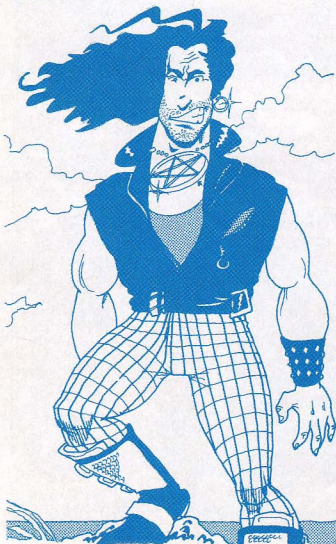
```

The second is for the disc version of the sequel, and you can see for yourself what goodies it has in store.



Discfind

A cunning piece of magic from Hairy's mailbag to help you find names, passwords and silly messages left by programmers on discs. To use it, type | Hex or | Asc followed by these parameters:



| HEX, start search on track, end search on track, start on sector

| ASC, start search on track, end search on track, start on sector

You will then be asked for a string of BYTES in hex or ascii and you're away. To see what you are doing, pressing ESC pauses Disc-find. Press ESC twice and it stops all together. Get set, Go!

```
1 ' DISCFIND by Niall Brady
```

```
2 ' For all naughty hackers
```

```
3 ' and VAX too.....
```

```
4 '
```

```
10 DATA 21,36,92,01,09,90,C3
```

```
20 DATA D1,BC,11,90,C3,34,90
```

```
30 DATA C3,18,90,48,45,D8,41
```

```
40 DATA 53,C3,00,CD,91,91,21
```

```
50 DATA 06,92,CD,7B,91,CD,B5
```

```
60 DATA 91,C8,FE,0D,28,50,FE
```

```
70 DATA 7F,30,F4,77,23,CD,5A
```

```
80 DATA BB,18,ED,CD,91,91,21
```

```
90 DATA FA,91,CD,7B,91,CD,59
```

```
100 DATA 90,38,02,D6,07,CD,8C
```

```
110 DATA 91,47,CD,59,90,38,02
```

```
120 DATA D6,07,80,77,23,CD,2C
```

```
130 DATA CD,5A,BB,18,E4,CD,B5
```

```
140 DATA 91,CA,C6,91,FE,0D,28
```

```
150 DATA 15,FE,61,D4,89,91,FE
```

```
160 DATA 47,30,ED,FE,30,38,E9
```

```
170 DATA CD,5A,BB,D6,30,FE,0A
```

```
180 DATA C9,D1,3E,0D,77,E5,21
```

```
190 DATA C8,91,CD,7B,91,E1,11
```

```
200 DATA 3A,92,ED,52,7D,32,33
```

```
210 DATA 92,CD,45,91,3A,33,92
```

```
220 DATA 47,11,3A,92,7C,FE,83
```

```
230 DATA 30,F1,1A,4E,B9,28,03
```

```
240 DATA 23,18,F3,23,13,1A,FE
```

```
250 DATA 0D,28,06,4E,B9,20,E1
```

```
260 DATA 18,F3,E5,21,15,92,CD
```

```
270 DATA 7B,91,CD,78,BB,E5,26
```

```
280 DATA 08,CD,75,BB,3A,2F,92
```

```
290 DATA CD,2C,91,E1,26,13,CD
```

```
300 DATA 75,BB,3A,31,92,3D,CD
```

```
310 DATA 2C,91,E1,E5,16,00,3A
```

```
320 DATA 33,92,5F,ED,52,EB,D5
```

```
330 DATA CD,0E,91,06,0E,CD,18
```

```
340 DATA 91,CD,0E,91,D1,06,0E
```

```
350 DATA 1A,13,FE,20,38,11,CD
```

```
360 DATA 5A,BB,10,F5,CD,1B,BB
```

```
370 DATA FE,FC,CC,C1,91,E1,C3
```

```
380 DATA 90,90,D5,C5,CD,5D,BB
```

```
390 DATA C1,D1,18,E9,3E,20,CD
```

```
400 DATA 5A,BB,3E,20,C3,5A,BB
```

```
410 DATA 1A,13,C5,CD,2C,91,CD
```

```
420 DATA 13,91,C1,10,F4,C9,CD
```

```
430 DATA 78,BB,22,2B,92,C9,06
```

```
440 DATA 02,4F,CD,8C,91,E6,0F
```

```
450 DATA FE,0A,30,04,C6,30,18
```

```
460 DATA 02,C6,37,CD,5A,BB,79
```

```
470 DATA 10,EE,C9,CD,1B,BB,FE
```

```
480 DATA FC,CC,C1,91,21,00,80
```

```
490 DATA 3A,2F,92,57,3A,31,92
```

```
500 DATA 4F,1E,00,DF,28,92,30
```

```
510 DATA 06,79,3C,32,31,92,C9
```

```
520 DATA 3A,2F,92,3C,32,2F,92
```

```
530 DATA 47,3A,30,92,90,FA,C6
```

```
540 DATA 91,3A,32,92,32,31,92
```

```
550 DATA C9,7E,23,B7,28,05,CD
```

```
560 DATA 5A,BB,18,F6,21,3A,92
```

```
570 DATA C9,EE,20,C9,07,07,07
```

```
580 DATA 07,C9,FE,03,20,31,DD
```

```
590 DATA 7E,04,32,2F,92,DD,7E
```

```
600 DATA 02,32,30,92,DD,7E,00
```

```
610 DATA 32,31,92,32,32,92,3E
```

```
620 DATA FF,32,78,BE,3E,01,32
```

```
630 DATA 66,BE,C9,CD,81,BB,CD
```

```
640 DATA 06,BB,CD,84,BB,FE,FC
```

```
650 DATA C9,CD,B5,91,C0,E1,E1
```

```
660 DATA C9,04,02,18,20,44,49
```

```
670 DATA 53,43,46,49,4E,44,20
```

```
680 DATA 76,31,2E,30,20,2D,20
```

```
690 DATA 4E,2E,42,72,61,64,79
```

```
700 DATA 20,28,63,29,20,31,39
```

```
710 DATA 38,38,20,66,6F,72,20
```

```
720 DATA 56,41,58,20,18,0D,0A
```

```
730 DATA 0A,00,45,6E,74,65,72
```

```
740 DATA 20,48,65,78,3A,20,00
```

```
750 DATA 45,6E,74,65,72,20,53
```

```
760 DATA 74,72,69,6E,67,3A,20
```

```
770 DATA 00,54,72,61,63,6B,3A
```

```
780 DATA 26,09,09,20,53,65,63
```

```
790 DATA 74,6F,72,3A,26,00,3C
```

```
800 DATA C0,07,00,00,00,00,00
```

```
820 DATA NCB
```

```
830 '
```

```
840 MODE 2:chk = 0: x= & 9000:
```

```
MEMORY & 7FFF
```

```
850 READ a$:IF a$="NCB" THEN
```

```
870 ELSE a=VAL("&" + a$)
```

```
860 POKE x,a:x=x+1:chk=chk+a :
```

```
GOTO 850
```

```
870 IF chk<>62267 THEN PRINT
```

```
"DATA ERROR":END
```

```
880 CALL &9000
```

Dragon's Lair

Just a quickie here for the Elite 6-pack version of this classic blast. Load the poke, put the disc in and type run. It's all yours.



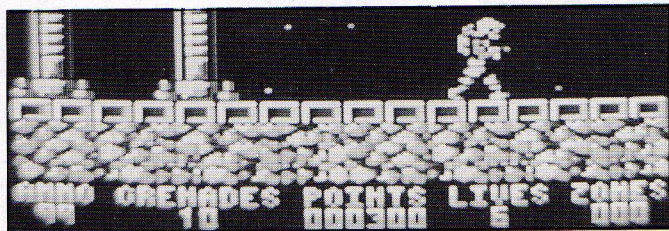
```
1 'Dragon's Lair Disc Poke
2 '(Works with Elite 6-pack version)
3 'by Chris Wootton (May 1989)
4 'Poke provides infinite lives
5 '
10 MODE 1:OPENOUT"a":MEMORY &2FF
20 LOAD"d1",&300
30 FOR a=&BF00 TO &BF07
40 READ a$:POKE ;,VAL("&" + a$)
50 NEXT:CALL &BF07
60 '
70 DATA 3e,a7,32,a7,25,c3,17,25
```

Exolon

A tasty bit of redesigning for this futuristic epic which will turn all the nasties into harmless little planetoids that you can walk through. That's not all it does though, but watch out if you use the part that zaps landmines as you sometimes fall to the ground. Never mind, just jump up and keep going.

```
10 'Exolon cheat
20 'By John Girvin
30 '
40 OPENOUT"!D:MEMORY&3FF:CLOSEOUT
50 MODE 1:INK 0,0:INK 1,24:INK 2,6
60 INK 3,26: BORDER 0
70 LOAD"!Loader":POKE &4154,&BE
80 addr=&BE00
90 READ bytes
100 IF byte$="exolon" THEN CALL &4000
110 POKE addr,VAL("&" + byte$)
120 addr=addr+1:GOTO 80
130 '
140 '***Leave in 160-220 ***
150 '
160 DATA 21,32,be,dd,21,07,4a,11
170 DATA 49,05,dd,7e,01,fe,ff,20
180 DATA 04,dd,23,18,f5,dd,23,dd
190 DATA 23,dd,23,33,7e,00,be,20
200 DATA 04,dd,36,00,04,1b,7a,b3
210 DATA 20,e0,23,7e,b7,20,d4,c3
220 DATA 00,01
230 'Remove forcefields
240 DATA 01
250 'Remove stationary cannons
260 DATA 05
```

```
270 'Remove landmines
280 DATA 0c
290 'Remove hammers
300 DATA 16
310 'Remove double launchers
320 DATA 1a
330 'Remove guided missiles
340 DATA 1f
350 'Remove swarmers
360 DATA 27
370 'Remove combination launchers
380 DATA 2c,2d
390 '
400 '*** Leave 420 in ***
410 '
420 DATA 00,exolon,4a,47,0a,88
```



Forgotten Worlds

Something for everybody with this epic for US Gold's let's-kill-everything beauty. There's a fair amount of invulnerability and look out for level 3 where it says: "The god of war is shaking in his boots!" So he should be.



```

1 'FORGOTTEN WORLDS hack (disc)
2 'By John Girvin
3 'September 1989
4 '
10 MODE 2:CALL &BC02

```

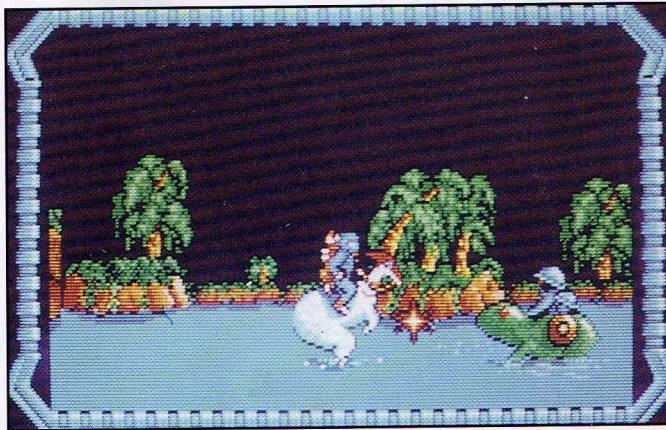
```

20 OPENOUT"d"
30 MEMORY &BFFF
40 CLOSEOUT
50 LOAD "ldisk.bin",&9A24
60 addr=&9000:num=220
70 LOCATE 1,1:PRINT "POKEing line";num
80 check=0
90 FOR dat=0 TO 7
100 READ bytes$
110 IF bytes$="FORGOTTEN" THEN CALL &9000
120 byte=VAL("&"+bytes$)
130 check=check+byte
140 POKE addr+dat,byte
150 NEXT dat
160 READ check$
170 IF check<>VAL("&"+check$) THEN 200
180 num=num+10:addr=addr+8
190 GOTO 70
200 PRINT "eR&iR O(n Lli+n#ee.e";num
210 LIST 220-
220 DATA 21,22,00,11,00,00,22,34,0aa
230 DATA 00,ed,53,36,00,f3,2a,17,2aa
240 DATA bd,22,38,00,01,4a,07,21,18a
250 DATA 4c,9a,16,4f,ed,56,3e,62,32e
260 DATA ed,4f,7e,aa,57,77,23,0b,360
270 DATA 78,b1,20,f6,01,14,07,21,27c
280 DATA 99,03,ed,5f,4f,d1,7b,a9,42c
290 DATA 5a,57,d5,3b,3b,2b,7c,b5,358
300 DATA c2,32,90,01,21,07,21,95,26d
310 DATA a1,37,7e,ce,49,77,2b,0b,31a
320 DATA 78,b1,20,f6,01,14,07,21,27c
330 DATA 82,9a,cb,0e,0b,78,23,b1,34c
340 DATA 20,f8,01,02,07,21,94,9a,271
350 DATA 16,43,7e,aa,57,0b,77,78,2d2
360 DATA 23,b1,20,f6,01,f2,06,21,304
370 DATA a4,9a,7e,d6,40,0b,77,78,3cc
380 DATA 23,b1,20,f6,01,df,06,21,2f1
390 DATA 95,a1,16,3d,7e,aa,57,77,37f
400 DATA 2b,0b,78,b1,20,f6,d9,21,36f
410 DATA c8,9a,11,ce,06,ed,5f,ae,441
420 DATA 77,1b,7a,b3,23,c2,9d,90,3d1
430 DATA 01,be,06,21,d8,9a,7e,c6,39c
440 DATA 37,77,23,0b,78,b1,20,f6,31b
450 DATA 21,e5,9a,01,b1,06,0b,35,298
460 DATA 78,23,b1,20,f9,21,f2,9a,412
470 DATA 01,a4,06,0b,78,34,23,b1,236
480 DATA 20,f9,01,93,06,21,03,9b,272
490 DATA 37,7e,de,2e,77,23,0b,78,2de
500 DATA b1,20,f6,01,83,06,21,13,285
510 DATA 9b,7e,ac,ad,77,23,0b,78,38f
520 DATA b1,20,f6,21,22,9b,01,74,31a
530 DATA 06,7e,2f,77,23,0b,78,b1,281
540 DATA 20,f7,01,63,06,21,33,9b,270
550 DATA 37,7e,ce,25,77,23,0b,78,2c5
560 DATA b1,20,f6,21,43,9b,01,53,31a
570 DATA 06,ed,5f,ae,0b,77,78,23,31d
580 DATA b1,20,f6,01,45,06,21,51,285
590 DATA 9b,cb,06,0b,78,23,b1,20,2e3
600 DATA f8,01,32,06,21,95,a1,16,29e
610 DATA 1c,7e,aa,57,77,2b,0b,78,2c0
620 DATA b1,20,f6,01,21,06,21,95,2a5
630 DATA a1,37,7e,de,19,77,2b,0b,2fa
640 DATA 78,b1,20,f6,21,84,9b,01,380
650 DATA 12,06,7e,ed,44,77,23,0b,26c
660 DATA 78,b1,20,f6,01,f6,05,fd,438
670 DATA 21,a0,9b,21,14,05,ed,5f,2e2
680 DATA fd,ae,00,ac,ad,fd,77,00,478
690 DATA 0b,2b,fd,23,78,b1,20,ee,38d
700 DATA 01,d7,05,21,bf,9b,11,a8,311
710 DATA 61,d9,21,8d,91,d9,ed,5f,49e
720 DATA ae,ab,aa,a9,a8,13,77,0b,3e9
730 DATA 79,23,b0,28,02,d9,e9,21,359
740 DATA e3,9b,31,c6,9b,11,b3,05,3d9
750 DATA d9,21,b6,91,e5,e1,21,cd,4f5
760 DATA 9b,01,08,00,09,d9,ed,5f,2d2
770 DATA aa,ae,ab,77,3b,3b,1b,23,32e
780 DATA eb,7d,eb,b2,co,fd,21,ca,5ad
790 DATA 02,21,01,9c,11,0b,co,06,0ee
800 DATA 02,ed,5f,ab,aa,ae,77,23,3eb
810 DATA 05,20,f6,fd,2b,13,fd,7c,3cf
820 DATA fd,b5,20,ef,21,12,9c,01,38d
830 DATA 84,05,ed,5f,ae,0b,77,78,37d
840 DATA 23,b1,20,f6,01,72,05,21,283
850 DATA 24,9c,16,04,7e,aa,57,0b,264
860 DATA 77,78,23,b1,20,f6,fd,21,3f7
870 DATA 10,92,11,57,05,21,3f,9c,20b
880 DATA ed,5f,ae,fd,ae,05,77,1b,43c
890 DATA 7a,23,b3,20,00,28,02,fd,297
900 DATA e9,21,44,92,11,80,be,01,330
910 DATA 00,ed,0b,21,00,00,22,1ed
920 DATA b8,9c,22,c4,9c,21,80,be,435
930 DATA 22,c7,9e,c3,9a,9c,a4,48,46c
940 DATA 4c,46,09,89,af,32,f3,00,2f8
950 DATA 32,fd,00,32,10,01,c3,28,25d
960 DATA 00,00,00,00,00,00,00,00,000
970 DATA FORGOTTEN,4a

```

Game Over

This one's for the Summit version and gives you infinite grenades and lives. For an extra hint, the password for the next planet of Skunn has a password of 10218. That should help you out a little on this excellent game.



Gauntlet

Here's a little something special for the amazing Gauntlet tape. Rewind it and run this little proggy and you'll find yourself still alive and kicking well after the health value has reached zero.

```
1 ' Game Over Cheat - new Summit label
2 ' by Andrew Price
3 ' Amstrad Computer User
10 FOR ad=&40 TO &5B
20 READ a$:POKE ad,VAL("&"+a$)
30 NEXT
40 DATA 21,E9,90
45 DATA 3E,C3,77
50 DATA 23,3E,51
55 DATA 77,23,3E
60 DATA 00,77,CD
65 DATA 88,90,3E
70 DATA 00,32,56
75 DATA 08,32,64
80 DATA 23,C3,94
85 DATA 8E
90 MEMORY &8FFF:LOAD"C",&9088
95 MCDE 0:CALL &40
```

```
10 MODE 0:PRINT"Here we go.."
20 tot=0
30 FOR n=&100 TO &12D
40 READ a$:a=VAL("&"+a$)
50 POKE n,a:tot=tot+a
60 NEXT n
70 READ sum
80 IF tot<>sum THEN PRINT"better check t
   he data lines I'm afraid":END
90 CALL &100
100 DATA 3e,16,21,70,01,11,70,02
110 DATA cd,a1,bc,3e,c3,21,20,01
120 DATA 32,30,00,22,31,00,3e,9c
130 DATA 32,a5,02,3e,6b,c3,ef,01
140 DATA 3e,21,32,a5,02,3e,c9,32
150 DATA 98,8f,c3,a5,02,4a
160 DATA 3814
```

Gothik

There's plenty to be going on with in this excellent cheat for the mysterious world of Gothik. Read through the routine to find out exactly

what's available, type in the program, except the bits you don't want, save it, run it, insert rewind game tape and get moving.

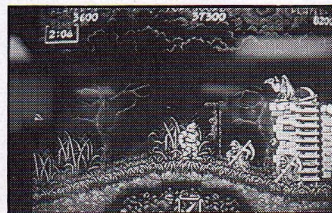
```
1 ' Gothik cheats (tape)
2 ' By John "Hacman" Girvin
3
40 MEMORY &3DFF:MODE 1:PEN 1
20 INK 0,0:INK 1,24:BOARDER 0
30 INPUT"Number of cantrips ";nc
40 IF nc<0 OR nc>5 THEN 30
50 addr=&BE00
60 READ byte$
70 IF byte$="gothik" THEN 120
80 IF byte$="**" THEN POKE addr,2↑nc-1
   :GOTO 100
90 POKE addr,VAL("%"+byte$)
100 addr=addr+1
110 GOTO 60
120 LOAD"!gothik1":CALL &BE20
130 '
140 ' *** DATA STARTS HERE ***
150 '
160 DATA c5,e5,f5,06,f6,ed,78,fe
170 DATA 00,28,06,f1,e1,c1,c3,ff
180 DATA ff,f3,2a,0f,be,22,39,00
190 DATA 21,34,be,22,92,01,18,eb
200 DATA cd,4c,3f,2a,39,00,22,0f
```

```
210 DATA be,f3,21,00,be,22,39,00
220 DATA fb,c3,00,3e,21,42,be,11
230 DATA 3d,81,01,1c,00,ed,b0,c3
240 DATA a8,61,3e,80,00,00,00,00
250 '
260 ' *** CHEAT DATA ***
270 '
280 ' Maximum treasure
290 DATA 32,6e,8e
300 ' Infinite energy
310 DATA 32,6f,8e
320 ' Infinite magic power
330 DATA 32,70,8e
340 ' Infinite arrows
350 DATA 32,71,8e
360 ' Infinite firestorms
370 DATA 32,72,8e
380 '
390 ' *** DO NOT CHANGE ***
400 '
410 DATA 3e,**,32,6d,8e,c9,4a,4f
420 DATA 48,4e,20,47,49,52,56,49
430 DATA 4e,20,21,00,00,00,00,00
440 DATA gothik
```

Ghosts 'n' Goblins

Infinite lives will surely help you out on this arcade smash, which is incredibly playable but a trifle difficult. Just rewind the tape, then type in and run this routine.

```
5 REM GHOSTS & GOBLINS INFINITE LIVES
10 MEMORY &12FF:MODE 0:BOARDER 0
20 FOR i=0 to 15:READ c:INK i:c:NEXT
30 LOAD "!p":LOAD "!code",&1800
40 POKE &509B,0:POKE &509C,0:POKE &509D,
   0:POKE &509E,&18
50 CALL &5000
60 DATA 26,13,0,15,24,6,16,2,14,1,3,11,1
   0,9,18,25
```



Hopping Mad

Three quickies here, the first giving you infinite lives on Elite's bouncy, bouncy, fun, fun, fun epic. Follow the instructions and get hopping.

```
1 'Infinite Lives for
2 'Elite's Hopping Mad tape
3 '(c)1988 Justin for ACU
4 '
10 MODE 1:OPENOUT "d":MEMORY 1234
20 tot=0
30 FOR n=&80 TO &8F
40 READ a$:a=VAL("&"a$)
50 POKE n,a:tot=tot+a
60 NEXT n
70 IF tot<>1433 THEN PRINT"Whoops, there's an error in the data.":END
80 PRINT"Insert rewind Hopping Mad tape"
90 LOAD "elite":CALL &80
100 DATA 21,89,00,22,d0,0f,c3,a0
110 DATA 0f,af,32,55,43,c3,00,40
120 DATA 4a,55,53,54,49,4e
```

Impact

Plenty to see in this helpful Impact cheat, read through it and see what you need to make a great game even better.

```
1 Impact pokes
2 By Matt Cawley
3
10 MEMORY &3800:LOAD"usrint",&92AE
20 addr=&BE10
30 READ byte$:IF byte$="impact"THEN 70
```

```
40 byte=VAL("&"byte$)
50 POKE addr,byte
60 addr=addr+1:GOTO 30
70 CALL &BE10
100 *** Leave this ***
110 DATA 3e,c3,32,20,93
120 DATA 21,37,bd,22,21
130 DATA 93,cd,ae,92
140 infinite lives
150 DATA 3e,c3,32,95,6f
160 ' kill starscape
170 DATA 3e,c3,32,95,6f
180 whacky screens
190 DATA 3e,00,32,f8,0d
200 shaky
210 DATA 3e,00,32,e5,0d
220 ' weird score
230 DATA 3e,4d,32,79,6b
240 ' fast game - speed is
250 different on each screen
260 DATA 3e,c9,32,7a,77
270 no sound
280 DATA 3e,c9,32,46,00
290 *** Leave this ***
330 DATA cd,23,93,impact
```

Ikari Warriors

Something a little different here for the disc version of this combat shooty. It turns your grenades into flame throwers. Very picturesque indeed.

```
1 ' IKARI WARRIORS disc
2 ' Flame throwers by John Gimber
3 '
100 MODE 0
110 MEMORY 4799
120 FOR i=0 TO 15:READ a:INK i,a:NEXT
130 LOAD"screen.bin"
140 LOAD"warriors"
150 POKE 26900,0
160 POKE 26901,0
170 POKE 26902,0
180 POKE 27546,0
190 POKE 27547,0
200 POKE 27548,0
210 POKE 27426,0
220 POKE 27427,0
230 POKE 27428,0
240 CALL 65488
250 DATA 13,6,3,15,16,0,1,2,14
260 DATA 26,24,9,12,21,22,19
```

Ninja Massacre

Passwords a-plenty should help you see off the oriental baddies of Code Masters' Ninja bash. Try them, they work.



Level	Password
5	RAIN
10	YEAR
15	ROCK
20	PINK
25	STAG
30	HULL
35	BEER
40	WARD

```
1 ' NOMAD disc
2 ' Infinite Lives by Adam Todd
3 '
10 MEMORY &203F:a=&F5
20 READ b$:IF b$="end"THEN 40
30 POKE a,VAL("&"&b$):a=a+1:GOTO 20
40 LOAD"nomload",&2040
50 CALL &FC
60 DATA af,32,3a,22,c3,dc,3a,21,f5,00
70 DATA 22,7d,20,21,40,20,11,40,00,01
80 DATA b3,00,ed,b0,c3,40,00
```

Nomad

Infinite lives time again, this time for Ocean's marvellous underground arcade adventure. The hex adds up to 2321, but don't forget to put the game disc in the drive before running the poke.



Robocop

There must have been loads of hackeroos around for this little beauty last year, but this one, for the cassette format, will give you infinite energy, cleverly wheeled around the speedlock loader. There are also a couple of Multiface numbers at the start for owners of those majic machines. Type it in, run it, insert the Robocop tape and get gunning.



```
10 ' Robocop poke - tape
20 ' by Andrew Price
30 ' Invulnerability
40 ' Multiface:
50 ' 3EF2,&C9 - immunity
60 ' 6F61,0 and
70 ' 6F74,0 - stop clock
80 DATA 21,17,BD,22,43
90 DATA BE,11,16,BD,3E
100 DATA C3,12,13,3E,18
110 DATA 12,13,3E,BE,12
120 DATA A7,C3,A5,99,D5
130 DATA 11,24,BE,ED,53
140 DATA 4F,A6,D1,C3,08
150 DATA A6,DD,21,B9,A8
160 DATA 11,AB,00,CD,48
170 DATA A8,D5,11,3A,BE
180 DATA ED,53,62,A9,D1
190 DATA C3,E3,A8,3E,C9
200 DATA 32,F2,3E,C3,66
210 DATA 3F,CF,00,00,00
220 DATA A.P
```

```
230 '
240 MODE 1:chk=0:MEMORY &98FF
250 FOR ad=&BE00 TO &BE44
260 READ a$:f=VAL("&" + a$)
270 IF a$="A.P" THEN 290
280 chk=chk+f:POKE ad,f:NEXT
290 IF chk<>&1F52 THEN 320
300 PRINT "INSERT ROBOCOP"
310 LOAD "ROBOCOP":CALL &BE00
320 PRINT "Data error!!!!"
```

Sabre Wulf

Another quickie to help you out if you're having problems with this golden oldie. Go through the routine and take the battle to the baddies.

```
10 REM Infinite Lives for Sabre-Wulf by
S. C. Russell 1986
15 MODE 1:BORDER 0:INK 0,0:INK 1,9:INK 2
,24:INK 3,6
20 MEMORY 4863:LOAD"!SABPIC",4864:CALL 4
864:LOAD"! ",4864
30 FOR S=0 TO 3:INK S,0:NEXT:LOAD"! ",&C0
00:POKE &DD60,0:CALL &C000
```

Savage

This one should tear Savage wide apart and help you get revenge for all the times it's proved too much of a match for your shooting prowess. Infinite lives, invulnerability,



monster destruction, it's all there for your perusal. What a masterpiece of hackery-pokery.

```
1 'SAVAGE hacks (all levels)↵
2 'By John Girvin
3 'May 1989
4 '
10 MEMORY &9FFF:LOAD "!",&A000
20 POKE '41186,32:POKE 41187,161
30 lev=PEEK(&A0ED)-48:addr=&A120
40 ON lev GOSUB 60,70,80
50 RESTORE 430:GOSUB 90:CALL &A000
60 RESTORE 130:GOSUB 90:RETURN
70 RESTORE 240:GOSUB 90:RETURN
80 RESTORE 340:GOSUB 90:RETURN
90 READ byte$
100 IF byte$="SAVAGE" THEN RETURN
110 POKE addr,VAL("&" + byte$)
120 addr=addr+1:GOTO 90
```

```
130 '
140 '*** LEVEL 1 CHEATS ***
150 '
160 'Infinite lives
170 DATA 3e,18,32,ce,03
180 'Invulnerable to small monsters
190 DATA af,32,18,08
200 'Remove small monsters
210 DATA 3e,c9,32,61,fe
220 '*** LEAVE 230 IN ***
230 DATA SAVAGE
240 '
250 '*** LEVEL 2 CHEATS ***
260 '
270 'Infinite lives
280 DATA af,32,63,0d,3e,c3,32,67
290 DATA 0d
300 'Invulnerability
310 DATA 3e,c3,32,3a,0d
320 '*** LEAVE 330 IN ***
330 DATA SAVAGE
340 '
350 '*** LEVEL 3 CHEATS ***
360 '
370 'Infinite lives
380 DATA 3e,a7,32,2a,e7,3e,c3,32
390 DATA 2e,e7
400 '*** LEAVE 410 IN ***
410 DATA SAVAGE
420 '
430 '*** LEAVE 440 IN ***
440 DATA c3,00,01,SAVAGE
```

Spindizzy

For the ultimate Spindizzy experience, type in this little lot. It'll start anywhere on

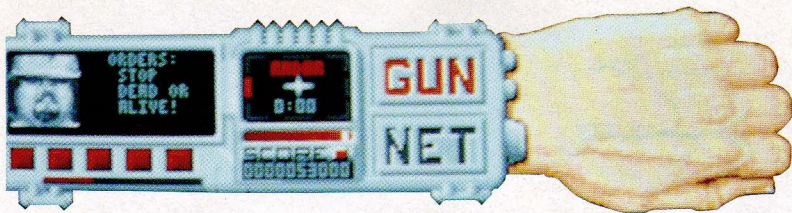
the map and it even prints out the location as a beautiful shaded screen dump on Epson compatible printers. The data can be in upper or lower case and, if all goes well, you should be invited to insert your fully rewound Spindizzy tape. If you want to

start at the beginning, hit Return in response to the silly questions, otherwise, enter some coordinates.

If you haven't got an Epson compatible, the escape sequences are in line 420. The sequence 1B2A060001 is the bit that yells, "print 256

lots of 8 dots at 720 dots/line" and the 0D1B4A0C does a carriage return with 12/1216" line feed. If you fiddle with the code, you'll have to change or ignore the checksums, of course, but that's what hacking's all about, right? *

```
10  ----- Program to print out Spindi          IDS(x$,i,2))
    zzy locations -----                    180  POKE add,x%:add=add+1:z=z+x%:NEXT
20  '                                          190  READ tot,x%:IF tot<>z THEN 240
30  MODE 2:PRINT"Input start location        200  WEND
    "                                          210  '
40  INPUT " X (Hex value in the range        220  CALL &C000
    [09,2F]) = ";x$                          230  '
50  IF x$="" THEN x$="0"                      240  MODE 1:INK 0,6:INK 1,18:BORDER 15
60  INPUT " Y (Hex value in the range        250  PRINT:PRINT"DATA ERROR -- TOT="+C
    [01,26]) = ";y$                          HRS(?):tot:PRINT:END
70  IF y$="" THEN y$="0"                      260  '
80  x%=VAL("&"+x$)+&28:y%=VAL("&"+y$)+      270  DATA 3EFFCD6BBC21400011C0B03E6ACD
    &28                                         A1BC,2021
90  POKE &BF00,y%:POKE &BF01,x%            280  DATA 213FC0117C8701B300EDB021F2C0
100 '                                          116B,1748
110 PRINT:PRINT"Press PLAY then any k      290  DATA 8C010500EDB021F7C011708D0104
    ey: ";                                       00ED,1543
120 WHILE INKEY$="" :WEND                    300  DATA B021FBC011F397012500EDB0C320
130 '                                          C121,1967
140 MODE 1:FOR i=0 TO 3:INK i,0:NEXT:        310  DATA 8F01E5AF322D883EFF21708C3600
    BORDER 0,26:SPEED INK 1,1                 233D,1531
150 '                                          320  DATA FFFF20F8E106043E08322E88C511
160 add=&C000:READ x$:WHILE x$<>"END"        8000,1668
    :z=0                                         330  DATA 3EFFDD21708CF5D5E5CDF0BBE601
170 FOR i=1 TO 31 STEP 2:x%=VAL("&"+M        280E,2427
340 DATA 3A2E88DDb600DD77003E01322D88
    DD23,1533
350 DATA E1D11313F13DFEFFF20DC3A2E88CB
    1F32,2059
360 DATA 2E882B2BC110C5010901E5216B8C
    CDFE,1653
370 DATA 87E13EFFBC209B2125883A7899CD
    0988,1939
380 DATA 233A7999CD0988212588010800CD
    FE87,1526
390 DATA C97ECD2BBD230B78B120F6C9D628
    F51F,2116
400 DATA 1F1F1FCD1888F1CD1888C9E60FC6
    30FE,2010
410 DATA 3A3802C6077723C90000230000A
    0A0D,0754
420 DATA 00001B2A0600010D1B4A0CCD17A2
    CD60,0893
430 DATA 94CD7C87DD2A2098DD5E001600DD
    19DD,1863
440 DATA 222098DD5E01DD5602ED537899C3
    2597,1819
450 DATA ED5B00BFCDA963807113F40DD21
    0008,1513
460 DATA ED537899DD222098C30080000000
    0000,1403,END
```



Technocop

Watch out for another all-round hacking blast with this one on Gremlin's Technobash. Choose from infinite time, nukes, damage proof VMAX and/or infinite lives. You can also have some everlasting versions of the dual-stage turbocharger, hydraulic sidearms and the high power missile launcher. The bad guys won't know what's hit 'em. Save this to a separate disc, load it, put the game in the drive and type RUN. Go get 'em.

```

1 'TECHNOCOP hacks (disc)
2 'by John Girvin
3 'September 1989
4 '
10 MODE 1:CALL &BC02:MEMORY &4D6C
20 stat=2
30 bits=128:a$="turbocharger":GOSUB 150
40 bits=1:a$="missile launcher":GOSUB 150
50 bits=16:a$="hydraulic rams":GOSUB 150
60 CLS
70 RESTORE:addr=&6000
80 READ byte$
90 IF byte$="TECHNOCOP" THEN GOTO 130
100 IF byte$="?" THEN POKE addr,stat:GOTO 120
110 POKE addr,VAL("&"&byte$)
120 addr=addr+1:GOTO 80
130 LOAD "disk.bin"
140 CALL &6000
150 PRINT "Constant ";a$;" (Y/N) ? ";
160 ky$=UPPER$(INKEY$)
170 IF ky$<>"Y" AND ky$<>"N" THEN 160
180 IF ky$="Y" THEN stat=stat OR bits
190 PRINT ky$:RETURN
200 /
210 '*** LEAVE 230-1110 IN ***
220 /
230 DATA 21,08,60,0e,ff,c3,16,bd
240 DATA cd,0d,bd,22,34,00,ed,53
250 DATA 36,00,f3,2a,17,bd,22,38
260 DATA 00,01,fc,07,21,95,4d,16
270 DATA 61,ed,56,3e,1c,ed,4f,7e
280 DATA aa,57,77,23,0b,78,b1,20
290 DATA f6,fd,21,3b,60,11,e1,07
300 DATA 21,b0,4d,ed,5f,ae,fd,ae

```

```

310 DATA 05,77,23,1b,7a,b3,20,00
320 DATA 28,02,fd,e9,01,d0,07,21
330 DATA c1,4d,37,7e,ce,5b,77,23
340 DATA 0b,78,b1,20,f6,31,8f,55
350 DATA 21,dc,03,ed,5f,4f,d1,7a
360 DATA a9,53,5f,d5,3b,3b,2b,7d
370 DATA b4,c2,63,60,21,fc,4d,31
380 DATA df,4d,11,95,07,d9,21,8b
390 DATA 60,e5,e1,21,e6,4d,01,08
400 DATA 00,09,d9,ed,5f,aa,ae,ab
410 DATA 77,3b,3b,1b,23,eb,7d,eb
420 DATA b2,c0,21,09,4e,01,88,07
430 DATA 0b,35,78,23,b1,20,f9,01
440 DATA 78,07,21,19,4e,7e,c6,4f
450 DATA 77,23,0b,78,b1,20,f6,01
460 DATA 5c,07,fd,21,35,4e,21,4d
470 DATA 0e,ed,5f,fd,ae,00,ac,ad
480 DATA fd,77,00,0b,2b,fd,23,78
490 DATA b1,20,ee,21,42,4e,01,4f
500 DATA 07,0b,78,34,23,b1,20,f9
510 DATA fd,21,98,03,21,60,4e,11
520 DATA 47,08,06,02,ed,5f,ab,aa
530 DATA ae,77,23,05,20,f6,fd,2b
540 DATA 13,fd,7c,fd,b5,20,eb,01
550 DATA 1e,07,21,73,4e,16,43,7e
560 DATA aa,57,0b,77,78,23,b1,20
570 DATA f6,21,83,4e,01,0e,07,ed
580 DATA 5f,ae,0b,77,78,23,b1,20
590 DATA f6,01,fb,06,21,90,55,16
600 DATA 3d,7e,aa,57,77,2b,0b,78
610 DATA b1,20,f6,01,ee,06,21,a3
620 DATA 4e,cb,06,0b,78,23,b1,20
630 DATA f8,01,db,06,21,90,55,16
640 DATA 37,7e,aa,57,77,2b,0b,78
650 DATA b1,20,f6,01,cc,06,21,c5
660 DATA 4e,7e,d6,34,0b,77,78,23
670 DATA b1,20,f6,01,bb,06,21,d6
680 DATA 4e,37,7e,de,31,77,23,0b
690 DATA 78,b1,20,f6,01,a9,06,21
700 DATA e8,4e,16,2e,7e,aa,57,0b
710 DATA 77,78,23,b1,20,f6,01,8a
720 DATA 06,21,07,4f,11,a8,61,d9
730 DATA 21,93,61,d9,ed,5f,ae,ab
740 DATA aa,a9,a8,13,77,0b,79,23
750 DATA b0,28,02,d9,e9,21,17,4f
760 DATA 01,7a,06,7e,ed,44,77,23

```

```

770 DATA 0b,78,b1,20,f6,01,6c,06
780 DATA 21,25,4f,cb,0e,0b,78,23
790 DATA b1,20,f8,d9,21,37,4f,11
800 DATA 5a,06,ed,5f,ae,77,1b,7a
810 DATA b3,23,c2,ca,61,01,47,06
820 DATA 21,90,55,16,1f,7e,aa,57
830 DATA 77,2b,0b,78,b1,20,f6,01
840 DATA 36,06,21,90,55,37,7e,de
850 DATA 1c,77,2b,0b,78,b1,20,f6
860 DATA 01,27,06,21,6a,4f,7e,ac
870 DATA ad,77,23,0b,78,b1,20,f6
880 DATA 31,8f,55,21,07,03,ed,5f
890 DATA 4f,d1,7b,a9,5a,57,d5,3b
900 DATA 3b,2b,7d,b4,c2,0e,62,21
910 DATA 91,4f,01,00,06,ed,5f,ae
920 DATA 0b,77,78,23,b1,20,f6,21
930 DATA a0,4f,01,f1,05,7e,2f,77
940 DATA 23,0b,78,b1,20,f7,31,b5
950 DATA 4f,21,ed,02,ed,5f,4f,d1
960 DATA 7b,a9,5a,57,d5,c1,2b,7d
970 DATA b4,c2,44,62,01,c9,05,21
980 DATA c8,4f,16,0a,7e,aa,57,0b
990 DATA 77,78,23,b1,20,f6,21,d8
1000 DATA 4f,01,b9,05,ed,5f,ae,0b
1010 DATA 77,78,23,b1,20,f6,01,a7
1020 DATA 05,21,90,55,37,7e,ce,04
1030 DATA 77,2b,0b,78,b1,20,f6,31
1040 DATA fe,4f,21,c9,02,ed,5f,4f
1050 DATA d1,7a,a9,53,5f,d5,c1,2b
1060 DATA 7d,b4,c2,8d,62,21,80,be
1070 DATA 22,81,52,af,32,76,50,32
1080 DATA 82,50,21,be,62,11,80,be
1090 DATA 01,23,00,ed,b0,c3,5a,50
1100 DATA a4,48,4c,46,09,89,3e,77
1110 DATA 32,8f,8d
1120 'Infinite time
1130 DATA 3e,c9,32,06,78
1140 'Infinite NUKEMS
1150 DATA 21,a7,00,22,10,8f
1160 'Infinite lives
1170 DATA af,21,00,c3,32,81,90,22
1180 DATA 9f,90
1190 'No damage to VMAX
1200 DATA 21,a7,18,22,bc,77
1210 '*** LEAVE 1220 IN ***
1220 DATA c3,00,5e,TECHNOCOP

```

Xevious

Poke first, talk later, eh? This one will give both you and the other guy you conned into giving you a challenge infinite lives. Rewind the tape to the start and run the routine. This should make it a little more tricky to sort out winners from losers.

```

10 MODE 1:MEMORY 12345
20 LOAD ""
30 tot=0
40 FOR n=&A700 TO &A748
50 READ a$:a=VAL("&"+a$)
60 POKE n,a:tot=tot+a
70 NEXT n
80 IF tot<>7380 THEN PRINT"this Devious
   Xevious poke has an error in the dat
   a.":END
90 CALL &A734
100 DATA dd,21,00,bf,11,4f,00,cd
110 DATA 4e,bc,21,c3,1a,11,a7,af
120 DATA 22,1b,bf,ed,53,1d,bf,c3
130 DATA 00,bf,21,00,00,22,ec,04
140 DATA 22,ed,04,c3,1e,bf,3e,a8
150 DATA 21,67,fc,32,00,02,22,01
160 DATA 02,f3,f1,c9,3e,c3,21,26
170 DATA a7,3c,e2,39,22,e3,39,21
180 DATA ff,ab,11,40,00,c3,af,39
190 DATA 4a

```

```

1 ' Tetris hack
2 ' By Peter Dalton
3 '
10 x=0
20 FOR n=&9100 TO &9176
30 READ a$:POKE n,VAL("&"+a$)
40 x+=VAL("&"+a$):NEXT
50 IF x<>8333 THEN PRINT"Error in code
   "-STOP
60 CALL &9100
70 '
100 DATA 06,00,21,00,40,11,00,40,cd,77
110 DATA bc,21,7f,41,36,8f,21,cc,41,36
120 DATA b3,21,ec,41,36,e3,06,14,21,60
130 DATA 40,36,00,23,10,fb,21,ed,28,36
140 DATA c9,cd,05,40,06,23,21,8f,41,36
150 DATA 00,23,10,fb,06,06,21,42,43,36
160 DATA 00,23,10,fb,06,16,21,0b,43,36
170 DATA 00,23,10,fb,06,04,21,0b,44,36
180 DATA 00,23,10,fb,21,56,43,36,c1,23
190 DATA 36,00,23,36,00,cd,ed,41,06,07
200 DATA 21,43,1f,36,1a,23,10,fb,21,13
210 DATA 19,36,c6,23,36,01,cd,00,10

```

Tetris

Green screen monitor owners rejoice, this little poke-ykins will let you get on with your beloved Tetris in the comfort of your own homes. You can also fiddle it so that your level doesn't get wound up every so often. Very handy indeed.

Multiface Magic

Multiface II owners should enjoy getting their fingers around this little lot. For all of those who are still unsure about working this wondrous machine, follow these simple instructions:

Load your game with the multiface II plugged in the back, then hit the BIG RED BUTTON, T for Toolkit, H for hex, SPACE to clear the address, and then the poke numbers with a comma in them. Hit return, ESC and R.Bingo. For example, if you want to get into Renegade, type BIG RED BUTTON, T, H, SPACE, 0A48A7, Return, ESC, R and that should get you infinite lives.

Right, take your time, sit back, relax, pick out your favourite games from the following lists and play away to your heart's content.



Game	Effect	Addr	Poke
Head Over Heels	<i>infinite lives pt1</i>	26BF	18
	<i>infinite lives pt2</i>	2568	C3
	<i>infinite doughnuts</i>	2632	18
720	<i>infinite power</i>	4147	75
	<i>infinite lives</i>	8027	00
OutRun (Sega)	<i>infinite time</i>	2253	00
Space Harrier	<i>invulnerability</i>	0D33	C9
Joe Blade	<i>infinite ammo</i>	105D	00
	<i>infinite uniform</i>	1490	00
	<i>infinite keys</i>	1284	00
Bubble Bobble	<i>infinite lives...</i>	6D26	00
	<i>...for both players</i>	6D87	00
Batman	<i>infinite lives</i>	1C90	00

Kokotoni Wilf
 &594B &56 When you touch a
 &416E 0 baddie, you get
 &4176 0 a jewel.
 &591D 0
 &552E 3E
 &552F 6

Eagle's Nest &1790 0 Infinite ammo

Game Over &1F7C Infinite lives
 &46E 0 Infinite grenades

Shockway Rider &7D8E 0 Go to next
 level when hit by baddie

SAS Combat Sim &44AD 0 Rapid fire
 &49AA 0 No enemies on end of level 1
 &3286 &FF Lots of lives
 &238B &FF Lots of grenades

Sidearms &686 &FF Lots of lives

Street Fighter &944C 0 9999 time
 limit

Bionic Commando &EFB &FF Lots of
 lives

Paperboy &BE81 &FF Lots of lives

Batty &4518 0 Infinite lives

Multiface two cheat sheet

Game	Effect	Addr	Poke
ZTB	<i>no badstars</i>	A282	C9
Ghost Hunters	<i>xx = start room</i>	61CA	xx
Freddy Hardest	<i>infinite lives pt1</i>	6675	A7
	<i>infinite lives pt2</i>	8AFA	A7
Starglider	<i>rear view screen</i>	F60E	01
	<i>infinite missiles</i>	6504	00
	<i>infinite proton missiles pt1</i>	F610	01
	<i>infinite proton missiles pt2</i>	64F3	18
	<i>infinite proton missiles pt3</i>	64F4	07
	<i>indestructibility pt1</i>	98C8	00
	<i>indestructibility pt2</i>	98C9	00
	<i>indestructibility pt3</i>	98CA	00
	<i>inductive energy pod pt1</i>	F60F	01
	<i>inductive energy pod pt2</i>	190F	18
	<i>infinite lasers pt1</i>	6336	C3
	<i>infinite lasers pt2</i>	6334	71
Space Harrier	<i>infinite lives</i>	0D74	00
	<i>no collision detection</i>	0D33	C9
	<i>no trees (no dogs neither)</i>	0F64	C9
	<i>aliens don't fire</i>	10FC	C9
	<i>rapid firing</i>	128F	00
Stormbringer	<i>xx = start room (0-34)</i>	16C7	xx

POKE GAME AND EFFECT

B6A6,C9	Monty on The Run has no collision detection.
9BE3,C9	Monty on The Run has no crushers.
9CBC,00	Monty on The Run infinite lives.
1526,A7	Gryzor infinite lives.
0A48,A7	Renegade infinite lives.

042C,0A	Combat School slow timer.
A0C7,C9	ZTB invulnerability.
A853,C9	Spindizzy infinite time.
61CF,C9	Ghost Hunters infinite macho energy.
4551,C9	Druid infinite energy.
5749,00	Antirad gives you gavity boots.
64F4,00	Antirad gives you pulsar beam.

5BBE,B7	Antirad invulnerability.
A92B,C3	Wizball invulnerability for Wiz.
8925,01	Dizzy fast game.
751B,C9	Dizzy no collision detection.
1007,FF	Renegade 255 lives (if you need more, God help you).
5308,C9	Gyroscope invulnerability.
1F1F,C3	Bomb Jack invulnerability.
19FD,00	Bomb Jack infinite lives.
18E5,18	18 Bomb Jack II infinite lives.
AE3A,18	Fly Spy no E.N.C.T. aborts.
AB2C,18	Fly Spy can't die from bombs.
4A3F,00	Zynaps has no sprites.
6139,C9	Zynaps has increased rate of fire.
5F7E,FF	Zynaps 255 lives.

POKE GAME AND EFFECT

069D,00	Superpipeline 2, infinite lives. Needs next poke.
066C,00	Part 2 of above.
4DA3,00	Technician Ted infinite lives.
2822,00	Android 2 infinite lives.
9641,00	Mutant Monty infinite lives, needs next one.
A16A,00	Part 2 of above.
8438,XX	Moon Buggy. XX=zone no.
1DE0,00	Gauntlet infinite lives.
3483,00	Gauntlet infinite smart bombs.
1D08,00	Herbert's Dummy Run infinite lives.
297D,00	Hi Rise infinite lives.
2A7D,00	Infinite glue patches.
914A,00	Devil's Crown infinite oxygen.
917F,DO	Part 2 of above.
A103,00	Devil's Crown Infinite bullets.

8C11,00	Devil's Crown fish sod off.
6616,00	Wiggler infinite lives.
81B8,00	Part 2 of above.
16C4,C9	Dynamite Dan infinite lives.
9CB3,00	Cauldron infinite lives.
A831,C9	Spindizzy infinite time.
5395,00	Pulsator infinite lives.
5396,00	Part 2 of above.
071A,00	Revolution infinite lives.
071E,00	Part 2 of above.

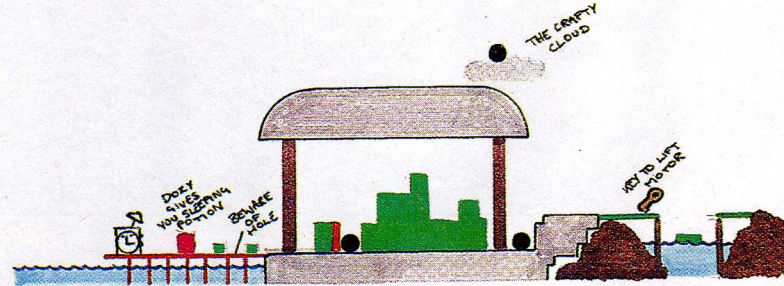
POKE GAME AND EFFECT

0939,00	Joe Blade infinite strength.
105D,00	Joe Blade infinite ammo.
7C5C,21	Dan Dare (hooray!) infinite lives part 1.
7C6B,11	Dan Dare infinite lives part 2, goes with part one above.
02F3,00	Arkanoid infinite lives player 1.
0374,00	Arkanoid infinite lives player 2.
5166,00	Destructo infinite time.
3DAA,00	Destructo indestructibility (?!).
79DA,00	Light Force infinite lives.
6BAE,00	Mission Jupiter Infinite lives on one player.
6BE2,00	Mission Jupiter Infinite lives on 2 player, player 1.
6C1E,00	Mission Jupiter Infinite lives on 2 player, player 2.
5F44,00	Mission Jupiter infinite fuel.
6154,00	Mission Jupiter infinite firepower.
2632,21	Impossible Mission infinite LIFTINIT passwords.
2634,00	Part 2 of above.
2659,21	Impossible Mission infinite SNOOZE passwords.
265B,00	Part 2 of above.

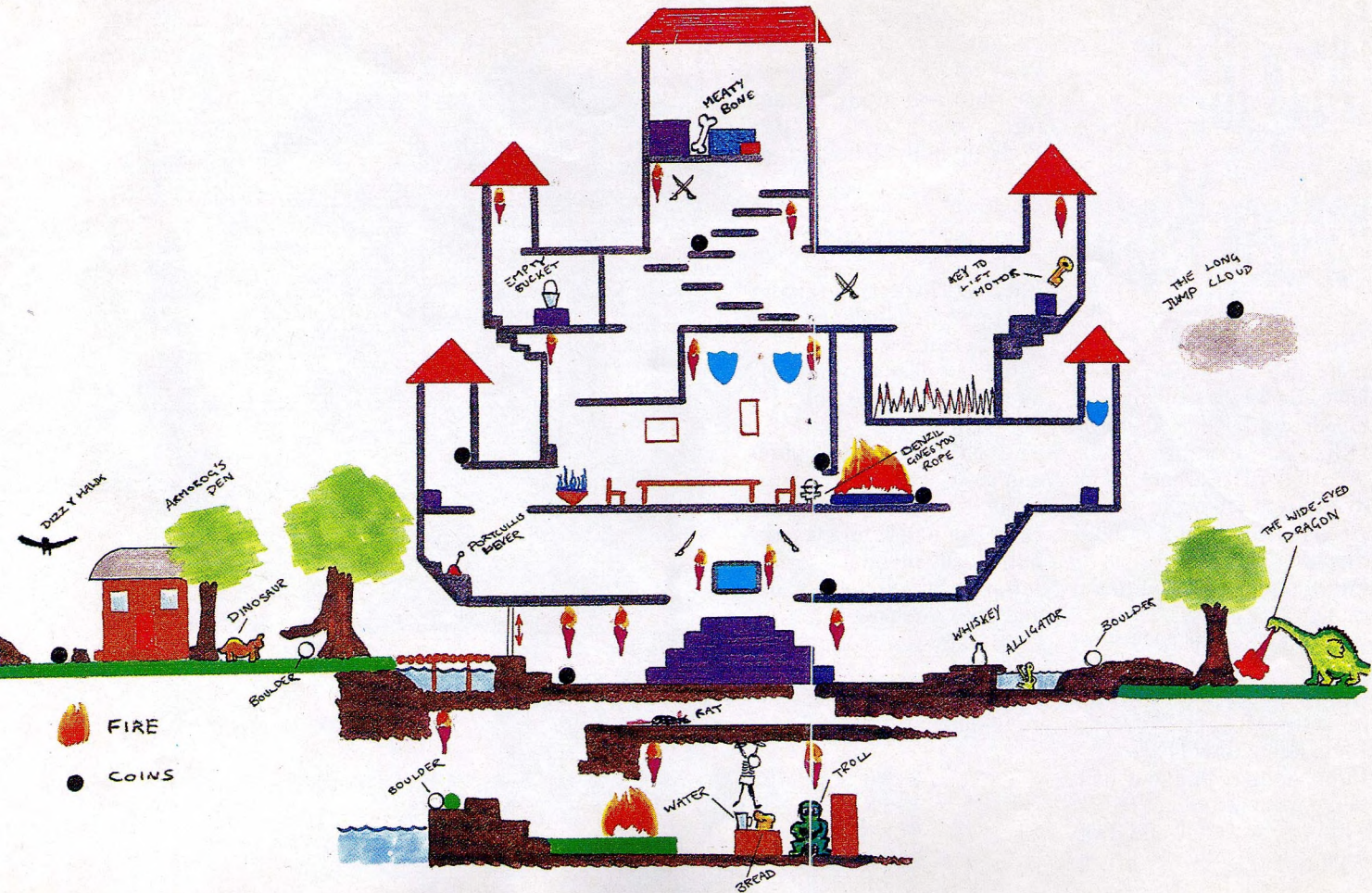
Maps

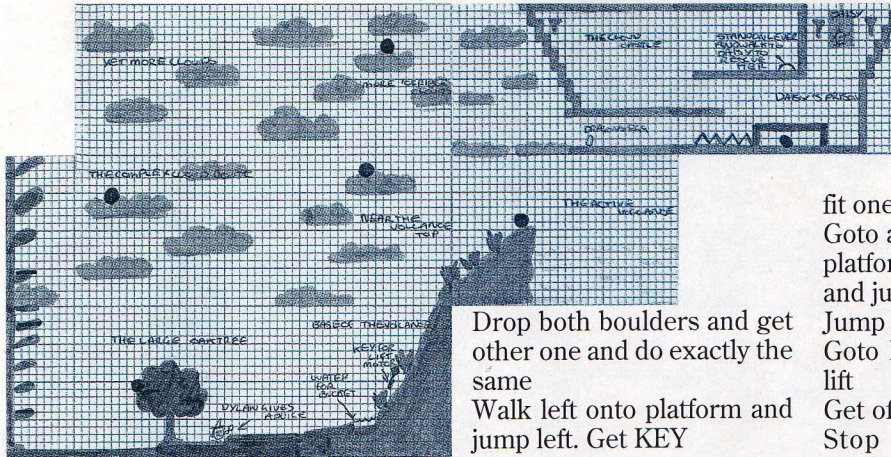
Dizzy III

At last, the completed map that will help you to rescue Daisy from the Dizzy, excuse the pun, heights of Cloud Castle. If that weren't enough, turn over the page and get a full rundown on everything you need to know about poor little Dizzy's quest. Try this little lot out and you'll soon have him jumping for joy.



Game	Address,data	What it does
Booty	54f4,0	Infinite Lives
	5a38,0	Music off
Cabel	0bla,0	Mystery poke. Can't read Carl's handwriting.
Cauldron	9cb3,0	Infinite Hags
Cereberus	6c88,0	Infinite lives
Combat School	1785,0	Super jump on level 1
Continental Circus	117e,0	Computer cars stay in lane
Dizzy 3	a063,0	Infinite lives
	0093,0	Music off
Dynamite Dux	8aae,0	Infinite energy
	8B9A,0	Infinite credits
Fruit Machine	733F,0	Infinite credits
Cryzor	1526,0	Next level on death
Glider Rider	112b,0	Infinite time
	12df,0	Infinite bombs
	1309,0	Infinite energy
	44eb,0	Disable lasers
Masters of the Universe	65a9,0	Infinite lives
	8804,0	Infinite energy
	8a9d,0	Stop clock
Mutant Fortress	0798,0	Infinite lives
Popeye	116,0	Infinite energy
Postman Pat	1923,0	Infinite lives
pro Ski Simular	98a7,0	Computer won't win
Sabre Wulf	ab34,0	No insets
Skweek	8313,0	No aliens
Star Wars	44c1,0	Infinite energy
Strider	17c8,0	Immunity
Tempest	4edc,0	Infinite lives
The Hit Squad	46b6,0	Infinite energy
Thunderbirds	6e48,0	Infinite time
Turbo Chopper Sim	7dd,0	Infinite lives
Trantor	0c34,0	Infinite fire
	0c7c,0	Infinite energy
Rick Dangerous	88c3,0	Infinite lives
	9f35,0	Infinite lives
	9f90,0	Infinite greandes
Road Runne	r023f,0	Infinite lives
Rolling Thunder	4720,0	Infinite lives
R-Type	927d,0	Skip level on death
WEC Le Mans	0c5f,0	When you hit a car, you just go into low gear





Get BOULDER and drop stone in den
 Jump onto stones again and wait. The Rhino will go in his den and stay there.
 Jump left off stones and goto to tree stump on screen to the left
 Wait until bird is above or behind you and don't stand around when you cross
 Jump on boulders and goto edge of broken bridge

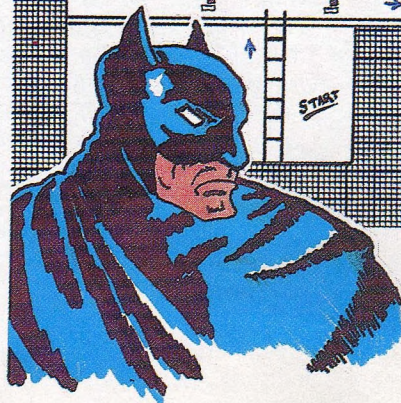
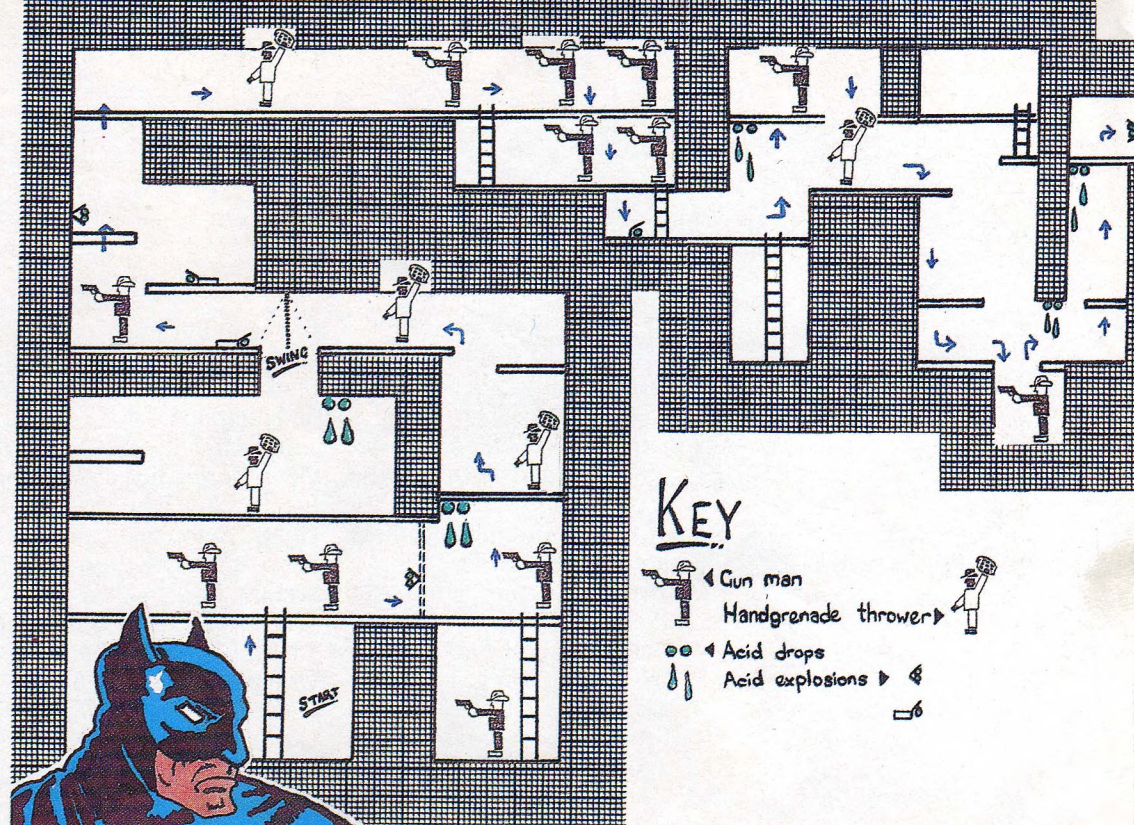
Drop both boulders and get other one and do exactly the same
 Walk left onto platform and jump left. Get KEY
 Walk left to pier, jump over hole on the way
 Talk to Dozy and get SLEEPING POTION
 GoTo Wide eyed Dragon and drop potion near his head and wait for it to drop
 Get KEY and goto well and get RED BAG
 Jump right twice and walk right. Get PYGMY COW and goto volcano to get KEY
 Goto lift hut and try all KEYS on all MOTORS. They should

fit one motor each
 Goto allotment and jump on platform in tree, Goto edge and jump left
 Jump left, left, right and left. Goto Dozy's hut and get in lift
 Get off at top and exit right. Stop at torch and jump straight up
 Walk right and get DOOR KNOCKER. Get in lift, talk to Grand Dizzy and get CROWBAR
 Go left, get PICKAXE and goto well. Drop crowbar and fall in
 Go left, wait for shopkeeper and give him cow. Get BEAN, jump over well and go left
 Jump onto roof and go right to Chapel. Jump right, right and walk left.





Get KEY, jump right, left, right and left. Goto Castle staircase and goto door.
 Drop DOOR KNOCKER and get BUCKET. Goto Volcano base and drop BUCKET in water. Get BUCKET and goto allotment
 Drop BEAN and BUCKET in Manure. Go up beanstalk to first cloud
 Jump right twice, left once and right five times.
 Jump over gap in clouds and get DRAGONS EGG. Goto lift control hut and drop down hole. Get on lift and goto Dragon's nest
 Drop egg in nest and wait for dragons head to fall. Goto middle of next room, and jump left to stones. Drop pickaxe and go and get CARPET
 Goto cloud castle and stand next to spikes and drop CARPET
 Jump right, left and goto first little brick. Jump right, stand by lever and wait for lift to come down. Goto DAISY and then get the coins.

Batman

The ultimate mapping to get you past those bad guys and up to that final confrontation with the Joker. Epic stuff.



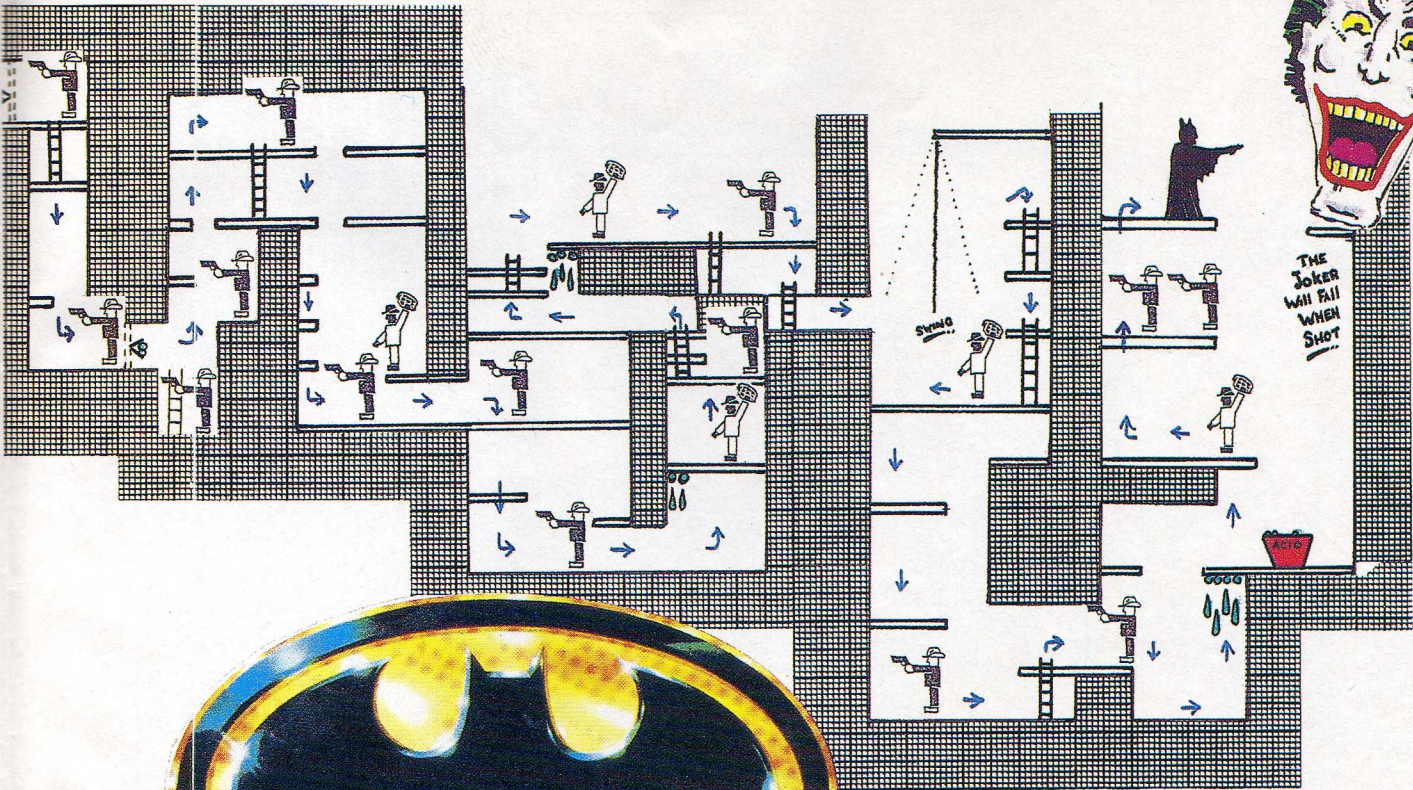
KEY

-  Gun man
-  Handgrenade thrower
-  Acid drops
-  Acid explosions

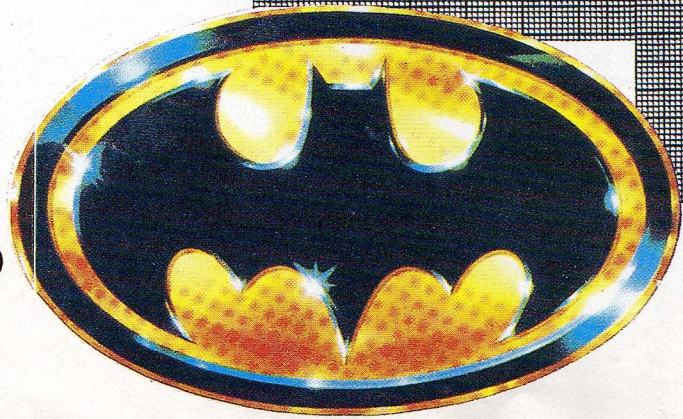
THE BATM

by Richard Ward-Davi

Paul Clalakan.



**THE
JOKER
WILL
FALL
WHEN
SHOT**

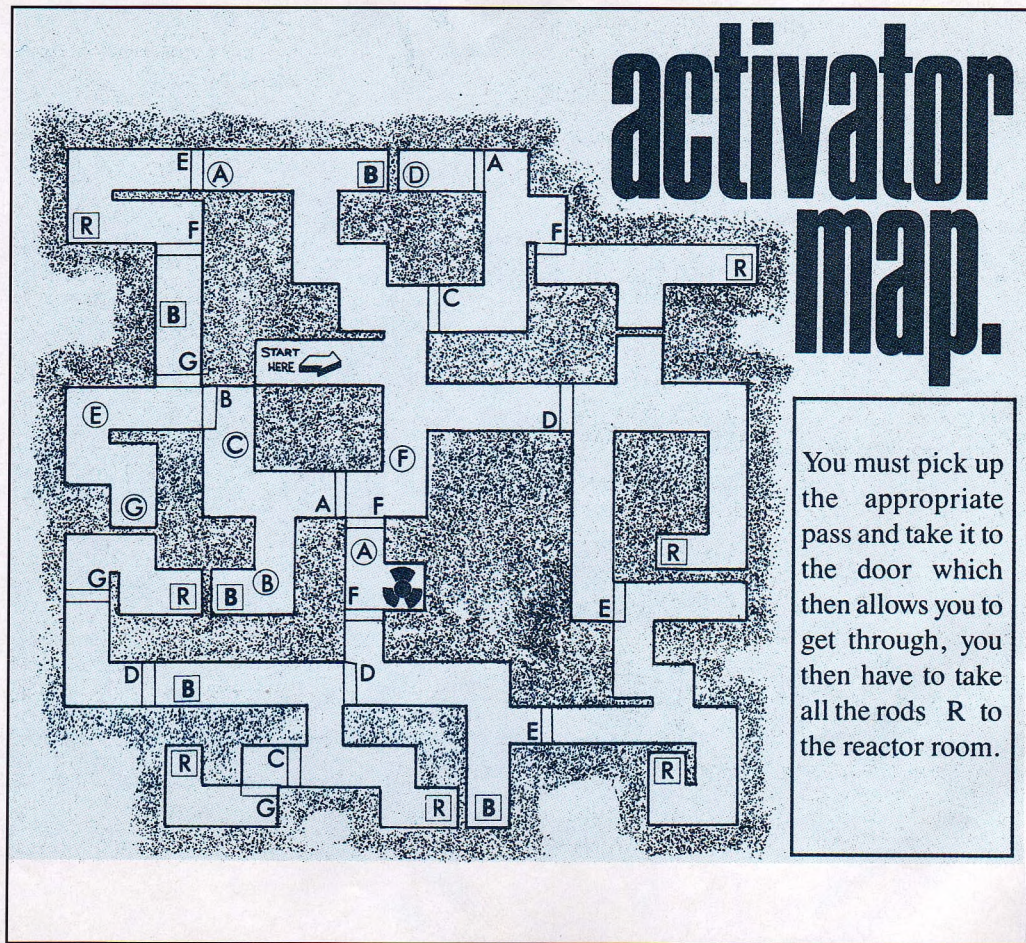


IAP
es and

Activator

All you need to see about Activator. Pick up your pass, go through the door, then pick up all of the rods, R on the map, and take them to the reactor room.

activator map.



You must pick up the appropriate pass and take it to the door which then allows you to get through, you then have to take all the rods R to the reactor room.

Kettle

Marvellous colours and all the info to get you through this little beauty. Follow the key and you're away.



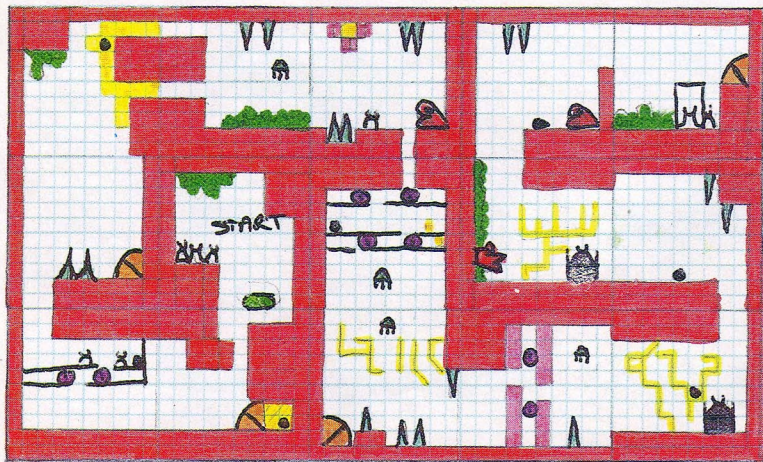
5 LEVELS OF A GAME CALLED KETTLE

= TRAP DOOR

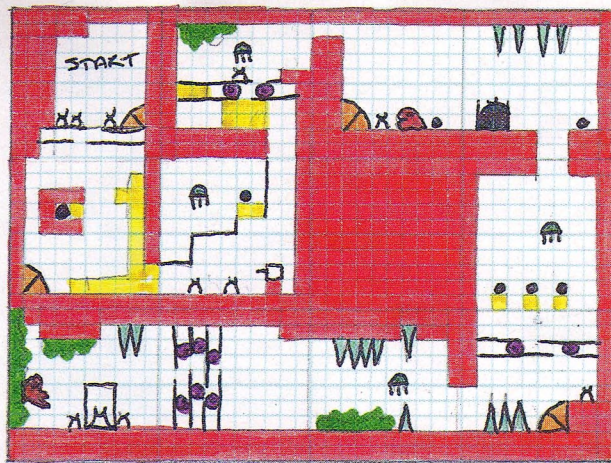
KEY FOR TRAP
DOOR INSIDE
VASE

Cybernoid II

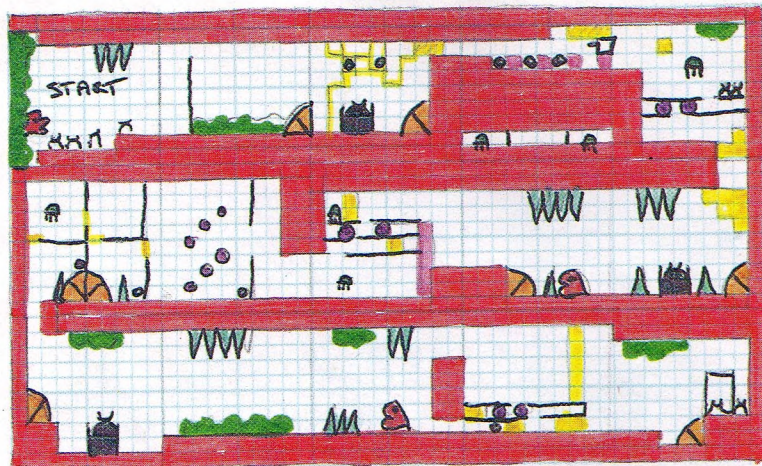
LEVEL 1



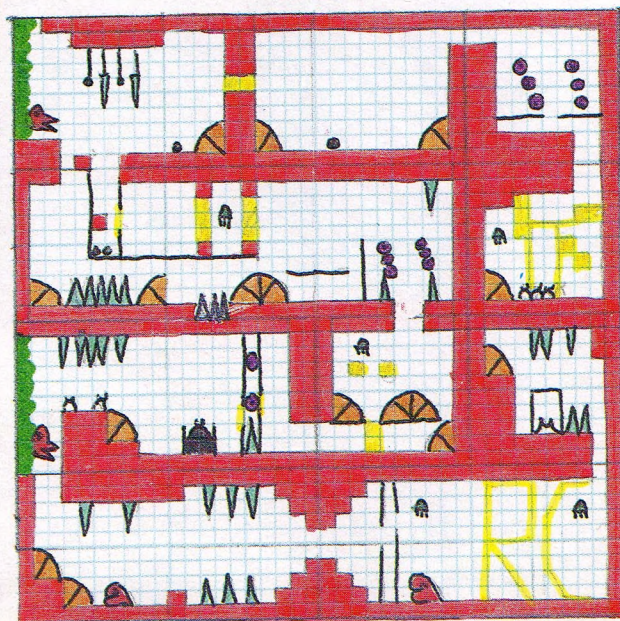
LEVEL 2



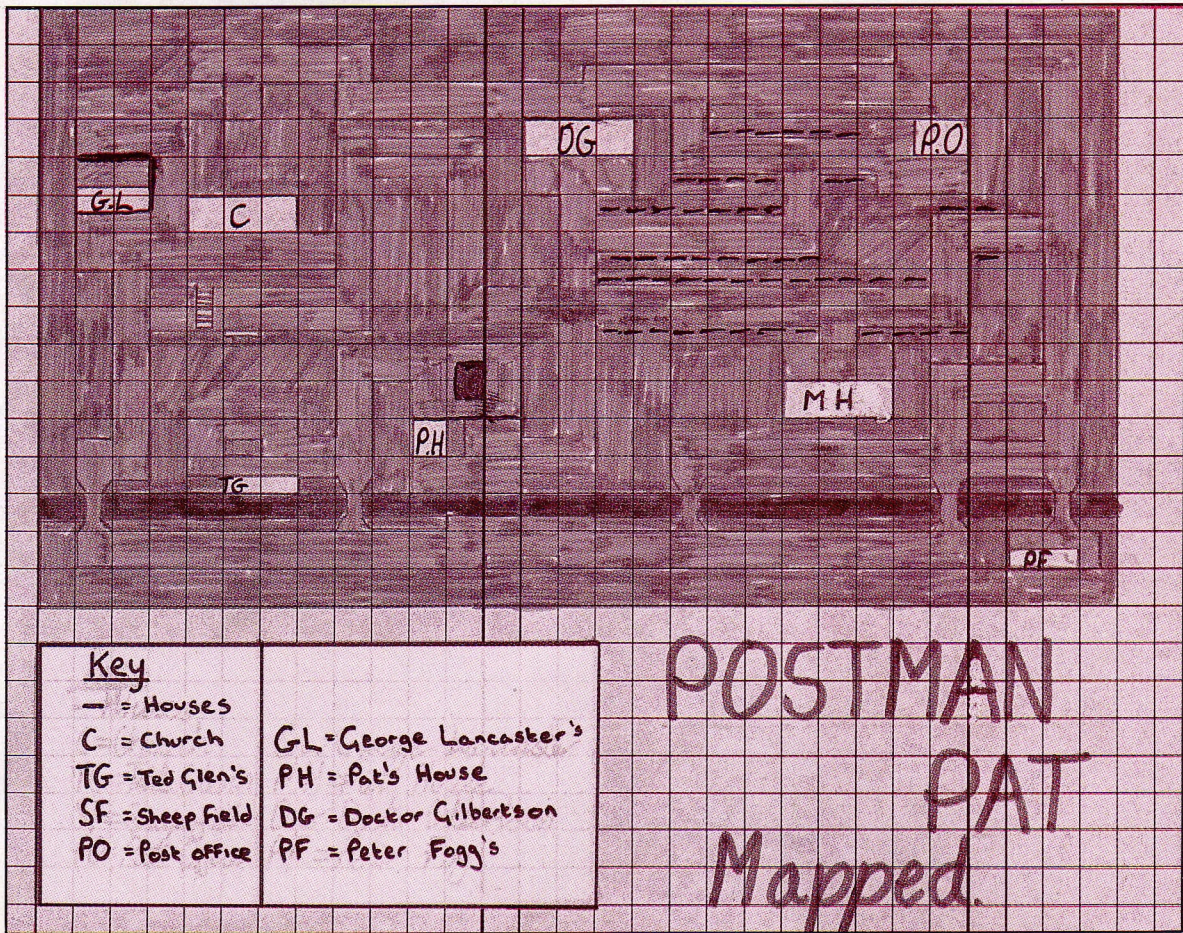
LEVEL 3



LEVEL 4



▼	- Rockets	
▲	- Gun emplacements (DS)	C = collectable
●	- Extra weapons (IC)	D = destructable
■	- Revolting thingie (SD)	S = Shoots
⊞	- Caterpillar (I)	I = indestructable
⊞	- Revolting thingie (I)	
⊞	- Wall alien (SI)	* Not all aliens are
⊞	- Floor alien (SD)	in shafts - some
⊞	- Shaft alien (I)*	float across the
⊞	- End (I)	screen.
⊞	- Shooters (SI)	
●	- Destructable walls (D)	After completing
		level four - return
		to start!



Key

- = Houses

C = Church

TG = Ted Glen's

SF = Sheep Field

PO = Post office

GL = George Lancaster's

PH = Pat's House

DG = Doctor Gilbertson

PF = Peter Fogg's

POSTMAN
PAT
Mapped.





ALEX.