

750

essential cheats

400

gamebusting pokes

16

completely crucial maps

Games that get
The Treatment:

- 1943
- 720 Degrees
- Academy
- Afterburner
- Arkanoid
- Army Moves
- Barbarian
- Bards Tale
- Bionic Commando
- BMX Simulator
- Bubble Bobble
- Crazy Cars
- Cybernoid
- Dizzy
- Dragon's Lair
- Driller
- Elite
- Flying Shark
- Forgotten Worlds
- Gauntlet
- Gunship
- Heroes of the Lance
- Nebulus
- Operation Wolf
- Outrun
- Platoon
- R-Type
- Rick Dangerous
- Robocop
- Sentinel
- Spindizzy
- Star Wars
- Starglider
- Stormlord
- Super Hang-on
- Thundercats
- Uridium
- WEC Le Mans
- Xybots
- Zynaps

...and many, many more

CHEAT MODE

THE ADVANCE

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PORES,
TIPS,
MAPS

TOP SECRET

TOP SECRET

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2. BBSHSHD
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adfor
REFERENCE 2FW2 SIZE PC

PLUS 150

previously unpublished pokes!

The Amstrad Action collection - '87, '88 '89, issues 17-50



Cheat Mode II: The Revenge!

The complete collection of Amstrad Action cheats, tips, maps and pokes

A Future Publishing Book

The Amstrad Action Complete Cheat Collection

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This book is dedicated to Phil, Graham, Mike and all the other regular contributors to the Cheat Mode section of Amstrad Action.

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Revenge!

For too long games designers have had it their own way. They've thrown all manner of tricks, traps and terrors at you, making games hard to play and impossible to finish. Now it's your chance to turn their code on its head and get revenge, with the help of the dedicated legion of Amstrad Action games players and pokesters.

Cheat Mode II – The Revenge is the accumulated knowledge from three years of intense gaming and code searching. The result is the essential guide to CPC game playing. It contains every hint, tip or cheat published since AA 17, and brings you many never seen in print before. All the big name games are here, as well as the countless minor hits that have had you screaming in frustration at your monitor. Throw in a cover tape, to save time typing, and you know at last the tide has turned. And this time you're on the winning side! Join battle armed with infinite ammunition, infinite time and of course infinite lives, and you'll discover that while cheats never prosper, they always win!

Cheat Mode is a regular section in Amstrad Action. It serves as a forum for 'cheats' and 'hackers', who've discovered methods of beating games, to exchange hints and help. Most games have received the Cheat Mode treatment in one shape or form over the years – so if you're stuck, or even worse lost that vital back issue which contained a sanity-saving poke, this could be the answer to your prayers.

There are many types of gaming help now at your finger tips. The majority are pokes – small programs run before a game's loaded to give you an edge over even the most fearsome end-of-level guardian. There are also maps, lists of passwords and playing tips to beat mazes, avoid tiresome sections or visit previously unattainable levels. Some players have even discovered the cheat codes used by programmers to check their work, and have shared this knowledge with a grateful public.

Within seconds many weird and wonderful powers will be yours. So sit back, relax and get ready – it's their turn to suffer. All those lizards, aliens, gun toting crazies, drug-pushers, ghosts, ghouls and other nasties who've terrorized you in the world of computer games had better get ready for a showdown – it's party time!

Trenton Webb

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The Cheat Mode Collection!

Green Beret

Nicholas Pavis of Rugby has done some delightful things to the disk version of the Imagine stab-em-up. Just type in the poke and run it.

When prompted for a number, type in one of these combinations followed by pressing the enter key. Type them as shown, with the comma separating the two parts.

0A,F1 No sound
 BD,19 Charlie Chaplin-style movement
 16,F1 You are invisible
 1E,66 Send baddies to bed
 25,3B No character detection
 25,0B Fast Game
 14,34 Influence bazookas if you have them
 03,DB Start, abort and restart to move along top of screen

```
1 'Green beret disk
2 '001
10 MEMORY &3000
20 Load "beret.bin",&3ECE
30 POKE &BC5F,&CE
40 POKE &BC60,&50
50 POKE &BC61,&BF
60 INPUT"Enter the number you want";
  a$,b$
70 POKE &BF50,&21
80 POKE &BF51, VAL ("%"+b$)
90 POKE &BF52,VAL ("%"+a$)
100 POKE &BF53,&36
110 If B$="34"THEN t=0 ELSE t=&C9
120 POKE &BF54,t
130 POKE &BF55,&C9
140 CALL $3ECE
```

Tony Hoyle of St Annes also has been in on the act. The poke makes you invulnerable to attack and gives infinite flamethrowers, rocket-launchers and grenade launchers. To use the poke type it in and run. If File not found appears, turn the disk over and try again.

```
1 ' Green Beret - disk
2 ' by Tony Hoyle
3 ' 002
50 MEMORY &6FFF
60 LOAD"data0.bin",&7000
```

```
70 POKE &7160,&80
80 POKE &7161,&BE
90 x=&BE80
100 READ a$
110 IF a$="XX" THEN 150
120 POKE x,VAL("&"+"a$)
130 x=x+1
140 GOTO 100
150 CALL &7000
160 DATA 3E,C9,32,3B,25
170 DATA 3E,00,32,34,14
180 DATA C3,30,02,XX
```

Herbert's Dummy Run

Phil Howard's poke for the Mikro-Gen game. Entered using Method 1, it gives infinite lives.

```
1 'Herberts Dummy Run
2 '003
10 DATA 21, OP,1d,36
15 DATA 00,c3,03,01
20 MEMORY &1FFF
30 FOR x=&BE03 TO &BEDA
40 READ a$
50 POKE x,VAL("g"+"a$)
60 NEXT
70 LOAD""
80 POKE &2030,&BE
90 CALL &2000
100 MODE 2
110 PRINT"Put trailblazer disk in
  drive A then hit a key"
114 while inkeys="" :WEND
120 x=&4001
130 IF IT=1 THEN RESTORE 180:GOSUB 170
140 IF ij =1 THEN RESTORE 190:GOSUB
  170
150 RESTORE 200:GOSUB 170
160 x=&8000:RESTORE210
165 GOSUB 170:CALL &80000
170 READ a$
175 IF a$<>"xx" THEN POKE x, VAL
  ("%"+a$) :x=x+1: GOTO 170 ELSE
  RETURN
180 DATA 21,00,40,11,20,03,01,00,01,
  ed,b0
220 DATA 21,2f,80,3e,84,77,cd,dd4,bc,
  79,32
230 DATA 31,80,22,2f,80,21,00,01,11,
  00,00
```

```
240 DATA 0e,41,df,2f,80,21,21,03,22,
  82,01
250 DATA c3,00,01,xx
```

The Trap Door

The solution to this very enjoyable game comes from Kenneth Bamford of New Ollerton. It tells you everything you need to do, but you may still find a problem or two in actually carrying out the tasks.

Can of Worms. Easy-peesy this one. Simply get the can from the room just left of the start. Then go and open the trap door and fill it with worms. Watch out for Drutt - he doesn't give you much chance to get them!

Fried Eggs. Not too hard. Get the pan from the same room as the can and take it to the room just right of the start. Drop it in front of the stairs, go back to the can room and tip up the wicker basket to reveal the bullet. Take this and put it next to the trap door. Open the trap door and let the bird out. If another creature starts to appear, close the door quickly and try again.

Once the bird is out, put the bullet on the trap door and wait for the bird to come back. As it passes over the door, open and close it very quickly, stunning the bird. Run to the pan and the bird will lay an egg - catch it. Repeat this four times and then place the pan on the small stove until it flashes, then send it up.

Eyeball Crush. It's a good idea to try to set this up before hand. It's not so hard but takes a lot of time to do. First plant the eyeball seeds in the plant pots in the far room up the stairs. Then push the vat up to the ledge in the room where it's found. Wait until the eyeballs drop off the plants and put them in the vat by dropping them from the ledge above it.

Push the vat just to the right of the trap door. Get the bottle from the room where the vat was. Place it under the pipe leading from the bottom of the vat. Let the bouncing creature with boots on out of the trap door. If the vat is in the right place the crush will be bottled: if not, see where the creature bounces and push the vat there

Boiled Slimies. Again it's a good idea to have this one ready-planned because it's the hardest and most time-consuming. Get the cauldron from the can room and push it to the same place as you put the pan for the eggs. Go to the only room downstairs and get the slimies one by one. Drop them into the cauldron by climbing the stairs and dropping them into it from above.

Let out the fire-breathing creature. Go and stand right in front of the cauldron. Wait until the creature is about to breathe fire at you and then move away. While it's spinning around, move back in front of the cauldron and repeat the action about seven times. Go to the weight and lift it to the top, then move up one step. The lift has a pressure-pad: as soon as the creature comes under it it will be destroyed. Quickly push the cauldron onto the dumb waiter and send it up.

Clearing Up. You have to be playing Superberk level to do this. When you get here, everything has to be got rid of. You can crush things under the weight or send them down the trap door. When you've finished send the lift up and a safe comes down. Push it under the weight and hey presto.

General Tip. When you open the trap door, watch out for the ghost, because it's very irritating. To get rid of it pick up a worm and walk into it.

Zub

Tip Having trouble with the teleport system? Well, Gerard Fazakerley from Liverpool has the answer.

Planet	Base Destinations		
	Left	Middle	Right
Zub 1	2	3	2
Zub 2	1	3	3
Zub 3	1	2	4
Zub 4	6	5	3
Zub 5	4	6	7
Zub 6	7	4	5
Zub 7	8	9	6
Zub 8	7	9	7
Zub 9	7	10	8
Zub 10	9	9	9

If you're uncertain whether the next base is upper right or left, always travel to the left when trying to get your bearings.

Crashing into the barrier at left means you can stay on the platform whereas you fall off at the right.

If you're further along the left side of the screen, ensure that you're pointing to the right for firing, as the aliens come down from the centre. The reverse obviously applies when you're on the right.

It's far easier to get into a safe position to shoot the aliens by waiting for them to come to you. Single touches allows correct positioning on the platform.

Before making the last leap onto the transporter, check your life indicator. If it's considerably above the gun then carry on but if it's only just above it then reduce energy a bit so that you can get extra power pills at the end of the level.

Poke Mastertonic's cute character is immovable (that is, he won't fall from his perch when something knocks into him) thanks to Ian Grainger of Wingate, County Durham. Method 1 will do the trick.

```
1 ' Zub - tape
2 ' by Ian Grainger
3 ' 004
10 MEMORY &A03F
20 LOAD"*****", &A040
30 POKE &A058, &C9: CALL &A040
40 FOR t=1 TO 22: READ a$, b$
50 POKE VAL("&"+a$), VAL("&"+b$)
60 NEXT t
70 POKE &4319, 0 ' immunity
80 CALL &9D00
90 DATA 4016, a0, 402a, a0, 40af, a1
100 DATA 40b2, a1, 40ba, a1, 40cc, a1
110 DATA 40cf, a1, 40d5, a0, 40de, a0
120 DATA 40ed, a0, 40f4, a0, 41ad, a1
130 DATA 4103, a0, 410d, a0, 413c, a0
140 DATA 4147, a0, 4155, a0, 4164, a1
150 DATA 4169, a1, 41a1, a1, 41aa, a0
160 DATA 41ae, c9
```

Contraption

Roger Payne of Alcester has come up with infinite time and invulnerability for the Audiogenic platform game, making it more than easy. Enter using Method 2 to skip the first block called TAPE

```
1 'Contraption
2 '005
10 OPENOUT "d"
20 hh=HIMEM:MEMORY 1999
30 CLOSEOUT
40 MODE 1:INK 0,0
50 BORDER 0
60 INK 1,12,24
70 INK 2,20,20
80 INK 3,0:SPEED INK 8,8
90 LOCATE 14,6:PEN 1
100 PRINT "contraption"
110 LOCATE 16,10:PEN 2
120 PRINT "Loading"
130 LOCATE 5,15:PEN 3
140 LOAD "!" :CALL 28650
150 LOAD "!"
160 POKE &5CE3,0
170 POKE &5CE4,0
180 POKE &5CE5,0
```

```
190 POKE &5CE6,0
200 POKE &5CE7,0
210 POKE &5CE8,0
220 ENT 1,50,-2,1,40,4,1
230 ENV 1,15,-1,6
240 ENT 2,180,-100,1
250 ENV 2,15,-1,12
260 ENT 3,5,90,1
270 ENV 3,1,0,5
280 ENT 4,220,90,2
290 ENV 4,10,-1,22
300 ENT 5,220,-99,1
310 ENV 5,11,-1,20
320 ENT 6,2,100,1
330ENV 6,1,-1,2
340 ENT 7,150,22,2
350 ENV 7,75,-1,4
360 ENT 8,150,20,1
370 ENV 8,15,-1,10
380 ENT 9,1,1,40
390 ENV 9,8,-1,5
400 CALL 23700
```

The Fourth Protocol

Timothy Dowd from Formby has finished the third part of the game. Here's his dramatic solution.

After loading the game you're asked the name of the warehouse; answer 'Tiptree.' You'll find yourself at the top left corner of the screen, your first objective being to clear the warehouse of Russian soldiers. Examine your machine-gun to make sure it works, then move east and set up your booby trap. Move west then south. Now you have to kill the Russian Captain. Drop the screwdriver and you find yourself hiding in the shadows. The captain comes out with his small pistol and you sneeze (well-timed isn't it?). He comes closer and you're left to sort him out. Get your knife out and use it.

Pick the screwdriver up, move east and use your grenade - just look at the mess you make.

The booby trap you set goes off, you sneak into the room and find a soldier looking for his gun. Use yours first. Move east and use your wire cutters to shut off the alarm, then north and blast the door off with your shotgun.

You're in a room with a filing cabinet. Use the shotgun again and you go east to a room with another cabinet. Use the shotgun again and you come to a third cabinet. If you use your geiger-counter, it goes bananas. This is obviously the room with the nuke, so look among your icons for a numeric keypad. The code is 12051987, after the date discovered in part two. Use the screwdriver to take the plate off.

Look and you see three coloured buttons - press red, yellow and then green. Now you have to hurry, change icons and use your wire cutters.

Terra Cognita

I.A.Stevenson of Sleaford has come up with infinite lives for the Code Masters budget game. Enter it using Method 2 to skip the first block called TERRA-COGNITA.

```
1 'Terra Cognita
2 '006
10 OPENOUT "d":MEMORY 999
20 INK 0,26:BORDER 0
30 INK 1,0:MODE 2
40 LOAD"!",&C000
50 LOAD"!",1000
60 POKE &19AE,0
70 LOAD"!",20000
80 CALL 1004
```

Trail Blazer

Tony Hoyle of St Annes has done a lovely job on the Gremlin game,making use of an intentional cheat mode and throwing in two of his own. The poke allows you to choose several sprites and types of track as well as to have infinite time and jumps. Just type it in and run it with the game disk in the drive.

```
1 'Trailblazer
2 '007
10 MODE 2
20 PRINT "Track?"
25 PRINT"(0=normal, 1=curved,
2=crossed, 3=bridged)":INPUT track
30 If track<0 OR track>3 THEN 20
40 PRINT:PRINT
42 PRINT"Sprite"
44 PRINT "(0=ball,1=spring, 2=space
invader,3=cube, 4=sphere,
5=helicopter, 6=thing, 7=gremlin)"
50 INPUT sprite
60 If sprite<0 or sprite>7 THEN 40
70 PRINT:PRINT
72 INPUT"Infinite time (Y/N)?"t$
74 t$=UPPER$(t$)
76 If t$="Y" THEN it=1 ELSE IF t$="N"
THEN it=0 ELSE GOTO70
80 PRINT:PRINT
82 INPUT "Infinite jumps (Y/N)?"t$
84 t$=UPPER$(t$)
86 If t$="Y" THEN ij=1 ELSE IF T$="N"
THEN ij=0 ELSE GOTO 80
90 POKE &4000,64*track=sprite
100 MODE 2
110 PRINT "Put Trailblazer disk in
drive A then hit a key"
112 WHILE INKEY$="" :WEND
120 X=&4001
```

```
130 IF it=1 THEN RESTORE 180:GOSUB 170
140 IF ij=1 THEN RESTORE 190:GOSUB 170
150 RESTORE 200:GOSUB 170
160 X=&8000:RESTORE 210
165 GOSUB 170:CALL &8000
170 READ a$
175 if A$<>"xx" THEN POKE x,VAL
("&"=a$):x=x+1:GOTO 170 ELSE
RETURN
180 DATA 21,00,00,22,2f,22,xx
190 DATA 3e,00,32,50,23,xx
200 DATA c3,00,04,xx
210 DATA 21,00,40,11,20,03,01,00,01,
ed,b0
220 DATA 21,2f,80,3e,84,77,cd,d4,bc,
79,32
230 DATA 31,80,22,2f,80,21,00,01,11,
00,00
240 DATA 0e,41,df,2f,80,21,21,03,22,
82,01
250 DATA c3,00,01,xx
```

Doomdark's Revenge

Tony Hoyle of St Annes has completed a challenge and given you control over all 128 characters in the game. Use Method 1. When you select a character in the game you'll have all 128 to choose from. And it will never go dark - an infinite daylight poke.

```
1.'Doomdark's Revenge
2 '008
10 MEMORY &17FF
15 LOAD "ddr1",&1800
20 POKE &1859,0
25 POKE &185A,&BE
30 x=&BE00
40 READ a$
45 IF a$<>"xx" THEN POKE x,
VAL("&"=a$):x=x+1:GOTO 80
50 CALL &1800
60 DATA 3e,00,32,06,9b,21
70 DATA 1f,3e,22,9b,91,3e
80 DATA c9,32,9d,91,c3,50
90 DATA 82,xx
```

Lightforce

Andy Worrall of Bexleyheath has sent in this poke for FTL's shoot-em-up. It gives you extra lives and shields. It's entered using Method 1.

```
1 ' Lightforce - tape
2 ' by Andy Worall
3 ' 009
10 CLS
20 PRINT "Lightforce"
30 INPUT "How many lives ?",lif
40 IF lif<1 OR lif>255 THEN 10
50 CLS:PRINT"Turn on Shield?"
60 a$=INKEY$:IF a$="" THEN 60
70 If a$="y" THEN shields=1
```

```
80 n=&40
90 POKE &80,ASC("L")
100 POKE &81,ASC("F")
110 READ x$:IF x$="end" THEN 140
120 POKE n,VAL("&"=x$)
130 n=n+1:GOTO 110
140 POKE &58,lif
150 IF shields then POKE &62,0
160 CALL &40
170 DATA 21,80,00,06,02
180 DATA 11,30,09,cd,77
190 DATA bc,21,30,09,cd
200 DATA 83,bc,cd,7a,bc
210 DATA 21,85,62,36,05
220 DATA 21,c3,65,36,29
230 DATA 21,6e,6d,36,26
240 DATA 21,1c,96,11,a4
250 DATA a9,01,c,8c,ed
260 DATA b8,0e,ff,21,31
270 DATA 73,cd,16,bd,c9
280 DATA end
290 END
```

The disk poke you just type in, save onto the game disk and run. It gives you infinite lives and shields.

```
1' Light force - disk poke
2 '010
10 OPENOUT"Y":MEMORY &500
20 MODE 1:LOAD"DISC"
30 FOR t=&641 TO &660
40 READ a$
45 POKE t,VAL("&"=a$)
50 NEXT t
60 CALL &55D0
70 DATA 21,B8,1C,CD,83,BC
80 DATA CD,7A,BC,21,DA,79
90 DATA 36,00,21,87,79,36
100 DATA C9,DE,FF,21,31
110 DATA 73,CD,16,BD,00
120 DATA 00,00,00,C9
```

Meanwhile Phil Howard of Mapperley has been rummaging around to find some lovely little pokes as well. It not only gives you four bullets every time you press the fire button but provides the Escape key as a pause key (restart with Enter). When you restart with the '+' key, you get an extra life. Use Method 1.

```
1 'Lightforce 2
2 ' 011
10 DATA 00,3e,ff,32,8a,8a,3a,00,be,
3c,32
20 DATA 00,be,fe,,03,d8,af,32,00,be,
3e,ef
30 DATA 332,8a,8a,c9,21,2b,7b,36,c3,
23,36
40 DATA 01,23,36,be,21,3085,36,CD,
23,36
50 DATA 33,23,36.be,c3,31,73,3e,42,
cd,1e
```



```

60 DATA bb,28,18,3e,42,cd,1e,bb,20,
  f9,3e
70 DATA 12,cd,1e,bb,20,0a,3e,1c,cd,
  1e,bb
80 DATA 28,f2,,cd,d4,,78,,3a,89,8a,c9
90 MODE 1: OPENOUT"w": MEMORY &500
100 y=0:FOR x=&BE00 TO &BE55
110 READ a$
112 a=VAL("g"=a$)
120 POKE x,a:y=y+a:NEXT
130 IF Y<&227D THEN PRINT "Data
  error!":END
140 LOAD"Lightforce"
150 POKE &642,&C3
160 POKE&6443,&1A
170 POKE &644,&BE
180 CALL &5DC

```

Ranarama

Thomas Hall of Yatton has sent in some tips for Hewson's froggy game.

1. The glyphs of power do not work on the generators.

2. Do not use a glyph of travel unless you have runes of a fairly high level.

3. Use the glyph of seeing to find hidden doors if you don't have the find spell.

4. Do not bother having a power spell higher than any of your other spells.

5. Try to clear each level before you leave it.

6. Always improve your defence spell before your attack spell.

7. Unseen is the best defence spell.

8. If you do not have many runes left, do not get a new attack, defence or effect spell because you may not have enough runes for a new power spell.

9. Do not choose an attack, defence or effect spell of more than one level higher than your power spell.

10. If you are running low on power then go to a glyph of sorcery and check your power spell is higher than mortal.

11. If your drain is anything but minimum then get a higher power spell

12. Try to clear a room of monsters before you lock in ritual combat with a warlock.

13. During ritual combat always work from left to right.

14. If you have just won at ritual combat be careful not to leave the room or you will lose all the runes.

Ballcrazy

Tony Watson of Oswestry has sent in this poke for the budget bouncing game from Mastertronic. It gives you infinite lives and

is input using Method 1

```

1 Ball Crazy -tape
2 'by Tony watson
3 '012
10 LOAD"! "
20 POKE &A064,&F0:POKE&A065,,&9F
30 FOR n=&9ff0 TO &9ff7
40 READ A$:POKE n,VAL("&"a$)
50 NEXT
60 DATA 3E,A7,32,6F,1C,C3,40,00
70 CALL &A000

```

The Living Daylights

Tips Neil Hackney of Macclesfield sent in some tips for 007's latest adventure.

Level 1 Gibraltar On this level forget about the SAS. Just run to the end and change your gun to Walther PPK. Now shoot the man who appears when the screen won't scroll any further. Your score will increase by 50, at which point you should run off the right hand side of the screen.

Level 2 Music Conservatory Simple this one, again forget about the men who pop up and shoot at you, just keep running, jumping and rolling to the end of the level.

Weapon - night vision glasses.

Level 3 The Pipeline Just run. Jump the pipes on the floor. To get past the high pipes, roll just as the line of pipe is about to touch his head. Forget about the falling pipes as they usually miss you anyway
Weapon - hard hat

Level 4 The Mansion House Forget about the helicopter and the men who shoot at you. Just shoot at the first milkman (by selecting and using the bazooka you need only shoot the milkman once) and then run on the next milkman. As soon as a milkman appears at the edge of the screen shoot him. When all three milkmen have been shot run to the end of the level.

Weapon - Bazooka

Level 5 - The Fairground Quickly get the weapon you selected and get the target about half way along the screen and at Bond's head height. Shoot the balloons as they come onto the target, then shoot the man. An alternative way of doing this level is, if your energy is quite high; shoot the man with the Walther PPK straight away and run through all the balloons to the edge of the screen.

Weapon - Crossbow

Level 6 - Tangiers No sweat. Shoot the men who throw the long grenades at you and jump the gaps. Forget about the men who shoot at you.

Weapon - Dart Gun

Daniel Hammon has sent in playing tips for the last two levels of the Living Daylights which lets you finish the game.

Level 7 - The Military Complex Shoot the first man with the PPK and then change to the bazooka. When the helicopter makes holes just jump, don't try to run and jump.

Weapon - Bazooka

Level 8 - Whittaker's House Leave the weapon on bazooka. As soon as the man comes on the screen shoot him and the game is finished.

Poke Bond is back and this time he can't die. This poke by Julian Collins of London gives 007 infinite lives and allows you to choose which level of the game to start on. It's a Method 1 poke.

```

1 ' Living Daylights - tape
2 ' by Julian Collins
3 ' 013
10 PRINT"Infinite energy? (Y/N)";
20 a$="":WHILE a$="":a$=UPPER$
  (INKEY$):WEND
30 IF a$<>"Y" AND a$<>"N" THEN 20
40 IF a$="Y" THEN RESTORE 200 ELSE
  RESTORE 220
130 MEMORY &A5FF:LOAD"bond",&A600
140 addr=&A627
150 READ a$:IF a$="BOND" THEN GOTO 180
  ELSE POKE addr,VAL("&"a$)
160 addr=addr+1
170 GOTO 150
180 CALL &A619
190 ' infinite energy
200 DATA 21,ed,2c,36,00
210 ' start level
220 DATA 21,27,7,36,1: 'last number in
  this line is start level
230 ' number of lives (only use ful if
  infinite energy not used)
240 DATA 21,1c,07,36,8: 'lst num ber
  in this line is number of lives
250 ' leave last line how it is
260 DATA c3,00,06,BOND

```

Into the Eagle's Nest

Cheat Glenn Pinnock of Basingstoke has run a gauntlet of guards to tell us that if you type DAS CHT on the hi-score table of the Pandora game it gives you infinite health. Pity you can still get trapped by running out of ammo.

Poke This poke for Into the Eagles Nest disk version was sent in by Julian Page of Shrewsbury and gives you infinite stamina, ammo and keys.

```

10 'Into the Eagles nest - disk
20 'by Julian Page
30 '014

```

```

40 FOR X=&BF00 TO &BF40
50 READ z$
60 z=VAL("&"+z$)
70 POKE x,z
80 NEXT x
90 CALL &BF00
100 DATA 21,40,bf,cd,d4,bc,79,22
110 DATA 41,bf,32,43,bf,21,00,01
120 DATA 1e,00,16,00,0e,41,df,41
130 DATA bf,21,22,bf,22,a4,01,c3
140 DATA 00,01,3e,c3,32,d4,a8,21
150 DATA 30,bf,22,d5,a8,c3,00,a0
160 DATA 21,00,00,22,f0,25,af,32
170 DATA 90,0a,32,a2,19,c3,00,01
180 DATA 84

```

Ball Breaker

G Barnes from Manchester sent in this poke for CRL's 3D breakout clone. It gives you infinite everything and is entered using method 1.

```

1 'Ball breaker - tape
2 'by G Barnes
3 '015
10 MODE 1
20 MEMORY 29999
30 LOAD"a"
40 Tot=0
50 FOR n=&BE00 TO &BE18
60 READ a$: a=VAL("&"+a$)
70 POKE n,a:tot=tot+a
80 NEXT n
90 IF tot<>2493 THEN PRINT "DATA
ERROR":END
100 CALL &BE00
110 DATA 21,09,BE,22,C6,75,C3,30
120 DATA 75,97,6F,65,32,BD,1E,22
130 DATA D6,28,22,E1,28,C3,40,00
140 DATA 4A

```

Galletron

A tip from L Townsend of Accrington. On the options screen press Control and C to get infinite lives. Control and A returns to normal.

Cybernoïd

This game gets hacked to pieces by Justin Cole of Colchester. Not only can you have infinite lives, weapons, shields, and invulnerability, but the game can also be speeded up. If you want it really weird then you can play upside down. If you don't want a particular feature then just delete the appropriate lines. The tape poke is method 1.

```

1 'Cybernoïd - tape
2 'by Justin Cole
3 '016
10 MODE 1:INK 0,0:INK 1,24
20 INK 2,20:INK 3,26

```

```

30 BORDER 0
40 MEMORY &3FFF
50 LOAD"!loader",&4000
60 POKE &4152,201
70 add=&BF00
80 READ a$
90 IF a$="*" THEN CALL &BF00
100 READ tot$
110 Tot=VAL("&"+tot$):t=0
120 FOR f=1 TO LEN(a$) STEP 2
130 v=VAL("&"+MID$(a$,f,2))
140 POKE add,v
150 add=add+1
160 t=t+v
170 NEXT
180 IF tot<>t THEN PRINT "error" :END
190 GOTO 80
200 'delete any unwanted line
210 'leave
220 DATA cd0040,10d
230 'infinite weapons
240 DATA 210dia3600,7e
250 'infinite lives
260 DATA 21ae2b3600,130
270 'invulnerability
280 DATA 213a2b36c9,185
290 'infinite shields
300 DATA 21810836002100,101
310 DATA 0022e80f22e90f,233
320 'fast game
330 DATA 2141023600,9a
340 'upside down
350 DATA 2140bf227303,9a
360 DATA 21e90536c323,22b
370 DATA 36f7233605,18b
380 'leave
390 DATA c30002,c5
400 DATA *
410 END

```

The disk version of Justin's poke does exactly the same. Just type the poke, put the games disk in the drive and type RUN.

```

1 'Cybernoïd - disk
2 'by Justin Cole
3 '017
10 MODE 1
20 add=&60
30 READ d$
40 IF d$="*" THEN CALL &60
50 READ tot$
60 Tot=VAL("&"+tot$):t=0
70 FOR f=1 TO LEN(d$) STEP 2
80 v=VAL("&"+MID$(d$,f,2))
90 POKE add,v
100 add=add+1
110 t=t+v
120 NEXT
130 IF tot<>t THEN PRINT "error" :END
140 GOTO 30
150 'leave
160 DATA 218200cdd4bc2283

```

```

170 data 3a5
180 DATA 0079328500210001
190 data 152
200 DATA 1e0016000e41df83
210 data 1e5
220 DATA 00218600228402c3
230 data 212
240 DATA 000184000000,85
250 'infinite weapons
260 DATA 21ad1b3600,11f
270 'infinite lives
280 DATA 214e2d3600,d2
290 'invulnerability
300 DATA 21da2c36c9,226
310 'infinite shields
320 DATA 21210a36002100,a3
330 DATA 00228811228911,177
340 'fast game
350 DATA 21e1033600,13b
360 'upside down
370 DATA 2140bf22130521,17b
380 DATA 890736c32336f7,2d9
390 DATA 233605,5e
400 'leave
410 DATA c38403,14a
420 DATA *
430 END

```

Tip If you want infinite lives then use the define keys option to use keys Y,X,E and S. Redefine them again to something more sensible and you'll have infinite lives.

Super Stunt Man

Codemasters' game of stunts gets infinite time and takes, courtesy of Damon Querry of Sunderland. Simply enter "LIVEWIRE" into the high score table and the game becomes much easier.

Reflex

Tip Martin Burke of Coventry has sent in this tip for Player's game of bouncing balls. Instead of typing your name in the high score table, type in "CHEAT". When you next start you'll begin from where you left off.

Poke Tape poke for infinite power from Graham Smith.

```

1 ' REFLEX --tape--
2 ' By Graham Smith
3 ' 018
4 ' Method 1
5 '
10 MODE 1
20 MEMORY &3FFF
30 LOAD"
40 POKE 16767,143
50 POKE 16844,179
60 POKE 18016,22

```

70 POKE 18017,205
 80 POKE 18018,99
 90 POKE 18019,132
 100 CALL 16389

Jack the Nipper

Tips Matthew Spires of Amberley has sent in some tips for the second Gremlin game of naughtiness.

1) Your target is the temple of naughtiness. When you get there you will find that it is sealed off by a stone wall and you can only enter if you have accumulated enough points of the naughtyometer.

2) Spreading the grease on Tarzan's vine makes him slip off and gains you naughtyometer points.

3) Throwing coconuts at the beehive makes them rush out. Don't stand in the doorway or you will lose a life.

4) The mouse scares the elephant that is resting against a tree, near the native's hut.

5) The onion should be taken to the hyenas and dropped on the floor to make them burst into tears.

6) Coconuts should be thrown at any target. This does not affect the naughtyometer but does make you score more points.

7) The shield protects you from any danger, but it wears off after about 20 seconds so be careful.

8) Go sparingly with the coconuts if you are aiming for ultimate naughtiness, as you may use essential ones and run into difficulties.

9) When swinging over water on the vines, try not to go too far down the rope as you will hit the gorillas and lose a life.

10) The dummies give you more lives so try to find them.

100% naughty Want a nice easy way to get 100% naughtiness? David Pugh of Worksop has the answer.

First find the key in the far left garden. Go to the museum and enter the room on the left. The radiator will have disappeared so go through the gap. Find a way to get to the door at the top and you fall through on to a fireplace. In the next room you'll find a horn -- take it and leave. Go to the police station and don't come forward but walk left to the bench. Blow the horn and, hey presto, the naughty. omeater magically starts to rise.

Four Smash Hits

Three of four games on Hewson's

compilation get hacked by Stephen Brand of Glasgow. Zynaps and Uridium get infinite lives and Exolon gets infinite lives, ammo and grenades. The poke works out which game it is and pokes the relevant memory locations. It's entered using method 1.

```

1 'Four smash hits
2 'by Steven Brand
3 '019
10 MODE 1:MEMORY 12345
20 LOAD "loader",&4000
30 a=16709:BORDER 0
40 IF PEEK(a)=&DD THEN RESTORE 240
50 IF PEEK(a)=&80 THEN RESTORE 260
60 READ m:MODE m
70 x=(15 AND m=0) OR (3 AND m=1)
80 FOR c=0 TO x
90 READ f:INK c,f
100 NEXT
110 Tot=0
120 RESTORE 280
130 FOR a=&80 TO &C3
140 READ b$:b=VAL("&"+b$)
150 POKE a,b:tot=tot+b
160 NEXT
170 IF tot<>5914 THEN PRINT "error"
180 CALL &80
190 DATA 00
200 DATA 00,26,13,16
210 DATA 15,06,03,24
220 DATA 12,09,18,19
230 DATA 20,11,02,01
240 DATA 01
250 00,06,18,26
260 DATA 01
270 DATA 00,20,26,24
280 DATA 21,00,40,e5
290 3a,45,41,fe
300 DATA dd,28,13,fe
310 DATA 80,28,26,21
320 DATA 96,00,22,4e
330 DATA 41,c9,3e,c9
340 DATA 32,4e,60,c3
350 DATA 00,90,21,a5
360 DATA 00,22,53,41
370 DATA c9,af,32,59
380 DATA 11,32,7a,1f
390 DATA 32,25,2a,32
400 DATA 25,2b,c3,00
410 DATA 01,21,bc,00
420 DATA 22,4e,41,c9
430 DATA af,32,c2,5e
440 DATA c3,00,40,4a
450 END
  
```

Joe Blade II

Even heroes like Joe get into trouble and so Mike Wong comes to the rescue with infinite time, extra keys, and you don't die if you fail to complete a sub-game. Use method 1.

```

1 'Joe Blade 2-tape
2 'by Mike Wong
3 '020
10 MEMORY &3FFF:MODE 1
20 GOSUB 80
30 LOAD ""
40 POKE &417F,&8F
50 POKE &41CC,&B3
60 POKE &422C,&F9
70 CALL &4005:END
80 FOR n=&BE00 TO &BE26
90 READ a$:a=VAL("&"+a$)
100 POKE n,a:c=c+a:NEXT
110 IF c>>3168 THEN 330
120 INPUT"Inf time (y/n)";a$
130 IF a$="y" THEN 150
140 POKE &BE0F,&35
150 INPUT"Extra keys (y/n)";a$
160 IF a$="n" THEN 210
170 PRINT "Extra 10 keys when";
180 PRINT " you collect how many";
190 INPUT " dustbins (1-5)";a
200 POKE &BE14,a
210 PRINT "Don't die when fail"
220 INPUT " a sub-game (y/n)";a$
230 IF a$="y" THEN 250
240 POKE &BE19,&A8
250 RETURN
260 DATA 21,35,AE,36,C3,23
270 DATA 36,0E,23,36,BE,C3
280 DATA 00,AC,3E,00,32,6A
290 DATA 15,3E,05,32,98,1D
300 DATA 3E,70,32,28,23,32
310 DATA BC,24,32,C3,26,32
320 DATA E2,2B,C9
330 PRINT "Error..."
  
```

Predator

Peter Featherstone's contribution gives you infinite ammo and lives in Arnie's blast-the-alien game.. Method 1.

```

1 'Predator - tape
2 'by P. Featherstone
3 '021
10 MODE 2
20 MEMORY &3FFFF
30 FOR f=&7D00 TO &7D4C
40 READ a$:POKE f,VAL("&"+a$)
50 NEXT f
60 LOAD "":CALL &7D00
100 DATA 21,09,7D,22,4E,42,C3,B0,42
110 DATA 21,14,7D,22,41,00,3E,C3,32
120 DATA 40,00,21,44,7D,11,08,00,3E
130 DATA 99,CD,7B,00,2A,46,7D,ED,5B
140 DATA 48,7D,3E,88,CD,7B,00,3A,45
150 DATA 7D,FE,02,CC,3C,7D,2A,4A,7D
160 DATA 22,3A,7D,C3,00,00,AF,32,C2
170 DATA 35,32,7C,A7,C9,01,01,01,01
180 DATA 01,01,01,01,01,00
  
```

Cyberoid II

Cheat Nicholas Dodd of Woodthorpe has found Raff Cecco's built in cheat.: go to the redefine keys option and type in O, R, G and Y as the controls. Go back again and choose some more appropriate keys and you can then play it with infinite lives.

Pokes Loadsaweapons, infinite lives, invulnerability. Disc poke. By Mike Wong.

```
1 '022
10 PRINT"INSERT CYBER";
20 PRINT"NOID II DISC..."
30 CALL &BB18
40 LOAD"disc
50 n=&A5A9
60 READ a$
70 IF a$="" THEN 110
80 a=VAL("&"+"a$)
90 POKE n,a
100 n=n+1:GOTO 60
110 CALL &A410
120 REM stop disc
130 DATA 01,7e,fa,af
140 DATA ed,79
150 REM infinite lives
160 DATA af,32,6b,2b
170 REM invulnerability
180 DATA 3e,c9,32,d6,2a
190 REM loadsaweapons
200 DATA 21,63,63,22
210 DATA 7d,15,22,8d
220 DATA 15,22,9d,15
230 DATA 22,ad,15,22
240 DATA bd,15,22,cd
250 DATA 15,22,dd,15
260 REM leave
270 DATA c3,00,01,*
```

Now Peter Featherstone of Leeds pokes the tape version of Hewson's shoot-em-up-in-a-maze game

```
1 'Cyberoid II - tape
2 'by P Featherstone
3 '023
10 MODE 2
20 GOSUB 370
30 c=0
40 FOR f=&BF00 TO &BF45
50 READ a$:a=VAL("&"+"a$)
60 POKE f,a:c=c+a
70 NEXT f
80 IF c<>5245 THEN PRINT "Data
error": STOP
90 DATA 06,00,AF,CB,40,28,03
100 DATA 32,6B,2B,CB,48,28,03
110 DATA 32,2F,16,3E,C3,CB,50
120 DATA 28,03,32,0B,2C,3E,C9
130 DATA CB,58,28,03,32,DA,28
140 DATA CB,60,28,0C,32,34,22
150 DATA 32,EA,2D,32,BE,33,32
160 DATA 43,20,CB,68,28,03,32
```

```
170 DATA A4,38,3E,02,32,44,01
180 DATA C3,00,01,54,45,41,33
190 bit=1
200 opts=0
210 a$="Inf lives":GOSUB 320
220 a$="Inf extras":GOSUB 320
230 a$="Invulnerability":GOSUB 320
240 a$="Nothing fires back":GOSUB 320
250 a$="No large yukkies":GOSUB 320
260 a$="No small yukkies":GOSUB 320
270 INPUT "SPEED OF GAME (FAST 0-5
SLOW)",a
280 IF a<0 OR a>5 THEN a=2
290 POKE &BF3B,a
300 POKE &BF01,opts
310 CALL &A0000
320 CLS:PRINT "DO YOU WANT ",a$;"?"
330 INPUT b$
340 IF LEFT$(LOWER(b$),1)="y" THEN
opts=opts+bit
350 bit=bit+bit
360 RETURN
370 MEMORY &9FFF:LOAD ""
380 POKE &A099,0:POKE &A0AB,0:POKE
&A0AC,&BF
390 RETURN
```

Game Over II

The Dinamic game gets infinite lives courtesy of Graham Smith

```
1 'Game Over II - tape
2 'by Graham Smith
3 '024
10 CLS:OPENOUT "b"
20 MEMORY 1999
30 CLOSEOUT
40 LOAD"c.bin",2000
50 BORDER 0:LNK 0,0:MODE 1
60 FOR j=0 TO 17:READ a$
70 POKE 111+j,VAL("&"+"a$)
80 NEXT j
90 IF PEEK(2135)=205 GOTO 140
100 POKE 2144,195
110 POKE 2145,111
120 POKE 2146,0
130 CALL 2000
140 POKE 2135,195
150 POKE 2136,120
160 POKE 2137,0
170 CALL 2000
180 DATA 32,EA,8F,CD
190 DATA E8,80,C3,63,08
200 DATA 32,C3,9B,CD
210 DATA DC,81,C3,5A,08
```

Game Over

Password If anyone was having too much trouble getting through to part 2 of the game then J Redfield of Mansfield has sent in the password it's 10218.

Poke This Game Over poke only works with version of game given free with Game Over II.

```
1 ' GAME OVER I & II --tape--
2 ' By Graham Smith
3 ' GAME OVER II - Infinite lives
4 ' GAME OVER - Infinite lives
Infinite energy
5 ' Method 1
6 ' 025
7 '
10 MODE 1
20 WINDOW #0,6,35,12,12
30 FOR j=0 TO 124:READ a$
40 x=VAL("&"+"a$):y=y+x
50 POKE j+1200,x:NEXT j
60 IF y<>14016 GOTO 290
70 CALL 1216
80 DATA 06,00,11,00,20,cd
90 DATA 77,bc,eb,cd,83,bc
100 DATA cd,7a,bc,c9,cd,b0
110 DATA 04,cd,6b,bc,cd,ff
120 DATA bb,cd,b0,04,21,dd
130 DATA 90,3e,01,be,20,32
140 DATA 36,c3,23,36,e3,23
150 DATA 36,04,af,cd,0e,bc
160 DATA c3,9a,90,f5,3a,63
170 DATA 23,fe,01,20,0b,af
180 DATA 32,63,23,3e,c9,32
190 DATA 1f,23,18,09,af,32
200 DATA 8a,21,3e,c9,32,47
210 DATA 21,f1,01,82,f7,c3
220 DATA e0,90,21,35,08,36
230 DATA c3,23,36,14,23,36
240 DATA 05,c3,e2,07,f5,3a
250 DATA ea,8f,fe,3d,20,06
260 DATA af,32,ea,8f,18,04
270 DATA af,32,c3,9b,f1,01
280 DATA 82,f7,c3,38,08
290 PRINT"DATA ERROR
```

Phil Howard wasn't content with poking one half of this Dinamic game, so this one gives infinite lives for both parts. Use Method 1 and remember you must choose, when prompted, which part of the game you are using the poke for.

```
1 ' Game Over - tape
2 ' by Phil Howard
3 ' 026
10 DATA 21,F4,37,36,C3,23
20 DATA 36,16,23,36,BE,21
30 DATA 40,00,E5,21,00,89
40 DATA E5,C3,C9,37,E5,21
50 DATA 6E,00,36,DC,23,36
60 DATA 15,23,36,89,E1,F1
70 DATA F3,C9,21,2E,B9,36
80 DATA ED,23,36,4B,23,36
90 DATA 02,21,2E,B9,11,2E
100 DATA
110 DATA 3E,79,32,47,79,32
120 DATA 4B,79,32,53,79,3E
```

```

130 DATA C9,32,54,79,CD,2E
140 DATA 79,DD,21,D9,BB,11
150 DATA 02,01,CD,67,BB,21
160 DATA 62,BE,22,C3,BC,C3
170 DATA 03,BC,3E,00,32,63
180 DATA 23,3E,C9,32,IF,23
190 DATA C3,94,8E
200 MEMORY &3000:Y=0
210 FOR X=&BE00 TO &BE6E
220 READ AS:A=VAL("&" +AS)
230 POKE X,A:Y=Y+A:NEXT
240 IF Y<&2B0B THEN 330
250 INPUT "PART 1 OR 2 ";P
260 IF P=1 THEN 310
270 POKE &BE65,&78
280 POKE &BE66,&21
290 POKE &BE6A,&34
300 POKE &BE6B,&21
310 LOAD""
320 CALL &BE00
330 PRINT "DATA ERROR!"

```

Zynaps

The poke by Declan Kennedy gives you infinite lives and no loss of firepower when killed in Hewson shoot-em-up Zynaps. This one is for the disk version and following it is a poke for the tape version.

```

1 ' Zynaps disk version
2 ' by Declan Kennedy
3 ' 027
10 LIN=100:ADDR=&BF200:MODE 1
20 FOR C=1 TO 7
30 TOTAL=0:FOR B=1 TO 20
40 READ AS:A=VAL("&" +AS) :POKE ADDR,A
50 TOTAL=TOTAL+A:ADDR=ADDR+1: NEXT
:READ CHK$
60 IF TOTAL<>VAL("&" +CHK$) THEN PRINT
"DATA ERROR IN
LINES";LIN;"AND";LIN+10:END
70 LIN=LIN+20:NEXT
80 PRINT "PLACE ZYNAPS DISK IN
DRIVE":PRINT "AND PRESS ANY KEY"
90 CALL &BB18:MODE 0:CALL &BF00
100 DATA AF,CD,0E,BC,01,00,00,CD,32,
BC,01
110 DATA 00,00,CD,38,BC,21,7F,BF,CD,
07F0
120 DATA D4,BC,79,22,7C,BF,32,7E,BF,
21,00
130 DATA 0F,11,00,08,0E,24,C5,D5,E5,
07CF
140 DATA DF,7C,BF,21,7F,BF,CD,D4,BC,
79,22
150 DATA 7C,BF,32,BF,E1,11,00,02, 0A0F
160 DATA 19,D1,C1,0C,79,FE,6C,28,21,
FE,2D
170 DATA 28,1A,FE,36,28,16,FE,3F,
280B27
180 DATA 12,FE,48,28,0E,FE,51,28,0A,
FE,5A
190 DATA 28,06,FE,63,28,02,18,C2,14,

```

```

070E
200 DATA 18,FB,AF,32,18,57,32,19,57,
32,1A
210 DATA 57,32,75,60,32,76,60,32,77,
0660
220 DATA 60,C3,00,90,00,00,84,00,
00,00
230 DATA 00,00,00,00,00,00,00,00,,
0237

```

Here's a tape poke by Ian Murphy of Accrington which gives you a choice of 255 lives, no sprites and rapid fire. It's a Method 2 poke.

```

1 ' Zynaps tape
2 ' by Ian Murphy
3 ' 028
10 MEMORY &1FFF:MODE 0
20 PRINT"LOADER",&4000
30 LOAD"!LOADER",&4000
40 MODE 0:BORDER 0
50 FOR I=0 TO 15:READ a:INK I,a:NEXT
60 DATA 0,26,13,16,15,6,3,24
70 DATA 12,9,18,19,20,11,2,1
80 PRINT"LOADING : ZYNAPS"
90 POKE &414E,64:POKE &414F,0
100 I=64
110 READ a$
120 IF a$="end" THEN 150
130 POKE I,VAL("&" +a$):NEXT
140 I=I+1:GOTO 110
150 CALL &4000
160 ' DELETE any data statements which
you don't want to use
170 ' Remove sprites
180 DATA 3e,00,32,3f,4a
190 DATA 32,44,4a,32,49,4a,32,4e,4a
200 ' multiple bullets on screen
210 DATA 3e,c9,32,39,61
220 ' 255 Lives
230 DATA 3e,ff,32,7e,5f
240 ' end data
250 DATA c3,0,90
260 DATA end

```

Pipeline

Steve Trimmer of Broadstairs has sent in this poke for Super Pipeline 2 by Mastertronic. It's entered using Method 1 and when you lose a life you are automatically taken to the next pipe.

```

1 ' Super Pipeline 2 - tape
2 ' by Steve Trimmer
3 ' 029
10 MODE 1:OPENOUT"!dummy"
20 h=HIMEM:MEMORY &3FF
30 CLOSEOUT
40 LOAD"!P 11"
50 POKE &600,&FF
60 FOR a=&BE00 TO &BE04
70 READ a$:POKE a,VAL("&" +a$)
80 NEXT

```

```

90 CALL &400
100 DATA a4,20,53,4a,54

```

Uridium

Hewson's shoot-em-up gets infinite lives from Peter Featherstone of Leeds. (Method 1)

```

1 ' Uridium - tape
2 ' by P. Featherstone
3 ' 030
10 BORDER 0:INK 0,0:INK 1,20
20 INK 2,26:INK 3,24 :MODE 1
30 MEMORY &3FFF
40 LOAD"!LOADER"
50 POKE &414E,&0:POKE &414F,&BF
60 FOR f=&BF00 TO &BF06
70 READ a$:POKE f,VAL("&" +a$)
80 NEXT:CALL &4000
90 DATA af,32,c2,5e,c3,00,40

```

And Julian Page has been at it as well. The homing missiles no longer bother you and you also have infinite lives. (Method 1)

```

1 ' Uridium Plus - tape
2 ' by Julian Page
3 ' 031
10 'URIDIUM+ - Tape
20 'By Julian Page
30 'Amstrad Action Dec 88
40 MODE 1:BORDER 0
50 INK 0,0:INK 1,20
60 INK 2,26:INK 3,24
70 MEMORY &3FFF
80 LOAD"LOADER"
90 POKE &414D,&C9
100 CALL &4000
110 WINDOW 1,40,25,25
120 X=0:DEFSTR A-B
130 FOR X=0 TO 1
140 GOSUB 190
150 NEXT X
160 CALL &4000
170 DATA INFINITE LIVES,&47AF
180 DATA NO HOMING MINE,&47B2190
READ A,C:B=""
200 PRINT A;"Y/N?"
210 WHILE B=""
220 B=UPPERS(INKEY$)
230 WEND
240 IF B<>"Y" THEN RETURN
250 FOR Y=C TO C+2
260 POKE Y,0
270 NEXT Y
280 RETURN

```

Anarchy

Hewson's anarchic budget game gets infinite lives thanks to Julian Page of Shrewsbury. (Method 1)

```

1 'Anarchy - Tape
2 'By Julian Page

```

```

3 '032
10 DATA 41,4E,41,52
20 DATA 43,48,59,06
30 DATA 07,21,00,A0
40 DATA 11,00,C0,CD
50 DATA 77,BC,21,24
60 DATA 7F,CD,83,BC
70 DATA CD,7A,BC,21
80 DATA 6B,7F,11,24
90 DATA BF,01,DB,00
100 DATA F3,31,23,BF
110 DATA ED,B0,DD,21
120 DATA 62,BF,11,06
130 DATA 00,CD,8F,BF
140 DATA DD,21,70,01
150 DATA 11,C0,6C,CD
160 DATA 8F,BF,CD,70
170 DATA 01,DD,21,00
180 DATA BF,11,06,00
190 DATA CD,8F,BF,DD
200 DATA 21,70,01,11
210 DATA C0,6C,CD,8F
220 DATA BF,3E,C9,32
230 DATA A4,01,CD,80
240 DATA 01,3E,C9,32
250 DATA E1,48,C3,00
260 DATA 80
270 FOR X=0 TO 100
280 READ A$:A=VAL("&"+A$)
290 POKE &A0000+X,A
300 C=C+A
310 NEXT X
320 IF C=&2AD3 THEN 340
330 PRINT"ERROR.":STOP
340 MODE0:CALL &A007

```

Fernandez Must Die

Imagework's brilliant first game gets the Mike Wong treatment and is hacked for infinite health, lives and ammunition. (Method 1.)

```

1 ' Fernandez-tape
2 ' by Mike Wong
3 ' 033
1MEMORY &3FFF:MODE 1
20 FOR n=&BE00 TO &BE19
30 READ a$
40 a=VAL("&"+a$)
50 POKE n,a:NEXT
60 LOAD"! "
70 POKE &417F,&8F
80 POKE &41CC,&B3
90 POKE &422C,&F9
100 CALL &4005
110 REM data
120 DATA 3e,c3,32,35
130 DATA ae,21,0e,be
140 DATA 22,36,ae,c3
150 DATA 00,ac,3e,a7
160 DATA 32,8c,53,32
170 DATA 36,62,32,92
180 DATA 62,c9 1

```

Death Wish III

Gremlin's gratuitously violent and gory game gets infinite ammunition courtesy of Mike Wong.(Method 1.)

```

1 ' Death Wish 3-tape
2 ' 034
3 ' Amstrad Action Feb 89
10 DATA 21,00,40,11
20 DATA 00,01,01,00
30 DATA 02,ed,b0,c3
40 DATA 00,01,3e,a6
50 DATA 32,8e,21,32
60 DATA 34,24,c3,84
70 DATA 03
80 FOR n=&320 TO &338
90 READ a$:a=VAL("&"+a$)
100 POKE n,a:NEXT
110 MEMORY &3FFF
120 LOAD"! ",&4000
130 POKE &4005,&2E
140 MODE 1:CALL &320

```

Streethawk

Mike Wong again, with another tape based lame duck, this time from the Ocean stable (a duck called Streethawk from a stable?). It makes you invulnerable to everything, except a bad dose of mixed metaphors. (Method 1.)

```

1 ' Streethawk-tape
2 ' by Mike Wong
3 ' 035
10 FOR n=&BE80 TO &BEB4
20 READ a$:a=VAL("&"+a$)
30 POKE n,a:c=c+a:NEXT
40 IF c<>6429 THEN 200
50 MEMORY &39AE:LOAD"sh"
60 POKE &39E2,&C3
70 POKE &39E3,&89
80 POKE &39E4,&BE
90 CALL &BE80:END
100 DATA 21,ff,ab,11,40,00
110 DATA c3,af,39,3e,45,32
120 DATA 4b,00,3e,0f,32,4e
130 DATA 00,f3,f1,c9,08,dd
140 DATA 21,be,bc,11,36,00
150 DATA cd,67,bb,21,aa,be
160 DATA 22,ee,bc,c3,c9,bc
170 DATA 3e,18,32,2c,85,32
180 DATA 32,85,32,cf,93,32
190 DATA b1,84,c3,00,a9
200 PRINT"Error..."

```

Questor

The illustrious Graham Smith strikes again with a poke for infinite lives in Cascade's game. (Method 1.)

```

1 ' Questor-tape
2 ' by Graham Smith
3 ' 036
10 FOR j=0 TO 10:READ a$

```

```

20 POKE &BE90+j,VAL("&"+a$)
30 NEXT j:CLS:a=48850
40 LOAD"casrun",a
50 POKE &BEF1,24
60 POKE &BEF2,149
70 CALL a
80 DATA 3e,c9,32,17,75,32
90 DATA 82,75,c3,70,6e

```

Grand Prix Simulator

Here's the cheat for the Code Masters racing game. All you have to do is type the word TRACK followed by the letter of the track you want to start on, A to N. Then while holding down the letter for the track, press 1 or 2 to start the game.

Battlefield Germany

Jaranpat Khaejornbut from Belfast has sent tips for the PSS war game. Among them he has spotted an omission from the instructions and a bug.

1. Something unusual happens with the cursor. If you leave it over a hex occupied by a unit at the end of your turn, it will have disappeared after the computer's turn. So before you press X to finish your turn make sure that the cursor hasn't been left over any of your units. You could place the cursor over the enemy's units and make your task that much easier.

2. The R key has been omitted from the instructions but is very useful. It centres the cursor on the screen.

3. Don't rush into combat with enemies that have a higher efficiency rating. Try to cut their supplies first. When they're out of supplies, fatigue increases and affects efficiency. The efficiency display stays the same but its effect on the combat calculations will have altered and has considerable influence on the result.

To cut the enemy supply route find the weakest point in the line and attack it. Once you've made a gap, units can move through it with less movement points. Use the air mobile units and drop paratroopers behind enemy lines to help the attack. These units may have to be sacrificed but it's worth it.

Gauntlet

Tips Paul Langton has some more tips for the US Gold game that apply more to two players than one.

1. Always work as a team — that way you'll have more chance of surviving.

2. Choose Thor and Merlin. The reason you should do this is because this gives you the best balance of strength and magical power.

FIRELORD

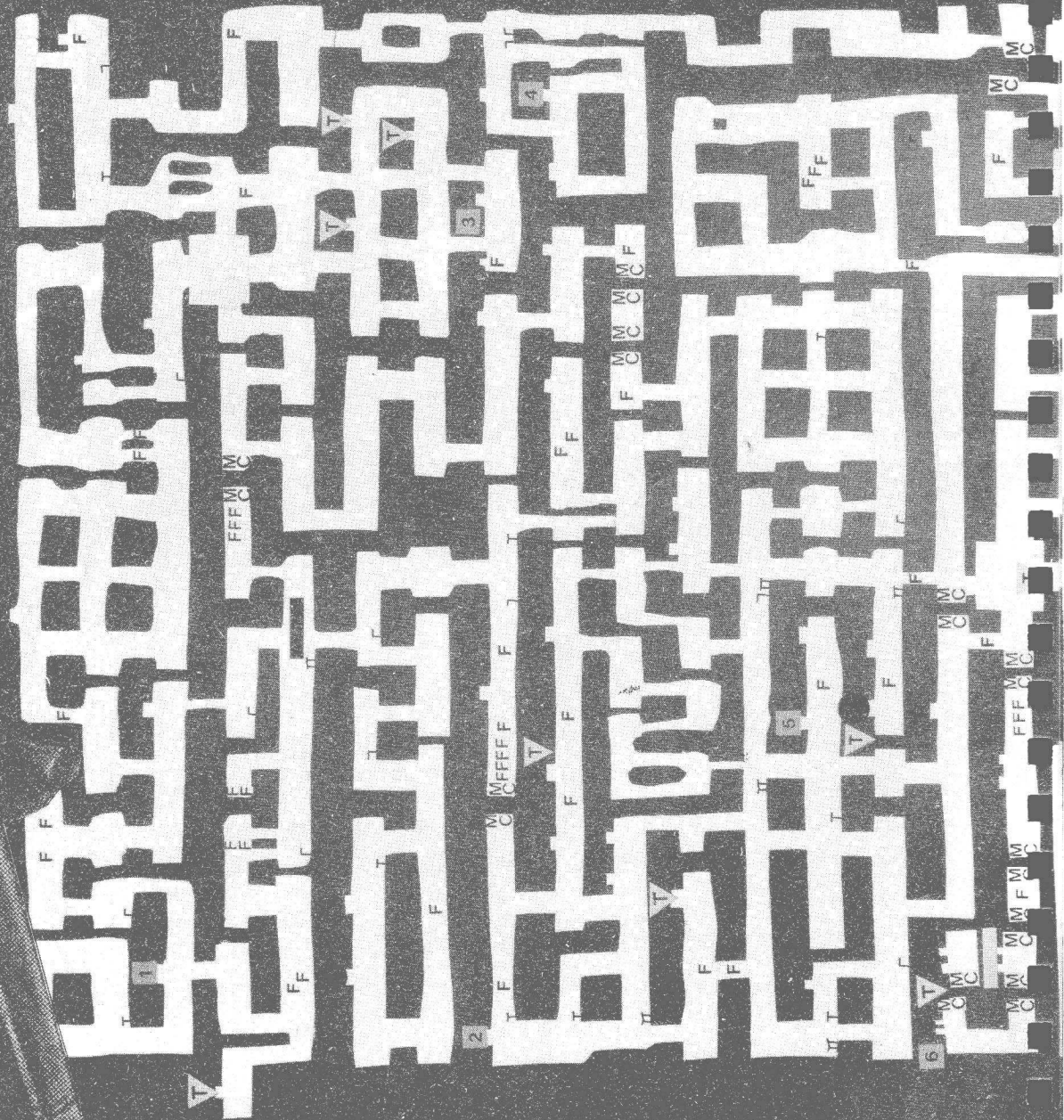
START 

SPELLS 

PLACES WITH FIRE 

PLACES TO TRADE US 

LOCATIONS FOR DIR 



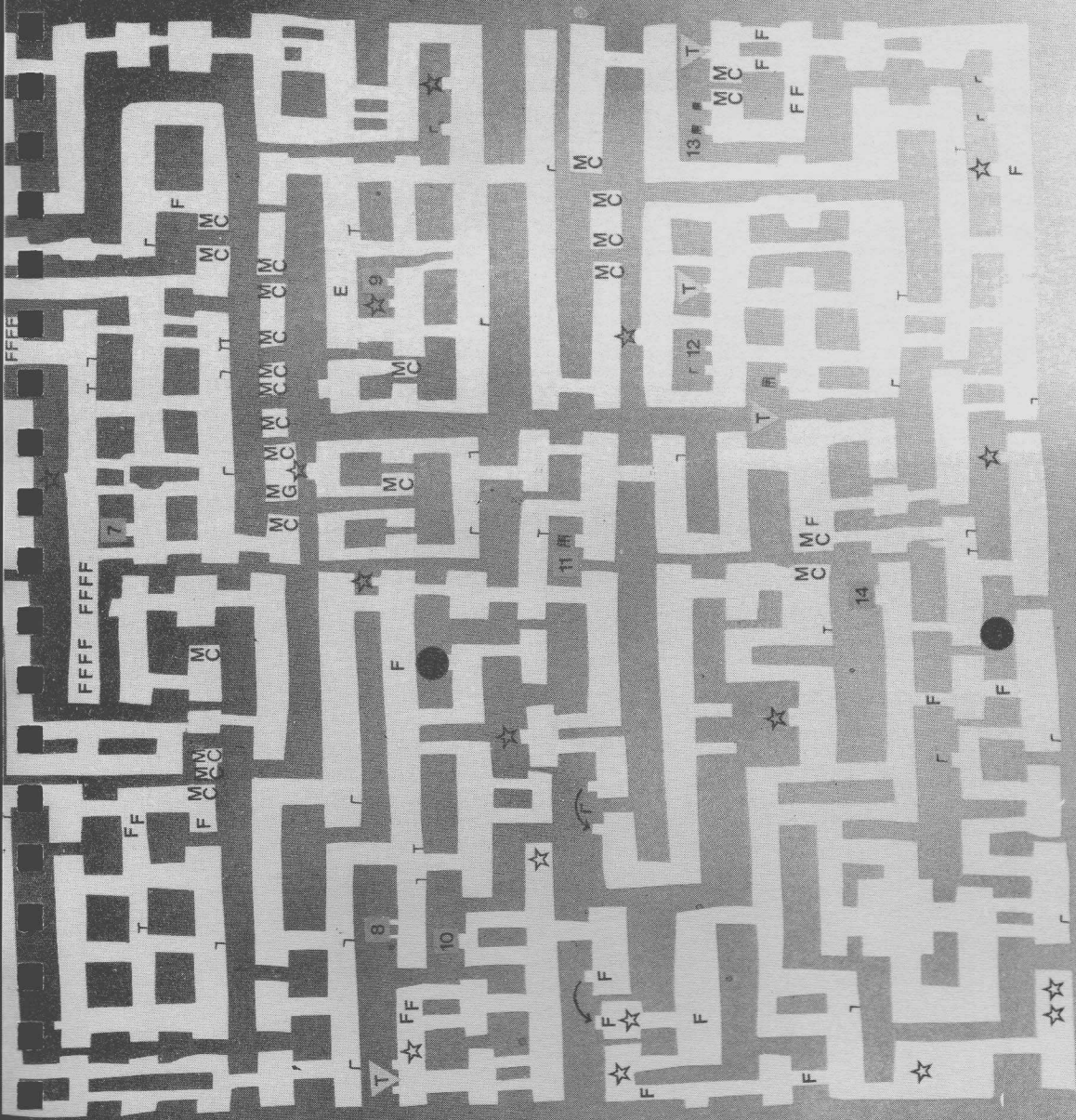
STORE

QUEEN

EXTRA LIVES

INFORMATION

OBJECTS
POINTS



MAPPED BY J SMITH

Always let Merlin take the potions as he has the better magic power of the two.

3. There are three ways of dealing with Death: run away, use a potion to kill him, or shoot him while he attacks you since you get points for each shot.

4. When fighting demons try to avoid the fireballs and trick them into shooting each other and the generators.

5. Destroy a Sorcerer generator as quickly as possible and then deal with the Sorcerers.

6. If one player dies always check the spot where it happened. There will be either a generator or keys. Shoot the generator or pick up the keys; there may be more than one there.

7. Always let the stronger player go first, ensuring prolonged survival of both.

8. In the three diagrams you can see how the two players (A and B) can cover each other in certain situations.

And some more Now some megatips from James and William Moffatt of Shepperton. They're very comprehensive and should allow you to progress well even without the pokes.

1. Merlin is the best character to choose: he becomes the most powerful once all the potions have been collected.

2. A single-player game is much better than a two-player game because all the food, potions and points go to one person. Also co-operation can be difficult in tense situations, and with practice it's just as easy to survive with only one.

3. Only cider can be poisoned, and you can tell this by the reflection on the bottles. Poisoned food has only a single-pixel reflection whereas healthy food has two.

4. Fight hand-to-hand only near food or potions: although you gain more points you lose more energy.

5. Never fight hand-to-hand with ghosts, with the possible exception of when you're near good potions.

6. You can score only 999,999 points so unless you are going for levels, kill yourself off to get your score on the tables.

7. You can get only 9,999 in health so if you are very close to this, kill all the monsters on a level and then eat the food, to gain the maximum energy for the next level.

8. Shoot poisoned food to avoid accidents, because losing a hard-won ability potion is frustrating.

9. Use potions wisely: Thor and Thyra can kill only deaths; they only harm other creatures even with the magic enhancer. So if you're using two players let Merlin or

Questor have the potions if they are playing.

10. In areas with a lot of deaths, even if they can't harm you, kill them with a potion because you get 2,000 points for each.

11. On large, open levels it is often best to run around to find food, magic and the exit rather than fight, because if you're surrounded you lose a lot of energy and generators are usually hidden from your shots by walls.

12. Try to shoot generators as soon as possible or you will just get worn down. If you can, shoot them through any gaps in the walls where nothing can get you.

13. If demons threaten a potion or magic, it may be worth using magic on them: at least you get some points and your magic is replaced. Do this only if you're Merlin or Questor, for the other two leave some demons to shoot the potion.

14. In treasure rooms get the ability potion if one is available: treasure gives you only a few points anyway.

15. If you arrive at an open area with a lot of monsters, move back until the generators are just off the screen and shoot anything you can see. Then move forward slightly and shoot the generators. You can often line up with one and walk forward with a fired shot so that it hits before any monsters can materialise.

16. Many levels may look new but could be another level rotated through 90 or 180 degrees.

17. Sometimes it is not worth clearing a level — just find the exit and leave because few points may be gained but much health lost.

18. Don't rush food near ghosts because you will lose more than you gain, but shoot with careful single shots.

19. If you find yourself in a room with a long row of generators you must try to destroy them as soon as possible, because they will release many monsters. Move towards one end of the row then turn to face the generators, then shoot it and move up the row as quickly as possible, ignoring the monsters until all the generators have been shot.

20. Don't touch the traps, unless you know which walls will disappear, until you have killed all the monsters you can. Sometimes traps must be touched to finish a level, in which case it is best to touch it as soon as possible, so that you don't have to backtrack later.

On some levels it may be very difficult to see a trap against the background, so look very carefully.

If you still can't find it, go into all the corners that you can find.

21. Dodge demon fireballs if you can: they do a lot of damage and will soon wear you down.

22. If there are no other monsters around, try to fight lobbers hand-to-hand because they don't fight back.

23. If you must choose between picking up a potion or a key, get the potion: if you get stuck at a door and have no key you can always wait for the doors to disappear.

24. Try not to let the doors disappear: the keys disappear with them and are worth 100 points each.

And yet more tips Start playing with one player and when he is nearing death press the magic button to create a second player. When the first player dies you can carry on with the second until he is close to death, at which point the first player can be reactivated.

You can carry on alternating between characters, and consequently between joystick and keyboard control, as many times as you like. Two players can use the tip in exactly the same way, recreating the character indefinitely, but they have to watch out that they don't die simultaneously causing the game to end.

Finally If you've been wondering how to get hold of a cloaking device, Mark Varley of Fallowfield has the answer. To get a cloaking device you must destroy a ship which already has one, which appears as a flashing spacecraft. You have to be at least Dangerous before the ship will appear. After destroying it you have to scoop up the cargo canister that remains. The Y key toggles the device on and off, but because it drains your energy it will switch itself off when energy gets low.

Pokes For tape and disk. The first cassette version is from that prolific pocker, Tony Hoyle, and is entered using Method 1. Press 1 for infinite health or 2 for extra health when you pick up food.

1 ' Gauntlet - tape

2 ' by Tony Hoyle

3 ' 037

10 DATA CD,18,BB,FE,31,28

20 DATA 08,21,30,BE,36,18

30 DATA 23,36,04,21,70,01

40 DATA 11,70,02,3E,16,CD

50 DATA A1,BC,21,ED,01,36

60 DATA 3E,23,36,6B,21,A3

70 DATA 02,36,46,23,36,D5

80 DATA C3,ED,01,CD,14,03

```

90 DATA 21,95,96,36,C9,C9
100 DATA 21,33,85,36,03,09
110 CLS:y=0
120 FOR x=&BE00 TO &BE3B
130 READ a$:a=VAL("&" + a$)
140 POKE x,a:y=y+a:NEXT
150 IF y=&1487 THEN 190
160 PRINT"1) INFINITE HEALTH
170 PRINT"2) EXTRA BONUS"
180 CALL &BE00
190 PRINT"DATA ERROR!"

```

Gorilla is the name of the person sending in the first disk poke for Gauntlet.

The poke writes to the disk — make sure to take the write-protect off and to type in the data carefully. You are given infinite health and super-character status where all characters can fight in hand-to-hand combat as threateningly as Thor and have magical powers to match Merlin. There is even a poke that will enable two players to be the same character.

```

1 ' Gauntlet - disk
2 ' by Gorilla
2 ' 038
10 sum=0:FOR a=&109F TO &10FF
20 READ a$
30 POKE a,VAL("&" + a$):sum=sum+PEEK(a)
40 NEXT:IF sum<>7292 THEN PRINT"error
in data":STOP
50 MODE 0:PRINT"Insert Gauntlet Disk"
60 PRINT"Press a key...":CALL &BB18
70 LOCATE 1,22:INPUT"Restore to
normal (Y/N) ":a$
80 add=49152
90 FOR t=29 TO 32
100 FOR s=&11 TO &18
110 CALL &109F,add,s,t
120 NEXT s,t
130 READ t,s
140 IF t=-1 THEN END
150 CALL &109F,&1100,s,t
160 READ x,y:IF x<&1000 THEN
t1=x:s1=y:GOTO 190 ELSE READ z
170 IF a$="n" OR a$="N" THEN POKE x,y
ELSE POKE x,z
180 GOTO 160
190 a=0:WHILE a<1000:a=a+1:WEND
200 CALL &10B1,&1100,s,0,t
210 t=x:s=y
220 GOTO 140
230 DATA dd,56,00,dd,4e,02,dd,6e,04,
dd,66,05,1e,00,df,f2,10,c9,dd,56,
00,dd,5e,02,dd,4e,04,dd,6e,06,dd,
66,07,df,f5,10,c9,04,00,c1,02,04,
00,c6,02,04,00,c2,02,04,00,c7,02,
04,00,c3,02,04,00,c8,02,04,00,c4,
02,04,00,c1,02,04,00,c6,02,00,00,
00,00,81,c5,07
240 DATA 52,c6,07,66,c6,07,4e,c6,
07,00,00,00,00,00,00,00,00

```

```

250 DATA 25,&11
260 ' Health=9900
270 DATA &1243,&99,&20
280 ' Infinite health
290 DATA &1136,&c9,&c0
300 DATA 0,&41
310 ' Super character
320 DATA &11a1,255,&8e,&11a3,255,
&d8,&11a5,255,&32,&11a7,255,&64
330 DATA 39,&15
340 ' Two players can be one character
350 DATA &117a,&2c,&b9
360 DATA -1,-1

```

The second disc poke is from Richard Monteiro and is for the disk version of the game. Type it in and save it to a disk other than the game disk. Insert the game disk into the drive, with the write-protect tab off. Run the poke and follow the on-screen prompts to load the game.

Note: This poke does alter the game disk, and although the program contains checks to avoid you making any typing errors you should take care typing it in. Having entered the pokes the game will retain the changes when loaded up again, but they can be changed back by running the poke again.

```

1 'Gauntlet Disk
2 ' 039
10 MODE 2:INK 0,0:BORDER 0:GOSUB 290
20 PRINT"G A U N T L E T P O K E
S":PRINT:PRINT
30 PRINT"Prevent Generators creating
the enemy? (Y/N)";
40 a$=UPPER$(INKEY$):IF a$<>"Y" AND
a$<>"N" THEN 40
50 PRINT a$:PRINT
60 PRINT"Stop yourself dying when
health reaches zero? (Y/N)";
70 b$=UPPER$(INKEY$):IF b$<>"Y" AND
b$<>"N" THEN 70
80 PRINT b$:PRINT
90 PRINT"Turn enemy invisible - only
Phantoms will now cause damage
(Y/N) ? ";
100 c$=UPPER$(INKEY$):IF c$<>"Y" AND
c$<>"N" THEN 100
110 PRINT c$:PRINT
120 PRINT"Turn yourself invisible -
the enemy is still attracted by
you (Y/N) ? ";
130 d$=UPPER$(INKEY$):IF d$<>"Y" AND
d$<>"N" THEN 130
140 PRINT d$:PRINT
150 PRINT:PRINT"Is this to your
satisfaction (Y/N) ?"
160 e$=UPPER$(INKEY$):IF e$<>"Y" AND
e$<>"N" THEN 160
170 IF e$="N" THEN RUN
180 PRINT:PRINT"INSERT THE GAUNTLET
DISK INTO DRIVE A WITH THE WRITE-

```

```

PROTECTION OFF"
190 PRINT:PRINT"Press a key when
ready...":CALL &bb18
200 CALL &4000:a=&613a:b=&613d
:c=&611b:d=&611e:e=&c0
210 a=&613a:b=&613d:c=&611b
:d=&611e:e=&c0
220 IF a$="Y" THEN POKE a,0:POKE
a+1,0:POKE a+2,0 ELSE POKE
a,e:POKE a+1,&b5:POKE a+2,&8c
230 IF b$="Y" THEN POKE b,0:POKE
b+1,0:POKE b+2,0 ELSE POKE
b,e:POKE b+1,&20:POKE b+2,&94
240 IF c$="Y" THEN POKE c,0:POKE
c+1,0:POKE c+2,0 ELSE POKE
c,e:POKE c+1,&f0:POKE c+2,&a2
250 IF d$="Y" THEN POKE d,0:POKE
d+1,0:POKE d+2,0 ELSE POKE
d,e:POKE d+1,&13:POKE d+2,&87
260 CALL &401f
270 PRINT:PRINT"POKES NOW SAVED TO
DISK":PRINT:PRINT "Press a key to
play game"
280 CALL &bb18:|CPM
290 FOR z=&4000 TO &4064:READ y$:POKE
z,VAL("&" + y$)
300 x=x+VAL("&" + y$):NEXT z
310 IF x<>7668 THEN PRINT" ERROR IN
DATA":STOP ELSE RETURN
320 DATA 21,5d,40,cd,d4,bc,22,5e,40,
21,61
330 DATA 40,cd,d4,bc,22,62,40,21,00,
60,1e
340 DATA 00,16,18,0e,11,df,5e,40,c9,
21,00
350 DATA 60,1e,00,16,18,0e,11,df,62,
40,21
360 DATA 00,70,1e,00,16,1c,0e,11,df,
5e,40
370 DATA 3e,29,87,32,0c,70,d6,02,32,
0d,70
380 DATA d6,03,32,0e,70,1e,00,16,1c,
0e,11
390 DATA 21,00,70,e5,d5,df,62,40,d1,
e1,0e
400 DATA 12,df,62,40,c9,84,00,00,07,
85,00
410 DATA 00,07

```

Academy

We've received two sets of tips for the CRL Mastergame, some general ones from Guy Blackburn of Hemel Hempstead and detailed ones on the first four missions from S Reeves of Harlow.

Lasers are the most useful weapon. Missiles are best used to keep the pressure off. The mission information section will give you a guide to the conditions on the planet. A skimmer is provided for each mission and it's best to use that at first. Once you realise the

equipment required it's best to design your own. Missions can't always be completed if you choose the wrong skimmer, and there's nothing worse than battling a horde of aliens for 20 minutes only to find you've forgotten a vital piece of equipment.

In any mission where the robots are spread out, a compass and scanner are vital equipment. It's also a good idea to go for the most powerful lasers and shields. The high-power steering unit can be oversensitive so go for a medium-power one instead. Don't waste space on flares and an infrared unit unless they're essential.

Each set of four missions needs an average score of only 90%. This means that if you score 100% in the first three you need only get 60% on the fourth to move onto the next level. If you can't get 90% in one of the earlier missions skip it and come back to it if you have to after tackling the other three.

Beacons play an important part so don't blast them straight away. A line of beacons will point you in the direction of something interesting — blast them on the way back. If a mission involves jump pads check each destination for fuel centres because the pads are in a one-way network and it may be a long way back to the lander.

If the mission involves docking with reactors be very careful not to shoot at them. One shot and the door will close. Fortresses will often be tucked in next to a reactor so circle it until you can get a clean shot at the fortress.

Level 2 Cipher: collect and assemble the codes from nearby reactors. At the OK Corral: one for budding John Waynes.

Where to, guv?: launch to a solitary jump pad. Unfortunately the jump network has been taken over by pirates. You can always jump out of trouble but watch the fuel.

Hide and seek: Involves eliminating several solar-disk complexes. You'll need a suppressor droid.

Level 3 Laserium: more straight-ahead blasting.

Hades II: Very poorly lit — infrared and flares needed.

The sands of time: a whole network of reactors to eliminate. The best way is to sneak missile at point-blank range.

Mission improbable: collect and assemble codes. Suppressor droids come in handy here.

Level 4 Ceti revisited: a bit of nostalgia here on Tau Ceti III.

Out of the frying pan: shoot-em-up with a nasty welcoming committee. Don't panic: solar disks and reactor complexes mean delay bombs are needed.

Needle in a haystack: navigational skills needed, plus finding a path through a minefield.

Level 5 The coalmine: planet in permanent darkness, so infrared is vital. **Paz!:** watch out for indestructible supermissiles. Average survival time 35 seconds.

Protector: chase the tracker units. You need a fast skimmer, but this mission is quite easy once you get the hang of it. **The shepherd:** find and bring back, intact, watch towers.

Level 1 If it moves: your base is surrounded by four sets of beacons in twos. Don't destroy them as they are necessary for navigation. Design your ship with good lasers, scanner, 4 bombs, 8 missiles, anti-missile missiles (amms), compass and good main drive. First clear anything from around the GalCorp Lander (GLV) that isn't a beacon.

Return to the GLV and re-equip. Fly out along the line of one of the sets of beacons. When you find a ship steer towards it but very slowly. There are waves of ships which thrash you in close combat, so stop and blast them one by one. If they don't approach you at first edge a bit nearer. Use all missiles, turn and head for the GLV. Change to rear view, shooting dropping bombs the whole time. Be careful not to crash into the GLV.

Repeat this for each set of beacon directions and you should easily get a pass. If it gets dark, return to the GLV and wait five minutes.

Red dawn: use the same ship as in mission one but with a jump unit, infrared or flares, and 8 amms. Destroy enemy near the GLV, then re-equip and use the jump pad.

Locate the robot factories and keep well away from them until the last minute or else they'll slaughter you. Blast everything else, then fly between the factories and bomb them. Use amms against the missiles that the factories lob at you. If you run out of bombs or amms head for home — you should have enough fuel. Refuel, re-equip and head back for the other factories.

Meltdown: this is probably the hardest of the first four missions. Get a ship with high shield, high lasers, 8 amms, 4 bombs, scanner, compass and missiles. Destroy the mines shown as four dots close

together. Every so often slow down and check the scanner for anything moving — blast it. Avoid or bomb the fortresses. The volcanoes are indestructible and not the reactor. Time is the most important thing, so you can't wait for the sun to come up but must persevere.

Softly, softly: this is dead easy. Use a ship with good lasers, good main drive, high shield, scanner and compass. Follow the corridor of mines and repeat the process of stopping and checking the scanner for anything moving — kill it. Use missiles on ships attacking you, for speed. Scoring is on time but dock carefully at the end or you'll waste it all.

Aliens

Tips PR Tonks from Walsall sent these playing tips in.

Move Ripley quickly, and without firing a shot, to room 247, just before the Queen's chamber. Then repeat for one other character. Now blow the door to the chamber and kill everything that moves. Try to kill an alien in front of a wall of growth. This allows you to clear the wall while keeping the dead alien in view, and no other aliens will set off your tracker.

You'll need to use both characters to clear all the aliens and growth — just switch when one runs low on ammo. Once you've got the first company message just switch control to one of the four characters at the start and you'll get the second message, completing the game.

Poke Now for a poke on Electric Dreams' game. Tony Hoyle of St Annes has sent in a nice long one. It's a Method 1 poke and makes you invulnerable to the aliens, gives you infinite ammo, lets you start in any room and allows you to change the names of the characters.

```
1 ' Aliens - tape
2 ' by Tony Hoyle
3 ' 040
50 ' Set inks
60 MODE 1
70 BORDER 0
80 FOR n=0 TO 15
90 READ a
100 INK n,a
110 NEXT
130 DATA 0,26,6,20,17
140 DATA 18,1,25,15,3
150 DATA 16,13,13,22
160 DATA 14,13
170 'name of characters
180 DATA RIPLEY
190 DATA GORMAN
200 DATA HICKS
```

```

210 DATA BISHOP
220 DATA VASQUEZ
230 DATA BURKE
250 SYMBOL AFTER 256
260 OPENOUT"!p"
270 MEMORY &1FFF
280 DIM n$(5)
290 FOR n=0 TO 5
300 READ n$(n)
310 CLS
320 PRINT"Current Name: ";n$(n)
330 PRINT"Enter new name or hit
Return"
340 INPUT a$
350 IF a$<>" " THEN n$(n)=a$
360 IF LEN(a$) >7 THEN PRINT "Name too
long!":GOTO 330
370 NEXT
380 CLS:INPUT "Room to start in";room
390 CLS
395 ' load code
400 LOAD"!scroll"
410 LOAD"!credits",&3000
420 CALL &8000
430 LOAD"!title",&3000
440 MODE 0:CALL &8000
450 LOAD"!loader"
460 POKE &80A3,&80
470 POKE &80A4,&BE
480 FOR n=0 TO 5
490 FOR j=1 TO LEN(n$(n))
500 POKE &BECB+(8*n)+j-1,
ASC(MID$(n$(n),j,1))
510 NEXT j:POKE &BECB+(8*n)+j-1, 255
520 NEXT
530 x=&BE80
540 ' read machine code
550 READ a$
560 IF a$="xx" THEN CALL &8000
570 IF a$<>"yy" THEN POKE x,VAL
("&"a$):x=x+1:GOTO 530
580 POKE x,room:x=x+1:GOTO 530
590 ' Machine code
600 DATA 3e,yy,32,3b,02
610 DATA dd,21,96,14,dd
620 DATA 36,00,36,dd,36
630 DATA 01,00,dd,36,02
640 DATA 00,3e,87,32,3d
650 DATA 02,3e,03,32,3e
660 DATA 02,3e,e3,32,51
670 DATA 02,3e,cf,32,52
680 DATA 02,af,32,8d,1b
690 DATA 21,cb,be,11,2f
700 DATA 1f,01,30,00,ed
710 DATA b0,c3,40,00,xx

```

10th Frame

Paul Evans of Leeds has a tip for getting a strike every time on the US Gold bowling game. Play the novice level. When the bowler appears tap him one space to the left. Do the same for the aiming cross,

being careful in both cases that it is only one tap. It's particularly easy to move the cross too far so keep an eye out. The hook won't affect the ball on novice level and whatever the strength all the pins should fall.

Ninja

Getting to the end of the Mastertronic game isn't easy so here are some tips from Jay Sowdon of Headley.

First pick up the three tools and go through all the screens on the first level picking up the idols. Go up and continue until you reach Akuma's Chamber where the last of the seven idols is. Now you have to return to "Torit on the sea". Be careful every time you re-enter a level because the enemy will have come alive again.

The best move is the punch because it's the quickest. When using weapons throw them and leave the room at the left or right. Then re-enter. Your opponent will have lost strength and the weapons will be ready for you to pick up and use again. Idols replenish strength so try to find them when your energy is low.

Grand Prix Rally II

J Hall of Leicester has some advice on surviving this old game. Just drive as far as possible on the right of the road and you'll miss the other cars. You can't do this on the water circuits. Slow down for right turns to avoid drifting out but go full-tilt on the left bends.

Short Circuit

Tips If you're having trouble with the first part of the Ocean game then Wayne Dobson of Kendal has some tips for you.

1. Key ring opens all filing cabinets.
2. Bunch of keys opens all locked doors.
3. Password + passcard + security notes: knocks out all security alarms.
4. Once security alarms are off, passcard allows access through security doors.
5. Jump needed to get past robot. Now you can get laser board.
6. Password + fire-alarm manual + security notes: knocks out sprinklers.
7. Leave objects which aren't needed in place of those that are.
8. Don't switch alarm system until 17.51.

Poke Peter Featherstone of Leeds has sent in a couple of pokes for Ocean's

search-n-shoot game. The first poke is for part one of the game — which unlocks doors and prevents certain security checks.

The second poke, for section two, gives No 5 invulnerability to everything but water and mudpits. Both pokes use Method 1.

```

1 ' Short Circuit (pt I) - tape
2 ' by Peter Featherstone
3 ' 041
10 MODE 1: MEMORY 14766: LOAD ""
20 FOR f=&BE00 TO &BE4B: READ a$
30 POKE f,VAL("&"a$): NEXT
40 CALL &BE00
100 DATA 3e,c3,32,e2,39,21,14,be
110 DATA 22,e3,39,21,ff,ab,11,40
120 DATA 00,c3,af,39,3e,a8,32,00
130 DATA 02,21,45,e5,22,01,02,f3
140 DATA f1,c9,dd,21,00,bf,11,4f
150 DATA 00,cd,4e,bc,3e,c3,32,1b
160 DATA bf,21,3a,be,22,1c,bf,c3
170 DATA 00,bf,3e,18,32,7e,0d,32
180 DATA 63,0c,21,18,fc,22,9e,0d
190 DATA c3,0a,02,00

```

```

1 ' Short Circuit (pt II) - tape
2 ' by Peter Featherstone
3 ' 042
10 MODE 1: MEMORY 14766: LOAD ""
20 FOR f=&BE00 TO &BE63: READ a$
30 POKE f,VAL("&"a$): NEXT
40 CALL &BE00
100 DATA 3e,c3,32,e2,39,21,14,be
110 DATA 22,e3,39,21,ff,ab,11,40
120 DATA 00,c3,af,39,3e,a8,32,00
130 DATA 02,21,45,e5,22,01,02,f3
140 DATA f1,c9,dd,21,00,bf,11,4f
150 DATA 00,cd,4e,bc,3e,c3,32,1b
160 DATA bf,21,3a,be,22,1c,bf,c3
170 DATA 00,bf,dd,21,33,0b,11,cd
180 DATA 60,cd,c9,03,af,32,7c,0c
190 DATA 32,46,20,3e,18,32,06,1f
200 DATA 32,dd,1e,32,98,1e,32,fc
210 DATA 1b,3e,c9,32,07,1e,c3,0a
220 DATA 02,00,00,00

```

Ikari Warriors

Tips Nicholas Green of Leatherhead has some invaluable advice to Elite's bomb and shoot and shoot-em-up.

The section leading up to the first tank is probably one of the trickiest in the game. Grenade and shoot frequently. Bullets are easily replenished by picking up supplies. Always slow down to kill green soldiers: these carry supplies which you can pick up. When you come to the pillbox, stand below it and slightly off-centre, then grenade it.

When you're in the tank, don't waste bombs - just run over most soldiers. If the

tank is hit, and starts to flash, get out as soon as possible by holding the fire button down and move well away from it.

To blow up an enemy tank stand out of its firing range about an inch from the edge of the screen. Fire a grenade as the tank moves across the screen and move up with it. If the tank fires in line with you, quickly move down again.

When a helicopter arrives, keep firing grenades and walk forward in line with it. When crossing water keep well away from the blue blobs because they kill even when you aren't touching them. You can shoot them only when they appear or disappear at the edge of the screen.

On the final blue-and-yellow section the small box-like things have no function. But be careful of the helicopters. On the barracks you should pick off the men before advancing through the cleared area. Try to take on bazooka firers from the side as they always fire down the screen, but with a long range.

Stay out of the water as much as possible: you move slower and are therefore more vulnerable. At the end you get a million points and start again from the beginning with seven lives. Keep away from the edges of the screen because enemy soldiers can blunder aimlessly into you, giving you no time to react.

And another one An interesting tip for Elite's shoot-em-up comes from David Swindon of Ayrshire.

When the prompts come up on screen for you to choose the controls, player one should choose keyboard and enter the joystick controls. Player two should choose joystick one. Now choose a two-player game. The two players will be controlled by the same joystick.

Move them to the edge of the screen until they've closed up into close formation. You can now move about blasting with twice the firepower.

Poke Someone known only as Mark of Ealing, London, has supplied a disk poke for Elite's multi-player (well two-player actually) shoot-em-up. Infinite lives are up for grabs. Owners of the cassette version will be glad to know that a Method 1 entry will let you use this poke.

```
1 ' Ikari Warriors
2 ' by Mark d'Ealing
3 ' 043
20 MODE 1
30 OPENOUT"Y"
40 MEMORY &12BF:CLOSEOUT
50 INPUT"Lives (1-255)";v
```

```
60 IF v<1 OR v>255 THEN 50
70 LOAD"!SCREEN"
80 LOAD"!WARRIORS"
90 POKE &6EAB,v
100 POKE &692A,111
100 CALL &FFD0
```

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 ' 044
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
```

Little Computer People

"If your Little Computer Person is a balding old fogey who always wants to play the piano, the LCP Eviction Kit is what you need." Thanks, Peter Featherstone of Leeds!

Please note that this poke does alter the game disk. This means that if you enter it incorrectly you may damage the program. You should make very sure you've typed it in correctly — we bear no responsibility for any mistakes. Alternatively you could make a back-up copy of LCP onto another disk. Type in and run the listing: the LCP disk will run as normal, but your old LCP will have been evicted — a new one taking its place.

```
1 ' LCP
2 ' by Peter Featherstone
3 ' 045
20 MEMORY &1FFF
30 LOAD"BOOT"
40 POKE &8020,&FB
45 POKE &8021,&C9
```

```
50 CALL &8000
60 POKE &20C3,0
65 POKE &251A,0
70 POKE &2DD2,0
80 CALL &2000
```

Super Robin Hood

Cheat Peter Featherstone of Leeds informs us that there is an in-built cheat for the game. It does one of three things: increases your health by 10, sets all the lifts into action without use of the keys, gives you all the hearts necessary to complete the game.

To use the cheat you must start playing the game; at any point after that press the keys 6, A and P simultaneously. The computer will call you a cheat. Pressing E will give you extra health (or energy); K sets the lifts into action and H collects all the hearts. The required key should be held down until play resumes — the border will change colour to signify the cheat is operative.

Poke This Codemasters cheapo has been given the once-over by Peter. A super Super Robin Hood is what you get — he's invulnerable. The poke is entered using Method 1.

```
1 ' Super Robin Hood
2 ' by Peter Featherstone
3 ' 046
20 FOR f=&BE00 TO &BE07
30 READ a$
40 POKE f,VAL("&"a$)
50 NEXT f:LOAD""
60 POKE &AC92,0
70 POKE &AC93,&BE
80 CALL &AC01
90 DATA 3E,C9,32,91
95 DATA 6C,CD,D0,76
```

Ian Grainger of Ullingate, County Durham, has also been busy poking around Robin Hood: extra speed and infinite health are his speciality. The poke, entered using Method 1, has an interesting side-effect: spiders can be used as convenient lifts. One final tip sent in by Ian: typing PANDA in the high-score tables gets an interesting message.

```
1 ' Super Robin Hood
2 ' by Ian Grainger
3 ' 047
10 MEMORY &1CEB:MODE 0
20 BORDER 0
30 RESTORE 290
90 add=&A540
100 WHILE add<&A55F
110 READ a$
120 POKE add,VAL("&"a$)
```

```

130 add=add+1
140 WEND
160 RESTORE 340
170 col=0
180 WHILE col<16
190 READ a,b:INK col,a,b
200 col=col+1
230 LOAD"!robpict",&C000
240 LOAD"!robin1",&1CEC
245 ' Speed
250 POKE &6122,0
255 ' Health
260 POKE &6C98,&C9
270 CALL &A540
290 DATA 06,06,21,57,A5,11
300 DATA 00,10,CD,77,BC,21
310 DATA 40,00,CD,83,BC,CD
320 DATA 7A,BC,CD,D0,76,72
330 DATA 6F,62,69,6E,32,00
335 DATA 00,00
340 DATA 0,0,26,26,6,6,18
350 DATA 18,9,9,26,26,6,6
360 DATA 18,18,13,13,0,06
370 DATA 0,18,18,24,24,03
380 DATA 3,16,16,23,23

```

Moon Cresta

Have you wanted an increased docking time for Incentive's coin-op game? Roger Payne of Alcester, Warwickshire, has found just the poke (entered via Method 1). It gives you 99 seconds to complete docking; allowing bonuses around the 10,000 mark, rather than the more usual 2,000.

```

1 ' Moon Cresta
2 ' by Roger Payne
3 ' 048
10 MEMORY &9FFF
20 LOAD"cresta"
30 POKE &A09F,&10
40 POKE &A0A0,&A1
50 FOR a=&A110 TO &A117
60 READ a$
70 POKE a,VAL("&"a$)
80 NEXT a
90 DATA 3e,30,32,1a
95 DATA 56,c3,c2,74
99 CALL &A000

```

1942

Nick Pavis of Rugby has kindly supplied you with infinite lives and the option of rapid- or auto-fire. Enter the poke using Method 2; skip past the first block. Remove the lines with the options you don't need — for example, if you want rapid-fire then leave out lines 130 and 150.

```

1 ' 1942
2 ' by Nick Pavis
3 ' 049

```

```

40 MODE 1
50 OPENOUT"d"
60 MEMORY &257
70 LOAD"1942"
80 FOR a=0 TO 8
90 READ a$
100 POKE &26CC+a,VAL("&"a$)
110 NEXT
120 DATA 3e,04,32,c0,24,32,d0,24,c9
130 POKE &2982,0 'auto fire
140 POKE &2974,&C3 'rapid fire
150 POKE &2984,n 'no. of bullets on
    screen
160 CALL &89B3

```

The Mapperley hacker, Phil Howard, has another version of a 1942 poke. Enter by Method 1, and the Roll key is now the spacebar rather than 1. You also have infinite rolls and auto-repeat firing. Attain extra lives by pressing the + key — what else?

```

1 ' 1942
2 ' by Phil Howard
3 ' 050
10 DATA 21,00,05,11,58,02
20 DATA 01,10,A4,ED,B0,21
30 DATA BE,02,36,2F,AF,32
40 DATA BF,02,32,95,29,21
50 DATA 20,BE,22,E6,0F,C3
60 DATA B3,89,CD,1E,BB,C0
70 DATA 3E,1C,CD,1E,BB,C8
80 DATA 3E,05,32,C0,24,21
90 DATA 28,C1,CD,CC,26,E1
100 DATA C3,0E,0F
110 Y=0:OPENOUT"Y"
120 MEMORY &4FF
130 FOR X=&BE00 TO &BE38
140 READ A$:A=VAL("&"A$)
150 POKE X,A:Y=Y+A:NEXT
160 IF Y<>&1601 THEN 190
170 LOAD"1942",&500
180 CALL &BE00
190 PRINT"DATA ERROR!"

```

Doomsday Blues

A rare Method 2 poke from Martin Farrar of Beverley, Yorkshire. Type in the listing, wind the cassette past the screen-display file and run. The poke does two things: on the opening screen the points are divided out as before, but you are able to build up strength, lives and so on to a maximum 100 points. During the game you can knock down doors and walk into walls without losing any strength.

```

1 ' Doomsday Blues
2 ' by Martin Farrar
3 ' 051
50 a=&BF00:t=0
60 READ b$:IF b$="end" THEN 90
70 b=VAL("&"b$)

```

```

75 POKE a,b:t=t+b
80 a=a+1:GOTO 60
90 IF t<>3734 THEN PRINT "ERROR":END
100 CALL &BF00
110 DATA 21,24,BF,06,04,11
120 DATA 00,40,CD,77,BC,EB
130 DATA CD,83,BC,CD,7A,BC
140 DATA 21,BC,9B,36,00,21
150 DATA 12,96,36,00,21,5D
160 DATA 8D,36,00,C3,00,70
170 DATA 45,44,45,4E
180 DATA end

```

Asterix

Paul Evans of Leeds has sent in tips for the Gallic cartoon character's game that should enable you to complete it.

1. Go off the top of the first screen, turn left behind the rock and get one piece of the cauldron.
2. Go right, up, right and find the second piece.
3. Find a centurion and then don't move on the fighting window. You're put in a cell. Wait for the door to open and then drink the potion before fighting the gladiator. He will disappear, leaving a piece of the cauldron.
4. Find the cell key and get captured again and you will find another piece of the cauldron in cell V before exiting through cell IIX.
5. There's a piece of the cauldron in each of the two Roman camps and one in front of a building in the town.
6. Keep stocking up on hams and avoid fighting too many centurions and it's easy.

Mr Freeze

Paul Taylor of Frome has sent in the tip that de-icing number six twice in the Firebird game will give you infinite lives.

Swords and Sorcery

From P Newman of Dungannon.

1. Fighting or magic skill is incremented by 1 point for every 3 monsters killed. Which skill is increased depends on which menu was used at the monster's death.
2. Unarmed combat eventually earns the skill Dodge, and if unarmed combat skill is high can Maim the attacker.
3. Shield stops Hack/Lunge but not always.
4. Attack defence does the same amount of damage to the attacker as it did to you.
5. Lunge kills any monster that has its back to a wall.

6. Hack always kills a retreating monster.

The Eidolon

Robbie Rafferty and Billy Watson of Edinburgh have sent in some invaluable tips for the stylish Activision game that should help no end. It's a detailed list of what monsters appear on each level and how to kill them.

Level 1:

Troll — 3 red fireballs

Rotofly — 1 red

Biter bird — 3 red

Dragon — 3 red

Level 2:

Biter bird — 3 red

Grep — 3 red

Rotofly — 1 red

Dragon — 4 gold

Level 3:

Bottleneck — 3 red

Rotofly — 1 red

Troll — 5 red

Dragon — 5 green

Level 4:

Malloc — 9 red

Puffer bird — 3 red

Biter bird — 3 red

Dragon — 6 blue

Level 5:

Polyps — red, 3 green, red

Puffer bird — 3 red

Rotofly — 1 red

Dragon — 7 gold

Level 6:

Malloc — 9 red

Troll — 8 red

Rotofly — 1 red

Dragon — 8 blue

Level 7:

Biter bird — 3 red

Rotofly — 1 red

Rock Head — 2 green, many red

Dragon — 9 red

Level 8 (the seven-headed dragon):

Get the right fireball for each head and just keep firing until it disappears. The seven in order: red, gold, green, blue, gold, blue, red.

Once again...

Four tips which have been printed a million times!

Terra Cognita: fly onto the first extra-life square and then timeshift to the beginning. Repeat.

Zub: the CTRL key operates a planet scanner.

Roland in the Caves: press the down-arrow key as you enter a cave to go to the

next level with large bonus points.

Last but not least the most repeated and boring cheat of all time. *Galactic Plague:* press the 'R' key to take you to the next level. A bonfire will greet the next letter containing that tip.

Biggles

Tips for Mirrorsoft's goggled hero come from Alan Young of Strathclyde. They're for the arcade sequences.

Biggles in the air Fly just more than halfway up in the sky and just less than halfway across the screen. I don't do any bombing but that is up to you. Try to hit the planes as they come level with you, but if necessary dive or climb, firing non-stop.

When you come to a group of guns climb to the top-middle of the screen, so that you can dodge either way. Remember when you go backwards to dive and go forwards as soon as possible to return to the initial position.

After a while you'll near the weapon which has a radar dish on the top. This will probably also be marked by many guns and a plane or two. Start weaving up and down, wagging, diving and climbing quickly and at random, otherwise you'll be shot down without knowing what hit you.

Biggles in London There's not much to advise. But when you're being shot at, go as low as possible and try to watch the rifle. Sometimes you can fool the sniper as to your position, and he doesn't usually hit you on the second building anyway. Be careful not to take too long; this endangers the second man. When moving the second man always be ready for the guard to double back and don't try to go straight across without waiting.

Biggles on the battlefield This is where the points come rolling in. Keep your gun blazing and learn the range of the hand-grenades. Use the caves as much as possible. Once you've cleared a screen you can really pick up the points. Go to just less than a grenade's throw from the right-hand side of the screen and wait for the next lot of soldiers. Blast them as soon as they appear and repeat as many times as you like to boost the score.

Howard's Way

Phil Howard of Mapperley has departed from his usual poking practices and found some tips that don't require pokes at all.

Impossaball: on the starting screen press the keys C H E A T together, then press L to change the start level.

Ghost Hunters: at any time press Del

to pause the game, then type COMPLEX. This will put you into the cheat mode and restore the energy bar. By pressing different letter keys it is possible to move from room to room. Pressing Enter restarts the game, pressing Space restarts the game and activates the lifts.

Killapepe: at any time pause the game by pressing Delete, then press keys A6P together to increase lives. Restart by pressing Clear.

Impossaball

Tony Hoyle of St Annes in Lancashire has hacked into Hewson's bouncing game. You are treated to infinite time and lives. If that doesn't take your fancy, you can choose an automatic-completion-of-a-level-when-you-die poke.

Enter the poke using Method 1. One point to be wary of: if you select infinite time you cannot have the complete-level-when-you-die poke — with both pokes selected, the program crashes.

```
1 ' Impossaball
2 ' by Tony Hoyle
3 ' 052
50 MEMORY &13FF:MODE 1
60 LOAD"!",&8000
70 CALL &8000
90 LOAD"!",&1400
100 INPUT"Infinite Time";a$
110 IF a$="n" THEN 140
120 POKE &9634,0
125 POKE &963D,0
130 GOTO 170
140 INPUT"Complete level when you
die";a$
150 IF a$="n" THEN 170
160 POKE &A44C,0
170 INPUT"Infinite Lives";a$
180 IF a$="n" THEN 210
190 POKE &A462,0
200 LOAD"!",&C000
210 CALL &8200
```

Nicholas Pavis of Rugby, Warwickshire, has also sent in Impossaball pokes: automatic placement on the next level when your time runs out, infinite lives, infinite time, removal of cylinders and a poke for pretty colours. Enter the listing using Method 1, omitting the pokes you don't require. If you want the poke for infinite time, you cannot use the poke to place you on the next level once your time has run out.

```
1 ' Impossaball
2 ' by Nicholas Pavis
3 ' 053
10 OPENOUT"D":MEMORY &13FF
20 MODE 1:LOAD"!",&8000
```

30 CALL &8000
 40 LOAD"!",&1400
 50 LOAD"!",&C000
 60 ' Time/Level poke
 70 POKE &A45B,&CA
 80 POKE &A45C,&4E
 90 POKE &A45D,&91
 100 POKE &A45E,0
 110 ' Infinite lives
 120 POKE &A462,0
 130 ' Infinite time
 140 POKE &962D,&C9
 150 ' Remove cylinders
 160 POKE &9C23,&18
 170 ' Pretty colours
 180 POKE &A3BB,&C9
 190 CALL &8200

Football Manager

Lee Gatiss of Sale, Cheshire, has an excellent cheat for this game of pensionable age — which has some of the worst graphics I've ever seen.

Save the game data, or take your existing saved game data, and load it into a word-processor (we loaded it on Protex). It should present you with a nice neat file which you can fiddle.

The first line of data contains the following information:

First number: number of team (team numbers are listed later in the data).
Second: how much money you've got.
Third: how much you owe.
Fourth: no. games played in season.
Eighth: no. of seasons played so far.
Ninth: the division you're in.
Eleventh: number of FA Cup matches played so far.

Thirteenth: skill level.

Fourteenth: team morale.

Last: the manager's name.

The next 64 lines of data are the team names. You can change them quickly from here rather than in the game as a whole. The two numbers following the team name refer to their playing strip and change strip.

Next are the player details, made up of the following information which you can alter how you like.

First comes the player's name.

Second figure will be 0, 1, 2 or 3. 0 means the player isn't in your squad, 1 means in the squad but not selected, 2 means selected to play, 3 means injured.

Third figure: value of player.

Fourth figure: energy rating.

Fifth figure: skill rating.

The last set of data refers to the division, who's top and who's bottom. The middle two numbers refer to goals for and against.

Rebelstar

Paul Vincent of Worcester tells us of an odd tip for the budget strategy game. When prompted to load the data for a one-player game, load the data for the two-player game instead. This produces weird effects: the master droids are unarmed, many of the warrior droids are armed with annihilators and many droids are invisible except in fire mode.

A tip on how to complete the game on level eight without any trouble at all comes from Liam Gallagher and Brian Gaul of Waterford City. Place all your men in the southern airlock, which is joined to the base by a tunnel. Blast open the door and position the three characters with photon guns and a combat droid on either side of the corridor entrance.

If it looks like an operative can reach the end of the corridor, then set opportunity fire on the opening. If operatives stop inside the corridor then you can nip out and loose off shots to destroy them during your turn, but make sure you've enough action points to get back in position. In that situation always use a snap shot.

Try not to leave any operatives alive in the corridor. This will stop them reaching you and leave a pile of bodies that the other droids will have to waste action points getting past. Once all the moving droids are destroyed you can blow up the defence lasers to get reinforcements and move to the Isaac computer and blow it up.

Inheritance

Chris Ball of Kidderminster has solved the Infogrames game and brings you this advice.

The hotel: Take the bag which will appear in the bottom right of the screen. Put the cursor on the bag and fire to open it. Put the cursor on the plate on the dressing table and some money will appear in the bottom left of the screen. Pick this up with the cursor and then open the drawers on the dressing table. Pick up the pen and the gun. Open the left cupboard and pick up the iron, candlestick, flowers, torch and necklace. Open the right cupboard and get the trumpet. Leave the room.

As you move through the floors of the building you meet various characters. They require these objects.

Old woman with purple hair wants to get the iron.

Chinese man wants the candlestick.

Man with green lined suit and green hair wants flowers.

Man with glasses and pen behind his ear wants torch.

Man that looks like a waiter wants necklace.

Businessman wants pen.

Gangster wants gun.

Mick Jagger lookalike wants trumpet.

There are two other characters, a woman who gives you money and a man who you have to give money to.

Once you've got rid of two objects go back to your room on the 17th floor (room 170) and get the passport and watch from the drawer. Head back down the building, returning objects until you reach floor zero.

Here you can either grab a bike and cycle to the airport or phone for a taxi, but make sure it's got a driver before getting in (phoning makes the driver appear).

The airport: Enter airport and turn right to duty-free shop. Buy a sandwich and the newspaper Mon Tricot. Turn right twice till you face a man, who when given some money will return your passport to you. Turn back to the information board you faced when you first walked in and wait for the 1120 Las Vegas flight to appear. Wait till the 1119 has gone off the board then turn left to a customs official. Give him your passport, wait for it to be returned, then go through the middle door.

On the plane a hijacker will appear. Give him the newspaper. At Las Vegas wait for the second number-9 bus and get on it, following screen instructions from there.

Las Vegas: This is the easy part — it's just a matter of time before you get a million.

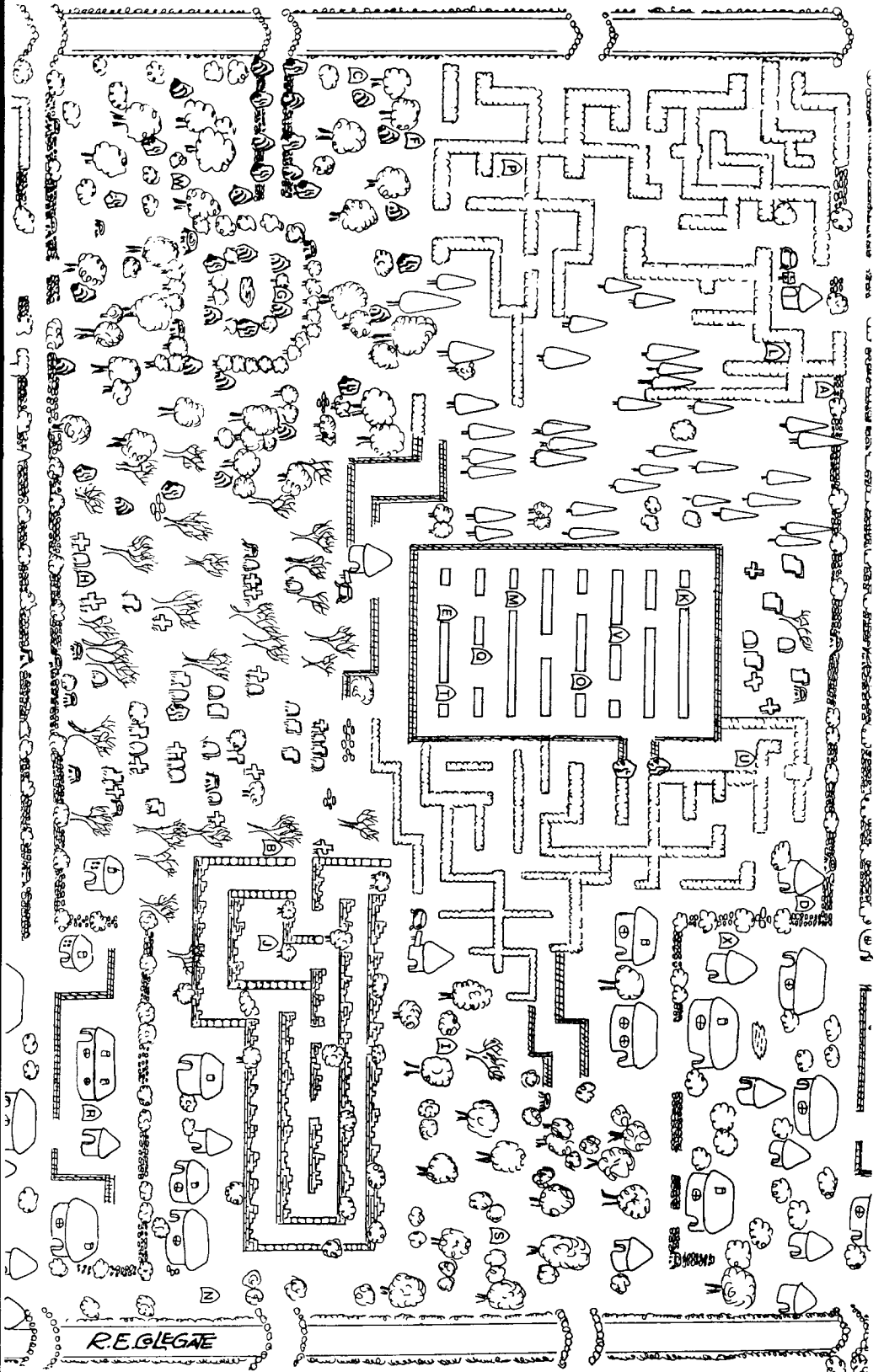
BMX Simulator

Phil Howard of Mapperley, in Nottingham, has once more had a heavy poking session. Code Masters' cheapie is the first to fall. Phil supplies you with a Method 1 poke that gives you infinite time to complete each circuit.

```
1 ' BMX Simulator - tape
2 ' by Phil Howard
3 ' 054
10 DATA 21,35,bf,36,cd,23
20 DATA 36,34,23,36,be,c3
30 DATA 00,bf,21,e2,39,36
40 DATA c3,23,36,24,23,36
50 DATA be,21,40,00,e5,21
60 DATA 00,bb,e5,c3,b7,39
70 DATA e5,21,91,01,36,8c
80 DATA 23,36,43,23,36,£9
90 DATA e1,f1,f3,c9,21,59
100 DATA dc,36,00,21,00,c0
```


FEUD

Mapped by R E COLGATE



SPELL BOOK	TELEPORT	PROTECT	SPIRITS	ZOMBIE	SWIFT	FREEZE	DOUBLEGANGER	INVISIBLE	REVERSE	HEAL	FIREBALL	LIGHTNING	SPELL BOOK
SPELL LOCATION	A & B	C & D	E & F	G & H	I & J	K & L	M & N	O & P	Q & R	S & T	U & V	W & X	SPELL LOCATION
SPELL LIFE	INFINITE	3 Times	7 Seconds	2 Times 10 Secs	3 * 10 Secs	3 * 10 Secs	4 Times	3 * 25 Secs	3 * 20 Secs	2 * 1/4 Heal	4 Times	3 * 20 Secs	SPELL LIFE
WORKS ON	YOU	YOU	LEANORIC	YOKELS	YOU	LEANORIC GARDENER	YOKELS TRAVELLERS	YOU	LEANORIC	YOU	LEANORIC	LEANORIC	WORKS ON

```

110 DATA c9
120 y=0: MEMORY &2000
130 FOR x=&BE00 TO &BE3C
140 READ a$: a=VAL("&"a$)
150 POKE x,a: y=y+a: NEXT
160 DATA if y<>&18cd then 190
170 LOAD"BMX SIMULATOR"
180 CALL &BE0E
190 PRINT"DATA ERROR"

```

Chronos

Tip When you've got a high score type *jing it baby* into the table and a new option will appear on the menu. This gives you a megalaser.

Poke Infinite lives. The man to thank is Daniel Underwood of from Chigwell, Essex. Use Method 1.

```

1 ' Chronos - tape
2 ' by Daniel Underwood
3 ' 055
10 OPENOUT"":MEMORY &2FF:CLOSEOUT
20 LOAD"ALLCHR": POKE &738B,&FF
30 CALL &8FDC

```

Nemesis

Neil McCauley and Antony Porter of Chatham, Kent, have bumped heads and produced a poke for Konamis' shoot-em-up.

Enter it using Method 1 for double laser and missile fire. You will also have a shield, which should help you somewhat on your journey.

```

1 ' Nemesis - tape
2 ' by Neil and Antony
3 ' 056
10 ENT -1,1,9,1
20 ENT -3,2,-6,1,2,6,1
30 ENT -5,1,-2,1
40 ENV 1,2,-1,2
50 ENV 3,2,3,1,3,2,1
60 ENV 5,2,-1,1
70 ENV 7,10,-1,5,30,0,1,10,1,10
80 ENT -7,2,-1,1,2,1,1,5,0,2
90 ENV 8,2,2,2,5,-1,2,1,-7,5
100 ENT -8,5,0,1,2,-1,1,2,1,1
110 MODE 1: BORDER 0
120 FOR t=0 TO 15: READ a: INK t,a:
NEXT
130 DATA 0,6,11,23,6,7,8,9,11
140 DATA 12,13,15,16,18,24,26
150 LOAD"!nemesis",&C000
160 OPENOUT"y": MEMORY 999
170 LOAD"NEMCODE",1000
180 POKE &9682,212:POKE &96AA,&20
190 FOR t=550 TO 980: POKE t,0: NEXT
200 CALL 38341

```

Auf Wiederseh'n, Monty

Poke Be careful when you type in this Method 1 poke. Leave out all REM statements, or it won't work.

Nick Pavis of Rugby, Warwickshire, has been busy on Gremlin's game. You can choose to remove crushers, have infinite lives, have the air tickets in your possession or be a super-mole.

Some of the data has REMs following to indicate what action the data performs. If you don't want infinite lives then leave out line 130, for instance.

```

1 ' Auf Wiederseh'n, Monty -tape
2 ' by Nicholas Pavis
3 ' 057
10 MODE 1: a=&340
20 READ a$: IF a$="+" THEN 50
30 POKE a,VAL("&"a$)
40 a=a+1: GOTO 20
50 CALL &340
60 DATA 21,00,00,11,00,c0
70 DATA 06,00,cd,77,bc,21
80 DATA 00,01,cd,83,bc,cd
90 DATA 7a,bc,21,62,03,22
100 DATA 8f,01,3e,c3,32,8e
110 DATA 01,c3,00,01
120 DATA 21,63,fe,36,c9 'remove
crushers
130 DATA 21,b4,ad,36,c3 'infinite
lives
140 DATA 21,9e,a5,36,00 'air
tickets
150 DATA 21,18,85,36,c9 'super mole
160 DATA c3,00,80,+

```

Tip Craig Winfield of Under Hill, Wolverhampton, has pointed out that the command POKE 800, 201 will give you infinite lives in the Monty game. Just type it in before running the game — tape only.

Cobra

Tips for the Ocean film-bore come from Jamie Mascall of Bar Hill.

There are men with bazookas, knives and guns. Duck under bazooka shots and jump over knives and guns, then kill the gangsters. Don't kill women standing still or the man under a lamppost — you'll lose points. Gangsters will pop out of dustbins, duck their shot and kill them. If ducks come down and you're on the ground you must duck them. If you're on a platform you should jump at the duck to kill it.

Ingrid will be somewhere on level five or six and will follow you around, impervious to bullets.

Poke Ocean's game of the film has been subjected to humiliation by Nicholas Pavis.

Infinite lives are up for grabs. Enter the poke using Method 1, but take care if you use a 664 or 6128: several data lines must be altered. See below.

```

1 ' Cobra - 464 tape
2 ' by Nicholas Pavis
3 ' 058
10 DATA cd,67,bb,21,14,bf,36
20 DATA c9,cd,00,bf,21,ca,4e
30 DATA 36,00,23,36,00,23,36
40 DATA 00,23,36,00,c3,00,41
50 DATA 21,08,22,36,6b,23,36
60 DATA 99,21,40,20,11,40,00
70 DATA 01,19,02,ed,b0,21,40
80 DATA 00,e5,21,00,bb,e5,21
90 DATA 19,02,e5,21,07,b8,e5
100 DATA 21,bb,02,e5,f1,21,ea
110 DATA b1,11,d9,b1,f3,c9
120 MEMORY &2000
130 FOR x=&BE00 TO &BE4B: READ a$
140 POKE x,VAL("&"a$): NEXT
150 LOAD"": CALL &3A6A
160 LOAD"!",&2040: CALL &BE1C

```

If you own either a 664 or 6128 machine, then type in the major listing — making the alterations shown below:

```

5 ' Alterations for 664 and 6128
90 DATA 19,02,e5,21,1f,b1,e5
100 DATA 21,bb,02,e5,f1,21,e5
110 DATA b7,11,d4,b7,f3,c9

```

Curse of Sherwood

Infinite lives and permanent use of the map are provided by Stephen Stokes for Mastertronic's game. Enter using Method 1.

```

1 ' Curse of Sherwood - tape
2 ' by Stephen Stokes
3 ' 059
10 a=&BF00
20 READ v$
30 IF v$="*" THEN CALL &BF00
40 POKE a,VAL("&"v$)
50 a=a+1:GOTO 20
60 DATA 06,00,11,00,c0,cd,77,bc
70 DATA 21,c0,0d,cd,83,bc,cd,7a
80 DATA bc,21,7b,a6,11,df,ab,01
90 DATA bc,98,ed,b8
100 DATA 3e,00,32,ac,66 'lives
110 DATA 3e,00,32,6f,75 'map
120 DATA c3,0a,aa,*

```

Amaurote

Mastertronic's graphically superb MAD game has been hacked by Peter Featherstone. Infinite lives and bombs have been supplied. You can fire a bomb even if there is one already on the screen — the first one will disappear, mind. Method 1.

```

1 ' Amaurote
2 ' by Peter Featherstone
3 ' 060
10 MODE 1
20 FOR f=&BE00 TO &BE23
30 READ a$
40 POKE f,VAL("&"a$)
50 NEXT
60 CALL &BE00
100 DATA 21,00,40,11,00,31
110 DATA 3e,16,cd,a1,bc,30
120 DATA f3,21,16,be,22,24
130 DATA 40,c3,00,40,af,32
140 DATA 44,9d,32,a0,8d,32
150 DATA 97,8d,c3,d4,26,00

```

Phil Howard gets bored with doing infinite lives, so here's a Method 1 poke that gives you joystick control in the bug-busting budget game.

```

1 ' Amaurote - tape
2 ' by Phil Howard
3 ' 061
10 DATA 21,40,00,11,25,00
20 DATA 3e,16,cd,a1,bc,21
30 DATA 14,be,22,59,00,c3
40 DATA 40,00,21,d3,41,36
50 DATA c3,23,36,22,23,36
60 DATA be,c3,00,40,dd,21
70 DATA 0a,7f,11,0c,00,21
80 DATA 49,be,06,05,cd,3c
90 DATA be,dd,19,11,09,00
100 DATA 23,10,f5,c3,d4,26
110 DATA dd,36,00,49,7e,dd
120 DATA 77,01,dd,36,02,ff
130 DATA c9,10,04,02,01,08
140 y=0:MODE 1
150 FOR x=&BE00 TO 4BE4D
160 READ a$:a=VAL("&"a$)
170 POKE x,a:y=y+a:NEXT
180 IF y<&1907 THEN 200
190 CALL &BE00
200 PRINT"Data Error"

```

Army Moves

Here's a welcome poke from Kevin McCaughey in Bangor, Co Down. It gives you various methods of cheating in both parts of Imagine's shoot-em-up. Use Method 1 and blast away to your heart's content.

The first listing is for Army Moves part one — you can have immunity from bullets or enemy craft (or both) and infinite lives.

```

1 ' Army Moves (part I) - tape
2 ' by Kevin McCaughey
3 ' 062
10 N=0:CHK=0:L=70:MODE 1
20 FOR I=&A000 TO &A088
30 READ A$:J=VAL("&"A$):POKE I,J
40 N=N+1:CHK=CHK+J
50 IF N=8 THEN N=0:READ AMOUNT:IF

```

```

CHK<>AMOUNT THEN PRINT"ERROR IN
DATA LINE";L:END ELSE IF N=0 THEN
CHK=0:L=L+10
60 NEXT I
70 DATA AF,CD,0E,BC,21,AF,39,11,&360
80 DATA 00,00,3E,16,CD,A1,BC,CD,&34B
90 DATA 6A,3A,21,40,A1,11,00,00,&1B7
100 DATA 3E,16,CD,A1,BC,21,40,A1,&380
110 DATA 01,26,02,3E,8D,CD,78,A0,&2D9
120 DATA 21,86,A1,01,E0,01,3E,3D,&2A5
130 DATA AE,CD,78,A0,21,40,A1,11,&3A6
140 DATA 00,BB,01,26,02,F3,ED,B0,&374
150 DATA DD,21,00,BF,11,4F,00,CD,&2EA
160 DATA 67,BB,DD,21,00,C0,11,00,&2F1
170 DATA 40,CD,67,BB,DD,21,1E,05,&350
180 DATA 11,86,8D,CD,67,BB,AF,06,&3C8
190 DATA F6,ED,79,21,3B,0B,77,21,&35B
200 DATA 8B,12;77,21,4C,1C,3E,C3,&29E
210 DATA 77,CD,37,BD,FB,C3,90,92,&518
220 DATA F5,AE,77,F1,23,0B,C6,0A,&409
230 DATA F6,80,5F,78,B1,7B,20,F0,&489
240 DATA C9
250 INPUT "INFINITE LIVES (Y/N) : ",Y$:
IF UPPER$(LEFT$(Y$,1))="N" THEN
POKE &A066,0
260 INPUT "HARMLESS BULLETS (Y/N) : ",
Y$: IF UPPER$(LEFT$(Y$,1))="N"
THEN POKE &A06A,0
270 INPUT "IMMUNITY FROM ENEMY
CONTRAPTIONS : ",Y$:IF UPPER$(LEFT$(
(Y$,1))="N" THEN POKE &A070,0
280 CALL &A000

```

And here is the poke-listing for the second part of Army Moves — infinite men.

```

1 ' Army Moves (part II) - tape
2 ' by Kevin McCaughey
3 ' 063
10 N=0:CHK=0:L=70:MODE 1
20 FOR I=&A000 TO &A085
30 READ A$:J=VAL("&"A$):POKE I,J
40 N=N+1:CHK=CHK+J
50 IF N=8 THEN N=0:READ AMOUNT: IF
CHK<>AMOUNT THEN PRINT"ERROR IN
DATA LINE";L:END ELSE IF N=0 THEN
CHK=0:L=L+10
60 NEXT I
70 DATA AF,CD,0E,BC,21,AF,39,11,&360
80 DATA 00,00,3E,16,CD,A1,BC,CD,&34B
90 DATA 6A,3A,21,40,A1,11,00,00,&1B7
100 DATA 3E,16,CD,A1,BC,21,40,A1,&380
110 DATA 01,26,02,3E,8D,CD,75,A0,&2D6
120 DATA 21,86,A1,01,E0,01,3E,3D,&2A5
130 DATA AE,CD,75,A0,21,40,A1,11,&3A3
140 DATA 00,BB,01,26,02,F3,ED,B0,&374
150 DATA DD,21,00,BF,11,4F,00,CD,&2EA
160 DATA 67,BB,DD,21,00,C0,11,00,&2F1
170 DATA 40,CD,67,BB,DD,21,1E,05,&350
180 DATA 11,58,8E,CD,67,BB,01,00,&2E7
190 DATA F6,ED,49,3E,C9,21,D9,92,&4BF
200 DATA 77,AF,21,69,08,77,CD,37,&333
210 DATA BD,FB,C3,58,93,F5,AE,77,&580

```

```

220 DATA F1,23,0B,C6,0A,F6,80,5F,&3C4
230 DATA 78,B1,7B,20,F0,C9
240 INPUT "INFINITE MEN (Y/N) : ",Y$: IF
UPPER$(LEFT$(Y$,1))="N" THEN POKE
&A06D,0
250 CALL &A000

```

Android 2

Stephen Hooper of Great Wyrley, Staffordshire, has given the games on the Computer Hits 2 compilation tape a good going-over. Android 2 from Vortex is his first. Enter it using Method 1; it gives infinite lives.

```

1 ' Android 2
2 ' by Stephen Hooper
3 ' 064
10 OPENOUT"x":MEMORY 2699
20 load"AND2MC",2700
30 POKE 10274,0
40 CALL 2700

```

Mutant Monty

Infinite lives have been provided by Stephen Hooper for the Computer Hits 2 version. Use Method 1. It's just the tonic for this frustrating game.

```

1 ' Mutant Monty
2 ' by Stephen Hooper
3 ' 065
10 MEMORY 8191:MODE 0
20 LOAD"CODE",8192
30 POKE 38465,0:POKE 41322,0
40 CALL 42910

```

Moonbuggy

The final of Stephen's pokes for the Computer Hits 2 games gives infinite lives for another highly frustrating game.

```

1 ' Moonbuggy
2 ' by Stephen Hooper
3 ' 066
10 MEMORY &3000
20 MODE 1:LOAD"PROG"
30 POKE &8771,0
40 CALL 30720

```

Elidon

Just in case you own the Computer Hits 3 compilation and are feeling rather left out, don't worry. Stephen Hooper has been at it again, providing you with infinite lives for the Orpheus game. Use Method 1.

When the game has loaded, start playing. The colours will undoubtedly look rather odd. Fear not; pressing A and L together aborts the game. Restart, and colour will return to the flickery faerie's cheeks.

```

1 ' Elidon
2 ' by Stephen Hooper

```

```

3 ' 067
10 OPENOUT"d":MEMORY 999
20 LOAD"DBLOCK",1000
30 POKE 29855,0
40 CALL 40480

```

Golden Talisman

A Method-1 poke for another of Mastertronics' budget games. This destroys all dragons guarding various chambers and removes nasties in certain rooms. You have Paul Bevan of Basildon in Essex to thank.

```

1 ' Golden Talisman
2 ' by Paul Bevan
3 ' 068
10 INK 0,0:BORDER 0:MODE 1
20 INK 1,1:INK 2,24
30 PEN 1:PAPER 2
40 MEMORY 5319
45 LOAD"CODE",5320
50 FOR f=6077 TO 6090
55 POKE f,0:NEXT
60 POKE 6152,0:poke 6234,0
70 CALL 5320

```

Stephen Hooper has also hacked it. It reverses the effects of the sliding barriers. Instead of sapping your energy they now increase it. Be careful that you don't overfill your energy; otherwise you'll die in the normal way. Enter via Method 1.

```

1 ' Golden Talisman
2 ' by Stephen Hooper
3 ' 069
10 MEMORY 4800:LOAD"CODE",5320
20 POKE 16434,&3C
30 CALL 5320

```

Dragon's Lair

Here are a couple of pokes — one for tape, the other for disk — for the multi-loading game from Software Projects. The cassette version comes to you from Phil Howard who mauls Arnold's memory and wanders the streets of Mapperley. The poke, entered using Method 1, allows you to select the level of your choice.

```

1 ' Dragon's Lair - tape
2 ' Phil Howard
3 ' 070
10 DATA D5,21,00,03,11,FF
20 DATA 7C,AF,CD,A1,BC,18
30 DATA 16,7A,27,0D,3D,A3
40 DATA 3E,6F,27,39,43,73
50 DATA 38,0D,3D,2F,2D,7F
60 DATA 3F,50,46,48,20,D1
70 DATA 21,B7,25,36,A7,21
80 DATA 5A,25,73,21,0B,BE
90 DATA 19,19,5E,23,56,ED
100 DATA 53,5F,25,C3,17,25

```

```

110 CLS:INPUT"LEVEL";n
120 IF n<1 OR n>9 THEN 110
130 y=0
140 FOR x=&BE00 TO &BE3B
150 READ a$:a=VAL("&"a$)
160 POKE x,a:y=y+a:NEXT
170 IF y<>&13EB THEN 190
180 CALL &BE00,n
190 PRINT"DATA ERROR!"

```

The disk poke, giving infinite lives for Dragon's Lair comes from Paul Clewer in Walsall, West Midlands. Just run the poke below to put it into effect.

```

1 ' Dragon's Lair - disk
2 ' by Paul Clewer
3 ' 071
10 OPENOUT"y":MEMORY &299
20 CLOSEOUT:LOAD"DL"
30 POKE &25A8,0
40 CALL &2517

```

Xcel

Tips John Blackburn in Cambridge has provided a few hints.

It isn't necessary to decode the alien messages — they probably don't mean anything (apart from the decimal counter).

The 30 computer bases you have to reach are at the following locations:

```

9 2 39 1 68 3
17 2 42 3 73 3
19 3 45 3 75 1
21 2 49 2 78 2
22 3 50 1 83 2
24 3 51 1 84 1
25 1 55 3 88 2
28 2 58 3 89 3
32 1 63 3 94 3
37 3 67 2 98 2

```

Select map. Move arrow with cursor keys or joystick. Press Enter to return to TV mode. Enter again to hyperspace. Del to launch shuttle.

Pokes John's pokes first. Entered using Method 1, it gives infinite shuttles, 100% shields, prevents flying aliens from shooting and evens fixes a bug, allowing the shuttle to move diagonally northeast when you use the keyboard. You can also choose the type of game you wish to play: either maze-only or alien-zapping — remove the data you don't require.

```

1 ' Xcel
2 ' by John Blackburn
3 ' (modified by RpM)
4 ' 072
10 MEMORY &9BFF
20 LOAD"!",&9C00
30 i=&9C1E

```

```

40 WHILE a$<>"ff"
50 READ a$
60 POKE i,VAL("&"a$)
70 i=i+1:WEND:CALL &9C00
80 DATA 3e,c9,32,26,32,cd
90 DATA 00,30,21,ce,07,11
100 DATA d0,93,3e,15,cd,a1
110 DATA bc,3e,00,32,a4,33
120 DATA 3e,c9,32,25,41,21
130 DATA 00,00,22,2d,55,21
140 DATA cb,47,22,84,2a
150 ' Maze only
160 DATA 3e,c9,32,ce,24
170 ' alien-zap only
180 DATA 3e,b4,32,74,23
190 DATA c3,5d,6a
200 DATA ff

```

Stuart Ashley of Chorleywood, Herts, supplies a poke for infinite lives on Mastertronics' highly playable game.

```

1 ' Xcel
2 ' by Stuart Ashley
3 ' 073
10 MEMORY &8FFF:LOAD"xcel"
20 POKE &901E,&C9
30 CALL &9000
40 POKE &3227,0
45 POKE &3228,&BE
50 FOR x=&BE00 TO &BE07
60 READ a$
65 POKE x,VAL("&"a$)
70 NEXT:CALL &3000
80 DATA 3E,00,32,A4
90 DATA 33,C3,5D,6A

```

Mikie

The second Konami game to be poked by Tony Hoyle prevents the teacher, cook and other characters from harming you. If you touch them, they will pass straight through you. Type in and run the listing.

```

1 ' Mikie - disk
2 ' by Tony Hoyle
3 ' 074
10 GOSUB 40
20 CALL &58A8:GOTO 20
30 '
40 OPENOUT"d"
50 MEMORY &3E7
60 LOAD"mikie.sbf",&3E8
70 POKE &621C,&C3
80 RETURN

```

Killer Gorilla

This poke from Niall Dunne of Waterford, Ireland, gives you invulnerability against an old favorite from Micro Power. Falling and staying on lifts too long proves, still, to be hazardous. Use Method 1.

```

1 ' Killer Gorilla
2 ' by Niall Dunne
3 ' 075
10 MEMORY &3FFF:LOAD"GAME"
20 FOR x=&4E44 TO &4E54:NEXT
30 READ a
40 POKE x,a
50 CALL &4100
60 DATA &C8,&64,&12C,&64,&190,&64,
&1F4,&64,&258,&64,&2BC,&64,&320,
&64,&384,&64

```

Thanatos

Tips for Durell's dragon game come from Julian Thomlinson of Carlisle.

Men: don't really pose any problems, just have fun dropping them from a great height.

Birds: can be avoided by flying at full speed, moving up and down all the time. If one tries a dive, slow down and it will dive in front of you, allowing you to burn it.

Sea serpents: simply fly at full speed at the very top of the screen.

Falling rocks: can be avoided by flying very low at varying speeds — fast, slow, fast etc.

Giant spiders: are pretty nasty. As with the birds, fly fast and move up and down, don't slow down. If the girl is knocked off, land as quickly as possible and let her climb back on.

Two-headed dragon: after the second castle, fly along a bit, then land and start walking. As the dragon flies over, flame at him. If you hit he will land. Fly over him and burn again, then land. As he flies over again finish him off.

Panthers: appear just before the final castle. Either fly behind them and pick them up or burn them.

Refuelling: go back to find a witch between two stakes, land and then take off immediately. A knight will appear. Pick him off his horse, then land and eat the witch.

Pokes Peter Featherstone of Leeds has sent in the goods for Durell's sizzler. It is an infinite-flame poke entered using Method 1.

```

1 ' Thanatos
2 ' by Peter Featherstone
3 ' 076
10 BORDER 0:INK 0,0:INK 1,18
20 INK 2,1:INK 3,6:MODE 1
30 FOR f=1 TO 4:READ a:READ b
40 OUT &BC00,a:OUT &BD00,b
50 NEXT f
60 MEMORY 16384
70 LOAD"!BOOT"
80 FOR f=48640 TO 48646
90 READ a:POKE f,a

```

```

100 NEXT f
110 POKE 32827,0:POKE 32828,190
120 CALL 32768
130 DATA 1,32,2,43,6,24,7,29
140 DATA 175,50,137,160,195,164,93

```

Speed King

Enter it using Method 1 and answer yes or no to the multitude of questions.

```

1 ' Speed King - tape
2 ' by David German
3 ' 077
10 MODE 1:PRINT"Stop the
clock";:GOSUB 90: a1$a$:
PRINT"Stop collision detection
with bikes";:GOSUB
90:a2$a$:PRINT"Stop collision
with grass";:GOSUB 90: a3$a$:
PRINT"Turn off tune";: GOSUB 90:
a4$a$
20 MODE 1: SYMBOL AFTER
256:OPENOUT"D": MEMORY HIMEM-
1:CLOSEOUT: MEMORY 2047:
PRINT"Loading Speed King":
LOAD"!SKING",2048
30 IF a1$="y" THEN POKE &152A,201
40 IF a2$="y" THEN POKE &1D90,201
50 IF a3$="y" THEN POKE &1D8C,201
60 IF a4$="y" THEN POKE &22DA,201
70 POKE &C4D,0: POKE &C51,9
80 CALL 2048
90 PRINT"(Y/N) ?";: a$="" WHILE
a$<>"y" AND a$<>"n":
a$=LOWER$(INKEY$): WEND:PRINT
a$:RETURN

```

Paperboy

Julian Page of Shrewsbury sent in this for Elite's game. It's for the disk version and gives infinite papers and lives.

```

1 ' Paperboy - disk
2 ' by Julian Page
3 ' 078
10 FOR x=&3C6 TO &3F6: READ z$
20 z=VAL("&"+z$):POKE x,z:NEXT x
30 CALL &3C6
40 DATA 21,ED,03,11,00,C0,06,09
50 DATA CD,77,BC,21,00,03,CD,83
60 DATA BC,CD,7A,BC,21,E3,03,22
70 DATA 7D,03,CD,00,03,AF,32,AC
80 DATA 09,32,07,19,C3,00,BF,65
90 DATA 6C,69,74,65,2E,62,69,6E

```

And here's a poke for the same game on tape. Enter it using Method 1 for infinite lives. The man to thank is Martin Pleasance of Brampton in Barnsley.

```

1 ' Paperboy - tape
2 ' by Martin Pleasance
3 ' 079
10 FOR n=0 TO 15: READ h: INK n,h

```

```

20 NEXT n
30 DATA 0,26,24,15,6,3,1,2,20,22
40 DATA 18,9,12,10,13,16
50 FOR n=0 TO 18: READ a$
60 a=VAL("&"+a$): POKE n+&8000,a
70 NEXT n: CALL &8000
80 DATA 3e,01,cd,6b,bc,af,cd,0e
90 DATA bc,01,00,00,cd,38,bc,cd
100 DATA 19,bd,c9
110 OPENOUT"dummy": MEMORY &3FF
120 LOAD"!SCREEN",&C000
130 LOAD"!PRELOC",&BF00
140 LOAD"!PCODE",&400
150 LOAD"!SCR",&C000
160 POKE &9A9,&3E: POKE &9AA,5
170 POKE &9AB,0: CALL &BF00

```

Thing Bounces Back

Gremlin's bouncing game has been given a good seeing to by Peter Featherstone of Leeds. There are various infinite pokes: lives, slinkies, panics and oil. Leave out the pokes you don't want (they are all REMed) and enter the poke using Method 1.

```

1 ' Thing Bounces Back - tape
2 ' by Peter Featherstone
3 ' 080
10 MODE 1: MEMORY &1FFF
20 LOAD"!",&2000: POKE &2005,&5E
30 POKE &2006,&03
40 FOR f=&350 TO &400: READ a$
50 IF a$="BOING" THEN 70
60 NEXT f
70 CALL &350
80 DATA 21,00,20,11,00,01,01,00
90 DATA 02,ed,b0,c3,00,01,af
100 DATA 32,f4,a3 ' panics
110 DATA 32,08,b0,32,ff,af ' slinkies
120 DATA 32,19,92 ' oil
130 DATA 3e,c9,32,35,93 ' lives
140 'leave following line
150 DATA c3,00,88,BOING

```

This poke by Declan Kennedy is for the disk and gives you infinite oil.

```

1 'Thing Bounces Back - Disk
2 'by Declan Kennedy
3 ' 081
10 MODE 1: TOTAL=0
20 FOR x=&40 TO &6A
30 READ A$:A=VAL("&"+A$)
40 POKE X,A:TOTAL=TOTAL+A
50 NEXT
60 IF TOTAL<>2799 THEN PRINT
CHR$(7),"DATA ERROR":END
70 PRINT "PLACE THING IN DISK
DRIVE":PRINT"AND PRESS ANY
KEY":CALL &BB18
80 CALL &40
90 DATA 21,69,00,CD,D4,BC,79,22
100 DATA 80,00,32,82,00,21,00,01

```

```

110 DATA 11,00,00,0E,41,DF,80,00
120 DATA 21,61,00,22,05,01,C3,00
130 DATA 01,3E,00,32,19,92,C3,00
140 DATA 88,84,00

```

Challenge of the Gobots

Stephen Basford of Crewe, Cheshire, is responsible for giving Ariolasoft's game a hard time. You have a choice of infinite lives, rocks and scooter Gobots with this Method 1 poke.

```

1 ' Challenge of Gobots - tape
2 ' by Stephen Basford
3 ' 082
10 MODE 1: BORDER 0
20 INPUT "Inf lives (Y/N): ",a$
30 INPUT "Inf rockS (Y/N): ",b$
40 INPUT "Inf scooters (Y/N):",c$
50 MODE 0: FOR c=0 TO 15: READ d
60 IND c,d: NEXT c
70 LOAD "!gobots.scn",&C000
80 DATA 0,13,26,23,2,2,4,26
90 DATA 24,15,6,8,9,11,13,17
100 Tot=0: RESTORE 200
110 FOR c=&BE80 TO &BEB1
120 READ h$: v=VAL("&"+h$)
130 POKE c,v: tot=tot+v: NEXT c
140 IF tot<>4025 THEN STOP
150 IF a$="n" THEN POKE &BEA1,61
160 IF b$="n" THEN POKE &BEA6,61
170 IF c$="n" THEN POKE &BEAB,61
180 POKE &BB5A,201: CALL &BE80
190 DATA 06,0A,21,96,BE,11
200 DATA 90,00,CD,77,BC,21
210 DATA 40,00,CD,83,BC,CD
220 DATA 7A,BC,18,0A,47,4F
230 DATA 42,4F,54,53,2E,42
240 DATA 49,4E,3E,00,32,50
250 DATA 08,3E,00,32,EC,0E
260 DATA 3E,00,32,79,0E,C3
270 DATA 40,00

```

Dun Darach

Another poke by Peter Featherstone of Leeds. This one is for Gargoyle's animated arcade adventure. Enter it using Method 1 to unlock most doors including Ladyos.

```

1 ' Dun Darach - tape
2 ' by Peter Featherstone
3 ' 083
10 MODE 1: MEMORY 4999: LOAD""
20 POKE &14A5,0: POKE &14A6,&BE
30 FOR f=&BE00 TO &BE07: READ a$
40 POKE f,VAL("&"+a$): NEXT
50 CALL &1450
60 DATA 3e,18,32,2a,79,c3,0a,5a

```

Classic Muncher

The poke is entered using Method 1. Before each poke there's a REM (remember that ' on the Amstrad does the

same as REM with instructions on what the poke does. This allows you to leave in the pokes that you require and omit those you don't. Certain pokes allow you to enter different values: the poke in line 140 (for infinite lives) has a value 100 after it — alter this to the number of lives you want.

```

1 ' Classic Muncher
2 ' by Rpm
3 ' 084
10 RESTORE 40
20 FOR t=&BF00 TO &BF28+14
30 READ a$
35 POKE t,VAL("&"+a$):NEXT
40 DATA 06,07,11,00,C0,21
45 DATA 22,BF,CD,77,BC,28
50 DATA 10,21,FF,0F,77,23
60 DATA CD,80,BC,38,F9,28
65 DATA 04,FE,0F,20,F3,CD
70 DATA 7A,BC,37,C9,6D,75
80 DATA 6E,63,68,65,72,21
85 DATA 00,10,11,00,01,01
90 DATA 00,94,ED,E0,C3,03
100 DATA 01
110 CALL &BF00
120 ' Number of lives
130 ' set for 100
140 POKE &13F3+&F00,100
150 ' Start level
160 ' set for 3
170 POKE &13E4+&F00,2
180 ' Fast ghosts
190 POKE &1F2D+&F00,&C9
200 ' Number of ghosts
210 ' between 1 and 4
220 POKE &5CD+&F00,4
230 ' Remove all ghosts
240 POKE &5C8+&F00,&C9
250 ' No. of deadly ghosts
260 ' between 1 and 4
270 POKE &47B+&F00,4
280 ' Harmless ghosts
290 POKE &471+&F00,&C9
300 ' Trap ghosts in box
310 POKE &459+&F00,&C9
320 ' Add excitement
330 POKE &D98+&F00,&C9
340 CALL &BF29

```

Icon Jon

Here, courtesy of the nice people at Mirrorsoft, is the full solution to the game set inside a computer.

1. Pick up brush — service routine.
2. Pick up screwdriver — protection routine.
3. Pick up record — scratched placcy shop.
4. Go through maze (left, left, in, right, in).
5. Insert record in slot in dole office

(UB 40).

6. Press button four in lift control room to call lift.

7. Use brush in joystick to clean connections.

8. Pick up jar.

9. Use screwdriver in curly cable (no clue) — makes connection.

10. Go past keyboard to get to joystick input port and take telephone which appears.

11. Use telephone in rom-select room and press button 1 to select modem.

12. Back through maze to go into rom (modem).

13. Pick up identity card in telephone booth.

14. Use identity card in slot in instruction store to enter new room.

15. Pick up plastic in memory bank.

16. Pick up battery in hardware store (next to ROM select).

17. Chat to Chip about Z80, reviewer, Amstrad.

18. Give battery to Chip in return for LED.

19. Get duster from monitor and rub plastic.

20. Chat to Andy about weather, garden, reviewer.

21. Give Andy plastic in return for talisman (cross).

22. Pick up transistor in bug's lair.

23. Use transistor in amplifier room to enter dodgy cable.

24. Pick up letter A in cable.

25. Take A to ROM select room and select printer by pressing key four.

26. Enter ROM room (new printer).

27. Take edge connector from printer and microscope from paper feeder.

28. Hit edge connector with file (turns to gold).

29. Combine gold and jam (bread+jam=sandwich).

30. Give Andy jam butty in return for spade.

31. Dig with spade in ZX81 room (under X).

32. Take disk and insert in rom-select room.

33. Press number 6 to select disk rom.

34. Take the machine-code (weight).

35. Use machine-code in bric-a-brac shop to enter mousehouse.

36. Take the cheese in the mousehole.

37. Wave cheese in front of eyes on tablescap. Mouse will take cheese in exchange for pot of glue.

38. Go to lift control room and take the fish, examine with microscope — they're soles.

39. Combine glue with soles. This enables you to go through dodgy cable with insulated feet.

40. Read the sign in the next room (the brain) with the number on it.

41. Go to rom-select room and press button 1 (modem).

42. Enter the modem rom and dial the number given in the brain in the telephone booth.

43. Enter the door at the heart of the modem.

Infiltrator

From Richard Doughty of Kingston-upon-Thames and Sanjay Wijayatilake of Wembley Park come the names of all the Infiltrator and Overlord pilots that you'll encounter.

<i>Infiltrator</i>	<i>Overlord</i>
<i>Seth</i>	<i>Buzz</i>
<i>Whipple</i>	<i>Rambou</i>
<i>Geoff</i>	<i>Komie</i>
<i>Naples</i>	<i>Weasle</i>
<i>Gomer</i>	<i>Zippy</i>
<i>Haymish</i>	<i>Boomer</i>
<i>Gizmo</i>	<i>Scum</i>
<i>Dweezil</i>	<i>Rattle</i>

Radzone

Here's a tip for the Mastertronic game from Lindsey Till of Chaddesden. When leaving a screen press Control, Shift and Copy at the same time and a question mark should appear. Type in a number from 1 to 42 and you will be transported to the corresponding room.

Druid

Cheat Stephen Stokes has sent in some tips for the full working game (not the cover cassette demo). They involve typing particular words into the high-score table. So why don't you try "The Covenant", "Remember Paul Hutchinson ?", and if you have the A cover cassette version, "Amstrad Action", and "Cheat mode". Remember to leave the spaces as shown, including the one before the question-mark.

Tips Here's a compilation of tips sent in by Daniel Webster of Buckingham and Andrew Holmes of Grimsby. First up is a list of which monsters you'll encounter on each of the levels and which weapon kills them quickest.

Level 1: Ghosts — fire or water.

Beetles — fire.

Level 2: Killer sacks — fire. Winged demons — lightning.

Level 3: Killer sacks. Birds — water. Snakes — fire.

Level 4: Winged demons. Skeletons — water.

Level 5: Sorcerers — fire or electricity (2 shots). Skeletons.

Level 6: Winged demons, snakes and skeletons.

Level 7: Skeletons, killer sacks and sorcerers.

Level 8: All 8 enemies.

1. There is only one key on level one; make sure you get it.

2. Visit all the chests you can as it increases your rating and provides essential keys.

3. Avoid water, which saps energy very fast.

4. Use weapon spells economically or you'll run out.

5. Always keep on the move; the only place you can afford to stand still is on a pentagram.

6. When killing skulls create a Golem and send him in front of you so that he takes the blast of all the fireballs. When the Golem dies get as close to middle of the skull as possible and cast the chaos spell.

7. If you're a long way from a pentagram and energy is running low then use a chaos spell to replenish it since it's more sensible to survive than to try to save it for killing skulls.

8. Always collect as many keys as possible; you'll need them. The optimum route requires 17 keys.

Pokes We've also got a poke for the full version of the game, sent in by Richard Nicholson of Norwich. It's entered using Method 1 and also gives you infinite-just-about-everything.

```
1 'Druid Tape
2 '085
10 GOTO 260
20 DATA 2a,38,bd,22
30 DATA 60,08,2a,01
40 DATA bb,22,38,bd
50 DATA 3e,f7,32,0e
60 DATA bc,3e,c3,21
70 DATA 1f,08,32,30
80 DATA 00,22,31,00
90 DATA c3,00,64,2a
100 DATA 60,08,22,38
110 DATA bd,cd,37,bd
120 DATA 3e,f7,32,ba
130 DATA 0f,3e,c3,21
140 DATA 3e,08,32,30
150 DATA 00,22,31,00
160 DATA cd,00,23,c3
170 DATA 00,0f,af,32
```

```
180 DATA 01,2c,32,ee
190 DATA 30,32,8a,28
200 DATA 32,49,26,32
210 DATA e1,28,3c,32
220 DATA c8,27,32,ca
230 DATA 27,32,cb,27
240 DATA 3e,c9,32,51
250 DATA 45,c3,3e,1e
260 MEMORY 12345
270 LOAD"druid1",&6400
280 FOR a=&800 TO &85F
290 READ b$:b=VAL("&"+"b$")
300 POKE a,b
310 NEXT a
320 CALL &800
```

Back to Reality

Andrew Holmes of Grimsby and Ian Curry of Kingswinford have both come up with some tips that should help you overcome the Mastertronic arcade adventure.

1. Methane + nitrogen = mixed gases.

2. Mixed gases + diamond powder = primordial cells.

3. Primordial cells + incubator = incubating cells.

4. Incubating cells + cloning medium = cloning cells.

5. Atom stabilizer gets cosmic rays.

6. Cloning cells + cosmic rays = antimatter.

7. Immortoport and teleport keys are used under a star.

8. Use plasma pulse keys on pulse locks.

9. Compact disk drive + VDU + compact disk rom = data retrieval system.

10. Control with [exits the data-retrieval system.

If that still doesn't give you enough help then here's a poke from Nicholas Pavis of Rugby to give you infinite lives and remove all the aliens. Use Method 2 to get past Unnamed file block 1 and Unnamed file blocks 1-8 (ie. skip the loading screen).

```
1 'Back to Reality Tape
2 '086
10 MODE 1:BORDER 0:INK 0,0:
   INK 1,26:INK 2,15:INK 3,6
20 OPENOUT"d"
30 MEMORY &12FF
40 LOAD""
50 POKE &79B2,0
60 POKE &9274,&C9
70 CALL &7611
```

Space Hawks

A poke from Jonathan Tregoeing of Langport, Somerset, for the ageing Amsoft game. It's entered using Method 1 and

gives infinite lives. Note: the game crashes after you finish it — well, you didn't really want to play it again did you?

```
1 'Space Hawks Tape
2 '087
10 OPENOUT"" :MEMORY 19999
20 LOAD"code",20000
30 POKE 23261,0:POKE 21360
,0
40 FOR n=1 TO 4:READ A
50 POKE a,0:NEXT n
60 DATA 24064,26725,26865,
26876
70 CALL 20000
```

Dan Dare

Phil Howard of Mapperley has an infinite-lives poke for Virgin's arcade adventure which is entered using Method 1. You can use it on both sides of the tape. The version we've printed is for side A, but to use it on side B just change the number '40' in the data statements in lines 10 and 30, to '64'.

```
1 'Dan Dare Tape
2 '088
10 DATA 21,40,00,11,00,10
20 DATA 3e,16,cd,a1,bc,c3
30 DATA 40,00,3e,c9,32,58
40 DATA 7c,c9,18,f8
50 FOR x=&BD23 TO &BD38
60 READ a$
70 POKE x,VAL("&" +a$)
80 NEXT
90 CALL &BD23
```

Avenger

Gremlin's game has been given a beating by Ravin Kymar of Kettering. Entered using Method 1, it gives infinite lives and infinite shuriken.

```
1 ' Avenger
2 ' by Ravin Kymar
3 ' 089
10 MODE 1:MEMORY &1FFF
20 LOAD""
30 Tot=0
40 FOR n=&1160 TO &119F
50 READ a$:a=VAL("&" +a$)
60 Tot=tot+a:POKE n,a
70 NEXT n
80 IF tot<>5968 THEN PRINT
"Kwon has found an error
in the Data":STOP
90 CALL &1192
100 DATA 21,58,01,22,08,20
110 DATA 21,6F,01,22,83,20
120 DATA C3,00,20,AF,6F,65
130 DATA 32,FE,A3,32,14,A4
140 DATA 32,63,B1,32,18,A4
150 DATA 32,8E,A2,22,8F,A2
```

```
160 DATA 32,E5,A2,22,E6,A2
170 DATA C6,18,32,18,A4,C3
180 DATA DB,65,21,60,11,11
190 DATA 60,01,01,32,00,ED
190 DATA B0,C3,60,01
```

And this neat little poke from Peter Featherstone of Leeds allows you to call on Kwon as many times as you like. You've still got to remember to do it but it makes things much easier. Entered using Method 1.

```
1 'Avenger Tape
2 ' 090
10 MODE 1
20 FOR f=48896 TO 48902
30 READ a:POKE f,a
40 NEXT
50 MEMORY 8191:LOAD""!
60 POKE 8323,0
70 POKE 8324,191
80 CALL 8192
90 DATA 175,50,193,108
100 DATA 195,219,101
```

Frost Byte

Our very active Danish readers have been busy, and here's a poke for the Mikro-Gen game from Jens Hansen of Skjern in Denmark. It's entered using Method 1.

```
1 'Frost Byte Tape
2 '091
10 MEMORY &1FFF
20 LOAD""!
30 FOR i=&B000 TO &B029:READ a$:POKE
i,VAL("&" +a$) :NEXT
40 CALL &B000
50 DATA 21,9,b0,22,2f,20,c3,0,20
60 DATA
3e,c3,32,64,5,21,22,b0,22,65,5
70 DATA 21,0,0,22,df,1
80 DATA 3e,c9,32,2,5
90 DATA c3,3,1,3e,20,32,63,5,c3,67,5
```

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 '092
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
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 PRINT "Error":END
150 MEMORY &3000:LOAD"nodes"
160 MODE 1:CALL &BE3D
```

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 '093
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
```

Heartland

Stephen Basford's pokes work on either cassette (use Method 1) or disk systems.

```
1 ' Heartland
2 ' by Stephen Basford
3 ' 094
20 MODE 0:READ d:BORDER d
30 for i=0 TO 15:READ d: INK i,d
40 NEXT:OPENOUT"d": MEMORY &1FFF
50 LOAD"!heartpic.bin",&C000
60 LOAD"!kim.bin",&2990
70 POKE &2ED6,0 ' inf. time
80 POKE &4725,0 ' inf. wepns
90 POKE &5039,0 ' inf. engy
92 ' stop monsters moving
93 POKE &3980,0:POKE &3981,0
94 POKE &3982,0:POKE &397B,0
95 POKE &397C,0:POKE &397D,0
96 CALL &2990
97 DATA 26,0,1,26,13,12,24
98 DATA 25,9,18,2,14,20,3
99 DATA 6,15,10
```

Here's another poke, from Tony Hoyle of St Annes, that gives infinite energy and

time and lets you advance to the next level without collecting any pages. It will work with both tape and disk versions of the game and is entered using Method 1.

```
1 'Heartland Tape and Disk
2 '095
10 MODE 0:BORDER 26
20 FOR n=0 TO 15
30 READ a:INK n,a:NEXT
40 OPENOUT"s"
50 MEMORY &1FFF
60 LOAD"!heartpic.bin"
70 LOAD"!kim.bin"
80 POKE &500D,0
90 POKE &2ED6,0
100 POKE &2D60,0
110 CALL &2990
120 DATA 26,0,1,26,13,12
130 DATA 24,25,9,18,2,14
140 DATA 20,3,6,15,10
```

Wizard's Lair

A Method-1 poke for the Bubble Bus arcade adventure.

```
1 'Wizard's Lair Tape
2 '096
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"Error in
line";n*10+90:END:ELSE NEXT n
90 MODE 1:PRINT"Start Wizard'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
```

Wizball

Tips Matthew Cooper of Fetcham has sent in some playing tips for Ocean's Mastergame.

Your first priority is to get better control of the Wizball. To do this you must collect and waggle twice until the first icon stops flashing.

Get Catelite as your next priority because without him you can't complete the game.

Don't bother with the smart bomb because it is virtually useless.

The right hand cauldron shows you which colour you must collect on the level. The required mixing is as follows:

	%Red	%Green	%Blue
Red	100	0	0
Green	0	100	0
Blue	0	0	100
Cyan	0	50	50
Magenta	50	0	50
Yellow	50	50	0
Orange	75	25	0
Brown	25	50	25
Lt. Blue	25	25	50
Pink	50	25	25

On the bonus screens keep replenishing your shields so that you survive longer. Move Catelite around Wizball so that he is encircled and protected.

Poke Phil Howard of Mapperley has sent in this poke for Wizball. It gives you infinite lives and is entered using Method 1.

```
1 ' Wizball - tape
2 ' by Phil Howard
3 ' 097
10 DATA 21,f4,37,36,c3,23
20 DATA 36,16,23,36,be,21
30 DATA 40,00,e5,21,00,b9
40 DATA e5,c3,c9,37,e5,21
50 DATA 6e,00,36,dc,23,36
60 DATA 15,23,36,89,e1,f1
70 DATA f3,c9,21,2e,b9,36
80 DATA ed,23,36,4b,23,36
90 DATA 02,21,2e,b9,11,2e
100 DATA 79,01,26,00,ed,b0
110 DATA 3e,79,32,47,79,32
120 DATA 4b,79,32,53,79,3e
130 DATA c9,32,54,79,cd,2e
140 DATA 79,dd,21,d9,bb,11
150 DATA c6,00,cd,67,bb,21
160 DATA 91,bc,36,c3,23,36
170 DATA 67,23,36,be,c3,03
180 DATA bc,21,3a,a9,36,a7
190 DATA 21,00,c0,c3,f5,bf
200 MEMORY &3000:y=0
210 FOR x=&BE00 TO &BE71
220 READ a$:a=VAL("&"+a$)
230 POKE x,a:y=y+a:NEXT
240 IF y<>&2E0D THEN 270
250 LOAD"wizball"
260 CALL &BE00
270 PRINT"Data error !"
```

Exolon

Cheat Justin Cole from Colchester has sent in a tip for the tape and disk versions of Exolon. Define the keys as Z.O.R.B.A. A short tune will play. Redefine the keys again to whatever you want and then start

the game. You then have infinite lives. Simple huh?

Pokes Peter Featherstone of Leeds has sent in a poke for infinite grenades, ammo and lives in Hewson's Mastergame. It's entered using Method 1.

```
1 ' Exolon - tape
2 ' by Peter Featherstone
3 ' 098
10 BORDER 0:INK 0,0:INK 1,6
20 INK 2,18:INK 3,26:MODE 1
30 MEMORY &3FFF
40 LOAD"!LOADER",&4000
50 FOR f=&BE80 TO &BFFF
60 READ a$:if a$="END" then 90
70 POKE f,VAL("&"+a$)
80 NEXT f
90 CALL &BE80
100 DATA 21,89,be,22,53,41,c3,00
110 DATA 40,af
120 DATA 32,59,11:' inf ammo
130 DATA 32,7a,1f:' inf grenades
140 DATA 32,25,2a,32,25,2b:' inf lives
150 DATA c3,00,01
```

Meanwhile Justin Cole of Colchester has hacked the disk version of Exolon. It gives you infinite ammo, grenades and lives.

```
1 ' Exolon - disk
2 ' by Justin Cole
3 ' 099
10 MODE 1:add=&BF00
20 FOR l=1 TO 15
30 chk=0
40 READ a$
50 FOR f=1 TO LEN(a$) STEP 2
60 a=VAL("&"+MID$(a$,f,2))
70 POKE add,a:chk=chk+a:add=add+1
80 NEXT f
90 READ c:IF c<>chk THEN PRINT"Error
in line";120+(1*10):END
100 NEXT
110 PRINT"Insert exolon disk, press a
key":CALL &BB18
120 CALL &BF00
130 DATA 2174bfcd4bc2271,1092
140 DATA bf793273bf2100c0,893
150 DATA 16040e000620cd50,363
160 DATA bf21000116080e24,305
170 DATA 0637cd50bfaf327a,884
180 DATA 1f32252a325911f3,559
190 DATA 018c7fed492100c0,803
200 DATA 11006f010040edb0,606
210 DATA 2100c01101c001ff,691
220 DATA 3f3600edb0c30001,726
230 DATA 3e093270bf1e00e5,683
240 DATA df71bfe130fa2424,1122
250 DATA 0c3a70bf3d20033e,531
260 DATA 09143270bf10e8c9,831
270 DATA 0000000084000000,132
```

Elliot Perks from Newcastle-under-Lyme has sent in this poke for Exolon on tape. It gives you infinite lives, ammo and grenades. It also makes you immune to everything and allows you to start in any of the zones from 0 to 124. Method 1 poke.

```

1 ' Exolon - tape
2 ' By Elliot Perks
3 ' 100
10 MODE 1:MEMORY &3FFF
20 BORDER 0:INK 0,0
30 INK 1,6:INK 2,18:INK 3,26
40 PRINT "Loading Exolon..."
50 LOAD "!loader",&4000
60 POKE &4153,&40
70 POKE &4154,&0
80 add=&40
90 READ a$
100 IF a$="end" THEN 140
110 POKE add,VAL("&"+"a$)
120 add=add+1
130 GOTO 90
140 CALL &4000
150 ' Infinite lives
160 DATA af,32,25,2a
170 ' Infinite ammo
180 DATA af,32,59,11
190 ' Infinite grenades
200 DATA af,32,7a,1f
210 ' Immune to everything
220 DATA af,32,79,07,21,00,00,32
230 DATA 78,12,22,79,12,3c,32,8c,07
240 ' Starting zone
250 ' the 00 is the zone that you
260 ' start in .Any value between
270 ' 0 and 7c can be used.
280 DATA 3e,00,32,fa,12,af,32
290 DATA 0e,01,21,00,00,22,0f,01
300 ' End of pokes
310 DATA c3,00,01,end

```

Palitron

Paul Robson of Cleveland sent in this for infinite lives. Use Method 1.

```

1 ' Palitron - tape
2 ' by Paul Robson
3 ' 101
10 MEMORY &2710
20 BORDER 0:MODE 0
30 FOR f=0 TO 15:READ a:INK f,a
40 NEXT
50 LOCATE 3,12:PRINT"Loading"
60 LOAD"!!TPAL.BIN",&88A4
70 FOR f=&8AA4 TO &8AB9
80 READ a$:POKE f,VAL("&"+"a$)
90 NEXT
100 CALL &8AA4
110 DATA 00,26,13,10,23,07,05,06
120 DATA 15,14,04,08,17,16,02,01
130 DATA 21,ad,8a,22,07,89,c3,a4
140 DATA 88,21,23,24,06,06,23,36
150 DATA 00,10,fb,c3,00,01

```

Tempest

Tip TC Spanner has a quick tip for the Electric Dreams shoot-em-up. Hold down the delete key and type in the following in uppercase: *bess, tony, credits, dates, capri, ferrari*. Each one gets a different response.

Poke Bogden Kit of London has sent in this poke for Tempest which gives you infinite lives and superzaps. Use Method 1.

```

1 ' Tempest - tape
2 'By B.K
3 '102
10 MEMORY &3039:MODE 1
20 LOCATE 17,12:PRINT"Wait..."
30 LOAD"!!":FOR a=3840 TO 3878
40 READ b:POKE a,b:NEXT a
50 CALL 3840:DATA 62,195,33,14, 15,50
60 DATA 174,187,34,175,187,195, 5,64
70 DATA 205,55,189,62,195,50, 224,78
80 DATA 50,41,79,175,50,220,78, 50,31
90 DATA 79,50,65,84,195,16,64,74

```

Sentinel

Regular hacker Phil Howard has been working on Sentinel this month. This Method 1 poke makes you invulnerable to the Sentinel, but not to his minions.

```

1 ' Sentinel - tape
2 ' by Phil Howard
3 ' 103
10 DATA 21,38,bd,36,1b,21
20 DATA 48,bb,36,c3,23,36
30 DATA 13,23,36,be,c3,00
40 DATA 3f,21,f3,2c,36,c3
50 DATA c9
60 MEMORY &3000:y=0
70 FOR x=&BE00 TO &BE18
80 READ a$:a=VAL("&"+"a$)
90 POKE x,a:y=y+a:NEXT
100 IF y<>&90B THEN 130
110 LOAD"sentinell"
120 CALL &BE00
130 PRINT"Data Error"

```

Voodoo Rage

Peter King of Faringdon has sent in this poke for infinite lives and rage in the budget platform game Voodoo Rage. It is Method 2 and the first two blocks need to be skipped.

```

1 ' Voodoo Rage - tape
2 ' by Peter King
3 ' 104
10 MODE 0:BORDER 26:MEMORY &3FFF
20 RESTORE:FOR i=0 TO 15:READ a
30 INK i,a:NEXT i
40 LOAD"!!":LOAD"!",&4100:LOAD"!",
&A410
50 CALL &A410:|REPLAY,&B00,15

```

```

60 LOAD"!",&9000:LOAD"!",&4000
70 POKE &4A1A,&C3:POKE &4A1B,&FA
80 POKE &4A1C,&49
90 POKE &411C,0:' Infinite lives
100 POKE &4A6D,0:' infinite rage
110 CALL &4000
120 CALL &4365:WHILE INKEY$<>"": WEND
130 WHILE INKEY$="":WEND:CALL &412E
140 GOTO 120
150 DATA 26,18,9,17,8,11,13,22
160 DATA 0,24,6,2,1,4,19,2,6

```

Gunstar

Another game falls victim to Phil Howard. This time it is Gunstar by Firebird and is entered using Method 1. This poke stops you from overheating and gives you rapid fire.

```

1 ' Gunstar - tape
2 ' by Phil Howard
3 ' 105
10 DATA 21,37,bd,36,c3,23
20 DATA 36,36,23,36,be,21
30 DATA 70,11,36,c3,23,36
40 DATA 19,23,36,be,c3,00
50 DATA 11,32,46,a5,14,7a
60 DATA fe,93,28,01,e9,e5
70 DATA 21,70,11,36,32,23
80 DATA 36,46,23,36,a5,21
90 DATA 3e,01,36,c3,e1,e9
100 DATA 21,61,01,36,41,23
110 DATA 36,be,c3,4b,01,21
120 DATA 76,50,36,c9,af,32
130 DATA e5,4a,c3,1e,a5
140 OPENOUT"!!":MEMORY &1000
150 y=0:MODE 1
160 FOR x=&BE00 TO &BE4C
170 READ a$:a=VAL("&"+"a$)
180 POKE x,a:y=y+a:NEXT
190 IF y<>&1B45 THEN 220
200 LOAD"gunstar1"
210 CALL &BE00
220 PRINT"data error"

```

Jackle and Wide

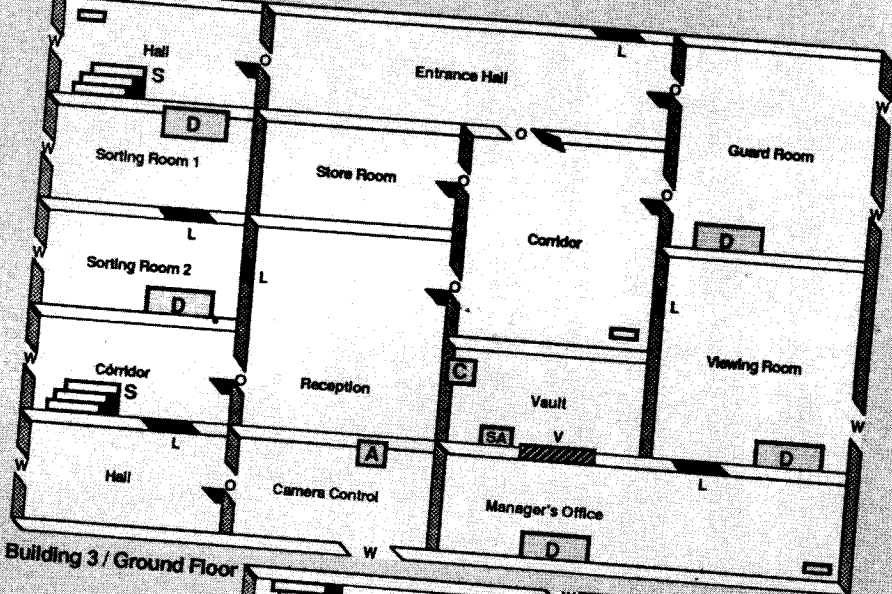
Stuart Wilson (aka Stuart the Cleric) of Bishop Auckland has sent in a poke for Jackle and Wide. It gives you infinite time and invulnerability. It's a Method 2 poke and the file called GAME must be skipped.

```

1 ' Jackle and Wide - tape
2 ' by Stu the Cleric
3 ' 106
10 OPENOUT"!!":MEMORY 999
20 MODE 1:CALL &BC02
30 INK 0,26:INK 1,0
40 INK 2,24:INK 3,9
50 LOAD"!",&C000
60 LOAD"!",1000
70 LOAD"!",21000
80 ' unlimited strength
90 POKE &3A4B,0

```

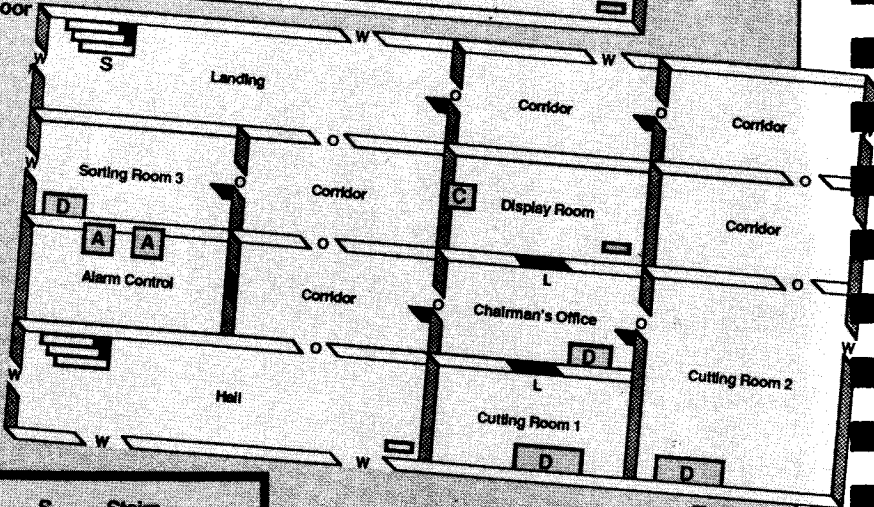
THEY \$TOLE A MILLION



Building 3 / Ground Floor

Level Three playing tips

1. Map the guard's route and timings carefully
2. Work out the camera sequence and timings.
3. If one of the team is performing a lengthy task, make sure a guard doesn't walk through or a camera activate while he's doing it.
4. Don't try to knock out the guard who watches the cameras.
5. Check the desks for things worth stealing.



First Floor

	Camera	S	Stairs
L	Locked Door	D	Desk
O	Open Door	SA	Safe
V	Vault Door	C	Cabinet
W	Window	A	Alarm Box

They stole a million

Level Three: tips 1. Map the guard's route and timings carefully.

2. Work out the camera sequence and timings.
3. If one of the team is performing a lengthy task, make sure a guard doesn't walk through or a camera activate while he's doing it.
4. Don't try to knock out the guard who watches the cameras.
5. Check the desks for things worth stealing.

Key

- camera
- L locked door
- O open door
- V vault door
- W window
- S stairs
- D desk
- SA safe
- C cabinet
- A alarm box

```

100 ' infinite time
110 POKE &50FC,0
120 ' no fatal contacts
130 POKE &4E7F,&C9
140 POKE &52DD,&18
150 CALL 1000

```

Arkanoid

Tip If you've been having trouble getting past some levels in Imagine's game then press the keys T,A,I and O when the game is on the title screen. When you're playing the game just press ESC and the exits will appear. Thanks to M Mewett and R Watts of Hurst Green for this tip.

Poke This poke from Richard Hodges of Barnet gives you infinite lives for player one in the tape version of Arkanoid. Use method 1.

```

1 ' Arkanoid - tape
2 ' Richard Hodges
3 ' 107
10 DATA dd,21,00,bf,11,4f,00,cd
20 DATA 4e,bc,3e,d8,32,4d,bf,3e
30 DATA 87,32,4e,bf,c3,00,bf,00
40 DATA 3e,00,32,f3,02,c3,e5,45
50 DATA 21,40,20,11,40,00,01,19
60 DATA 02,ed,b0,21,40,00,e5,21
70 DATA 00,bb,e5,21,19,02,e5,21
80 DATA 1f,b1,eb,21,bb,02,e5,f1
90 DATA 21,e5,b7,11,d4,b7,f3,c9
100 ' This is the 6128 version
110 ' For 464 change
120 ' 80,90 and 100 TO read
130 ' 80 DATA 07,b8,e5,21,bb,02,e5,f1
140 ' 90 DATA 21,ea,b1,11,d9,b1,f3,c9
150 ' 180 IF s<>7519 THEN GOTO 240
160 FOR a=&87C0 TO &8807
170 READ a$:POKE a,VAL("&"a$)
180 s=s+VAL("&"a$):NEXT
190 IF s<>7538 THEN GOTO 240
200 MEMORY &2000
210 LOAD"":CALL &3A6A
220 LOAD"!",&2040:POKE &204B,&7C
230 CALL &87E0
240 PRINT"data error"

```

Another poke, by Phil Howard, for Arkanoid. Pressing ESC at any time takes you to the next level. It's a Method 1 poke.

```

1 ' Arkanoid - tape
2 ' by Phil Howard
3 ' 108
10 DATA 21,4d,bf,36,31,23
20 DATA 36,be,c3,00,bf,21
30 DATA e2,39,36,c3,23,36
40 DATA 21,23,36,be,21,40
50 DATA 00,e5,21,00,bb,e5
60 DATA c3,b7,39,e5,21,91
70 DATA 01,36,e4,23,36,5b
80 DATA 23,36,d1,e1,f1,f3

```

```

90 DATA c9,21,b1,02,22,83
100 DATA 06,c3,e5,45
110 y=0:MEMORY &2000
120 FOR x=&BE00 TO &BE39
130 READ a$:a=VAL("&"a$)
140 POKE x,a:y=y+a:NEXT
150 IF y<>&1837 THEN 180
160 LOAD"arkanoid"
170 CALL &BE0B
180 PRINT"data error"

```

Tony Hoyle of St Annes has sent in another poke for Arkanoid. This one gives you infinite lives and allows you to choose on which level the final screen is. It's a Method 1 poke.

```

1 ' Arkanoid - tape
2 ' by Tony Hoyle
3 ' 109
10 MEMORY &39AE
20 CLS
30 PRINT"Final screen at level:"
35 INPUT level
40 level=level-1
50 IF level<0 OR level>32 THEN 35
70 LOAD"",&39AF
80 POKE &39E3,&18
90 POKE &39E4,&13
100 x=&39F8
110 GOSUB 180
120 x=&BE80
130 GOSUB 180
140 x=&8000
150 GOSUB 180
160 CALL &8000
170 ' data poking
180 READ a$
190 WHILE a$<>"xx"
200 IF a$="yy" THEN POKE x,level:GOTO 220
210 POKE x,VAL("&"a$)
220 x=x+1
230 READ a$
240 WEND
250 RETURN
260 ' the data
270 DATA 21,67,5b,22,8c,01
280 DATA 21,0b,3a,11,0a,02
290 DATA 01,09,00,ed,b0,f1
300 DATA c9,1a,af,e5,45,26
310 DATA e0,e8,27,e4,xx
320 '
330 DATA af,32,f3,02,32,74
340 DATA 03,3e,yy,32,b7,02
350 DATA 32,38,03,c3,e5,45
360 DATA xx
370 '
380 DATA 21,ff,ab,11,40,0
390 DATA c3,af,39,xx

```

Finally Niall Brady has come up with 10 new screens for Imagine's breakout clone.

After you complete the ten screens the final one is loaded. (Method 1)

```

1 ' Arkanoid - tape
2 ' By Niall Brady
3 ' 110
10 DATA 21,3A,C0,11,7F,35,01,50,231
20 DATA 03,ED,B0,21,26,C0,11,5D,315
30 DATA 3F,01,14,00,ED,B0,3E,0A,239
40 DATA 32,E7,02,00,00,00,00,00,0EB
50 DATA 00,00,00,C3,E5,45,B4,36,2D7
60 DATA 7F,35,E2,35,4D,36,7C,37,301
70 DATA 29,37,9D,38,66,38,F2,37,2FC
80 DATA DA,37,F3,08,FC,0C,FA,FB,509
90 DATA 0B,03,F1,F3,F8,03,08,FC,3F1
100 DATA 0B,FA,03,FB,09,02,F1,F3,3F2
110 DATA F8,F8,03,02,08,FC,0A,FA,3FD
120 DATA 03,02,FB,07,04,F1,F3,F8,3E7
130 DATA F8,F8,03,02,04,08,FC,09,306
140 DATA FA,03,02,04,FB,05,00,F1,2F4
150 DATA F3,F8,F8,F8,F8,03,02,04,4DC
160 DATA 00,08,FC,08,FA,03,02,04,20F
170 DATA 00,FB,03,07,F1,F3,F8,F8,4D9
180 DATA F8,F8,F8,03,02,04,00,07,2F8
190 DATA 08,FC,07,08,03,02,04,00,11C
200 DATA 07,FC,08,07,FF,FC,04,FA,40B
210 DATA 08,08,FA,FA,08,08,FC,06,316
220 DATA FA,08,04,04,04,08,04,04,11E
230 DATA 04,FC,04,FA,08,FC,09,04,30F
240 DATA FA,FA,06,FC,0A,04,04,FA,402
250 DATA 04,06,FC,0A,04,FA,04,04,216
260 DATA 06,FC,09,04,FA,FA,04,04,30B
270 DATA 06,FC,07,04,FA,FC,05,08,310
280 DATA 06,FC,05,04,08,08,FC,06,21D
290 DATA 07,06,FC,04,04,07,07,FA,219
300 DATA FA,FA,04,04,06,06,FC,04,308
310 DATA 04,FC,06,FA,06,FC,05,04,30B
320 DATA FC,08,FA,FC,04,04,FC,0A,408
330 DATA FA,04,04,FC,0C,FA,04,FF,407
340 DATA FC,04,FA,04,FC,03,FA,06,3FD
350 DATA F3,04,FC,05,FA,04,FA,FA,4EA
360 DATA 08,FC,05,FA,04,FC,06,FA,403
370 DATA 00,00,FC,06,FA,06,FA,04,300
380 DATA FA,FA,00,00,00,FA,FA,06,3EE
390 DATA FC,07,FA,FC,04,00,FC,09,402
400 DATA FA,FC,04,00,FC,09,08,FC,403
410 DATA 04,00,FC,0B,07,00,00,FC,20E
420 DATA 09,FA,FC,03,00,FC,04,FA,3FC
430 DATA 04,FA,06,FA,FA,00,00,3F2
440 DATA FC,03,FA,06,FC,05,FA,04,3FE
450 DATA FA,00,FC,07,FA,04,FC,04,3FB
460 DATA FA,08,FC,12,FA,04,FF,FC,509
470 DATA 04,FA,FC,05,04,FC,06,FA,3FF
480 DATA FC,09,04,FA,FA,04,FC,04,401
490 DATA 04,00,FC,04,04,00,FC,06,20A
500 DATA 04,00,00,04,04,00,00,010
510 DATA FC,05,04,00,04,00,04,04,111
520 DATA 00,04,00,FC,04,04,00,04,10C
530 DATA 04,00,04,00,04,04,00,FC,10C
540 DATA 04,04,00,04,00,00,04,00,010
550 DATA 04,00,00,FC,04,04,00,00,108
560 DATA 04,00,04,00,00,04,00,FC,108
570 DATA 04,04,00,04,04,00,04,00,014

```

```

580 DATA 04,04,00,FC,04,04,00,FC,208
590 DATA 04,04,00,FC,07,04,00,FC,20B
600 DATA 04,04,00,FC,1F,04,FA,FA,31B
610 DATA FC,09,04,FF,FC,0D,08,FA,413
620 DATA FA,FA,FA,FA,FA,FA,FA,7D0
630 DATA FA,FA,FA,FA,FA,FA,FA,7D0
640 DATA FA,FA,FA,F1,F9,F8,FB,05,6D0
650 DATA 07,09,09,09,09,09,09,09,046
660 DATA 09,09,F1,F9,FB,07,FA,FB,4F3
670 DATA 05,07,F2,F8,FB,05,05,F8,3F3
680 DATA FB,05,05,F2,F8,FB,05,09,3F8
690 DATA F8,FB,05,09,F2,F8,FB,05,4EB
700 DATA 05,F8,FB,05,05,F2,F8,FB,4E7
710 DATA 05,07,F8,FB,05,07,FF,FC,406
720 DATA 0D,04,FC,0D,05,FA,F9,87,399
730 DATA 06,FE,F6,FA,87,86,05,FE,504
740 DATA F6,87,86,85,04,FE,F6,07,487
750 DATA 86,85,84,FE,F9,07,86,85,498
760 DATA 84,83,FE,F9,86,85,84,83,510
770 DATA 02,FE,F9,06,85,84,83,82,40D
780 DATA FE,F9,85,84,83,82,01,FE,504
790 DATA F9,05,84,83,82,81,FE,F9,4FF
800 DATA 84,83,82,81,00,FE,F6,83,481
810 DATA 82,81,00,FE,F6,03,82,81,3FD
820 DATA 80,FE,F6,FA,02,81,80,FE,56F
830 DATA F6,F9,01,80,FF,FC,1A,08,48D
840 DATA FC,1A,14,FC,1A,00,FC,1A,356
850 DATA 14,FC,06,08,FA,FC,0C,08,328
860 DATA FA,FC,06,08,FF,FB,0D,06,411
870 DATA F1,06,FB,0C,06,F1,06,06,301
880 DATA FB,0B,06,F1,06,06,06,FB,30A
890 DATA 0A,06,F1,FC,04,06,FB,09,30B
900 DATA 06,F1,FC,05,06,FB,08,04,305
910 DATA F1,FC,05,06,04,FB,07,04,302
920 DATA F1,FC,05,06,04,04,FB,06,301
930 DATA 04,F1,FC,05,06,04,04,04,208
940 DATA FB,05,04,F1,FC,05,06,FC,3F8
950 DATA 04,04,FB,04,08,F1,FC,05,301
960 DATA 06,FC,04,04,08,FB,03,08,218
970 DATA F1,FC,05,06,FC,04,04,08,304
980 DATA 08,FB,02,08,F1,FC,05,06,305
990 DATA FC,04,04,FC,04,08,FB,0C,313
1000 DATA FA,08,08,FC,09,09,08,08,228
1010 DATA FF,FC,41,07,FB,04,04,F1,437
1020 DATA FC,06,07,FB,06,07,FB,04,310
1030 DATA 04,F1,FC,0C,07,FB,07,07,30D
1040 DATA FB,04,04,F1,FB,05,07,FB,3F6
1050 DATA 05,04,F1,07,FB,05,07,FB,303
1060 DATA 04,FA,FC,05,09,04,FC,05,30D
1070 DATA 09,FC,1B,04,FC,0D,08,FF,334
1080 DATA F6,FA,05,02,00,02,00,02,1FB
1090 DATA 05,FE,F6,05,02,00,02,08,20A
1100 DATA 02,00,02,05,FE,F6,FA,05,2FC
1110 DATA 02,00,02,00,02,05,FE,F6,1FF
1120 DATA F9,05,02,00,02,05,FE,F6,2FB
1130 DATA F6,05,02,05,FE,FC,07,FA,3FD
1140 DATA 05,FF,00,00,00,00,00,104
1150 OPENOUT "NCB":MEMORY
      &2000:CLOSEOUT:MODE 0
1160 n=8:a=&C000:l=10
1170 WHILE l<1150:GOSUB 1420:WEND
1180 ' LOADER

```

```

1190 DATA 3E,40,32,03,0B3
1200 DATA BF,21,4D,BF,1EC
1210 DATA 36,00,23,36,08F
1220 DATA C0,C3,00,BF,242
1230 DATA 21,E2,39,36,172
1240 DATA C3,23,36,26,142
1250 DATA 23,36,BE,21,138
1260 DATA 40,00,E5,21,146
1270 DATA 00,BB,E5,C3,263
1280 DATA B7,39,E5,21,1F6
1290 DATA 91,01,36,E4,1AC
1300 DATA 23,36,5B,23,0D7
1310 DATA 36,D1,E1,F1,2D9
1320 DATA F3,C9,FF,FF,3BA
1330 n=4:a=&BE00:l=1190
1340 WHILE l<1330:GOSUB 1420:WEND
1350 '
1360 LOAD"!ARKANOID"
1370 POKE &3AA7,&C9
1380 POKE &3A82,&0
1390 POKE &3A83,&0
1400 POKE &3A84,&0
1410 CALL &BE10
1420 '
1430 cs=0:FOR x=1 TO n:READ
      v$:v=VAL("&"+"v$"):POKE a,v
1440 cs=cs+v:a=a+1:NEXT:READ c$:
      c=VAL("&"+"c$")
1450 IF c<>cs THEN PRINT"Data error in
      line ",l:END
1460 l=1+10:RETURN
1470 RETURN

```

Hive

It's Phil Howard again with a poke for Hive which gives Infinite energy. It's good old Method 1 again.

```

1 ' Hive - tape
2 ' by Phil Howard
3 ' 111
10 DATA cf,ca,8a,21,38,bd
20 DATA 36,1b,21,0e,bc,36
30 DATA c3,23,36,16,23,36
40 DATA be,c3,00,3c,cd,00
50 DATA be,21,20,be,22,ac
60 DATA 01,c9,af,32,c0,34
70 DATA 32,59,3c,c3,82,12
80 y=0:MEMORY &3000
90 FOR x=&BE00 TO &BE29
100 READ a$:a=VAL("&"+"a$")
110 POKE x,a:y=y+a:NEXT
120 IF y<>&1008 THEN 150
130 LOAD"hive1"
140 CALL &BE03
150 PRINT"data error"

```

Vampire

This Code Masters game has fallen foul of Phil Howard's dirty deeds. Use Method 1. As the game proceeds you will notice your lives increase — which makes a pleasant change.

```

1 ' Vampire
2 ' by Phil Howard
3 ' 112
10 DATA 21,4F,BF,36,0B,23
20 DATA 36,BE,C3,00,BF,21
30 DATA 5B,2D,36,34,C3,88
40 DATA 13,21,E2,39,36,C3
50 DATA 23,36,29,23,36,BE
60 DATA 21,40,00,E5,21,00
70 DATA BB,E5,C3,B7,39,E5
80 DATA 21,91,01,36,D0,23
90 DATA 36,6F,23,36,CD,E1
100 DATA F1,F3,C9
110 y=0:MEMORY &2000
120 FOR x=&BE00 TO &BE38
130 READ a$:a=VAL("&"+"a$")
140 POKE x,a:y=y+a
150 NEXT
160 IF y<>&171C THEN 190
170 LOAD"VAMPIRE"
180 CALL &BE13
190 PRINT"DATA ERROR!"

```

Trap

Thanks to Phil Howard another game bites the dust. You can choose which ship you start the game in Alligata's Trap. Method 1 is the one to use.

```

1 ' Trap - tape
2 ' by Phil Howard
3 ' 113
10 DATA 3e,05,32,a8,04,cd
20 DATA 07,04,c9,21,40,00
30 DATA 22,aa,03,00
40 y=0:MEMORY &9000:MODE 1
50 FOR x=&40 TO &4F
60 READ a$:a=VAL("&"+"a$")
70 POKE x,a:y=y+a:NEXT
80 LOAD"!pic":LOAD"!t1"
90 POKE &9E5E,&49
100 CALL &9E00

```

Ghost Hunters

L. Townsend of Accrington has sent in this poke for Ghost Hunters. Use Method 1 to give a choice of start room and infinite lives. Try typing the following into the high score table, killapepe, cheat, panda, robin hood, complex, code masters, andrew oliver, philip oliver or just press enter.

```

1 ' Ghost Hunters - tape
2 ' by L.V. Townsend
3 ' 114
10 MEMORY &A000:LOAD"!",&A4A0
20 ' stop program auto running
30 POKE &A4FD,&80:POKE &A4FE,&BE
40 ' the pokes
50 FOR i=&BE80 TO &BE8C:READ a$
60 POKE i,VAL("&"+"a$"):NEXT
70 DATA 3e,c9,32,cf,61:' plenty macho
80 DATA 3e,2,32,ca,61:' room start 1-14

```

```

90 ' change 2 to any number 1-14
100 DATA c3,73,61:'start program
110 CALL &A4A0

```

Match Point

R.Pratt of Ramsgate has some tips that will slow down the devastating speed of the Psion game. Hold down the keys ZXC and as soon as the ball is served the match will take place in slow motion. This makes it possible to beat the computer. Also if you wave the racquet around while your opponent is trying to serve, it may put him off.

Krakout

Tony Hoyle of St Annes has hacked into Krakout by Gremlin, to give you infinite lives and a choice of which screen to start on. Use Method 1.

```

1 ' Krakout - tape
2 ' by Tony Hoyle
3 ' 115
10 PRINT" Input Start Level (0-99)"
20 INPUT start
30 x=&4000:GOSUB 60
40 POKE &4034,start
50 CALL &4000
60 READ a$
70 IF a$="xx" THEN RETURN
80 POKE x,VAL("&" +a$)
90 x=x+1
100 GOTO 60
110 DATA 11,00,80,06,00,cd
120 DATA 77,bc,eb,cd,83,bc
130 DATA 21,00,03,22,05,01
140 DATA 21,20,40,11,00,03
150 DATA 01,19,00,ed,b0,c3
160 DATA 00,01,3e,00,32,3a
170 DATA 7b,21,13,03,11,bf
180 DATA 52,01,06,00,ed,b0
190 DATA c3,94,4e,3e,00,32
200 DATA 94,52,3e,xx

```

The Fear

A Phil Howard poke. This time the poke gives you a choice of using a joystick in The Fear. Pressing the small enter key will increase the health of both characters. Use Method 1.

```

1 ' The Fear - tape
2 ' by Phil Howard
3 ' 116
10 DATA 06,05,af,4e,23,32
20 DATA 0a,be,dd,71,00,c6
30 DATA 04,10,f4,c9,4a,4b
40 DATA 48,49,4c,08,01,00
50 DATA 02,12,32,33,30,31
60 DATA 34,06,00,11,40,00
70 DATA d5,cd,77,bc,e1,cd
80 DATA 83,bc,18,00,dd,21
90 DATA 9e,10,21,15,be,cd

```

```

100 DATA 00,be,dd,21,fa,0f
110 DATA 21,10,be,cd,00,be
120 DATA 21,4b,be,22,92,0f
130 DATA c3,40,00,f5,3e,06
140 DATA cd,1e,bb,28,06,cd
150 DATA 8d,23,cd,ff,1f,f1
160 DATA cd,1e,bb,c9
170 CLS:y=0:MEMORY &2000
180 PRINT"1) Joy/original"
190 PRINT"2) Joy/joy"
200 INPUT "3) Joy/Cursor";t
210 IF t<1 OR t>3 THEN 170
220 FOR x=&BE00 TO &BE5D
230 READ a$:a=VAL("&" +a$)
240 POKE x,a:y=y+a:NEXT
250 IF y<>&2435 THEN 300
260 IF t=1 THEN POKE &BE2D,&A
270 IF t=2 THEN POKE &BE33,&1A
280 PRINT:PRINT"Loading"
290 LOAD"!data.bin":CALL &BE1F
300 PRINT"Data Error"

```

Stormbringer

Tips These have been brought to you by Kojo Ellimah of London. Stephen Stokes of Aylesbury, Gavin Manning and John Lumbus of London and Gavin Smith of Macclesfield

1. When you are carrying the chicken it lays eggs
 2. When you are carrying an egg, command Robin to help and he will give you the newspaper.

3. Read the newspaper to tell you which disguise to wear. Wear the right disguise and carry the newspaper. This will allow you entry into the castle where you will find the teleport pad and teleport key.

4. Standing on a plant and casting the pass plant spell can get you the elf-horn.

5. If you teleport whilst carrying the teleport key and teleport pad, then you will end up in limbo.

6. The shield is in Limbo and so are the jumping boots.

7. The shield stops the axes draining your energy.

8. You need the boots to reach the upper levels of castle Storm.

9. When you are in the upper part of the castle walk left until you reach the giant statue. Walk under the arrow and drop the advert. Jump on top of the advert and you can pick up the silver arrow.

10. To kill Bearwoolf, summon Robin by blowing the Elf-Horn, give him the silver arrow and a golden egg. Command him to help and he will shoot Bearwoolf.

11. Go to the Entwood and take the brass ankh from Barker. This makes your energy go up to 60% when it reaches zero.

12. Aramis Le Peux has the wand of command.

13. The magic missile is in Bearwoolf's hoard.

14. You can get both the arrow and the magic missile by standing on top of the advert while you are underneath the appropriate object.

15. To open the security door you must pull the three levers which aren't main levers.

16. Ask Rachel for help in the castle. She will tell you the password number to activate the teleport machine in the teleport room. Convert the number into binary and pull the appropriate main levers eg. supposing the number was 10 in binary this is 1100101 so set levers 7,6,4 and 1.

17. To pass the conveyor belt in the main lever level, throw the teleport pad at Reggie the rat, and teleport.

18. The magic missile induces sleep in everybody it hits.

19. The Elf-Horn summons people.

20. The chicken lays golden, silver and copper eggs.

21. The magic talisman restores magic levels quickly.

22. To travel to somebody; you require the magic missile and crystal ball..

23. Off-white knight must be asleep before you can merge with him.

24. Be careful with the dynamite and boomerang.

25. You must carry the glow shield into main level 2. Wearing it won't help you. Once in there, drop it on the floor.

26. Your score 1% for every room you enter. Bearwoolf's caves are all counted as one room.

Aramis Le Peux will read the list of clues. Give him the list of clues and command him to help

28. The feather can be used to make people happy by tickling them.

29. Do not touch or command Bearwoolf because he will kill you.

Finishing off Laurence Molloy of Purley has sent in some concluding tips for Mastertronic's budget game.

How to finish the game by merging with the Off-White Knight.

1) Aramis Le Peux has the crystal ball.

2) Carry the Crystal Ball and magic missile to cast the travel to person spell, travel to Rachel of Amazonia.

3) Command Rachel to help and she will give you the code for the teleport system.

4) Go right along the one way corridor

until you reach an un-numbered lever, pull it.

5) The other two un-numbered levers should be pulled.

6) Follow the instructions to activate the teleport machine in last issue, then go to the teleport room.

7) Jump into the teleport and go into the left capsule.

8) Take care not to teleport back again, unwear the disguise — the disguise stops you from merging with the Off-White Knight.

9) Find the Off-White Knight and throw the magic missile at him to put him asleep.

10) Walk behind him and turn to face him. Stand halfway behind him and cast the dimension merge spell to finish the game. If the spell doesn't work just reposition yourself slightly until you find the right place to merge with him.

Pokes Infinite Stamina for Mastertronic's MAD game has been provided by Julian Page of Shrewsbury. Enter it using Method 1.

```
1 ' Stormbringer - tape
2 ' by Julian Page
3 ' 117
10 MODE 1: FOR x=&BE00 TO &BE3B
20 READ z$:z=VAL("&"z$):POKE x,z
30 NEXT x: CALL &BE00
40 DATA 06,00,21,00,A0,11,00,A0
50 DATA CD,77,BC,21,00,A0,CD,83
60 DATA BC,CD,7A,BC,21,1D,BE,22
70 DATA 4D,A0,CD,00,A0,AF,32,51
80 DATA 19,32,31,1E,32,6C,1E,32
90 DATA 86,37,32,3F,19,21,00,00
100 DATA 22,49,19,22,4B,19,22,4D
110 DATA 19,C3,88,13
```

Peter Featherstone of Leeds had a go at the third Magic Knight game in issue 24. His Method 1 poke gives infinite spells and energy. There is no need to collect the mirror or wand. And you can also start on any screen.

```
1 ' Stormbringer - tape
2 ' by Peter Featherstone
3 ' 118
10 MODE 1: MEMORY &9FFF:LOAD""
20 POKE &A04D,&80:POKE &A04E,&BE
30 FOR f=&BE80 TO &BFFF
40 READ a$: IF a$="MAD" THEN 60
50 POKE f,VAL("&"a$):NEXT
60 CALL &A000
70 ' infinite energy
80 DATA AF,32,51,19,32,31,1E,32
90 DATA 6C,1E,32,86,37
100 ' infinite spell energy
110 DATA AF,32,FD,2D,32,0E,2F
```

```
120 ' no need to get wand
130 DATA AF,32,95,35
140 ' no need to get mirror
150 DATA AF,32,10,19,32,A5,36,32
160 DATA C9,36
170 ' sets MK's stats to 100
180 DATA 21,64,64,22,E3,41,22,E5
190 DATA 41
200 ' start room
210 ' change 07 in line 230 TO
220 ' a number between 00 and 34
230 DATA 3E,07,32,C7,16
240 ' don't remove
250 DATA C3,88,13,MAD
260 END
```

How to be...

Tips on how to be a complete player of the game based on Ade Edmonson's character.

- 1) Don't reset the computer.
- 2) The laxative has smelly properties when eaten.
- 3) Points are scored for opening the umbrella.
- 4) Drink the stock of booze to see the room spin.
- 5) Black coffee loses you points, but sobers you up.
- 6) Itching powder, sneezing powder, shaving cream and toothpaste can all be used in the same way.
- 7) Search the trees as well as all the objects in the house.
- 8) The hammer and matches have destructive effects.
- 9) You are not a very good musician.
- 10) Not all of the dustbins are empty.
- 11) Talc and the sheet can be scary.
- 12) Don't press the F key in the kitchen.

Fly Spy

Cheat Richard Aplin, the author of Mastertronic's Fly Spy, phoned us to let everyone in on the cheat mode he wrote into the game. All you have to do is pause the game, type THIS IS TOO HARD and type in a number between 1 and 7 to get the following cheats:

1. You can fly through walls.
2. Infinite fuel.
3. You can pick up any object.
4. Infinite laser shots.
5. Infinite lives.
6. Infinite shield.
7. Gives you the teleport code if you press Control with the fT key.
0. Takes you back to the game.

Tips F. Dentith of Great Sutton sent in some playing tips for Flyspy.

1) Always pick up telekeys and push any levers you find.

2) After pushing all the levers in a section, search it thoroughly for telecodes or new doorways.

3) When playing centipede try to destroy as many mushrooms as possible during the first wave. Dead sections turn into mushrooms and clutter the screen, making it difficult to shoot the second wave in the time allocated.

4) The first lever you find releases the code for teleport station A. Write it, and all others you find, down.

5) Collect the oxygen from B and teleport to A.

6) You can now get the bomb that is underwater. Use it and drop it where you find it, then get clear.

7) This opens the compartment above. Push the lever (you shouldn't need the oxygen).

8) Always use bombs on barriers that cannot be destroyed by the laser (which is released by the second lever).

9) The code for C is now released.

10) Teleport to C. The other telekey is above the water corridor over which is written "You won't like it down here." Push the lever and return to A through the water system. Return to the water corridor (now two way). Go down it and pick up the bomb and telekey.

11) Teleport to C. Use bomb on the barrier and then continue. Remember to search each section thoroughly for levers, telecodes and new openings.

12) After pushing the lever at D return to C. D is the only place at which you don't log your position.

13) At C go down the smallest water corridor to the grey square (down, left of the telestation). Fire at the wall to the right in three different places, this gives access to the compartments on the other side of the wall. Pick up both telekey and bomb.

14) At station E the controls are reversed. Also the guns now renew strength instead of decreasing it.

15) Pick up the N-bomb.

16) Be very careful at the huge one way water system. Always check there aren't any levers in any other directions before going through a "door".

17) If you return to a place for a second time re-check the landscape for new telecodes.

18) You can get past the rest of the game in the same way as the sections written about above.

19) Only use the N-bomb at the piece of machinery labelled "The Brain".

Hydrofool

Tips Robert Smith of Aylesbury has sent in some tips for Hydrofool by FTL which tells you which weapon to use on which creature.

Wolf Fish – Hook

Whale – Harpoon

Sea Horse – Horse Shoe

Jellyfish – Spoon

Poke It's that Peter Featherstone chappie once more. This time he has delivered a prevent-Sweevo-from-rusting poke for FTL's game. Use Method 1.

```
1 ' Hydrofool - tape
2 ' by Peter Featherstone
3 ' 119
10 MODE 1: OPENOUT"y":MEMORY &7CF
20 LOAD"": POKE &865,&C3
30 POKE &866,0: POKE &867,&BE
40 FOR f=&BE00 TO &BE3B: READ a$
50 POKE f,VAL("&"a$): NEXT
55 CALL &7D0
60 DATA 3e,c3,32,75,75,21,23,be
70 DATA 11,c,83,01,0c,00,ed,b0
80 DATA 21,2f,be,11,47,96,01,0d
90 DATA 00,ed,b0,0e,ff,21,34,71
100 DATA cd,16,bd,20,41,4c,41,4e
110 DATA 20,53,55,47,41,52,20,28
120 DATA 30,35,33,32,20,36,31,33
130 DATA 30,35,34,29
```

Mag Max

The Master Blaster of shoot-em-ups has been given a good poking by Tony Hoyle of St Annes, Lancs. You are provided with invulnerability. Enter using Method 1.

```
1 ' Mag Max - tape
2 ' by Tony Hoyle
3 ' 120
10 MEMORY &37BA: LOAD"",&37C1
20 x=&37BB: GOSUB 60
30 x=&37EA: GOSUB 60
40 x=&A000: GOSUB 60
50 CALL &37BB
60 READ a$
70 IF a$="xx" THEN RETURN
80 POKE x,VAL("&"a$): x=x+1
90 GOTO 60
100 DATA 11,40,00,21,ff,ab,xx
110 '
120 DATA 3e,5b,32,4b,00,3e,99
130 DATA 32,4e,00,xx
140 '
150 DATA 3e,b9,32,0b,b9,54,4d
160 DATA 48,3e,2e,32,0e,b9,ed
170 DATA 4b,02,bc,06,8a,11,00
180 DATA b9,c5,1a,d5,11,79,03
190 DATA 91,21,8a,b9,ae,77,23
200 DATA 1d,20,fa,15,20,f7,d1
210 DATA 13,c1,4f,05,20,e6,dd
```

```
220 DATA 21,d9,bb,11,83,00,cd
230 DATA 67,bb,21,43,a0,22,5a
240 DATA bc,c3,03,bc,3e,c9,32
250 DATA c1,1a,c3,00,02,xx
```

Phil Howard has been hacking again. This time Mag Max on disk gets the treatment. Phil claims to have knocked up this routine in a shop while the assistant wasn't looking. You get repeat firing and pressing the "+" key gives you an extra life.

```
1 ' Mag Max - disk
2 ' By Phil Howard
3 ' 121
10 DATA 21,00,1f,11,00,02
20 DATA 01,00,87,3e,55,ae
30 DATA 12,23,13,0b,78,b1
40 DATA 20,f5,21,1a,16,22
50 DATA c0,02,3e,1c,32,bb
60 DATA 02,21,2d,be,11,15
70 DATA 16,01,0e,00,ed,b0
80 DATA c3,00,02,cb,67,c8
90 DATA 18,09,3e,06,32,e8
100 DATA c7,cd,cc,42,c9
110 MEMORY &1E00:y=0
120 FOR x=&BE00 TO &BE3A
130 READ a$:a=VAL("&"a$)
140 POKE x,a:y=y+a:NEXT
150 IF y<>&11C8 THEN 180
160 LOAD"magcode.sbf",&1F00
170 CALL &BE00
180 PRINT"Data Error"
```

Space Harrier

Nicolo Gavazzeni of Italy has sent in this poke for Elite's arcade conversion. It gives you 240 lives and is entered using Method 2, skip the file "Elite" and run the program.

```
1 ' Space Harrier - tape
2 ' by Nicolo Gavazzeni
3 ' 122
10 FOR a=0 TO 15:READ b
20 INK a,b:NEXT
30 MODE 0:BORDER 0
40 LOAD"!screen",49152
50 OPENOUT"d":MEMORY 949
60 CLOSEOUT
70 LOAD"!block",950
80 DATA 0,26,6,0,0,9,2,25,15
90 DATA 3,16,10,13,21,14,20
100 addr=&ED0:FOR x=0 TO 51
110 READ a$
120 POKE addr+x,VAL("&"a$)
130 NEXT:POKE &583,&EF
140 CALL 950
150 DATA 5f,48,45
160 DATA 4c,4c,4f,5f
170 DATA 54,48,45
180 DATA 52,45,5f,5f
190 DATA fe,51,c3
200 DATA 32,2e,5f,43
210 DATA 49,41,4f
```

```
220 DATA 5f,41,5f,54
230 DATA 55,54,54
240 DATA 49,5f,fe,d1
250 DATA c3,33,2e
260 DATA 5f,5f,5f,44
270 DATA 41,5f,4e
280 DATA 49,43,4f,4c
290 DATA 41,5f,5f
300 END
```

An invincibility poke for Elite's super-fast shoot-em-up has been sent in by Tony Hoyle. Entered using Method 1 it prevents you from dying when bumping into objects.

```
1 ' Space Harrier - Tape
2 ' by Tony Hoyle
3 ' 123
50 MEMORY 35999
60 MODE 0
70 FOR a=0 TO 15
80 READ b
90 INK a,b
100 NEXT
110 BORDER 0
120 LOAD"!screen",49152
130 OPENOUT"d"
140 MEMORY 949
150 CLOSEOUT
160 LOAD"!block",950
180 POKE &D47,&C9
200 CALL 950
220 DATA 0,26,06,0,0,09
230 DATA 02,25,15,03,16
240 DATA 10,13,21,14,20
```

Jan-Mirko Maczewski of Hildesheim, West Germany, has supplied you with invincibility for the disk version of Space Harrier. Just type in the listing and run.

```
1 ' Space Harrier - Disk
2 ' by Jan Maczewski
3 ' 124
10 OPENOUT"x":MEMORY &3B5
15 CLOSEOUT
20 LOAD"elite",&8D6D
30 POKE &8DAB,&C9
40 CALL &8D6D
50 POKE &D48,&B7
60 FOR i=0 TO 2
70 POKE &D75+i,0:NEXT
80 CALL &3B6
```

Here are both tape and disk pokes for this highly addictive game from Elite.

Colin Hinks from Birmingham has sent in this poke for Space Harrier which gives you infinite lives, invulnerability, no trees, pacifist aliens and rapid firing. It is a Method 1 poke.

```
1 ' Space Harrier - tape
2 ' by Colin Hinks
3 ' 125
```



```

10 MEMORY &8C9F
20 CLS:MODE 1
30 INPUT "Infinite Lives ?",a$
40 INPUT "Invulnerability ?",b$
50 INPUT "No Trees ?",c$
60 INPUT "Aliens don't fire ?",d$
70 INPUT "Rapid firing ?",e$
80 MODE 0:FOR x=0 TO 15
90 READ y:INK x,y
100 BORDER 0:NEXT
110 LOAD"screen",&C000
120 OPENOUT"d"
130 MEMORY &3B5
140 CLOSEOUT
150 LOAD"!block",&3B6
160 IF LOWER$(a$)="y" THEN
    POKE &D74,0
170 IF LOWER$(b$)="y" THEN
    POKE &D33,&C9
180 IF LOWER$(c$)="y" THEN
    POKE &F64,&C9
190 IF LOWER$(d$)="y" THEN
    POKE &10FC,&C9
200 IF LOWER$(e$)="y" THEN
    POKE &128F,0
210 CALL &3B6
220 DATA 0,26,6,0,0,9,2,25,15
230 DATA 3,16,10,13,2,1,14,20

```

Phil Howard, not wishing to be left out of the action, has supplied another terrific poke giving a rapid-fire option and extra lives on the cassette game.

Use Method 1 for Phil's routine. It keeps your firing finger intact, as it gives you rapid-fire. For extra lives press P which will pause the game; resume it with + for an extra life.

```

1 ' Space Harrier - tape
2 ' by Phil Howard
3 ' 126
10 DATA C2,20,04,3E,03,CD
20 DATA 6F,06,CB,67,28,0B
30 DATA 3A,07,06,FE,39,28
40 DATA 04,3C,32,07,06,C9
50 DATA 21,2F,0D,36,C3,23
60 DATA 36,00,23,36,01,AF
70 DATA 32,8F,12,C3,B6,03
80 y=0:OPENOUT"w"
90 MEMORY &3B0:MODE 1
100 FOR x=&100 TO &129
110 READ a$:a=VAL("&" +A$)
120 poke x,a:y=y+a:NEXT
130 IF y<>&BC3 THEN 160
140 LOAD"BLOCK",&3B6
150 CALL &118
160 PRINT"DATA ERROR!"

```

The disk version comes from Richard Monteiro and stops aliens firing at you as well as giving you infinite lives. The disk poke should be typed in and saved to the

original Space Harrier disk. Whenever you want infinite lives or aliens that don't shoot, run this routine.

```

1 ' Space Harrier - disk
2 ' by Rpm
3 ' 127
10 DATA 3E,01,CD,0E,BC,06,05,21,07,
    BF,CD,77,BC,21,6D,8D,CD,83,BC,
    CD,7A,BC,21
20 DATA A6,BE,3E,A6,32,AC,8D,3E,
    BE,32,AD,8D,C3,6D,8D,21,17,
    BF,CD,0C,BF,3E,2B
30 DATA CD,1E,BB,20,2E,3E,2E,CD,1E,
    BB,20,31,18,F0,CD,55,BF,21,31,BF,C
    D,0C,BF
40 DATA 3E,2B,CD,1E,BB,20,25,3E,2E,
    CD,1E,BB,20,2E,18,F0,3E,59,
    CD,5A,BB,C9,3E
50 DATA 4E,CD,5A,BB,C9,CD,D5,BE,AF,
    32,74,0D,C3,BC,BE,CD,DB,BE,
    C3,BC,BE,CD,D5
60 DATA BE,AF,32,4C,10,32,4D,10,32,
    4E,10,C3,B6,03,CD,DB,BE,C3,
    B6,03,45,4C,49
70 DATA 54,45,7E,FE,00,C8,CD,5A,BB,
    23,C3,0C,BF,04,01,49,4E,46,
    49,4E,49,54,45
80 DATA 20,4C,49,56,45,53,20,28,59,
    2F,4E,29,20,3F,20,00,0D,0A,
    0A,50,52,45,56
90 DATA 45,4E,54,20,41,4C,49,45,4E,
    53,20,53,48,4F,4F,54,49,4E,
    47,20,28,59,2F
100 DATA 4E,29,20,3F,20,00,06,40,C5,
    CD,19,BD,C1,10,F9,C9
110 FOR t=&BE80 TO &BF5E:READ a$: POKE
    t,VAL("&" +a$):b=b+VAL("&" +a$):
    NEXT t
120 IF b<>23166 THEN PRINT"ERROR IN
    DATA":STOP ELSE CALL &BE80

```

Deep Strike

Peter Featherstone of Leeds has been kind enough to supply your Deep Strike fighter and bombers with armour-plated propellers. Not only that, you have an unlimited supply of bombers. The poke is entered using Method 2 — wind the cassette past the block named DEEP then run the poke listing.

```

1 ' Deep Strike
2 ' by Peter Featherstone
3 ' 128
10 BORDER 0:INK 0,18
11 INK 1,26:INK 2,6
12 INK 3,2:MODE 1
20 OPENOUT"Y":MEMORY 999
30 OUT &BC00,1:OUT &BD00,32
40 OUT &BC00,2:OUT &BD00,42
50 OUT &BC00,6:OUT &BD00,24
60 FOR f=&BE00 TO &BE23

```

```

70 READ a$
80 POKE f,VAL("&" +a$):next
90 CALL &BE00
100 DATA 21,00,86,11,64,00
110 DATA 3E,16,CD,A1,BC,21
120 DATA 14,BE,22,47,86,C3
130 DATA 00,86,3E,C9,32,E0
140 DATA 57,32,77,57,AF,32
150 DATA 29,57,CD,98,23,00

```

Enduro Racer

Peter Wiseman from Cheshire has sent in this poke for Enduro Racer which gives you 90 seconds to complete a stage or infinite time. You also have an improved engine with greater acceleration, top speed and brakes. It is a Method 1 poke.

```

1 ' Enduro Racer - tape
2 ' by Peter Wiseman
3 ' 129
10 MODE 1:OPENOUT"d":MEMORY 1799
20 sum=0
30 FOR a=1800 TO 1877
40 READ a$:c=VAL("&" +a$)
50 POKE a,c:sum=sum+c
60 NEXT a
70 IF sum<>8141 THEN 230
80 POKE &734,&90:' 90 seconds
90 POKE &73F,&3C:' infinite time
100 POKE &740,0:' powerful engine
110 LOAD""
120 CALL 1800
130 DATA 3a,96,bb,2a,97,bb,32,56
140 DATA 07,22,57,07,21,22,07,3e
150 DATA c3,32,96,bb,22,97,bb,c3
160 DATA 05,40,cd,56,07,21,33,07
170 DATA 3e,c3,22,f0,ac,32,ef,ac
180 DATA c3,00,ac,3e,60,32,66,45
190 DATA dd,21,e6,64,dd,36,6d,a7
200 DATA c9,dd,36,00,00,dd,36,2b
210 DATA 19,dd,36,04,be,dd,36,0a
220 DATA e6,dd,36,14,08,c9
230 PRINT"Data Error"

```

Mission Jupiter

Another poke by Peter Wiseman. This time Mission Jupiter gets the treatment and you have 255 lives, infinite fuel and ammo and rapid fire. This is also a Method 1 poke.

```

1 ' Mission Jupiter - tape
2 ' by Peter Wiseman
3 ' 130
10 MODE 1:MEMORY 5999:sum=0
20 FOR a=6000 TO 6055
30 READ a$:c=VAL("&" +a$)
40 POKE a,c:sum=sum+c
50 NEXT a
60 IF sum<>5105 THEN 200
70 POKE 6033,255:' no of lives
80 POKE 6038,0:' infinite fuel
90 POKE 6043,0:' infinite ammo
100 POKE 6048,&18:' rapid fire

```

```

110 LOAD"mission jupiter"
120 CALL 6000
130 DATA 3a,37,bd,32,a8,17,2a,38
140 DATA bd,22,a9,17,3e,c3,21,90
150 DATA 17,32,37,bd,22,38,bd,21
160 DATA ff,ab,11,40,00,c3,43,3a
170 DATA 3e,04,32,f7,6a,3e,3d,32
180 DATA 44,5f,3e,35,32,54,61,3e
190 DATA 28,32,f8,60,21,dc,1e,e5
200 PRINT"Data error"

```

Airwolf II

Here's a short poke for Airwolf II on the Trio compilation tape by Martin Pleasance from Barnsley. It gives you infinite lives or as many lives as you like. It is a Method 1 poke.

```

1 ' Airwolf II - tape
2 ' by Martin Pleasance
3 ' 131
10 FOR n=0 TO 15
20 READ a
30 INK n,a
40 NEXT
50 DATA 0,0,0,26,0,0,6,0,1
60 DATA 2,5,11,14,20,1,3,10
70 MODE 0
80 BORDER 0
90 OPENOUT"d"
100 MEMORY 699
110 LOAD"!airpic",&C000
120 LOAD"! "
130 POKE &786F,0:' infinite lives
140 POKE &822B,100:' lives
150 CALL 26192

```

Starglider

An excellent poke by Tony Hoyle for Firebird's game. Entered using Method 1, it gives infinite everything (almost): energy, shields, laser fire, missiles, super missiles. It even gives you a rear-view scanner at the start and the ability to fire when using it (which, incidentally, cannot normally be done).

```

1 ' Starglider
2 ' by Tony Hoyle
3 ' 132
10 MEMORY &19FF
20 MODE 1
30 BORDER 0
40 WINDOW #1,15,27,10,10
50 WINDOW #2,15,27,13,13
60 x=&8000:t2=0:l=280
70 t=0
80 FOR j=0 TO 7
90 READ a$
100 a=VAL("&"a$)
110 t=t+a
120 t2=t2+a
130 POKE x,a
140 x=x+1

```

```

150 NEXT j
160 READ c$:c=VAL("&"c$)
170 IF t<<c THEN PRINT"Error in line
";:l:END
180 l=l+10
190 IF x<&80E4 THEN 70
200 READ c$:c=VAL("&"c$)
210 IF t2<>c THEN PRINT"Error in
data":END
220 LOAD"!glider"
230 POKE &30,&C3
240 POKE &31,0
250 POKE &32,&80
260 POKE &1A6C,&F7
270 CALL &1A00
280 DATA 7a,fe,57,e5,c0,e1,3e,e9,057c
290 DATA 32,6c,1a,fd,e5,cd,e0,1a,0461
300 DATA cd,82,1a,cd,eb,1a,be,28,0421
310 DATA 07,06,00,cd,4a,1b,18,ed,0244
320 DATA 01,00,f6,ed,49,f3,e1,2e,042f
330 DATA 00,ed,5b,18,11,1a,ae,24,025d
340 DATA ae,25,12,2c,1c,20,f6,ed,0330
350 DATA 5b,18,11,21,40,01,1a,ae,01ae
360 DATA 77,1c,2c,20,f9,cd,37,bd,0399
370 DATA ed,5b,18,11,2a,1a,11,1a,01e0
380 DATA ae,77,23,1c,20,f9,3a,1d,02d4
390 DATA 11,bc,20,f3,cd,00,30,fb,03d8
400 DATA 3e,01,cd,b4,bb,3e,03,cd,0389
410 DATA 96,bb,3e,02,cd,b4,bb,3e,040b
420 DATA 03,cd,96,bb,21,82,80,11,0355
430 DATA 80,00,01,61,00,ed,b0,c3,0342
440 DATA 80,00,3e,39,01,02,01,cd,01c8
450 DATA 00,1c,01,01,01,cd,38,bc,01e0
460 DATA 3e,0f,01,00,00,f5,cd,32,0242
470 DATA bc,f1,3d,fe,ff,20,f3,01,04fb
480 DATA 10,27,0b,78,b1,20,fb,3e,02c4
490 DATA 3a,cd,00,1e,af,32,fa,37,0337
500 DATA 32,fb,37,32,09,38,32,0a,0213
510 DATA 38,32,19,38,32,1a,38,32,0171
520 DATA 8f,58,32,9c,61,32,0a,63,02b5
530 DATA 32,0b,63,32,37,63,32,38,01d6
540 DATA 63,32,64,63,32,65,63,32,0288
550 DATA f6,64,32,f7,64,32,07,65,0385
560 DATA c3,1e,11,00,00,00,00,00,00f2
570 DATA 55ea

```

John Shinnick from Mitchelstown has sent in this poke for the disk version. Insert the Starglider disk in the drive, delete any features that you don't want and then RUN the program.

```

1 ' Star Glider - disk
2 ' by John Shinnick
3 ' 133
10 MODE 1:BORDER 0:INK 0,26
20 INK 1,0:INK 2,6:INK 3,2
30 LOAD"loadpic.scr",&C000
40 MEMORY &1FFF
50 LOAD"K32",&2000
60 LOAD"K16",&C000
70 'infinite missiles
80 POKE &6504,0

```

```

90 'infinite laser fire
100 POKE &6363,&C3:POKE &6364,&71
110 'Infinite plasma drive
120 POKE &6309,&C3:POKE &630A,&17
130 'infinite shield
140 POKE &6336,&C3:POKE &6337,&44
150 'rear view scanner
160 POKE &F60E,1
170 'inductive energy pod
180 POKE &F60F,1:POKE &190F,&18
190 'proton missiles
200 POKE &F610,1:POKE &64F3,&18
210 POKE &64F4,7
220 'indestructibility
230 POKE &98C8,0:POKE &98C9,0
240 POKE &98CA,0
250 CALL &F700

```

Strike Force Cobra

Paul Robson from Middlesbrough has sent in this poke for the tape version of Strike Force Cobra which gives you immortality and infinite time to complete the mission. Use Method 1.

```

1 ' Strike Force Cobra - tape
2 ' by Paul Robson
3 ' 134
10 MEMORY &3FFF
20 LOAD"!",&4000
30 FOR f=&BE00 TO &BE3A
40 READ a$:a=VAL("&"a$)
50 POKE f,a:t=t+a
60 NEXT f
70 IF t=4298 THEN CALL &BE00
80 PRINT"Data error"
90 DATA 3e,c9,32,50,40,21,00,40
100 DATA 11,00,02,01,00,01,ed,b0
110 DATA cd,00,02,3e,21,32,50,02
120 DATA 21,01,03,11,01,02,1a,ae
130 DATA 2d,ae,2c,77,1c,2c,20,f6
140 DATA 2e,01,5d,24,7c,fe,a9,20
150 DATA ed,af,32,4f,69,32,1c,6a
160 DATA c3,69,02

```

Spy vs Spy

Stephen Trimmer from Broadstairs has sent in this poke for the tape version of Spy vs Spy which makes the computer controlled spy do odd things. It is a Method 1 poke.

```

1 ' Spy vs Spy - tape
2 ' by Stephen Trimmer
3 ' 135
10 MODE 0:ENV 6,5,-1,10,10,-1,7
20 ENV 7,3,5,1,15,-1,5
30 ENV 8,1,4,1,4,-1,1
40 ENV 9,3,5,1,10,-1,15
50 RESTORE:FOR n=0 TO 11
60 READ a:INK n,a:NEXT
70 OPENOUT"d":MEMORY &1FFF
80 LOAD"!loadcode",&6000
90 POKE &6089,201

```

100 CALL &6000
 110 POKE 0,201:POKE &18B0,0
 120 POKE &18B1,0
 130 CALL &302
 140 END
 150 DATA 24,1,26,0,13,6
 160 DATA 14,16,18,24,3,15

Saboteur II

Passwords William Gould of London has sent in the passwords to all nine levels...

Level 1 <Enter>
 Level 2 Jonin
 Level 3 Kime
 Level 4 Kuji Kiri
 Level 5 Saimenjitsu
 Level 6 Genin
 Level 7 Mi Lu Kata
 Level 8 Dim Mak
 Level 9 Satori > Final Level

Poke Here is a poke for Durell's kick-and-punch game. Sent in by Peter Featherstone of Leeds. Method 1.

```
1 ' Saboteur II - tape
2 ' by Peter Featherstone
3 ' 136
10 MODE 1:OPENOUT"d":MEMORY &2FF
20 LOAD"": POKE &37E,&80
30 POKE &37F,&BE
40 FOR f=&BE80 TO &BE87: READ a$
50 POKE f,VAL("&"+a$): NEXT
60 CALL &300
70 DATA af,32,0e,96,c3,00,04,00
```

Armageddon Man

Richard Ormson of Bury has sent in some tips for Armageddon Man by Martech.

To decode intercepted messages set the frequencies as indicated in the following table of figures:

Country	
Argentina	0,1,2,3,4,5,6,7
Australia	0,2,4
Black Africa Rep.	4,5,6,7
Canada	2,3,4,7
Central America	1,3,5,7
China	0,4,7
Eastern Bloc	2,4,6
European Unite	4,5,6,7
India	4,5,6,7
Israel	1,3,5
Japan	2,3,5,6
Islamic Alliance	1,3,5,7
Libya	1,2,3,4,5,6
Pakistan	1,2,3,4
South Africa	2,3,7
USA	0,2,4,6

If any two countries become very friendly watch out because they either become close allies or nuke each other.

Kat Trap

Tips Ian Brooks of Southampton has sent in some playing tips for Kat Trap.

The Spaceport: You shouldn't really lose any lives here. When you start off, fire a few times into the next screen. This should kill any Katmen who are there. Always fire before entering a screen on any level.

If a Katman does fire at MT-ED, duck and wait for the bullets to pass overhead, shoot him before he shoots back. Don't hang about firing before you get to the bullet supply or you could run out and get killed.

Ruined City: Jump over the holes because they contain sewer beasts which grab at you. Try to shoot the asteroids because you could be bounced onto one of the rocks. The rocks can be destroyed by hand grenades. This is quite easy for the slow ones, but the faster rocks are really hard to hit. They can also be jumped over when they are at the bottom of the bounce.

Charred Forest: When you get near to the edge of the screen and you have to jump a hole, fire a few times to destroy any fire demons that might be waiting on the other screen, otherwise you may hit them. Get the laser quickly because sometimes the hole it is next to opens up and engulfs it.

Lake: Just shoot the fish.

Dry Rocky Desert: Shoot the tanks with the laser as you will need the rockets later. Be careful that there are no rocks nearby when approaching tanks or you may get bounced onto one. Don't throw grenades wildly as you tend to run out about now. There are also holes which have to be jumped.

Compound: Shoot or dodge the asteroids and don't use rockets on Katmen because you'll need them later.

Alps: Jump from mountain top to mountain top if there is a gap, because if you walk in it's curtains for MT-ED. You can grenade the icemen walking in between the mountains when they are at the opposite side to you.

The Castle: Don't walk onto the mat on the floor because it takes a life away. It can be jumped. The enemy are Katmen and Mechnokats. There is another pad near the exit. Don't use rockets on Katmen unless it is absolutely necessary.

Scrap Crusher: Only Mechnokats, but there are also crushers in rows of three. Shoot the Mechnokats before you go through the crushers or you could be in trouble.

Highway: Tanks, Katmen, holes and Sewerbeasts.

Lair of Mechnokats: Nice and relaxing, just fire away and destroy the Mechnokats.

Secret Tunnel: Only bouncing rocks. Refer to ruined city tips.

Minefield: Throw a grenade, walk half the distance it travelled and throw another, carry on like this for the whole zone. If a mine explodes jump over the hole.

Nerve Centre: Occupied by fire demons, Katmen and Mechnokats. When you get to the end of the zone, stand by the opening doors and you will access the deathgrid. When you have destroyed this, you will see the computer console on fire. Now you have to return to the spaceport.

Poke It's entered using Method 1 and can give up to 255 lives as well as removing all the aliens.

```
1 'Kat Trap Tape
2 '137
10 MODE 2:INK 0,0:BORDER 0
20 PRINT"K A T T R A P   P O K E S"
30 PRINT:PRINT:PRINT"Insert KATTRAP
cassette and press a key..."
40 CALL &BB18:PRINT"Please wait
loading..."
50 MEMORY
&5000:LOAD"!KATTRAP",&6000:PRINT
60 POKE &6054,&CD:POKE &6055,0:POKE
&6056,&1
70 INPUT"How many lives (0-255) ?
",a$
80 IF VAL(a$)<0 OR VAL(a$)>255 OR
a$="" THEN 70
90 PRINT:PRINT"Remove all aliens
(Y/N) ? ";
100 b$=UPPER$(INKEY$):IF b$="" THEN
100
110 IF b$="Y" OR b$="N" THEN 120 ELSE
100
120 PRINT b$
130 FOR t=&F0 TO &10B:READ c$
140 POKE t,VAL("&"+c$):z=z+VAL("&"+c$)
: NEXT t
150 IF z<> 1566 THEN PRINT"ERROR IN
DATA":STOP
160 IF b$="Y" THEN POKE &102,&C9
170 POKE &107,VAL(a$):CALL &F0
180 DATA 21,00,60,11,00,03,01,00,02
190 DATA ED,B0,C3,00,03,00,00,00,3E
200 DATA 11,32,f4,37,3E,05,32,1B,1E
210 DATA C9
```

Road Runner

Tip M. Foster of Clacton says that if you hold down the U and S keys on the Road Runner title screen, you go into cheat mode and have infinite birds. Pressing them again switches the cheat mode off.

Poke Julian Collins gets infinite lives on the disk version of the game. The colours on screen will be incorrect at first but don't worry about it.

```
1 ' Road Runner - disk
2 ' by Julian Collins
3 ' 138
10 MODE 0
20 LOAD"border",&C000
30 MEMORY &5FFF
40 FOR i=&6000 TO &6023
50 READ a$:POKE i,VAL("&"+a$)
60 NEXT
70 CALL &6000
80 DATA 06,02,21,22,60,11,24,60
90 DATA cd,77,bc,21,00,01,cd,83
100 DATA bc,cd,7a,bc,3e,00,32,26
110 DATA 02,32,27,02,32,28,02,c3
120 DATA 00,01,72,72
```

Hacker II

Passwords Martin Shroeder from West Germany has sent in a list of the codewords for Hacker 2.

```
1) 00987 6) WHITE 50
2) ROA 7) 07041776
3) HIPPY 8) WHITE 6
4) COVER 9) WOGAN
5) RED 7 10) BLUE 1
```

Tip if you type in "cover" you will be asked for your name. A digitised picture appears and you can make a hard copy if you have an Epson compatible printer by pressing the D key.

Spindizzy

By Tim Gilbert of Whitby which gives you infinite time to complete Spindizzy. It is a Method 1 poke.

```
1 ' Spindizzy - tape
2 ' by Tim Gilbert
3 ' 139
10 MODE 1
20 FOR T=49152 TO 49170
30 READ A$:POKE T,VAL("&"+A$)
40 NEXT T
50 CALL 49152
60 DATA 21,40,00,11,C0,B0,3E,6A
70 DATA CD,A1,BC,3E,C9,32,5E,A8
80 DATA C3,00,B0
```

And here's the disk version from Graham Smith.

```
1 ' Spindizzy -disc-
2 ' By Graham Smith
3 ' 140
4 '
10 FOR j=0 TO 111:READ a$
20 x=VAL("&"+a$):y=y+x
30 POKE j+48781,x:NEXT j
40 IF y<>13007 GOTO 90
```

```
50 MODE 1
60 PRINT"Insert game disc ";
70 PRINT"then press any key"
80 CALL 47896:CALL 48791
90 PRINT"DATA ERROR"
100 DATA 10,f1,3e,c9,32,5e,a8,c3
110 DATA 40,ab,21,9f,be,0e,ff,cd
120 DATA 16,bd,0e,07,11,40,00,21
130 DATA ff,b0,cd,ce,bc,21,f9,be
140 DATA cd,d4,bc,af,cd,1b,00,06
150 DATA 04,11,00,40,21,f5,be,cd
160 DATA 77,bc,21,00,80,cd,83,bc
170 DATA cd,7a,bc,21,5c,80,36,c3
180 DATA 23,36,d9,23,36,be,01,ff
190 DATA b0,c3,00,80,e5,01,0d,00
200 DATA 11,80,be,21,3d,ab,e5,ed
210 DATA b0,e1,36,c3,23,36,f1,23
220 DATA 36,be,e1,e9,06,0b,18,8b
230 DATA 44,49,53,43,44,49,53,c3
```

Moto

Stephen Basford of Crewe gives you as many lives as you like or make them infinite, infinite power, infinite jumps and by pressing the Esc key you can jump levels. Press Esc again and then die to jump to the next level. It's entered using Method 1.

```
1 ' Motos - tape
2 ' By S Basford
3 ' 141
10 MODE 1
20 FOR c=&BE80 TO &BEC7
30 READ h$:d=VAL("&"+h$)
40 POKE c,d:tot=tot+d:next
50 IF tot<>5680 THEN 400
60 INPUT "No of lives:";v
70 INPUT "Inf. Lives [Y/N]";a$
80 INPUT "Inf. Power [Y/N]";b$
90 INPUT "Inf. Jumps [Y/N]";c$
100 INPUT "ESC level [Y/N]";d$
110 POKE &be97,v
120 IF a$="n" THEN POKE &BE9C,61
130 IF b$="n" THEN POKE &BEA1,144
140 IF c$="n" THEN POKE &BEA6,144
150 IF d$="n" THEN POKE &BEAB,209
160 IF d$="n" THEN POKE &BEAC,30
170 CLS:PRINT"Loading..."
180 CALL &BE80
190 DATA 21,00,40,11,be,37
200 DATA 3e,16,cd,a1,bc,30
210 DATA f3,21,96,be,22,24
220 DATA 40,c3,00,40,3e,05
230 DATA 32,79,0b,3e,00,32
240 DATA fb,05,3e,00,32,df
250 DATA 06,3e,00,32,ea,06
260 DATA 21,d8,06,22,60,05
270 DATA 21,be,be,11,9a,0a
280 DATA 01,0a,00,ed,b0,c3
290 DATA 00,04,53,50,42,40
300 DATA 48,41,43,4b,45,44
310 PRINT"Data Error"
320 END
```

Michael Swain has sent in this poke for infinite lives in Firebird's game. It's entered using Method 1.

```
1 ' Thrust II - tape
2 'by Michael Swain
3 '142
10 FOR a=&BE80 TO &BE95
20 READ d:POKE a,d:NEXT
30 CALL &BE80:RUN""
40 DATA 243,42,9,0,34,150,190,33,143
50 DATA 190,34,9,0,251,201,245,175,50
60 DATA 187,38,241,195
70 END
```

Feud

Peter Featherstone of Leeds has sent in this poke for Mastertronic's budget game of wizardly combat. It gives you infinite energy and invulnerability to the the herb keeper and Leanoric and is entered using Method 1.

```
1 ' Feud - tape
2 ' by Peter Featherstone
3 ' 143
10 FOR f=&5a00 TO &5a1e
20 READ a$
30 POKE f,VAL("&"+a$)
40 NEXT
50 CALL &5a0c
60 DATA af,32,cd,1f,3e,c9
70 DATA 32,57,0e,c3,00,04
80 DATA 21,00,50,11,4c,01
90 DATA 3e,16,cd,a1,bc,3e
100 DATA 5a,32,08,50,c3,00
110 DATA 50
120 END
```

Freddy Hardest

Password The password to allow access to the second part is 897653.

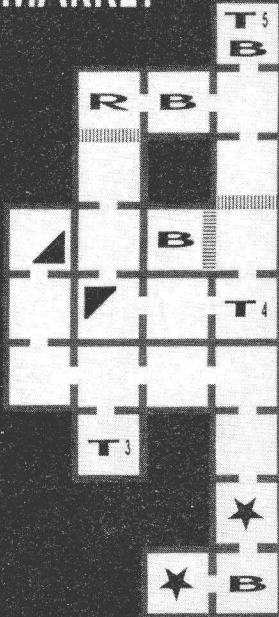
Poke Phil Howard of Mapperley has sent in this poke for Imagines Rave game. It's entered using Method 1 and gives you infinite lives.

```
1 ' Freddy Hardest - tape
2 ' by Phil Howard
3 ' 144
10 DATA 00,2a,0f,bc,22,1d
20 DATA bd,21,0e,bc,36,c3
30 DATA 23,36,15,23,36,be
40 DATA c3,19,32,af,cd,1c
50 DATA bd,3a,00,be,3c,32
60 DATA 00,be,fe,02,c0,21
70 DATA 2a,be,22,5c,34,c9
80 DATA dd,21,5b,aa,11,00
90 DATA 01,cd,ea,a9,21,3
100 DATA be,22,0a,ab,c3,85
110 DATA aa,3a,7a,aa,fe,0c
120 DATA 28,07,3e,a7,32,75
130 DATA 66,18,05,3e,a7,32
140 DATA fa,8a,c3,00,80
```

START

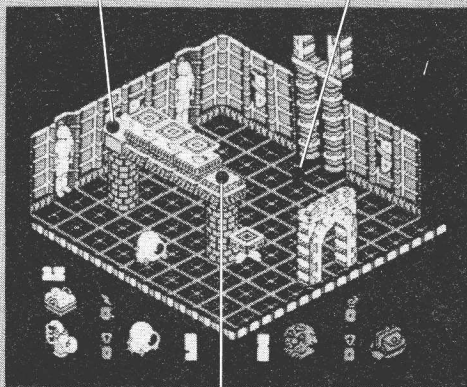
HEAD	HEELS
T 1	T 2
B	

MARKET

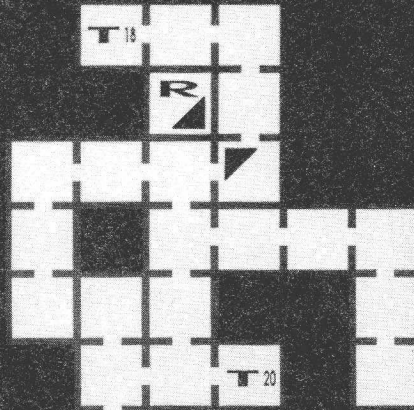


2

3



1



T 18

R

T 20

T 1

B R

T 5

R B

B

T 4

T 3

*

* B

*

R

B

T 1

🔍

B

DO

DO

B

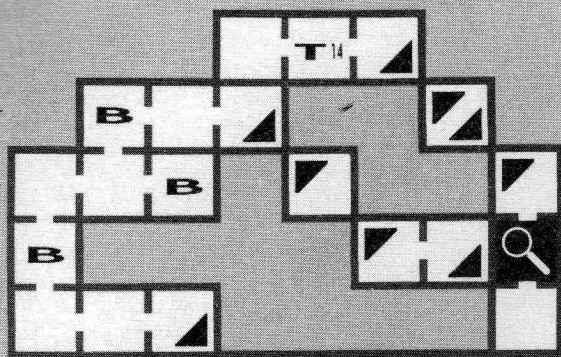
R HOOT

BLACKT
CASTLE

R

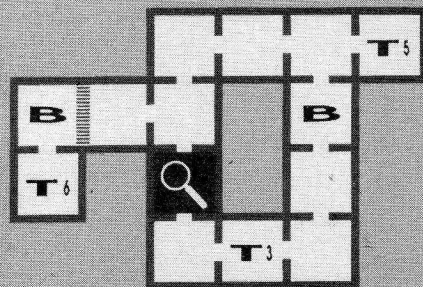
BAG

T 2

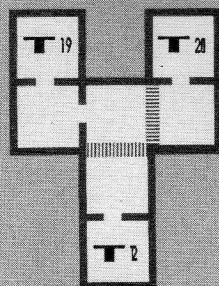


EGYPTUS

LUNAR.2



LUNAR.3



4 Jump on top of this knob and fall onto the sandwich as it goes by.

5 Jump onto the spring as you go past it and then out of the door.

1 Stand in middle of knobs and push them to control robot.

3 When the sandwich has hit the robot, move it to here and wait for the sandwich to hit it again.

2 Position robot here so that sandwich goes past it when travelling up the screen but hits it on the way down.

- EXAMINED ROOM
- T** TRANSPORTER
- B** BUNNY
- LARGE ROOM
- LIFTS
- LINK-UPS
- H** HOOT HOOTER
- D** DOUGHNUTS
- R** ROBOT

3 Push the spring to the floor and float Head down.

6 Leave drum on the overhead walkway and float both characters down.

8 Put spring on top of drum and jump upwards off the spring and onto the screen above.

1 Move drum to here, jump duo on top.

4 Re-form the duo and make a pile here: the spring underneath the drum underneath the duo.

7 Jump up from the spring, this time taking it with you.

2 Disconnect Head and jump him to here, avoiding the block on the right.

5 Jump up to here, taking the drum with you.

```

150 MODE 1:y=0:MEMORY &3000
160 FOR x=&BE00 TO &BE52
170 READ a$:a=VAL("&"a$a)
180 POKE x,a:y=y+a:NEXT
190 IF y<&2003 THEN 210
200 LOAD"":CALL &BE00
210 PRINT"Data Error"
220 END

```

Leaderboard

Phil Howard of Mapperley has sent in a mega-poke that allows you to design golf courses in US Gold's Rave game. Extensive instructions are included.

When the program is run you will see a "V" shape to the right of the screen. This corresponds to the perspective view from the tee at the bottom, up towards the green. Anything positioned outside the boundary may not be seen when you run the game. The distance is given in the range 0-500 yards.

To the bottom left of the "V" is block one, pressing "z" and "x" rotates back and forth through the available blocks, pressing the cursor keys moves the chosen block in the appropriate direction and "copy" positions it.

Up to six blocks may be positioned for any hole, but if less are required press the large "enter" key after storing you final block and the hole will be terminated. The green is always positioned in the final block.

You are asked if the design is ok, the par you want to set and if you would like to design another hole. If not, or after the 18th hole, the program moves on to save the routine you have just created, this saved routine can then be run. It will load and alter up to 18 holes of course one. Useful points:

The hole is positioned 75 feet from the end of the final block - some blocks are not that big.

The rectangular blocks tend to position the hole at the edge. Try to use round ended blocks, the larger the better for greens.

Always position a block over the tee, it will work without the block, but it looks strange.

```

1 ' Leaderboard Course Designer - tape
2 ' by Phil Howard
3 ' 145
40 GOSUB 1270
50 adat=&9516
60 bdat=&9366
70 cdat=&9354
80 ddat=&9330
90 FOR h=1 TO 18
100 DIM d(6,6)

```

```

110 GOSUB 1840
120 bl=1
130 GOSUB 1390
140 NEXT
150 POKE &930A,f
160 POKE &92FF,f*2
170 POKE &9320,f*12
180 IF f*24>256 THEN POKE
    &9315,(f*24)-256:POKE &9316,1
190 IF f*24<256 THEN POKE &9315,(f*24)
200 SPEED WRITE 1
210 SAVE "NEW
    DESIGN",b,&92A5,&400,&92A5
220 PRINT:PRINT"CALL &92A5 to load
    LEADER BOARD"
230 PRINT"*** No return to basic ***"
240 STOP
250 '** data for blocks + code **
260 DATA 01,00,00,07,f6,fb,fb,f6,3ea
270 DATA 05,f6,0a,fb,0a,05,05,0a,21e
280 DATA fb,0a,08,f6,fb,fb,f6,00,4ef
290 DATA ec,05,f6,14,00,05,0a,00,20a
300 DATA 14,fb,0a,05,f6,f6,00,f6,400
310 DATA 0a,fb,0a,05,00,0a,09,f6,21d
320 DATA fb,fb,f6,05,f6,19,e7,0a,4f1
330 DATA fb,0a,05,05,0a,00,0e,e7,20e
340 DATA 19,09,f2,00,e7,e7,00,f2,3d4
350 DATA 05,f6,0a,fb,0a,05,19,19,241
360 DATA 05,0a,fb,0a,09,f6,ec,fb,3fa
370 DATA f6,00,f6,05,f2,0a,00,05,2f2
380 DATA 0a,0a,14,00,0a,fb,0e,09,144
390 DATA fb,f2,00,f6,0a,ec,05,f6,4d4
400 DATA 0a,00,05,0e,00,0a,fb,0a,12c
410 DATA f6,14,05,fb,fa,fb,f2,0e,4ff
420 DATA f2,05,05,fb,19,06,ec,d9,3db
430 DATA fb,fb,0e,05,19,19,05,05,245
440 DATA fb,0a,09,fa,f6,fe,e7,00,4e3
450 DATA ec,02,e7,06,f6,06,0a,02,2e3
460 DATA 19,00,14,fe,19,07,f2,fb,338
470 DATA fb,f2,05,f2,0e,fb,0e,05,400
480 DATA 05,0e,fb,0e,05,00,e7,00,208
490 DATA e7,0a,00,00,19,00,19,06,129
500 DATA f6,e7,00,e7,0e,fb,0e,05,3e0
510 DATA 00,19,f6,19,0c,f2,00,f2,318
520 DATA e7,00,e7,00,e7,0a,e7,0e,3b4
530 DATA e7,0a,00,0e,19,0a,19,00,13b
540 DATA 19,00,19,f2,19,06,fb,fc,33a
550 DATA fb,e7,0a,fb,0a,00,0a,05,300
560 DATA fb,0e,06,e8,f1,fb,fb,05,4e3
570 DATA f6,0a,fb,0a,05,0a,19,09,236
580 DATA f6,fb,fb,f6,0a,ec,0a,ec,5ce
590 DATA 0a,ec,19,0a,f6,14,f6,14,32d
600 DATA f6,14,07,ec,fb,00,e7,00,3df
610 DATA e7,05,e7,14,05,00,19,00,205
620 DATA 19,07,f2,ec,00,e7,0e,ec,3df
630 DATA 0a,00,0e,14,00,19,f2,14,14b
640 DATA 05,03,e7,00,e7,04,00,00,1da
650 DATA 19,02,19,09,fb,ec,fb,e7,406
660 DATA 05,e7,05,ec,05,00,00,14,1f6
670 DATA 00,19,00,19,00,14,09,00,04f
680 DATA ec,00,e7,00,e7,00,ec,05,3ab
690 DATA 00,05,14,05,19,fb,19,fb,246

```

```

700 DATA 14,05,f6,e7,00,f6,0a,00,2f6
710 DATA 0a,19,00,0a,05,00,f6,0a,132
720 DATA e7,0a,00,00,0a,f6,19,09,213
730 DATA 05,f6,fb,e7,05,e7,05,e7,4b5
740 DATA 0a,fb,05,0a,fb,19,fb,19,33c
750 DATA fb,19,09,f6,fb,fb,e7,fb,5eb
760 DATA e7,fb,e7,05,f6,0a,05,05,3d8
770 DATA 19,05,19,05,19,09,fb,fb,254
780 DATA 00,e7,00,e7,00,e7,05,fb,3b5
790 DATA 05,05,00,19,00,19,00,19,055
800 DATA 07,00,e7,00,e7,00,e7,0e,2ca
810 DATA 00,00,19,00,19,00,19,05,050
820 DATA fb,fb,00,e7,05,fb,05,05,3e7
830 DATA 00,19,07,fb,f6,fb,ec,05,3fd
840 DATA ec,05,f6,05,0a,05,14,fb,30a
850 DATA 14,09,f6,fb,f6,e7,f6,e7,5c8
860 DATA f6,e7,19,f6,0a,19,0a,19,332
870 DATA 0a,19,fb,0a,07,fb,e7,00,311
880 DATA e7,00,e7,14,fb,05,19,00,2fb
890 DATA 19,00,19,03,00,f6,0a,00,135
900 DATA 00,0a,03,00,e7,0a,00,00,0fe
910 DATA 19,05,01,fb,05,f6,0a,00,21f
920 DATA 05,0a,00,05,18,ac,18,bd,1ad
930 DATA 18,d0,18,dd,18,f2,19,07,307
940 DATA 19,1c,19,31,19,3e,19,4e,13d
950 DATA 19,63,19,74,19,81,19,90,24c
960 DATA 19,ab,19,ba,19,c9,19,de,370
970 DATA 19,ef,1a,00,1a,0d,1a,22,185
980 DATA 1a,37,1a,44,1a,51,1a,66,19a
990 DATA 1a,7b,1a,90,1a,a1,1a,ae,2c2
1000 DATA 1a,bf,1a,d4,1a,e5,1a,ee,3ce
1010 DATA 1a,f7,3e,01,cd,59,bc,c9,3fb
1020 DATA 21,00,90,11,00,00,dd,46,1e5
1030 DATA 00,7e,87,3c,5f,19,10,f9,2c2
1040 DATA 46,e5,fd,e1,c5,16,ff,fd,5e0
1050 DATA 7e,01,5f,fe,7f,30,01,14,2a0
1060 DATA 26,ff,fd,7e,02,6f,fe,7f,48e
1070 DATA 30,01,24,cd,f9,bb,fd,23,3f6
1080 DATA fd,23,c1,10,df,dd,6e,02,41d
1090 DATA dd,66,03,dd,5e,04,dd,56,3b8
1100 DATA 05,cd,f6,bb,c9,06,00,11,363
1110 DATA af,39,cd,77,bc,21,af,39,3f1
1120 DATA cd,83,bc,cd,7a,bc,21,e2,512
1130 DATA 39,36,c3,23,36,cc,23,36,2b0
1140 DATA 92,21,40,00,e5,21,00,bb,2b4
1150 DATA e5,c3,b7,39,e5,21,91,01,430
1160 DATA 36,ee,23,36,b9,23,36,f7,386
1170 DATA e1,f1,f3,c9,21,1f,bf,36,4c3
1180 DATA c3,23,36,ed,23,36,92,c3,3b7
1190 DATA 00,bf,cf,88,88,cd,ea,92,4e7
1200 DATA cd,ff,bb,3e,01,cd,0e,bc,45d
1210 DATA 21,30,93,11,24,0d,01,00,127
1220 DATA 00,ed,b0,21,54,93,11,44,2fa
1230 DATA 0e,01,00,00,ed,b0,21,66,233
1240 DATA 93,11,8c,0e,01,00,00,ed,22c
1250 DATA b0,21,16,95,11,4c,15,01,1ef
1260 DATA 00,00,ed,b0,c3,00,01,00,261
1270 '** poke data **
1280 CLS:PRINT"Initialising.."
1290 RESTORE 260:c=260
1300 FOR x=&9000 TO &9326 STEP 8
1310 t=0:FOR y=0 TO 7

```

```

1320 READ a$:a=VAL("&"a$)
1330 POKE x+y,a:t=t+a:NEXT
1340 READ a$:a=VAL("&"a$)
1350 IF t<a THEN PRINT"error in
line":c:STOP
1360 c=c+10:NEXT
1370 CALL &925A
1380 RETURN
1390 *** keyboard input + position
blocks **
1400 ORIGIN 500,0,508,600,396,2
1410 x2=20:y2=45:n2=1
1420 GOSUB 2090
1430 IF INKEY(9)=0 THEN 1430
1440 x1=x2:y1=y2:n1=n2
1450 IF INKEY(18)=0 THEN 1680
1460 IF INKEY(63)=0 THEN n2=n1+1
1470 IF INKEY(71)=0 THEN n2=n1-1
1480 IF INKEY(0)=0 THEN y2=y1+4
1490 IF INKEY(1)=0 THEN x2=x1+2
1500 IF INKEY(2)=0 THEN y2=y1-4
1510 IF INKEY(8)=0 THEN x2=x1-2
1520 IF INKEY(9)=0 THEN 1630
1530 IF y2<45 THEN y2=45
1540 IF y2>400 THEN y2=400
1550 IF x2>84 THEN x2=84
1560 IF x2<20 THEN x2=20
1570 IF n2>35 THEN n2=1
1580 IF n2<1 THEN n2=35
1590 IF x1=x2 AND y1=y2 AND n1=n2 THEN
1450
1600 GOSUB 2110
1610 GOSUB 2090
1620 GOTO 1440
1630 GOSUB 2090
1640 GOSUB 2090
1650 GOSUB 1930
1660 bl=bl+1:IF bl>6 THEN 1700
1670 GOTO 1410
1680 *** rest of input **
1690 GOSUB 2090
1700 LOCATE 1,8:PRINT"Length ";s
1710 LOCATE 1,10:PRINT"Is this ok ?"
1720 IF INKEY(43)=0 THEN 1750
1730 IF INKEY(46)=0 THEN h=h-1:ERASE
D:RETURN
1740 GOTO 1720
1750 f=h:CALL &BB03
1760 GOSUB 2010
1770 LOCATE 1,12:INPUT"What par ",p
1780 POKE cdat,p:cdat=cdat+1
1790 IF h=18 THEN RETURN
1800 LOCATE 1,14:PRINT"Another hole ?"
1810 IF INKEY(46)<>0 AND INKEY(43)<>0
THEN 1810
1820 IF INKEY(46)=0 THEN h=18
1830 RETURN
1840 *** draw screen **
1850 MODE 1
1860 MOVE 546,38:DRAWR 10,0:DRAW
590,398
1870 DRAWR -78,0:DRAW 546,38

```

```

1880 FOR x=0 TO 4
1890 MOVE 420,98+(x*70):TAG:PRINT
100*(x+1);
1900 TAGOFF:MOVE 490,98+(70*x):DRAWR
10,0:NEXT
1910 LOCATE 1,5:PRINT"Hole no."h
1920 RETURN
1930 *** store data **
1940 d(bl,1)=PEEK(&9213+(2*n2))
1950 d(bl,2)=PEEK(&9212+(2*n2))
1960 px=x2*9.85:py=y2*4.3
1970 d(bl,4)=px\256:d(bl,3)=px-
(d(bl,4)*256)
1980 d(bl,6)=py\256:d(bl,5)=py-
(d(bl,6)*256)
1990 s=INT((py-183)/3)
2000 RETURN
2010 *** poke data into routine **
2020 FOR x=1 TO 6:FOR y=1 TO 2
2030 POKE
adat,d(x,y):adat=adat+1:NEXT:NEXT
2040 FOR x=1 TO 6:FOR y=3 TO 6
2050 POKE
bdat,d(x,y):bdat=bdat+1:NEXT:NEXT
2060 POKE ddat,bl-1:POKE
ddat+1,75:ddat=ddat+2
2070 ERASE D
2080 RETURN
2090 MOVE x2,y2:CALL &9260,x2,y2,n2
2100 RETURN
2110 MOVE x1,y1:CALL &9260,x1,y1,n1
2120 RETURN
2130 END

```

Batty

Darren Ash of Highbridge gives you a choice of infinite or extra lives on Elite's Hit-Pak 2. Method 1.

```

1 ' BATTY (Hit-pak II) - tape
2 ' by Darren Ash
3 ' 146
10 MODE 0 :BORDER 0
20 MEMORY &1300
30 FOR t=0 TO 15 :READ a
35 INK t,a: NEXT t
40 DATA 0,26,13,10,11,2,3,6
45 DATA 15,9,18,17,24,20,8,1
50 LOAD"!pic",&C000
60 LOAD"!a",&4268
70 MODE 0
80 POKE &432B,No of lives(0-255)
90 POKE &4518,0:' inf lives
100 FOR t=0 TO 15:INK t,0:NEXT t
110 LOAD"!b",&C000
120 CALL &4268
130 END

```

William Brown of Glasgow gives infinite lives and slows down everything but the bat. (Method 1)

```

1 ' Batty - tape
2 ' William Brown

```

```

3 ' 147
10 MODE 0:BORDER 0
20 OPENOUT"D":MEMORY 2991
30 FOR n=0 TO 15
40 READ a:INK n,a
50 NEXT
60 LOAD"!PIC",&C000
70 LOAD"!A",&4268
80 LOAD"!B",&BB0
90 POKE &426A,176
100 POKE &426B,11
110 POKE &4518,0:'inf lives
120 POKE &7581,0:'slow down
130 CALL &4268
140 DATA 00,26,13,10,11,02
150 DATA 03,06,15,09,18,17
160 DATA 24,20,08,01

```

Dr Destructo

Tip Jonathan Adams of Hale has sent in a brief tip which allows to to move to the next level. Pause the game, hold down the shift key and type in "Cave Canem". From now on when ever you pause the game you can press "z" to go to the next level.

Poke Here's a Method 2 poke from L Townsend at Accrington which gives you 100 lives each and extra time for the Mastertronic dogfighting game. He's also sent a tip for Galletron. On the options screen press Control and C to get infinite lives. Control and A returns the game back to normal.

```

1 ' Dr Destructo - tape
2 ' by L Townsend
3 ' 148
10 ENV 1,15,-1,12:ENV 2,3,0,7
20 ENV 3,12,-1,24:ENV 4,13,-1,2
30 ENV 5,12,-1,24:ENV 6,7,-2,1
40 ENV 7,15,1,1,15,-1,51
50 ENV 15,12,-1,10:ENT 1,6,40,1
60 ENT -2,5,20,1,5,021,1
70 ENT -3,2,13,1,2,-12,2
80 ENT -4,2,6,1,2,-6,2,2,-5,1,2,4,2
90 ENT 5,12,30,2:ENT -6,3,25,1,3,
-25,3
100 ENT -7,3,24,1,3,-25,3
110 ENT -8,3,25,3,3,-24,3
120 ENT -9,2,8,1,2,-7,2,1,14,2,1,-14,3
130 ENT -10,3,12,2,3,-12,3
140 ENT 11,225,1,4
150 ENT 13,100,-2,2,8,25,1
160 ENT -14,5,3,2,6,-3,2
170 ENT 15,100,14,2
180 ENT -13,100,-2,2,8,25,1
190 ENT -14,5,3,2,6,-3,2
200 ENT 15,100,14,2
210 FOR n=0 TO 15:INK n,0: NEXT:
BORDER 0
220 INK 1,2
230 DATA 0,13,26,6,15,24,19,18,9,11,2

```



```

240 DATA 1,3,23,4,0
250 MODE 0:MEMORY 10000:LOAD"! ",11000
260 CALL 11000
270 DIM i(15),c(15):FOR n=0 TO 15
280 READ c(n):NEXT
290 FOR a=0 TO 26
300 FOR n=0 TO 15
310 INK n,i(n)
320 IF i(n)<c(n) THEN i(n)=i(n)+1
330 NEXT n:NEXT a
340 CALL 11002
350 FOR n=2 TO 15:INK n,0:NEXT:MODE 0
360 LOCATE 6,24:PRINT"Please Wait"
370 CALL 11004
380 FOR n=0 TO 15:READ a:INK n,a: NEXT
n
390 DATA 0,26,22,14,11,20,3,15,24,9,12
400 DATA 13,6,1,0,10
410 POKE &4DBC,100:' player 1 100lives
420 POKE &354F,100:' player 2 100lives
430 POKE &4DA0,&F:' extra time
440 POKE &4D91,&5:' sky colour
450 POKE &4D96,&5:' sky colour
460 CALL 13362

```

Batman

This poke by Phil Howard of Mapperley.
Use Method 1.

```

1 ' Batman - tape
2 ' by Phil Howard
3 ' 149
10 DATA 21,90,1c,36,00,c3,00,01
20 DATA 21,2d,22,36,d3,21,40,20
30 DATA 11,40,00,01,f2,01,ed,b0
40 DATA 21,40,00,e5,21,00,bb,e5
50 DATA 21,f2,01,e5,21,07,b8,e5
60 DATA 21,bb,02,e5,f1,21,ea,b1
70 DATA 11,d9,b1,f3,c9
80 MEMORY &2000
90 FOR x=&be00 TO &be34
100 READ a$
110 POKE x,VAL("&"a$)
120 NEXT
130 LOAD""
140 CALL &3a6a
150 LOAD"! ",&2040
160 CALL &be08
170 END

```

6128/664 owners should change lines 50,
60 and 70 so that they read:

```

50 DATA 21,f2,01,e5,21,1f,b1,e5
60 DATA 21,bb,02,e5,f1,21,e5,b7
70 DATA 11,d4,b7,f3,c9

```

Here's Neil McDougall's poke for infinite
lives on the disk version. Run it and it
automatically loads the game and pokes.

```

1 ' Batman - disk
2 ' by Neil MacDougall
3 ' 150

```

```

10 MODE 1:PAPER 0:INK 0,0
20 BORDER 0:INK 1,6
30 INK 2,20:INK 3,26
40 LOAD"bat3.scn",&c000
50 FOR x=&bf00 TO &bf2d
60 READ s$
70 POKE x,VAL("&"s$)
80 NEXT
90 CALL &bf00
100 DATA 0e,07,11,40,00,21
110 DATA ff,b0,cd,ce,bc,21
120 DATA 27,bf,11,00,01,06
130 DATA 06,cd,77,bc,21,00
140 DATA 01,cd,83,bc,cd,7a
150 DATA bc,21,90,1c,36,00
160 DATA c3,00,01,62,6d,2e
170 DATA 73,62,66,00,00,00
180 END

```

Knight Tyme

Tony Hoyle of St Annes sent this poke for
the second Magic Knight game. Use
Method 1 and it gives you infinite energy
and food. It also stops characters from
disobeying your commands.

```

1 ' Knight Tyme - tape
2 ' by Tony Hoyle
3 ' 151
10 INK 0,0:CLS
20 INK 1,26:INK 2,11:INK 3,18
30 BORDER 0:MEMORY 4999
40 LOAD"!KT$":CALL 5000
50 LOAD"!KTCODE"
60 LOAD"!KTGRX",&c000
70 POKE &1923,0
80 POKE &2112,0:POKE &2113,0
90 POKE &2114,0:POKE &215C,0
100 POKE &29B2,0
110 CALL 5000
120 END

```

Spellbound

Tim Gilbert of Whitty sent in this poke for
the first Magic Knight game which gives
you infinite strength and keeps the mirror
active all the time. It uses Method 2 and
you need to find the block that follows
"SCODE".

```

1 ' Spellbound - tape
2 ' by Tim Gilbert
3 ' 152
10 MEMORY 2969
20 FOR t=2970 TO 3047
30 READ a$
40 POKE t,VAL("&"a$)
50 NEXT t
60 CALL 2970
70 DATA 18,03,00,00,00,21,00,0c
80 DATA 22,9c,0b,3e,13,32,9e,0b
90 DATA 11,00,08,3e,16,cd,al,bc
100 DATA 2a,9c,0b,11,00,08,19,22
110 DATA 9c,0b,3a,9e,0b,3d,32,9e

```

```

120 DATA 0b,20,e5,21,00,a4,11,1d
130 DATA 03,3e,16,cd,al,bc,3e,00
140 DATA 32,6b,12,32,97,31,32,3f
150 DATA 32,3e,1c,32,55,13,3e,4c
160 DATA 32,56,13,c3,03,0c
170 END

```

Angleball

Darren Ash of Highbridge gives you infinite
misses in Mastertronic's budget game.
Enter it using Method 1.

```

1 ' Angleball - tape
2 ' by Darren Ash
3 ' 153
10 FOR t=&FE3 TO &1019
20 READ a$:POKE t,VAL("&"a$)
30 NEXT
40 CALL &FE3
50 DATA 06,00,21,00,a0,11,00,a0
60 DATA cd,77,bc,21,00,a0,cd,83
70 DATA bc,cd,7a,bc,21,00,10,22
80 DATA 3a,a0,cd,00,a0,e5,f5,21
90 DATA 4a,21,22,c0,23,3e,01,32
100 DATA 92,23,3e,10,32,97,23,32
110 DATA 9a,23,f1,e1,c3,00,20
120 END

```

Boscorian

Darren Ash of Highbridge has sent
in this poke for infinite lives. It is entered
using Method 1.

```

1 ' Bosconian - tape
2 ' by Darren Ash
3 ' 154
10 FOR t=&300 TO &347
20 READ a$:POKE t,VAL("&"a$)
30 NEXT
40 CALL &300
50 DATA 06,00,21,40,00,11,40,00
60 DATA cd,77,bc,21,40,00,cd,83
70 DATA bc,cd,7a,bc,21,1d,03,22
80 DATA 59,00,cd,40,00,21,2b,04
90 DATA 36,c3,23,36,2b,23,36,03
100 DATA c3,00,04,e5,21,d9,00,36
110 DATA c3,23,36,3e,23,36,03,e1
120 DATA 11,00,b0,c3,2e,04,f5,3e
130 DATA c9,32,bf,37,f1,00,37,c9
140 END

```

Indiana Jones and the Temple of Doom

Peter Clarke of Wootton Bassett has sent
in a quick tip for US Gold's game. If you
want to go to the next level just press "3"
on the main keyboard.

Bobsleigh

First of all buy an amateur two-man bob.
For the first three races make sure that
you train your team so that they're
superhuman. Train them from then on to

keep them at that level.

When choosing your runners use the following guidelines: if both air and ice temperatures are below -3 then use type 4 and if the air temperature is above zero use type 1. In between these levels you should use types 2 or 3. 3 will give you more control, but there isn't much to choose between their effect.

The start and early part of the run are the crucial time. Failure to get a maximum strength push start or clipping the ice wall on one of the early corners will cost a lot of time.

The waggle start is easy enough, but don't get carried away and forget to jump in the bob, because one crash can ruin a whole season. This is particularly true in the first few races when cash is tight and if you don't do well you'll soon be bankrupt.

On the first few corners you pick up speed quickly and must avoid the wall because at this stage they can literally put seconds on your time.

Try to keep to the bottom of the track on the turns, using the vertical inner wall as a guide. Don't ride high on the bends because you risk a crash coming out of them. More likely is that you will set up a pendulum effect that will make control extremely difficult on the following two or three turns.

The medium length turns are the easiest to deal with. The hardest are the very short kinks and long curves. The kinks can throw you off at a crucial moment either entering or leaving a turn, while it's easy to lose concentration on the long turns and let the bob drift just too far up or down.

You'll need to win consistently to get enough sponsors cash to buy the expensive bobs. There appears to be little difference between the two and four-man varieties, so go for two-man at first because it's cheaper. Once you have an Olympic bob you just need a top three season finish to get into the Olympics at Calgary.

Super Hang-on

Regular hacker Phil Howard of Mapperley has sent in this poke for the motorbike racing game. It is entered using Method 1 and gives you more time to complete the stages.

```
1 'Super Hang-on - tape
2 'by Phil Howard
3 '155
10 DATA 00,21,10,32,11,43
20 DATA 02,23,7e,fe,00,28
```

```
30 DATA fa,e5,19,22,38,be
40 DATA 2a,0f,bc,22,1d,bd
50 DATA 21,0e,bc,36,c3,23
60 DATA 36,25,23,36,be,e1
70 DATA e9,3e,01,cd,1c,bd
80 DATA 3a,00,be,3c,32,00
90 DATA be,fe,02,c0,21,3b
100 DATA be,22,5a,34,c9,dd
110 DATA 21,5b,aa,11,00,01
120 DATA cd,ea,a9,21,4e,be
130 DATA 22,28,ab,c3,85,aa
140 DATA 21,00,01,23,7e,fe
150 DATA 3e,20,fa,23,7e,fe
160 DATA 05,20,f4,23,7e,fe
170 DATA 32,20,ee,2b,36,09
180 DATA c3,00,01,82,71,66
190 MODE 1:y=0:MEMORY &3000
200 FOR x=&BE00 TO &BE68
210 READ a$:a=VAL("&"a$)
220 POKE x,a:y=y+a:NEXT
230 IF y<&2787 THEN 250
240 LOAD"":CALL &BE00
250 PRINT"Data error"
260 END
```

The Duct

The tape poke is entered using Method 1.

```
1 ' The Duct - tape
2 ' 156
10 DATA 21,00,00,11,00,80
20 DATA 06,00,CD,77,BC,21
30 DATA 00,80,CD,83,BC,CD
40 DATA 7A,BC,3E,01,CD,0E
50 DATA BC,3E,2C,21,00,C0
60 DATA 11,00,40,3E,2C,CD
70 DATA A1,BC,3E,2C,11,87
80 DATA 9C,21,00,01,CD,A1
90 DATA BC,3E,01,32,1E,9B
100 DATA 3C,32,18,9B,3E,7F
110 DATA 32,1B,9B,32,21,9B
120 DATA 32,0F,9B,3E,FF,32
130 DATA 0C,9B,3E,9A,32,0D
140 DATA 9B,32,25,9B,3E,FC
150 DATA 32,24,9B,3E,57,32
160 DATA 27,9B,21,A6,00,ED
170 DATA 63,D7,53,C3,A5,52
180 DATA CD,32,56,3E,FF,32
190 DATA CD,60,C9,9C,82,71
195 DATA 66
200 FOR n=&40 TO &AE
210 READ a$
220 POKE n,VAL("&"a$)
230 NEXT
240 CALL &40
250 END
```

And here it is on disc.

```
1 ' The Duct - disk
2 ' 157
10 FOR n=&BE80 TO &BE91
20 READ a$:a=VAL("&"a$)
30 POKE n,a
```

```
40 NEXT
50 DATA CD,32,56,3E,FF,32
60 DATA CD,60,C9,21,80,BE
70 DATA 22,D7,53,C3,A5,52
80 FOR n=&40 TO &C2
90 READ a$:a=VAL("&"a$)
100 POKE n,a
110 NEXT
120 CALL &40
130 DATA 21,46,00,CD,16,BD
140 DATA CD,CB,BC,3E,01,CD
150 DATA 0E,BC,21,AB,00,11
160 DATA 00,C0,06,0C,CD,77
170 DATA BC,21,00,C0,CD,83
180 DATA BC,CD,7A,BC,21,B7
190 DATA 00,11,00,C0,06,0C
200 DATA CD,77,BC,21,00,01
210 DATA CD,83,BC,CD,7A,BC
220 DATA 3E,01,32,1E,9B,3C
230 DATA 32,18,9B,3E,7F,32
240 DATA 1B,9B,32,21,9B,32
250 DATA 0F,9B,3E,FF,32,0C
260 DATA 9B,3E,9A,32,0D,9B
270 DATA 32,25,9B,3E,FC,32
280 DATA 24,9B,3E,57,32,27
290 DATA 9B,21,A6,00,ED,63
300 DATA D7,53,C3,89,BE,44
310 DATA 55,43,54,53,43,52
320 DATA 4E,2E,42,49,4E,44
330 DATA 55,43,54,43,4F,44
340 DATA 45,2E,42,49,4E,00
350 DATA 82,71,66
360 END
```

Boy Racer

Joseph Garner of Holmes Chapel has sent in this poke for Alligata's racing game. It is entered using Method 1. Follow the on screen prompts to run it.

```
1 ' Boy Racer - tape
2 ' by J.P. Garner
3 ' 158
10 MEMORY 12299:LOAD "!game"
20 INK 1,15:INK 0,3:BORDER 3:MODE 2
30 INPUT "Indestructibility for
player 1 (y/n)";yn$
40 IF yn$="y" THEN POKE &83CA,&AF
50 INPUT "Indestructibility for
player 2 (y/n)";yn$
60 IF yn$="y" THEN POKE &83E4,&AF
70 INPUT "Infinite flight length for
player 1 (y/n)";yn$
80 IF yn$="y" THEN POKE &83FC,&A7
90 INPUT "Infinite flight length for
player 2 (y/n)";yn$
100 IF yn$="y" THEN POKE &8410,&A7
110 INPUT "Infinite shots for player 1
(y/n)";yn$
120 IF yn$="y" THEN POKE &8556,&A7
130 INPUT "Infinite shots for player 2
(y/n)";yn$
140 IF yn$="y" THEN POKE &8E7D,&A7
```

```

150 INPUT "Infinite flights for player
1 (y/n)";yn$
160 IF yn$="y" THEN POKE &84C5,&A7
170 INPUT "Infinite flights for player
2 (y/n)";yn$
180 IF yn$="y" THEN POKE &8DEC,&A7
190 INPUT "Infinite fuel for player 1
(y/n)";yn$
200 IF yn$="y" THEN POKE
&8379,&C3:POKE &837A,&86:POKE
&837B,&83
210 INPUT "Infinite fuel for player 2
(y/n)";yn$
220 IF yn$="y" THEN POKE
&83A4,&C3:POKE &83A5,&B1:POKE
&83A6,&83
230 FOR a=40534 TO 40642 STEP 24:POKE
a,74
240 POKE a+1,79:POKE a+2,69:NEXT
250 FOR a=40690 TO 40798 STEP 24:POKE
a,73
260 POKE a+1,70:POKE a+2,77:NEXT
270 DATA 48,41,43,4b,45
280 DATA 44,20,20,42,59,end
290 DATA 4d,49,47,48,54
300 DATA 59,20,4a,4f,45,end
310 a=&9F7E
320 READ b$:IF b$="end" THEN GOTO 350
330 POKE a,VAL("&" + b$):a=a+1
340 GOTO 320
350 a=&9F8C
360 READ b$:IF b$="end" THEN GOTO 380
370 POKE a,VAL("&" + b$):a=a+1:GOTO 360
380 CALL 32768
390 END

```

Mission Genocide

Listing by Peter Featherstone of Leeds for infinite lives and bullet speed and stuff. Uses Method 1.

```

10 ' Mission Genocide - tape
15 ' by Peter Featherstone
20 ' 159
30 BORDER 0:MODE 0
40 FOR f=0 TO 15
50 READ a$:INK f,VAL("&" + a$)
60 NEXT f
70 FOR f=&BE80 TO &BFFF
80 READ a$:IF a$="ZTB" THEN 100
90 POKE f,VAL("&" + a$):NEXT f
100 CALL &BE80
110 DATA 1a,00,06,02,1a,18,14,00
120 DATA 0d,09,0f,10,12,00,0e,03
130 DATA f3,21,00,00,11,00,be,01
140 DATA 40,00,ed,b0,31,3f,bf,3e
150 DATA 06,21,40,bf,11,00,00,cd
160 DATA a1,bc,21,e5,97,36,0c,af
170 DATA 32,e2,97
180 ' inf lives
190 DATA af,32,c7,a0
200 'inf bullet speed
210 DATA af,58,93,90,32,7a,94,3e

```

```

220 DATA 0c,32,8f,90
230 'inf speed
240 DATA af,32,47,93,32,70,94,3e
250 DATA 04,32,8a,90
260 'inf missile speed
270 DATA af,32,33,93,32,84,94,3e
280 DATA 06,32,99,90
290 'no bad stars
300 DATA 3e,c9,32,82,a2
310 'don't remove
320 DATA 21,00,be,11,00,00,01,40
330 DATA 00,ed,b0,c3,38,86,ZTB

```

Infinite lives and invulnerability are now yours in the disk version of Firebird's budget game.

```

1 ' Miss Genocide - disk
2 ' 160
10 DATA 21,A0,BE,11,40,00
20 DATA 06,0C,CD,77,BC,21
30 DATA 40,00,CD,83,BC,CD
40 DATA 7A,BC,AF,32,C7,A0
50 DATA 3E,C9,32,B2,A0,C3
60 DATA 00,80,47,45,4E,4F
70 DATA 43,49,44,45,2E,42
80 DATA 49,4E,82,71,66
90 FOR n=0 TO 43
100 READ a$
110 POKE &be80+n,VAL("&" + a$)
120 NEXT
130 CALL &be80
140 END

```

Bombscare

Running out of power in this arcade adventure? That won't happen anymore with this poke for the disk version.

```

1 ' Bombscare - disk
2 ' 161
10 MEMORY &270F
20 LOAD"bomb.bin",&2710
30 POKE &9969,0
40 CALL &a1b5
50 END

```

Thrust II

Infinite lives on the disk version of Firebird's budget title.

```

1 ' Thrust II - disk
2 ' 162
10 MEMORY &153F
20 LOAD"thrustii.bin",&1540
30 POKE &26bb,0
40 CALL 9000
50 END

```

Thrust

No more running out of lives in this on the disk version.

```

1 ' Thrust - disk
2 ' 163
10 MEMORY &270F

```

```

20 LOAD"thrust.bin",&4000
30 POKE &4347,&c3
40 CALL &7000
50 END

```

Parabola

Darren Ash of Highbridge strikes again with a poke for infinite lives on Firebirds budget game. Use Method 1.

```

1 ' Parabola - tape
2 ' by Darren Ash
3 ' 164
10 FOR t=&4F TO &74
20 READ a$:POKE t,VAL("&" + a$)
30 NEXT
40 CALL &4F
50 DATA 21,38,bd,36,1b,21
60 DATA 5a,bb,36,c3,23,36
70 DATA 60,23,36,00,c9,e5
80 DATA 21,6b,00,22,61,01
90 DATA e1,cf,fe,93,f5,3e
100 DATA 00,32,14,85,f1,c3
110 DATA 1e,9e
120 RUN"
130 END

```

And on disc : infinite lives in Firebird's game of bouncing.

```

1 ' Parabola - disk
2 ' 165
10 MEMORY &3000
20 LOAD"parabola.bin"
30 POKE &8514,0
40 CALL &9979
50 END

```

Red L.E.D.

Dave Joiner of Epping has sent in a mammoth guide to one of the routes across Ariolasoff's Mastergame. The landscape numbers refer to the numbers in the photo and also is the recommended order that you complete them in. The droids are numbered from left to right on the selection screen.

Landscape 1 Droid 1 Go right and when you reach the end fall off the slope. Go in the up direction until you see the energy and get it. Go right until you see the energy, get it and then go down until you fall off. Shoot the generator and then keep going down until until you reach the teleport. Use it once.

Get the droid freeze and then go left until you get the plus time, shoot the generator and then go back to the teleport. Again use it once.

Follow the path round until you see the generator and shoot it. Keep going left until you get the energy. Go back to the two thin paths. Travel along one to the exit.

Landscape 2 Droid Go down until you fall off and shoot the generator. Keep going down until the end, go up the slope and get the energy. Go up again until you reach the end and then go right to the energy and get it. Go left to the start of the slopes. Go down until you are level with the last line with a down slope and an up slope. Go left and when you reach the top go up. Teleport once.

Move left until the teleport is out of sight then then go up the little slope and get the energy. Go back to the teleport and use it once.

Follow the path around shooting the generator on the way. When you see the minus time below you go down the slope. Don't fall off, because you'll lose time. Keep following the path until you see two thin paths. Go along one, but don't go into the exit hole. Move around the edge of the hole anti-clockwise, get the energy and go through the exit.

Landscape 3 Droid 1 Go down, but don't go to fast or you'll fall off the end. Teleport once.

Go right to the end and then down. Get energy and return to the teleport. Use it once.

Follow the path round shooting the generator as you go. Keep following the path up the slope and get energy. Next go down and fall off. Keep going down until you fall off again and you'll reach the teleport. Don't use it, but go left instead. When you reach the top of the slope you should see the energy, get it and go left to the end. Go up and then left as soon as possible, then go through the exit.

Landscape 4 Droid 2 Go up until you are level with the side of the slope going down. Go right until you reach the bottom slope and keep going until the end. Go up until you can see a platform with the energy on it, get it and go back to the big slope. Go down it and you will come to a platform with two slopes going up. First go up the one you're facing and take the energy. Go back and take the second slope. Go up and miss the minus time. Move anti-clockwise around the hole. Get energy and then go back down to the platform. Go down the big slope, keep going and you will hit the acid waterfall. Don't worry you'll just bounce off it. Get into the last row and go left. When you reach the top of the slope go up and then right until you see the generator. Shoot it and follow the path to the exit.

Landscape 5 Droid Shoot the generator and get get the energy. Go right until you reach the end and then go up. A

path will lead off to the right, follow it until you see the energy. Get it and then go left. Keep going until you reach the hole. There are two paths, follow one until you get the energy and then go up until you are in the last line. Go right until you reach the end and then go up to the end. go left until you see the generator, shoot it and go along the path. Keep going to the end and then go left. Shoot the generator and go clockwise around the hole getting the energy on the way. When you've gone all the way round follow the path back until it goes left. Follow this back to the exit.

Landscape 6 Droid 2 Get the ice switch and go right until you see the energy, get it and then go up until you come to the teleporter, use it once.

Now go left until end, then go down until the end. Shoot the generator and go along the thin path. Get the energy and follow the path back round until you are level with the slopes. Go up until the end and then go right to the teleport. Use it once.

Go left to the end and then down to a path that goes left. Follow this to the end and go down. Shoot the generator, get the energy and go through the exit.

Landscape 7 Droid 2 Go right until you are next to the ice switch. Get it, but stay in the same row. Go up until you reach the energy. Go down until you reach another energy. Stay in the square that the energy was in and go right until you get the energy. Go right until you are near the two "L" shaped bits of acid and go down. Keep going (making sure you miss the exit hole) until you get the energy. Go through the exit hole.

Landscape 8 Droid 1 Go down until you fall off, get the energy and go right. Follow the path to the end and then go up to the energy. Get it and go left the teleport. Use it once.

Follow the path round to the energy, go back to the teleport and use it once.

Go left to the end and then up, Go right to the energy and take it. Continue right along the thin path until you fall off. Go up to the end and then right to the end. Go down to a path that leads to the right and follow it to the exit hole.

Landscape 9 Droid 2 Teleport twice to get the energy and then teleport five times.

Go left to the end and then down to a path that goes left. Follow it to the end and then go up. Go left to the end and then down along the thin path to an acid lake. Go left and get the energy. Go down to the end, left and then down again. Follow the path you are on (getting energy on the

way) until you see a down slope. Go along the line before the start of the slope to the end and then go up. Get the energy and go right to the end. Go up until a path goes off to the right. Follow this until the acid lake is out of sight, but another lake is in just sight. Go up to the teleport, use it twice and go through the exit. You've then linked left to right and completed the game.

Highway Encounter

Vortex's Mastergame was hacked along time ago and here it is again. It freezes all the aliens except the spiky balls on the first run through. That only leaves the time limit to beat.

1 ' Highway Encounter - tape
2 ' 166

```
10 DATA 21,40,00,11,00
20 DATA 9c,01,40,00,ed,b0
30 DATA 21,80,00,11,40
40 DATA 00,01,00,99,ed,b0
50 DATA 21,77,00,36,03
60 DATA 21,00,9c,11,00,00
70 DATA 01,40,00,ed,b0
80 DATA c3,f2,01,21,74,22
90 DATA 36,0f,23,36,a0
100 DATA 21,5d,22,36,5b,21
110 DATA 40,20,11,40,00
120 DATA 01,37,02,ed,b0,21
130 DATA 40,00,e5,21,00
140 DATA bb,e5,21,37,02,e5
150 DATA 21,07,b8,e5,21
160 DATA bb,02,e5,f1,21,ea
170 DATA b1,11,d9,b1,f3,c9
180 MEMORY &2000
190 LOAD""
200 MODE 1
210 CALL &3A6A
220 LOAD"!",&2040
230 FOR x=&9B00 TO &9B5D
240 READ a$
250 POKE x,VAL("&"a$)
260 NEXT
270 CALL &9B29
280 END
```

Chuckie Egg

The poke for the old platform classic. Enter it using Method 1 and it'll give you infinite lives.

1 ' Chuckie Egg - tape
2 ' 167
10 MEMORY 32767
20 LOAD"",32768
30 POKE 40175,255
40 CALL 39575
50 END

Rambo

Here's a poke for Ocean's kill-em game. It is entered using Method 1. The first program is for 464 owners.

```
1 'Rambo - tape 464
2 '168
10 DATA 21,9c,8e,36,00
20 DATA 23,36,00,23,36,00
30 DATA 21,ab,8e,36,00,c3
40 DATA 00,8f,21,2d,22
50 DATA 36,f8,21,40,20
60 DATA 11,40,00,01,f2,01
70 DATA ed,b0,21,40,00
80 DATA e5,21,00,bb,e5,21
90 DATA f2,01,e5,21,07
100 DATA b8,e5,21,bb,02,e5
110 DATA f1,21,ea,b1,11,d9
120 DATA b1,f3,c9,82,71,66
130 MEMORY &2000
140 FOR x=&9500 TO &953F
150 READ a$
160 POKE x,VAL("&"a$)
170 NEXT
180 LOAD""
190 CALL &3A6A
200 LOAD"!",&2040
210 CALL &9513
220 END
```

664 and 6128 owners should replace lines 90 to 120 in the program above with the four following lines.

```
90 DATA f2,01,e5,21,1f
100 DATA b1,e5,21,bb,02,e5
110 DATA f1,21,e5,b7
120 DATA 11,d4,b7,f3,c9
```

Pyramydia

Edward Reid of Glasgow has hacked into the budget game. It is entered using Method 1 and it gives you infinite lives and days.

```
1 ' PYRAMYDIA
2 ' by E.REID
3 ' 169
4 '
10 BORDER 0:INK 0,0:INK 1,25:INK 2,1
20 MODE 1:LOAD "!PYROM",&C000
30 MEMORY &12FF:LOAD "!PYRA",&1300
40 POKE &8E02,0
50 POKE &8E03,0:' INFI DAYS
60 POKE &8EEA,&C3:' INFI LIVES
70 CALL &788B
80 END
```

Gryzor

Julian Page of Shrewsbury has hacked the disc version of Ocean's arcade conversion. (Method 1.)

```
1 'Gryzor - Disc
2 'by Julian Page
3 '170
10 DATA DD,7E,00,32
20 DATA 00,BE,21,2E
30 DATA A1,0E,07,CD
40 DATA D4,BC,22,2F
50 DATA A1,21,85,1C
60 DATA 11,00,00,0E
70 DATA 42,DF,2F,A1
80 DATA D5,11,00,02
90 DATA 19,D1,0C,DF
100 DATA 2F,A1,21,A8
110 DATA 1C,01,A0,03
120 DATA 3E,20,16,ED
130 DATA F5,AE,AA,77
140 DATA 57,14,23,0B
150 DATA 78,B1,28,07
160 DATA F1,C6,0D,E6
170 DATA 7F,18,ED,21
180 DATA BB,1C,F1,01
190 DATA 8D,03,3E,41
200 DATA F5,AE,77,23
210 DATA 0B,78,B1,28
220 DATA 07,F1,C6,0B
230 DATA E6,7F,18,F0
240 DATA F1,21,C8,1C
250 DATA 01,7E,03,35
260 DATA 23,0B,78,B1
270 DATA 20,F9,21,E9
280 DATA 1C,01,5F,03
290 DATA 3E,1B,F5,AE
300 DATA 77,23,0B,78
310 DATA B1,28,07,F1
320 DATA C6,09,E6,7F
330 DATA 18,F0,21,3F
340 DATA 1D,F1,01,15
350 DATA 03,3E,4C,CD
360 DATA 18,A1,21,63
370 DATA 1D,01,E5,02
380 DATA 3E,45,CD,18
390 DATA A1,21,71,1D
400 DATA 01,D7,02,34
410 DATA 23,0B,78,B1
420 DATA 20,F9,3E,2B
430 DATA 21,8D,1D,01
440 DATA BB,02,F5,AE
450 DATA 77,23,0B,78
460 DATA B1,28,07,F1
470 DATA C6,09,E6,7F
480 DATA 18,F0,21,FF
490 DATA 1D,11,55,A8
500 DATA D5,01,49,02
510 DATA F3,ED,B0,21
520 DATA D2,A0,22,D3
530 DATA A8,C9,3A,00
540 DATA BE,47,CB,40
550 DATA 28,05,3E,B7
560 DATA 32,26,15,CB
570 DATA 48,28,04,AF
580 DATA 32,66,05,CB
590 DATA 50,28,04,AF
600 DATA 32,57,18,CB
610 DATA 58,28,0E,3E
620 DATA 18,32,31,0E
630 DATA 21,00,00,22
640 DATA BD,10,22,C3
650 DATA 10,CB,60,28
660 DATA 05,3E,18,32
670 DATA 01,17,21,76
680 DATA 19,36,4A,23
690 DATA 36,2E,23,36
700 DATA 50,C3,19,04
710 DATA E5,D1,F5,AA
720 DATA 96,AB,77,23
730 DATA 0B,78,B1,28
740 DATA 07,F1,C6,0E
750 DATA E6,7F,18,EE
760 DATA F1,C9,84,00
770 DATA 00,07,00,42
780 FOR X=&A000 TO &A132
790 READ A$:A=VAL("&"A$)
800 POKE X,A:C=C+A
810 NEXT X
820 IF C=&70BD THEN 840
830 PRINT"CHECK DATA.":END
840 C=1:X=0:DEFSTR A,B
850 A="INFINITE LIVES"
860 GOSUB 1010
870 A="NO TIME-OUT"
880 GOSUB 1010
890 A="NO WALL BLASTERS"
900 GOSUB 1010
910 A="INVULNERABILITY"
920 GOSUB 1010
930 A="WRAP-ROUND FIRE"
940 GOSUB 1010
950 PRINT"INSERT GRYZOR"
960 PRINT"DISC , PRESS"
970 PRINT"ANY KEY."
980 CALL &BB03
990 CALL &BB06
1000 CALL &A000,X
1010 CLS:PRINT A:B=""
1020 WHILE B=""
1030 B=INKEY$:WEND
1040 B=UPPER$(B)
1050 X=X OR C*ABS(B="Y")
1060 C=C*2:RETURN
```

Mike Wong of Sale has sent in this poke for the tape version of Ocean's Rave game. It gives you infinite lives and is entered using Method 1.

```
1 ' Gryzor - tape
2 ' Mike Wong
3 ' 171
10 DATA 2a,0f,bc,22
20 DATA c7,be,21,0e
30 DATA bc,36,c3,21
40 DATA 94,be,22,0f
50 DATA bc,c3,17,32
60 DATA 3e,00,cd,c6
70 DATA be,3a,c5,be
```

```

80 DATA 3c,32,c5,be
90 DATA fe,02,c0,21
100 DATA aa,be,22,5a
110 DATA 34,c9,dd,21
120 DATA 5b,a6,11,00
130 DATA 01,cd,ea,a5
140 DATA 21,bd,be,22
150 DATA 00,a7,c3,85
160 DATA a6,3e,a7,32
170 DATA 26,15,c3,19
180 DATA 04,00,cf,00
190 DATA 00,53,50
200 FOR n=&BE80 TO &BECA
210 READ a$:x=VAL("&" + a$)
220 y=y+x:POKE n,x:NEXT
230 IF y>8015 THEN 170
240 MEMORY 12345:MODE 1
250 LOAD"":CALL &BE80
260 PRINT"ERROR..."
270 END

```

Harrier Attack!

Edward Reid from Glasgow has hacked into Amsoft's old shoot-em-up. It's entered using Method 1.

```

1 ' Harrier Attack - tape
2 ' Edward John Reid
3 ' 172
10 MODE 1
20 MEMORY &7FFF
30 LOCATE 15,10:PRINT "PLEASE WAIT"
40 LOCATE 15,12:PRINT "LOADING...."
50 LOAD "!HARRIER ATTACK", &8000
60 POKE &807F,&C9
70 CALL &8000
80 POKE &A538,0:' STOP ENEMY
90 POKE &A53B,0:' MISSILES
100 POKE &A6CE,0:' INF MISSILES
110 POKE &A6CF,0:' BOMBS & FUEL
120 CALL &9111
130 END

```

Masters of the Universe

Darren Ash of Highbridge has sent in this poke for many or infinite lives, in Gremlin's game of universal domination. It's entered using Method 1.

```

1 ' Masters of the Universe
2 ' by Darren Ash
3 ' 173
10 FOR t=&50 TO &80
20 READ a$:i=VAL("&" + a$)
30 POKE t,i:NEXT
40 INPUT"No of lives(0-255)",a
50 POKE &76,a
60 POKE &7B,0:' inf lives
70 CALL &50
80 DATA 06,00,21,00
90 DATA 01,11,00,01
100 DATA cd,77,bc,21
110 DATA 00,01,cd,83

```

```

120 DATA bc,cd,7a,bc
130 DATA 21,3b,02,36
140 DATA c3,23,36,72
150 DATA 23,36,00,cd
160 DATA 00,01,fe,01
170 DATA f5,3e,04,32
180 DATA 46,62,3e,3d
190 DATA 32,a9,65,f1
200 DATA c9
210 END

```

Duet

Another poke by Darren Ash of Highbridge. This is a Method 1 poke for the Hit Pak game. It gives you infinite energy and keeps enemy soldiers in the bunkers.

```

1 ' Duet
2 ' By D.Ash
3 ' 174
10 BORDER 0
20 DATA 0,13,26,15,14,24,3,9
30 DATA 18,16,6,17,11,1,2,17
40 FOR t=0 TO 15:READ a
50 INK t,a:NEXT t
60 MODE 0
70 LOAD"!duet.scn",&C000
80 MEMORY 4999
90 LOAD"!duet.bin"
100 POKE &1D6B,&C9
110 POKE &2541,&C9
120 MEMORY &7FF
130 CALL &9FA0:CALL &800
140 END

```

3D Starstrike

Here's a poke that replenishes your shields at the end of every run and keeps you on level one. It's entered using Method 1.

```

1 ' Starstrike
2 ' 175
10 MEMORY 5119
20 BORDER 0:MODE 0
30 FOR g=0 TO 15
40 READ p:ink g,p
50 NEXT
60 DATA 0,2,6,8,18,20
70 DATA 24,26,26,26,26
80 DATA 26,26,26,26,15
90 LOAD"SETUP.BIN",&8000
100 CALL 36506
110 LOAD"!CODE.BIN",5120
120 POKE 9792,0:POKE 9793,0
130 POKE &2665,0
140 CALL 10140
150 END

```

Sacred Armour of Antiriad

Stephen Stokes of Aylesbury, Bucks, has poked Palace's game giving you

invulnerability. Enter it using Method 1, but take care: the radiation can still get you.

```

1 ' Antiriad - tape
2 ' by Stephen Stokes
3 ' 176
10 FOR a=&2000 TO &2023
20 READ v$
30 POKE a,VAL("&" + v$)
40 NEXT a
50 FOR a=&BF00 TO &BF1A
60 READ v$
70 POKE a,VAL("&" + v$)
80 NEXT a:CALL &2000
90 DATA 01,00,00,cd
100 DATA 38,bc,21,40
110 DATA 00,11,64,00
120 DATA 3e,31,cd,a1
130 DATA bc,d2,00,00
140 DATA f5,3e,c3,32
150 DATA 94,00,21,00
160 DATA bf,22,95,00
170 DATA f1,c3,40,00
180 DATA 3e,00,32,be
190 DATA 5b,32,c2,5b
200 DATA 2a,a8,00,f3
210 DATA d9,06,7f,0e
220 DATA 8c,3a,aa,00
230 DATA e6,03,b1,e8
240 DATA 49,d9,e9
250 END

```

Colin Ward of New Milton has sent in a poke for the Hit Pak disk version of the game. It gives you invulnerability, no energy drain and no need to find the gravity boots or the pulsar beam. The suit is also made invulnerable to radiation.

```

1 ' Antiriad - disk
2 ' by Colin Ward
3 ' 177
10 DATA 21,00,00
20 DATA 3e,b7,32,be
30 DATA 5b,32,58
40 DATA 6f,22,3a,6f
50 DATA 3e,00,32
60 DATA 49,57,32,f4
70 DATA 64,c3,00
80 DATA 54,c9,06,09
90 DATA 21,2f,01
100 DATA cd,77,bc,21
110 DATA 00,02,cd
120 DATA 83,bc,cd,7a
130 DATA bc,c3,00
140 DATA 01,00,41,4e
150 DATA 54,49,31
160 DATA 2e,42,49,4e
170 MEMORY &5000
180 MODE 1:check=0
190 INK 0,0:INK 2,1
200 BORDER 0:INK 3,2
210 LOAD"anti2.bin",&5400
220 LOAD"anti3.bin",&C000

```

THE SACRED ARMOUR OF

ANTIRIXO



START AT 61/73
 ARMOUR AT 48
 BOOTS AT 37
 PULSAR AT 22
 MINE AT 7
 FORCE FIELD AT 44
 TELEPORT AT 7

46 47 48
 61 62 63

30 31 32
 40 41 42

7 8 9
 11 12 13
 16 17 18
 21 22 23
 24 25 26
 27 28 29

33 34 35
 43 44 45
 52 53 54
 62 63 64
 70 71 72
 78 79 80
 86 87 88
 94 95 96
 102 103 104

MAP BY THE SPOOK

The Solution 72, 71, 70, 69, 68. Enter armour, jump left into 67, jump left to 65, 65, 66, 63, 61, 58, 49, 48. Get boots. Go to 49, jump left to 47, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65. For the armour, go to 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000.



BACK BRAY

```

230 FOR x=&100 TO &137
240 READ a$
250 POKE x,VAL("&" + a$)
260 check=check+VAL("&" + a$)
270 NEXT
280 IF check<>4697 THEN 300
290 CALL &11A
300 PRINT"Data Error"
310 END

```

Heavy on the Magick

This poke gives you 99% skill, stamina, luck and experience. You'll also have all the spells and be grade 10. Run the poke and the load the game. Use option 5 to restore Axil and enter version A.

```

1 ' Heavy on the Magick
2 ' 178
10 DATA 1,150,150,150
20 DATA 10,150,47,102
30 DATA 128,170
40 FOR n=43090 TO 43099
50 READ a
60 POKE n,a
70 NEXT
80 POKE 43116,248
90 SAVE"AXIL-A",b,43090,27

```

Graham Smith weighs in with a disc poke giving infinite stamina and more skill and luck

```

1 ' Heavy on the Magick
2 ' Disc
3 ' By Graham Smith
4 ' Infinite stamina
5 ' More stamina,skill & luck
6 ' 179
10 DATA 21,95,06,36,c3,23,36
20 DATA 0e,23,36,be,c3,dc,05
30 DATA 3e,2a,32,f7,78,3e,6b
40 DATA 32,fa,78,3e,02,32,fe
50 DATA 78,af,32,bb,a3,3e,22
60 DATA 32,df,a2,87,32,d3,a2
70 DATA 87,32,c9,a2,cd,16,bd
80 FOR j=0 TO 48:READ a$
90 x=VAL("&" + a$):y=y+x
100 POKE j+48640,x:NEXT j
110 IF y<>5465 GOTO 170
120 PRINT"Insert game disc ";
130 PRINT"then press any key"
140 CALL 47896:OPENOUT"d"
150 MEMORY 1499
160 LOAD"disc":CALL 48640
170 PRINT"DATA ERROR"

```

Sweevo's World

No energy loss, a happy smiling face and 255 lives are yours if you use this poke for Gargoyle's game. Enter it using Method 1.

```

1 ' Sweevo - tape
2 ' 180

```

```

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

```

Boulderdash

Here's a poke for infinite lives in the game of cave exploration. It also allows you to start in any cave from A to M on levels 1, 2 and 3. It's entered using Method 1.

```

1 ' Boulderdash - tape
2 ' 181
10 MODE 1
20 MEMORY &7FFF
30 FOR n=&9000 TO &901E
40 READ a$
50 POKE n,VAL("&" + a$)
60 NEXT
70 PRINT"Insert Tape and press play"
80 CALL &9000
90 DATA 21,00,02,11,25,70
100 DATA 3E,87,CD,A1,BC,AF
110 DATA 32,80,1B,32,81,1B
120 DATA 32,82,1B,3C,32,54
130 DATA 19,32,74,19,C3,52
140 DATA 1F
150 END

```

Scooby Doo

Nicolo Gavazzeni of Italy has sent in a poke for Elite's game featuring the cowardly hound. It's entered using Method 1 and gives you infinite lives.

```

1 ' Scooby Doo - tape
2 ' by Nicolo Gavazzeni
3 ' 182
10 OPENOUT "d"
20 MEMORY &5DB
30 CLOSEOUT
40 LOAD "elite",&5DC
50 POKE &646,&C9
60 CALL &5F2
70 POKE &76B3,&FF
80 CALL &66E8
90 END

```

Alternatively, Mad Monk in North Staffs has sent in a weird batch of pokes for Elite's cartoon-like game. Remove the pokes you don't want. Disk only.

```

1 ' Scooby Doo - disk
2 ' by the Mad Monk
3 ' 183
10 OPENOUT"y": MEMORY &16C9
20 {USER,1: LOAD"SCOOB1",&16CA

```

```

30 LOAD"SCOOB2",&68E8
40 POKE &7C29,&C9 'remove monks
50 POKE &7860,&C9 ' can't fall
60 POKE &7808,&C9 ' wide ladders
70 POKE &77B3,&C9 ' spirit plane?
80 POKE &7838,&C9 ' go thru walls
90 POKE &77F6,&C9 ' Scooby skates
100 CALL &66E8

```

Flying Shark

Phil Howard of Mapperley has hacked into Firebird's scrolling shoot-em-up. The poke is entered using Method 1 and gives you infinite lives and smart bombs.

```

1 ' Flying Shark - tape
2 ' by Phil Howard
3 ' 184
10 DATA 21,37,bd,36,c3,23
20 DATA 36,36,23,36,be,21
30 DATA 70,3e,36,c3,23,36
40 DATA 19,23,36,be,c3,00
50 DATA 3e,32,46,a1,14,7a
60 DATA fe,40,28,01,e9,e5
70 DATA 21,3e,01,36,c3,21
80 DATA 70,3e,36,32,23,36
90 DATA 46,23,36,a1,e1,e9
100 DATA 21,3d,be,22,b6,01
110 DATA c9,21,18,01,22,a5
120 DATA 4f,22,70,3b,c3,00
130 DATA c0
140 MEMORY &3000:y=0
150 FOR x=&BE00 TO &BE48
160 READ a$:a=VAL("&" + a$)
170 POKE x,a:y=y+a:NEXT
180 IF y<>&1933 THEN 210
190 LOAD"shark1"
200 CALL &BE00
210 PRINT"Data Error"
220 END

```

Breakthru

Darren Ash of Highbridge has hacked into US Gold's game. The poke is entered using Method 1 and allows you to choose the number of lives.

```

1 ' Breakthru - tape
2 ' by Darren Ash
3 ' 185
10 FOR t=&BE00 TO &BE3E
20 READ a$:a=VAL("&" + a$)
30 POKE t,a:NEXT
40 INPUT"No of lives(0-255)";b
50 POKE &BE38,b
60 MEMORY &3000:LOAD""
70 CALL &BE14
80 DATA f3,dd,21,00
90 DATA bf,11,2b,00
100 DATA cd,67,bb,21
110 DATA 37,be,22,f2
120 DATA bc,c3,c9,bc
130 DATA 21,e2,39,36

```



```

140 DATA c3,23,36,2a
150 DATA 23,36,be,21
160 DATA 40,00,e5,21
170 DATA 00,bb,e5,c3
180 DATA b7,39,3e,45
190 DATA 32,4b,00,3e
200 DATA 99,32,4e,00
210 DATA f3,f1,c9,3e
220 DATA 03,32,8a,01
230 DATA c3,00,01
240 END

```

Climb-it

Darren Ash of Highbridge has sent in a Method 1 poke for infinite lives.

```

1 ' Climb-it
2 ' By D.Ash
3 ' 186
10 MEMORY 5999
20 LOAD"",6000
30 POKE &1790,&0
40 POKE &1791,&BE
50 FOR t=&BE00 TO &BE0F
60 READ a$:z=VAL("&" +a$)
70 POKE t,z:NEXT
80 CALL 6000
90 DATA af,32,c7,4c
100 DATA 32,1e,4d,32
110 DATA fa,58,32,e8
120 DATA 5a,c3,df,41
130 END

```

Shockway Rider

Niall Brady of Sligo has hacked into FTL's game. It gives you a bonus life every time you bop a bystander rather than every 10 bystanders. It's entered using Method 1.

```

1 ' Shockway rider - tape
2 ' by Niall Brady
3 ' 187
10 DATA 21,37,90,06,0EE
20 DATA 08,16,C0,CD,1AB
30 DATA 77,BC,21,D0,224
40 DATA 07,CD,83,BC,213
50 DATA CD,7A,BC,11,214
60 DATA 53,08,21,21,09D
70 DATA 90,01,1A,00,0AB
80 DATA ED,B0,C3,D0,330
90 DATA 07,21,A4,73,13F
100 DATA CD,83,BC,CD,2D9
110 DATA 7A,BC,3E,0A,17E
120 DATA 32,7B,75,0E,130
130 DATA FF,21,A4,73,237
140 DATA C3,16,BD,53,1E9
150 DATA 48,4F,43,4B,125
160 DATA 57,41,59,00,0F1
170 n=4:a=&9000:l=10
180 WHILE l<170:GOSUB 210
190 WEND
200 GOTO 280
210 cs=0:FOR x=1 TO n

```

```

220 READ v$:v=VAL("&" +v$)
230 POKE a,v
240 cs=cs+v:a=a+1:NEXT
250 READ c$:c=VAL("&" +c$)
260 IF c<>cs THEN PRINT"Data error in
line ",l:END
270 l=l+10:RETURN
280 MODE 1:CALL &9000
290 END

```

Who Dares Wins II

Also from Edward Reid of Glasgow is a poke for Alligata's shoot-em-up. It's entered using Method 1.

```

1 ' Who Dares Wins 2
2 ' by E. REID
3 ' 188
5 ' LINES 10-130 CAN BE MISSED OUT
6 ' BUT GAME WILL HAVE NO SOUND
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 ENV 4,11,1,5,2,0,120,11,-1,14
50 ENV 5,1,14,1,15,-1,12
60 ENV 6,1,12,1,12,-1,9
70 ENV 7,15,-1,2
80 ENV 8,10,1,1,20,0,1,10,-1,2
90 ENV 9,11,-1,2,1,10,1,10,-
1,2,1,10,1,10,-1,2
100 ENT 3,5,40,1,5,20,1,10,25,1
110 ENT -5,14,-10,1,1,120,1
120 ENT -8,1,1,1
130 SOUND 129,250,0,0,5,5
140 BORDER 0:INK 0,0
150 INK 1,26:MODE 1
160 LOCATE 15,10:PRINT "PLEASE WAIT"
180 LOCATE 15,12:PRINT "LOADING..."
200 READ A$:IF A$="EJR" THEN
GOTO 230
210 POKE &C000+K,VAL("&" +a$)
220 K=K+1:GOTO 200
230 CALL &C000
240 DATA CD,65,BC,3E
250 DATA FF,CD,6B,BC
260 DATA 06,00,11,00
270 DATA 50,CD,77,BC
280 DATA 21,00,50,CD
290 DATA 83,BC,CD,7A,BC
300 DATA 06,00,11,00
310 DATA 50,CD,77,BC
320 DATA 21,00,50,CD
330 DATA 83,BC,CD,7A,BC
340 DATA 06,00,11,00
350 DATA 50,CD,77,BC
360 DATA 21,00,50,CD
370 DATA 83,BC,CD,7A,BC
380 DATA 21,40,00,11
390 DATA 30,60,3E,63
400 DATA CD,A1,BC,21
410 DATA 70,60,11,90,50
420 DATA 3E,11,CD,A1
430 DATA BC,3E,00,32,1A

```

```

440 DATA 63,32,C1,60
450 DATA C3,10,A0,EJR
460 END

```

3D Starfighter

Codemasters game of space combat gets infinite status and shields courtesy of Darren Ash from Highbridge.

```

1 ' 3D Starfighter - tape
2 ' by Darren Ash
3 ' 189
10 FOR t=&BE00 TO &BE5B
20 READ a$:a=VAL("&" +a$)
30 POKE t,a:NEXT
40 MEMORY &3000:LOAD""
50 CALL &BE14
60 DATA f3,dd,21,00
70 DATA bf,11,47,00
80 DATA cd,67,bb,21
90 DATA 37,be,22,3a
100 DATA bf,c3,00,bf
110 DATA 21,76,3a,36
120 DATA c3,23,36,2a
130 DATA 23,36,be,21
140 DATA 40,00,e5,21
150 DATA 00,bb,e5,c3
160 DATA 4b,3a,3e,45
170 DATA 32,4b,00,3e
180 DATA 99,32,4e,00
190 DATA f3,f1,c9,21
200 DATA 3e,be,e5,c3
210 DATA 37,bd,21,10
220 DATA 9a,22,17,7f
230 DATA 22,3c,7f,3e
240 DATA ea,32,1f,7f
250 DATA 32,27,7f,3e
260 DATA eb,32,1b,7f
270 DATA 3e,00,32,e0
280 DATA 7e,c3,e2,83
290 END

```

Equinox

Cheat L Bonnet and G Wilson of Twickenham know how to get infinite lives on the Mikro-Gen game.

All you do is get the Pete object and return to the start screen. Go to the top left corner and press the letters RNC and you have infinite lives. However, the time limit still runs out so it's not all plain sailing.

Pokes A Method-1 poke for the version that appears on the Five Star Games compilation tape.

It comes from Phil Howard of Mapperley.

```

1 'Equinox (Five Star Games Tape)
2 '190
10 DATA 21,69,2a,36,c9,c3
20 DATA 00,03

```

```

30 FOR x=&BE00 TO &BE07
40 READ a$
50 POKE x,VAL("&"a$)
60 NEXT:MEMORY &1500
70 LOAD"equinox":MODE 1
80 POKE &2030,&BE
90 CALL &2000

```

I Murphy of Accrington has sent in this poke for infinite lives and time on the normal version. It's entered using Method 1.

```

1 ' Equinox - tape
2 ' by I. Murphy
3 ' 191
10 DATA cd,37,bc,3e,01,cd
20 DATA 6b,bc,06,00,11,00
30 DATA 20,cd,77,bc,eb,cd
40 DATA 83,bc,cd,7a,bc,3e
50 DATA a4,32,2f,20,3e,be
60 DATA 32,30,20,c3,00,20
70 DATA af,32,13,03,32,48
80 DATA 0e,32,49,0e,c3,00
90 DATA 03
100 FOR n=0 TO 48
110 READ a$
120 POKE &BE80+n,VAL("&"a$)
130 NEXT
140 CALL &BE80
150 END

```

Doors of Doom

This poke gives you everlasting weapon activation in Amsoft's 6128 game.

```

1 ' Doors of Doom - disk
2 ' by J.P. Garner
3 ' 192
10 DATA 21,71,00,46,21,65
20 DATA 00,11,00,c0,cd,77
30 DATA bc,ed,43,72,00,ed
40 DATA 53,74,00,2a,74,00
50 DATA cd,83,bc,cd,7a,bc
60 DATA 3e,3b,32,9c,00,3e
70 DATA 27,32,9d,00,c3,57
80 DATA 00,3e,a7,32,f6,85
90 DATA 32,49,83,32,a5,86
100 DATA 32,78,87,32,7c,89
110 DATA 32,53,8e,af,32,58
120 DATA 92
130 DATA 3e,a7,32,1f,92
140 ' delete the line above 150
    if you DO NOT want 160 '
    everlasting weapon 170 '
    activation.
180 DATA c3,99,7c,end
190 a=10000
200 READ b$:IF b$="end" THEN
    GOTO 240
210 POKE a,VAL("&"b$)
220 c=c+PEEK(a)
230 a?a+1:GOTO 200
240 a$="DOORSOFD"

```

```

250 POKE &71,LEN(a$)
260 b=a
270 FOR a=1 TO LEN(a$)
280 q$=MID$(UPPER$(a$),a,1)
290 poke &64+a,VAL(q$)
300 NEXT
310 a=b-3
320 DATA 21,00,28,11,4f,96
330 DATA 01,26,00,ed,b0,c3
340 DATA 99,7c
350 FOR b=a TO a+13:READ b$
360 POKE b,VAL("&"b$)
370 c=c+PEEK(b):NEXT
380 DATA 32,32,72,97,99
390 DATA 107,101,100,32,98
400 DATA 121,58,32,32,0
410 DATA 77,73,71,72,84,89
420 DATA 32,74,79,69,0,72
430 DATA 101,108,108,111
440 DATA 32,67,114,97,105
450 DATA 103,33
460 FOR a=&2800 TO &2825
470 READ b:POKE a,b
480 c=c+b:NEXT
490 IF c=11149 OR c=11605 OR c=7578
    OR c=7122 THEN call 10000
500 PRINT "Error in data"
510 END

```

Roland in Time

Infinite lives in the game for time travellers.

```

1 ' Roland in Time - disk
2 ' by J.P. Garner
3 ' 193
10 MEMORY &1387
20 LOAD "rointime",&1388
30 POKE &1388,&18
40 POKE &370A,&A7
50 POKE &1715,&A7
60 DATA 72,65,67,75,69
70 DATA 68,32,32,66,89
80 DATA 32,32,84,72,69
90 DATA 32
100 FOR a=&2307 TO &2307+15
110 READ b:POKE a,b:NEXT
120 DATA 32,77,73,71,72
130 DATA 84,89,32,32,74
140 DATA 79,69,32,32
150 FOR a=&231C TO &231C+13
160 READ b:POKE a,b:NEXT
170 CALL &1388
180 END

```

Nomad

Infinite lives for the Ocean shoot-em-up.

```

1 ' Nomad - disk
2 ' by J.P. Garner
3 ' 194
10 CLS
20 DATA 06,0b,11,00,c0,21

```

```

30 DATA 40,01,cd,77,bc,21
40 DATA 40,00,cd,83,bc,cd
50 DATA 7a,bc,c9,end
60 a=&70
70 READ b$
80 IF b$="end" THEN GOTO 110
90 POKE a,VAL("&"b$):a=a+1
100 GOTO 70
110 a$="NOMLOAD.BIN"
120 FOR a=1 TO LEN(a$)
130 q$=MID$(a$,a,1)
140 POKE &13f+a,VAL(q$)
150 CALL &70
160 POKE &71,&F4
170 DATA cd,7f,0,3e,a7
180 DATA 32,3a,22,c9
190 FOR a=&F4 TO &FC
200 READ b$
210 POKE a,VAL("&"b$)
220 NEXT
230 CALL &40
240 END

```

Supertest Day I

Another poke for infinite lives. Don't worry about your man disappearing because he'll re-appear after the next event.

```

1 ' Supertest Day I - disk
2 ' by J.P. Garner
3 ' 195
10 MEMORY &7FFF
20 LOAD "loadr1",&8000
30 POKE &8007,&77
40 POKE &8020,&60
50 DATA cd,3f,c0,3e,3a
60 DATA 32,9f,02,c9,end
70 a=&806E
80 READ b$
90 IF b$="end" THEN GOTO 120
100 POKE a,VAL("&"b$):a=a+1
110 GOTO 80
120 MODE 1
130 DATA 21,00,e0,11,92,8b
140 DATA 01,18,00,ed,b0,c9,end
150 DATA 4d,49,47,48,54,59
160 DATA 20,4a,4f,45,20,10
170 DATA 00,00,43,2e,4f,2e
180 DATA 44,2e,45,2e,20,20,end
190 a=&8076
200 READ b$
210 IF b$="end" THEN GOTO 240
220 POKE a,VAL("&"b$)
230 a=a+1:GOTO 200
240 a=&E000
250 READ b$
260 IF b$="end" THEN GOTO 290
270 POKE a,VAL("&"b$)
280 a=a+1:GOTO 250
290 CALL &8000
300 END

```

Hunchback I

Infinite lives again in Ocean's game of bells and walls.

```
1 ' Hunchback I
2 ' by J.P. Garner
3 ' 196
10 BORDER 0:INK 0,0:INK 1,18
20 INK 2,5:INK 3,25
30 ENT 2,90,-6,2
40 ENT 1,100,2,2
50 ENV 12,10,-2,10
60 PEN 2
70 MEMORY &3BFF
80 LOAD "!hunch1cd",&4C00
90 POKE &511A,&A7
100 DATA 45,74,79,69,45
110 DATA 67,82,65,73,71
120 FOR a=22604 TO 22608
130 READ b:POKE a,b:NEXT
140 FOR a=22612 TO 22616
150 READ b:POKE a,b:NEXT
160 CALL &5431
170 END
```

Hunchback II

The sequel is given infinite lives too.

```
1 ' Hunchback II - disk
2 ' J.P. Garner
3 ' 197
10 MEMORY 5999
20 LOAD "code"
30 POKE &84F6,&A7
40 DATA 44,4f,4e,45,20,42
50 DATA 59,20,4d,49,47,48
60 DATA 54,59,20,4a,4f,45
70 DATA 20,40
80 FOR a=&4357 TO &4357+19
90 READ b$
100 POKE a,VAL("&"+"b$"):NEXT
110 CALL &8930
120 END
```

Combat Lynx

Rhys Jones of Peterborough sent in this poke to increase the weight capacity of the Lynx in Durell's game. It's entered using Method 1.

```
1 ' Combat Lynx - tape
2 ' by Rhys Jones
3 ' 198
10 MODE 1
20 MEMORY 5630
30 LOAD"MAIN"
40 POKE 27740,255
50 POKE 27741,15
60 POKE 27910,255
70 POKE 27911,15
80 POKE 28300,52
90 POKE 28301,48
100 POKE 28302,57
110 POKE 28303,53
```

120 CALL 32138

130 END

Airwolf

Tim Gilbert sent in this poke that makes you invulnerable and allows you to fully explore the game. You can't complete the game using it but at least you can see it all. Don't go off the "legal" screens because the game will crash. It's entered using Method 1.

```
1 ' Airwolf - tape
2 ' by Tim Gilbert
3 ' 199
10 PEN 15
20 BORDER 14
30 MODE 0
40 OPENOUT"D"
50 MEMORY &3E7:CLOSEOUT
60 FOR X=0 TO 15:READ A
70 INK X,A:NEXT
80 LOAD"!PROG"
90 BORDER 4
100 MODE 0
110 PAPER 9
120 POKE &7B33,0
130 POKE &7B34,0
140 POKE &7B35,0
150 CALL &68A8
160 DATA 14,26,0,23,17,22,15
170 DATA 6,26,4,23,2,15,26
180 DATA 13,0
190 END
```

Manic Miner

Phil Doherty of Luton sent in this poke for Amsoft's game of toilets and telephones. It gives you infinite lives and is entered using Method 1.

```
1 ' Manic Miner - tape
2 ' Amsoft version
3 ' by Phil Doherty
4 ' 200
10 MEMORY &506D
20 LOAD"MANMIN15",&506E
30 POKE &6E25,0
40 CALL &506E
50 END
```

Here's a poke for the Software Project's version of the game. It gives you infinite lives, allows you to fall from any height, stops the air running out and lets you switch screens by pressing ESC.

```
1 ' Manic Miner - tape
2 ' Software Project's version
3 ' 201
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
80 END
```

Xor

Elsewhere in this collection is a Leaderboard course designer courtesy of regular hacker Phil Howard. Well he's done it again with a Xor screen designer. It enables you to redesign and rename the first level of the game.

The instructions on how to use it are fairly simple. On the left hand side of the screen is a small scale map of the maze and to the right is a list of options. A cursor is moved around the maze using the four arrow keys and the copy key is used to place the currently selected option. The options are cycled through with the Z and X keys.

The load and save options allow you to store and recover a partially designed screen. The routine option creates a file that is saved to tape.

Before you use the routine option you should make sure of the following:

- 1) Questor and Magus are both in the maze.
- 2) that there's an exit door.
- 3) at least two transporters are in the maze.

To play your new screen first put the routine tape in the deck and type RUN". Take the tape out, put the Xor tape in the deck and follow the on screen instructions.

```
1 '** XOR LEVEL DESIGNER **
2 ' by Phil Howard
3 ' 202
10 SYMBOL AFTER 200
20 SYMBOL 201,252,252,252,252,252,252
30 SYMBOL 202,252,204,180,120,252,120
40 SYMBOL 203,252,120,180,204,252,120
50 SYMBOL 204,252,196,236,188,164,252
60 SYMBOL 205,64,252,64,8,252,8
70 SYMBOL 206,72,92,72,72,232,72
80 SYMBOL 207,120,48,48,120,120,48
90 SYMBOL 208,176,96,240,252,120,32
100 SYMBOL 209,28,48,120,120,120,48
110 SYMBOL 210,120,252,180,204,180,252
120 SYMBOL 211,204,252,180,204,120,48
130 SYMBOL 212,248,224,120,184,224,248
140 SYMBOL 213,120,48,252,48,120,48
150 SYMBOL 214,48,48,252,252,48,48
160 SYMBOL 215,204,252,204,180,120,48
170 SYMBOL 200,0:SYMBOL 216,0
180 SYMBOL 217,0:SYMBOL 218,0
190 SYMBOL 219,0
200 SYMBOL 220,255,129,129,129,129,
129,129,255
```

```

210 DATA 0,0,1,1,4,0,0,0,0,0,0,99,
1,0,2,0
220 DATA SPACE,WALL,MAGUS,QUESTOR,MAP
230 DATA FORCE(H),FORCE(V),FISH,
CHICKEN
240 DATA H'BOMB,V'BOMB,MASK,DOOR,DOLL
250 DATA TRANSPORT,SWITCH,SAVE FILE
260 DATA LOAD FILE,ROUTINE,RESTART
270 DATA 00,03,02,02,02,01,01,02
280 DATA 02,03,03,01,02,02,03,01
290 DATA 3E,01,CD,59,BC,21,00,00
300 DATA 11,00,00,CD,C9,BB,21,8E
310 DATA 01,11,0C,00,FD,21,00,3C
320 DATA 06,20,D5,E5,C5,06,20,C5
330 DATA CD,4E,30,1B,1B,1B,1B,FD
340 DATA 23,C1,10,F3,C1,E1,D1,ED
350 DATA 52,10,E7,C9,21,00,00,11
360 DATA 00,00,FD,21,00,00,CD,C0
370 DATA BB,FD,7E,00,21,00,30,F5
380 DATA 85,6F,7E,CD,DE,BB,F1,C6
390 DATA C8,CD,FC,BB,C9,3E,02,CD
400 DATA DE,BB,C9,21,00,39,11,01
410 DATA 39,01,00,07,36,00,ED,B0
420 DATA C9,21,85,30,11,30,3B,01
430 DATA 80,00,ED,B0,C9,22,2A,2A
440 DATA 2A,2A,20,58,4F,52,20,2A
450 DATA 2A,2A,2A,22,06,0F,21,30
460 DATA 3B,11,00,80,CD,77,BC,21
470 DATA 00,40,CD,83,BC,CD,7A,BC
480 DATA 21,7F,41,36,8F,21,CC,41
490 DATA 36,B3,21,2B,42,36,1A,23
500 DATA 36,7E,C3,05,40,21,00,39
510 DATA 11,00,04,01,00,03,ED,B0
520 DATA 21,3A,AD,36,C3,23,36,81
530 DATA 23,36,06,C3,00,AC,C4,14
540 DATA AC,21,00,04,11,00,84,01
550 DATA C2,01,ED,B0,21,00,06,11
560 DATA 14,25,01,2D,00,ED,B0,21
570 DATA D0,05,11,E9,1D,01,0E,00
580 DATA ED,B0,FB,C9
590 *** SET UP **
600 MEMORY &2FFF
610 RESTORE 270:y=0
620 FOR x=&3000 TO &30FB
630 READ a$:a=VAL("&"+a$)
640 POKE x,a:y=y+a:NEXT
650 IF y<&536E THEN PRINT"ERROR!":END
660 SPEED WRITE 1:MODE 1
670 INK 0,26: INK 1,14:INK 2,0:INK 3,6
680 PEN 1:PAPER 0:BORDER 26
690 DIM a$(19),a(15),b(15),m(5)
700 a(0)=900
710 RESTORE 210
720 FOR x=0 TO 15:READ b(x):NEXT
730 RESTORE 220
740 FOR x=0 TO 19:READ a$(x):NEXT
750 GOSUB 1030
760 FOR x=0 TO 19
770 IF x<16 THEN PEN PEEK(&3000+x)
780 LOCATE 26,(x+1):PRINT CHR$(x+200);
790 PEN 1
800 LOCATE 28,(x+1):PRINT a$(x)

810 IF x>15 THEN GOTO 830
820 GOSUB 2970
830 NEXT
840 WINDOW #2,1,25,1,25
850 WINDOW #3,26,40,21,24
860 PAPER #3,0:PEN #3,2
870 CALL &3010:n=0:nn=1:GOSUB 1530
880 newx=1:newy=1
890 *** KEYBOARD LOOP **
900 curx=newx:cury=newy
910 GOSUB 1600:GOSUB 1640
920 FOR x=1 TO 20:NEXT
930 IF INKEY(71)=0 THEN GOSUB 1460
940 IF INKEY(63)=0 THEN GOSUB 1500
950 IF INKEY(0)=0 THEN GOSUB 1110
960 IF INKEY(8)=0 THEN GOSUB 1150
970 IF INKEY(2)=0 THEN GOSUB 1190
980 IF INKEY(1)=0 THEN GOSUB 1230
990 IF INKEY(9)=0 THEN GOSUB 1270
1000 IF curx=newx AND cury=newy THEN
930
1010 GOSUB 1640
1020 GOTO 900
1030 *** CLEAR + BORDERS **
1040 CALL &306B
1050 FOR x=&3C00 TO &3C20
1060 POKE x,1:POKE x+&3E0,1
1070 NEXT
1080 FOR x=&3B1F TO &3FE0 STEP 32
1090 POKE x,1:POKE x+1,1
1100 NEXT:RETURN
1110 *** UP **
1120 IF newy=1 THEN RETURN
1130 newy=newy-1
1140 RETURN
1150 *** LEFT **
1160 IF newx=1 THEN RETURN
1170 newx=newx-1
1180 RETURN
1190 *** DOWN **
1200 IF newy=30 THEN RETURN
1210 newy=newy+1
1220 RETURN
1230 *** RIGHT **
1240 IF newx=30 THEN RETURN
1250 newx=newx+1
1260 RETURN
1270 *** COPY **
1280 IF n>15 THEN 1690
1290 p=cply-2
1300 GOSUB 1670
1310 POKE &3046,t:POKE &3045,t,1
1320 p=cplx+2
1330 GOSUB 1670
1340 POKE &3049,t:POKE &3048,t,1
1350 p=mem
1360 GOSUB 1670
1370 POKE &304D,t:POKE &304C,t,1
1380 IF b(n)>0 THEN 2310
1390 GOSUB 2680
1400 CALL &3044
1410 POKE mem,n

1420 CALL &3044:CALL &BB9C
1430 x=e:GOSUB 2970
1440 x=n:GOSUB 2970
1450 CALL &BB9C:RETURN
1460 *** LOOP THROUGH OPTIONS **
1470 n=n-1:IF n<0 THEN n=19
1480 GOSUB 1530
1490 RETURN
1500 n=n+1:IF n>19 THEN n=0
1510 GOSUB 1530
1520 RETURN
1530 IF n=nn THEN RETURN
1540 PEN 1:PAPER 0
1550 LOCATE 28,nn+1:PRINT A$(nn)
1560 PEN 0:PAPER 1
1570 LOCATE 28,n+1:PRINT A$(n)
1580 nn=n
1590 RETURN
1600 mem=cury*32+curx+&3C00
1610 cplx=curx*12+10
1620 cply=400-(12*cury)
1630 RETURN
1640 MOVE cplx,cply:CALL &3065:TAG
1650 PRINT CHR$(220);:TAGOFF
1660 RETURN
1670 t=INT(p/256):t1=p-(t*256)
1680 RETURN
1690 IF n>16 THEN 1860
1700 *** STORE + SAVE FILE **
1710 GOSUB 2990
1720 FOR x=0 TO 15
1730 p=a(x):GOSUB 1670
1740 POKE &3B30+(2*x),t1
1750 POKE &3B31+(2*x),t
1760 NEXT
1770 FOR x=0 TO 5
1780 p=m(x):GOSUB 1670
1790 POKE &3B50+(2*x),t1
1800 POKE &3B51+(2*x),t
1810 NEXT
1820 SAVE"XOR-FILE",b,&3B00,&500
1830 CLS
1840 GOSUB 2990
1850 RETURN
1860 IF n>17 THEN 2010
1870 *** LOAD FILE + RESTORE **
1880 GOSUB 2990
1890 LOAD"XOR-FILE"
1900 CLS
1910 GOSUB 2990
1920 CALL &BB9C:FOR x=0 TO 15
1930 a(x)=PEEK(&3B30+(2*x)
)+256*PEEK(&3B31+(2*x))
1940 GOSUB 2970:NEXT:CALL &BB9C
1950 FOR x=0 TO 5
1960 m(x)=PEEK(&3B50+(2*x)
)+256*PEEK(&3B51+(2*x))
1970 NEXT
1980 CLS#2:CALL &3010
1990 GOSUB 1640
2000 RETURN
2010 IF N>18 THEN 2240

```

```

2020 '** CREATE ROUTINE **
2030 GOSUB 2990
2040 IF INKEY$<>" " THEN 2040
2050 INPUT"NAME OF LEVEL ",A$
2060 a$=a$+STRING$(14,CHR$(32))
2070 b$=CHR$(ASC(MID$(a$,14,1))+&80)
2080 a$=LEFT$(a$,13)+b$
2090 FOR x=1 TO 14
2100 POKE &3ACF+x,ASC(MID$(a$,x,1))
2110 NEXT
2120 c=&3900
2130 FOR y=1 TO 30:FOR x=1 TO 29 STEP 2
2140 t=y*32+x+&3C00
2150 p=PEEK(t)+PEEK(t+1)*16
2160 POKE c,p:c=c+1
2170 NEXT:NEXT
2180 POKE &3B10,VAL("&"+STR$(a(11)))
2190 CALL &3079
2200 SAVE "XOR-
ROUTINE",B,&3900,&300,&3B3F
2210 CLS:PRINT"PRESS BREAK - THEN
CALL &3B3F TO LOAD AND RUNXOR"
2220 CALL &BB18:CLS:GOSUB 2990
2230 RETURN
2240 '** CLEAR + RESTART **
2250 GOSUB 2990
2260 PRINT:PRINT"ARE YOU SURE ?"
2270 IF INKEY(43)=0 THEN RUN 660
2280 IF INKEY(46)=0 THEN 2300
2290 GOTO 2270
2300 CLS:GOSUB 2990:RETURN
2310 IF a(n)=0 THEN 2330
2320 IF a(n)=b(n) THEN RETURN
2330 IF n=11 OR n=12 THEN 1390
2340 IF n=4 THEN 2400
2350 IF n=14 THEN 2480
2360 '** SHIELDS **
2370 d=n-2:d=d*8
2380 GOSUB 2740
2390 GOTO 1390
2400 '** MAPS **
2410 FOR x=0 TO 3
2420 IF m(x)>0 THEN 2460
2430 m(x)=mem:p=mem:GOSUB 1670
2440 POKE &3B25+2*x,t1:POKE
&3B26+2*x,t
2450 X=3
2460 NEXT
2470 GOTO 1390
2480 '** TRANSPORTERS **
2490 FOR X=4 TO 5
2500 IF m(x)>0 THEN 2600
2510 m(x)=mem
2520 IF x=4 THEN d=19
2530 IF x=5 THEN d=29
2540 GOSUB 2740
2550 IF x=4 THEN POKE
&3B1B,PEEK(&3B15)
2560 IF x=4 THEN POKE
&3B1C,PEEK(&3B16)
2570 IF x=5 THEN POKE
&3B11,PEEK(&3B1F)

```

```

2580 IF x=5 THEN POKE
&3B12,PEEK(&3B20)
2590 x=5
2600 NEXT:GOTO 1390
2610 '** TOP LEFT OF SCREEN **
2620 tlx=newx-4:tly=newy-4
2630 IF newx-4<0 THEN tlx=0
2640 IF newx+5>32 THEN tlx=24
2650 IF newy-4<0 THEN tly=0
2660 IF newy+5>32 THEN tly=24
2670 RETURN
2680 e=PEEK(mem)
2690 a(e)=a(e)-1
2700 a(n)=a(n)+1
2710 IF e=4 THEN GOSUB 2890
2720 IF e=14 THEN GOSUB 2930
2730 RETURN
2740 '** STORE X,Y DATA **
2750 p=mem
2760 POKE &3B00+d,newx
2770 POKE &3B01+d,newy
2780 GOSUB 1670
2790 POKE &3B02+d,t1
2800 POKE &3B03+d,t
2810 GOSUB 2610
2820 POKE &3B04+d,newx-tlx
2830 POKE &3B05+d,newy-tly
2840 p=tly*32+tlx+&3C00
2850 GOSUB 1670
2860 POKE &3B06+d,t1
2870 POKE &3B07+d,t
2880 RETURN
2890 FOR x=0 TO 3
2900 IF m(x)=mem THEN m(x)=0:x=3
2910 NEXT
2920 RETURN
2930 FOR x=4 TO 5
2940 IF m(x)=mem THEN m(x)=0:x=5
2950 NEXT
2960 RETURN
2970 LOCATE 37,(X+1):PRINT
USING"###";a(x)
2980 RETURN
2990 WINDOW SWAP 0,3:RETURN
3000 END

```

Platoon

The first casualty of war is Ocean's movie game: no hits, infinite morale, infinite bullets, infinite bombs, infinite time in all parts of the game... what more could you want? Another totally wicked disc poke by Mike Wong.

```

1 '203
10 MODE 2:MEMORY &9FFF:l=150
20 PRINT"Please wait..."
30 FOR n=&A000 TO &A197 STEP 6
40 FOR p=0 TO 5:READ a$
50 a=VAL("&"+a$):c=c+a
60 POKE n+p,a:NEXT:READ c$
70 ch=VAL("&"+c$)
80 IF c<>ch THEN 140

```

```

90 l=l+10:c=0:NEXT:CLS
100 PRINT"Insert PLATOON ";
110 PRINT"disc..."
120 CALL &BB18
130 CALL &A000
140 PRINT"Error in line";l:END
150 DATA cd,89,a1,21,0c,a0,2c4
160 DATA 22,11,01,c3,00,01,0f8
170 DATA 01,7e,fa,af,ed,79,38e
180 DATA cd,66,a1,21,6f,a1,305
190 DATA 36,00,21,be,1c,0e,13f
200 DATA 23,cd,73,a1,3e,4c,28e
210 DATA 32,db,4c,32,de,4c,2b5
220 DATA 3e,c3,32,fd,4f,21,2a0
230 DATA 35,a0,c3,7d,a1,21,2d7
240 DATA e1,1c,0e,13,cd,73,25e
250 DATA a1,3e,4c,32,f3,4c,29c
260 DATA 21,48,a0,c3,7d,a1,2ea
270 DATA 21,f4,1c,0e,0e,cd,21a
280 DATA 73,a1,3e,4c,32,00,1d0
290 DATA 4d,21,5b,a0,c3,7d,2a9
300 DATA a1,21,69,a0,22,20,20d
310 DATA 1d,3e,46,21,0e,1d,0ed
320 DATA c3,86,a1,21,77,a0,322
330 DATA 22,67,1d,3e,1f,21,124
340 DATA 47,1d,c3,86,a1,21,26f
350 DATA 85,a0,22,97,1d,3e,239
360 DATA 7c,21,77,1d,c3,86,27a
370 DATA a1,21,9c,1d,0e,0d,196
380 DATA cd,73,a1,3e,4d,32,29e
390 DATA a7,4d,21,9e,a0,22,275
400 DATA fe,4f,21,bf,20,c3,310
410 DATA 9c,4d,21,b5,1d,0e,1ea
420 DATA 11,cd,73,a1,3e,4d,27d
430 DATA 32,c5,4d,21,b9,a0,2be
440 DATA 22,fe,4f,3e,40,21,20e
450 DATA b5,4d,c3,86,a1,21,30d
460 DATA e3,1d,11,00,a8,01,1ba
470 DATA dc,02,ed,b0,21,cd,369
480 DATA a0,22,e5,a8,c3,55,367
490 DATA a8,21,d8,a0,11,9c,2ee
500 DATA be,01,8e,00,ed,b0,2ea
510 DATA 3e,c3,21,d5,be,32,2e7
520 DATA b4,50,22,b5,50,af,2da
530 DATA 32,dd,4d,21,cb,be,2fb
540 DATA 11,e4,4d,01,05,00,148
550 DATA ed,b0,11,cd,4e,0e,2d7
560 DATA 10,ed,b0,c3,47,40,2f7
570 DATA 50,4f,4b,45,44,49,1bc
580 DATA 53,20,59,4f,55,52,1c2
590 DATA 20,48,41,49,52,43,187
600 DATA 55,54,ff,cd,2a,a6,345
610 DATA 3a,70,00,fe,cd,20,295
620 DATA 02,fb,c9,fe,45,20,329
630 DATA 1f,3e,c9,32,c2,04,21e
640 DATA 21,00,00,22,94,02,0d9
650 DATA 22,7a,07,22,7b,07,147
660 DATA 22,e9,0b,22,ea,0b,22d
670 DATA 22,48,15,22,49,15,0ff
680 DATA fb,c9,3e,c9,32,0a,307
690 DATA 10,32,1d,16,af,67,18b
700 DATA 6f,32,c6,02,32,d3,26e

```

```

710 DATA 02,32,65,16,22,2c,0fd
720 DATA 05,22,2d,05,22,9c,117
730 DATA 08,22,9d,08,fb,c9,293
740 DATA 53,50,38,39,21,be,1f3
750 DATA 6c,11,be,1c,01,01,159
760 DATA 04,eb,ed,b0,c9,06,35b
770 DATA 00,7c,c6,30,57,5d,22e
780 DATA ed,b0,c9,22,fe,4f,3d5
790 DATA cd,66,a1,c3,be,4c,3a1
800 DATA ed,4f,e9,21,00,01,247
810 DATA 11,00,00,0e,41,df,13f
820 DATA 95,a1,c9,3c,c0,07,302

```

Tape poke by Mike Wong. As above.

```

1 '204
10 MODE 2:MEMORY &3217:l=110
20 FOR n=&4E00 TO &4F1A STEP 6
30 FOR p=0 TO 5:READ a$
40 a=VAL("&"a$):POKE n+p,a
50 c=c+a:NEXT:READ c$
60 ch=VAL("&"c$)
70 IF c<>ch THEN 100
80 l=l+10:c=0:NEXT
90 LOAD"":CALL &4FOE
100 PRINT"Error in line":l:END
110 DATA 2a,0f,bc,22,15,be,1ea
120 DATA 21,18,be,3e,c3,32,22a
130 DATA 0e,bc,22,0f,bc,c3,27a
140 DATA 18,32,cf,00,00,00,119
150 DATA af,cd,14,be,3a,17,29f
160 DATA be,3c,32,17,be,fe,2ff
170 DATA 02,c0,21,2d,be,22,1f0
180 DATA 5b,34,c9,21,4b,be,282
190 DATA 11,00,86,01,c3,00,15b
200 DATA ed,b0,dd,21,5b,aa,3a0
210 DATA 11,00,01,cd,ea,a9,272
220 DATA 21,00,86,22,0a,ab,17e
230 DATA c3,92,aa,21,0d,86,2b3
240 DATA 11,a4,fe,d5,01,b6,33f
250 DATA 00,ed,b0,c9,21,bf,346
260 DATA fe,11,45,4f,01,10,1b4
270 DATA 00,ed,b0,11,b9,43,2aa
280 DATA 0e,40,ed,b0,21,0f,21b
290 DATA ff,22,e3,45,c3,0d,319
300 DATA 40,49,53,20,59,4f,1a4
310 DATA 55,52,20,48,41,49,199
320 DATA 52,43,55,54,ff,00,23d
330 DATA 03,03,00,01,03,03,00d
340 DATA 02,03,03,03,03,011
350 DATA 01,02,03,03,01,02,00c
360 DATA 03,03,03,03,03,012
370 DATA 02,01,03,03,02,01,00c
380 DATA 03,03,02,01,03,03,00f
390 DATA 03,03,03,02,03,03,011
400 DATA 01,02,01,02,01,03,00a
410 DATA 00,00,03,03,02,01,009
420 DATA 03,01,03,03,02,00,00c
430 DATA 03,03,00,21,40,00,067
440 DATA e5,21,18,01,3a,70,1c9
450 DATA 00,fe,cd,20,09,22,216
460 DATA 6f,09,3e,c9,32,7d,22e
470 DATA 10,c9,fe,45,20,17,253

```

```

480 DATA af,32,d9,04,32,da,2ca
490 DATA 04,32,91,02,32,b4,1af
500 DATA 0c,22,7a,07,22,e9,1ba
510 DATA 0b,22,48,15,c9,af,202
520 DATA 32,c6,02,32,d3,02,201
530 DATA 32,65,16,3e,c9,32,1e6
540 DATA 0a,10,32,1d,16,22,0a1
550 DATA 2c,05,22,9c,08,c9,1c0
560 DATA 21,00,4e,11,00,be,13e
570 DATA d5,01,0e,01,ed,b0,282
580 DATA c9,00,00,00,00,00,0c9

```

A more restrained poke, with Mapperley CPC veteran Phil Howard showing the grunts how to survive in 'Nam (Cheltenham, not Viet Nam). (Tape)

```

1 'platoon level 1 cheat
2 '205
3 'infinite lives
4 '
10 DATA 00,2A,0F,BC,22,1D
20 DATA BD,21,0E,BC,36,C3
30 DATA 23,36,15,23,36,BE
40 DATA C3,18,32,3E,00,CD
50 DATA 1C,BD,3A,00,BE,C3
60 DATA 32,00,BE,FE,02,C0
70 DATA 21,2B,BE,22,5B,34
80 DATA C9,DD,21,5B,AA,11
90 DATA 00,01,CD,EA,a9,21
100 DATA 3E,BE,22,0A,AB,c3
110 DATA 85,AA,21,52,BE,11
120 DATA 00,AE,01,16,00,ed
130 DATA B0,21,00,AE,22,e3
140 DATA 45,C3,0D,40,E5,21
150 DATA 18,01,22,6F,09,21
160 DATA 7D,10,36,C9,21,40
170 DATA 00,22,42,C6,E1,c3
180 DATA 40,00
190 MEMORY &3000:y=0
200 FOR x=&BE00 TO &BE67
210 READ a$:a=VAL("&"a$)
220 POKE x,a:y=y+a:NEXT
230 IF y<&24B0 THEN 290
240 LOAD""
250 CALL &BE00
290 PRINT"data error!"

```

Driller

Tips A playing guide to some of the first sectors of Incentive's Mastergame.

A U-turn at the start of the game will point you towards a cube. Shooting this will open up the way into Obsidian.

If you see a large black cross send for a rig to make the sector safe.

A deep crevasse blocks your way in Obsidian, but a block is the solution.

To go up in the world in Topaz park on the red and white block. Turn until you can see two cubes. Zapping one will send you up and the other will take you back down.

To find the jet is a long explanation.

First of all go over the steps in Topaz and then through the door. Three telegraph wires must be shot so that you can enter the building safely. Once inside you will see three shapes upon the wall. Shoot until all three are squares and then leave again. Opposite you will see a doorway. Go through it to Aquamarine.

Shoot the doors to the right hangar and they will open to let you inside. Stop under the reconnaissance jet and rise until you dock. You can now fly around Mitral in the jet.

To return to the probe simply re-enter the hangar and dock with the probe.

Co-ordinates David and Sarah Durrent of Peterborough present a list of the coordinates that the gas rigs should be teleported to in Incentive's Mastergame. If the gas doesn't clear at this point then rotate 90° and try again.

Sector	X	Y
Alabaster	4496	4096
Amethyst	6400	6050
Aquamarine	5120	2896
Basalt	0930	2240
Beryl	7104	3512
Diamond	4096	3472
Emerald	3746	4096
Graphite	1680	6336
Lapis Laz	4096	3746
Malachite	5952	5026
Niccolite	0512	1698
Obsidian	6656	6306
Ochre	1808	6720
Opal	7394	7744
Quartz	2768	1792
Ruby	3746	2550
Topaz	3077	1310
Trachyte	4496	6912

More tips to help you to complete Incentive's Mastergame. They come from Incentive themselves.

Quicker Movement You can move twice as fast by using both the joystick and keyboard movement controls together.

Amethyst In the stores shoot the pillar that supports the energy crystal and it will disappear. The crystal will fall and is then worth double the energy. Shooting the supported crystal will regenerate the three other shield crystals.

Obsidian Try shooting the fluorescent lights inside the store shed.

Ochre The forcefield can be deactivated by resetting two switches, one in Graphite and the one in K3 in Malachite.

Basalt Shoot the pyramid from the top downwards for a maximum score.

Aquamarine Shoot the crack between

the doors when they're closed for a 10,000 point bonus.

Ruby To travel safely around the girders reduce your height to zero, step to 50 and set the angle to 90. As you proceed to a junction you can look left or right each time you move forward until you are lined up for a change of direction.

Diamond The crystals have special properties when touched.

Cheat Mode For unlimited shields go to Obsidian and laser the southern section of ground.

Yet more tips In Amethyst there is a tower with a block on top of it. Land on this in the jet and your shields and energy receive a boost. Also in Amethyst there is a store shed. Shoot the pyramids on the floor first because the suspended ones have special properties.

The number 17 on the wall in Obsidian means that you must clear 17 sectors of gas before the switch appears.

To cross the crevasse the block needs to be shot or pushed over it. Pushing it over gives a better score. The shed has a rear entrance and it is safer to enter through that.

To travel from Amethyst, through Lapis Lazuli and into Emerald you must first

shoot the pyramids in Lapis Lazuli. Move through the gaps that you have created until you reach the wall. Rise up and look over the wall so that you can see the block and shoot it. The wall disappears and so does the door to Emerald. Move forward until you are past where the wall should be and shoot the block again. The wall reappear, as does the door.

The tree like object in Emerald can be shot to increase your energy and shields, but it disappears after it has been hit several times.

The laser beacon in Topaz can be turned through 90 degrees by shooting it.

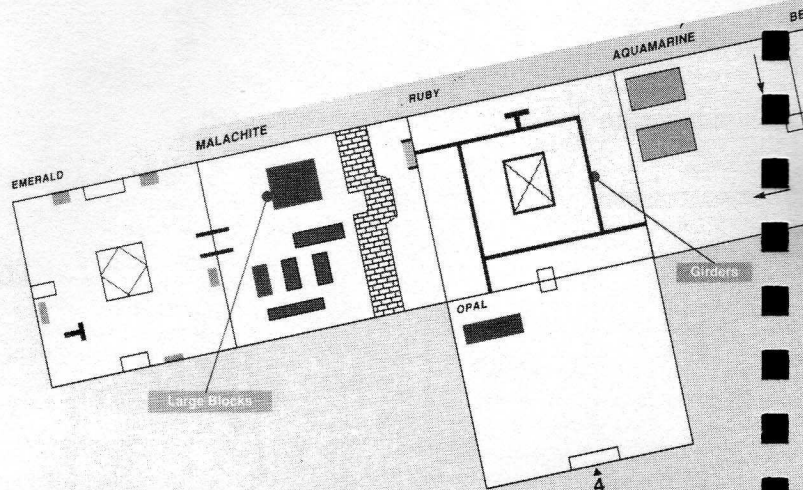
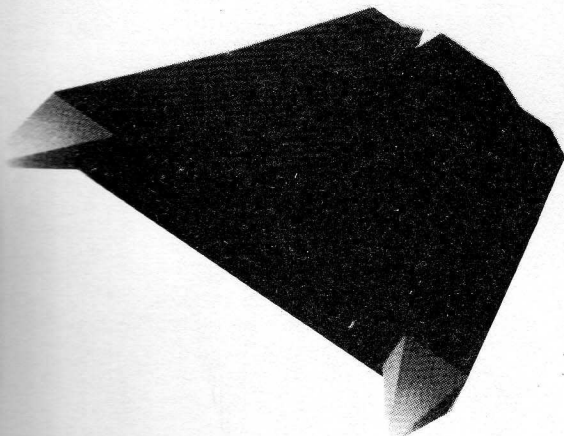
In Trachyte, move along the force field at a 45° angle until the sound changes. Face the forcefield and move through it. Shoot the bottom concentrator crystal, the central crystal and then the right crystal so that only the blue pyramid to the right remains. Shoot the floor to destroy the generator and then you can position the drilling rig.

Pokes Tony Hoyle of St. Annes did this. Not only can you have infinite lives and shields, but you can position rigs while inside the jet and even begin the game inside the jet. Enter it using method one and answer the questions that appear.

```

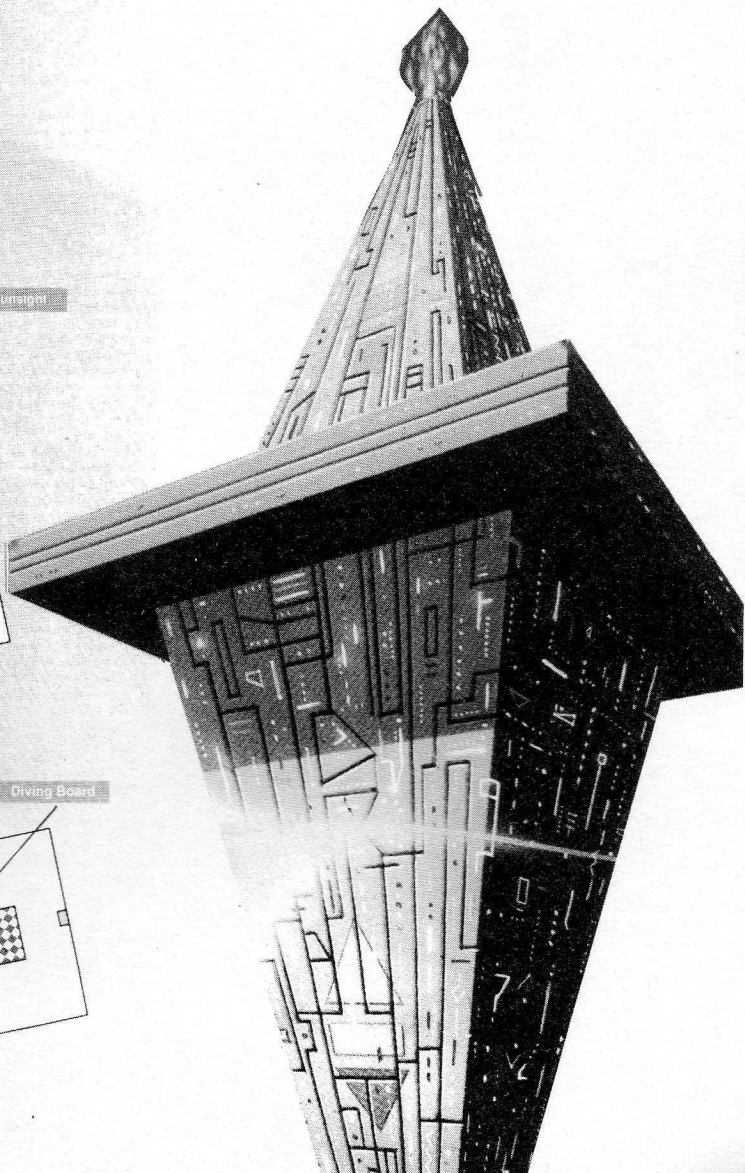
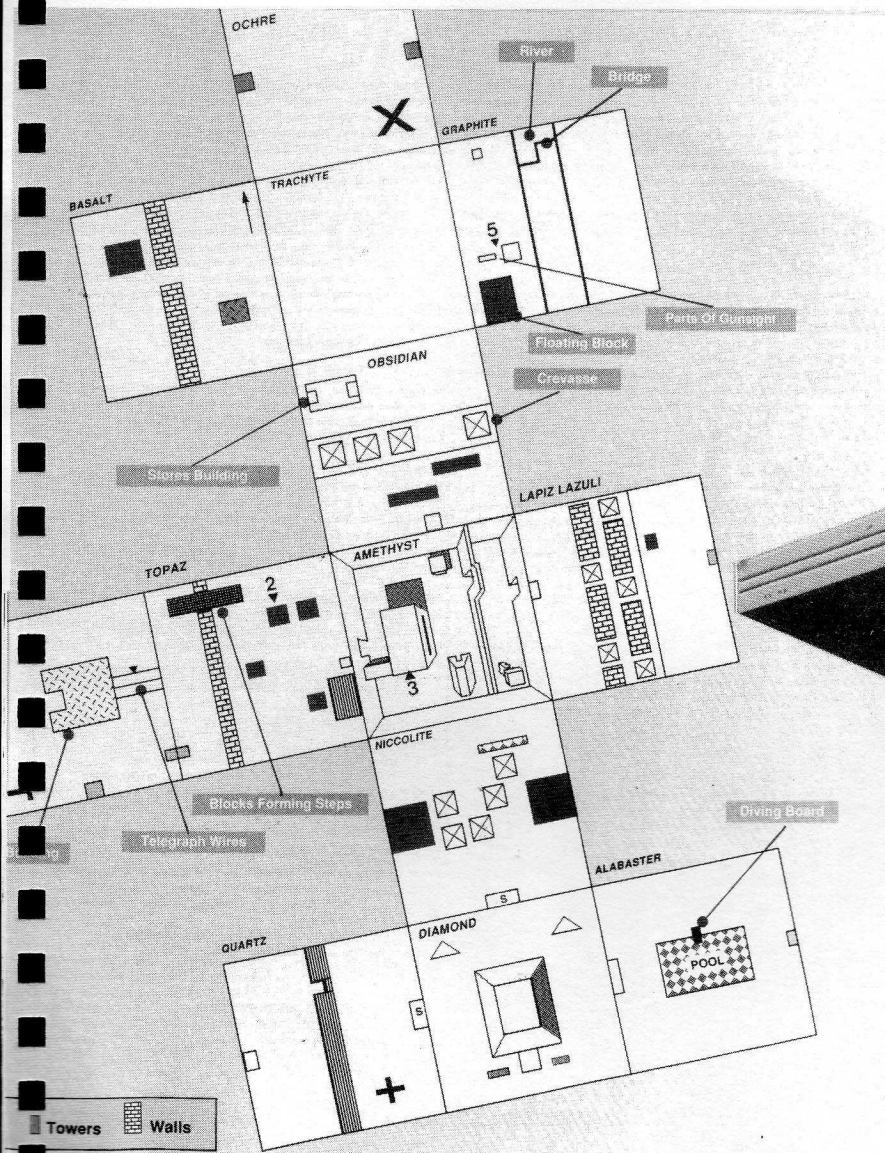
1 'Driller - tape
2 'by Tony Hoyle
3 '206
5 MEMORY &lff
10 DATA DD,7E,00,32,E5,BE
20 DATA 2A,38,BD,22,E3,BE
30 DATA 21,FF,3F,22,38,BD
40 DATA 21,9B,BE,22,01,40
50 DATA C3,05,40,AF,32,E6
60 DATA AC,21,AD,BE,22,4B
70 DATA AC,2A,E3,BE,7C,E6
80 DATA 3F,67,E9,21,E5,BE
90 DATA CB,46,28,0D,AF,32
100 DATA B0,68,32,55,67,32
110 DATA F4,6B,32,87,6D,CB
120 DATA 4E,28,19,3E,18,32
130 DATA B8,6B,32,54,6D,3E
140 DATA 01,32,B9,6B,32,55
150 DATA 6D,CB,56,C8,3E,18
160 DATA 32,FE,53,3E,01,32
170 DATA FF,53,C9,D4,CD,C8
175 DATA 82,71,66
180 FOR n=&BE80 TO &BE2
190 READ a$
200 POKE n,VAL("&"+a$)
210 NEXT
220 x=0
230 s$="Infinite shields and energy"
240 GOSUB 340
250 IF a THEN x=x OR 1
260 s$="Place drills while in jet"

```



■ Block x Cross □ Doorway ▨ Hanger Buildings ▣ Pyramids S Switch T Teleport

DRIVER




```

270 GOSUB 340
280 IF a THEN x=x OR 2
290 s$="Start game inside jet"
300 GOSUB 340
310 IF a THEN x=x OR 4
320 LOAD"
330 CALL &BE80,x
340 CLS
350 PRINT s$
360 a$=LOWER$(INKEY$)
370 IF a$="y" THEN a=1:RETURN
380 IF a$="n" THEN a=0:RETURN
390 GOTO 360
400 END

```

Tony Hoyle's poke has been adapted to run on the disk version. It does exactly the same thing.

```

1 'Driller - disk
2 '207
10 DATA DD,7E,00,32,D4,BE
20 DATA 11,00,00,0E,41,21
30 DATA 00,01,DF,D5,BE,21
40 DATA 9A,BE,22,3D,02,C3
50 DATA 00,01,3A,D4,BE,5F
60 DATA CB,43,28,0D,AF,32
70 DATA B0,68,32,55,67,32
80 DATA F4,6B,32,87,6D,CB
90 DATA 4B,28,10,3E,18,32
100 DATA B8,6B,32,54,6D,3E
110 DATA 01,32,B9,6B,32,55
120 DATA 6D,CB,53,28,0A,3E
130 DATA 18,32,FE,53,3E,01
140 DATA 32,FF,53,C3,9F,48
150 DATA 00,3C,C0,07,82,71
155 DATA 66
160 FOR n=&BE80 TO &BED7
170 READ a$
180 POKE n,VAL("&" + a$)
190 NEXT
200 x=0
210 s$="Infinite shields and energy"
220 GOSUB 330
230 IF a THEN x=x OR 1
240 s$="Place drills while in jet"
250 GOSUB 330
260 IF a THEN x=x OR 2
270 s$="Start game inside jet"
280 GOSUB 330
290 IF a THEN x=x OR 4
300 PRINT"Insert Driller disk and
press space"
310 WHILE INKEY(47)--1:WEND
320 CALL &BE80,x
330 CLS
340 PRINT s$
350 a$=LOWER$(INKEY$)
360 IF a$="y" THEN a=1:RETURN
370 IF a$="n" THEN a=0:RETURN
380 GOTO 350
390 END

```

Go Loader

Phil Howard has produced a bumper bundle of pokes for some of the recent Go and US Gold games. The protection systems are elaborate and tricky to get around, but Phil's managed it. There are three parts to the program, the Lock routine is the longest, but it is common to all of the games. The other two parts, the Key and the Cheat are specific to the individual games.

First of all type in the Lock routine and save it as SAVE"LOCK". Next type in the program for the game that you want to cheat on and save that using: SAVE filename\$,A, using an appropriate filename.

Whenever you want to cheat at the game do the following:

```

LOAD"LOCK"
MERGE filename$ (filename$ is the name
that used to save the cheat)
RUN

```

Don't worry about the long delay when the program is run because a lot of calculations are needed before the poke runs. The tape pokes take about 3.5 minutes and the disk poke takes about 15 seconds.

All of the tape pokes are Method 1 and the disk pokes need the game disk in the drive before you type RUN.

```

1 ' Lock
2 ' by Phil Howard
3 ' 208
10 '**** LOCK ****
20 '
30 Y=0:RESTORE 100
40 FOR x=&4200 TO &4386
50 READ a$:a=VAL("&" + a$)
60 y=y+a:POKE x,a:NEXT
70 IF y=37465 THEN 590
80 PRINT"ERROR IN LOCK":END
90 '
100 DATA FE,00,20,03
105 DATA C3,3B,43,FE
110 DATA 01,20,07,DD
115 DATA 36,0F,F6,0E
120 DATA 10,C9,FE,02
125 DATA 20,07,DD,36
130 DATA 0C,F9,0E,0D
135 DATA C9,FE,03,20
140 DATA 0F,DD,36,1E
145 DATA E9,DD,7E,0C
150 DATA D6,10,DD,77
155 DATA 0C,0E,1F,C9
160 DATA FE,04,20,07
165 DATA DD,36,11,F6
170 DATA 0E,12,C9,FE
175 DATA 05,20,07,DD
180 DATA 36,10,F6,0E
185 DATA 11,C9,FE,06

```

```

190 DATA 20,07,DD,36
195 DATA 0D,F8,0E,0E
200 DATA C9,FE,07,20
205 DATA 07,DD,36,1B
210 DATA EE,0E,1C,C9
215 DATA FE,08,20,07
220 DATA DD,36,0E,F7
225 DATA 0E,0F,C9,FE
230 DATA 09,20,07,DD
235 DATA 36,23,C0,0E
240 DATA 24,C9,FE,0A
245 DATA 20,13,DD,E5
250 DATA E1,11,06,00
255 DATA 19,7C,D6,10
260 DATA DD,75,15,DD
265 DATA 77,16,0E,17
270 DATA C9,FE,0B,20
275 DATA 13,DD,E5,E1
280 DATA 11,06,00,19
285 DATA 7C,D6,10,DD
290 DATA 75,14,DD,77
295 DATA 15,0E,16,C9
300 DATA FE,0C,20,13
305 DATA DD,E5,E1,11
310 DATA 07,00,19,7C
315 DATA D6,10,DD,75
320 DATA 10,DD,77,11
325 DATA 0E,12,C9,FE
330 DATA 0D,20,0F,DD
335 DATA 7E,03,D6,10
340 DATA DD,77,03,DD
345 DATA 36,1A,E9,0E
350 DATA 1B,C9,DD,36
355 DATA 1D,20,DD,36
360 DATA 1E,EB,0E,1F
365 DATA C9,F3,21,39
370 DATA 7D,11,39,5D
375 DATA 00,01,00,0D
380 DATA ED,B0,21,36
385 DATA 6D,11,37,6D
390 DATA 01,00,10,36
395 DATA 00,ED,B0,36
400 DATA C3,23,36,34
405 DATA 23,36,43,21
410 DATA D5,42,11,39
415 DATA 6D,01,0D,00
420 DATA ED,B0,21,40
425 DATA 6D,36,EB,21
430 DATA 50,7D,11,50
435 DATA 6D,01,15,00
440 DATA ED,B0,21,FF
445 DATA 40,DD,21,58
450 DATA 7D,23,E5,7E
455 DATA CD,00,42,DD
460 DATA E5,E1,5D,7C
465 DATA D6,10,57,06
470 DATA 00,DD,09,ED
475 DATA B0,ED,73,00
480 DATA 40,C3,39,6D
485 DATA ED,7B,00,40
490 DATA E1,18,DE,E1
495 DATA ED,4B,02,40

```

```

500 DATA D9,C3,89,BE
505 DATA 22,D7,42,7C
510 DATA D6,10,67,22
515 DATA FB,42,22,32
520 DATA 43,E5,7C,D6
525 DATA 10,67,22,DA
530 DATA 42,E1,2B,2B
535 DATA 2B,22,E3,42
540 DATA 23,22,E6,42
545 DATA 11,09,00,19
550 DATA 22,03,43,11
555 DATA 10,00,19,22
560 DATA 0B,43,11,00
565 DATA 10,19,22,08
570 DATA 43,11,08,00
575 DATA 19,22,17,43
580 DATA F3,D9,ED,43
585 DATA 02,40,C9
590 '
600 '**** KEY ****
610 '
620 y=0:x=&4100:RESTORE 740
630 WHILE a$<>"00"
640 READ a$:y=y+VAL("&"+a$)
650 POKE x,VAL("&"+LEFT$(a$,1))
660 POKE x+1,VAL("&"+RIGHT$(a$,1))
670 x=x+2:WEND
680 '
690 '-----
700 '

```

Ramparts

Read the intro under the heading 'Go Loaders' a couple of pages back before going ahead with this one!

```

1 ' Ramparts - tape
2 ' by Phil Howard
3 ' 209
710 IF y=4690 THEN 810
720 PRINT"ERROR IN KEY":END
730 '
740 DATA 11,21,EA,17
745 DATA 42,65,2E,45
750 DATA B4,61,B2,39
755 DATA 55,2E,54,61
760 DATA 51,89,B1,56
765 DATA 5B,D4,94,8C
770 DATA 13,21,81,17
775 DATA 45,14,5B,17
780 DATA 3A,14,DA,61
785 DATA 41,65,65,C1
790 DATA A2,11,7A,41
795 DATA AC,41,21,BD
800 DATA 64,14,00
810 '
820 '**** CHEAT ****
830 '
840 y=0:RESTORE 910
850 FOR x=&BE80 TO &BE9D
860 READ a$:a=VAL("&"+a$)
870 POKE x,a:y=y+a:NEXT

```

```

880 IF y=3770 THEN 960
890 PRINT"ERROR IN CHEAT":END
900 '
910 DATA 21,A9,94,CD
915 DATA 44,43,C3,D5
920 DATA 42,21,92,BE
925 DATA 22,62,9E,C3
930 DATA CC,9C,CD,66
935 DATA 9E,3E,00,32
940 DATA 83,68,32,E1
945 DATA 68,C9
950 '
960 MEMORY &1FFF
970 LOAD"RAMPARTS"
980 MODE 1:PRINT"Don't Panic..this
takes FOREVER..
990 CALL &BE80
1000 END

```

Bravestarr

Read the intro under the heading 'Go Loaders' a couple of pages back before going ahead with this one!

```

1 ' Bravestarr - tape
2 ' by Phil Howard
3 ' 210
10 IF y=5152 THEN 810
720 PRINT"ERROR IN KEY":END
730 '
740 DATA 1D,BC,41,B4
745 DATA 11,14,2A,52
750 DATA B2,4E,59,C6
755 DATA 65,59,E1,A1
760 DATA 15,45,58,DC
765 DATA 24,18,11,A7
770 DATA 55,A8,79,54
775 DATA 41,56,27,12
780 DATA C1,57,46,14
785 DATA 65,14,11,32
790 DATA 1B,53,E1,41
795 DATA BA,45,36,B1
800 DATA 52,DA,E6,80,00
810 '
820 '**** CHEAT ****
830 '
840 y=0:RESTORE 910
850 FOR x=&BE80 TO &BE9A
860 READ a$:a=VAL("&"+a$)
870 POKE x,a:y=y+a:NEXT
880 IF y=3068 THEN 960
890 PRINT"ERROR IN CHEAT":END
900 '
910 DATA 21,4d,98,CD
915 DATA 44,43,C3,D5
920 DATA 42,21,92,BE
925 DATA 22,41,A2,C3
930 DATA B4,A0,CD,03
935 DATA B9,3E,00,32
940 DATA 49,30,C9
950 '
960 MEMORY &1FFF
970 LOAD"BRAVESTARR"

```

```

980 MODE 1:PRINT"Don't Panic..this
takes FOREVER..
990 CALL &BE80
1000 END

```

Trantor

Read the intro under the heading 'Go Loaders' a couple of pages back before going ahead with this one!

```

1 ' Trantor - disk
2 ' by Phil Howard
3 ' 211
710 IF y=1696 THEN 800
720 PRINT"ERROR IN KEY":END
730 '
740 DATA 1D,1B,E5,36
745 DATA 85,91,4B,45
750 DATA 45,54,A5,76
755 DATA 11,C1,1E,21
760 DATA A2,40,00
770 '
780 '
790 '
800 '
810 '
820 '**** CHEAT ****
830 '
840 y=0:RESTORE 900
850 FOR x=&BE80 TO &BEAA
860 READ a$:a=VAL("&"+a$)
870 POKE x,a:y=y+a:NEXT
880 IF y=4356 THEN 960
890 PRINT"ERROR IN CHEAT":END
900 DATA 21,38,7A,CD
905 DATA 43,43,C3,D5
910 DATA 42,21,92,BE
915 DATA 22,4B,7F,C3
920 DATA A2,7D,21,50
925 DATA 00,22,26,AA
930 DATA 11,A4,BE,EB
935 DATA 01,07,00,ED
940 DATA B0,C3,24,A9
945 DATA AF,32,14,16
950 DATA C3,00,01
960 MEMORY &1FFF:|DISC
970 LOAD"DISK":** TRANTOR **
980 MODE 1:PRINT"Don't Panic..this
takes FOREVER..
990 CALL &BE80
1000 END

```

...and on tape, also by Phil.

```

1 ' Trantor - tape
2 ' by Phil Howard
3 ' 212
710 IF Y=5230 THEN 840
720 PRINT"ERROR IN KEY":END
730 '
740 DATA 14,2B,19,E5
745 DATA D1,13,6C,55
750 DATA 55,D4,96,3A
755 DATA A1,14,BE,A7

```

```

760 DATA E4,1C,81,C1
765 DATA 48,45,15,A5
770 DATA 12,13,15,65
775 DATA 14,52,4B,47
780 DATA B1,55,19,6E
785 DATA D1,B4,B9,52
790 DATA 62,87,61,41
795 DATA 2B,31,BA,C4
800 DATA 8D,4A,00
810 '
820 '**** CHEAT ****
830 '
840 y=0:RESTORE 900
850 FOR x=&BE80 TO &BEAA
860 READ a$:a=VAL("&"a$)
870 POKE x,a:y=y+a:NEXT
880 IF y=4261 THEN 960
890 PRINT"ERROR IN CHEAT":END
900 DATA 21,21,75,CD
905 DATA 43,43,C3,D5
910 DATA 42,21,92,BE
915 DATA 22,21,7F,C3
920 DATA 94,7D,21,50
925 DATA 00,22,1B,AA
930 DATA 11,A4,BE,EB
935 DATA 01,07,00,ED
940 DATA B0,C3,24,A9
945 DATA AF,32,14,16
950 DATA C3,00,01
960 MEMORY &1FFF
970 LOAD"TRANTOR"
980 MODE 1:PRINT"Don't Panic..this
      takes FOREVER..
990 CALL &BE80
1000 END

```

Rygar

Read the intro under the heading 'Go Loaders' a couple of pages back before going ahead with this one!

```

1 'Rygar - tape
2 'by Phil Howard
3 '213
710 IF y=4810 THEN 810
720 PRINT "ERROR IN KEY":END
730 '
740 DATA 17,4C,16,79,B5,4A,26,21
750 DATA 1B,3D,12,39,7E,BD,15,84
760 DATA 31,5E,11,12,18,DE,95,44
770 DATA D2,11,BA,11,51,64,52,16
780 DATA 25,BC,1A,C4,64,C4,58,E1
790 DATA 5A,B5,A5,54,A6,41,11,54
800 DATA 54,85,32,50,00
810 '
820 '***CHEAT***
830 '
840 y=0:RESTORE 910
850 FOR x=&BE80 TO &BE9A
860 READ a$:a=VAL("&"a$)
870 POKE x,a:y=y+a:NEXT
880 IF y=3135 THEN 960
890 PRINT"ERROR IN CHEAT":END

```

```

900 '
910 DATA 21,55,94,CD,44,43,C3,D5
920 DATA 42,21,92,BE,22,73,9E,C3
930 DATA D0,9C,CD,77,9E,21,1F,13
940 DATA 36,00,C9
950 '
960 MEMORY &1FFF
970 LOAD "RYGAR"
980 MODE 1:PRINT"Don't panic. This
      takes FOREVER..."
990 CALL &BE80
1000 END

```

Solomon's Key

Read the intro under the heading 'Go Loaders' a couple of pages back before going ahead with this one!

```

1 ' Solomon's key - tape
2 ' by Phil Howard
3 ' 214
710 IF y=4856 THEN 810
720 PRINT"ERROR IN KEY":END
730 '
740 DATA 11,DA,81,1A
745 DATA 21,87,6A,51
750 DATA 68,3C,12,B4
755 DATA E3,A5,52,15
760 DATA 55,11,45,11
765 DATA 1B,42,41,4C
770 DATA 53,97,42,5B
775 DATA E9,48,6C,51
780 DATA 26,51,44,57
785 DATA 5B,41,E4,5A
790 DATA B6,B2,D6,25
795 DATA 46,61,17,D4
800 DATA 19,A1,00
810 '
820 '**** CHEAT ****
830 '
840 y=0:RESTORE 910
850 FOR x=&BE80 TO &BE9D
860 READ a$:a=VAL("&"a$)
870 POKE x,a:y=y+a:NEXT
880 IF y=3207 THEN 960
890 PRINT"ERROR IN CHEAT":END
900 '
910 DATA 21,39,7d,CD
915 DATA 44,43,C3,D5
920 DATA 42,21,92,be
925 DATA 22,31,87,c3
930 DATA 5d,85,cd,a0
935 DATA 8c,3e,7f,32
940 DATA 47,01,32,60
945 DATA 07,c9
950 '
960 MEMORY &1FFF
970 LOAD"SOLOMON'S KEY"
980 MODE 1:PRINT"Don't Panic..this
      takes FOREVER..
990 CALL &BE80
1000 END

```

Bedlam

Phil's also hacked into the shoot-em-up to give you infinite lives. Read the intro under the heading 'Go Loaders' a couple of pages back before going ahead with this one!

(Method 1)

```

1 ' Bedlam - tape
2 ' by Phil Howard
3 ' 215
710 IF y=4454 THEN 810
720 PRINT"Error in key":END
730 '
740 DATA 15,11,51,43,4d,b2,64,34
750 DATA 74,ad,45,ab,a6,14,25,da
760 DATA 11,15,e1,14,95,c6,73,64
770 DATA 51,29,4a,14,45,15,2c,8a
780 DATA b8,e4,18,19,42,71,1a,61
790 DATA 21,56,4b,16,56,1b,17,bc
800 DATA 1a,e5,00
810 '
820 '**** CHEAT ****
830 '
840 y=0:RESTORE 910
850 FOR x=&BE80 TO &BE9A
860 READ a$:a=VAL("&"a$)
870 POKE x,a:y=y+a:NEXT
880 IF y<>3556 THEN 960
890 PRINT"Error in cheat":END
900 '
910 DATA 21,93,94,cd,44,43,c3,d5
920 DATA 42,21,92,be,22,87,9e,c3
930 DATA cc,9c,cd,b8,9e,3e,a7,32
940 DATA 6d,1b,c9
950 '
960 MEMORY &1FFF
970 LOAD"BEDLAM"
980 PRINT"Don't Panic.. This takes
      forever"
990 CALL &BE80

```

Desolator

Phil Howard again, this time with infinite lives for the game of child freeing. (Method 1). Read the intro under the heading 'Go Loaders' a couple of pages back before going ahead with this one!

```

1 ' Desolator - tape
2 ' by Phil Howard
3 ' 216
710 IF y=5003 THEN 810
720 PRINT"Error in key":END
730 '
740 DATA 14,92,1b,51,b7,b1,a5,8c
750 DATA 41,46,51,a5,73,61,12,a9
760 DATA 49,12,b1,be,5e,da,42,cb
770 DATA c5,18,54,61,42,da,42,cb
780 DATA 25,44,15,5a,51,b8,63,71
790 DATA 4a,34,be,6d,14,41,65,11
800 DATA 40,00
810 '

```

```

820 '**** CHEAT ****
830 '
840 y=0:RESTORE 910
850 FOR x=&BE80 TO &BE9A
860 READ a$:a=VAL("&" +a$)
870 POKE x,a:y=y+a:NEXT
880 IF y<>3462 THEN 960
890 PRINT"Error in cheat":END
900 '
910 DATA 21,ab,94,cd,44,43,c3,d5
920 DATA 42,21,92,be,22,5b,9e,c3
930 DATA d4,9c,cd,03,b9,3e,a7,32
940 DATA ca,06,c9
950 '
960 MEMORY &1FFF
970 LOAD"DESOLATOR"
980 PRINT"Don't Panic.. This takes
    forever"
990 CALL &BE80

```

Inside Outing

Another poke from Phil Howard that uses the lock-key routine listed under 'Go Loaders' a few pages back. Just merge the Inside Outing poke with it and run. It gives you infinite energy on the cassette version of the game.

```

1 ' Inside Outing - tape
2 ' By Phil Howard
3 ' 217
710 IF y=4552 THEN 810
720 PRINT"Error in key":END
730 '
740 DATA 17,4e,a6,61,6a,4d,1a,45
750 DATA 64,14,85,2c,34,59,54,8b
760 DATA 14,91,15,15,bb,d8,a4,41
770 DATA 15,51,31,19,32,bb,6b,51
780 DATA a1,b4,2a,c6,9e,15,7c,11
790 DATA 2e,4a,4c,bd,15,41,73,1e
800 DATA a2,15,2d,40,00
810 '
820 ' *** Cheat ***
830 '
840 y=0:RESTORE 900
850 FOR x=&BE80 TO &BEA9
860 READ a$:a=VAL("&" +a$)
870 POKE x,a:y=y+a:NEXT
880 IF y=5500 THEN 960
890 PRINT"Error in Cheat":END
900 DATA cd,9a,be,cd,44,43,c3,d5
910 DATA 42,21,92,be,22,ff,ab,c3
920 DATA 78,aa,cd,03,b9,af,32,44
930 DATA 0f,c9,f3,21,cc,21,11,cc
940 DATA a1,01,00,0d,ed,b0,21,cc
950 DATA a1,c9
960 MEMORY &1FFF
970 LOAD"inside outing",&21CC
980 PRINT"Don't Panic...This takes
    forever"
990 CALL &BE80

```

Bionic Commando

This is also a Phil Howard Lock-key poke for Go's green game. Enter it like the other Lock-key pokes.

```

1 ' Bionic Commando - tape
2 ' By Phil Howard
3 ' 218
710 IF y<>5099 THEN 810
720 PRINT"Error in Key":END
730 '
740 DATA 1b,4d,14,3a,1a,48,c4,11
750 DATA 7a,11,14,a9,d1,e5,ec,1b
760 DATA 49,48,6d,e2,6b,46,19,a4
770 DATA 14,23,11,bd,51,c6,c5,55
780 DATA 54,16,76,45,b5,43,2a,a1
790 DATA 59,51,53,24,b1,26,51,21
800 DATA b7,18,a4,b0,00
810 '
820 ' *** Cheat ***
830 '
840 y=0:RESTORE 910
850 FOR x=&BE80 TO &BEA7
860 READ a$:a=VAL("&" +a$)
870 POKE x,a:y=y+a:NEXT
880 IF y=4319 THEN 960
890 PRINT"Error in Cheat":END
900 '
910 DATA 21,31,94,cd,44,43,c3,d5
920 DATA 42,21,92,be,22,5b,9e,c3
930 DATA d4,9c,cd,03,b9,3a,c4,0e
940 DATA fe,35,20,06,3e,00,32,c4
950 DATA 0e,c9,3e,00,32,cc,0e,c9
960 MEMORY &1FFF
970 LOAD"BIONIC COMMANDO"
980 PRINT"Don't Panic...This
    takes forever"
990 CALL &BE80

```

Bubble Bobble

Password Firebird's brontosaurus game is split into two parts and a password is needed to play the second part with levels 79+. Take care when you enter it, because it's a long and illogical password.
ZZZ133VZZZZZ4ZZZ1Z4V44ZZ1Y24V32

Pokes Mike Wong of Sale has hacked into the tape version. You can choose the starting level in part one and also have infinite lives in both parts. (Method 1.)

```

1 'Bubble Bobble-tape
2 ' by Mike Wong
3 ' 219
10 MEMORY &3BFF
20 GOSUB 170
30 PRINT"Start level ";
40 INPUT "(1-79)":lvl
50 POKE &BE71,lvl-1
60 BORDER 0:MODE 1
70 LOCATE 13,2
80 PAPER 3:PEN 2

```

```

90 PRINT" BUBBLEBOBBLE "
100 WINDOW#1,15,27,10,10
110 WINDOW#2,15,27,13,13
120 LOAD"!BUBBLE1"
130 POKE &3C70,&C3
140 POKE &3C71,0
150 POKE &3C72,&BE
160 CALL &3C00:END
170 FOR n=&BE00 TO &BE90
180 READ a$:a=VAL("&" +a$)
190 POKE n,a:c=c+a:NEXT
200 IF c<>11800 THEN 590
210 RETURN
220 DATA 32,46,36,3a
230 DATA 32,36,fe,26
240 DATA 28,02,14,e9
250 DATA e5,21,3a,39
260 DATA 36,c3,23,36
270 DATA 26,23,36,be
280 DATA 21,70,3c,36
290 DATA 32,23,36,46
300 DATA 23,36,36,e1
310 DATA 14,e9,21,5f
320 DATA 39,36,c3,23
330 DATA 36,37,23,36
340 DATA be,3a,37,bd
350 DATA c3,3d,39,21
360 DATA 20,03,22,c7
370 DATA 3e,cd,00,40
380 DATA 21,4e,be,11
390 DATA 20,03,01,42
400 DATA 00,ed,b0,c3
410 DATA 62,39,3e,a7
420 DATA 32,26,6d,32
430 DATA 87,6d,3e,c3
440 DATA 21,42,03,32
450 DATA 69,55,22,6a
460 DATA 55,21,4b,03
470 DATA 22,36,be,21
480 DATA 56,03,22,48
490 DATA be,c3,1c,0c
500 DATA 3e,00,32,5b
510 DATA 5c,af,c3,6c
520 DATA 55,3e,a7,32
530 DATA 0f,6c,32,70
540 DATA 6c,c3,1c,0c
550 DATA 3e,a7,32,26
560 DATA 6d,32,87,6d
570 DATA c3,1c,0c,53
580 DATA 50
590 PRINT"ERROR..."

```

Gothik

Phil Howard alters all the useless and irritating potions for healing potions in Firebird's game of wizardly re-building. (Method 1)

```

1 ' Gothik - tape
2 ' by Phil Howard
3 ' 220
10 DATA c5,e5,f5,06,f6,ed
20 DATA 78,fe,00,28,06,f1

```

```

30 DATA e1,c1,c3,00,00,f3
40 DATA 2a,0f,bf,22,39,00
50 DATA 21,34,bf,22,92,01
60 DATA 18,eb,cd,4c,3f,2a
70 DATA 39,00,22,0f,bf,f3
80 DATA 21,00,bf,22,39,00
90 DATA fb,c3,00,3e,21,6c
100 DATA 7b,36,c3,23,36,42
110 DATA 23,36,bf,c3,a8,61
120 DATA fe,05,28,1b,fe,07
130 DATA 28,17,fe,09,28,13
140 DATA fe,0d,28,0f,fe,18
150 DATA 28,0b,fe,19,28,07
160 DATA c5,21,10,7f,c3,70
170 DATA 7b,3e,16,4f,18,f4
180 MEMORY &3000:y=0
190 FOR x=&BF00 TO &BF65
200 READ a$:a=VAL("&"a$)
210 POKE x,a:y=y+a:NEXT
220 IF y<>&2758 THEN 250
230 LOAD"gothik1"
240 CALL &BF20
250 PRINT"Data Error"

```

Rocky Horror Show

Johnny and Kim Olsen of Denmark reveal this poke for infinite freezer and time in CRL's game. (It's neither Method 1 nor Method 2: type in the poke and type RUN, then put the Rocky Horror tape in the cassette deck and type RUN"". The game then loads and runs with the poke active.)

```

1 ' Rocky Horror - tape
2 ' by Johnny and Kim Olsen
3 ' 221
10 FOR x=&be80 TO &bea3
20 READ a$
30 POKE x,val("&"a$):NEXT
40 POKE &bd37,&c3
50 POKE &bd38,&80
60 POKE &bd39,&be
70 DATA 3e,cf,21,88,88,32
80 DATA 37,bd,22,38,bd,21
90 DATA 94,be,22,f3,ac,c3
100 DATA e6,ac,af,32,44,0c
110 DATA 32,4f,0c,32,58,0c
120 DATA 32,68,0c,c3,5a,97
130 END

```

Alternatively this tape poke by Mike Wong gives infinite time and allows you to choose the number of times to collect.

```

1 '222
10 MODE 1:MEMORY 29999
20 GOSUB 160
30 INK 0,0:BORDER 0:INK 1,6
40 INK 2,18:INK 3,8
50 PEN 2:LOCATE 2,8
60 PRINT"THE ROCKY";
70 PRINT"HORROR SHOW"
80 PEN 1:LOCATE 16,12
90 PRINT"IS LOADING"

```

```

100 LOAD"!A"
110 CLS:CALL 30000
120 LOAD"!B"
130 FOR a=44200 TO 44221
140 POKE a,PEEK(a) XOR 170
150 NEXT:CALL &BE5D
160 FOR n=&BE5D TO &BE7F
170 READ a$:a=VAL("&"a$)
180 POKE n,a:c=c+a:NEXT
190 IF c<>3567 THEN 380
200 FOR n=&BE96 TO &BEAB
210 READ a$:a=VAL("&"a$)
220 POKE n,a:d=d+a:NEXT
230 IF d<>2424 THEN 390
240 PRINT"How many pieces";
250 PRINT"to collect (1-15)";:INPUT p
260 POKE &BEA0,p
270 RETURN
280 REM <1>
290 DATA 21,52,55,22,a4,ac,21,4e
300 DATA 22,22,a6,ac,21,a8,ac,11
310 DATA 80,be,01,13,00,ed,b0,21
320 DATA f7,0d,22,92,be,21,20,ef
330 DATA 22,94,be
340 REM <2>
350 DATA 21,9f,be,22,f3,ac,c3,e6
360 DATA ac,3e,00,32,3b,1e,3e,a7
370 DATA 32,44,0c,c3,5a,97
380 PRINT"ERROR IN <1>":END
390 PRINT"ERROR IN <2>":END

```

Split Personalities

Mr Brown uses Hacker on the disk version of Elite's Six Pack game of facial rearrangement to stop the bombs exploding and give you infinite lives. Type in the poke and simply RUN it.

```

1 'Split Person - disk
2 ' by William Brown
3 ' 223
10 MODE 0:BORDER 0
20 FOR x=0 TO 15
30 INK x,0:NEXT
40 LOAD"SPLIT"
50 ' stop bombs exploding
60 POKE &F786,0
70 ' infinite lives
80 POKE &EF23,1
90 CALL &C600

```

ATF

Digital Integration's Master-game gets hacked by Nicola Gavazzeni of Italy. You get the option of infinite lives, no time limit to jam the SAM missiles and no fighters attacking from behind. (Method 2: skip past the files called ATF and LOADER)

```

1 ' ATF - Tape
2 ' by Nicola Gavazzeni
3 ' 224
10 DATA F3,CD,AA,9F
20 DATA CD,57,9E,DD,5A8

```

```

30 DATA 21,B3,9A,21
40 DATA 00,C0,06,C8,31D
50 DATA DD,75,00,DD
60 DATA 23,DD,74,00,3A3
70 DATA DD,23,7C,C6
80 DATA 08,67,30,04,2E5
90 DATA 11,50,C0,19
100 DATA 10,EA,31,B3,318
110 DATA 9A,3E,10,06
120 DATA F6,ED,79,26,370
130 DATA 32,06,9C,3E
140 DATA 16,CD,F9,9D,38B
150 DATA 30,F5,3E,C6
160 DATA B8,30,F0,25,426
170 DATA 20,EF,06,C9
180 DATA CD,FD,9D,30,475
190 DATA E6,78,FE,D4
200 DATA 30,F4,CD,FD,61E
210 DATA 9D,30,DC,00
220 DATA DD,21,59,9C,39C
230 DATA 11,02,00,ED
240 DATA 5F,06,12,2E,1A5
250 DATA 01,78,06,D7
260 DATA CD,F9,9D,D2,48B
270 DATA 5F,9E,3E,E7
280 DATA B8,CB,15,3E,3F8
290 DATA 00,00,3E,15
300 DATA D2,58,9D,3A,254
310 DATA 58,9C,85,32
320 DATA 58,9C,65,3A,33E
330 DATA C8,9F,AA,AB
340 DATA DD,AC,DD,AD,5CF
350 DATA AD,DD,77,00
360 DATA 06,09,CB,63,33E
370 DATA 28,0D,3A,C8
380 DATA 9F,C6,52,83,371
390 DATA 92,32,C8,9F
400 DATA 05,05,05,3A,274
410 DATA C8,9F,C6,6E
420 DATA 32,C8,9F,DD,511
430 DATA 23,1B,7A,B3
440 DATA C2,55,9D,C3,3E2
450 DATA BA,9D,11,E7
460 DATA 9D,ED,53,A6,4D2
470 DATA 9D,81,06,01
480 DATA D1,7A,B3,C8,3EB
490 DATA DD,E1,18,9B
500 DATA 2A,59,9C,11,3A1
510 DATA 80,1E,ED,52
520 DATA C2,5F,9E,21,3BD
530 DATA D5,9D,22,A6
540 DATA 9D,DD,E1,11,4A6
550 DATA 50,00,06,01
560 DATA C3,55,9D,D1,2DD
570 DATA 7A,B3,CA,A8
580 DATA 9D,D5,DD,E1,5CF
590 DATA 13,11,50,00
600 DATA 06,03,C3,55,195
610 DATA 9D,D1,7A,B3
620 DATA C8,DD,E1,21,542
630 DATA FF,9E,22,04
640 DATA 9E,23,06,03,28D

```

```

650 DATA C3,55,9D,CD
660 DATA 0D,9E,D0,C3,4C0
670 DATA 00,9E,7B,E6
680 DATA 07,CA,06,9E,374
690 DATA 3E,00,C3,0B
700 DATA 9E,3E,13,3D,238
710 DATA 20,FD,A7,04
720 DATA C8,3E,F5,DB,49E
730 DATA FF,1F,C8,A9
740 DATA E6,40,28,F3,4D0
750 DATA 79,2F,4F,3E
760 DATA 00,00,00,C3,1F8
770 DATA 28,9E,37,C9
780 DATA 7C,21,57,9C,356
790 DATA 86,23,BE,C2
800 DATA 5F,9E,21,7B,3C2
810 DATA 9C,11,7C,9C
820 DATA 01,C2,01,36,2BF
830 DATA 00,ED,B0,AF
840 DATA 06,F6,ED,79,4AE
850 DATA 01,8C,7F,C3
860 DATA 00,BE,00,00,28D
870 DATA 00,00,00,00
880 DATA 00,00,00,00,000
890 DATA 00,FB,06,0A
900 DATA 76,10,FD,F3,381
910 DATA C9,21,61,9E
920 DATA AF,77,2B,7C,3B6
930 DATA B5,C2,62,9E
940 DATA 21,E2,9E,AF,4C7
950 DATA 77,23,7C,B5
960 DATA 20,F9,AF,06,399
970 DATA F6,ED,79,1E
980 DATA FF,3E,07,0E,3CC
990 DATA 3B,CD,C4,9E
1000 DATA 3E,05,0E,0A,2C5
1010 DATA CD,C4,9E,3E
1020 DATA 0A,0E,0F,CD,361
1030 DATA C4,9E,01,E2
1040 DATA 04,CD,BE,9E,472
1050 DATA 3E,05,0E,05
1060 DATA CD,C4,9E,3E,2C3
1070 DATA 0A,0E,0F,CD
1080 DATA C4,9E,01,C4,31B
1090 DATA 09,CD,BE,9E
1100 DATA 1D,20,D5,21,365
1110 DATA B9,9E,11,00
1120 DATA 00,01,05,00,16E
1130 DATA ED,B0,C7,01
1140 DATA 89,7F,ED,49,4A3
1150 DATA 0B,78,B1,20
1160 DATA FB,C9,06,F4,412
1170 DATA ED,79,06,F6
1180 DATA ED,78,F6,C0,57D
1190 DATA ED,79,E6,3F
1200 DATA ED,79,06,F4,4EB
1210 DATA ED,49,06,F6
1220 DATA 4F,F6,80,ED,4E4
1230 DATA 79,ED,49,C9
1240 DATA D9,05,C2,37,44F
1250 DATA 9F,13,13,13
1260 DATA 13,18,00,7B,17E

```

```

1270 DATA FE,F4,20,19
1280 DATA 21,6D,9F,22,37A
1290 DATA FE,9D,23,D9
1300 DATA 3E,0E,C3,0D,3B3
1310 DATA 9E,D9,21,E2
1320 DATA 9E,22,FE,9D,4D5
1330 DATA 29,1E,E8,18
1340 DATA 01,00,16,05,163
1350 DATA 7B,D6,E8,A7
1360 DATA 1F,A7,1F,4F,414
1370 DATA 06,00,21,C5
1380 DATA 9F,09,7E,6F,281
1390 DATA 01,C9,9F,26
1400 DATA 00,29,29,09,1EA
1410 DATA 4F,3E,50,91
1420 DATA 4F,06,09,7A,246
1430 DATA 16,C6,C3,33
1440 DATA 9F,D9,C3,0D,41A
1450 DATA 9E,78,32,63
1460 DATA 9F,06,01,7E,2CF
1470 DATA 12,13,23,7E
1480 DATA 12,13,23,7E,18C
1490 DATA 12,13,23,7E
1500 DATA 12,1B,1B,1B,129
1510 DATA 7A,C6,08,57
1520 DATA 23,0D,20,07,1F6
1530 DATA 21,C9,9F,10
1540 DATA E2,18,05,C8,360
1550 DATA 10,DD,18,00
1560 DATA 06,00,3E,06,14F
1570 DATA 3E,06,00,D9
1580 DATA C3,0D,9E,D9,364
1590 DATA 21,C5,9F,06
1600 DATA 02,7E,E6,07,2F8
1610 DATA 28,03,35,18
1620 DATA 05,1E,20,16,0D1
1630 DATA 40,3D,23,10
1640 DATA F0,06,03,1C,1C5
1650 DATA 3E,08,35,F2
1660 DATA A0,9F,3E,05,2EF
1670 DATA 36,4F,1C,2B
1680 DATA 35,F2,A0,9F,332
1690 DATA 3E,02,36,4F
1700 DATA 2B,35,26,00,14B
1710 DATA 2E,E0,21,00
1720 DATA 9E,22,FE,9D,38A
1730 DATA D9,C3,0D,9E
1740 DATA 21,CA,9F,11,3E2
1750 DATA 00,BE,01,21
1760 DATA 00,ED,B0,21,29E
1770 DATA EA,9F,11,45
1780 DATA 9C,01,15,00,291
1790 DATA ED,B0,C9,4E
1800 DATA 49,43,4E,30,3BB
1810 DATA 08,34,54,68
1820 DATA 21,71,07,36,1C7
1830 DATA 00,21,F9,5B
1840 DATA 36,C9,21,4A,2DF
1850 DATA 3D,36,00,23
1860 DATA 36,00,D9,E1,286
1870 DATA 31,F8,BF,E5
1880 DATA CD,09,B9,CD,529

```

```

1890 DATA 03,B9,FB,C9
1900 DATA 0A,00,49,9C,36F
1910 DATA 7E,FD,7E,FD
1920 DATA 18,00,00,5B,369
1930 DATA 00,00,2A,9E
1940 DATA D0,70,00,00,208
1950 DATA 00,40,00,00
1960 DATA 00,00,00,00,040
1970 l=10:n=8:a=&9CF6
1980 RESTORE 10
1990 WHILE l<1960:
      GOSUB 2000: WEND:
      GOTO 2100
2000 cs=0
2010 FOR x=1 TO n:READ v$
2020 v=VAL("&"+v$)
2030 POKE a,v:cs=cs+v
2040 a=a+1:NEXT:READ c$
2050 c=VAL("&"+c$)
2060 IF c<>cs THEN
      PRINT"Data Error in
      line",l;"or":l+10:END
2090 l=1+20:RETURN
2100 MODE 1:LOCATE 1,11:
      INPUT"Infinite lives ?",a$
2110 IF UPPER$(a$)<>"Y" THEN
      POKE &9FCD,0
2120 INPUT"No time limit for
      jamming missiles ?",a$
2140 IF UPPER$(a$)<>"Y" THEN
      POKE &9FD2,0:POKE &9FD3,0
2150 INPUT"No attacking
      fighter from behind ?",a$
2160 IF UPPER$(a$)<>"Y" THEN
      POKE &9FD7,0:POKE &9FDA,0
2170 MODE 0:BORDER &1A
2180 FOR a=0 TO 15:READ a$
2190 INK a,VAL("&"+a$):NEXT
2200 DATA 0d,00,1a,12
2210 DATA 18,14,02,09
2220 DATA 06,0e,0d,0a
2230 DATA 0f,00,00,00
2240 PAPER 2:PEN 0
2250 CALL &9CF6

```

Zoids

Here is an unusual poke from Stephen Basford of Crewe, Cheshire. The listing below will load in a saved game from Zoids and alter it to give you maximum power, bullets and so on when you reload it into the actual Zoids game.

```

1 ' Zoids
2 ' by Stephen Basford
3 ' 225
10 MODE 1:MEMORY 28478
20 FOR c=42000 TO 42006
30 READ d:POKE c,d:NEXT
40 PRINT"Position tape to load a
      ZOIDS SAVED GAME"
50 PRINT:CALL 42000
60 POKE 28502,255:POKE 28503,255:POKE

```

```

28504,255:POKE 28507,255: POKE
28509,255
70 PRINT"Position tape to save new
game and press a key"
80 call &bb18:save
"zoidprog.",b,28479,1094
90 END
100 DATA 17,63,111,205,119,188,201

```

And a Mike Wong poke to give you invulnerability and a choice of which Zoid to start the game in. (Method 1)

```

1 ' Zoids - tape
2 ' by Mike Wong
3 ' 226
10 DATA 3e,00,32,5a
20 DATA 2d,af,67,6f
30 DATA 32,de,4f,22
40 DATA df,4f,32,a4
50 DATA 4a,22,a5,4a
60 DATA 32,ee,62,32
70 DATA 83,50,c3,03
80 DATA 2d
90 DATA 21,40,20,11
100 DATA 40,00,01,37
110 DATA 02,ed,b0,21
120 DATA 74,02,36,0f
130 DATA 23,36,85,21
140 DATA 40,00,e5,21
150 DATA 00,bb,e5,21
160 DATA 37,02,e5,**
170 DATA 21,07,b8,e5
180 DATA 21,bb,02,e5
190 DATA f1,21,ea,b1
200 DATA 11,d9,b1,f3
210 DATA c9,*
220 DATA 21,1f,b1,e5
230 DATA 21,bb,02,e5
240 DATA f1,21,e5,b7
250 DATA 11,d4,b7,f3
260 DATA c9,*
270 MEMORY &2000:n=&BE00
280 READ a$
290 IF a$="*" THEN 340
300 IF a$="**" THEN 360
310 a=VAL("&"a$)
320 c=c+a:POKE n,a
330 n=n+1:GOTO 280
340 IF PEEK(&AC01)=&C9 THEN 280
350 RESTORE 220:GOTO 280
360 PRINT"1 - Spiderzoid"
370 PRINT"2 - Scorpozoid"
380 PRINT"3 - Trooperzoid"
390 PRINT"4 - Tank"
400 PRINT"5 - Great Gorgon"
410 PRINT"6 - Mighty Zoidzilla"
420 INPUT"Choose zoid (1-6)";n
430 n=n-1:POKE &BE01,n
440 LOAD"":CALL &3A6A
450 LOAD"!";&2040:CALL &BE1D

```

Vixen

The whip-wielding heroine of Martech's scrolling whip-em-up is given infinite lives courtesy of – you guessed it, Phil Howard. (Method 1)

```

1 ' Vixen - tape
2 ' by Phil Howard
3 ' 227
10 DATA 00,2a,0f,bc,22,1d
20 DATA bd,21,0e,bc,36,c3
30 DATA 23,36,15,23,36,be
40 DATA c3,12,32,3e,00,cd
50 DATA 1c,bd,3a,00,be,3c
60 DATA 32,00,be,fe,02,c0
70 DATA 21,2b,be,22,55,34
80 DATA c9,dd,21,5b,aa,11
90 DATA 00,01,cd,ea,a9,21
100 DATA 3e,be,22,20,ab,c3
110 DATA 85,aa,3e,a7,32,14
120 DATA 35,c3,b0,33
130 MEMORY &3000:y=0
140 FOR x=&BE00 TO &BE45
150 READ a$:a=VAL("&"a$)
160 POKE x,a:y=y+a:NEXT
170 IF y<&1A1E THEN 200
180 LOAD""
190 CALL &BE00
200 PRINT"Data error"

```

Ranarama

Phil Howard's been busy again and his usual style of fair play has come up with a Method 1 poke that shows the rate of energy loss in Ranarama. This one's for the tape version – disc version below.

```

1 'Ranarama - tape
2 'by Phil Howard
3 '228
10 DATA 21,00,9a,e5,01,00
20 DATA 02,c5,3e,ee,aa,77
30 DATA 23,c1,0b,78,b1,20
40 DATA f4,21,37,9a,36,c3
50 DATA 23,36,28,23,346,3e
60 DATA 21,,1e,9a,,e3,e9,50
70 DATA 2e,46,2e,48,21,8c
80 DATA 79,36,00,c3,b5,,5a
90 MEMORY &3000:Y=0
100 FOR x= &BE00 TO &BE2F
110 READ A$:AA=VAL("&"A$)
120 POKE x,a:y=y+NEXT
130 IF y<&1275 THEN 160
140 LOAD"rana";LOAD"!
150 CALL&BE00
160 PRINT"Data error"

```

Niall Brady of Sligo makes Hewson's game of monster bashing much easier by giving you infinite health; and in the ritual combat you only have two letters to swap rather than eight. Just type in the poke and run it with the Ranarama disk in the drive.

```

1 ' Ranarama - disk
2 ' By Niall Brady
3 ' 229
10 DATA 01,1D,01,21,040
20 DATA 0F,50,11,00,070
30 DATA 50,06,FF,1A,16F
40 DATA AE,77,23,13,15B
50 DATA 10,F9,3A,07,14A
60 DATA 40,3D,32,07,0B6
70 DATA 40,32,07,50,0C9
80 DATA 06,50,ED,43,186
90 DATA 01,40,06,00,047
100 DATA ED,43,01,50,181
110 DATA A7,20,D8,3E,1DD
120 DATA BF,21,2C,50,15C
130 DATA 77,2B,AF,77,1C8
140 DATA 21,1F,50,11,0A1
150 DATA 5E,40,01,00,09F
160 DATA 02,ED,B0,3E,1DD
170 DATA 01,01,7E,FA,17A
180 DATA ED,79,3E,01,1A5
190 DATA CD,0E,BC,06,19D
200 DATA FF,76,10,FD,282
210 DATA F3,21,5C,40,1B0
220 DATA 11,1D,00,01,02F
230 DATA 00,01,ED,B0,19E
240 DATA C3,1D,00,3E,11E
250 DATA 79,20,4E,42,129
260 DATA 20,28,43,29,0B4
270 MEMORY &2000
280 a=&3FFD:l=10
290 WHILE l<270:
GOSUB 550:WEND
300 LOAD"DISC",&4FB8
310 a=&BF00:l=330
320 WHILE l<370:
GOSUB 550:WEND
330 DATA 21,52,99,3E,14A
340 DATA C0,77,3E,63,1D8
350 DATA 23,77,C3,00,15D
360 DATA 99,00,00,00,099
370 a=&BE80:l=390
380 WHILE l<540:
GOSUB 550:WEND
390 DATA 21,8E,BE,11,17E
400 DATA 00,BF,01,40,100
410 DATA 00,ED,B0,C3,260
420 DATA 00,BF,01,7E,13E
430 DATA FA,AF,ED,79,30F
440 DATA 01,89,7F,ED,1F6
450 DATA 49,21,00,00,06A
460 DATA 11,00,00,01,012
470 DATA 00,02,ED,B0,19F
480 DATA 01,8D,7F,ED,1FA
490 DATA 49,21,91,79,174
500 DATA AF,77,23,77,1C0
510 DATA 23,77,21,65,120
520 DATA 65,77,C3,B5,254
530 DATA 5A,00,00,00,05A
540 CALL &3FFD
550 cs=0:FOR x=1 TO 4
560 READ v$

```

```

570 v=VAL("&"+v$):POKE a,v
580 cs=cs+v:a=a+1:NEXT
590 READ c$:c=VAL("&"+c$)
600 IF c<>cs THEN PRINT"Data
      error in line ",1:END
620 l=l+10:RETURN

```

Shanghai Karate

Mike Wong sent in a poke for the martial arts game. It allows you to choose the number of lives for player 1 and 2. In the single player game the computer is player 2 so you can progress more easily.

(Method 1)

```

1 ' Shanghai Karate - tape
2 ' by Mike Wong
3 ' 230
10 MEMORY &1FFF
20 PRINT"How many lives for:"
30 INPUT" player 1";x
40 INPUT" player 2";y
50 LOAD""
60 CALL &7500
70 CALL &77E0
80 LOAD"! "
90 LOAD"! "
100 POKE &417F,&8F
110 POKE &41CC,&B3
120 POKE &422C,&F9
130 FOR n=&BE00 TO &BE23
140 READ a$:a=VAL("&"+a$)
150 POKE n,a:c=c+a:NEXT
160 IF c<>2676 THEN 290
170 POKE &BE0F,x
180 POKE &BE14,y
190 CALL &4005
200 DATA 3e,c3,21,0e
210 DATA be,32,7e,ae
220 DATA 22,7f,ae,c3
230 DATA 00,ac,3e,00
240 DATA 32,fd,06,3e
250 DATA 00,32,a6,07
260 DATA 21,01,07,36
270 DATA 00,23,36,00
280 DATA 23,36,00,c9
290 PRINT"Error"

```

Rasterscan

Julian Page of Shrewsbury has sent in this poke for a variety of things in Mastertronic's Rave game. (Method 1)

```

1 'Rasterscan - Tape
2 'By Julian Page
3 '231
9 'Don't remove!
10 DATA 21,00,40,3E
20 DATA 16,E5,E5,F5
30 DATA CD,A1,BC,F1
40 DATA D1,E1,E5,CD
50 DATA A1,BC,21,25
60 DATA BF,22,24,40
70 DATA C9,42,52,41

```

```

80 DATA 58,58,5B,48
90 DATA 41,43,4B,45
100 DATA 52,21,19,BF
110 DATA 11,F7,0B,01
120 DATA 0C,00,ED,B0
130 DATA ED,62,AF
139 'Infinite power
140 DATA 32,DF,48
149 'Locks auto-open
150 DATA 22,D5,3E
159 'No nasty music
160 DATA 32,FD,14
170 DATA 22,FE,14
179 'No music bug
180 DATA 22,07,15
190 DATA 32,09,15
199 'Invulnerability
200 DATA 21,62,15
210 DATA 22,F6,0C
219 'Don't remove!
220 DATA C3,FD,03,JPS
230 X=&BF00:MODE 1
240 READ A$
250 IF A$="JPS" THEN 280
260 POKE X,VAL("&"+A$)
270 X=X+1:GOTO 240
280 FOR X=&BF00 TO &BF32
290 C=C+PEEK(X):NEXT X
300 IF C<>&16E6 THEN 320
310 CALL &BF00
320 PRINT"DATA ERROR"

```

Prohibition

The cassette version of Infogrames shoot-em-up is another on the Julian Page hit list. Infinite things. (Method 1.)

```

1 'Prohibition-tape
2 'By Julian Page
3 '232
10 DATA 21,0D,40,11
20 DATA 40,00,D5,01
30 DATA 64,00,ED,B0
40 DATA C9,DD,7E,00
50 DATA 32,00,00,11
60 DATA 80,3F,21,00
70 DATA C0,E5,CD,A0
80 DATA 00,21,E6,00
90 DATA 11,00,40,D5
100 DATA CD,A0,00,D1
110 DATA D5,E1,CD,A0
120 DATA 00,21,00,80
130 DATA 11,00,20,D5
140 DATA CD,A0,00,D1
150 DATA E1,E5,D5,CD
160 DATA A0,00,F3,C1
170 DATA E1,11,00,A0
180 DATA ED,B0,3A,00
190 DATA 00,47,CB,40
200 DATA 28,0B,21,69
210 DATA 0B,36,00,23
220 DATA 36,18,23,36
230 DATA 01,CB,48,28

```

```

240 DATA 04,AF,32,8E
250 DATA 19,CB,50,28
260 DATA 05,3E,B7,32
270 DATA B1,0F,C3,75
280 DATA 09,AF,C3,A1
290 DATA BC,00,00,00
300 FOR X=&4000 TO &4073
310 READ A$:A=VAL("&"+A$)
320 POKE X,A:C=C+A
330 NEXT X:MODE 1
340 IF C=&2BA8 THEN 360
350 PRINT"DATA ERROR":END
360 C=1:X=0:DEFSTR A,B
370 A="INFINITE LIVES"
380 GOSUB 460
390 A="GUNMEN CAN'T FIRE"
400 GOSUB 460
410 A="ENDLESS HIDE-TIME"
420 GOSUB 460
430 INK 0,3:INK 1,26
440 INK 2,13:INK 3,0
450 CALL &4000,X
460 CLS:PRINT A:B=""
470 WHILE B=""
480 B=UPPER$(INKEY$)
490 WEND
500 X=X OR C*-(B="Y")
510 C=C*2:RETURN

```

For the disk version, a three-man team has produced a poke - which provides as many lives as you want - for the Infogrames fast scrolling, shoot-em-up. Gavin Forward unearthed the lives location for the 6128 side of the disk, GBH did the same for the 464/664 version and RpM wrote the loader.

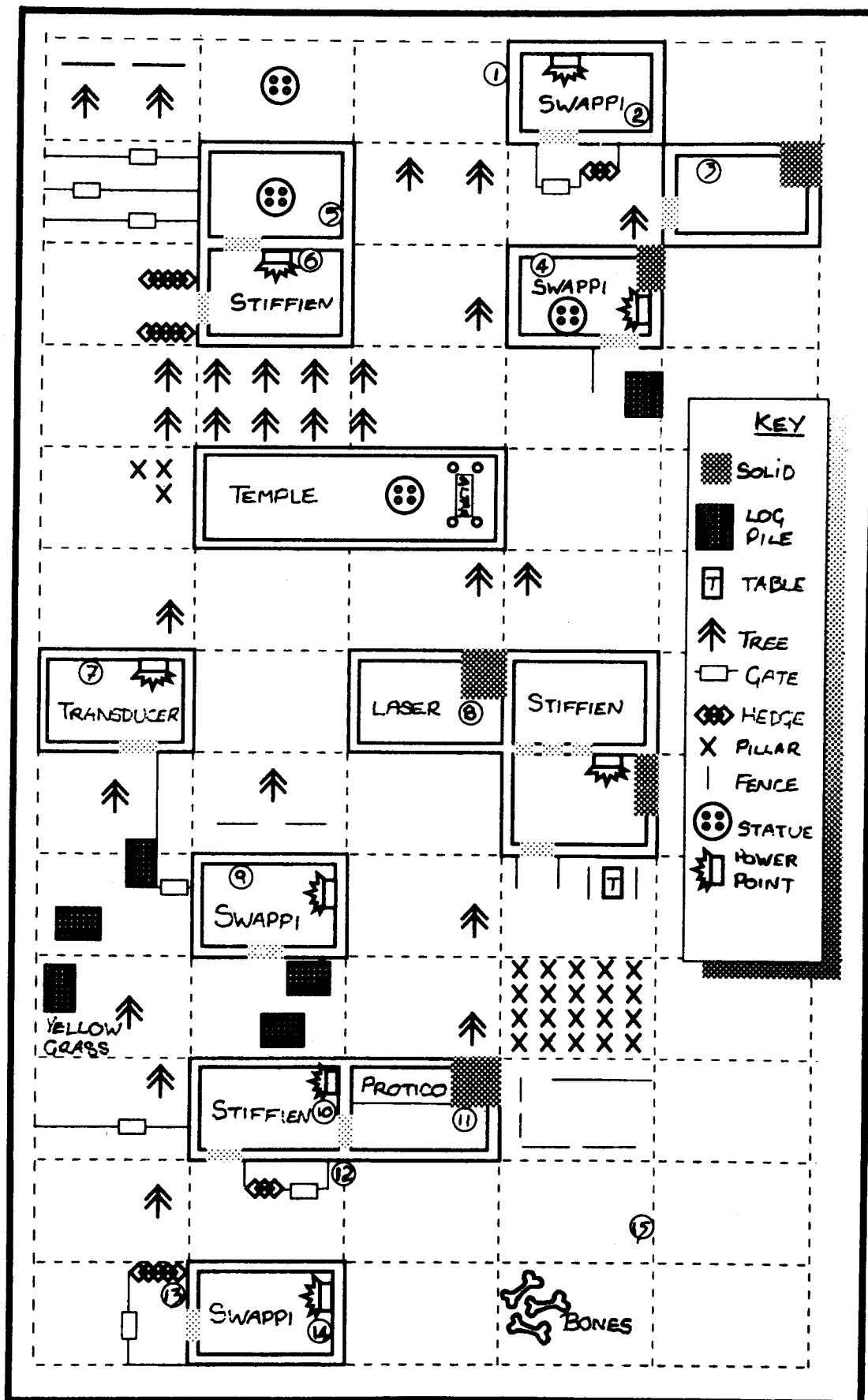
The poke asks you for the number of lives you want. This should be between zero and 128. Insert the correct version of Prohibition into your machine. Loading will take place automatically.

```

1 ' Prohibition - disk
2 ' by Gavin Forward, GBH & RpM
3 ' 233
10 DATA DD,7E,00,32,83,90,2A0
20 DATA 2A,42,BE,11,14,00,14F
30 DATA 19,36,03,0E,07,CD,134
40 DATA 0F,B9,11,00,09,21,103
50 DATA 00,40,0E,92,CD,66,213
60 DATA C6,3A,00,40,FE,3D,27B
70 DATA 20,2F,3A,83,90,32,1CE
80 DATA FE,40,CD,4E,C6,79,398
90 DATA FE,93,20,2E,E5,2A,2EE
100 DATA 42,BE,11,14,00,19,13E
110 DATA 36,02,E1,11,00,01,12B
120 DATA 0E,46,CD,66,C6,D5,322
130 DATA 11,60,40,CD,76,90,284
140 DATA D1,CD,4E,C6,C3,B2,427
150 DATA C1,0E,93,CD,66,C6,35B
160 DATA 3A,83,90,32,94,42,255
170 DATA 18,CA,16,0B,0E,91,1A2

```


GETDEXTER 2



```

180 DATA CD,66,C6,D5,11,0C,2EB
190 DATA 40,CD,76,90,D1,CD,3B1
200 DATA 4E,C6,18,DC,E5,C5,3B2
210 DATA 21,84,90,01,73,00,1A9
220 DATA ED,B0,C1,E1,C9,00,408
230 DATA 20,20,20,20,20,20,0C0
240 DATA 54,48,41,4E,4B,53,1C9
250 DATA 20,54,4F,20,47,41,16B
260 DATA 56,49,4E,20,46,4F,1A2
270 DATA 52,57,41,52,44,20,1A0
280 DATA 46,4F,52,20,46,49,196
290 DATA 4E,44,49,4E,47,20,190
300 DATA 54,48,45,20,36,31,168
310 DATA 32,38,20,50,4F,4B,174
320 DATA 45,2C,20,47,42,48,162
330 DATA 20,46,4F,52,20,46,16D
340 DATA 49,4E,44,49,4E,47,1B9
350 DATA 20,34,36,34,2F,36,123
360 DATA 36,34,20,50,4F,4B,174
370 DATA 45,20,41,4E,44,20,158
380 DATA 52,70,4D,20,46,4F,1C4
390 DATA 52,20,54,48,45,20,173
400 DATA 43,4F,44,49,4E,47,1B4
410 DATA 20,20,20,20,20,20,0C0
420 n=6:a=&9000:L=10:WHILE L<420:
  GOSUB 430:WEND:GOTO 470
430 cs=0:FOR x=1 TO n:READ v$:
  v=VAL("&"v$):POKE a,v
440 cs=cs+v:a=a+1:NEXT:READ c$:
  c=VAL("&"c$)
450 IF c<>cs THEN PRINT"DATA
  ERROR IN LINE",L:END
460 L=L+10:RETURN
470 INPUT"Lives (0-128) ",lv
480 PRINT"Insert Prohibition"
490 PRINT"Press a key..."
500 CALL &BB18:CALL &9000,lv

```

Get Dexter II

Map Judith Baxter of Keighley presents this excellent map and playing guide for Infogrames' Rave game.

The numbers on the map refer to the following:

1. Swappi News. Pay attention to your Ouaks! A Stiffien changes their behaviour: in his hands they become frenetic.
2. What are our origins?
3. Four well placed statuettes can free the Great Swappi.
4. The big book tells how the Great Swappi guided his people to Kef.
5. The transducer is a flat machine.
6. The round fruit has curative properties.
7. The yellow grass must be combined with another ingredient.
8. You have to combine two objects on a transducer so that it works.
9. Ill! We are ill. The doctor

prescribed an excellent potion. Yes, but where to find it?

10. Ouaks like bones.
11. The Protico is a kit in three parts.
12. Mad Ouak.
13. Place for my Ouak.
14. Lost: Nice little Ouak, with a sane mind. Please return him in good health.
15. All Swappis practice bartering (even the greatest one..

Solution 1. To cure sick Swappis bump into one of the large droopy trees and put the orange fruit that falls out of it onto the transducer. Now find some yellow grass and put that onto the transducer with the fruit: they combine to make the potion. Give this potion to one of the sick Swappis.

2. Take the protico to the "place for my Ouak" and reassemble it outside the door. Take bones to the "Mad Ouak" and use them to make a trail to the protico. By removing the bone nearest the Ouak and placing it nearer to the protico you should be able to lead the Ouak home. Place the final bone under the protico and try to get the Ouak to go under it.

3. Place the four statuettes on the four plinths around the altar. As soon as the spirit of the Great Swappi appears give it some object and in return it will give you the big red book. Take this to the house that wants to know its origins.

4. Turn right into the cave and you will find the secret door to Antines open. The passage through is fairly straightforward, but deal with the nasties as soon after entering a room as possible. Destroy the robot with a well aimed stick of dynamite.

Use the pink and grey squares to cross the electrified floor. In the room full of electronic beams take a spare statue and jump off the pile of books into the first square; from there just move down to the bottom of the screen, drop the statue and use it to jump over into the section with two statues.

Take one of them to the top of that row, and use it jump over to the door.

5. In the room with the barrage of electric devices don't bother trying to get over them, but instead walk through the green screen.

It's straight into the room with the tomb then, repeat the series of notes you hear by walking up to the correct pyramids. The colours help as well. Sit back and watch!

Pokes The first, on tape, gives you infinite energy. It uses Method 1.

```

1 ' Get Dexter - tape
2 ' by Phil Howard
3 ' 234
10 DATA 21,22,b2,06,c3,e5,c5,21
20 DATA 97,c2,e5,c5,21,5e,02,06
30 DATA cf,e5,c5,21,ff,bb,06,08
40 DATA e5,c5,21,55,7b,3e,04,11
50 DATA 05,7c,c1,fd,e1,f5,cd,13
60 DATA 79,38,fb,f1,3d,20,f0,21
70 DATA 5e,7b,36,fa,21,4e,40,11
80 DATA fb,7b,01,13,00,ed,b0,f3
90 DATA 21,55,7b,11,31,b9,01,c0
100 DATA 00,ed,b0,c3,31,b9,21,16
110 DATA b3,36,e2,23,36,b9,c3,12
120 DATA b3,21,d1,7e,36,00,c3,da
130 DATA 6b
140 MEMORY &3000
150 FOR x=&4000 TO &4060
160 READ a$
170 POKE x,VAL("&"a$)
180 NEXT
190 LOAD""
200 POKE &7924,c9
210 MODE 0
220 CALL &4000

```

Peter Featherstone of Leeds has hacked into Infogrames' game. It gives you 99% thrust and infinite energy in the first part of the game. You can then go on to the second half of the game. Put the disk in the drive and run the poke.

```

1 'Get Dexter II - disk
2 'by Peter Featherstone
3 '235
10 |A
20 MODE 0
30 OPENOUT "d":MEMORY &3E7
40 LOAD "pandora.key",&3E8
50 FOR f=&BE80 TO &BFFF
60 READ a$:IF a$="*" THEN 90
70 POKE f,VAL("&"a$)
80 NEXT f
90 CALL &BE80
100 DATA 21,99,be,11,e8,03
110 DATA 01,0d,00,ed,b0,21
120 DATA a6,be,11,00,03,01
130 DATA 14,00,ed,b0,c3,e8
140 DATA 03,af,cd,3b,06,32
150 DATA 4d,05,cd,ab,04,cd
160 DATA 00,03
170 'Infinite energy
180 DATA af,32,ca,14
190 DATA 3e,c9,32,b9,14
200 '99% thrust
210 DATA 3e,99,32,14,4f
220 DATA c9,70,68,65,77,21
230 DATA *
240 END

```

Outrun

Mike Wong of Sale has come up with a poke for the tape version of US Gold's game. You get either infinite time or a time from 10-99 seconds. Method 1.

```
1 'Outrun - tape
2 'by Mike Wong
3 '236
10 MODE 2: MEMORY &3217
20 x=&BECD:y=x+1
30 FOR n=&BE80 TO &BED8
40 READ a$:a=VAL("&"a$)
50 POKE n,a:c=c+a:NEXT
60 IF c<>8691 THEN 330
70 INPUT"Inf time (y/n)";a$
80 IF a$="n" THEN 110
90 POKE x,&37
100 POKE y,&30:GOTO 170
110 INPUT "Time limit (10-99 sec)::a
120 a$=STR$(a)
130 POKE x,&30+VAL(MID$(a$,2,1))
140 POKE y,&30+VAL(RIGHT$(a$,1))
150 FOR n=&BECB TO &BECB
160 POKE n,0:NEXT
170 LOAD"":CALL &BE80
180 DATA 2A,0F,BC,22,D7,BE
190 DATA 21,0E,BC,36,C3,23
200 DATA 36,94,23,36,BE,C3
210 DATA 18,32,AF,CD,D6,BE
220 DATA 3A,D5,BE,3C,32,D5
230 DATA BE,FE,02,C0,21,A9
240 DATA BE,22,5B,34,C9,DD
250 DATA 21,5B,AA,11,00,01
260 DATA CD,EA,A9,21,BC,BE
270 DATA 22,0A,AB,C3,85,AA
280 DATA 21,B0,20,36,00,23
290 DATA 36,00,23,36,00,21
300 DATA 26,21,36,00,21,39
310 DATA 39,22,74,03,C3,00
320 DATA 01,00,CF,53,50
330 PRINT "Error..."
```

And a disk poke for US Gold's racing game for infinite time or a longer time limit. Type in the poke and then RUN it with the Outrun disk in the drive.

```
1 ' Outrun-disk
2 ' by Mike Wong
3 ' 237
10 MODE 2:MEMORY &7FFF:z=270
20 FOR n=&8000 TO &8120
STEP 16
30 FOR p=0 TO 15
40 READ a$:b=VAL("&"a$)
50 POKE n+p,b:c=c+b
60 NEXT:READ x$
70 d=VAL("&"x$)
80 IF c<>d THEN 260
90 z=z+30:c=0:NEXT
100 INPUT"Infinite time (y/n)";a$
110 IF a$="n" THEN 140
120 POKE &80E1,&37
```

```
130 POKE &80E2,&30:GOTO 240
140 INPUT"How many seconds
(0-99)";a
150 IF a>10 THEN 190
160 POKE &80E1,&30
170 POKE &80E2,a+&30
180 GOTO 220
190 a$=STR$(a)
200 POKE &80E1,&30+
VAL(MID$(a$,2,1))
210 POKE &80E2,&30+
VAL(RIGHT$(a$,1))
220 FOR n=&80D0 TO &80DF
230 POKE n,0:NEXT
240 PRINT"Insert OUTRUN disc...":CALL
&BB18
250 CALL &8000:END
260 PRINT"Error in line"; z; "-";
z+20:END
270 DATA cd,1c,81,21,0c,80
280 DATA 22,14,01,c3,00,01
290 DATA 31,fa,bf,cd,5c9
300 DATA ee,80,21,85,1c,0e
310 DATA 23,cd,06,81,3e,4c
320 DATA 32,a2,4c,32,591
330 DATA a5,4c,3e,c3,32,fd
340 DATA 4f,21,2d,80,c3,10
350 DATA 81,21,a8,1c,677
360 DATA 0e,13,cd,06,81,3e
370 DATA 4c,32,ba,4c,21,40
380 DATA 80,c3,10,81,56c
390 DATA 21,bb,1c,0e,0e,cd
400 DATA 06,81,3e,4c,32,c7
410 DATA 4c,21,53,80,52b
420 DATA c3,10,81,21,61,80
430 DATA 22,e7,1c,3e,56,21
440 DATA d5,1c,c3,19,5fd
450 DATA 81,21,6f,80,22,2e
460 DATA 1d,3e,7a,21,0e,1d
470 DATA c3,19,81,21,480
480 DATA 7d,80,22,5e,1d,3e
490 DATA 21,21,3e,1d,c3,19
500 DATA 81,21,63,1d,473
510 DATA 0e,0d,cd,06,81,3e
520 DATA 4d,32,6e,4d,21,96
530 DATA 80,22,fe,4f,58d
540 DATA 21,39,20,c3,63,4d
550 DATA 21,7c,1d,0e,11,cd
560 DATA 06,81,3e,4d,4a5
570 DATA 32,8c,4d,21,b1,80
580 DATA 22,fe,4f,3e,61,21
590 DATA 7c,4d,c3,19,631
600 DATA 81,21,aa,1d,11,80
610 DATA a9,01,8f,02,ed,b0
620 DATA 21,80,be,22,653
630 DATA 5c,aa,21,d0,80,11
640 DATA 80,be,01,1a,00,ed
650 DATA b0,c3,d5,a9,7bf
660 DATA 21,ae,20,36,00,23
670 DATA 36,00,23,36,00,21
680 DATA 23,21,36,18,28a
690 DATA 21,39,39,22,96,03
```

```
700 DATA c3,00,01,53,50,c3
710 DATA 00,01,21,85,41f
720 DATA 1c,11,85,6c,01,c0
730 DATA 03,ed,b0,c9,21,85
740 DATA 6c,11,85,1c,60c
750 DATA 01,c0,03,ed,b0,c9
760 DATA 06,00,7c,c6,30,57
770 DATA 5d,ed,b0,c9,7bc
780 DATA 22,fe,4f,cd,fa,80
790 DATA c3,85,4c,ed,4f,e9
800 DATA 21,00,01,11,7a2
810 DATA 00,00,0e,41,df,28
820 DATA 81,c9,3c,c0,07,00
830 DATA 00,00,00,00,3a3
840 END
```

Thundercats

Here's a poke for infinite lives on Elite's Rave game. Use Method 1.

```
1 ' Thundercats - tape
2 ' by GBH
3 ' 238
10 OPENOUT"!
20 MEMORY &7CF
30 CLOSEOUT
40 LOAD"tcats"
50 POKE &8E3,0
60 POKE &8E4,&BE
70 FOR n=0 TO 13:READ a$
80 POKE &BE00+n,VAL("&"a$)
90 NEXT
100 CALL &7D0
110 DATA e5,21,00,00,22,33,78
120 DATA 22,34,78,e1,c3,d6,69
130 END
```

Next, Elite's chop-em-up gets poked on disc by Julian Page of Shrewsbury. Type in the poke, but leave out any lines that you don't want to use. RUN it with the disk in the drive.

```
1 'Thundercats - disk
2 'By Julian Page
3 '239
4 'Leave out unwanted lines
5 'Don't remove lines 10-80
10 DATA 45,4C,49,54,45,2E,1A1
20 DATA 42,49,4E,21,4B,9B,1E0
30 DATA 36,09,C3,5F,85,21,207
40 DATA 80,BE,11,00,80,06,1D5
50 DATA 09,CD,77,BC,EB,CD,3C1
60 DATA 83,BC,E5,CD,7A,BC,427
70 DATA 21,AB,BE,22,12,09,1C7
80 DATA C9,0C9
90 'Death brings next level
100 DATA 3E,B9,32,04,81,1AE
110 '9 lives at start
120 DATA 3E,09,32,7A,78,16B
130 'No limit to extra lives
140 DATA 3E,FF,32,AB,79,293
150 'Lives bonus gives 9 lives
160 DATA 21,89,BE,11,A6,21F
```

```

170 DATA 79,01,08,00,ED,B0,21F
180 'Bonus always gives life
190 DATA AF,32,CA,9A,245
200 'Fewer creatures
210 DATA AF,32,3A,82,19D
220 'No creatures at all
230 DATA 3E,C9,32,51,81,20B
240 'Invulnerable to creatures
250 DATA AF,ED,62,32,E1,97,3A8
260 DATA 22,E2,97,32,54,9A,2BB
270 DATA 22,55,9A,111
280 'Invulnerable to Mumm-Ra
290 DATA AF,32,26,99,1A0
300 'Bonus Pts give laser gun
310 DATA 21,D4,9A,36,3E,23,226
320 DATA 36,03,23,36,77,ED,1F6
330 DATA 62,22,DA,9A,22,E1,9A,395
340 'LionO walks on water
350 DATA 3E,18,32,8A,7B,18D
360 'LionO floats after jump
370 DATA 3E,C3,32,01,7D,1B1
380 'LionO flies!
390 DATA ED,62,AF,22,85,2A5
400 DATA 7B,32,87,7B,1AF
410 'Do not remove!
420 DATA C3,D6,69,JPS
430 L=10
440 READ A$:IF A$="JPS" THEN
    GOTO 500
450 IF LEN(A$)<3 THEN 480
460 CK=VAL("&"A$):IF CK<>C THEN
    GOTO 550
470 C=0:GOTO 440
480 V=VAL("&"A$):POKE X,V
490 C=C+V:X=X+1:GOTO 440
500 MODE 1:CALL &BBFF
510 PRINT"INSERT DISC THEN"
520 PRINT"PRESS ANY KEY !!"
530 CALL &BB03:CALL &BB06
540 CALL &BE91
550 PRINT"DATA ERROR"

```

Metal Army

Poke Phil Howard has been at it again, this time giving Players' budget game infinite power and lives. (Method 1)

```

1 ' Metal Army-tape
2 ' By Phil Howard
3 ' 240
10 DATA 21,0a,ad,36,c3,23
20 DATA 36,0e,23,36,be,c3
30 DATA 00,ac,c4,14,ac,3e
40 DATA 00,32,8f,87,32,62
50 DATA 73,fb,c9,21,7f,41
60 DATA 36,8f,21,cc,41,36
70 DATA b3,21,2c,42,36,f9
80 DATA c3,05,40
90 MEMORY &3000:y=0
100 FOR x=&be00 TO &be2c
110 READ a$:a=VAL("&"a$)
120 POKE x,a:y=y+a:NEXT
130 IF y<>&1116 THEN 160

```

```

140 LOAD""
150 CALL &belb
160 PRINT "DATA ERROR!"

```

Impact

Neil MacDougall of Chipping Sodbury has hacked into the disk version of Audiogenic's Rave game. It gives you either infinite lives or an extra one every 10,000 points. Type in the poke and run it with the Impact disk in the drive.

```

1 ' Impact - disk
2 ' By Neil MacDougall
3 ' 241
10 MEMORY &3E80
20 LOAD"usrint.bin",37550
30 POKE &9347,&80
40 POKE &9348,&BE
50 x=&BE80
60 READ a$
70 IF a$="*" THEN CALL 37550
80 a=VAL("&"a$)
90 POKE x,a
100 x=x+1
110 GOTO 60
120 REM Life every 10000 points
130 DATA 21,00,00,22,e1,6b
140 DATA 22,e2,6b
150 REM Infinite lives
160 DATA af,32,94,6f,3e,c3
170 DATA 32,95,6f
180 REM must leave in
190 DATA c3,fc,9c,**

```

Passwords He's also supplied the passwords to take you to the higher levels.

Level	Password
11	AMEN
21	BOOK
31	CROW
41	DOOR
51	EDGE
61	FALL
71	GATE
81	USER

Joe Blade

Mike Wong of Sale has hacked into Players' budget game to give you infinite time, keys and invulnerability. Bombs are also activated if you don't solve them and you can choose the number of hostages and bombs. (Method 1)

```

1 ' Joe Blade-tape
2 ' By Mike Wong
3 ' 242
10 MEMORY &3FFF:MODE 1
20 n=&BE00
30 READ a$
40 IF a$="*" THEN 130
50 IF a$<>"xx" THEN 80

```

```

60 INPUT"No. of bombs (1-6)";a
70 a=a+&30:GOTO 120
80 IF a$<>"yy" THEN 110
90 INPUT"No. of hostages (1-6)";a
100 GOTO 70
110 a=VAL("&"a$)
120 POKE n,a:n=n+1:GOTO 30
130 LOAD""
140 POKE &417F,&8F
150 POKE &41CC,&B3
160 POKE &422C,&F9
170 CALL &4005
180 REM data
190 DATA 3e,c3,32,4c
200 DATA ae,21,0e,be
210 DATA 22,4d,ae,c3
220 DATA 00,ac,af
230 REM inf ammo
240 DATA 32,5d,10
250 REM inf time
260 DATA 32,88,15,32,89,15
270 REM inf keys
280 DATA 32,84,12
290 REM activate bombs
300 DATA 32,f7,13
310 REM invulnerability
320 DATA 32,8e,0e,32,b6,0e
330 DATA 21,00,00,22,8f,0e
340 DATA 22,b7,0e
350 REM no. of bombs
360 DATA 3e,xx,32,16,0d
370 REM no. of hostages
380 DATA 3e,yy,32,10,0d
390 REM leave this
400 DATA c9,*

```

Miami Vice

Mike Wong has also had a go at Crocket and Tubbs to give them infinite energy in the disk version. Run the poke with the Miami Vice disk in the drive.

```

1 ' Miami Vice-disk
2 ' By Mike Wong
3 ' 243
10 p=&BE80
20 DATA 2a,9a,be,22
30 DATA 19,b9,21,92
40 DATA be,22,cd,a1
50 DATA cd,18,b9,c3
60 DATA 60,a1,3e,a7
70 DATA 32,52,03,c3
80 DATA 00,01
90 FOR n=0 TO 25
100 READ a$
110 a=VAL("&"a$)
120 POKE n+p,a
130 NEXT
140 POKE &BE9A,PEEK(&B919)
150 POKE &BE9B,PEEK(&B91A)
160 POKE &B919,&80
170 POKE &B91A,&BE
180 MEMORY &3EC8

```

```

190 PRINT"Insert MIAMI ";
200 PRINT"VICE disc..."
210 CALL &BB18
220 LOAD"miami"
230 CALL &3EC9

```

Star Wars

James Walker of Moortown has sent in this poke for infinite shields in Domark's shoot-em-up. Skip past the first file. (Method 2)

```

1 ' Star Wars-tape
2 ' By James Walker
3 ' 244
10 MODE 0
20 MEMORY &1fff
30 BORDER 0
40 FOR s=0 TO 15
50 READ a:INK s,a
60 NEXT
70 LOAD"!",&c000
80 LOAD"!",&2000
90 POKE &63da,0
100 FOR s=0 TO 15
110 INK s,0:NEXT
120 LOAD"!",&c000
130 POKE &d1a3,0
140 CALL &c1e6
150 DATA 0,26,6,20,26,10
160 DATA 2,11,26,13,15
170 DATA 23,26,24,16,23

```

Crazy Cars

Titus's car racing game has also been attacked by Mike Wong to give you infinite time and a choice of the number of stages in a level. Run it with the disk in the drive.

```

1 ' Crazy Cars-disk
2 ' By Mike Wong
3 ' 245
10 DATA 21,00,01,11
20 DATA 00,00,0e,41
30 DATA df,a6,be,af
40 DATA 32,83,01,21
50 DATA 98,be,22,89
60 DATA 01,c3,00,01
70 DATA 21,00,00,22
80 DATA a5,51,3e,09
90 DATA 32,9c,44,c3
100 DATA 00,40,3c,c0
110 DATA 07
120 FOR n=&BE80 TO &BEA8
130 READ a$:a=VAL("&"+a$)
140 POKE n,a:c=c+a:NEXT
150 IF c<>2985 THEN 350
160 INPUT"Inf time (y/n)";a$
170 IF a$="y" THEN 190
180 POKE &BE90,&9E
190 PRINT"No. of stages ";
200 INPUT"in a level (1-9)";a
210 IF a=C THEN 230
220 POKE &BE9F,a

```

```

230 PRINT"Insert CRAZY ";
240 PRINT"CARS disc..."
250 CALL &BB18
260 POKE &BDEE,&C9
270 MODE 0:BORDER 0
280 FOR n=0 TO 15:INK n,0
290 NEXT
300 LOAD"crazy.bin",&C000
310 FOR n=0 TO 15
320 INK n,PEEK(65500+n)
330 NEXT
340 CALL &BB18:CALL &BE80
350 PRINT"Error..."

```

Night Raider

Gremlin's flight simulator (tape) gets Wonged too. You take no damage from enemy fire and can't crash into the sea. (Method 1.)

```

1 'Night Raider-tape
2 ' by Mike Wong
3 ' 246
10 DATA 21,00,40,11,00
20 DATA 01,01,00,02,ed
30 DATA b0,21,34,03,22
40 DATA 05,01,c3,00,01
50 DATA af,32,aa,98,21
60 DATA 18,25,22,1b,77
70 DATA c3,30,41,53,50
80 DATA **
90 MEMORY &3FFF
100 LOAD"!",&4000
110 n=&320
120 READ a$
130 IF a$="**" THEN 170
140 a=VAL("&"+a$)
150 c=c+a:POKE n,a
160 n=n+1:GOTO 120
170 IF c<>2147 THEN 190
180 CALL &320
190 PRINT"Error..."

```

Nebulus

Tips Sam Walker of Minchinhampton has sent in some tips to get to the later stages of Hewson's Mastergame. Simply press the combination of keys during play to get you to the appropriate level first press Return and CLR and then:

Level	Keys
Slippery Slide	E,D
Swimmers Delight	R,F
Edge of Doom	U,J

Pokes Hewson's game of tower demolition gets infinite lives and time, courtesy of Mike Wong. (Method 1)

```

1 ' Nebulus-tape
2 ' By Mike Wong
3 ' 247
10 DATA 00,02,0a,0d

```

```

20 DATA 09,06,0b,14
30 DATA 0c,03,1a,0f
40 DATA 0a,18,14,12
50 DATA 21,00,c0,11
60 DATA 00,40,cd,71
70 DATA 00,21,00,01
80 DATA 11,00,80,cd
90 DATA 71,00,21,00
100 DATA c0,11,54,3b
110 DATA cd,71,00,af
120 DATA 32,ef,c4,32
130 DATA c7,c4,f3,21
140 DATA 00,c0,11,00
150 DATA 81,01,54,3b
160 DATA ed,b0,c3,00
170 DATA 01,3e,87,c3
180 DATA a1,bc
190 FOR n=0 TO 15
200 READ a$
210 a=VAL("&"+a$)
220 INK n,a:NEXT
230 MODE 0:BORDER 6
240 FOR n=&40 TO &75
250 READ a$
260 a=VAL("&"+a$)
270 POKE n,a:NEXT
280 CALL &40

```

Tony Jones of Bristol has hacked into the disk version of Hewson's Mastergame to give you infinite lives. Type in the program and run it with the Nebulus disk in the drive.

```

1 ' Nebulus-Disk
2 ' by Tony Jones
3 ' 248
10 MEMORY &80FF:LOAD"nebload",&8100
20 POKE &8165,&50:POKE &8166,0
30 FOR n=&50 TO &64:READ a$
40 POKE n,VAL("&"+a$):NEXT
50 MODE 0:CALL &8100
60 DATA af,32,ef,c5,32,f6,c5
70 DATA 32,f7,c5,32,f8,c5,c3
80 DATA 00,c0,00,00,00,00,00

```

Tanium

Anyone suffering from severe life loss in Tanium has nothing to fear anymore due to the efforts of Graham Smith of Street. The poke gives you infinite lives. (Method 1.)

```

1 ' Tanium-tape
2 ' By Graham Smith
3 ' 249
10 MODE 1:MEMORY &3FFF:LOAD"
20 POKE 16767,143
30 POKE 16844,179
40 POKE 18016,20
50 POKE 18017,252
60 POKE 18018,99
70 POKE 18019,132
80 CALL 16389

```

Beyond the Ice Palace

Wally and Baker from the Belgium Hackers Federation have sent in this poke for the tape version of Elite's chop-em-up arcade game. It gives you infinite lives and spirits and invulnerability. (Method 1).

```
1 ' Beyond the Ice Palace-tape
2 ' by Wally
3 ' 250
10 MODE 1:FOR n=&8200 TO &821B
20 READ a$
30 POKE n,VAL("&"a$)
40 NEXT
50 POKE &8201,&A7
60 POKE &8206,&C9
70 POKE &820B,0
80 POKE &8210,&C9
90 POKE &8215,0
100 PRINT"Insert tape"
110 FOR n=1 TO 1000:NEXT
120 MEMORY &7FFF
130 MODE 1
140 LOAD "!",&8000
150 POKE &8076,0
160 POKE &8077,&82
170 CALL &8000
180 DATA 3e,3d,32,38,0d,3e
190 DATA 21,32,34,ff,3e,3d
200 DATA 32,75,e7,3e,3a,32
210 DATA d3,0e,3e,c8,32,29
220 DATA cf,c3,00,01
```

Mickey Mouse

Graham Smith of Street continues the rodent theme with a poke for the tape version of Gremlin's Disney tie-in. It gives you infinite lives and makes you invulnerable to ghosts and bubbles in the sub-games and also you have infinite water, slow, lightning and birds heads in the towers. To use the latter three you must first collect the relevant object. (Method 1.)

```
1 ' Mickey Mouse-tape
2 ' By Graham Smith
3 ' 251
10 CLS:FOR j=0 TO 54:READ a$
20 POKE j+5632,VAL("&"a$)
30 NEXT j:CALL 5656
40 DATA 3e,c9,32,c6
50 DATA 52,af,32,e7
60 DATA 53,32,f9,64
70 DATA 32,69,61,32
80 DATA 80,61,32,b8
90 DATA 61,c3,00,32
100 DATA 06,00,11,70
110 DATA 01,cd,77,bc
120 DATA cd,ff,bb,3e
130 DATA 09,32,98,01
140 DATA 0e,c0,cd,89
150 DATA 01,3e,7d,32
```

```
160 DATA 9d,02,0e,6b
170 DATA c3,a8,01
```

Jack the Nipper II

The naughty nipper gets some assistance in his jungle adventures thanks to Graham Smith of Street. The poke gives you infinite lives. (Method 1.)

```
1 ' Jack the Nipper II
2 ' By Graham Smith
3 ' 252
10 CLS:FOR j=0 TO 28:READ a$
20 POKE j+224,VAL("&"a$)
30 NEXT j:CALL 232
40 DATA af,32,5c,70
50 data 7c,fe,01,c9
60 DATA 06,00,11,00
70 data 01,cd,77,bc
80 DATA 21,c3,e0,22
90 data 3a,02,af,32
100 DATA 3c,02,cd,ff,bb
```

Basil the Great Mouse Detective

The mice fight back in this months Cheat Mode, courtesy of Graham Smith. Infinite energy and time are yours in the cassette version of Gremlin's detective arcade game. (Method 1.)

```
1 ' Basil-tape
2 ' By Graham Smith
3 ' 253
10 CLS:FOR j=0 TO 43:READ a$
20 POKE j+96,VAL("&"a$)
30 NEXT j:CALL 108
40 DATA 3e,c9,32,46
50 DATA 8e,32,d0,90
60 DATA af,c3,00,80
70 DATA 06,00,11,70
80 DATA 01,cd,77,bc
90 DATA cd,ff,bb,3e
100 DATA 09,32,98,01
110 DATA 0e,c0,cd,89
120 DATA 01,21,0b,6b
130 DATA 22,13,02,0e
140 DATA 6b,c3,a8,01
```

Venom

Gremlin's third Mask game is split into sections, and passwords are needed to move between them.

R.N. Carter of Boston has supplied the passwords: Mayhem, Transmogrify and Valkyr.

Yogi Bear

Graham Smith seems to have joined the Society for the Protection of Animal Cartoon Characters. His poke for the ever hungry bear gives infinite lives and choice of no geysers or animals. Method 1.)

```
1 ' Yogi Bear-tape
2 ' By Graham Smith
3 ' 254
10 CLS:FOR j=0 TO 31:READ a$
20 POKE j+296,VAL("&"a$)
30 NEXT j:a=297:b=0
40 PRINT "Infinite
lives? ";
50 GOSUB 80:a=302:b=201
60 PRINT "No geysers or animals? ";
70 GOSUB 80:CALL 309
80 a$=UPPER$(INKEY$)
90 IF a$="N" THEN PRINT "N":RETURN
100 IF a$<>"Y" GOTO 80
110 PRINT "Y":POKE a,b:RETURN
120 DATA 3e,01,32,67
130 DATA 84,3e,16,32
140 DATA 85,75,c3,fb
150 DATA 98,06,00,11
160 DATA 48,01,cd,77
170 DATA bc,3e,c3,21
180 DATA 28,01,32,8e
190 DATA 01,22,8f,01
```

Sword Slaver

You'll probably be surprised to find that this poke for Player's hack-em-up is by none other than Graham Smith. With it you'll get infinite health which will make life considerably easier. (Method 1.)

```
1 ' Sword Slaver-tape
2 ' By Graham Smith
3 ' 255
10 FOR j=0 TO 13:READ a$
20 POKE j+&BE30,VAL("&"a$)
30 NEXT j:MODE 1
40 MEMORY &3FFF:LOAD"
50 POKE 16767,143
60 POKE 16844,179
70 POKE 18025,129
80 POKE 18026,45
90 POKE 18027,168
100 CALL 16389
110 DATA 3e,3c,32,a8
120 DATA 14,32,b6
130 DATA 14,21,00,c0
140 DATA c3,f4,ac
```

Mazie

D+D Hackers third contribution this month is for Zeppelin's bat and ball game. (Method 1.)

```
1 ' Mazie-tape
2 ' by D+D Hacking
3 ' 256
10 MODE 0:BORDER 0
20 FOR x=0 TO 15:READ d
30 INK x,d:NEXT
40 LOAD "!HEADING.SCR"
50 MEMORY 10743
60 LOAD "!pics.bin",10744
```

```

70 LOAD "!screens.bin",&37A8
80 LOAD "!pics2.BIN",&A178
90 LOAD "!mazie.bin",&7380
100 FOR z=11175 TO 11211
110 READ a$:a=VAL("&"a$)
120 POKE z,a:NEXT
130 POKE &8800,0:CALL &7380
140 DATA 0,3,26,6,20,13,16
150 DATA 15,24,18,2,14,4,8
160 DATA 17,7,44,2b,44,20
170 DATA 48,41,56,45,20,44
180 DATA 4f,4e,45,20,49
190 DATA 54,20,20,41,47
200 DATA 41,49,4e,2e,2e
210 DATA 2e,2e,48,4f,20
220 DATA 48,4f,20,48,4f
230 DATA 20,20,20,20,20
240 DATA 20,20,20,20,20

```

Arctic Fox

Another poke from Tony Jones: this time Electronic Arts' Rave game gets the treatment. Infinite shields are at your disposal. Run the program with the Arctic Fox disk in the drive.

```

1 ' ArcticFox-Disk
2 ' by Tony Jones
3 ' 257
10 MODE 0:BORDER 0
20 FOR i=0 TO 15:INK i,0:NEXT
30 LOAD"openi",&C000
40 INK 1,6:INK 2,11
50 INK 3,5:INK 4,26
60 MEMORY &176F
70 LOAD"main",&1770
80 POKE &A300,0:CALL &1770

```

2088

D+D have done the dirty on 2088 to give you a choice of how many lives you have and invulnerability to snakes. Method 1.

```

1 ' 2088-tape
2 ' by D+D Hacking
3 ' 258
10 INK 0,0:INK 1,16
20 PEN 1:BORDER 0:CLS
30 MEMORY &11FF
40 LOAD"code.bin"
50 INPUT"no of lives";a
60 POKE 4961,a
70 INPUT"invincibility against snake
(y/n)";a$
80 IF a$="y" THEN 90 ELSE 100
90 POKE &348D,255
100 MODE 0
110 CALL &1200

```

Target Renegade

Phil Howard strikes again, going rogue with infinite lives and all the time you could want. (Tape)

```

1 'Target Renegade.
2 '259
3 'infinite lives + time
4 '
10 DATA 21,16,BD,36,C3,23
20 DATA 36,0E,23,36,BE,C3
30 DATA 30,9A,21,17,BE,22
40 DATA 44,A6,C3,08,A6,DD
50 DATA 21,B2,A8,11,00,01
60 DATA CD,41,A8,21,2A,BE
70 DATA 22,5B,A9,C3,DC,A8
80 DATA 21,CE,04,36,00,21
90 DATA 28,0F,36,C9,C3,00
100 DATA 01
110 y=0:MEMORY &5000
120 FOR x=&BE00 TO &BE36
130 READ a$:a=VAL("&"a$)
140 POKE x,a:y=y+a:NEXT
150 IF y<&1445 THEN 180
160 LOAD"tr"
170 CALL &BE00
180 PRINT"data error!"

```

Imagine's bash-em-up sequel gets infinite lives and ten minutes to complete the levels on the disk version. It's another Mike Wong special. Put the Target Renegade disk in the drive and RUN the poke.

```

1 'Target Renegade-disk
2 ' by Mike Wong
3 ' 260
10 MODE 2:MEMORY &7FFF:k=160
20 FOR n=&8000 TO &8110 STEP 16
30 FOR p=0 TO 15:READ a$
40 b=VAL("&"a$)
50 POKE n+p,b:c=c+b
60 NEXT:READ x$
70 d=VAL("&"x$)
80 IF c<d THEN 90
90 k=k+30:c=0:NEXT
100 PRINT"Insert Target ";
110 PRINT"Renegade disk..."
120 CALL &BB18
130 CALL &8000:END
140 PRINT"Error in line";k;"to";k+20
150 END
160 DATA cd,05,81,21,0c,80
170 DATA 22,11,01,c3,00,01
180 DATA 01,7e,fa,af,520
190 DATA ed,79,cd,d7,80,21
200 DATA 83,1d,0e,23,cd,ef
210 DATA 80,3e,4d,32,775
220 DATA a0,4d,32,a3,4d,3e
230 DATA c3,32,fd,4f,21,30
240 DATA 80,c3,f9,80,79b
250 DATA 21,a6,1d,0e,13,cd
260 DATA ef,80,3e,4d,32,b8
270 DATA 4d,21,43,80,5e7
280 DATA c3,f9,80,21,b9,1d
290 DATA 0e,0e,cd,ef,80,3e
300 DATA 4d,32,c5,4d,75a
310 DATA 21,56,80,c3,f9,80

```

```

320 DATA 21,64,80,22,e5,1d
330 DATA 3e,24,21,d3,6b2
340 DATA 1d,c3,02,81,21,72
350 DATA 80,22,2c,1e,3e,66
360 DATA 21,0c,1e,c3,494
370 DATA 02,81,21,80,80,22
380 DATA 5c,1e,3e,11,21,3c
390 DATA 1e,c3,02,81,450
400 DATA 21,61,1e,0e,0d,cd
410 DATA ef,80,3e,4e,32,6c
420 DATA 4e,21,99,80,5a9
430 DATA 22,fe,4f,21,65,21
440 DATA c3,61,4e,21,7a,1e
450 DATA 0e,11,cd,ef,61c
460 DATA 80,3e,4e,32,8a,4e
470 DATA 21,b4,80,22,fe,4f
480 DATA 3e,69,21,7a,61c
490 DATA 4e,c3,02,81,21,a8
500 DATA 1e,11,00,a0,01,bd
510 DATA 02,ed,b0,21,5aa
520 DATA c8,80,22,d1,a0,c3
530 DATA 55,a0,af,32,ce,04
540 DATA 32,a3,0f,3e,768
550 DATA 3a,32,98,10,c3,00
560 DATA 01,21,83,1d,11,83
570 DATA 6d,01,f0,03,48e
580 DATA ed,b0,c9,21,83,6d
590 DATA 11,83,1d,01,f0,03
600 DATA ed,b0,c9,06,788
610 DATA 00,7c,c6,30,57,5d
620 DATA ed,b0,c9,22,fe,4f
630 DATA cd,e3,80,c3,8ee
640 DATA 83,4d,ed,4f,e9,21
650 DATA 00,01,11,00,00,0e
660 DATA 41,df,11,81,4e8
670 DATA c9,3c,c0,07,00,00
680 DATA 00,00,00,00,00
690 DATA 00,00,00,00,1cc

```

Robocop

Part man, part machine, all cheat with yet another Phil Howard poke. Murphy gets a helping hand in the form of infinite energy to help him sort out those bad guys. (Tape)

```

1 ' robo-cop
2 ' 261
3 'infinite energy
4 '
10 DATA 21,16,BD,36,C3,23
20 DATA 36,0E,23,36,BE,C3
30 DATA a5,99,21,17,BE,22
40 DATA 4F,A6,C3,08,A6,DD
50 DATA 21,b9,a8,11,ab,00
60 DATA CD,48,a8,21,2A,BE
70 DATA 22,62,a9,C3,e3,a8
80 DATA 3E,c9,32,f2,3e,C3
90 DATA 66,3f
100 y=0:MEMORY &5000
110 FOR x=&BE00 TO &BE31
120 READ a$:a=VAL("&"a$)
130 POKE x,a:y=y+a:NEXT
140 IF y<&1617 THEN 170

```

```

150 LOAD"ROBOCOP
160 CALL &BE00
170 PRINT"data error!"

```

If infinite energy isn't quite enough, try this one: infinite energy, time and lives. Another tape poke by Mike Wong.

```

1 '262
10 MODE 1:n=&BE80
20 READ a$
30 IF a$="*" THEN 70
40 a=VAL("&"a$)
50 POKE n,a:n=n+1
60 GOTO 20
70 LOAD"":CALL &BE80
80 DATA 3e,c3,21,8e,be
90 DATA 32,16,bd,22,17
100 DATA bd,c3,a5,99,cd
110 DATA 37,bd,21,00,00
120 DATA 22,4c,a6,21,a0
130 DATA be,22,4f,a6,c3
140 DATA 00,a6,dd,21,b9
150 DATA a8,11,ab,00,cd
160 DATA 48,a8,21,b3,be
170 DATA 22,62,a9,c3,e3
180 DATA a8,3e,a7
190 'INFINITE ENERGY
200 DATA 32,22,3f
210 'INFINITE TIME
220 DATA 32,b5,4c
230 'INFINITE LIVES
240 DATA 3e,c3,32,a6,04
250 'LEAVE THIS
260 DATA c3,66,3f,53,50
270 DATA *

```

Enlightenment (Druid III)

Phil Howard has also been casting spells to revitalise any flagging druids, and has endowed the woodland priest folk with infinite energy.

(Tape)

```

1 ' ENLIGHTENMENT (DRUID II)
2 ' 263
3 ' INFINITE ENERGY.
4 '
10 DATA C5,E5,F5,06,F6,ED
20 DATA 78,FE,00,28,06,F1
30 DATA E1,C1,C3,00,00,F3
40 DATA 2A,0F,BF,22,39,00
50 DATA 21,34,BF,22,99,01
60 DATA 18,EB,CD,4C,3F,2A
70 DATA 39,00,22,0F,BF,F3
80 DATA 21,00,BF,22,39,00
90 DATA FB,C3,00,3E,AF,32
100 DATA 1D,1E,32,24,1E,32
110 DATA 20,1F,32,21,1F,32
120 DATA 49,21,32,A4,3D,32
130 DATA A5,3D,C3,88,13
140 MEMORY &3000 : Y=0
150 FOR X=&BF00 TO &BF4C
160 READ A$ : A=VAL("&"A$)

```

```

170 POKE X,A : Y=Y+A : NE^XT
180 IF Y<>&1C04 THEN 210
190 LOAD "ENLIGHT1"
200 CALL &BF20
210 PRINT"DATA ERROR!"

```

Operation Wolf

That rumble in the jungle gets sorted by Mike Wong of Sale, as he gives the embattled soldier, infinite energy, infinite grenades and infinite magazines (all a G.I. can read!).

(Method 1. Tape)

```

1 ' 264
10 FOR n=&BE80 TO &BEC4
20 READ a$:a=VAL("&"a$)
30 POKE n,a:c=c+a:NEXT
40 IF c<>7044 THEN 180
50 LOAD"":CALL &BE80
60 DATA 3e,c3,21,8e,be,32
70 DATA 16,bd,22,17,bd,c3
80 DATA fe,99,cd,37,bd,21
90 DATA 00,00,22,3c,a5,21
100 DATA a0,be,22,3f,a5,c3
110 DATA 00,a5,dd,21,a9,a7
120 DATA 11,00,01,cd,38,a7
130 DATA 21,b3,be,22,52,a8
140 DATA c3,d3,a7,3e,00,32
150 DATA 81,2c,3e,00,32,a0
160 DATA 2c,3e,a7,32,36,25
170 DATA c3,00,6a
180 PRINT"Error..."

```

And Mapperley man Phil Howard of also been whooping it up with 'wolfie boy from Ocean and gives him infinite lives.

(Method 2. Tape)

```

1 ' OPERATION WOLF.
2 ' 265
3 ' INFINITE ENERGY .
4 '
10 DATA 21,16,BD,36,C3,23
20 DATA 36,0E,23,36,BE,C3
30 DATA FE,99,21,17,BE,22
40 DATA 3F,A5,C3,08,A5,DD
50 DATA 21,A9,A7,11,00,01
60 DATA CD,38,A7,21,2A,BE
70 DATA 22,52,A8,C3,D3,A7
80 DATA 3E,A7,32,81,2C,C3
90 DATA 00,6A
100 MEMORY &3000 : Y=0
110 FOR X=&BE00 TO &BE31
120 READ A$ : A=VAL("&"A$)
130 POKE X,A : Y=Y+A : NEXT
140 IF Y<>&1490 THEN 170
150 LOAD "OPERWOLF"
160 CALL &BE00
170 PRINT"DATA ERROR!"

```

And more infinite things from Mike Wong on this disc poke.

```

1 '266
10 MODE 2:MEMORY &9FFF:l=170
20 FOR n=&A000 TO &A111 STEP 6
30 FOR p=0 TO 5:READ a$
40 a=VAL("&"a$):POKE n+p,a
50 c=c+a:NEXT:READ c$
60 ch=VAL("&"c$)
70 IF c<>ch THEN 160
80 l=l+10:c=0:NEXT
90 FOR n=1 TO 3:READ a$,p,q
100 PRINT"Inf. ";a$;" (y/n)";
110 INPUT a$
120 IF a$="y" THEN 140
130 POKE &A000+p,q
140 NEXT
150 CALL &A000
160 PRINT"Error in line";l:END
170 DATA cd,02,a1,21,0c,a0,23d
180 DATA 22,11,01,c3,00,01,0f8
190 DATA 01,7e,fa,af,ed,79,38e
200 DATA cd,df,a0,21,e8,a0,3f5
210 DATA 36,00,21,c1,1c,0e,142
220 DATA 23,cd,ec,a0,3e,4c,306
230 DATA 32,de,4c,32,e1,4c,2bb
240 DATA 3e,c3,32,fd,4f,21,2a0
250 DATA 35,a0,c3,f6,a0,21,34f
260 DATA e4,1c,0e,13,cd,ec,2da
270 DATA a0,3e,4c,32,f6,4c,29e
280 DATA 21,48,a0,c3,f6,a0,362
290 DATA 21,f7,1c,0e,0e,cd,21d
300 DATA ec,a0,3e,4c,32,03,24b
310 DATA 4d,21,5b,a0,c3,f6,322
320 DATA a0,21,69,a0,22,23,20f
330 DATA 1d,3e,04,21,11,ld,0ae
340 DATA c3,ff,a0,21,77,a0,39a
350 DATA 22,6a,1d,3e,6f,21,177
360 DATA 4a,1d,c3,ff,a0,21,2ea
370 DATA 85,a0,22,9a,1d,3e,23c
380 DATA 68,21,7a,1d,c3,ff,2e2
390 DATA a0,21,9f,1d,0e,0d,198
400 DATA cd,ec,a0,3e,4d,32,316
410 DATA aa,4d,21,9e,a0,22,278
420 DATA fe,4f,21,c4,20,c3,315
430 DATA 9f,4d,21,b8,1d,0e,1f0
440 DATA 11,cd,ec,a0,3e,4d,2f5
450 DATA 32,c8,4d,21,b9,a0,2c1
460 DATA 22,fe,4f,3e,54,21,222
470 DATA b8,4d,c3,ff,a0,21,388
480 DATA e6,1d,11,00,a8,01,1bd
490 DATA de,02,ed,b0,21,cd,36b
500 DATA a0,22,0a,a9,c3,55,28d
510 DATA a8,3e,a7,32,36,25,21a
520 DATA 3e,00,32,a0,2c,3e,17a
530 DATA 00,32,81,2c,c3,00,1a2
540 DATA 6a,21,c1,6c,11,c1,28a
550 DATA 1c,01,03,04,eb,ed,1fc
560 DATA b0,c9,06,00,7c,c6,2c1
570 DATA 30,57,5d,ed,b0,c9,34a
580 DATA 22,fe,4f,cd,df,a0,3bb
590 DATA c3,c1,4c,ed,4f,e9,3f5
600 DATA 21,00,01,11,00,00,033
610 DATA 0e,41,df,0e,a1,c9,2a6

```


620 DATA 3c,c0,07,00,00,00,103
 630 DATA grenades,&ce,&3d
 640 DATA magazines,&d3,&35
 650 DATA energy,&d8,&34

Bard's Tale

A Bard's Tale Special! Everything you could ever want about the game: a map on the opposite page, tips, a complete guide, and even pokes to customise the game to your own requirements...

Maps

1 Message
 Ω Trap
 S Stairs Down
 s Stairs Up
 P Portal Down
 p Portal Up
 T Teleport Sender
 t Teleport Arrival

M Secret Stair to Mangar's Tower

Note: Some doors are secret and therefore will not show up in torch/lantern light

Cellars

1) Fine Wine

Sewers 1

1) Message: "Something strange is going on here..."
 2) Spider God Statue (Spinner)
 3) Warm water.
 4) Message: "Golems are made of stone..."
 5) Giant spider carved in wall.
 6) Slime!
 7) Message: "Pass the light at night..."
 8) Message: "IRKM DESMET DAEM"

Sewers 2

1) Tracks lead west here.
 2) Rotting clothes and bones.
 3) Something smells.
 4) Message: "No exit till seven words are said..." (try levitating out of the room.)
 5) Message: "Head not what is beyond understanding..."
 6) Magic Mouth: "Know this, a man named Tarjan thought to many to be insane, had through wizardly powers... proclaimed himself a god in Skara Brae a hundred years ago, his image is locked in stone until made whole again..."
 7) Message: "Thor is the mightiest son of Odin..."

Sewers 3

1) Message: "Seek the snare from behind the scenes..."
 2) Message: "The hand of time writes and cannot erase..."

Poke Another wicked Wong disc special.
 9999 spell points/condition/HP, boost all to Archmage, loads of money and experience...

```
1 ' 267
10 MEMORY &3FFF:MODE 2
20 FOR n=&4000 TO &4065
30 READ a$:a=VAL("&"a$)
40 POKE n,a:c=c+a:NEXT
50 IF c<>7770 THEN 260
60 INPUT"Party name";a$
70 LOAD!"+a$,&5C20
80 CALL &4000,@a$:END
90 DATA dd,6e,00,dd,66,01
100 DATA 46,23,5e,23,56,d5
110 DATA c5,06,06,c5,21,9f
120 DATA 5c,11,65,00,19,10
130 DATA fd,1e,15,19,36,09
140 DATA 1e,10,19,36,09,1e
150 DATA 0c,19,06,04,36,27
160 DATA 23,36,0f,23,10,f8
170 DATA 1e,08,19,06,04,36
180 DATA 07,23,10,fb,c1,10
190 DATA d2,c1,e1,11,00,c0
200 DATA cd,8c,bc,e5,11,1c
210 DATA 00,19,06,10,70,23
220 DATA 10,fc,e1,21,20,5c
230 DATA 11,44,03,01,00,00
240 DATA 3e,03,cd,98,bc,c3
250 DATA 8f,bc,53,50,38,39
260 PRINT"Error..."
```

Super Party Poke Type in the poke and put a tape with a saved party in the cassette deck. Run the poke and the party is loaded and modified. Press a key to save the party back to tape and you find your characters are considerably more powerful, possessing lots of hit points, magic points, experience and gold. It also make all spell casters capable of casting the four types of magic at seventh level.

The levels of the characters are not altered – neither are the statistics – but that's simple to rectify. Go to the Review Board and choose Advancement. You have ridiculous amounts of experience and so you can make the character keep going up levels until you get bored. This further increases your magic points, hit points and statistics. Statistics level out at 18 for each one and won't increase beyond that.

If you want to enter the catacombs beneath the temple speak to the priest and say 'TARJAN'.

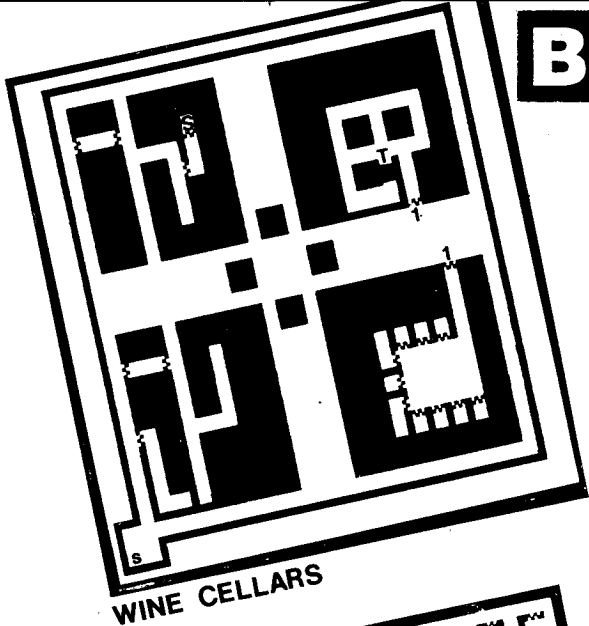
```
1 ' The Bards Tale - tape
2 ' By Gary Barrett
3 ' 268
10 MEMORY &7FFF
20 q=230
30 RESTORE
40 FOR n=&8000 TO &80C3 STEP 6
```

```
50 t=0
60 FOR m=0 TO 5
70 READ a$
80 a=VAL("&"a$)
90 t=t+a
100 POKE n+m,a
110 NEXT m
120 READ b$
130 b=VAL("&"b$)
140 IF b<>t THEN 220
150 q=q+10
160 NEXT n
170 PRINT"Insert party tape"
180 PRINT"and Press any Key"
190 CALL &BB18
200 CALL &8000
210 STOP
220 PRINT"Error in Data line ":q
230 DATA 3E,2C,21,00,90,11,12C
240 DATA 40,00,CD,A1,BC,21,28B
250 DATA E1,03,11,44,03,3E,17A
260 DATA 16,CD,A1,BC,06,06,24C
270 DATA 21,C6,04,C5,E5,11,2A6
280 DATA 38,00,19,06,00,7E,0D5
290 DATA FE,01,28,75,FE,02,29C
300 DATA 28,71,FE,03,28,6D,22F
310 DATA FE,04,28,69,78,32,23D
320 DATA C3,80,E1,E5,11,14,32E
330 DATA 00,19,3E,01,77,11,0E0
340 DATA 10,00,19,77,E1,11,192
350 DATA 30,00,E5,19,16,05,149
360 DATA 3A,C3,80,87,06,04,20E
370 DATA 80,47,72,23,10,FC,268
380 DATA 3A,C3,80,FE,00,28,2A3
390 DATA 0F,3E,07,E1,E5,11,22B
400 DATA 40,00,19,06,04,36,099
410 DATA 07,23,10,FB,E1,C1,2D7
420 DATA 11,65,00,19,10,A3,142
430 DATA 21,AB,80,CD,A1,80,33A
440 DATA CD,18,BB,21,00,90,251
450 DATA 11,40,00,3E,2C,CD,188
460 DATA 9E,BC,06,19,76,10,1FF
470 DATA FD,21,E1,03,11,44,257
480 DATA 03,3E,16,CD,9E,BC,27E
490 DATA C9,06,02,18,93,7E,1FA
500 DATA FE,00,C8,CD,5A,BB,3A8
510 DATA 23,18,F6,50,72,65,258
520 DATA 73,73,20,61,6E,79,24E
530 DATA 20,6B,65,79,20,74,1FD
540 DATA 6F,20,73,61,76,65,23E
550 DATA 0D,0A,00,00,00,00,017
```

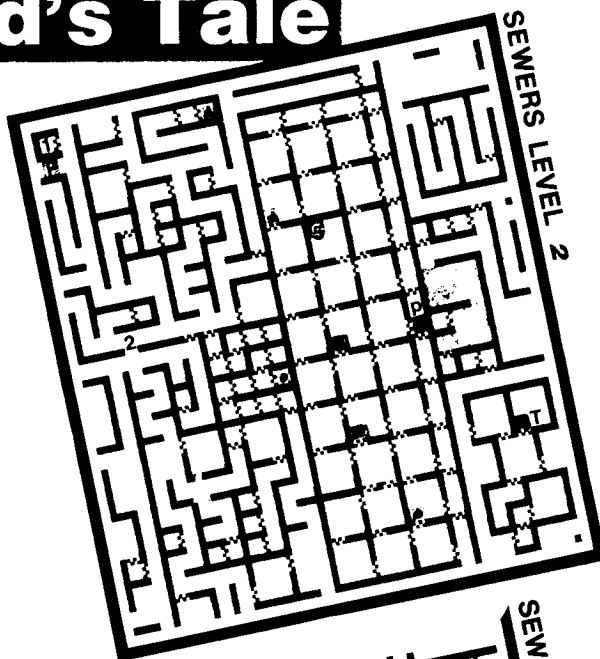
Bard's Tale: The Complete Guide The first thing you should do before setting out on your quest: trash the supplied party and create one of your own. The balance should be three fighters, two spell casters and a bard. A bard is not essential, but is useful in some parts of the game.

Exit the Guild of Adventurers and select the bard by pressing the appropriate numeric key. Pool all of the gold and then

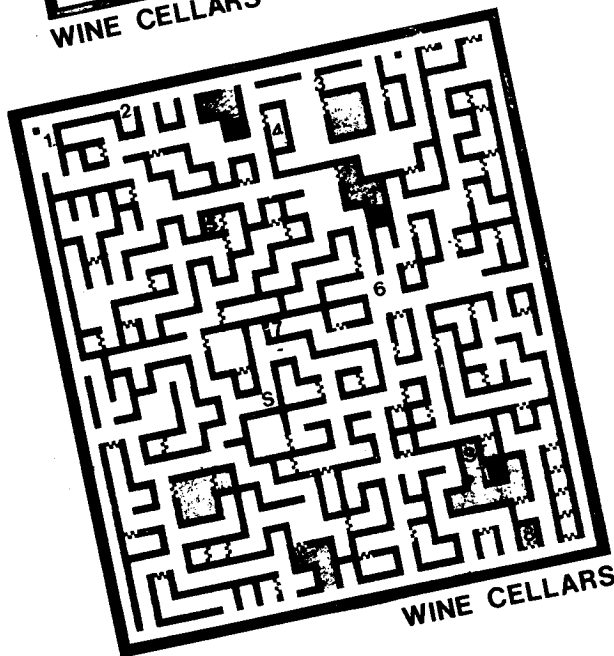
Bard's Tale



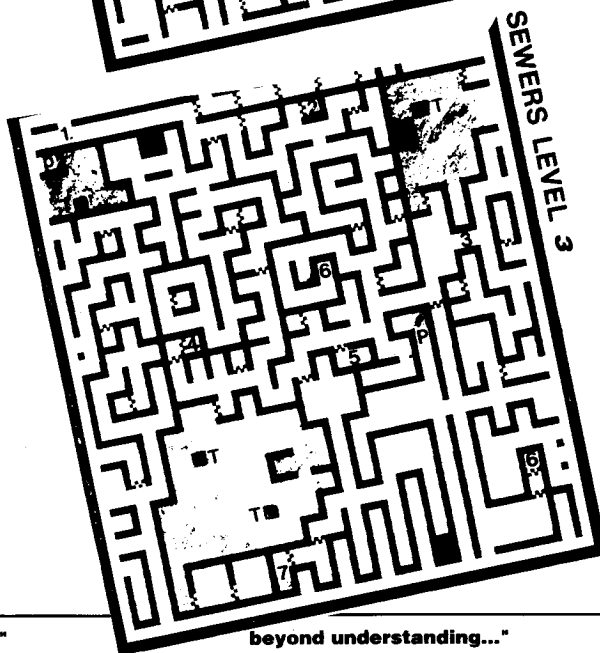
WINE CELLARS



SEWERS LEVEL 2



WINE CELLARS



SEWERS LEVEL 3

- 1** Message
- Ω** Trap
- S** Stairs Down
- s** Stairs Up
- P** Portal Down
- p** Portal Up
- T** Teleport Sender
- t** Teleport Arrival
- M** Secret Stair to Mangar's Tower

Note: Some doors are secret and therefore will not show up in torch/lantern light

Cellars

- 1) Fine Wine

Sewers 1

- 1) Message: "Something strange is

- going on here..."
- 2) Spider God Statue (Spinner)
- 3) Warm water.
- 4) Message: "Golems are made of stone..."
- 5) Giant spider carved in wall.
- 6) Slime!
- 7) Message: "Pass the light at night..."
- 8) Message: "IRKM DESMET DAEM"

Sewers2

- 1) Tracks lead west here.
- 2) Rotting clothes and bones.
- 3) Something smells.
- 4) Message: "No exit till seven words are said..." (try levitating out of the room.)
- 5) Message: "Head not what is

- beyond understanding..."
- 6) Magic Mouth: "Know this, a man named Tarjan thought to many to be insane, had through wizardly powers... proclaimed himself a god in Skara Brae a hundred years ago, his image is locked in stone until made whole again..."
- 7) Message: "Thor is the mightiest son of Odin..."

Sewers 3

- 1) Message: "Seek the snare from behind the scenes..."
- 2) Message: "The hand of time writes and cannot erase..."

re-enter the Guild. Remove all of the characters from the start-up party except for the bard and then start to create your own party.

Create a bard first and then transfer the Fire Horn and gold to your new bard. Remove the old one and then finish off building the party.

Try to give characters a high constitution because this gives them bonus hit points as they go up levels and any spell casters are much better if they have 17 or 18 IQ. High dexterity makes you more difficult to hit and high strength causes more damage in melee.

Once you have your party of adventurers it's time to leave the safety of the Guild and explore Skara Brae looking for excitement, adventure and really wild things. But before you leave save the party.

Return to the Guild on a regular basis to keep saving, because there's nothing more frustrating than gaining enough experience to go up a level and then getting slaughtered on the way back to the guild.

Here's how you can find the nearest temple as soon as you leave the Guild: go south four times, east twice, south twice, face west and kick the door open. You're now inside the temple where you can be healed. Unless you found any monsters on route you won't need healing so just exit.

Another useful place to find is Garth's Shoppe. Go back to the Guild and then go north three times, face east and kick the door open.

Once inside Garth's you must choose a party member and then you can buy or sell equipment. (Don't worry about identify at the moment, that's used when you find something that you don't recognise.)

Each member of the party has some gold to buy things with and so you should start to equip them. Spell casters can only wear a robe for defence and are limited in the weapons that they can use.

Give them a dagger or staff. You won't have much money to begin with and so the best that you're likely to be able to equip your warriors and bard with is leather armour, a shield – oh, and make sure that they have a weapon of some kind.

Pool the gold to a character if they don't have enough money, but don't overspend or you won't be able to heal anyone at a temple.

When you leave Garth's select each character in turn and equip them with the items they just bought. Any with armour will have their armour class improved.

Weapons inflict more damage, but that won't become apparent until you actually fight something.

When you've finished equipping go north four times and then west thrice and south twice. Face east and kick the door open. You're now inside the Review Board. This is the place to come when you want to increase your level, but at the moment you're a couple of thousand experience points short of second level.

Next door to the Review Board is a tavern, a place where the bard can refresh himself for another little ditty.

At low levels you're better off only being out in the daytime (every time you enter and leave the Adventurer's Guild a new day dawns) because more and larger groups of monsters wander the streets at night.

Stick to the area between the temple and review board for a while, because at least you won't have far to go to reach a temple or the Guild. Only fight small groups and/or weak opponents to begin with.

Dwarfs, Kobolds, Goblins and spiders are easy prey to a low level party, unless there are loads of them.

Barbarians and Nomads are dangerous to low level parties because they can quite easily kill you. If you want some experience quickly then find the temple mentioned above and go south three times and you'll find a Samurai statue.

Cowards should leave it alone, but the brave (or stupid) should attack. If you kill then you'll get lots of experience; if you don't then either reload the last party you saved or start again.

Move south once, face east and kick the tavern door open. If you've got some third or fourth level characters then perhaps you'll want to try something a little more challenging.

Order a drink – it doesn't matter which character orders – and ask for wine. You'll be sent into the wine cellar to fetch it and there you'll find some more dangerous foes.

A word of warning before you continue: once inside the cellars your magic points will not regenerate, so it's advisable to wait outside until they're charged up fully. It's also worth casting some long duration spells before you enter.

Once you've taken those first tentative steps into the cellars you'll come to a startling conclusion: 'Dark in here innit?'. If you have a torch or lantern then you can

use that, otherwise it's time to use one of the light giving spells like Mage Flame, Sabhar's Steelight or if you have a fifth level Conjuror use Lesser Revelation, because it'll show up any secret doors.

Another useful precaution to take is Kiel's Magic Compass which helps considerably in finding your bearings. If you cast Scry Sight you'll find that you're on level 0, 0 squares north and 0 squares east of the entry stairs. If your party is badly beaten up later on then head back to these co-ordinates and make for the 'safety' of Skara Brae. The cellars aren't really that difficult to escape from, all you need to do is find either the north, south, east or west walls and then follow them round until you get to the south western corner of the cellars which is where the stairs are.

Inside the cellars you'll encounter more than one group of foes to fight. Only the front two rows of foes can fight you, but any rows behind them can still cast spells at you. If you come across three or four groups then you're better off running for it, but if there are only two then you can use your front row of hack and slayers to take on one group and spell casters (or the Bard with his Fire Horn) to deal with the other. Warstrike and Starflare are good spells to use if you have a high enough level (fifth) conjuror or magician respectively.

If you defeat the enemies then you'll either get the usual treasure and experience or find a chest. Chests are often trapped and these must first be dealt with. Rogues are an unreliable way of dealing with traps: it's much better to use the conjuror spell Trap Zap instead. You don't have to open the chest – you'll still get the experience but none of the treasure – and down in the cellars you may come across some magic items.

After you've explored the Cellars fully and been for several visits you might feel ready to delve deeper and head for the sewers. The stairs down are located at 18 squares north, 7 squares east and if you take them things begin to get much more dangerous.

After taking a deep breath and equipping yourself with a pair of nose plugs you descend the stairs to find out what strange things lurk in the polluted waters (!). You emerge in a tunnel with exits to the east and west. Now would be a good time to cast Scry Sight, because it'll make returning to the cellars much easier when you're fleeing from monsters. The stairs are at 7 east and 18 north if you

don't have the spell or don't want to waste the spell points.

The first sewer level is fairly unexciting; you encounter larger and larger groups of monsters and find bigger and better treasures hordes, but it's very similar to the cellars. You'll find some areas of darkness which extinguish torches and light-giving spells. Mapping these is not too tricky though, if you use the kick key to move forwards. If you kick and there is a wall in your way the screen briefly lights up to show you that you've hit the wall. Wandering around using this method will soon have the area mapped out. Using a torch or light spell will illuminate the area, but it'll be extinguished as soon as you move again.

The warning message about 'passing the light at night' refers to a corridor in the second level of the sewers (see below). Only one other thing is significant on this level of the sewers, and that's the statue of the giant spider (4 east, 9 north). If you examine the spider then be prepared for a nasty shock, since it turns into a spinner which poisons characters, causing them to lose hit points periodically until they die. (The only way to stop death is to neutralise the poison with one of three spells: Flesh Restore, Flesh Anew and Restoration. Only the first spell is likely to be available to you (unless you've used the poke in AA38), because the other two are both seventh level.) Stairs to the second level of the sewers can be found at 17 east and 14 north, but it's in an area of darkness. Go to 19 east, 11 north and then go north through the door, west, west, north and finally north again to find the stairs.

Level two has two large areas of darkness that you can quite easily get lost in if you're not careful. Magic compass and scry sight are almost essential down here. At 3 east, 4 north there's a magic mouth with an important message about the mad god, but to get to it you need to pass along a corridor with the burning ray mentioned on level one. If it's daylight the ray causes you lots of damage, but at night it's harmless. The only other way to the magic mouth is to use Apport Arcane or Phase Door, both high level spells. The portal which leads to the third and final level of the sewers is found at 5 east, 21 north. Remember to use the Levitation spell to descend or you'll take damage from falling through.

Now that you're deep in the bowels of the earth you'll find the most confusing and deadly maze of passages yet. Monsters are afraid of the dark too and so they go

around in big groups looking for poor innocent adventurers to pulverise. Down here you'll find a staircase (17 east, 16 north) that leads back to the surface world of Skara Brae, within the courtyard walls of Mangar's Tower. Entry is not permitted yet, but you can use it as a quick exit to the surface.

After removing your nose plugs you can return to the Adventurer's Guild for a well earned rest. Pop off round the corner to the Review Board to see if you can go up any levels and while you're at it visit Garth to dispose of some of the junk you'll have picked up along the way. Don't discard any magic items unless you really have to. It might be a good idea to drop in at the temple and get healed too.

As you enter you have a choice between speaking with the priest or leaving the temple – the latter is for cowards or people unready for the dangers ahead. When you do speak with the priest you must tell him the name of the Mad God. A magic mouth told you the name when you were in sewers: Tarjan is Mad God (me Tarjan, you Zane?). Speak the name and you are allowed into the Catacombs, a place filled with the undead.

As soon as you enter the catacombs it's time to cast a light-giving spell, if you haven't already got one cast. Greater or Lesser Revelation are better spells to use from now on because they show up secret doors too. Get out your amateur cartography kit and start using it now or you could spend an eternity in the catacombs. As with lower levels of the sewers there are areas of darkness that extinguish your light sources, and if you move around in the dark too much you could spend hours trying to get out again. Always make sure you've got someone capable of casting Scry Sight so that if you do get lost at least you'll know where the exit is relative to you.

Also check each character's inventory for any unwanted items: spare armour or weapons that are non-magical should be disposed of because they're just excess baggage. Ideally you want two or three empty slots for each character so that you can pick up the many items that you're going to find down here. If you have a magical item like the light wand, magic mouth or broom that produces a random magical effect then use it until you have a powerful ally: Thor, the Old Man or a Greater Demon are three of the better ones.

The first level of the catacombs is not too bad, little if any more difficult than the

third sewer level. Turn right at the bottom of the stairs and move forwards until you reach a wall. Turn left and enter the second door on your left. Sometimes (not very often, I admit) you encounter a huge horde of skeletons. You'll lose your front three characters for certain and if you aren't careful the whole party will bite the dust. To deal with one large group like this there's a sure way to win, but it relies on you being able to cast Hypnotic Image.

In the first round of combat tell your front row to hack like mad and get one of the back row to cast Hypnotic Image. This spell stops all attacks from the group you select (there's only one in this case) during the next round of combat.

Everyone else on the back should hurl destructive spells like Dragon Breath, Starflare and – even better still – Mind Blade at the skeletons. If you don't wipe them out in the first round (it'll take a while for the combat to end, so go get a drink, have a bath, take a walk around town and then read Lord of the Rings) then use the same process next round until you've completely annihilated them.

If you do have this encounter then nip out of the catacombs and go get everyone resurrected. The experience gained by the characters that survived will be very high so a visit to the Review board will be called for.

One thing that is worth mentioning is the power of the Mind Blade spell. Most spells only affect a single group of opponents, but Mind Blade hits everyone. It does 10-40 damage to everyone and if you have two or three characters capable of casting it then very few things are going to live through the first onslaught. This is well worth remembering if you ever encounter four groups of 99 berserkers, because you could only Hypnotic Image three groups at best and one of them is enough to wipe out the party.

Apart from a few areas of darkness you'll have no further trouble with this level and since there's nothing very special on it you might as well just head for the stairs down which are located at 16 east and 15 north.

Down on level two there are many areas of darkness, and passage through them is often essential. Use the kick method described last month to find your way around. There are only two foes on this level that may cause you some problems, Sphynx and Bashar Kavirov. Sphynx is Bashar's pet dragon (no, I don't know why he named a big reptile after a man's head stuck on a lion's body) and he

lives at 6 east and 13 north. A good few hits and a couple of spells are enough to finish him off. Bashar is a powerful sorcerer and should be dealt with quickly or he's likely to take a few party members with him. Now that these two are deceased (or you are) you should head for the stairs at 11 east and 8 north.

Down here is where the real fun starts. The Witch King lives down here and he guards something that you need. To get to him you have to go through a series of teleports. The first is found at 21 east and 0 north.

This will take you to 7 east, 10 north and from there you have to get to a second teleport at 15 east, 21 north. You then emerge at 17 east, 13 north. Turn right and follow the passage around until you enter darkness.

Go north using kick until you reach a wall, turn east, forwards one and then straight south. Move east when you hit the wall and you're out of the darkness. Cast a light spell now because it will stay lit.

Move north until you go through a door and follow the passage around until you come to another door, passing through three traps on the way. Make sure that at least one party member has inventory space for an object. Outside cast healing spells to make everyone better and then go through it.

When you go through the door you'll encounter the Witch King himself. Don't hold anything back in this encounter: hit him with everything you've got because you want him dead in one combat round. If you don't he'll take an experience level away from anyone he hits.

When he dies you'll find an eye which is used later in Harkyn's castle. Go north and east and you'll be teleported out of the Witch King's domain to the exit stairs and work you way back out of the catacombs.

There comes a time in everyone's life when it's time to settle down. So if you're ever wandering around Skara Brae and see a poor mage in tattered robes begging, be kind to him and give him some money. It might just be a retired guide who's fallen on hard times...

Secret messages These messages are found throughout Skara Brae in tunnels, tombs and towers. They are supposed to warn or help adventurers – but are more often than not are just plain confusing. Naturally out of context they lose meaning, but a long and careful reading reveals many clues. They could even save your life...

Beyond the lie, before the slip, a passage north, will fake a trip and upward go to evil's grip. Yet not an inch will seem to dip.

The spectre's snare can catch a foe and bind him lest his spirit go.

The one has said that the first man is blessed and the last man damned.

On many levels, several are ancient but the sixth is forever.

The third is passion if you have love and life.

We speak of God, eternal is he, his fifth is almost certainly to be.

Do not scry the first is lie.

The One God's second is surely with.

In all the land, the fourth is and.

A square, a circle and a triangle.

Made of earth, yet without soul, as living statue he is whole.

As a guardian he must walk. The first part of his name means rock.

Beware the sting of the tail (south) of the serpent way.

Thor is the greatest son of Odin.

IRKM DESMET DAEM

Seek the snare behind the scenes.

The ancient witch king yet lives.

Fifteen doors east and thou art there, on souls they feast, in the dark ones lair.

To the tower fly, a mad one die, once lost the eye.

Seek the Mad One's stoney self in Harkyn's domain.

The stone golem has been spoken of twofold.

The spectre snare can draw in the mightiest.

The crystal sword will leave the crystal guardian in many pieces.

There is no exit until the seven words are said.

The hand of time writes and cannot erase.

Know this, that a man called Tarjan though to many to be insane, had through wizardly power proclaimed himself a God in Skara Brae a hundred years ago. His image is locked in stone until made whole again. |

Dungeon Guide The map references in the list below are in (North, East) form, measured in one move per unit – so (3,2) means three moves north, by two moves east. The points outlined are some (but by no means all) of the key areas and items it is necessary to locate if wealth, fame and riches are to be yours in Skara Brae.

Cellars Sewer entrance = (18,7)

Sewers Level 1: Stairs down = (14,17)

Teleport to (16,12) from (6,11)

Level 2: Teleport to (1,20) from (5,17)
Portals = (11,21) and (21,5)

Level 3: Portals = (11,21) and (21,5)
Teleports to (10,14) from (0,13) and to (3,19) from (17,15)

Stairs up to Mangars Courtyard = (16,17)

Catacombs Level 1: Stairs down = (15,16);
Burial Chamber = (10,18); Stairs up = (0,0)

Level 2: Bashar Kavilors Chamber = (18,11), Treasure Chamber (with resident pet), Sphynx the dragon = (13,6), Living Chamber = (12,10); Stairs Down = (8,11)

Level 3: Teleport to (13,17) from (21,15), teleport to (10,7) from (0,21)

Witch King = (19,20)

Castle Level 1 Crystal Sword = (1,20)

Stairs up = (19,0) Jabberwock = (3,22)

Level 2 Portal = (19,19) Teleport from (5,11) to (3,10) Teleport from (16,4) to (5,18) Teleport from (0,1) to (9,10)

Level 3 Throne, = Level 1, (14,9) 400

Hundred berserkers = (5,12) Teleport from (6,0) to (16,0) Teleport from (4,6) to (0,0)

Kylearn's Amber Tower Magic Mouth = (2,12)

Silver Triangle = (20,2) Crystal

Statue = (1,4) Onyx Key = (13,17)

The Tower Level 1 Coffin = (8,12) Dragons = (8,21)

Level 3 Master Key () = (12,9) Secret Stair = (4,10)

Level 4 Teleport to (6,10) from (10,21)
Treasure Trove = (17,0) Magic Mouth = (21,10) Mangar and chums = (20,10)

Designer Disk There are two programs now: a patch and the designer. You'll also need a disk with about 16K free on it: I'll refer to this disk as the cheat disk. First of all type in the patch program and type SAVE "BARDPTCH.BAS" to save it to the cheat disk. Put the Bard's Tale disk in the drive with side two face up and type RUN.

When prompted put the cheat disk in the drive and then press a key to save file INVEN.BIN which will be used by the Designer program.

Done all that? Now it's time to start on the big listing, the designer itself. Type it in and save it to the cheat disk using the command SAVE "BARDTALE.BAS".

Type RUN after you've saved and then get a disk that has a saved game from The Bard's Tale on it and use the Load option to get a party into memory.

Characters can be made super powerful and they can be equipped with any item. Non-spellcasters can be made into spell casters and you can give them enough experience to take them up to ridiculous levels. And suddenly money is

no problem either (if only life were like this!).

As with the tape version of the poke, characters aren't actually boosted up levels: you have to go to the Review Board and take up them levels one by one.

Once you've done all the modifications that you want then just save the party out to a disk, load Bard's Tale as normal and load in your all new modified party of adventurers.

```
1 'Bard Designer patch-disk
2 'By Julian Page
3 '269
10 MODE 1:INK 0,0:INK 1,26:PEN 1
20 h=HIMEM-1:MEMORY &41FF
30 PRINT"Please insert side 2 of the
  Bard's Tale."
40 PRINT"When ready, press any
  key."
50 CALL &BB06
60 LOAD"editor",&4200
70 CLS
80 PRINT"Now insert the disc upon
  which the game designer will
  reside, then press a key."
90 CALL &BB06
100 SAVE"inven",b,&599D,&549
110 CLS:PRINT"Now load and run
  the designer."
120 MEMORY h:NEW
```

```
1 'The Bard's Tale Designer-disk
2 'By Julian Page
3 '270
10 GOSUB 2440
20 DEFINT a-z
30 GOSUB 1150:BORDER 0
40 GOSUB 1310
50 GOSUB 1180:IF PEEK(&7FFF)<>&FF
  AND a<>"L" THEN LOCATE 14,10
  :PRINT CHR$(24);"You must load a
  saved game first!";CHR$(24):FOR
  t=1 TO 3000:NEXT t:LOCATE
  14,10:PRINT SPACE$(40):GOTO 50
60 ON INSTR("IPLS",A$) GOSUB
  380,80,1390,1510
70 GOTO 30
80 FOR t=0 TO 5:CLS #t:NEXT
  t:st=&5CA0:PRINT#4,"In your party
  are:-":PRINT#4
90 '** Party stats **
100 PRINT#3,TAB(17)"Party
  Statistics Customiser"
110 FOR x=0 TO 6:IF x>0 THEN PRINT
  #4,RIGHT$(STR$(x),1);" ) ";
  ELSE PRINT#4,"S ) ";
120 FOR y=0 TO 14:PRINT
  #4,CHR$(PEEK(st+y*&65*x));
130 NEXT y:PRINT#4:NEXT x
140 LOCATE #4,25,2: PRINT#4,
  CHR$(24);"Hits "
```

```
150 LOCATE #4,32,2:PRINT#4,"Cond "
160 LOCATE #4,39,2:PRINT#4,"SpPts"
170 LOCATE #4,46,2:
  PRINT#4,"SpLeft"
180 LOCATE #4,54,2: PRINT#4,
  "ExpLvl"
190 LOCATE #4,61,2: PRINT#4,
  "SpeLvl";CHR$(24)
200 FOR x=0 TO 6:
  hits=PEEK(st+&30*x*&65)
  *256+PEEK(st+&31*x*&65): LOCATE
  #4,25,3+x:PRINT #4,hits
210 cond=PEEK(st+&32*x*&65)
  *256+PEEK(st+&33*x*&65): LOCATE
  #4,32,3+x:PRINT #4,cond
220 sp1=PEEK(st+&34*x*&65)
  *256+PEEK(st+&35*x*&65):
  sp2=PEEK(st+&36*x*&65)*256+
  PEEK(st+&37*x*&65)
230 LOCATE #4,39,3+x: PRINT #4,sp1
  :LOCATE #4,46,3+x:PRINT #4,sp2
  :NEXT x
240 FOR x=1 TO 6:
  ex=PEEK(st+&65*x+&21): LOCATE
  #4,55,3+x:PRINT #4,ex:FOR y=0
  TO 3: spx=PEEK(st+&65*x+&40+y):
  LOCATE #4,62+y,3+x:PRINT #4,
  RIGHT$(STR$(spx),1);:NEXT y,x
250 GOTO 1610
260 '** Print out a character's
  inventory **
270 CLS:PRINT"Look at which char
  acter's inventory (1-6)
  ?":GOSUB 1180:PRINT
280 IF a$<"1" OR a$>"6" THEN 270
  ELSE CHAR=VAL(a$)
290 z=&5CA0+&50+&65*char
300 FOR t=0 TO 14:PRINT CHR$(
  PEEK(&5CA0+char*&65+t));:
  NEXT t:PRINT
310 FOR t=0 TO 7
320 PRINT RIGHT$(STR$(t+1),1);"
  ";
330 a=PEEK(z+t*2):b=PEEK(z+t*2+1)
340 IF b=0 THEN PRINT: GOTO 360
350 CALL &8000,b:IF a=1 THEN PRINT
  TAB(18);" -- Equipped." ELSE IF
  a=2 THEN PRINT TAB(18);" --
  Unavailable." ELSE PRINT
  TAB(18);" -- Unequipped."
360 NEXT t
370 RETURN
380 '** Print out inventory **
390 GOSUB 1150
400 FOR x=0 TO 5:CLS #x:NEXT x
410 GOSUB 620:obj=1
420 FOR a=0 TO 9:LOCATE #2,1,a+1:
  PRINT #2, RIGHT$(STR$(a),1)
  ;":NEXT a
430 PAPER 0:PEN 1:PAPER #1,1:PEN
  #1,0:CLS #1
440 fit=9;b$="ECD"+CHR$(224)+
```

```
CHR$(32)+CHR$(13)+"X"
450 WINDOW SWAP 0,1
460 FOR x=0 TO FIT
470 CALL &8000,obj+x
480 PRINT:NEXT x
490 a$="":WHILE a$="":
  a$=UPPER$(INKEY$):WEND
500 c=INSTR(b$,a$)
510 ON c GOTO 810,830,850,950,
  950,950,1080
520 IF ASC(a$)<240 OR ASC(a$)>241
  THEN 490
530 IF ASC(a$)=241 THEN 580
540 LOCATE 1,1:PRINT CHR$(11);
550 obj=obj-1:IF obj=0 THEN
  obj=&7F
560 CALL &8000,obj
570 GOTO 490
580 LOCATE 1,10:PRINT CHR$(10);
590 obj=obj+1:IF obj>&7F THEN obj=1
600 CALL &8000,((obj+fit-1) MOD
  &7F)+1
610 GOTO 490
620 '** Get char.inven. to change
630 CLS #3:PRINT #3,TAB(15);"Character
  Inventory
  Compiler"
640 PRINT #0,"Which character's
  inventory (1-6) do you wish to
  alter ?"
650 GOSUB 1180:IF a$<"1" OR a$>"6"
  THEN 650
660 char=VAL(a$):CLS #0:GOSUB
  290:GOSUB 680
670 RETURN
680 '** print in #4 options
690 PRINT #5," Object Menu"
700 PRINT #4,"OPTIONS:"
710 PRINT#4:PRINT#4,"E) Exit
  inventory compiler, and return
  to front end."
720 PRINT#4,"C) Choose another
  character to examine."
730 PRINT#4,"D) Discard object
  from character's inventory."
740 PRINT#4,"<copy> )"
750 PRINT#4,"<space>]==- Add
  object from menu to inventory."
760 PRINT#4,"<enter>)"
770 PRINT#4,"X) Redefine unusable
  object as usable by character."
780 PRINT#4,CHR$(240);"
  (cursor.up) Scroll up object
  menu."
790 PRINT#4,CHR$(241);"
  (cursor.down) Scroll down
  object menu."
800 RETURN
810 '** Exit inventory compiler
820 RETURN
830 '** Choose another character
  to examine
```

```

840 WINDOW SWAP 0,1:GOTO 400
850 *** Remove object from inventory
860 WINDOW SWAP 0,1
870 LOCATE 1,10:PRINT
CHR$(24);"Discard which item (
Item 1-8, 0=Everything, else
exit) ?";CHR$(24)
880 GOSUB 1180:
c=INSTR("012345678",a$)
890 IF c=0 THEN GOTO 940
900 d=0:f=c-2:IF c=1 THEN FOR d=0
TO 7:f=d
910 e=&5CA0+char*&65+&50+f*2
920 POKE e,0:POKE e+1,0
930 IF c=1 THEN NEXT d
940 CLS:GOSUB 1200:GOSUB 290:WIN
DOW SWAP 0,1:GOTO 490
950 *** Choose object from menu **
960 WINDOW SWAP 0,1
970 os=&5CA0+&65*char+&50
980 z=99:FOR t=7 TO 0 STEP -1
990 IF PEEK(os+1+t*2)=0 THEN z=t
'z+1 =First space free (1-8)
1000 NEXT t
1010 IF z<8 THEN GOTO 1030
1020 LOCATE 1,10:PRINT CHR$(24);
"Your character has no avail
able space!";CHR$(24);" ":FOR
t=1 TO 1900:NEXT t:CLS:GOSUB
290:WINDOW SWAP 0,1:GOTO 490
1030 LOCATE 1,10:PRINT CHR$(24);
"Take which item from menu (0-
9, else exit) ?";CHR$(24)
1040 GOSUB 1180:IF a$<"0" OR
a$>"9" THEN CLS:GOSUB 290:WIN
DOW SWAP 0,1:GOTO 490
1050 o=VAL(a$)+obj:POKE os+z*2,0:
POKE os+z*2+1,o
1060 CLS:GOSUB 290:WINDOW SWAP
0,1:GOTO 490
1070 STOP
1080 *** Redefine an object as
usable by char **
1090 WINDOW SWAP 0,1
1100 os=&5CA0+&65*char+&50
1110 LOCATE 1,10:PRINT
CHR$(24);"Redefine which object
(1-8, else exit) ?";CHR$(24)
1120 GOSUB 1180:IF a$<"1" OR
a$>"8" THEN GOTO 1140
1130 POKE os+(VAL(a$)-1)*2,0
1140 CLS:GOSUB 290:WINDOW SWAP
0,1:GOTO 490
1150 MODE 2:INK 0,0:INK 1,26:BOR
DER 0:WINDOW 1,61,3,12:WINDOW
#1,66,80,3,12:WINDOW
#2,63,64,3,12:WINDOW
#3,1,61,1,1:WINDOW
#4,1,80,14,25:WINDOW
#5,63,80,1,1
1160 DATA 0,1,0,1,1,1:RESTORE 1160:FOR
X=0 TO 5:READ P:PAPER
#X,P:PEN #X,(1-P):CLS #X:NEXT X
1170 RETURN
1180 FOR t=1 TO 50:a$=INKEY$:
NEXT t
1190 WHILE a$="":
a$=UPPER$(INKEY$):WEND:RETURN
1200 *** Routine to compress char
acter's inventory to normal
style
1210 ost=&5CA0+&65*char+&50
1220 FOR T=0 TO 6
1230 IF PEEK(OST+1+T*2)>0 THEN 1290
1240 FOR A=T TO 6
1250 POKE OST+A*2,
PEEK(OST+(A+1)*2)
1260 POKE 1+OST+A*2,
PEEK(OST+(A+1)*2+1)
1270 NEXT A
1280 POKE OST+14,0:POKE OST+15,0
1290 NEXT T
1300 RETURN
1310 *** Print the main menu
choice in window 0
1320 FOR t=0 TO 5:CLS #t:NEXT
t:PRINT#3," The Bard's Tale
Character Designer -- By Julian
Page"
1330 PRINT:PRINT TAB(22) "*** MAIN
MENU ***"
1340 PRINT:PRINT TAB(12)"I)
Character's Inventory Customiser"
1350 PRINT TAB(12)"P) Party
Statistics Customiser"
1360 PRINT TAB(12)"L) Load another
pre-saved party"
1370 PRINT TAB(12)"S) Save this
party to disc"
1380 RETURN
1390 *** Load a pre-saved party
1400 CLS:PRINT#3,TAB(20)"Load a
pre-saved party."
1410 LOCATE #4,1,6:IF n$<>" THEN
PRINT #4,"Just press enter to load
default name of: ";UPPER$(n$)
1420 LOCATE #4,1,4:PRINT#4,"press
<TAB> to abort this load"
1430 N1$=N$
1440 LOCATE #4,1,2:PRINT#4,"Please
enter the filename of your
party (enter to abort)
*****";:LOCATE #4,59,2:INPUT
#4,n$
1450 IF n$="*" NULL "*" THEN
N$=N1$:CLS #4:GOTO 40
1460 IF N$="*" AND N1$<>"*" THEN
N$=N1$:PRINT #4,TAB(61);
CHR$(11);N$ ELSE IF N$="*" THEN
GOTO 1440
1470 LOCATE #4,1,4:PRINT#4,"Insert
the saved party disc, and press
a key to load..."
1480 CALL &BB06:LOAD n$,&5C20
1490 POKE &7FFF,&FF:GOTO 40
1500 *** Save a party to disc
1510 CLS #4:LOCATE #4,1,6:
PRINT#4,"Just press enter to
save default name of:
";UPPER$(n$)
1520 LOCATE #4,1,4:PRINT#4,"press
<TAB> to abort this save"
1530 LOCATE #4,1,2:PRINT#4,"Please
enter the name of your party...
*****";:LOCATE #4,41,2:INPUT
#4,s$
1540 IF s$="*" NULL "*" THEN CLS #4:
GOTO 40
1550 IF s$="*" THEN s$=n$
1560 IF LEN(s$)>8 THEN LOCATE
#4,1,8:PRINT #4,CHR$(7);"Name
too long! Maximum of 8 charac
ters":FOR t=1 TO 3500:NEXT t:
GOTO 1510
1570 LOCATE #4,1,4:PRINT #4,
SPACE$(240):LOCATE #4,1,4
1580 PRINT#4,"Insert the saved
party disc, and press a key to
save..."
1590 CALL &BB06:CALL &801B,s$
1600 GOTO 40
1610 CLS:PRINT:PRINT TAB(15);
CHR$(24);"Please choose from
the following:";CHR$(24)
1620 PRINT:PRINT#E) Exit party
stats, and return to main menu"
1630 PRINT#H) Alter hit pts and
condition of a character"
1640 PRINT#S) Alter spell pts of a
character"
1650 PRINT#L) Change level of
magic of a character"
1660 PRINT#B) Boost ALL characters
to ArchMages"
1670 PRINT#X) Change experience
points of a character"
1680 PRINT#G) Alter character's
amount of gold"
1690 GOSUB 1180:A=
INSTR("EHSLBXG",A$):IF A=0 THEN
1690
1700 ON A GOTO
1710,1720,1840,1930,2020,
2120,2260
1710 CLS:CLS #4:GOTO 40
1720 *** Alter hit pts
1730 LOCATE #4,1,12:PRINT #4,
"Alter which character's hit
pts (1-6,S, else abort) ?"
1740 GOSUB 1180:IF a$="*" THEN CLS:
CLS #4:GOTO 40
1750 IF a$="S" THEN v=0:GOSUB
2410:GOTO 1770
1760 GOSUB 2390
1770 LOCATE #4,1,12:INPUT #4,

```


R-Type

Mike Wong gives Electric Dreams' space bash treatment with infinite lives, infinite credits and just to cap it all, invulnerability. Makes you feel kind of sorry for those poor little Bydo people. Well, maybe not! (Tape)

```
1 ' 271
10 FOR n=&BE80 TO &BEBA
20 READ a$:a=VAL("&"+a$)
30 POKE n,a:c=c+a:NEXT
40 IF c<>6519 THEN 290
50 MODE 1
60 PRINT"1: INVULNERABILITY"
70 PRINT"2: INFINITE CREDITS"
80 PRINT"3: INFINITE LIVES"
90 PRINT:INPUT n
100 ON n GOSUB 140,150,160
110 FOR n=&BEB3 TO &BEB7
120 READ a$:a=VAL("&"+a$)
130 POKE n,a:NEXT
140 LOAD"":CALL &BE80
150 RESTORE 270:RETURN
160 RESTORE 280:RETURN
170 DATA 3e,c3,21,8e,be,32
180 DATA 16,bd,22,17,bd,c3
190 DATA 63,98,cd,37,bd,21
200 DATA 00,00,22,43,a5,21
210 DATA a0,be,22,46,a5,c3
220 DATA 00,a5,dd,21,b0,a7
230 DATA 11,ab,00,cd,3f,a7
240 DATA 21,b3,be,22,59,a8
250 DATA c3,da,a7,3e,c9,32
260 DATA 08,35,c3,00,7a
270 DATA 3e,a7,32,9e,35
280 DATA 3e,00,32,10,35
290 PRINT"Error..."
```

Ninja Scooter

Michael Gledhill has been tinkering away with his Ninja Scooter and has really souped it up. The speed clock is set (1 = fast, 3 = normal, 7 = slow) and it allows green screeners to see the potholes. (Tape. Method 1)

```
1 'Ninja scooter poke
2 'Michael Gledhill
3 '272
10 FOR n=&BE00 TO &BE2A:READ a$
11 POKE n,VAL("&"+a$):NEXT
12 DATA 2a,5b,bb,22,38,bd,2a
13 DATA 0f,bc,22,29,be,21,0e
14 DATA bc,36,c3,23,36,1a,23
15 DATA 36,be,c3,00,3e,b7,20
16 DATA 0b,3e,07,32,74,69,3e
17 DATA 01,32,c5,6a,af,cf,00,00
20 MEMORY &2FFF:LOAD"scooter1"
21 INK 2,7:INK 3,13:MODE 1
22 WINDOW#1,14,26,10,10
23 WINDOW#2,14,26,13,13
24 INPUT"Clock speed (1,3 or 7) ",a
25 POKE &BE1E,a
```

```
26 INPUT"Green screen (Y/N) ";a$
27 IF a$="n" THEN 29
28 POKE &BE23,7
29 CLS:CALL &BE00
```

Live and Let Die

Mike Wong has now cracked the codes of International Exports and has taken Q's job, giving James infinite fuel and made the game ultra fast. (Tape. Method 1)

```
1 ' 273
10 MODE 1:LOAD"!tape"
20 POKE &A457,&80
30 POKE &A458,&BE
40 FOR n=&BE80 TO &BE9B
50 READ a$
60 POKE n,VAL("&"+a$)
70 NEXT
80 INPUT"Fast game (y/n)";a$
90 IF a$="y" THEN 110
100 POKE &BE95,3
110 CALL &A410
120 DATA 3e,09,32,07
130 DATA 74,3e,ff,32
140 DATA 0a,74,3e,28
150 DATA 32,0b,74,3e
160 DATA a7,32,17,74
170 DATA 3e,00,32,ef
180 DATA 55,c3,fd,05
```

Mask

First a poke for infinite time and bombs from Graham Smith. Tape only.

```
1 ' MASK --TAPE--
2 ' By Graham Smith
3 ' Method 1
4 ' Infinite time
5 ' Infinite bombs
6 ' No damage to thunderhawk
7 ' 274
10 FOR j=0 TO 44:READ a$
20 POKE 96+j,VAL("&"+a$)
30 NEXT j:CLS:CALL 109
40 DATA af,32,03,a9,32,29,8b,32
50 DATA a3,91,c3,7d,04,06,00,11
60 DATA 70,01,cd,77,bc,cd,ff,bb
70 DATA 3e,09,32,98,01,0e,c0,cd
80 DATA 89,01,21,0b,6b,22,fa,01
90 DATA 0e,6b,c3,a8,01
```

Mike Wong's pokes give you infinite bombs as well as invulnerability from the helicopter. The poke works for both tape and disk.

```
1 ' 275
10 MODE 2:GOSUB 110
20 PRINT"Insert MASK disk..."
30 PRINT"(WRITE PROTECT OFF)"
40 CALL &BB18
50 INPUT"Normal (y/n)";a$
60 IF a$<>"y" THEN 80
```

```
70 POKE &800C,&3D
80 CALL &8000
90 POKE &8011,&3F
100 CALL &8000:|CPM:END
110 FOR n=&8000 TO &8013
120 READ a$:a=VAL("&"+a$)
130 c=c+a:POKE n,a
140 NEXT:IF c<>1437 THEN 200
150 RETURN
160 DATA 21,00,40,11,00,12
170 DATA 0e,11,df,11,80,3e
180 DATA a7,32,67,40,c9,3c
190 DATA c0,07
200 PRINT"Error...":END
```

Dynamic Duo

All you frustrated Dynamic Duos out there can now turn and stare that purple nasty the Grim Reaper in the eye. For Phil Howard has given the cute couple infinite lives in Telecomsoft's version of Treasure Hunt (and the duck's got better legs than Annabel Croft!) (Tape. Method 1)

```
1 'dynamic duo
2 '276
3 'infinite lives
4 '
10 DATA C5,E5,F5,06,F6,ED
20 DATA 78,FE,00,28,06,F1
30 DATA E1,C1,C3,00,00,F3
40 DATA 2A,0F,BE,22,39,00
50 DATA 21,34,BE,22,a0,01
60 DATA 18,EB,CD,4C,3F,2A
70 DATA 39,00,22,0F,BE,F3
80 DATA 21,00,BE,22,39,00
90 DATA FB,C3,00,3e,3e,c9
100 DATA 32,0e,0d,c3,85,04
150 y=0:MEMORY &2000
160 FOR x=&BE00 TO &BE3B
170 READ a$:a=VAL("&"+a$)
180 POKE x,a:y=y+a:NEXT
190 IF y<>&1813 THEN 220
200 LOAD"duo1"
210 CALL &BE20
220 PRINT"data error!"
```

Cholo

Passwords Ian Culpin of Canterbury has sent in the passwords to access some of the robots in Firebird's expensive vector graphic game

Leadie : Mclean
Hacker : Plugin
Rats : Rebels
Plane : Flyboy
Flying Eye : Brazil
Koke : Lorean

Pokes Firebird's game gets hacked to pieces by Julian Page of Shrewsbury. Type in the poke, RUN it with the Cholo disk in

the drive and follow the on-screen prompts.

```
1 'Cholo - disk
2 'by Julian Page
3 '277
10 DATA 21,10,40,11
20 DATA 50,03,01,B0
30 DATA 00,D5,ED,B0
40 DATA C9,48,69,21
50 DATA 21,00,BE,36
60 DATA 82,DD,7E,00
70 DATA 32,4C,03,CD
80 DATA D4,BC,22,4D
90 DATA 03,79,32,4F
100 DATA 03,21,E5,03
110 DATA DF,4D,03,21
120 DATA EF,03,11,00
130 DATA 40,06,04,CD
140 DATA 77,BC,EB,CD
150 DATA 83,BC,CD,7A
160 DATA BC,3E,AF,32
170 DATA A7,00,21,8B
180 DATA 03,22,C2,00
190 DATA C3,59,00,3A
200 DATA 4C,03,47,AF
210 DATA 67,6C,CB,40
220 DATA 28,08,3E,18
230 DATA 32,38,AC,32
240 DATA 84,AD,CB,48
250 DATA 28,04,AF,32
260 DATA D4,77,CB,50
270 DATA 28,05,3E,C9
280 DATA 32,CC,92,AF
290 DATA CB,58,28,03
300 DATA 32,E8,AC,CB
310 DATA 60,28,0B,3E
320 DATA 77,32,4E,9F
330 DATA 3E,3E,32,4C
340 DATA 9F,AF,CB,68
350 DATA 28,09,21,18
360 DATA 14,22,84,A4
370 DATA 21,00,00,CB
380 DATA 70,28,03,22
390 DATA BF,A9,CB,78
400 DATA 28,04,3D,32
410 DATA 67,AC,C3,00
420 DATA 53,2D,00,37
430 DATA 00,01,04,08
440 DATA 01,03,00,44
450 DATA 49,53,43,00
460 FOR X=&4000 TO &40B3
470 READ A$:A=VAL("&" +A$)
480 POKE X,A:C=C+A
490 NEXT X
500 IF C=&3E75 THEN 520
510 PRINT"DATA ERROR":STOP
520 MODE 1:INK 0,0:PEN 2
530 INK 1,11:INK 2,26:C=1
540 INK 3,24:V=0:DEFSTR A,B
550 A="TRAVEL ON WATER
560 GOSUB 770
570 A="NO RADIATION DAMAGE
```

```
580 GOSUB 770
590 A="IMMUNE TO ATTACKS
600 GOSUB 770
610 A="ENEMY CAN'T SEE YOU
620 GOSUB 770
630 A="STUN ENEMY- 1 SHOT
640 GOSUB 770
650 A="NO PASSWORD NEEDED"
660 GOSUB 770
670 A="NO ACCESS DENIAL
680 GOSUB 770
690 A="NO SELF-DESTRUCT
700 GOSUB 770
710 PRINT"INSERT CHOLO
720 PRINT"DISC,PRESS A
730 PRINT"KEY!
740 CALL &BB03:CALL &BB06
750 CALL &4000,V
760 END
770 CLS:PRINT A;" Y/N ?
780 B="":WHILE B=""
790 B=UPPER$(INKEYS)
800 WEND
810 V=V OR C*- (B="Y")
820 C=C*2:RETURN
```

Tape owners! Now you too can nip down to the wonderful world of Cholo once more, safe in the knowledge that you're more resistant to radiation, bullet proof. And just for good measure you can walk on water! All this thanks to Michael Gledhill of Tavistock. (Tape, Method 1)

```
10 ' Cholo
11 ' M.Gledhill
12 ' 278
13 a=&1000:MODE 1
14 READ a$:IF a$="" THEN 18
15 POKE a,VAL("&" +a$)
16 a=a+1:GOTO 14
18 INK 0,0:INK 1,11
19 INK 2,6:INK 3,26
20 CALL &1000:RUN"Cholo
21 DATA 21,32,bc,36,c3,23
22 DATA 36,0c,23,36,10,c9
23 ' Walk on water
24 DATA 3e,18,32,8a,9c,32
25 DATA ce,9d
26 ' Radiation less harmful
27 DATA af,32,1e,68
28 ' Can't get shot
29 DATA 3e,c9,32,16,83
30 ' Leave this bit
31 DATA c9,**
32 '
33 ' PASSWORDS
34 '
35 ' are PHILBY,MCLEAN,BLUNT ,HOLLIS
36 ' for Scum01,Scum02,Scum03,Scum04
37 '
38 'PLUGIN,BRAZIL,FLYBOY,KLAATU,LOREAN
39 ' Hacker,Anneka,Plane, Gort, Koke
```

Fast food

That little burger Dizzy gets a helping hand with in his Fast Food frenzy, from Graham Smith of Somerset in the form of infinite lives. So now the wee fella can charge around to his hearts content and 'pig-out' in true style. Say yes to EGG-cess. (Tape method 1)

```
1 ' Fast Food
2 ' By Graham Smith
3 ' Infinite lives
4 ' Method 1
5 ' 279
10 MEMORY 14900
20 a=2850:LOAD"
30 FOR j=0 TO 31
40 READ a$
50 x=VAL("&" +a$)
60 POKE j+48640,x
70 y=y+x:NEXT j
80 IF y<>a GOTO 180
90 CALL 48640
100 DATA 2a,38,bd,22
110 DATA 20,be,21,37
120 DATA bd,36,c3,23
130 DATA 36,1b,23,36
140 DATA be,21,40,00
150 DATA e3,11,00,bb
160 DATA c3,4a,3a,af
170 DATA 32,0c,57,cf
180 PRINT"DATA ERROR
```

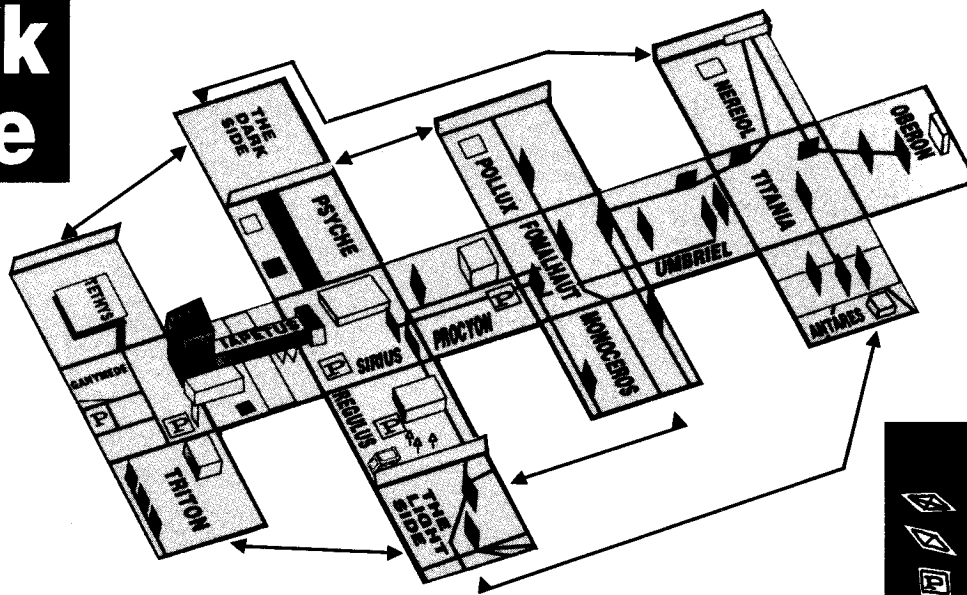
Dark Side

Map Michael Dickinson sent us this superb guide to Incentive's second Freescape epic. We passed it over to the art dept, and they turned Mike's map into this indispensable guide to the Dark Side!





Poke Mike Wong of Sale gives you infinite fuel, shields, time and to prevent the ECD's from regenerating. (Method 1.)

```
1 ' Dark Side-tape
2 ' by Mike Wong
3 ' 280
10 OPENOUT"d":MEMORY &F9F
20 CLOSEOUT:LOAD"DARKSIDE"
30 POKE &1002,&E1
40 POKE &1003,&C9
50 n=&BE80
60 READ a$:IF a$="" THEN 90
70 POKE n,VAL("&" +a$)
80 n=n+1:GOTO 60
90 CALL &FA0:CALL &BE80:END
100 'INFINITE SHIELDS & FUEL
110 DATA 3e,a7,32,7b,6f,32
120 DATA 0a,6e,21,18,1b,22
130 DATA 80,65
140 'INFINITE TIME
150 DATA af,32,2d,6e,32,3e
160 DATA 6e
```

Dark Side



Key

-  = ECD
-  = Prison sensor
-  = Plexor tank
-  = Telepod is here

```
170 'PREVENT ECDs REGENERATING
180 DATA 21,00,00,22,19,7a
190 REM LEAVE
200 DATA c3,62,1c,* 1
```

And the disk version. Type in the poke and RUN it with the Dark Side disk in the drive.

```
1 ' Dark Side-disk
2 ' 281
10 MEMORY &3FFF
20 LOAD"dark",&4000
30 DATA 3e,c9,32,0b,40,cd
40 DATA 00,40,af,32,81,00
50 DATA cd,51,00
60 'Infinite Shields & Fuel
70 DATA 3e,a7,32,7b,6f,32
80 DATA 0a,6e,21,18,1b,22
90 DATA 80,65
100 'Infinite Time
110 DATA af,32,2d,6e,32,3e
120 DATA 6e
130 'Prevent ECD's regenerating
140 DATA 21,00,00,22,19,7a
150 'Leave next line
160 DATA c3,62,1c
170 FOR n=&BE80 TO &BEAC
180 READ a$
190 a=VAL("&"a$)
200 POKE n,a
210 NEXT n
220 CALL &BE80
```

SDI

Sky and BSB better watch their step, as Phil Howard from Mapperley gives Activision's SDI satellite killer infinite lives. So the world is free, at last, to Rest In Peace. (Tape method 1)

```
10 'sdi
20 '282
30 'infinite lives
40 '
50 DATA 21,16,BD,36,C3,23
60 DATA 36,0E,23,36,BE,C3
70 DATA EA,99,21,17,BE,22
80 DATA 4F,A6,C3,08,A6,DD
90 DATA 21,b9,a8,11,ab,00
100 DATA CD,48,a8,21,2A,BE
110 DATA 22,62,a9,C3,e3,a8
120 DATA 3E,a7,32,49,3a,32
130 DATA 92,3A,c3,90,38
140 y=0:MEMORY &5000
150 FOR x=&BE00 TO &BE34
160 READ a$:a=VAL("&"a$)
170 POKE x,a:y=y+a:NEXT
180 IF y<>&16AE THEN 210
190 LOAD"sdi"
200 CALL &BE00
210 PRINT"data error!"
```

WEC Le Mans

Is WEC Le Mans still man and machine

against the clock? No way José – not after ace mechanic Phil Howard of Mapperley has played with your tappets! Ocean's racy little number gets a pasting, with infinite time. Lap it up! (Tape method 1)

```
1 'wec le mans
2 '283
3 'infinite time
4 '
10 DATA 21,16,BD,36,C3,23
20 DATA 36,0E,23,36,BE,C3
30 DATA c5,99,21,17,BE,22
40 DATA 4e,A6,C3,08,A6,DD
50 DATA 21,b8,a8,11,ab,00
60 DATA CD,47,a8,21,2A,BE
70 DATA 22,61,a9,C3,e2,a8
80 DATA 3E,00,32,45,13,C3
90 DATA 72,80
100 y=0:MEMORY &5000
110 FOR x=&BE00 TO &BE31
120 READ a$:a=VAL("&"a$)
130 POKE x,a:y=y+a:NEXT
140 IF y<>&14DE THEN 170
150 LOAD"wec"
160 CALL &BE00
170 PRINT"data error!"
```

Incredible Shrinking Sphere

Do you find killer drones a real downer? Has the floor decayed under your sphere just once too often? Don't fret, Phil Howard

has discovered how to make your sphere immortal by giving you (all together now!) infinite lives, making Electric Dream's Incredible Shrinking Sphere slightly more survivable. All you have to do now is to find Col. Ridley. (Tape method 1)

```
1 'incredible shrinking sphere.
2 '284
3 'infinite lives
4 '
10 DATA 21,fa,ac,36,c3,23
20 DATA 36,0e,23,36,be,c3
30 DATA 00,ac,c4,14,ac,21
40 DATA 19,be,22,2f,27,fb
50 DATA c9,3e,7e,32,54,07
60 DATA c3,80,9f,21,7f,41
70 DATA 36,8f,21,cc,41,36
80 DATA b3,21,2c,42,36,f9
90 DATA c3,05,40
100 y=0: MEMORY &3FFF
110 FOR x=&BE00 TO &BE32
120 READ a$:a=VAL("&"a$)
130 POKE x,a:y=y+a:NEXT
140 IF y<&1413 THEN 170
150 LOAD""
160 CALL &BE21
170 PRINT"data error!"
```

Vindicator

Passwords Kojo Elliman of London has sent in the passwords to allow access to level two and three of Imagine's game of alien slaying.

Level Two: Oppenheimer
Level Three: Enolagay

Anagrams Paul Kelly of Glasgow has also unscrambled all of the anagrams that crop up from the computers in the same game.

Anagram	Solution
Sean Jim Haggis	James Higgins
Nathan Junnod	Jonathan Dunn
Dr Antoni Clam MD	Martin Mcdonald
Ron H Vain	Ivon Horn
Huge Phalus	Paul Hughes
Vannate Klein	Kane Valentine
Sam N Joker	Mark Jones
Malek Mib	Mike Lamb
Leon Wupas	Paul Owens
Joe Hangmen	John Meegan
Ben Stimulor	Simon Butler
Dr Kane Wad	Dawn Drake

Pokes Mike Wong has devised a hunky pokette to allow each Vindicator out there Infinite lives and oxygen in part one, Infinite lives in part two and inf. lives and time in part three. (Disk)

```
1 ' 285
10 MODE 2:MEMORY &9FFF:l=140
20 FOR n=&A000 TO &A140 STEP 6
30 FOR p=0 TO 5:READ a$
```

```
40 a=VAL("&"a$):POKE n+p,a
50 c=c+a:NEXT:READ c$
60 ch=VAL("&"c$)
70 IF c<>ch THEN 130
80 l=l+10:c=0:NEXT
90 PRINT"Insert VINDI";
100 PRINT"CATOR disc..."
110 CALL &BB18
120 CALL &A000
130 PRINT"Error in line";l:END
140 DATA cd,32,a1,21,0c,a0,26d
150 DATA 22,11,01,c3,00,01,0f8
160 DATA 01,7e,fa,af,ed,79,38e
170 DATA cd,0f,a1,21,18,a1,257
180 DATA 36,00,21,9e,1d,0e,120
190 DATA 23,cd,1c,a1,3e,4d,238
200 DATA 32,bb,4d,32,be,4d,277
210 DATA 3e,c3,32,fd,4f,21,2a0
220 DATA 35,a0,c3,26,a1,21,280
230 DATA c1,1d,0e,13,cd,1c,1e8
240 DATA a1,3e,4d,32,d3,4d,27e
250 DATA 21,48,a0,c3,26,a1,293
260 DATA 21,d4,1d,0e,0e,cd,1fb
270 DATA 1c,a1,3e,4d,32,e0,25a
280 DATA 4d,21,5b,a0,c3,26,252
290 DATA a1,21,69,a0,22,00,1ed
300 DATA 1e,3e,14,21,ee,1d,19c
310 DATA c3,2f,a1,21,77,a0,2cb
320 DATA 22,47,1e,3e,2e,21,114
330 DATA 27,1e,c3,2f,a1,21,1f9
340 DATA 85,a0,22,77,1e,3e,21a
350 DATA 29,21,57,1e,c3,2f,1b1
360 DATA a1,21,7c,1e,0e,0d,177
370 DATA cd,1c,a1,3e,4e,32,248
380 DATA 87,4e,21,9e,a0,22,256
390 DATA fe,4f,21,98,21,c3,2ea
400 DATA 7c,4e,21,95,1e,0e,1ac
410 DATA 11,cd,1c,a1,3e,4e,227
420 DATA 32,a5,4e,21,b9,a0,29f
430 DATA 22,fe,4f,3e,61,21,22f
440 DATA 95,4e,c3,2f,a1,21,297
450 DATA c3,1e,11,00,a4,01,197
460 DATA d5,02,ed,b0,21,cd,362
470 DATA a0,22,e9,a4,c3,55,367
480 DATA a4,21,e0,a0,11,c0,316
490 DATA 00,d5,01,2c,00,ed,1ef
500 DATA b0,e1,22,0e,01,c3,285
510 DATA ac,7f,21,00,80,e5,2b1
520 DATA 3a,00,03,fe,c3,20,21e
530 DATA 09,3e,a7,32,b4,05,1d9
540 DATA 32,d9,0b,c9,fe,eb,3c8
550 DATA 20,06,3e,a7,32,21,15e
560 DATA 1d,c9,3e,a7,32,f9,2f6
570 DATA 12,af,32,0e,06,32,139
580 DATA 15,06,c9,53,50,38,1bf
590 DATA 39,21,9e,6d,11,9e,214
600 DATA 1d,01,fa,03,eb,ed,2f3
610 DATA b0,c9,06,00,7c,c6,2c1
620 DATA 30,57,5d,ed,b0,c9,34a
630 DATA 22,fe,4f,cd,0f,a1,2ec
640 DATA c3,9e,4d,ed,4f,e9,3d3
650 DATA 21,00,01,11,00,00,033
```

```
660 DATA 0e,41,df,3e,a1,c9,2d6
670 DATA 3c,c0,07,00,00,00,103
```

Choose 1-100 lives on this disc poke. Also by Mike Wong.

```
1 ' 286
10 MEMORY &3FFF
20 FOR n=&4000 TO &403F
30 READ a$:a=VAL("&"a$)
40 POKE n,a:c=c+a:NEXT
50 IF c>4687 THEN 230
60 INPUT"Lives (1-100)";a
70 POKE &4030,a
80 PRINT"Insert VINDI";
90 PRINT"CATORS disc..."
100 CALL &BB18:CLS
110 CALL &4000
120 DATA 21,0d,40,11,00,03
130 DATA d5,01,33,00,ed,b0
140 DATA c9,21,00,01,11,00
150 DATA 00,0e,41,df,30,03
160 DATA 21,14,03,22,42,01
170 DATA c3,00,01,3e,c3,21
180 DATA 22,03,32,69,a0,22
190 DATA 6a,a0,c3,00,a0,3e
200 DATA 64,32,bb,07,32,d3
210 DATA 07,21,80,43,c3,6c
220 DATA a0,3c,c0,07,53,50
230 PRINT"Error..."
```

Now on tape. Phil Howard of Mapperley conjures up weaker opponents and immortality for tank commanders with a seriously destructive bent. Tape method 1

```
1 ' VINDICATORS
2 ' by Phil Howard
3 ' WEAKER OPPONENTS
4 '
5 ' INFINITE LIVES
6 ' 287
10 DATA 21,23,41,36,c3,23
20 DATA 36,0e,23,36,be,c3
30 DATA 00,40,3e,3e,32,72
40 DATA 2D,3E,C9,32,58,06
50 DATA C3,00,04
60 MEMORY &3000:Y=0
70 FOR X=&BE00 TO &BE1A
80 READ A$:A=VAL("&"A$)
90 POKE X,A:Y=Y+A:NEXT
100 IF Y<>&7AA THEN 130
110 LOAD"VIND"
120 CALL &BE00
130 PRINT"DATA ERROR!"
```

The Real Ghostbusters

Do you wanna be a Real Ghostbuster? Mike Wong has gone diskbusting and brought back the secret of infinite lives from the other side. (Disk.)

```
1 'RGB - Disk
2 '288
3 'Mike Wong
```

```

10 PRINT"INSERT DISC..."
20 CALL &BB18:MODE 2
30 PRINT"1. DISC TO NORMAL"
40 PRINT"2. INF LIVES"
50 FOR n=&BEFB TO &BF17
60 READ a$:a=VAL("&" +a$)
70 POKE n,a:c=c+a:NEXT
80 IF c<>2552 THEN 230
90 PRINT:INPUT n
100 IF n=2 THEN 130
110 POKE &BF07,&80
120 POKE &BF08,&4E
130 CALL &BEFB
140 POKE &BF15,&3F
150 CALL &BEFB
160 IF n=2 THEN |CPM
170 PRINT"DISC OK...":END
180 DATA 21,00,40,11,00,00
190 DATA 0e,41,df,15,bf,21
200 DATA 0d,bf,22,ab,40,c9
210 DATA 3e,a7,32,b1,65,c3
220 DATA 80,4e,3c,c0,07
230 PRINT"Error..."

```

When there's something strange in your neighbourhood, who ya gonna call? The Real Phil Howard, that's who! You can really get busting now with infinite lives to stop you joining the spook crew too! Tape method 1

```

1 'REAL GHOST BUSTERS
2 'by Phil Howard
3 'INFINITE LIVES
4 '288A
10 DATA 21,09,be,22,4f,30
20 DATA c3,00,30,af,32,bc
30 DATA 65,c3,80,4e
40 MEMORY &2000:y=0
50 FOR x=&BE00 TO &BE0F
60 READ a$:a=VAL("&" +a$)
70 y=y+a:POKE x,a:NEXT
80 IF y<>&60F THEN 110
90 LOAD"RGB"
100 CALL &BE00
110 PRINT"data error!"

```

Renegade 3

Don't worry about little red cavemen, mummified birds or bug eyed space men! Phil Howard gives you infinite lives...

```

1 'renegade III
2 'by Phil Howard
3 'infinite time + lives
4 '289
10 DATA 21,16,BD,36,C3,23
20 DATA 36,0E,23,36,BE,C3
30 DATA a5,99,21,17,BE,22
40 DATA 4f,A6,C3,08,A6,DD
50 DATA 21,b9,a8,11,ab,00
60 DATA CD,48,a8,21,2A,BE
70 DATA 22,62,a9,C3,e3,a8
80 DATA 3E,c9,32,df,4d,af

```

```

0 DATA 32,89,2b,c3,b3,64
100 y=0:MEMORY &5000
110 FOR x=&BE00 TO &BE35
120 READ a$:a=VAL("&" +a$)
130 POKE x,a:y=y+a:NEXT
140 IF y<>&181A THEN 170
150 LOAD"renegade"
160 CALL &BE00
170 PRINT"data error!"

```

Renegade

Tips Kevin Hodges of Ashford has found a cure for the blue blood problem in Renegade. Press the following keys and the blood will become a more natural red: W, A, D, Space, ESCape, O, fullstop and the small enter key.

Guide Mike Wong of Sale has sent in a playing guide to Imagine's beat-em-up.

Stage 1: Go to the extreme left facing the wall. You do this by pushing an attacker towards the wall, but just before reaching the end, you stop. The hitmen will go round you and close in, but you can back-kick them as they approach. You can also flykick as well.

If you are quick enough the boss can be defeated this way, but watch out, he is a good kicker. If not, try "Big Bertha" tactics; get away from the wall and steer clear of attackers. As they approach, flykick twice. Before they recover, move back a bit so you are in a position to repeat the flykicks.

Stage 2: The Bikers. Always stay in the middle or you will not have time to move away if a biker appears on your near side. If you miss repeatedly but don't get run over, then flykick a little later or earlier – it usually works. Aim to knock the bikers off as quickly as possible so you can complete the level.

1st time:	4 bikers
2nd	5
3rd	12*
4th	14*

*really six and seven bikers but each must be felled twice

The Gang: don't try using the pier as it is all too easy to fall off (applies to level one also). You can use the same tactics as in level one, but this time move to the right. The boss only punches and does roundhouse kicks. You can out-punch the boss, but more importantly, the back-kicks will always work on him.

Stage 3: Try to dispose of as many minions as possible. When Big Bertha comes, you can fell her with flykicks when she runs at you. Always chose a clear spot to wait for her approach or else you may

get clubbed or whipped when you flykick. If you ever get your back facing her and you're pushing her backwards, then just do 3 flykicks to knock her down. Alternatively, just do 2 flykicks and carry on pushing. She'll recover and you can repeat the process...

But note Big Bertha cannot be kneed. Also, you need either a pummel or flykick to finish her.

Stage 4: Stay against the back wall again and follow tactics above. Take care, always time your back-kicks so that you get two knifemen at once or else while you're kicking one, the other will knife you (ie, don't stagger your back kicks). If you're feeling adventurous, back-kick once, flykick, then pummel both while they are knocked out. This method is quicker and gives more time against the Big Boss...

Stage 5: Forget about finishing off all the knifemen. You won't have enough time to get the boss. You have to push the boss until you are on the back wall. As he backs away, flykick both him and his knifemen until he falls. You must do this before he gets out of range or else he will shoot you. Now, move away by pressing the UP key (very important – if not, you will go into pummel position and get knifed). Repeat until the boss is dead. Alternatively, you can out-punch the boss, but be careful not to "over-punch" or a knifeman will have a chance to get you. Don't do B.B. tactics or you will be shot.

General: 1) Each time you complete the game you get an extra life, maximum five. 2) All bosses can be pummelled or kneed, if their energy is two or less.

Pokes Renegade gets infinite lives from Phil Howard. It is a Method 1 poke.

```

1 ' Renegade - tape
2 ' by Phil Howard
3 ' 290
10 DATA 21,f4,37,36,c3,23
20 DATA 36,16,23,36,be,21
30 DATA 40,00,e5,21,00,b9
40 DATA e5,c3,c9,37,e5,21
50 DATA 6e,00,36,dc,23,36
60 DATA 15,23,36,89,e1,f1
70 DATA f3,c9,21,2e,b9,36
80 DATA ed,23,36,4b,23,36
90 DATA 02,21,2e,b9,11,2e
100 DATA 79,01,26,00,ed,b0
110 DATA 3e,79,32,47,79,32
120 DATA 4b,79,32,53,79,3e
130 DATA c9,32,54,79,cd,2e
140 DATA 79,dd,21,d9,bb,11
150 DATA dd,00,cd,67,bb,21
160 DATA 62,be,22,b4,bc,c3
170 DATA 03,bc,3e,a7,32,48

```

```

180 DATA 0a,c3,40,00
190 MEMORY &3000:y=0
200 FOR x=&BE00 TO &BE69
210 READ a$:a=VAL("&"a$)
220 POKE x,a:y=y+a:NEXT
230 IF y<&29EC THEN 260
240 LOAD"renegade"
250 CALL &BE00
260 PRINT"Data Error !"

```

Sudo and Psycho have hacked the disk version of Imagine's beat-em-up. A poke which not only gives you infinite lives but infinite time as well. Enter it using Method 1.

```

1 ' Renegade - disk
2 ' Wayne and Gary
3 ' 291
10 MODE 0
20 BORDER 0
30 FOR c=0 TO 15
40 READ c$:INK c,VAL("&"c$)
50 NEXT
60 FOR n=0 TO 199
70 READ n$
80 POKE &5150+n,VAL("&"n$)
90 sum=sum+VAL("&"n$)
100 NEXT
110 IF sum<&4386 THEN 670
120 CALL &5150
130 DATA 00,0d,1a,0c
140 DATA 19,09,15,0a
150 DATA 14,01,02,0b
160 DATA 10,0f,03,06
170 DATA 06,04,21,0E
180 DATA 52,11,12,52
190 DATA CD,77,BC,21
200 DATA 40,00,CD,83
210 DATA BC,F3,21,40
220 DATA 00,11,00,A8
230 DATA 01,C1,02,3E
240 DATA 8B,CD,95,51
250 DATA 21,2E,A8,11
260 DATA 6E,00,01,93
270 DATA 02,3E,B0,CD
280 DATA 95,51,21,40
290 DATA 00,22,35,A8
300 DATA 3E,C9,32,68
310 DATA A8,CD,2E,A8
320 DATA 21,A4,51,22
330 DATA F3,A8,C3,CE
340 DATA A8,ED,4F,ED
350 DATA 5F,AE,77,ED
360 DATA A0,00,00,00
370 DATA EA,97,51,C9
380 DATA 21,AF,34,36
390 DATA 7C,21,B5,34
400 DATA 36,84,21,A4
410 DATA 34,36,03,21
420 DATA 22,0A,36,00
430 DATA 21,29,0A,36
440 DATA C3,21,B5,25

```

```

450 DATA 36,C9,CD,C8
460 DATA 51,C3,40,00
470 DATA 21,E3,51,11
480 DATA F5,2F,06,07
490 DATA 7E,12,23,13
500 DATA 10,FA,7E,FE
510 DATA FF,C8,01,06
520 DATA 00,EB,09,EB
530 DATA C3,CE,51,43
540 DATA 48,45,41,54
550 DATA 20,20,42,59
560 DATA 20,20,20,20
570 DATA 20,53,55,44
580 DATA 4F,20,20,20
590 DATA 41,4E,44,20
600 DATA 20,20,20,50
610 DATA 59,53,43,48
620 DATA 4F,20,40,31
630 DATA 39,38,38,20
640 DATA 20,FF,41,41
650 DATA 41,41,00,00
660 DATA 00,00,00,00
670 PRINT"Error in data"
680 END

```

Xybots

"Kiss me Hardy" will never be the final words of Captain Ace Gunn again, because Mike Wong of Sale has come up with a nifty little pokette for immortality. Time to get mean with those big blue boys in tin, as with this poke you become a dapper zapper in Tengen's Xybots. Disk.

```

1 ' XYBOTS Disc
2 ' by Mike Wong
3 ' 292
10 MODE 2:PRINT"Insert ";
20 PRINT"XYBOTS disc..."
30 FOR n=&BE80 TO &BEA9
40 READ a$:a=VAL("&"a$)
50 POKE n,a:c=c+a:NEXT
60 IF c<>3335 THEN 150
70 CALL &BB18:CALL &BE80
80 DATA 21,8d,be,11,40,00
90 DATA d5,01,1d,00,ed,b0
100 DATA c9,21,00,01,e5,11
110 DATA 00,00,0e,41,df,5a
120 DATA 00,21,53,00,22,05
130 DATA 01,c9,af,32,1f,72
140 DATA c3,b0,04,3c,c0,07
150 PRINT"Error..."

```

Netherworld

Have a smashing time courtesy of Sale's very own Mike Wong. Infinite lives, infinite smashers, infinite killers, 990 time limit... a disc poke first.

```

1 ' 293
10 MEMORY &80FF
20 PRINT"Insert ";
30 PRINT"NETHERWORLD..."

```

```

40 CALL &BB18
50 LOAD"nethload"
60 POKE &8176,&40
70 POKE &8177,0
80 FOR n=1 TO 36
90 READ a$
100 a=VAL("&"a$)
110 a=a XOR n
120 POKE n+&3F,a
130 NEXT
140 FOR n=1 TO 3
150 READ a$,p,q
160 PRINT a$;" (y/n)";
170 INPUT a$
180 IF a$="y" THEN 200
190 POKE p,q
200 NEXT:MODE 0
210 CALL &8100
220 DATA 3f,a5,31,70,24
230 DATA 34,2f,2b,37,0a
240 DATA 39,b3,2a,16,0f
250 DATA 16,1b,33,1a,1d
260 DATA 37,0e,b0,22,4c
270 DATA 1a,dd,19,2f,4b
280 DATA 1f,30,d2,e1,4c
290 DATA 30
300 DATA INF LIVES,&49,1
310 DATA 990 TIME,&4e,18
320 DATA INF SMASHERS/KILLERS
330 DATA &41,&3d

```

And a tape poke by M.W.

```

1 ' 294
10 DEFSTR a-e:MODE 1:z=1
20 a="*****":INK 0,1:INK
1,1
30 b="**" **":INK 2,1:INK
3,1
40 BORDER 1:FOR j=0 TO 95:READ c
50 POKE j+97,VAL("&"c):NEXT j:PEN 1
60 a(0)="Extra time":p=-1:d=CHR$(32)
70 a(3)="brick
smashers":a(1)="energy"
80 a(4)="demon killers":a(2)="lives"
90 LOCATE 14,3:PRINT a:LOCATE 14,9
100 PRINT a:FOR j=4 TO 8:LOCATE 14,j
110 PRINT b:NEXT j:PEN 2:LOCATE 16,5
120 PRINT"NETHERWORLD":LOCATE 16,7
130 PRINT"CHEAT MODE":c=CHR$(143)
140 PEN 3:WINDOW 7,40,11,20
150 INK 0,0:INK 1,2:INK 2,6:INK 3,22
160 BORDER 9
170 j=0:GOSUB 270:FOR j=1 TO 4
180 GOSUB 260:NEXT j:POKE 96,t
190 WINDOW 7,40,21,25:PEN 1
200 PRINT"Insert ";:PEN 2
210 PRINT"NETHERWORLD ";:PEN 1
220 PRINT"tape"
230 MEMORY 16319:LOAD"
240 POKE 16731,97:POKE 16732,0
250 CLS:CALL 16320
260 PRINT"Infinite ";

```

```

270 PRINT a(j);" ?":p=p+2
280 a=UPPER$(INKEY$):f=f+1:PEN 3
290 IF f=50 THEN e=c:GOSUB 355
300 IF f=99 THEN f=0:e=d:GOSUB 355
310 IF a="N" GOTO 340
320 IF a<>"Y" GOTO 280
330 t=t+z
340 e=a:GOSUB 360:PRINT
350 z=z*2:RETURN
355 PEN 2
360 LOCATE 28,p:PRINT e:RETURN
370 DATA f5,e5,21,32,04,22
380 DATA f6,28,21,65,32,22
390 DATA f8,28,21,05,65,22
400 DATA fa,28,3a,60,00,67
410 DATA 3e,3c,32,f5,28,cb
420 DATA 44,28,14,af,32,17
430 DATA 18,3d,32,19,18,3d
440 DATA 32,1e,18,7c,21,3e
450 DATA 09,22,1b,18,67,cb
460 DATA 4c,28,0a,3e,c9,32
470 DATA ce,25,3e,c3,32,d5
480 DATA 26,cb,54,28,04,af
490 DATA 32,bf,27,cb,5c,28
500 DATA 04,af,32,74,21,cb
510 DATA 64,28,04,af,32,28
520 DATA 23,e1,f1,c3,00,01
530 PRINT"DATA ERROR"

```

Barbarian

Map The Barbarian from Delmonte, he say 'Uuuggghhh!' to this map of Drax's lair. Now Princess Mariana and the Barbarian II get the max from their axe as Gavin Blann of London tells them where to go and how to get there.

Poke Barbarian by Palace gets hacked so that you can choose how many hits it takes to kill your opponents. Enter it using Method 1, but be warned that you will still have to defeat Drax the hard way.

```

1 ' Barbarian - tape
2 ' by GBH
3 ' 295
10 OPENOUT"! "
20 MEMORY &FFF
30 CLOSEOUT
40 GOSUB 250
50 MODE 1
60 PRINT"Input number of wounds opponent
   takes to be killed (1-12) ?"
70 INPUT w
80 CLS
90 IF w<1 OR w>12 THEN 60
100 POKE &1014,w
110 PRINT"Press 1,2 or 3"
120 RESTORE:FOR n=1 TO 3:READ a$:PRINT

```

```

n;a$:NEXT
130 DATA BARBARIAN SIDE 1,
   BARBARIAN SIDE 2 GAME A,
   BARBARIAN SIDE 2 GAME B
140 WHILE INKEY$<>"":WEND
150 a$=""
160 WHILE a$="" :a$=INKEY$:WEND
170 IF a$<"1" OR a$>"3" THEN 160
180 a=VAL(a$)
190 RESTORE 200
200 DATA &46,&6d,&6d,&6c,&70,&6c
210 FOR n=1 TO a:READ g,h:NEXT
220 POKE &1016,g:POKE &1017,h
230 CALL &1000
240 REM ** poke data **
250 RESTORE 300
260 FOR n=&1000 TO &1018
270 READ a$:POKE n,VAL("&"a$)
280 NEXT
290 RETURN
300 DATA 21,40,00,11,64,00
310 DATA 3E,31,CD,A1,BC,3E
320 DATA C9,32,A3,00,CD,40
330 DATA 00,3E,01,32,6D,6C
340 DATA E9

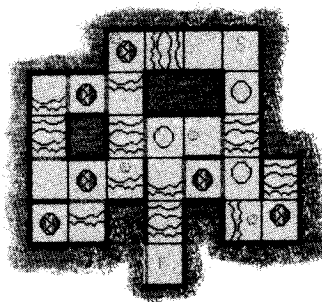
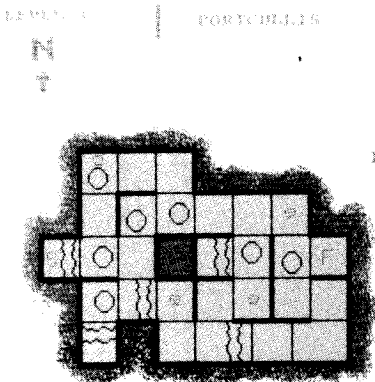
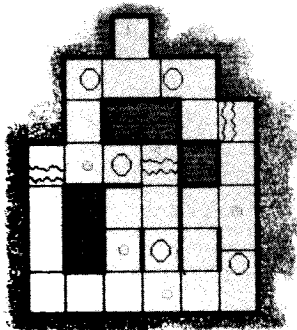
```

Julian Page of Shrewsbury sent in the disk poke for Palace's chop-em-up. You choose how many hits your opponent takes before he dies.



The Barbarian from Delmonte, he say 'Uuuggghhh!' to this map of Drax's lair. Now Princess Mariana and the Barbarian II get the max from their axe as GAVIN BLANN of London tells them where to go and how to get there.

- ⊗ FLY TRING
- ~ LAVA OR SLIME
- SHIELD
- FINGE SCREEN
- STAIR
- PIT
- PORTCULLIS



```

1 ' Barbarian - disk
2 ' by Julian Page
3 ' 296
10 DATA 21,00,40,11,40,00
20 DATA 01,d8,00,ed,b0,21
30 DATA 14,be,22,16,01,c3
40 DATA 4b,00,af,01,7e,fa
50 DATA ed,79,3e,01,32,46
60 DATA 6d,c3,f2,6a,JPS
70 MODE 1:LOCATE 10,9
80 PRINT"Which side (1 or 2)
90 a$=INKEY$
100 IF NOT (a$="1" OR a$="2") THEN 90
110 LOCATE 10,9
120 PRINT"Which game (A or B)"
130 b$=UPPER$(INKEY$)
140 IF NOT (b$="A" OR b$="B") THEN 130
150 LOCATE 2,9
160 INPUT "How many hits to kill enemy
(1-12);h
170 IF h<1 OR h>12 the 140
180 n$="BARB"+a$b$+".BIN"
190 x=&BE00:MEMORY &3FFF
200 READ z$:IF z$="JPS" THEN GOTO 230
210 a=VAL("&"z$):POKE x,a
220 ck=ck+a:x=x+1:GOTO 200
230 IF chk<>&C33 the 260
240 CLS:LOCATE 4,9
250 PRINT"Insert disk side ";a$;" and
press any key"
260 CALL &BB18
270 LOAD n$,&4000
280 POKE &BE1B,h
290 CALL &BE00
300 LOCATE 4,9
310 PRINT"Data Error"
320 END

```

Elite

Here, Commanders one and all, is the ultimate in Elite pokes. It gives you the power to do almost anything you wish in Firebird's classic. Type in lines 1-130 inclusive to get into the program. Then select the pokes you want operative and type them in using the corresponding line number (if you choose you can ignore the REM statements, which just indicate what the poke statement does). When you've typed in the lines you want finish off the poke with line 520. Then put the game disk in the drive and type RUN.

```

1 ' Elite - disk
10 ' 297
20 'Thanks to Adrian Forbes
30 '
40 MODE 1:BORDER 0:INK 0,0
47 |USER,0
50 INK 1,24:INK 2,15:INK 3,6
60 WINDOW #1,14,26,12,12
70 WINDOW #2,14,26,12,14
80 LOAD"common2x",&C000

```

```

90 OPENOUT"d"
100 MEMORY &8F
110 CLOSEOUT
120 LOAD"largeaxx",&840
130 LOAD"commonxx",&1A40
140 '**** Instant hyperspace ****
145 POKE &4C56,24
146 POKE &507F,0
150 '**** Inf fuel ****
170 POKE &4F02,0
180 '**** Inf miss ****
190 POKE &382D,0
200 '**** no hyp range linit ****
210 POKE &4C08,0:POKE &4C12,0
220 '**** const galac jump ****
230 POKE &4BFA,0
240 '**** const escap pod ****
250 POKE &3849,0
260 '**** No cargo loss on use of esc
*
270 POKE &3866,0
280 '**** No energy loss ****
290 POKE &35CB,0
300 '**** No laser temp rise ****
310 POKE &7A4F,0
320 '**** One hit to destroy ships
****
330 POKE &7AA8,0
340 '**** Spast launch thargoids ****
350 POKE &896B,0
360 '**** Miss able to blow up spst
**
370 POKE &8A8F,0
380 '**** Cloaking (Y) ****
390 POKE &4902,&21:POKE &4906,&F6:POKE
&4908,&0
400 '**** Inf credits ****
410 POKE &FE78,3:POKE &FE86,&18
420 '**** ECM jammer ****
430 POKE &8932,&18:POKE &48C3,0
440 POKE &48CD,0
450 '**** Const energy bomb ****
460 POKE &2F6A,0
470 '**** Remove flash ****
480 POKE &2F7A,&C9
490 '**** Make indestructible ****
500 POKE &787C,&0:POKE &7B61,0:POKE
&1E63,&C3
510 '**** Start prog ****
520 CALL &1C82

```

Silkworm

Helping the worm to turn Phil Howard of Mapperley gives the flyboys and jeepsters a chance to strike back in Virgin's great shoot'em up Silkworm. Just to be fair both warriors get immortality, for a silky smooth trail to victory. Tape Method 1

```

1 'SILKWORM tape
2 'by Phil Howard
3 'INFINITE LIVES
4 '298

```

```

10 DATA 21,16,BD,36,C3,23
20 DATA 36,0E,23,36,BE,C3
30 DATA D9,99,21,17,BE,22
40 DATA 4E,A6,C3,08,A6,DD
50 DATA 21,B8,A8,11,C2,00
60 DATA CD,47,A8,21,2A,BE
70 DATA 22,78,A9,C3,E2,A8
80 DATA 3E,00,32,69,4D,C3
90 DATA FE,99
100 y=0:MEMORY &5000
110 FOR x=&BE00 TO &BE31
120 READ a$:a=VAL("&"a$)
130 POKE x,a:y=y+a:NEXT
140 IF y<>&1623 THEN 170
150 LOAD"SILKWORM"
160 CALL &BE00
170 PRINT"data error!"

```

Red Heat

Red Cheat on Red Heat as Arnie Schwarzenegger gets some real muscle in the form of infinite energy and bullets. Phil Howard helps us all to stop the traffic in drugs and increase the traffic to the morgue. Tape Method 1.

```

1 'REDHEAT tape
2 'by Phil howard
3 'INFINITE ENERGY
4 '299
5 'INFINITE BULLETS
6 '
10 DATA 21,16,BD,36,C3,23
20 DATA 36,0E,23,36,BE,C3
30 DATA 9E,9A,21,17,BE,22
40 DATA 56,A6,C3,0F,A6,DD
50 DATA 21,C0,a8,11,B2,00
60 DATA CD,4F,A8,21,2A,BE
70 DATA 22,70,A9,C3,eA,a8
80 DATA AF,32,EC,4C,32,0B
90 DATA 56,32,12,56,C3,00
100 DATA 20
110 y=0:MEMORY &5000
120 FOR x=&BE00 TO &BE36
130 READ a$:a=VAL("&"a$)
140 POKE x,a:y=y+a:NEXT
150 IF y<>&16A1 THEN 180
160 LOAD"REDHEAT"
170 CALL &BE00
180 PRINT"data error!"

```

Wicked mean man Mike Wong gives you a disc poke for infinite everything and lots of bonus time.

```

1 ' 300
20 MODE 2:l=380
30 PRINT"Please wait...":PRINT
30 FOR n=&A054 TO &A25C STEP 7
40 FOR p=0 TO 6:READ a$
50 a=VAL("&"a$):POKE n+p,a
60 c=c+a:NEXT:READ c$
70 ch=VAL("&"c$)
80 IF c<>ch THEN 370

```



```

90 l=1+10:c=0:NEXT
100 a$="Inf lives"
110 GOSUB 330:li=x
120 a$="Inf energy"
130 GOSUB 330:en=x
140 a$="Inf bullets"
150 GOSUB 330:bu=x
160 a$="5000      bonus time"
170 GOSUB 330:bn=x
180 INPUT"Start level (1-4)";lvl
190 PRINT"INSERT RED HEAT DISC..."
200 CALL &BB18:MODE 1
210 INK 0,25:INK 1,6
220 INK 2,15:INK 3,3
230 BORDER 25:CALL &A086
240 POKE &3C1E,lvl-1
250 IF li=1 THEN POKE &3D07,&A7
260 IF en=0 THEN 280
270 POKE &5592,&C9:POKE &5599,&C9
280 IF bu=1 THEN POKE &4C77,&A7
290 IF bn=0 THEN 320
300 POKE &2F4C,&35:POKE &303D,&35
310 POKE &34F2,&35
320 CALL &A0B1:'NO RETURN
330 PRINT a$;" (y/n)";
340 INPUT a$:x=0
350 IF a$="y" THEN x=1
360 RETURN
370 PRINT"Error in line":l:END
380 DATA af,f5,46,48,23,e5,cd,407
390 DATA 32,bc,e1,f1,3c,fe,10,40a
400 DATA 20,f1,06,00,48,cd,38,264
410 DATA bc,1e,06,18,08,f3,1e,211
420 DATA 50,01,7f,fa,ed,49,06,306
430 DATA f5,ed,78,1f,38,fb,ed,499
440 DATA 78,1f,30,fb,1d,20,f1,2f0
450 DATA c9,3e,01,cd,0e,bc,cd,36c
460 DATA 6e,a0,cd,dd,a0,3e,02,398
470 DATA 32,40,a2,c6,4a,32,3b,291
480 DATA a2,cd,eb,a0,3e,01,21,35a
490 DATA 00,c0,cd,f5,a0,00,00,322
500 DATA 00,3e,02,21,00,20,c3,144
510 DATA f5,a0,21,00,20,d9,01,2b0
520 DATA 7e,fa,ed,49,21,dd,a0,44c
530 DATA 11,de,a0,01,79,01,36,240
540 DATA 00,ed,b0,21,00,a0,11,26f
550 DATA 01,a0,01,d2,00,36,00,1aa
560 DATA ed,b0,01,8d,7f,ed,49,3e0
570 DATA af,08,d9,e9,c9,10,01,353
580 DATA 54,7f,ed,79,ed,49,3d,3ac
590 DATA f2,e2,a0,c9,0e,49,21,3b5
600 DATA 5f,a2,16,00,c3,53,a1,2ce
610 DATA 4f,dd,21,5f,a2,dd,7e,3a9
620 DATA 00,b9,28,0a,dd,23,dd,2c8
630 DATA 23,dd,23,dd,23,18,f0,32b
640 DATA dd,56,01,dd,5e,02,dd,34e
650 DATA 46,03,3e,19,93,b8,38,223
660 DATA 07,7b,80,3d,4f,c3,39,28a
670 DATA a1,0e,18,c5,f5,e5,d5,43b
680 DATA cd,39,a1,d1,e1,f1,c1,50b
690 DATA 5f,78,93,47,7c,83,67,317
700 DATA 1e,01,14,18,da,3e,4c,1af

```

```

710 DATA 32,3b,a2,3e,06,32,40,1c5
720 DATA a2,79,1d,93,32,e1,a1,37f
730 DATA 7b,32,cc,a1,1e,23,4b,2a6
740 DATA c3,54,a1,59,7a,32,34,2f1
750 DATA a2,32,3d,a2,22,82,a1,2f8
760 DATA 7b,32,3f,a2,79,32,41,27a
770 DATA a2,11,37,a2,cd,9c,a1,396
780 DATA 3a,56,a2,b7,20,f4,11,30e
790 DATA 31,a2,cd,86,a1,11,37,30f
800 DATA a2,cd,9c,a1,11,3a,a2,399
810 DATA 21,5f,a2,18,1e,cd,97,2bc
820 DATA a1,11,35,a2,cd,9c,a1,393
830 DATA 21,56,a2,cb,6e,28,f3,36d
840 DATA c9,01,24,a2,18,0b,01,1b4
850 DATA 0c,a2,21,56,a2,18,03,1e2
860 DATA 01,d5,a1,ed,43,ce,a1,416
870 DATA 1a,47,c5,13,1a,01,7e,1d2
880 DATA fb,f5,ed,78,87,30,fb,507
890 DATA fa,b4,a1,f1,0c,ed,79,4b2
900 DATA 06,08,10,fe,c1,10,e6,2d3
910 DATA 01,7e,fb,11,00,00,c3,24e
920 DATA 0c,a2,0c,ed,78,0d,1b,247
930 DATA ed,78,f2,d5,a1,7a,b3,4fa
940 DATA c2,d0,a1,11,00,00,0c,250
950 DATA ed,78,77,0d,23,1b,7a,2a1
960 DATA b3,ca,ff,a1,ed,78,f2,574
970 DATA ee,a1,e6,20,c2,e2,a1,4da
980 DATA c3,09,a2,0c,ed,78,0d,2ec
990 DATA ed,78,f2,ff,a1,e6,20,4fd
1000 DATA c2,fb,a1,21,56,a2,ed,464
1010 DATA 78,fe,c0,38,fa,0c,ed,461
1020 DATA 78,77,0d,23,3e,05,3d,19f
1030 DATA 20,fd,ed,78,e6,10,20,398
1040 DATA e9,c9,ed,78,f2,24,a2,4cf
1050 DATA c9,44,49,53,c3,43,50,2ff
1060 DATA cd,03,0f,00,00,01,08,0e8
1070 DATA 02,4a,00,09,4c,00,00,0a1
1080 DATA 00,49,02,49,2a,ff,00,1bd
1090 DATA 0f,17,09,00,00,00,02f
1100 DATA 00,00,00,00,00,00,000
1110 DATA 00,00,33,48,00,00,00,07b
1120 DATA 00,47,02,00,00,00,00,049

```

```

140 DATA 7e,00,b9,28,0a,dd,246
150 DATA 23,dd,23,dd,23,dd,300
160 DATA 23,18,f0,dd,56,01,25f
170 DATA dd,5e,02,dd,46,03,263
180 DATA 3e,06,93,b8,38,07,1ce
190 DATA 7b,80,3d,4f,c3,b0,2fa
200 DATA a9,0e,05,c5,f5,e5,35b
210 DATA d5,cd,b0,a9,d1,e1,4ad
220 DATA f1,c1,5f,78,93,47,363
230 DATA cb,23,cb,23,7c,83,2db
240 DATA 67,1e,01,14,18,d6,188
250 DATA 7a,32,94,aa,32,9d,2b9
260 DATA aa,22,f1,a9,7b,32,313
270 DATA 9f,aa,79,32,a1,aa,33f
280 DATA 18,11,7a,32,94,aa,213
290 DATA 32,9d,aa,22,f1,a9,335
300 DATA 79,32,9f,aa,32,a1,2c7
310 DATA aa,11,97,aa,cd,0d,2d6
320 DATA aa,3a,a5,aa,b7,20,30a
330 DATA f4,11,91,aa,cd,f7,404
340 DATA a9,11,97,aa,cd,0d,2d5
350 DATA aa,11,9a,aa,21,ad,2cd
360 DATA aa,cd,15,aa,c9,cd,3cc
370 DATA 08,aa,11,95,aa,cd,2cf
380 DATA 0d,aa,21,a5,aa,cb,2f2
390 DATA 6e,28,f3,c9,01,60,2b3
400 DATA aa,18,0b,01,42,aa,1ba
410 DATA 21,a5,aa,18,03,01,18c
420 DATA 37,aa,ed,43,2f,aa,2ea
430 DATA 1a,47,13,c5,1a,13,166
440 DATA cd,66,aa,c1,10,f7,3a5
450 DATA 01,7e,fb,11,10,20,1bb
460 DATA c3,37,aa,0c,ed,78,315
470 DATA 77,0d,23,ed,78,f2,2fe
480 DATA 37,aa,a2,20,f2,21,2b6
490 DATA a5,aa,ed,78,fe,c0,472
500 DATA 38,fa,0c,ed,78,77,31a
510 DATA 0d,23,3e,05,3d,20,0d0
520 DATA fd,ed,78,a3,20,ea,40f
530 DATA 3a,a6,aa,e6,04,c0,334
540 DATA 37,c9,ed,78,f2,60,3b7
550 DATA aa,c9,01,7e,fb,f5,3e2
560 DATA ed,78,87,30,fb,87,39e
570 DATA 30,02,f1,c9,f1,0c,2e9
580 DATA ed,79,0d,3e,05,3d,1f3
590 DATA 00,20,fc,c9,c5,06,2b0
600 DATA f5,ed,78,1f,38,fb,3ac
610 DATA ed,78,1f,30,fb,c1,370
620 DATA 10,f0,c9,03,0f,00,1db
630 DATA 00,01,08,02,4a,00,055
640 DATA 09,4c,00,00,00,49,09e
650 DATA 03,49,2a,ff,03,40,1b8
660 DATA 10,40,00,00,49,02,09b
670 DATA 00,01,0c,04,10,02,023
680 DATA 06,02,20,00,00,00,028
690 p=&A14D:q=&A1BF:l=830
700 GOSUB 40:|TAPE
710 FOR n=1 TO 4:READ a$,p,q
720 PRINT"Inf. ";a$;" (y/n)";
730 INPUT a$
740 IF a$="y" THEN 760
750 POKE &A100+p,q

```

(Bad Dudes vs) Dragon Ninja

Wicked Wong disc poke that gives you infinite – oh, infinite everything. Just try it!

```

1 ' 301
10 MODE 2:MEMORY &9FFF
20 p=&A000:q=&A14C:l=130
30 GOSUB 40:GOTO 690
40 FOR n=p TO q STEP 6
50 FOR x=0 TO 5:READ a$
60 a=VAL("&"a$):c=c+a
70 POKE n+x,a:NEXT
80 READ c$:ch=VAL("&"c$)
90 IF c<>ch THEN 120
100 l=1+10:c=0:NEXT
110 RETURN
120 PRINT"Error in line":l:END
130 DATA dd,21,ad,aa,4f,dd,381

```

```

760 NEXT
770 MODE 1:BORDER 0
780 INK 0,15:INK 1,0
790 INK 2,15:INK 3,6
800 PRINT"Insert DRAGON";
810 PRINT" NINJA disc..."
820 CALL &BB18:CLS:CALL &A155
830 DATA 01,05,01,10,02,08,021
840 DATA 02,21,21,00,a0,11,0f5
850 DATA 68,a9,01,4d,01,ed,24d
860 DATA b0,11,ad,aa,01,08,221
870 DATA 00,ed,b0,f3,31,00,2c1
880 DATA c0,3e,01,01,7e,fa,278
890 DATA ed,79,21,00,c0,3e,285
900 DATA 01,cd,68,a9,21,00,200
910 DATA 01,3e,02,cd,68,a9,21f
920 DATA af,01,7e,fa,ed,79,38e
930 DATA 3e,a7,32,16,1f,32,17e
940 DATA 51,22,3e,a7,32,54,1de
950 DATA 1d,3e,00,32,cf,13,16f
960 DATA 32,d8,13,3e,a7,32,234
970 DATA 07,15,18,0d,53,55,0e9
980 DATA 43,4b,20,49,54,20,16b
990 DATA 4f,43,45,41,4e,21,187
1000 DATA a5,a1,11,46,5b,01,1f9
1010 DATA 0d,00,ed,b0,c3,00,26d
1020 DATA 80,00,53,50,38,39,194
1030 DATA energy,&8a,&3d
1040 DATA lives,&92,&3d
1050 DATA time,&97,1
1060 DATA credits,&9f,&3d

```

More bad news for Dragon Ninja with this tasty tape poke from Mike Wong. It gives Ocean's quite naughty dudes the chance to turn real mean: the options are infinite lives, energy, time and/or credits. Is rescuing the President that important though? Chew it over when you finish the game! Tape Method 1.

```

1 ' BAD DUDES tape
2 ' by Mike Wong
3 ' 302
10 MODE 1:MEMORY &99BB
20 FOR n=&BE80 TO &BEE8
30 READ a$:a=VAL("&"a$)
40 POKE n,a:c=c+a:NEXT
50 IF c<>10100 THEN 360
60 FOR n=1 TO 4
70 READ a$,p,q
80 PRINT"Inf "+a$+" (y/n)";
90 INPUT a$
100 IF a$="y" THEN 120
110 POKE &BE00+p,q
120 NEXT:CLS
130 LOAD"!":CALL &BE80
140 DATA 3e,c3,21,8e,be,32
150 DATA 16,bd,22,17,bd,c3
160 DATA bc,99,cd,37,bd,21
170 DATA 00,00,22,4d,a6,21
180 DATA a0,be,22,50,a6,c3
190 DATA 00,a6,dd,21,ba,a8

```

```

200 DATA 11,ab,00,cd,49,a8
210 DATA 21,b3,be,22,63,a9
220 DATA c3,e4,a8,3e,a7,32
230 DATA 16,1f,32,51,22,3e
240 DATA a7,32,54,1d,3e,00
250 DATA 32,cf,13,32,d8,13
260 DATA 3e,a7,32,07,15,21
270 DATA db,be,11,45,5b,01
280 DATA 0e,00,ed,b0,c3,00
290 DATA 80,4d,49,4b,45,20
300 DATA 57,4f,4e,47,20,5b
310 DATA 20,41,41
320 DATA energy,&b4,&3d
330 DATA lives,&bc,&3d
340 DATA time,&c1,1
350 DATA credits,&c9,&3d
360 PRINT"Error..."

```

Dominator

Penetrate. Dominate. Conquer. Cheat! If you've failed to master System 3's Dominator then rejoice because Phil Howard is here to save the world. Immortality is yours to help defeat the beast with an appetite for anything planet-sized or smaller. Tape Method 1

```

1 'DOMINATOR tape
2 'by Phil Howard
3 'INFINITE LIVES
4 '303
10 DATA 21,16,BD,36,C3,23
20 DATA 36,0E,23,36,BE,C3
30 DATA 9E,9A,21,17,BE,22
40 DATA 4E,A6,C3,08,A6,DD
50 DATA 21,B8,A8,11,AB,00
60 DATA CD,47,A8,21,2A,BE
70 DATA 22,61,A9,C3,E2,A8
80 DATA 3E,00,32,36,07,C3
90 DATA 00,05
100 y=0:MEMORY &5000
110 FOR x=&BE00 TO &BE31
120 READ a$:a=VAL("&"a$)
130 POKE x,a:y=y+a:NEXT
140 IF y<>&13B0 THEN 170
150 LOAD"DOM"
160 CALL &BE00
170 PRINT"data error!"

```

Rick Dangerous

Firebird's Rick Dangerous, explorer extraordinaire, had better change his name to Rick Quite Safe, actually: Mike Wong of Sale gives the alternative Indy everything he could ever dream of: infinite lives, bullets and bombs. Let the good times – and that large stone – roll! Disk.

```

1 'Rick Dangerous - Disk
2 '304
3 'Mike Wong
10 FOR n=&BE80 TO &BEA4
20 READ a$:a=VAL("&"a$)

```

```

30 POKE n,a:c=c+a:NEXT
40 IF c<>3183 THEN 220
50 FOR n=0 TO 2:READ a$
60 PRINT"Inf ";a$;" (y/n)";
70 INPUT a$
80 IF a$="y" THEN 100
90 POKE &BE96+n*3,&21
100 NEXT
110 PRINT"Insert RICK..."
120 CALL &BB18:MODE 1
130 CALL &BE80
140 DATA 21,00,01,11,00,00
150 DATA 0e,41,df,a2,be,21
160 DATA 94,be,22,25,01,c3
170 DATA 00,01,3e,a7,32,c3
180 DATA 88,32,35,9f,32,90
190 DATA 9f,c3,50,50,3c,c0
200 DATA 07,lives,bullets
210 DATA bombs
220 PRINT"Error..."

```

Skweek

Do you want to be a Skweek sneak? Then get typing this mega shorty from Mike Wong. To get 255 lives on US Gold cutesy spectacular simply:

A= Insert the game disk into the drive
 B= LOAD "Disk"
 C= EDIT 150
 replace the 'CALL &8010' with 'END'
 D=RUN
 E=NEW

F=Insert disk with POKE saved on to it
 G=LOAD "POKE" (or whatever filename you've given it)
 H=Put the game disk back in the drive
 I=RUN

```

1 'Skweek - Disk
2 'by Mike Wong
3 '305
10 DATA 21,89,be,22,1a,9f
20 DATA c3,10,80,3e,ff,32
30 DATA 74,99,32,82,99,c3
40 DATA 30,72
50 FOR n=&BE80 TO &BE93
60 READ a$:a=VAL("&"a$)
70 POKE n,a:NEXT
80 CALL &BE80 1

```

Licence to Kill

With Mike Wong's poke you get everything from immortality to infinite energy depending on the stage. Disk.

```

1 'Licence To Kill - Disk
2 'by Mike Wong
3 '306
10 MODE 2:MEMORY &7FFF
20 FOR n=&8200 TO &8233
30 READ a$:a=VAL("&"a$)
40 POKE n,a:c=c+a:NEXT
50 IF c<>5854 THEN 170

```

```

60 PRINT"Insert BOND..."
70 CALL &BB18:CALL &821E
80 DATA 3e,a7,32,e5,e6,af
90 DATA 32,f4,e4,32,ee,e7
100 DATA 32,f0,eb,32,7e,dd
110 DATA 32,02,da,32,44,df
120 DATA 32,7d,e4,c3,40,00
130 DATA 21,00,80,e5,11,00
140 DATA 00,0e,41,df,31,82
150 DATA 21,00,82,22,1f,81
160 DATA c9,3c,c0,07,00,00
170 PRINT"Error..."

```

Gemini Wing

The passwords for levels 1-8 of Virgins

Game's bug shoot-em-up are:

Thestart
 Eyeplant
 Whatwall
 Goodnite
 Skuldug
 Bigmouth
 Creeppish

Thunderbirds

Passwords Mission 2 = Recovery

Mission 3 = Aloysius

Mission 4 = Anderson

Poke Beat the clock in all four adventures of the Thunderbirds. This poke from Graham Smith of Somerset stops the timer dead in it's tracks. You'll never feel like a puppet on a string again! Disk.

```

1 ' Thunderbirds -disk
2 ' By Graham Smith
3 ' Stops counter
4 ' 307
10 FOR j=0 TO 77:READ a$
20 x=VAL("&"a$):y=y+x
30 POKE j+99,x:NEXT j
40 IF y<>6185 GOTO 100
50 MODE 1:PRINT"Insert ";
60 PRINT"game disc then ";
70 PRINT"press any key"
80 CALL 47896:CALL 100
90 GOTO 50
100 PRINT"DATA ERROR
110 DATA 84,21,63,00,cd,d4
120 DATA bc,79,22,60,00,32
130 DATA 62,00,21,00,01,11
140 DATA 00,00,0e,41,df,60
150 DATA 00,21,85,00,22,86
160 DATA 01,c3,00,01,21,c1
170 DATA 01,36,c3,23,36,92
180 DATA 23,36,00,18,f0,21
190 DATA 31,6e,7e,fe,21,28
200 DATA 11,21,e5,5f,fe,fe
210 DATA 28,0a,21,af,57,fe
220 DATA 01,28,03,21,2f,57
230 DATA 36,c9,2a,05,01,e9

```

Spiky Harold

```

1 'Spiky Harold
2 'by Phil Howard
3 'infinite lives
4 ' 308
20 DATA C5,E5,F5,06,F6,ED
30 DATA 78,FE,00,28,06,F1
40 DATA E1,C1,C3,00,00,F3
50 DATA 2A,0F,BE,22,39,00
60 DATA 21,34,BE,22,60,01
70 DATA 18,EB,CD,51,84,2A
80 DATA 39,00,22,0F,BE,F3
90 DATA 21,00,BE,22,39,00
100 DATA FB,C3,00,83,E5,21
110 DATA BC,BC,36,C3,23,36
120 DATA 44,23,36,BE,E1,C3
130 DATA 1E,0F,CD,4D,BE,21
140 DATA 33,9C,36,A7,C9,CF
150 DATA 38,A3
200 y=0:MEMORY &5000
210 FOR x=&BE00 TO &BE4F
220 READ a$:a=VAL("&"a$)
230 POKE x,a:y=y+a:NEXT
240 IF y<>&22D6 THEN 270
250 LOAD"spiky1"
260 CALL &BE20
270 PRINT"data error!"

```

Moving Target

```

1 ' Moving Target -tape-
2 ' By Graham Smith
3 ' Infinite lives
4 ' Infinite ammo
5 ' Method 1
6 ' 309
10 DATA c4,14,ac,3e,63,32,c7
20 DATA 81,af,67,6f,32,cf,64
30 DATA 32,36,6b,32,4c,6b,22
40 DATA 4d,6b,fb,c9,3e,8f,32
50 DATA 7f,41,3e,b3,32,cc,41
60 DATA 21,62,46,36,92,2b,36
70 DATA 83,2b,36,df,c3,05,40
80 FOR j=0 TO 48:READ a$
90 x=VAL("&"a$):y=y+x
100 POKE j+48640,x:NEXT j
110 IF y<>5007 GOTO 140
120 MEMORY &3FFF:LOAD"
130 CALL 48665
140 PRINT"DATA ERROR

```

Shark Tape

```

1 ' Shark -tape-
2 ' By Graham Smith
3 ' Infinite lives
4 ' Method 1
5 ' 310
10 DATA 2a,5b,bb,22,17,01
20 DATA 21,5a,bb,36,c3,23
30 DATA 36,12,23,36,01,c9
40 DATA af,32,81,3e,cf
50 FOR j=0 TO 22:READ a$

```

```

60 x=VAL("&"a$):y=y+x
70 POKE j+256,x:NEXT j
80 IF y<>1958 GOTO 100
90 CALL 256:RUN"
100 PRINT"DATA ERROR

```

Motor Massacre

```

1 'Motor massacre.
2 'by Phil Howard
3 'Infinite most things.
4 ' 311
5 'but in the arena your on your own
6 '
7 'don't drop off!
8 '
10 '**** LOCK ****
20 '
30 Y=0:RESTORE 100
40 FOR x=&4200 TO &4386
50 READ a$:a=VAL("&"a$)
60 y=y+a:POKE x,a:NEXT
70 IF y=37465 THEN 590
80 PRINT"Error in Lock":END
90 '
100 DATA FE,00,20,03,C3,3b,43,FE
110 DATA 01,20,07,DD,36,0F,F6,0E
120 DATA 10,C9,FE,02,20,07,DD,36
130 DATA 0C,F9,0E,0D,C9,FE,03,20
140 DATA 0F,DD,36,1E,E9,DD,7E,0C
150 DATA D6,10,DD,77,0C,0E,1F,C9
160 DATA FE,04,20,07,DD,36,11,F6
170 DATA 0E,12,C9,FE,05,20,07,DD
180 DATA 36,10,F6,0E,11,C9,FE,06
190 DATA 20,07,DD,36,0D,F8,0E,0E
200 DATA C9,FE,07,20,07,DD,36,1B
210 DATA EE,0E,1C,C9,FE,08,20,07
220 DATA DD,36,0E,F7,0E,0F,C9,FE
230 DATA 09,20,07,DD,36,23,C0,0E
240 DATA 24,C9,FE,0A,20,13,DD,E5
250 DATA E1,11,06,00,19,7C,D6,10
260 DATA DD,75,15,DD,77,16,0E,17
270 DATA C9,FE,0B,20,13,DD,E5,E1
280 DATA 11,06,00,19,7C,D6,10,DD
290 DATA 75,14,DD,77,15,0E,16,C9
300 DATA FE,0C,20,13,DD,E5,E1,11
310 DATA 07,00,19,7C,D6,10,DD,75
320 DATA 10,DD,77,11,0E,12,C9,FE
330 DATA 0D,20,0F,DD,7E,03,D6,10
340 DATA DD,77,03,DD,36,1A,E9,0E
350 DATA 1B,C9,DD,36,1D,20,DD,36
360 DATA 1E,EB,0E,1F,C9,F3,21,39
370 DATA 7D,11,39,5D,00,01,00,0D
380 DATA ED,B0,21,36,6D,11,37,6D
390 DATA 01,00,10,36,00,ED,B0,36
400 DATA C3,23,36,34,23,36,43,21
410 DATA D5,42,11,39,6D,01,0D,00
420 DATA ED,B0,21,40,6D,36,EB,21
430 DATA 50,7D,11,50,6D,01,15,00
440 DATA ED,B0,21,FF,40,DD,21,58
450 DATA 7D,23,E5,7E,CD,00,42,DD
460 DATA E5,E1,5D,7C,D6,10,57,06
470 DATA 00,DD,09,ED,B0,ED,73,00

```

```

480 DATA 40,C3,39,6D,ED,7B,00,40
490 DATA E1,18,DE,e1,Ed,4b,02,40
500 DATA d9,c3,89,be,22,D7,42,7C
510 DATA D6,10,67,22,FB,42,22,32
520 DATA 43,E5,7C,D6,10,67,22,DA
530 DATA 42,E1,2B,2B,2B,22,E3,42
540 DATA 23,22,E6,42,11,09,00,19
550 DATA 22,03,43,11,10,00,19,22
560 DATA 0B,43,11,00,10,19,22,08
570 DATA 43,11,08,00,19,22,17,43
580 DATA f3,D9,ED,43,02,40,C9
590 '
600 '**** KEY ****
610 '
620 y=0:x=&4100:RESTORE 740
630 WHILE a$<>"00"
640 READ a$:y=y+VAL("&"+a$)
650 POKE x,VAL("&"+LEFT$(a$,1))
660 POKE x+1,VAL("&"+RIGHT$(a$,1))
670 x=x+2:WEND
680 '
690 '-----
700 '
710 IF y=4872 THEN 810
720 PRINT"Error in Key":END
730 '
740 DATA 15,12,17,B1,41,44,35,49
750 DATA 18,1C,46,54,11,51,58,16
760 DATA 51,46,B2,6E,5A,24,6D,EA
770 DATA 7B,17,11,71,E9,21,A4,53
780 DATA 12,C4,14,54,53,B8,14,52
790 DATA 9D,41,14,1B,51,66,85,B2
800 DATA EA,5A,52,A5,DC,16,00
810 '
820 '**** CHEAT ****
830 '
840 y=0:RESTORE 910
850 FOR x=&BE80 TO &BEA7
860 READ a$:a=VAL("&"+a$)
870 POKE x,a:y=y+a:NEXT
880 IF y=4149 THEN 960
890 PRINT"Error in Cheat":END
900 '
910 DATA 21,BD,78,CD,44,43,C3,D5
920 DATA 42,21,92,BE,22,D2,82,c3
930 DATA 78,81,af,32,11,2A,32,78
940 DATA 45,32,79,34,32,17,2d,32
950 DATA 5c,48,32,45,48,c3,d4,82
960 MEMORY &1FFF
970 LOAD"MOTOR MASSACRE"
980 MODE 1:PRINT"Dont Panic..this
takes FOREVER..
990 CALL &BE80

```

Critical Mass

Never die, get infinite time, infinite pods and alter the zone length. Tape poke. By Mike Wong.

```

1 ' 312
10 FOR n=&BE80 TO &BED9
20 READ a$:a=VAL("&"+a$)
30 c=c+a:POKE n,a:NEXT

```

```

40 IF c<>7761 THEN 350
50 INPUT"Never die (y/n)";a$
60 IF a$="y" THEN 80
70 POKE &BEDD,0:POKE &BEBE,&C0
80 INPUT"Infinite time (y/n)";a$
90 IF a$="n" THEN POKE &BEC8,&C0
100 INPUT"Infinite pods (y/n)";a$
110 IF a$="n" THEN POKE &BEDD,&3D
120 INPUT"Zone length (100-2000)";a
130 POKE &BED2,a-256*INT(a/256)
140 POKE &BED3,INT(a/256)
150 BORDER 0:INK 0,0
160 INK 1,15:INK 2,6
170 INK 3,3:PRINT"Insert ";
180 PRINT"tape...":CALL &BB18
190 MODE 1:CALL &BE80:END
200 DATA 21,70,01,11,27,00
210 DATA 3e,16,cd,a1,bc,06
220 DATA 18,21,00,c0,11,00
230 DATA 08,c5,d5,e5,3e,16
240 DATA cd,a1,bc,e1,d1,19
250 DATA 7c,b5,20,03,21,00
260 DATA 10,c1,10,eb,11,50
270 DATA 03,3e,16,cd,a1,bc
280 DATA f3,21,00,10,11,00
290 DATA 00,01,50,83,ed,b0
300 DATA 21,e7,32,36,00,23
310 DATA 36,00,23,36,00,3e
320 DATA c9,32,d4,45,3e,a7
330 DATA 32,d0,33,21,d0,07
340 DATA 22,2c,47,c3,00,7c
350 PRINT"Error...":END

```

Zarkon

```

1 ' ZARKON --tape--
2 ' By Graham Smith
3 ' Infinite lives
4 ' Method 1
5 ' 313
10 CLS:MEMORY 9999
20 LOAD"codel.bin
30 LOAD"!
40 FOR j=0 TO 15
50 READ a
60 INK j,a:NEXT j
70 MODE 0:BORDER 0
80 CALL 10000
90 LOAD"!
100 POKE 35694,0
110 CALL 38083

```

(Treasure Island) Dizzy

Map See the spread following for your definitive map of the game...

Tips Steve Wharton of St Annes has sent in some tips for Codemasters arcade adventure.

1. *Mucky grease gun* - the mine cart.
2. *Plastic rain coat* - stops rain from killing you.
3. *Acme bird seed* - kills birds.

4. *Clove of garlic* - kills birds underground.
5. *Graveyard key* - opens graveyard door.
6. *Insecticide spray* - kills spiders.
7. *Ghost hunters laser* - kills ghosts.
8. *A can of 3 in 1 oil* - lowers the drawbridge
9. *Gardeners spade* - opens ground next to cliff.
10. *Mushroom trowel* - moves the mushroom underground.
11. Take a *purse of gold* to the hermits tree house, jump on top of his house to get a cloud with a silver lining.
12. Take a *broken heart* to the angel.
13. The *sharp diamond* opens the trapdoor near the crystal mountain.
14. A *strong crowbar* opens a trapdoor at the bottom of the mountain.
15. The *rusty bolt cutters* move the island down the mine shaft.
16. Use *the torch* to light the fire under the pot.
17. When all of the *potion* has been taken to the pot, get the empty bottle and drop it on top. You then have the potion. Go to Zaks and drop the potion at his feet.

Coins To complete the game fully you need to collect 35 coins in total. 17 are in plain view, and the other 18 are hidden as follows:

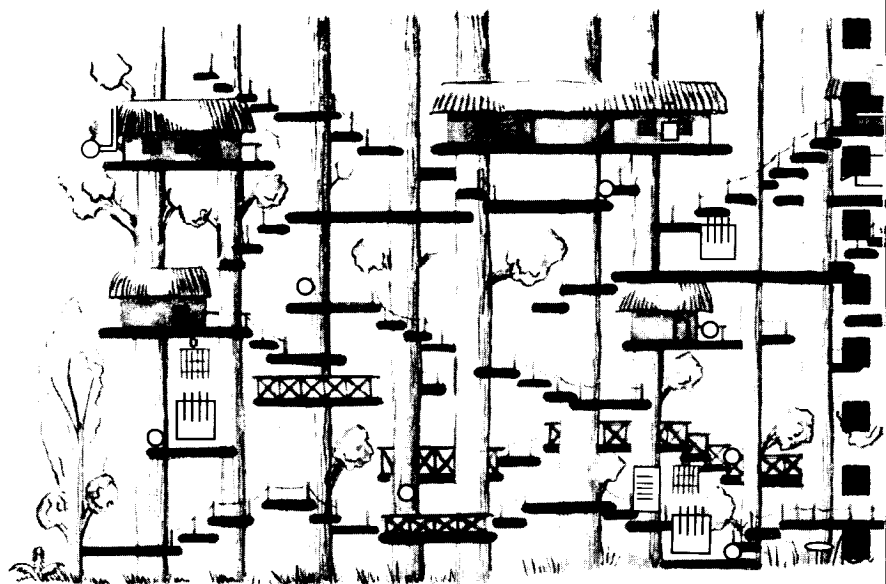
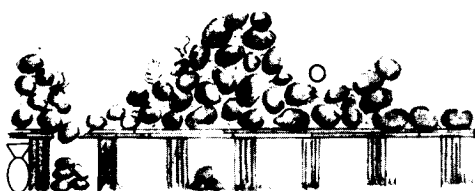
- One behind the plant on the beach
- One behind the plant on the bridge
- Six in the tree house complex – including one behind the window of the tree house on the right hand side
- One behind the mushrooms on the ground
- Two behind parts of the wooden railings
- Two behind pieces of tree trunk
- One by a plant above the mine
- One under the water, hidden behind the skull on the sea bed
- One in the pirate's cave under the skull
- Finally near the shop there are two coins, one behind the rock to screen left of the store and a second on the right hand screen obscured by a plant

What to do with... A *bag of gold coins* – give to the shopkeeper in exchange for the outboard motor for the boat
Rubber snorkel – wear whenever underwater
Sinclair Abuser Magazine – drop in the water near the coin on the beach
Sticks of dynamite – use to clear away the rocks in the mine that block your path

If like us you'd spent many happy yet frustrating hours with the Oliver Twins' *Treasure Island Dizzy*, you'll appreciate some help. And here it is.

We've had dozens of letters offering maps, tips, hints, playing guides and warnings, so rather than giving all the credit to one person we've gathered them all together and commissioned an artist to turn your work into the rather tasty map you see before you and the additional assistance over the page.

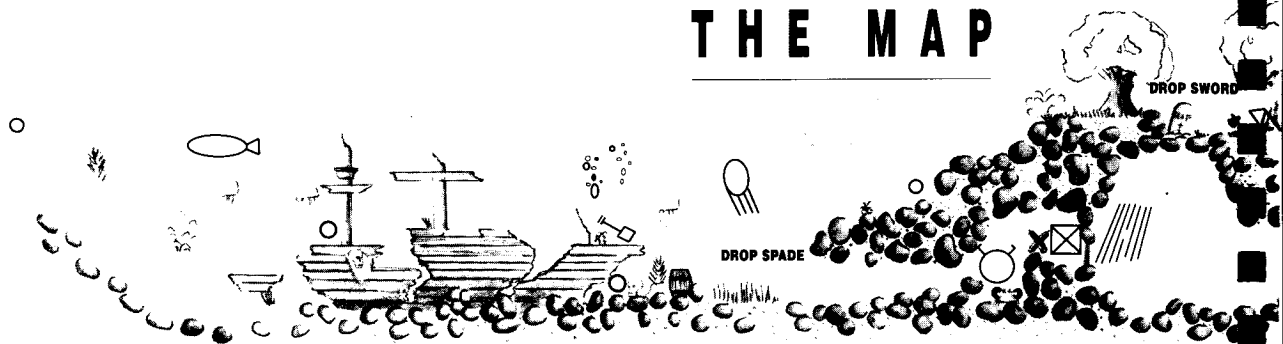
Good luck, me hearties, and if you can't escape now you never will!



**TREASURE
ISLAND**

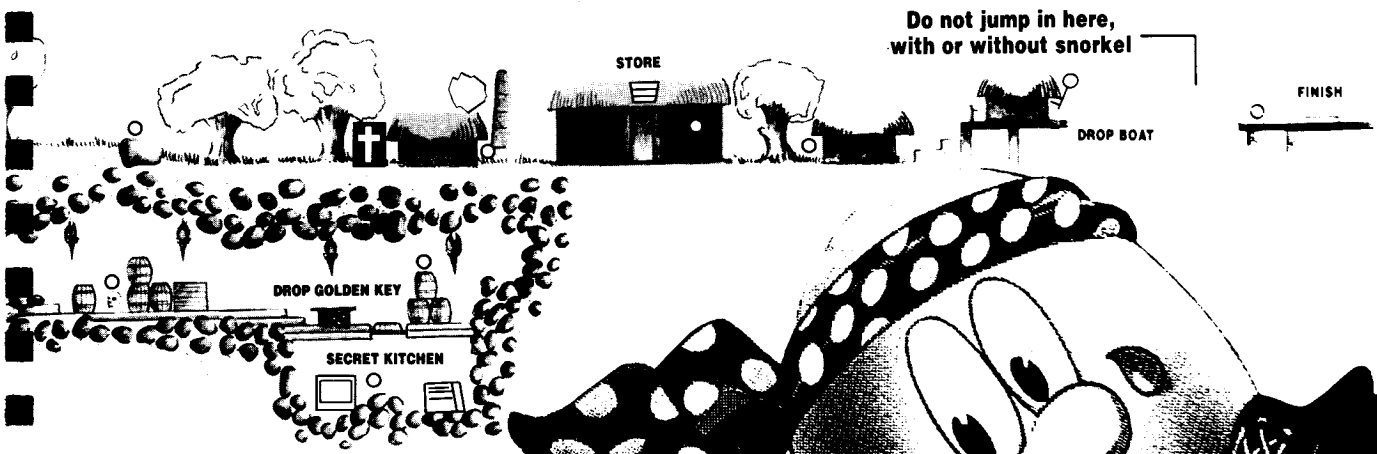
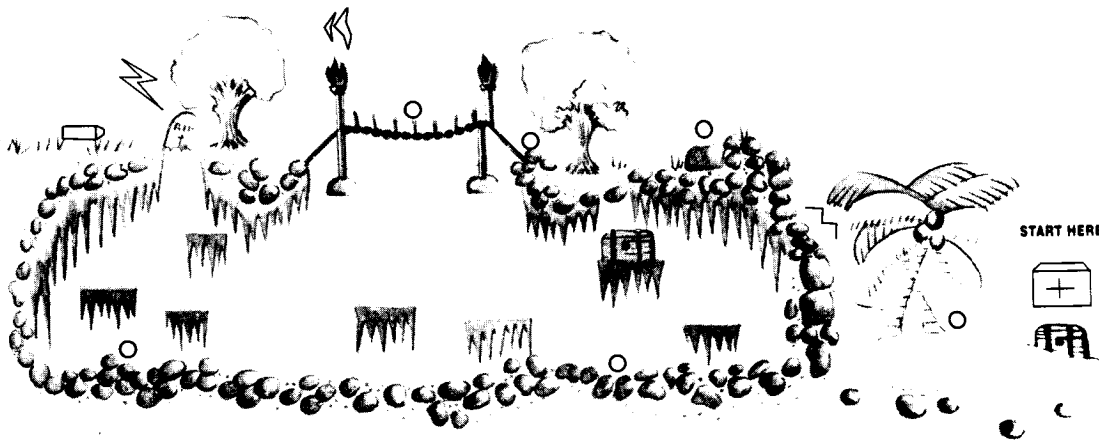
DIZZY

THE MAP



KEY

SHORKEL	ROCK	BAG OF GOLD	COIN (there are 30)	STEP	AXE
GLASS SWORD	BUCKET	TRAP	FIRE	SALT WATER	MUSHROOMS
VIDEO CAMERA	MICROWAVE	FISH	SINCLAIR ABUSER MAG	DYNAMITE	JELLYFISH
WINDOW	KEY	CRAB	TUBE OF TOOTHPASTE	SPADE	LIGHTNING BOLT WITH CURSED TREASURE
CHEST	DETONATOR	SCROLL	BIBLE	MAGIC WALL OF WATER	



Infra red detonator – use with the dynamite in the maine

A sharp glass sword – use in the graveyard on the right hand side of the large lake. Drop the sword on the gravestone to open the entrance to the smuggler's cave – be sure to war the snorkel!

A small video camera – trade with the shopkeeper to get the Dehydrated boar

A tube of toothpaste – gosh, err, that's a difficult one...

Cursed treasure – give to the shopkeeper to get the boat ignition key

Empty solid chest – use to make a step to get over the hill on the right hand side of the beach

A salt water spade – drop on the small moving rock underwater. Jump on the bubble it produces to get to the other side of the island

The woodcutter's axe – drop on the centre of the bridge to get to the caves below

A microwave oven – take to the storekeeper who will swap it for a gallon of petrol for the boat

An old Holy Bible – stops you getting struck by lightning while carrying the cursed treasure t

An old empty bucket – give to the storekeeper

A large golden key – take to the smuggler's caves and drop it on the half sunken barrier to gain access to the old kitchen

A misty glass window – hides a coin

A bit of tree trunk – hides a coin

Wooden safety rail – hides a coin

A clump of mushrooms – hides a coin

Big red heavy rock – hiding place for coin

Dehydrated boat – drop in the water at the end of the quay and a boat will appear

Outboard motor – drop in the same place as the boat and the boat will change colour

Ignition key – for the boat.

Cheat The game on the cover of AA 37 has a cheat mode built in. To access it you must first pause the game and then type "THANKS". Dizzy disappears and you can use the keys Z,X, K and M. to see all the different rooms. When you find one that you want to be in just press the space bar to unpause the game.

Pokes AA 37's cover cassette, transferred to disk version, gets ruthlessly hacked for invulnerability to everything. From Simon Edmonds of Portsmouth.

```
1 'Dizzy special edition
2 ' 314
10 MODE 1
20 MEMORY &3FFF
30 INK 0,0:BORDER 0
40 INK 1,26:INK 2,6:INK 3,18
50 LOAD "SCREEN"
60 LOAD "CODE2"
70 FOR a=&A480 TO TO &A4A3
80 READ a$
90 POKE a,VAL("&"a$)
100 NEXT
110 CALL &A480
120 DATA 06,09,21,9B
130 DATA A4,11,00,50
140 DATA CD,77,BC,21
150 DATA 40,00,CD,83
160 DATA BC,3E,00,32
170 DATA 09,7D,CD,DA
180 DATA 7A,00,00,43
190 DATA 4F,44,45,31
200 DATA 2E,42,49,4E
```

And here's a new poke from Graham Smith that shortens the built-in cheat.

```
1 ' DIZZY -tape-
2 ' By Graham Smith
3 ' Infinite lives
4 ' Shortens built in cheat
5 ' To use:- pause game. Press T
6 ' Press Z,X,K,M to change screens
7 ' Press space to restart
8 ' Method 1
9 ' 315
10 FOR j=0 TO 44:READ a$
20 x=VAL("&"a$):y=y+x
30 POKE j+48640,x:NEXT j
40 IF y<>4086 GOTO 150
50 MEMORY 14900:LOAD"
60 CALL 48640
70 DATA 2a,38,bd,22,2d,be
80 DATA 21,37,bd,36,c3,23
90 DATA 36,1b,23,36,be,21
100 DATA 40,00,e3,11,00,bb
110 DATA c3,4a,3a,21,3d,c9
120 DATA 22,34,95,21,a8,75
130 DATA 36,ff,21,00,00,22
140 DATA d0,73,cf
150 PRINT"DATA ERROR"
```

Here's a really comprehensive poke from Matt Cawley to do just about anything. If you don't want some of the features then simply delete the DATA statement following the appropriate REM. (Method 1.)

```
1 ' Dizzy-tape
2 ' by Matt Cawley
3 ' 316
10 MEMORY &3000:addr=&bf00
20 READ byte$
30 IF byte$="CM" THEN 70
```

```
40 byte=VAL("&"byte$)
50 POKE addr,byte
60 addr=addr+1:GOTO 20
70 LOAD"":CALL &3ab0
80 LOAD"!",&3040
90 CALL &BF00
100 ' The Key
110 DATA 01,c8,01,11,37,bd
120 DATA 21,2d,bf,ed,b0,01
130 DATA ee,01,21,40,30,11
140 DATA 40,00,ed,b0,21,40
150 DATA 00,e5,21,00,bb,e5
160 DATA 21,ee,01,e5,21,07
170 DATA b8,e5,21,bb,02,e5
180 DATA f1,f3,c9,af
190 ' the pokes
195 REM Infinite Lives
200 DATA 32,c2,9b
205 REM Fast Game
210 DATA 32,b3,8f
215 REM Fast Music
220 DATA 32,8d,9c,32,9f,9c
225 REM Slow Music
230 DATA 32,ad,9c
235 No Nasties
240 DATA 3e,c9,32,72,80
245 REM Game Completed
250 DATA 3e,c9,32,97,80
260 REM Leave
270 DATA 3e,cf,32,37,bd,3e
280 DATA 88,32,38,bd,32,39
290 DATA bd,c3,37,bd,CM
```

Scuba Kidz

```
1 ' Scuba Kidz ---tape--
2 ' By Graham Smith
3 ' Slows down rate of oxygen loss
4 ' Infinite keys
5 ' Method 1
6 ' 317
10 FOR j=0 TO 26
20 READ a$
30 x=VAL("&"a$)
40 POKE j+48640,x
50 NEXT j
60 POKE 9,0
70 POKE 10,190
80 RUN"
90 DATA e5,21,0b,be
100 DATA 22,a4,a7,e1
110 DATA c3,82,b9,21
120 DATA 82,b9,22,09
130 DATA 00,af,32,03
140 DATA 53,32,9a,55
150 DATA c3,90,57
```

Metaplex

```
1 ' Metaplex ---tape--
2 ' By Graham Smith
3 ' Infinite ammo,shield & acid
4 ' method 1
5 ' 318
```

```

10 FOR j=0 TO 20
20 READ a$
30 x=VAL("&"+a$)
40 POKE j+48640,x
50 NEXT j
60 LOAD"scrload
70 CALL 48800
80 LOAD"!casrun
90 POKE 48826,0
100 POKE 48827,190
110 CALL 48800
120 DATA 3e,c3,32,88
130 DATA 43,af,32,87
140 DATA 43,32,56,4e
150 DATA 32,5d,4e,32
160 DATA f2,44,c3,a4,38

```

Cop-Out

Infinite lives. Tape poke. By Mike Wong.

```

1 ' 319
10 MEMORY &1FFF
20 LOAD"cop-out"
30 POKE &202F,&40
40 POKE &2030,0
50 FOR n=&40 TO &47
60 READ a$
70 POKE n,VAL("&"+a$)
80 NEXT
90 MODE 1:CALL &2000
100 DATA 3e,a7,32,5b
110 DATA 19,c3,03,01

```

Yabbdabbadoo

```

1 ' YABBA DABBA D00 --tape--
2 ' By Graham Smith
3 ' Method 1
4 ' Infinite lives
5 ' 320
10 CLS:a=&BE00
20 FOR j=0 TO 21:READ a$
30 POKE a+j,VAL("&"+a$)
40 NEXT j:CALL a
50 DATA 06,00,11,00,40,cd,77,bc
60 DATA eb,cd,83,bc,cd,7a,bc,af
70 DATA 32,e0,0a,c3,00,40

```

1943

Phil Howard's version of an infinite lives poke.

```

1 ' 1943
2 ' by Phil Howard
3 ' INFINITE LIVES
4 ' 321
10 **** LOCK ****
20 '
30 Y=0:RESTORE 100
40 FOR x=&4200 TO &4386
50 READ a$:a=VAL("&"+a$)
60 y=y+a:POKE x,a:NEXT
70 IF y=37465 THEN 590
80 PRINT"Error in Lock":END
90 '

```

```

100 DATA FE,00,20,03,C3,3b,43,FE
110 DATA 01,20,07,DD,36,0F,F6,0E
120 DATA 10,C9,FE,02,20,07,DD,36
130 DATA 0C,F9,0E,0D,C9,FE,03,20
140 DATA 0F,DD,36,1E,E9,DD,7E,0C
150 DATA D6,10,DD,77,0C,0E,1F,C9
160 DATA FE,04,20,07,DD,36,11,F6
170 DATA 0E,12,C9,FE,05,20,07,DD
180 DATA 36,10,F6,0E,11,C9,FE,06
190 DATA 20,07,DD,36,0D,F8,0E,0E
200 DATA C9,FE,07,20,07,DD,36,1B
210 DATA EE,0E,1C,C9,FE,08,20,07
220 DATA DD,36,0E,F7,0E,0F,C9,FE
230 DATA 09,20,07,DD,36,23,C0,0E
240 DATA 24,C9,FE,0A,20,13,DD,E5
250 DATA E1,11,06,00,19,7C,D6,10
260 DATA DD,75,15,DD,77,16,0E,17
270 DATA C9,FE,0B,20,13,DD,E5,E1
280 DATA 11,06,00,19,7C,D6,10,DD
290 DATA 75,14,DD,77,15,0E,16,C9
300 DATA FE,0C,20,13,DD,E5,E1,11
310 DATA 07,00,19,7C,D6,10,DD,75
320 DATA 10,DD,77,11,0E,12,C9,FE
330 DATA 0D,20,0F,DD,7E,03,D6,10
340 DATA DD,77,03,DD,36,1A,E9,0E
350 DATA 1B,C9,DD,36,1D,20,DD,36
360 DATA 1E,EB,0E,1F,C9,F3,21,39
370 DATA 7D,11,39,5D,00,01,00,0D
380 DATA ED,B0,21,36,6D,11,37,6D
390 DATA 01,00,10,36,00,ED,B0,36
400 DATA C3,23,36,34,23,36,43,21
410 DATA D5,42,11,39,6D,01,0D,00
420 DATA ED,B0,21,40,6D,36,EB,21
430 DATA 50,7D,11,50,6D,01,15,00
440 DATA ED,B0,21,FF,40,DD,21,58
450 DATA 7D,23,E5,7E,CD,00,42,DD
460 DATA E5,E1,5D,7C,D6,10,57,06
470 DATA 00,DD,09,ED,B0,ED,73,00
480 DATA 40,C3,39,6D,ED,7B,00,40
490 DATA E1,18,DE,e1,Ed,4b,02,40
500 DATA d9,c3,89,be,22,D7,42,7C
510 DATA D6,10,67,22,FB,42,22,32
520 DATA 43,E5,7C,D6,10,67,22,DA
530 DATA 42,E1,2B,2B,22,E3,42
540 DATA 23,22,E6,42,11,09,00,19
550 DATA 22,03,43,11,10,00,19,22
560 DATA 0B,43,11,00,10,19,22,08
570 DATA 43,11,08,00,19,22,17,43
580 DATA f3,D9,ED,43,02,40,C9
590 '
600 **** KEY ****
610 '
620 y=0:x=&4100:RESTORE 740
630 WHILE a$<>"00"
640 READ a$:y=y+VAL("&"+a$)
650 POKE x,VAL("&"+LEFT$(a$,1))
660 POKE x+1,VAL("&"+RIGHT$(a$,1))
670 x=x+2:WEND
680 '
690 '-----
700 '
710 IF y=4601 THEN 810

```

```

720 PRINT"Error in Key":END
730 '
740 DATA 16,42,5E,3E,D1,B9,1C,41
750 DATA 52,A5,56,42,1A,D8,42,13
760 DATA 74,AE,5A,24,5E,11,B4,95
770 DATA 19,48,11,A5,86,51,BD,6C
780 DATA 1C,34,29,57,D4,76,5C,75
790 DATA B5,16,11,4B,52,11,25,51
800 DATA 4B,1A,18,41,30,00
810 '
820 **** CHEAT ****
830 '
840 y=0:RESTORE 910
850 FOR x=&BE80 TO &BE9A
860 READ a$:a=VAL("&"+a$)
870 POKE x,a:y=y+a:NEXT
880 IF y=3438 THEN 960
890 PRINT"Error in Cheat":END
900 '
910 DATA 21,fd,97,CD,44,43,C3,D5
920 DATA 42,21,92,be,22,3b,a2,c3
930 DATA b4,a0,3e,a7,32,21,7a,cd
940 DATA 03,b9,c9
950 '
960 MEMORY &1FFF
970 LOAD"1943"
980 MODE 1:PRINT"Dont Panic..this
takes FOREVER..
990 CALL &BE80

```

Cobra Force

```

1 ' Cobra Force -tape-
2 ' By Graham Smith
3 ' Infinite lives
4 ' method 1
5 ' 322
10 DATA c4,14,ac,af,32,c2
20 DATA 6f,fb,c9,3e,8f,32
30 DATA 7f,41,3e,b3,32,cc
40 DATA 41,21,5c,46,36,72
50 DATA 2b,36,b0,2b,36,89
60 DATA c3,05,40
70 FOR j=0 TO 32:READ a$
80 x=VAL("&"+a$):y=y+x
90 POKE j+48640,x:NEXT j
100 IF y<>3511 GOTO 130
110 MEMORY &3FFF:LOAD"
120 CALL 48649
130 PRINT"DATA ERROR

```

Savage

```

Infinite lives, or 255. By Mike Wong.
1 ' 323
10 MEMORY &9FFF
20 LOAD"level1!"
30 POKE &A0E2,&E0
40 POKE &A0E3,0
50 n=&E0
60 READ a$
70 IF a$="" THEN 110
80 a=VAL("&"+a$)
90 POKE n,a

```



```

100 n=n+1:GOTO 60
110 CALL &A000
120 REM 255 LIVES
130 DATA 3e,ff,32,3c,03
140 REM NO ENERGY LOSS
150 DATA 3e,a7,32,18,08
160 REM INFINITE LIVES
170 DATA 3e,a7,32,2e,08
180 DATA 32,45,0d
190 REM LEAVE THIS!
200 DATA c3,00,01,*

```

Savage again

Infinite or 255 lives on this tape poke – level 2. By Mike Wong.

```

1 ' 324
10 MEMORY &9FFF
20 LOAD"level2!"
30 POKE &A0E2,&E0
40 POKE &A0E3,0
50 n=&E0
60 READ a$
70 IF a$="*" THEN 110
80 a=VAL("&" + a$)
90 POKE n,a
100 n=n+1:GOTO 60
110 CALL &A000
120 REM 255 LIVES
130 DATA 3e,ff,32,11,26
140 REM INFINITE LIVES
150 DATA 3e,a7,32,63,0d
160 REM LEAVE THIS!
170 DATA c3,00,01,*

```

Savage, a third time

Infinite or 255 lives on level 3. Tape poke. By Mike Wong.

```

1 ' 325
10 MEMORY &9FFF
20 LOAD"level3!"
30 POKE &A0E2,&E0
40 POKE &A0E3,0
50 n=&E0
60 READ a$
70 IF a$="*" THEN 110
80 a=VAL("&" + a$)
90 POKE n,a
100 n=n+1:GOTO 60
110 CALL &A000
120 REM 255 LIVES
130 DATA 3e,ff,32,b3,0c
160 REM LEAVE THIS!
170 DATA c3,00,01,*

```

Savage (another time)

If you're bored with the above, try Graham Smith's poke...

```

1 ' Savage-tape
2 ' By Graham Smith
3 ' Method 1
4 ' Extra lives for all levels
5 ' Corrects code word for level 2

```

```

6 ' levels 2&3 must enter code word
   from previous level
7 ' 326
10 MODE 1
20 PRINT"Enter number of";
30 INPUT" lives (1-99) ",a
40 IF a<1 OR a>99 GOTO 10
50 FOR j=0 TO 33:READ a$
60 POKE j+90,VAL("&" + a$)
70 NEXT j:POKE 120,a:LOAD"
80 POKE 41186,90
90 POKE 41187,0
100 CALL 40960
110 DATA 21,11,26,7e,fe,03
120 DATA 28,15,21,b3,0c,fe
130 DATA 7f,28,0e,21,14,54
140 DATA 36,20,23,36,53,23
150 DATA 36,41,21,3c,03,36
160 DATA 03,c3,00,01

```

Continental Circus

Infinite continues. Disc poke by Mike Wong.

```

1 ' 327
10 MODE 2:l=200:MEMORY &3FFF
20 FOR n=&4000 TO &41FF STEP 6
30 FOR p=0 TO 5:READ a$
40 a=VAL("&" + a$):POKE n+p,a
50 c=c+a:NEXT:READ c$
60 ch=VAL("&" + c$)
70 IF c<>ch THEN 190
80 l=l+10:c=0:NEXT
90 FOR n=&342 TO &357 STEP 6
100 FOR p=0 TO 5:READ a$
110 a=VAL("&" + a$):POKE n+p,a
120 c=c+a:NEXT:READ c$
130 ch=VAL("&" + c$)
140 IF c<>ch THEN 190
150 l=l+10:c=0:NEXT
160 MODE 2:PRINT"INSERT ";
170 PRINT"CONTINENTAL..."
180 CALL &BB18:CLS:CALL &342
190 PRINT"Error in line";l:END
200 DATA c3,1a,01,00,00,50,12e
210 DATA 03,20,17,00,0d,02,049
220 DATA 03,0c,16,19,04,14,056
230 DATA 06,0e,18,1a,0a,0f,05f
240 DATA 10,00,f3,2a,07,01,135
250 DATA 01,01,bc,ed,49,04,1f8
260 DATA ed,69,05,0c,7d,cb,2af
270 DATA 3f,c6,1a,ed,49,04,259
280 DATA ed,79,05,0e,06,ed,26c
290 DATA 49,04,ed,61,3a,03,1d8
300 DATA 01,01,10,7f,f6,8c,213
310 DATA ed,79,3a,04,01,6f,214
320 DATA 26,00,11,cd,02,19,11f
330 DATA 7e,ed,49,ed,79,21,33b
340 DATA 09,01,0e,00,e5,6e,16b
350 DATA 26,00,19,ed,49,7e,1f3
360 DATA ed,79,e1,23,0c,cb,341
370 DATA 61,28,ef,31,84,03,230
380 DATA 21,00,c0,3e,01,16,136
390 DATA 04,cd,cc,01,3a,19,1f1
400 DATA 01,b7,28,3b,21,00,13c
410 DATA 40,06,7f,11,c4,c0,25a
420 DATA 72,ed,59,73,ed,51,369
430 DATA 7e,ba,20,29,0e,c4,253
440 DATA 3e,11,16,14,cd,c5,20b
450 DATA 01,0e,c5,3e,15,16,13d
460 DATA 18,cd,c5,01,0e,c6,27f
470 DATA 3e,19,16,1c,cd,c5,21b
480 DATA 01,0e,c7,3e,1d,16,147
490 DATA 20,cd,c5,01,01,c0,274
500 DATA 7f,ed,49,21,84,03,25d
510 DATA 3e,05,16,10,cd,cc,202
520 DATA 01,2a,05,01,e9,06,120
530 DATA 7f,ed,49,21,00,40,216
540 DATA 3d,32,eb,02,7a,32,208
550 DATA 0c,03,22,0a,03,01,03f
560 DATA 7e,fa,3e,01,ed,79,31d
570 DATA 21,00,03,dd,21,ee,210
580 DATA 02,cd,89,02,21,00,17b
590 DATA 03,7e,b7,20,f2,3a,284
600 DATA 0d,03,b7,20,1c,3c,13f
610 DATA 32,0d,03,dd,21,fb,23b
620 DATA 02,cd,89,02,21,00,17b
630 DATA 03,dd,21,ec,02,cd,2bc
640 DATA 89,02,21,00,03,cb,17a
650 DATA 6e,28,f2,21,00,03,1ac
660 DATA dd,21,e8,02,dd,34,2f9
670 DATA 03,cd,89,02,21,00,17c
680 DATA 03,dd,21,ec,02,cd,2bc
690 DATA 89,02,21,00,03,cb,17a
700 DATA 6e,28,f2,dd,21,ee,374
710 DATA 02,cd,89,02,dd,21,258
720 DATA e8,02,21,00,03,3a,148
730 DATA 03,03,dd,be,03,20,1c4
740 DATA d6,dd,21,f1,02,2a,2f1
750 DATA 03,03,dd,75,03,dd,238
760 DATA 74,04,3a,06,03,dd,198
770 DATA 77,06,3a,05,03,e6,1a5
780 DATA f0,3c,dd,77,05,c6,34b
790 DATA 07,dd,77,07,2a,0a,196
800 DATA 03,cd,89,02,2a,0a,18f
810 DATA 03,11,00,10,19,22,05f
820 DATA 0a,03,dd,21,e8,02,1f5
830 DATA 3a,0c,03,dd,be,03,1e7
840 DATA 20,8f,01,7e,fa,af,2d7
850 DATA ed,79,c9,dd,46,00,352
860 DATA dd,23,c5,dd,7e,00,320
870 DATA dd,23,cd,b0,02,c1,340
880 DATA 10,f4,01,7e,fb,11,28f
890 DATA 10,c0,ed,78,cb,67,367
900 DATA c8,ba,38,f8,0c,ed,3ab
910 DATA 78,77,23,0d,18,f0,227
920 DATA f5,f5,01,7e,fb,ed,451
930 DATA 78,87,30,fb,87,30,2e1
940 DATA 03,f1,f1,c9,f1,0c,3ab
950 DATA ed,79,0d,3e,05,3d,1f3
960 DATA 00,20,fc,f1,c9,54,32a
970 DATA 44,55,5c,58,5d,4c,1f6
980 DATA 45,4d,56,46,57,5e,1e3
990 DATA 40,5f,4e,47,4f,52,1d5
1000 DATA 42,53,5a,59,5b,4a,1ed

```

```

1010 DATA 43,4b,03,0f,00,00,0a0
1020 DATA 01,08,02,4a,00,09,05e
1030 DATA 46,00,00,00,00,00,04e
1040 DATA 49,2a,ff,02,07,00,17b
1050 DATA c3,17,00,00,00,00,0da
1060 DATA 21,00,40,11,00,01,073
1070 DATA 01,00,02,d5,ed,b0,275
1080 DATA af,c9,af,32,72,27,2f2
1090 DATA c3,00,04,00,00,00,0c7

```

Championship Sprint

Alter the laps, keep the car throughout game, infinite spanners, customised car... a wicked tape poke by Mike Wong.

```

1 ' 328
10 MEMORY &3FFF
20 MODE 2:LOAD"":PRINT
30 POKE &417F,&8F
40 POKE &41CC,&B3
50 POKE &422C,&F9
60 FOR n=&BE00 TO &BB48
70 READ a$:a=VAL("&"a$)
80 c=c+a:POKE n,a:NEXT
90 IF c<>4605 THEN 510
100 INPUT"Laps per circuit (1-9)";n
110 POKE &BE0F,n
120 INPUT"Don't lose car (y/n)";a$
130 IF a$="y" THEN 150
140 POKE &BE14,0:POKE &BE19,4:GOTO 260
150 INPUT"Customised car (y/n)";a$
160 IF a$<>"y" THEN 260
170 PRINT"CHOOSE FOR:-"
180 q=&BE26:PRINT"Player 1:"
190 GOSUB 220
200 q=&BE31:PRINT"Player 2:"
210 GOSUB 220:GOTO 300
220 RESTORE 480:FOR n=1 TO 3
230 READ a$:PRINT a$;:INPUT p
240 p=p-1:POKE q,p;q=q+3:NEXT
250 RETURN
260 POKE &BE1E,&3C
270 INPUT"Infinte spanners (y/n)";a$
280 IF a$="y" THEN 300
290 POKE &BE39,0:POKE &BE3A,&C0
300 PRINT"Computer cars ";
310 INPUT"can't customise (y/n)";a$
320 IF a$="y" THEN 340
330 POKE &BE44,4
340 CALL &4005:END
350 DATA 21,35,ae,36,c3,23
360 DATA 36,0e,23,36,be,c3
370 DATA 00,ac,3e,04,32,46
380 DATA 46,3e,84,32,46,23
390 DATA 3e,02,32,4c,23,3e
400 DATA a7,32,bf,26,21,25
410 DATA 75,36,00,23,36,00
420 DATA 23,36,00,21,67,75
430 DATA 36,00,23,36,00,23
440 DATA 36,00,21,f3,24,36
450 DATA 00,23,36,00,23,36
460 DATA 00,3e,02,32,d2,24
470 DATA c9

```

```

480 DATA "Top speed (1-4)"
490 DATA "Turbo acceleration (1-5)"
500 DATA "Super traction (1-5)"
510 PRINT"Error...":END

```

Victory Road

Infinte lives, or keep your weapons. Disc poke by Mike Wong.

```

1 ' 329
10 MODE 2:l=200:LOCATE 1,5
20 FOR n=&C000 TO &C129 STEP 6
30 FOR p=0 TO 5:READ a$
40 a=VAL("&"a$):POKE n+p,a
50 c=c+a:NEXT:READ c$
60 ch=VAL("&"c$)
70 IF c<>ch THEN 190
80 l=l+10:c=0:NEXT
90 PRINT"1. INF LIVES"
100 PRINT"2. KEEP WEAPONS"
110 PRINT:INPUT n
120 p=&C0D6;q=11
130 IF n=2 THEN p=&C0D0;q=5
140 FOR n=p TO p+q
150 POKE n,0:NEXT:PRINT
160 PRINT"Insert VICTORY";
170 PRINT" ROAD disc..."
180 CALL &BB18:CALL &C119
190 PRINT"Error in' line";l:END
200 DATA cd,08,11,21,0c,10,123
210 DATA 22,11,01,c3,00,01,0f8
220 DATA 01,7e,fa,af,ed,79,38e
230 DATA cd,e5,10,21,ee,10,2e1
240 DATA 36,00,21,9e,1d,0e,120
250 DATA 23,cd,f2,10,3e,4d,27d
260 DATA 32,bb,4d,32,be,4d,277
270 DATA 3e,c3,32,fd,4f,21,2a0
280 DATA 35,10,c3,fc,10,21,235
290 DATA c1,1d,0e,13,cd,f2,2be
300 DATA 10,3e,4d,32,d3,4d,1ed
310 DATA 21,48,10,c3,fc,10,248
320 DATA 21,d4,1d,0e,0e,cd,1fb
330 DATA f2,10,3e,4d,32,e0,29f
340 DATA 4d,21,5b,10,c3,fc,298
350 DATA 10,21,69,10,22,00,0cc
360 DATA 1e,3e,7e,21,ee,1d,206
370 DATA c3,05,11,21,77,10,181
380 DATA 22,47,1e,3e,6b,21,151
390 DATA 27,1e,c3,05,11,21,13f
400 DATA 85,10,22,77,1e,3e,18a
410 DATA 20,21,57,1e,c3,05,17e
420 DATA 11,21,7c,1e,0e,0d,0e7
430 DATA cd,f2,10,3e,4e,32,28d
440 DATA 87,4e,21,9e,10,22,1c6
450 DATA fe,4f,21,93,21,c3,2e5
460 DATA 7c,4e,21,95,1e,0e,1ac
470 DATA 11,cd,f2,10,3e,4e,26c
480 DATA 32,a5,4e,21,b9,10,20f
490 DATA 22,fe,4f,3e,74,21,242
500 DATA 95,4e,c3,05,11,21,1dd
510 DATA c3,1e,11,00,a8,01,19b
520 DATA d0,02,ed,b0,21,cd,35d
530 DATA 10,22,d1,a8,c3,55,2c3

```

```

540 DATA a8,21,00,00,22,3c,127
550 DATA 3c,22,3d,3c,22,34,12d
560 DATA 3c,22,36,3c,22,38,12a
570 DATA 3c,22,3a,3c,c3,00,197
580 DATA 93,21,9e,6d,11,9e,26e
590 DATA 1d,01,f5,03,eb,ed,2ee
600 DATA b0,c9,06,00,7c,c6,2c1
610 DATA 30,57,5d,ed,b0,c9,34a
620 DATA 22,fe,4f,cd,e5,10,331
630 DATA c3,9e,4d,ed,4f,e9,3d3
640 DATA 21,00,01,11,00,00,033
650 DATA 0e,41,df,14,11,c9,21c
660 DATA 3c,c0,07,00,00,21,124
670 DATA 00,c0,11,00,10,01,0e2
680 DATA 18,01,d5,ed,b0,c9,354
690 DATA 53,50,38,39,00,00,114

```

Last Ninja 2

Tape poke giving infinite lives. By Mike Wong.

```

1 ' 330
10 MODE 2:MEMORY &37C0
20 FOR n=&BE00 TO &BE6E
30 READ a$:a=VAL("&"a$)
40 POKE n,a:c=c+a:NEXT
50 IF c<>11350 THEN 260
60 LOAD"":CALL &BE00
70 DATA 3e,c3,21,16,be,32
80 DATA f4,37,2d,f5,37,21
90 DATA 40,00,e5,21,00,b9
100 DATA e5,c3,c9,37,e5,21
110 DATA 4b,00,36,45,2e,4e
120 DATA 36,bd,e1,f3,f1,c9
130 DATA 21,0b,b9,74,2e,0e
140 DATA 36,2e,21,2e,b9,11
150 DATA 2e,69,01,26,00,ed
160 DATA b0,3e,69,32,47,69
170 DATA 32,4b,69,32,53,69
180 DATA 3e,c9,32,54,69,cd
190 DATA 2e,69,dd,21,d9,bb
200 DATA 11,c3,00,cd,67,bb
210 DATA 21,5d,be,22,9a,bc
220 DATA c3,03,bc,21,66,be
230 DATA 22,a6,00,c3,40,00
240 DATA af,32,9c,3c,c3,40
250 DATA 06,53,50
260 PRINT"Error...":END

```

Crazy Cars II

No arrest and infinite time on this disc poke by Mike Wong.

```

1 ' 331
10 MEMORY &840F
20 FOR n=&8650 TO &86B5
30 READ a$:a=VAL("&"a$)
40 POKE n,a:c=c+a:NEXT
50 IF c<>10023 THEN 270
60 PRINT"Insert Crazy ";
70 PRINT"Cars II disc..."
80 CALL &BB18:LOAD"cc2"
90 CALL &869E
100 DATA 21,00,4f,16,21,cd

```

```

110 DATA d3,c4,21,02,2f,11
120 DATA 02,bf,01,ff,00,ed
130 DATA b0,21,ff,bf,16,1a
140 DATA cd,94,c6,21,00,bf
150 DATA 16,22,cd,94,c6,af
160 DATA 01,7e,fa,ed,79,32
170 DATA 68,18,32,6d,18,32
180 DATA 72,18,32,77,18,32
190 DATA 7c,18,3e,18,32,c6
200 DATA 19,c3,40,00,53,50
210 DATA 38,39,06,06,c5,cd
220 DATA d3,c4,c1,10,f9,c9
230 DATA 3e,4e,32,37,84,3e
240 DATA 01,32,52,84,3e,c3
250 DATA 32,5d,84,21,50,c6
260 DATA 22,5e,84,c3,10,84
270 PRINT"Error..."

```

Navy Moves

The code for the second part of Dinamo's game is 28750.

Typhoon

```

1 ' TYPHOON
2 ' by Phil Howard
3 ' INFINITE LIVES
4 ' 332
10 DATA 21,16,BD,36,C3,23
20 DATA 36,0E,23,36,BE,C3
30 DATA 84,98,21,17,BE,22
40 DATA 46,A5,C3,08,A5,DD
50 DATA 21,b1,a7,11,ab,00
60 DATA CD,40,a7,21,2A,BE
70 DATA 22,5a,a8,C3,db,a7
80 DATA AF,32,84,70,32,36
90 DATA 71,C3,60,13
100 y=0:MEMORY &5000
110 FOR x=&BE00 TO &BE33
120 READ a$:a=VAL("&"a$)
130 POKE x,a:y=y+a:NEXT
140 IF y<&15D9 THEN 170
150 LOAD"TYPHOON
160 CALL &BE00
170 PRINT"data error!"

```

Karnov

Infinite lives and time, and keep firepower on death. Tape poke by Mike Wong.

```

1 ' 333
10 FOR n=&BE80 TO &BEC6
20 READ a$:a=VAL("&"a$)
30 POKE n,a:c=c XOR a
40 NEXT:IF c<>10 THEN 60
50 CLS:LOAD"!":CALL &BE80
60 PRINT"Error..."
70 DATA 3e,c3,21,8e,be,32
80 DATA 16,bd,22,17,bd,c3
90 DATA 77,98,cd,37,bd,21
100 DATA 00,00,22,43,a5,21
110 DATA a0,be,22,46,a5,c3
120 DATA 00,a5,dd,21,b1,a7
130 DATA 11,ab,00,cd,40,a7

```

```

140 DATA 21,b3,be,22,5a,a8
150 DATA c3,db,a7,af,67,6f
160 DATA 32,db,40,32,25,50
170 DATA 32,d4,40,22,d5,40
180 DATA c3,00,40,53,50

```

Cauldron II

```

1 ' Cauldron II -tape-
2 ' By Graham Smith
3 ' Infinite lives
4 ' Method 1
5 ' 334
10 MEMORY &1FFF
20 w=48644:MODE 1
30 FOR j=0 TO 42:READ a$
40 x=VAL("&"a$):y=y+x
50 POKE j+w,x:NEXT j
60 IF y<>4227 GOTO 170
70 LOAD"":CALL w
80 DATA 21,0d,be,22,15
90 DATA 20,c3,00,20,21
100 DATA 87,00,36,c3,23
110 DATA 36,1c,23,36,be
120 DATA c3,40,00,00,cd
130 DATA a1,bc,f5,3a,a7
140 DATA 00,fe,39,20,04
150 DATA af,32,f2,c1,f1
160 DATA c3,8a,00
170 PRINT"DATA ERROR"

```

Turbo Esprit

Infinite lives on this tape poke by Mike Wong. Skip the first two blocks: TURBO block 1 % and TITLE block 1 %.

```

1 ' 335
10 MEMORY &7DF
20 DATA cd,65,bc,3e,19,21
30 DATA 4d,01,cd,68,bc,21
40 DATA 00,c0,11,00,40,3e
50 DATA 16,cd,a1,bc,d8,01
60 DATA 06,06,cd,38,bc,c9
70 DATA *
80 MODE 1:n=&7E0
90 READ a$:IF a$="*" THEN 120
100 a=VAL("&"a$):POKE n,a
110 c=c+a:n=n+1:GOTO 90
120 IF c<>3012 THEN 210
130 lt=&7EF:st=&7EC
140 POKE lt,&68:POKE lt+1,&42
150 POKE st,0:POKE st+1,&40
160 CALL &7E0:CALL 32768
170 POKE lt,&54:POKE lt+1,&A1
180 POKE st,0:POKE st+1,8
190 CALL &7E0:POKE &8669,&A7
200 CALL &1960
210 PRINT"Error...":END

```

Brainache

```

1 ' Brainache
2 ' By Graham Smith
3 ' Infinite lives
4 ' Infinite oxygen

```

```

5 ' Method 1
6 ' 336
10 DATA 2a,38,bd,22,23,be
20 DATA 21,37,bd,36,c3,23
30 DATA 36,1b,23,36,be,21
40 DATA 40,00,e3,11,00,bb
50 DATA c3,4a,3a,af,32,15
60 DATA 73,32,22,89,cf
70 FOR j=0 TO 34:READ a$
80 x=VAL("&"a$):y=y+x
90 POKE j+48640,x:NEXT j
100 IF y<>3111 GOTO 130
110 MEMORY 14900:LOAD"
120 CALL 48640
130 PRINT"DATA ERROR"

```

Triaxos

```

1 ' Triaxos -tape-
2 ' By Graham Smith
3 ' Infinite time, ammo & energy
4 ' Method 1
5 ' 337
10 FOR j=0 TO 44:READ a$
20 x=VAL("&"a$):y=y+x
30 POKE j+48640,x:NEXT j
40 IF y<>3639 GOTO 140
50 CALL 48640:RUN"
60 DATA 2a,09,00,22,1b,be
70 DATA 21,0d,be,22,09,00
80 DATA c9,e5,21,19,54,36
90 DATA c3,23,36,1d,23,36
100 DATA be,e1,c3,00,00,af
110 DATA 32,ba,5b,32,93,5a
120 DATA 32,2a,73,11,23,41
130 DATA c3,1c,54
140 PRINT"DATA ERROR"

```

Road Blasters

A wicked disc poke by Mike Wong. Infinite credits, infinite fuel, crash other cars, and keep special weapon.

```

1 ' 338
10 MODE 2:MEMORY &9FFF:l=300
20 FOR n=&A000 TO &A118 STEP 6
30 FOR p=0 TO 5
40 READ a$:a=VAL("&"a$)
50 POKE n+p,a:c=c+a:NEXT
60 READ d$:ch=VAL("&"d$)
70 IF ch<c THEN 270
80 c=0:l=l+10:NEXT
90 INPUT"Inf credits (y/n)";a$
100 IF a$="y" THEN 120
110 n=&A0CF:GOSUB 280
120 INPUT"Inf fuel (y/n)";a$
130 IF a$="y" THEN 150
140 n=&A0D2:GOSUB 280
150 PRINT"Can't crash ";
160 INPUT"cars (y/n)";a$
170 IF a$="y" THEN 190
180 POKE &A0D6,&55
190 PRINT"Keep special ";
200 INPUT"weapon if die (y/n)";a$

```

```

210 IF a$="y" THEN 230
220 POKE &A0DB,&AF
230 PRINT
240 PRINT"INSERT ROAD";
250 PRINT"BLASTERS DISC..."
260 CALL &BB18:CALL &A000
270 PRINT"Error line";1:END
280 FOR p=n TO n+2:POKE p,0
290 NEXT:RETURN
300 DATA cd,06,a1,21,0c,a0,241
310 DATA 22,11,01,c3,00,01,0f8
320 DATA 01,7e,fa,af,ed,79,38e
330 DATA cd,e3,a0,21,ec,a0,3fd
340 DATA 36,00,21,7c,1c,0e,0fd
350 DATA 23,cd,f0,a0,3e,4c,30a
360 DATA 32,99,4c,32,9c,4c,231
370 DATA 3e,c3,32,fd,4f,21,2a0
380 DATA 35,a0,c3,fa,a0,21,353
390 DATA 9f,1c,0e,13,cd,f0,299
400 DATA a0,3e,4c,32,b1,4c,259
410 DATA 21,48,a0,c3,fa,a0,366
420 DATA 21,b2,1c,0e,0e,cd,1d8
430 DATA f0,a0,3e,4c,32,be,30a
440 DATA 4c,21,5b,a0,c3,fa,325
450 DATA a0,21,69,a0,22,de,2ca
460 DATA 1c,3e,66,21,cc,1c,1c9
470 DATA c3,03,a1,21,77,a0,29f
480 DATA 22,25,1d,3e,48,21,10b
490 DATA 05,1d,c3,03,ai,21,1aa
500 DATA 85,a0,22,55,1d,3e,1f7
510 DATA 33,21,35,1d,c3,03,16c
520 DATA a1,21,5a,1d,0e,0d,154
530 DATA cd,f0,a0,3e,4d,32,31a
540 DATA 65,4d,21,9e,a0,22,233
550 DATA fe,4f,21,7e,20,c3,2cf
560 DATA 5a,4d,21,73,1d,0e,166
570 DATA 11,cd,f0,a0,3e,4d,2f9
580 DATA 32,83,4d,21,b9,a0,27c
590 DATA 22,fe,4f,3e,0b,21,1d9
600 DATA 73,4d,c3,03,ai,21,248
610 DATA a1,1d,11,00,a8,01,178
620 DATA dd,02,ed,b0,21,cd,36a
630 DATA a0,22,e7,a8,c3,55,369
640 DATA a8,3e,a7,32,34,0b,1fe
650 DATA 32,d2,25,3e,00,32,199
660 DATA 05,2c,21,18,32,22,0be
670 DATA 3c,1a,c3,40,00,21,17a
680 DATA 7c,6c,11,7c,1c,01,192
690 DATA 02,04,eb,ed,b0,c9,357
700 DATA 06,00,7c,c6,30,57,1cf
710 DATA 5d,ed,b0,c9,22,fe,3e3
720 DATA 4f,cd,e3,a0,c3,7c,3de
730 DATA 4c,ed,4f,e9,21,00,292
740 DATA 01,11,00,00,0e,41,061
750 DATA df,12,a1,c9,3c,c0,357
760 DATA 07,00,00,00,00,00,007

```

BMX Simulator 2

99 second time limit, no game over if you fail to finish... another tape poke by Mike Wong.

```

1 ' 339
10 FOR n=&BE80 TO &BE9B
20 READ a$:a=VAL("&"a$)
30 POKE n,a:c=c+a:NEXT
40 IF c<>2581 THEN 110
50 LOAD"!bmx2":CALL &BE80
60 DATA 21,89,be,22,6f,ac
70 DATA c3,30,ac,3e,18,32
80 DATA f7,4a,21,4e,5f,3e
90 DATA 39,06,14,77,23,10
100 DATA fc,c3,40,00
110 PRINT"Error..."

```

Tour De Force

```

1 ' Tour De Force
2 ' By Graham Smith
3 ' Infinite lives
4 ' Prevents overheating
5 ' Method 1
6 ' 340
10 FOR j=0 TO 54:READ a$
20 x=VAL("&"a$):y=y+x
30 POKE j+96,x:NEXT j
40 IF y=5336 THEN CALL 96
50 PRINT"DATA ERROR"
60 DATA 06,00,11,70,01,cd
70 DATA 77,bc,cd,ff,bb,3e
80 DATA 09,32,98,01,0e,c0
90 DATA cd,89,01,21,14,6b
100 DATA 22,d2,01,4c,c3,a8
110 DATA 01,21,88,00,22,5f
120 DATA b9,c3,00,b9,3e,c9
130 DATA 32,fa,42,32,54,3a
140 DATA af,32,d6,33,c3,00
150 DATA 04

```

Renegade III

Infinite lives and time in this disc poke by Mike Wong.

```

1 ' 341
10 MODE 2:MEMORY &A240:l=130
20 PRINT"Please wait...":PRINT
30 FOR n=&A241 TO &A470 STEP 7
40 FOR p=0 TO 6:READ a$
50 a=VAL("&"a$):POKE n+p,a
60 c=c+a:NEXT:READ c$
70 ch=VAL("&"c$)
80 IF c<>ch THEN 120
90 l=l+10:c=0:NEXT
100 PRINT"INSERT RENEGADE DISC..."
110 CALL &BB18:CALL &A286
120 PRINT"Error in line";1:END
130 DATA af,32,89,2b,32,e7,4d,2fb
140 DATA 32,f1,4d,32,fb,4d,32,31c
150 DATA 05,4e,c3,b3,64,af,f5,3d1
160 DATA 46,48,23,e5,cd,32,bc,351
170 DATA e1,f1,3c,fe,10,20,f1,42d
180 DATA 06,00,48,cd,38,bc,1e,22d
190 DATA 06,18,08,f3,1e,50,01,188
200 DATA 7f,fa,ed,49,06,f5,ed,49f
210 DATA 78,1f,38,fb,ed,78,1f,34e
220 DATA 30,fb,1d,20,f1,c9,3e,360

```

```

230 DATA 01,cd,0e,bc,cd,6e,a2,375
240 DATA cd,f9,a2,3e,02,32,55,32f
250 DATA a4,c6,4a,32,50,a4,cd,3a7
260 DATA 07,a3,3e,01,21,00,c0,1ca
270 DATA cd,11,a3,1e,01,cd,76,2e3
280 DATA a2,21,59,a4,cd,54,a2,383
290 DATA cd,6e,a2,3e,02,21,00,23e
300 DATA 01,cd,11,a3,21,41,a2,286
310 DATA d9,01,7e,fa,ed,49,af,437
320 DATA 21,07,a3,11,08,a3,01,188
330 DATA 64,01,77,ed,b0,21,00,29a
340 DATA a2,11,01,a2,01,dc,00,233
350 DATA 77,00,00,01,8d,7f,ed,271
360 DATA 49,08,d9,01,c0,f5,ed,3cd
370 DATA 78,1f,38,fb,ed,78,1f,34e
380 DATA 30,fb,0d,20,f3,cd,f9,411
390 DATA a2,e9,3e,10,01,54,7f,2ad
400 DATA ed,79,ed,49,3d,f2,fe,4c9
410 DATA a2,c9,0e,49,21,74,a4,2fb
420 DATA 16,00,c3,6f,a3,4f,dd,317
430 DATA 21,74,a4,dd,7e,00,b9,34d
440 DATA 28,0a,dd,23,dd,23,dd,30f
450 DATA 23,dd,23,18,f0,dd,56,35e
460 DATA 01,dd,5e,02,dd,46,07,264
470 DATA 3e,19,93,b8,38,07,7b,25c
480 DATA 80,3d,4f,c3,55,a3,0e,2d5
490 DATA 18,c5,f5,e5,d5,cd,55,4ae
500 DATA a3,d1,e1,f1,c1,5f,78,4de
510 DATA 93,47,7c,83,67,1e,01,25f
520 DATA 14,18,da,3e,4c,32,50,212
530 DATA a4,3e,06,32,55,a4,79,28c
540 DATA 1d,93,32,fd,a3,7b,32,32f
550 DATA e8,a3,1e,01,4b,c3,70,328
560 DATA a3,59,7a,32,49,a4,32,2c7
570 DATA 52,a4,22,9e,a3,7b,32,306
580 DATA 54,a4,79,32,56,a4,11,2ae
590 DATA 4c,a4,cd,b8,a3,3a,6b,3bd
600 DATA a4,b7,20,f4,11,46,a4,36a
610 DATA cd,a2,a3,11,4c,a4,3c,3e0
620 DATA b8,a3,11,4f,a4,21,7d,2f4
630 DATA a4,18,1e,cd,b3,a3,11,30e
640 DATA 4a,a4,cd,b8,a3,21,6b,3a2
650 DATA a4,cb,6e,28,f3,c9,01,3c2
660 DATA 40,a4,18,0b,01,28,a4,1d4
670 DATA 21,6b,a4,18,03,01,f1,23d
680 DATA a3,ed,43,ea,a3,1a,47,3c1
690 DATA c5,13,1a,01,7e,fb,f5,361
700 DATA ed,78,87,30,fb,fa,d0,4e1
710 DATA a3,f1,0c,ed,79,06,08,314
720 DATA 10,fe,c1,10,e6,01,7e,344
730 DATA fb,11,00,00,c3,28,a4,29b
740 DATA 0c,ed,78,0d,1b,ed,78,2fe
750 DATA f2,f1,a3,7a,b3,c2,ec,561
760 DATA a3,11,00,00,0c,ed,78,225
770 DATA 77,0d,23,1b,7a,b3,ca,2b9
780 DATA 1b,a4,ed,78,f2,0a,a4,3c4
790 DATA e6,20,c2,fe,a3,c3,25,451
800 DATA a4,0c,ed,78,0d,ed,78,387
810 DATA f2,1b,a4,e6,20,c2,17,390
820 DATA a4,21,6b,a4,ed,78,fe,437
830 DATA c0,38,fa,0c,ed,78,77,3da
840 DATA 0d,23,3e,05,3d,20,fd,1cd

```

```

850 DATA ed,78,e6,10,20,e9,c9,42d
860 DATA ed,78,f2,40,a4,c9,03,407
870 DATA 0f,00,00,01,08,02,4a,064
880 DATA 00,09,4c,00,00,00,49,09e
890 DATA 02,49,2a,ff,00,19,14,1a1
900 DATA 06,00,00,00,00,00,00,006
910 DATA 00,00,00,00,00,00,00,000
920 DATA 24,48,00,00,00,00,00,06c

```

Heroes of the Lance

In a land where magic and wizardry still reigns is there anyone greater than the Great Mage Mike Wong? His great magic allows those Heroes of the Lance infinite hit points and lets them fall into pits without trouble. (Disk).

```

1 ' 342
10 MODE 2:l=170
20 FOR n=&BE80 TO &BEF1 STEP 6
30 FOR p=0 TO 5:READ a$
40 a=VAL("&"a$):c=c+a
50 POKE n+p,a:NEXT
60 READ d$:ch=VAL("&"d$)
70 IF c<>ch THEN 160
80 l=l+10:c=0:NEXT
90 PRINT"Do you want the char";
100 INPUT"acter screens (y/n)";a$
110 IF a$="n" THEN 140
120 FOR n=&BE9F TO &BEA9
130 POKE n,0:NEXT
140 PRINT"INSERT HEROES DISC..."
150 CALL &BB18:CALL &BE80
160 PRINT"Error line";l:END
170 DATA 21,00,01,11,00,00,033
180 DATA 0e,41,df,e8,be,21,2f5
190 DATA 94,be,22,1a,01,c3,252
200 DATA 00,01,21,ad,be,22,1af
210 DATA a0,16,3e,c9,32,20,20f
220 DATA 2e,21,83,16,36,00,11e
230 DATA 23,36,00,23,36,00,0b2
240 DATA c3,00,16,21,00,00,0fa
250 DATA 22,37,a8,22,88,a8,253
260 DATA 22,8a,a8,22,8c,a8,2aa
270 DATA 22,8e,a8,22,fd,a9,320
280 DATA 22,98,ab,22,c6,8e,2db
290 DATA 22,18,8f,22,d0,93,24e
300 DATA 22,ab,92,22,ad,92,2c0
310 DATA 22,af,92,22,b1,92,2c8
320 DATA 22,93,92,22,94,92,28f
330 DATA 21,aa,92,36,be,c3,314
340 DATA 00,80,3c,c0,07,00,183
350 DATA 00,53,50,00,00,00,0a3

```

And a wicked tape poke by Mike Wong. Gives you infinite hit points and lets you fall into pits without trouble.

```

1 ' 343
10 MODE 2:BORDER 0
20 INK 0,0:INK 1,26
30 LOCATE 1,12
40 l=270:s=&C000
50 t=&C2A8:GOSUB 140

```

```

60 PRINT"INSERT TAPE ";
70 CALL &C296
80 PRINT"PLEASE WAIT ";
90 PRINT"ABOUT FOUR ";
100 PRINT"MINUTES, WHILE I ";
110 PRINT"SORT THIS OUT!"
120 CALL &21FD
130 GOTO 1410
140 FOR n=s TO t STEP 6
150 FOR p=0 TO 5
160 READ a$
170 a=VAL("&"a$)
180 POKE n+p,a
190 c=c+a
200 NEXT
210 READ d$
220 ch=VAL("&"d$)
230 IF c<>ch THEN 260
240 c=0:l=l+10:NEXT
250 RETURN
260 PRINT"Error in line";l:END
270 DATA 00,00,00,00,00,00,000
280 DATA 00,00,00,00,00,dd,0DD
290 DATA 7e,00,fe,c3,20,08,267
300 DATA 3e,79,32,0a,20,c3,1D6
310 DATA 5e,22,af,dd,e5,e1,3D2
320 DATA f5,dd,7e,00,fe,b1,3FF
330 DATA 20,07,dd,7e,01,fe,281
340 DATA 20,28,0a,dd,23,f1,243
350 DATA 3c,fe,1c,20,e9,18,277
360 DATA 30,f1,dd,23,dd,23,321
370 DATA c6,03,fe,0d,20,05,1F9
380 DATA dd,36,00,f9,c9,fe,3D3
390 DATA 0e,20,05,dd,36,00,146
400 DATA f8,c9,fe,0f,20,05,2F3
410 DATA dd,36,00,f7,c9,fe,3D1
420 DATA 1c,20,05,dd,36,00,154
430 DATA ee,c9,dd,36,00,f6,3C0
440 DATA c9,af,e5,dd,e1,f5,510
450 DATA dd,7e,00,fe,23,20,29C
460 DATA 07,dd,7e,01,fe,c2,323
470 DATA 28,0a,dd,23,f1,3c,25F
480 DATA fe,12,20,e9,18,19,24A
490 DATA f1,dd,23,dd,23,e5,3D6
500 DATA 11,07,00,19,7c,d6,183
510 DATA 10,dd,75,00,dd,77,2B6
520 DATA 01,dd,23,3e,12,e1,232
530 DATA c9,af,e5,dd,e1,f5,510
540 DATA dd,7e,00,fe,b4,20,32D
550 DATA 07,dd,7e,01,fe,c2,323
560 DATA 28,0a,dd,23,f1,3c,25F
570 DATA fe,17,20,e9,18,2e,264
580 DATA f1,e5,11,06,00,19,206
590 DATA dd,23,dd,23,c6,03,2C9
600 DATA fe,16,20,0f,7c,d6,295
610 DATA 10,dd,75,00,dd,77,2B6
620 DATA 01,dd,23,3e,17,e1,237
630 DATA c9,7c,d6,10,dd,75,37D
640 DATA 00,dd,77,01,dd,23,255
650 DATA 3e,16,e1,c9,af,e5,392
660 DATA dd,e1,f5,dd,7e,00,40E
670 DATA fe,02,20,0e,dd,7e,289

```

```

680 DATA 01,fe,d9,28,11,dd,2EE
690 DATA 7e,01,fe,fd,28,0a,2AC
700 DATA dd,23,f1,3c,fe,1f,34A
710 DATA 20,e2,18,2e,f1,dd,316
720 DATA 23,dd,23,dd,36,00,236
730 DATA e9,dd,e5,e5,dd,e1,54E
740 DATA c6,03,fe,1f,20,0d,213
750 DATA dd,7e,0c,d6,10,dd,32A
760 DATA 77,0c,dd,e1,3e,1f,29E
770 DATA c9,dd,7e,03,d6,10,30D
780 DATA dd,77,03,dd,e1,3e,353
790 DATA 1b,c9,e5,dd,e1,dd,464
800 DATA 7e,1b,fe,fd,20,1e,2D2
810 DATA dd,7e,1c,fe,b5,20,34A
820 DATA 17,dd,7e,00,fe,fd,36D
830 DATA 20,10,dd,36,1d,20,180
840 DATA dd,36,1e,eb,11,1e,24B
850 DATA 00,dd,19,3e,1f,c9,21C
860 DATA e5,dd,e1,dd,7e,21,41F
870 DATA fe,eb,20,1a,dd,7e,37E
880 DATA 22,fe,b2,20,13,dd,2E2
890 DATA 7e,09,fe,d9,20,0c,28A
900 DATA dd,36,23,c0,11,23,22A
910 DATA 00,dd,19,3e,24,c9,221
920 DATA 3e,6e,32,0a,20,c3,1CB
930 DATA 5e,22,f3,21,00,00,194
940 DATA 11,00,00,00,01,00,012
950 DATA 00,ed,b0,21,00,00,1BE
960 DATA 11,00,00,01,00,10,022
970 DATA 36,00,ed,b0,36,c3,2CC
980 DATA 23,36,f3,23,36,21,1C6
990 DATA 21,8e,21,11,00,00,0E1
1000 DATA 01,0d,00,ed,b0,21,1CC
1010 DATA 00,00,36,eb,21,00,142
1020 DATA 00,11,00,00,01,18,02A
1030 DATA 00,ed,b0,eb,36,c9,387
1040 DATA 2b,36,f6,f3,cd,00,317
1050 DATA 00,dd,21,00,00,21,11F
1060 DATA 78,eb,e5,cd,0b,20,340
1070 DATA 4f,06,00,5d,7c,d6,204
1080 DATA 10,57,dd,23,ed,b0,304
1090 DATA ed,73,04,20,c3,00,247
1100 DATA 00,ed,7b,04,20,e1,26D
1110 DATA 36,88,23,18,df,21,1F9
1120 DATA 6b,22,cd,54,22,2a,1FA
1130 DATA 00,20,22,90,21,7c,16F
1140 DATA d6,10,67,22,b4,21,244
1150 DATA 22,f1,21,e5,7c,d6,36B
1160 DATA 10,67,22,93,21,e1,22E
1170 DATA 2b,2b,2b,22,9c,21,160
1180 DATA 23,22,9f,21,11,09,11F
1190 DATA 00,19,22,bc,21,11,129
1200 DATA 10,00,19,22,c4,21,130
1210 DATA 22,d3,21,11,00,10,137
1220 DATA 19,22,c1,21,11,18,146
1230 DATA 00,19,22,d7,21,2a,15D
1240 DATA 02,20,22,97,21,f3,1EF
1250 DATA d9,ed,43,06,20,c3,2F2
1260 DATA 8e,21,7e,fe,ff,c8,3F2
1270 DATA cd,5a,bb,23,18,f6,313
1280 DATA e1,e1,ed,4b,06,20,320
1290 DATA dd,22,08,20,d9,fb,2FB

```

```

1300 DATA c9,1f,01,0c,44,65,19E
1310 DATA 63,6f,64,69,6e,67,274
1320 DATA 1f,01,0f,ff,af,cd,2AA
1330 DATA 6b,bc,06,00,11,00,13E
1340 DATA 40,cd,77,bc,e5,d5,3FA
1350 DATA e1,22,00,20,c5,e1,2C9
1360 DATA 22,02,20,e1,eb,c3,2D3
1370 DATA 83,bc,21,00,c0,11,231
1380 DATA 00,20,01,96,02,ed,1A6
1390 DATA b0,cd,7a,22,3e,02,259
1400 DATA c3,0e,bc,00,00,00,18D
1410 l=1440:s=&BE80
1420 t=&BED5:GOSUB 140
1430 CALL &BE80
1440 DATA 21,8e,be,3e,c3,32,2A0
1450 DATA 53,9e,22,54,9e,c3,2C8
1460 DATA c5,9c,21,4f,30,36,237
1470 DATA c9,21,9b,be,22,bf,324
1480 DATA 1b,fb,c9,21,00,00,200
1490 DATA 22,1a,a9,22,6b,a9,21B
1500 DATA 22,6d,a9,22,6f,a9,272
1510 DATA 22,71,a9,22,e0,aa,2E8
1520 DATA 22,7b,ac,22,26,90,221
1530 DATA 22,78,90,22,2a,95,20B
1540 DATA 22,0b,94,22,0d,94,184
1550 DATA 22,0f,94,22,11,94,18C
1560 DATA 22,f3,93,22,f4,93,351
1570 DATA 21,0a,94,36,be,c3,276
1580 DATA 00,80,00,00,00,00,080

```

Forgotten Worlds

Mike Wong pokes the tape version of the game giving you infinite lives and letting you anything from the shoppe.

```

1 ' 344
10 MODE 2:BORDER 0
20 INK 0,0:INK 1,26
30 LOCATE 1,12
40 l=270:s=&C000
50 t=&C2A8:GOSUB 140
60 PRINT"INSERT TAPE ";
70 CALL &C296
80 PRINT"PLEASE WAIT ";
90 PRINT"ABOUT FOUR ";
100 PRINT"MINUTES, WHILE I ";
110 PRINT"SORT THIS OUT!"
120 CALL &21FD
130 GOTO 1410
140 FOR n=s TO t STEP 6
150 FOR p=0 TO 5
160 READ a$
170 a=VAL("&"a$)
180 POKE n+p,a
190 c=c+a
200 NEXT
210 READ d$
220 ch=VAL("&"d$)
230 IF c<>ch THEN 260
240 c=0:l=1+10:NEXT
250 RETURN
260 PRINT"Error in line":l:END
270 DATA 00,00,00,00,00,00,000

```

```

280 DATA 00,00,00,00,00,dd,0DD
290 DATA 7e,00,fe,c3,20,08,267
300 DATA 3e,79,32,0a,20,c3,1D6
310 DATA 5e,22,af,dd,e5,e1,3D2
320 DATA f5,dd,7e,00,fe,b1,3FF
330 DATA 20,07,dd,7e,01,fe,281
340 DATA 20,28,0a,dd,23,f1,243
350 DATA 3c,fe,1c,20,e9,18,277
360 DATA 30,f1,dd,23,ed,23,321
370 DATA c6,03,fe,0d,20,05,1F9
380 DATA dd,36,00,f9,c9,fe,3D3
390 DATA 0e,20,05,dd,36,00,146
400 DATA f8,c9,fe,0f,20,05,2F3
410 DATA dd,36,00,f7,c9,fe,3D1
420 DATA 1c,20,05,dd,36,00,154
430 DATA ee,c9,dd,36,00,f6,3C0
440 DATA c9,af,e5,dd,e1,f5,510
450 DATA dd,7e,00,fe,23,20,29C
460 DATA 07,dd,7e,01,fe,c2,323
470 DATA 28,0a,dd,23,f1,3c,25F
480 DATA fe,12,20,e9,18,19,24A
490 DATA f1,dd,23,dd,23,e5,3D6
500 DATA 11,07,00,19,7c,d6,183
510 DATA 10,dd,75,00,dd,77,2B6
520 DATA 01,dd,23,3e,12,e1,232
530 DATA c9,af,e5,dd,e1,f5,510
540 DATA dd,7e,00,fe,b4,20,32D
550 DATA 07,dd,7e,01,fe,c2,323
560 DATA 28,0a,dd,23,f1,3c,25F
570 DATA fe,17,20,e9,18,2e,264
580 DATA f1,e5,11,06,00,19,206
590 DATA dd,23,dd,23,c6,03,2C9
600 DATA fe,16,20,0f,7c,d6,295
610 DATA 10,dd,75,00,dd,77,2B6
620 DATA 01,dd,23,3e,17,e1,237
630 DATA c9,7c,d6,10,dd,75,37D
640 DATA 00,dd,77,01,dd,23,255
650 DATA 3e,16,e1,c9,af,e5,392
660 DATA dd,e1,f5,dd,7e,00,40E
670 DATA fe,02,20,0e,dd,7e,289
680 DATA 01,fe,d9,28,11,dd,2EE
690 DATA 7e,01,fe,fd,28,0a,2AC
700 DATA dd,23,f1,3c,fe,1f,34A
710 DATA 20,e2,18,2e,f1,dd,316
720 DATA 23,dd,23,dd,36,00,236
730 DATA e9,dd,e5,e5,dd,e1,54E
740 DATA c6,03,fe,1f,20,dd,213
750 DATA dd,7e,0c,d6,10,dd,32A
760 DATA 77,0c,dd,e1,3e,1f,29E
770 DATA c9,dd,7e,03,d6,10,30D
780 DATA dd,77,03,dd,e1,3e,353
790 DATA 1b,c9,e5,dd,e1,dd,464
800 DATA 7e,1b,fe,fd,20,1e,2D2
810 DATA dd,7e,1c,fe,b5,20,34A
820 DATA 17,dd,7e,00,fe,fd,36D
830 DATA 20,10,dd,36,1d,20,180
840 DATA dd,36,1e,eb,11,1e,24B
850 DATA 00,dd,19,3e,1f,c9,21C
860 DATA e5,dd,e1,dd,7e,21,41F
870 DATA fe,eb,20,1a,dd,7e,37E
880 DATA 22,fe,b2,20,13,dd,2E2
890 DATA 7e,09,fe,d9,20,0c,28A

```

```

900 DATA dd,36,23,c0,11,23,22A
910 DATA 00,dd,19,3e,24,c9,221
920 DATA 3e,6e,32,0a,20,c3,1CB
930 DATA 5e,22,f3,21,00,00,194
940 DATA 11,00,00,00,01,00,012
950 DATA 00,ed,b0,21,00,00,1BE
960 DATA 11,00,00,01,00,10,022
970 DATA 36,00,ed,b0,36,c3,2CC
980 DATA 23,36,f3,23,36,21,1C6
990 DATA 21,8e,21,11,00,00,0E1
1000 DATA 01,0d,00,ed,b0,21,1CC
1010 DATA 00,00,36,eb,21,00,142
1020 DATA 00,11,00,00,01,18,02A
1030 DATA 00,ed,b0,eb,36,c9,387
1040 DATA 2b,36,f6,f3,cd,00,317
1050 DATA 00,dd,21,00,00,21,11F
1060 DATA 78,eb,e5,cd,0b,20,340
1070 DATA 4f,06,00,5d,7c,d6,204
1080 DATA 10,57,dd,23,ed,b0,304
1090 DATA ed,73,04,20,c3,00,247
1100 DATA 00,ed,7b,04,20,e1,26D
1110 DATA 36,88,23,18,df,21,1F9
1120 DATA 6b,22,cd,54,22,2a,1FA
1130 DATA 00,20,22,90,21,7c,16F
1140 DATA d6,10,67,22,b4,21,244
1150 DATA 22,f1,21,e5,7c,d6,36B
1160 DATA 10,67,22,93,21,e1,22E
1170 DATA 2b,2b,2b,22,9c,21,160
1180 DATA 23,22,9E,21,11,09,11F
1190 DATA 00,19,22,bc,21,11,129
1200 DATA 10,00,19,22,c4,21,130
1210 DATA 22,d3,21,11,00,10,137
1220 DATA 19,22,c1,21,11,18,146
1230 DATA 00,19,22,d7,21,2a,15D
1240 DATA 02,20,22,97,21,f3,1EF
1250 DATA d9,ed,43,06,20,c3,2F2
1260 DATA 8e,21,7e,fe,ff,c8,3F2
1270 DATA cd,5a,bb,23,18,f6,313
1280 DATA e1,e1,ed,4b,06,20,320
1290 DATA dd,22,08,20,d9,fb,2FB
1300 DATA c9,1f,01,0c,44,65,19E
1310 DATA 63,6f,64,69,6e,67,274
1320 DATA 1f,01,0f,ff,af,cd,2AA
1330 DATA 6b,bc,06,00,11,00,13E
1340 DATA 40,cd,77,bc,e5,d5,3FA
1350 DATA e1,22,00,20,c5,e1,2C9
1360 DATA 22,02,20,e1,eb,c3,2D3
1370 DATA 83,bc,21,00,c0,11,231
1380 DATA 00,20,01,96,02,ed,1A6
1390 DATA b0,cd,7a,22,3e,02,259
1400 DATA c3,0e,bc,00,00,00,18D
1410 l=1480:s=&BE80
1420 t=&BEA8:GOSUB 140
1430 MODE 1:PRINT"1: Inf lives"
1440 PRINT"2: Buy anything"
1450 INPUT n:IF n=1 THEN 1470
1460 POKE &BEA8,&FF
1470 CALL &BE80
1480 DATA 21,57,9e,36,c3,23,232
1490 DATA 36,8e,23,36,be,c3,29e
1500 DATA c9,9c,cd,09,b9,cd,3c1
1510 DATA 03,b9,3a,a8,be,a7,303

```

```
1520 DATA 28,06,af,32,e4,15,208
1530 DATA f3,c9,32,40,01,32,261
1540 DATA 71,01,f3,c9,00,ff,32d
```

And the disc poke again by Mike Wong. Infinite lives, buy anything from the shoppe...

```
1 ' FORGOTTEN WORLDS POKE (DISC)
2 ' by Mike Wong
3 ' ALKATRAZ PROTECTION BUSTER
4 ' 345
10 MODE 2:LOCATE 1,12
20 INK 0,0:INK 1,26:BORDER 0
30 l=140:s=&C000:t=&C28F
40 GOSUB 60:PRINT"INSERT DISK..."
50 CALL &BB18:GOTO 1080
60 FOR n=s TO t STEP 7
70 FOR p=0 TO 6:READ a$
80 a=VAL("&"a$):POKE n+p,a
90 c=c+a:NEXT:READ c$
100 ch=VAL("&"c$)
110 IF c<>ch THEN 130
120 l=l+10:c=0:NEXT:RETURN
130 PRINT"Error in line",l:END
140 DATA 00,00,00,00,00,00,00,00,000
150 DATA 00,00,00,00,dd,7e,00,15b
160 DATA fe,c3,20,08,3e,79,32,2d2
170 DATA 0a,20,c3,5e,22,af,dd,2f9
180 DATA e5,e1,f5,dd,7e,00,fe,514
190 DATA b1,20,07,dd,7e,01,fe,332
200 DATA 20,28,0a,dd,23,f1,3c,27f
210 DATA fe,1c,20,e9,18,30,f1,35c
220 DATA dd,23,dd,23,c6,03,fe,3c7
230 DATA 0d,20,05,dd,36,00,f9,23e
240 DATA c9,fe,0e,20,05,dd,36,30d
250 DATA 00,f8,c9,fe,0f,20,05,2f3
260 DATA dd,36,00,f7,c9,fe,1c,3ed
270 DATA 20,05,dd,36,00,ee,c9,2ef
280 DATA dd,36,00,f6,c9,af,e5,466
290 DATA dd,e1,f5,dd,7e,00,fe,50c
300 DATA 23,20,07,dd,7e,01,fe,2a4
310 DATA c2,28,0a,dd,23,f1,3c,321
320 DATA fe,12,20,e9,18,19,f1,33b
330 DATA dd,23,dd,23,e5,11,07,2fd
340 DATA 00,19,7c,d6,10,dd,75,2cd
350 DATA 00,dd,77,01,dd,23,3e,293
360 DATA 12,e1,c9,af,e5,dd,e1,50e
370 DATA f5,dd,7e,00,fe,b4,20,422
380 DATA 07,dd,7e,01,fe,c2,28,34b
390 DATA 0a,dd,23,f1,3c,fe,17,34c
400 DATA 20,e9,18,2e,f1,e5,11,336
410 DATA 06,00,19,dd,23,dd,23,21f
420 DATA c6,03,fe,16,20,0f,7c,288
430 DATA d6,10,dd,75,00,dd,77,38c
440 DATA 01,dd,23,3e,17,e1,c9,300
450 DATA 7c,d6,10,dd,75,00,dd,391
460 DATA 77,01,dd,23,3e,16,e1,2ad
470 DATA c9,af,e5,dd,e1,f5,dd,5ed
480 DATA 7e,00,fe,02,20,0e,dd,289
490 DATA 7e,01,fe,d9,28,11,dd,36c
500 DATA 7e,01,fe,fd,28,0a,dd,389
510 DATA 23,f1,3c,fe,1f,20,e2,36f
```

```
520 DATA 18,2e,f1,dd,23,dd,23,337
530 DATA dd,36,00,e9,dd,e5,e5,4a3
540 DATA dd,e1,c6,03,fe,1f,20,3c4
550 DATA 0d,dd,7e,0c,d6,10,dd,337
560 DATA 77,0c,dd,e1,3e,1f,c9,367
570 DATA dd,7e,03,d6,10,dd,77,398
580 DATA 03,dd,e1,3e,1b,c9,e5,3c8
590 DATA dd,e1,dd,7e,1b,fe,fd,52f
600 DATA 20,1e,dd,7e,1c,fe,b5,368
610 DATA 20,17,dd,7e,00,fe,fd,38d
620 DATA 20,10,dd,36,1d,20,dd,25d
630 DATA 36,1e,eb,11,1e,00,dd,24b
640 DATA 19,3e,1f,c9,e5,dd,e1,3e2
650 DATA dd,7e,21,fe,eb,20,1a,39f
660 DATA dd,7e,22,fe,b2,20,13,360
670 DATA dd,7e,09,fe,d9,20,0c,367
680 DATA dd,36,23,c0,11,23,00,22a
690 DATA dd,19,3e,24,c9,3e,6e,2cd
700 DATA 32,0a,20,c3,5e,22,f3,292
710 DATA 21,00,00,11,00,00,00,032
720 DATA 01,00,00,ed,b0,21,00,1bf
730 DATA 00,11,00,00,01,00,10,022
740 DATA 36,00,ed,b0,36,c3,23,2ef
750 DATA 36,f3,23,36,21,21,8e,252
760 DATA 21,11,00,00,01,0d,00,040
770 DATA ed,b0,21,00,00,36,eb,2df
780 DATA 21,00,00,11,00,00,01,033
790 DATA 18,00,ed,b0,eb,36,c9,39f
800 DATA 2b,36,f6,f3,cd,00,00,317
810 DATA dd,21,00,00,21,78,eb,282
820 DATA e5,cd,0b,20,4f,06,00,232
830 DATA 5d,7c,d6,10,57,dd,23,316
840 DATA ed,b0,ed,73,04,20,c3,3e4
850 DATA 00,00,ed,7b,04,20,e1,26d
860 DATA 36,88,23,18,df,21,6b,264
870 DATA 22,cd,54,22,2a,00,20,1af
880 DATA 22,90,21,7c,d6,10,67,29c
890 DATA 22,b4,21,22,f1,21,e5,310
900 DATA 7c,d6,10,67,22,93,21,29f
910 DATA e1,2b,2b,2b,22,9c,21,241
920 DATA 23,22,9f,21,11,09,00,11f
930 DATA 19,22,bc,21,11,0a,00,133
940 DATA 19,22,c4,21,22,d3,21,236
950 DATA 11,00,10,19,22,c1,21,13e
960 DATA 11,18,00,19,22,d7,21,15c
970 DATA 2a,02,20,22,97,21,f3,219
980 DATA d9,ed,43,06,20,c3,8e,380
990 DATA 21,7e,fe,ff,c8,cd,5a,48b
1000 DATA bb,23,18,f6,e1,e1,ed,49b
1010 DATA 4b,06,20,dd,22,08,20,198
1020 DATA d9,fb,c9,1f,01,0c,44,30d
1030 DATA 65,63,6f,64,69,6e,67,2d9
1040 DATA 1f,01,0f,ff,3e,02,cd,23b
1050 DATA 0e,bc,c3,fd,21,21,00,2cc
1060 DATA c0,11,00,20,01,82,02,176
1070 DATA ed,b0,c3,7a,22,00,00,2fc
1080 MEMORY &9A23:LOAD"disk"
1090 POKE &C000,&24:POKE &C001,&9A
1100 POKE &C002,&72:POKE &C003,7
1110 l=1190:s=&BE80:t=&BE96
1120 GOSUB 60
1130 INPUT"Inf lives (y/n)";a$
```

```
1140 IF a$="y" THEN 1160
1150 POKE &BE8A,&3A:POKE &BE8D,&3A
1160 INPUT"Loadsamoney (y/n)";a$
1170 IF a$="n" THEN POKE &BE90,&3A
1180 CALL &C282:CALL &BE80
1190 DATA 21,89,be,22,a5,9d,c3,38f
1200 DATA d8,9c,af,32,40,01,32,2c8
1210 DATA 71,01,32,e4,15,c3,a9,309
1220 DATA 9e,00,00,00,00,00,00,09e
```

Blood Valley

```
1 ' Blood Valley --tape--
2 ' By Graham Smith
3 ' Infinite energy
4 ' Method 1
5 ' 346
10 FOR j=0 TO 70:READ a$
20 x=VAL("&"a$):y=y+x
30 POKE j+48640,x:NEXT j
40 IF y<>6431 GOTO 180
50 MODE 1:CALL 48640
60 DATA 06,00,11,7c,9e,cd
70 DATA 77,bc,eb,cd,83,bc
80 DATA cd,7a,bc,21,18,be
90 DATA 22,93,00,c3,40,00
100 DATA 21,21,be,22,d8,07
110 DATA c3,00,01,21,2a,be
120 DATA 22,dd,40,c3,00,40
130 DATA 21,0d,18,36,c3,23
140 DATA 36,38,23,36,be,c3
150 DATA f3,17,21,00,00,22
160 DATA 28,1e,22,2a,1e,cd
170 DATA 19,bd,c3,10,18
180 PRINT"DATA ERROR"
```

Operation Gunship

```
1 ' Operation Gunship -tape-
2 ' By Graham Smith
3 ' Infinite bullets,bombs, fuel and
  armour
4 ' Method 1
5 ' 346A
10 DATA 2a,38,bd,22,31,be,21
20 DATA 37,bd,36,c3,23,36,20
30 DATA 23,36,be,21,40,00,e3
40 DATA 11,00,bb,3e,4a,32,22
50 DATA 3b,c3,e9,3a,af,32,5b
60 DATA 85,32,9b,8e,32,53,8d
70 DATA 32,8e,85,32,91,85,cf
80 FOR j=0 TO 48:READ a$
90 x=VAL("&"a$):y=y+x
100 POKE j+48640,x:NEXT j
110 IF y<>4709 GOTO 140
120 MEMORY 14900:LOAD"
130 CALL 48640
140 PRINT"data error"
```

Gunship

Wicked tape poke by Mike you know who.
This one gives you an incredible 255
rounds of cannon, 222 gallons of fuel in
each tank, 255 AGM Hellfires, 127 FFAR

rockets and 255 Sidewinders for one mission. Impressive, eh?

```
1 ' 347
10 BORDER 0:MODE 0
20 FOR n=0 TO 15
30 READ a$:a=VAL("&"+"a$)
40 INK n,a:NEXT
50 MEMORY &3FFF:LOAD"!LDR"
60 POKE &4075,&80
70 POKE &4076,&BE
80 FOR n=&BE80 TO &BEA5
90 READ a$:a=VAL("&"+"a$)
100 c=c+a:POKE n,a
110 NEXT:IF c<>3211 THEN 270
120 CALL &4000
130 DATA 00,1a,06,14
140 DATA 07,09,02,18
150 DATA 0f,03,10,0a
160 DATA 0d,13,0b,17
170 DATA 21,89,be,22
180 DATA 32,88,c3,00
190 DATA 88,21,ec,13
200 DATA 22,57,32,21
210 DATA bc,01,22,5f
220 DATA 32,3e,ff,32
230 DATA 77,32,32,7f
240 DATA 32,32,87,32
250 DATA 32,8f,32,c3
260 DATA 03,01
270 PRINT"Error...":END
```

Biospheres

```
1 ' Biospheres -tape-
2 ' By Graham Smith
3 ' Choice of 10 skill levels
4 ' Method 1
5 ' 348
10 MODE 1:DEFSTR a
20 FOR j=0 TO 97:READ a
30 x=VAL("&"+"a):y=y+x
40 POKE j+48640,x:NEXT j
50 IF y<8513 GOTO 290
60 PRINT "Enter skill ";
70 PRINT "level (0-9) ";
80 a=INKEY$:IF a="" GOTO 80
90 x=ASC(a)-48
100 IF x<0 OR x>9 GOTO 80
110 PRINT a:POKE 48738,x
120 CALL 48640:RUN"
130 DATA 2a,09,00,22,1e,be
140 DATA 22,21,be,21,10,be
150 DATA 22,09,00,c9,e5,21
160 DATA f9,2a,36,c3,23,36
170 DATA 20,23,36,be,e1,c3
175 DATA 00,00,21,00,00,22
180 DATA 09,00,3a,62,be,5f
190 DATA af,93,32,34,31,32
200 DATA a0,32,c6,0a,32,8e
210 DATA 38,32,96,38,47,87
220 DATA 80,32,9e,38,32,a6
230 DATA 38,7b,b7,20,03,af
240 DATA 18,02,3e,ff,32,b1
```

```
250 DATA 2f,32,35,31,32,a1
260 DATA 32,21,d0,07,22,a2
270 DATA 3d,af,32,bb,3e,c3
280 DATA fc,2a
290 PRINT"DATA ERROR"
```

Thunderblade

Infinite lives poke by Phil Howard.

```
1 ' THUNDER BLADE
2 'by Phil Howard
3 ' INFINITE LIVES
4 ' 349
10 '**** LOCK ****
20 '
30 Y=0:RESTORE 100
40 FOR x=&4200 TO &4386
50 READ a$:a=VAL("&"+"a$)
60 y=y+a:POKE x,a:NEXT
70 IF y=37465 THEN 590
80 PRINT"Error in Lock":END
90 '
100 DATA FE,00,20,03,C3,3b,43,FE
110 DATA 01,20,07,DD,36,0F,F6,0E
120 DATA 10,C9,FE,02,20,07,DD,36
130 DATA 0C,F9,0E,0D,C9,FE,03,20
140 DATA 0F,DD,36,1E,E9,DD,7E,0C
150 DATA D6,10,DD,77,0C,0E,1F,C9
160 DATA FE,04,20,07,DD,36,11,F6
170 DATA 0E,12,C9,FE,05,20,07,DD
180 DATA 36,10,F6,0E,11,C9,FE,06
190 DATA 20,07,DD,36,0D,F8,0E,0E
200 DATA C9,FE,07,20,07,DD,36,1B
210 DATA EE,0E,1C,C9,FE,08,20,07
220 DATA DD,36,0E,F7,0E,0F,C9,FE
230 DATA 09,20,07,DD,36,23,C0,0E
240 DATA 24,C9,FE,0A,20,13,DD,E5
250 DATA E1,11,06,00,19,7C,D6,10
260 DATA DD,75,15,DD,77,16,0E,17
270 DATA C9,FE,0B,20,13,DD,E5,E1
280 DATA 11,06,00,19,7C,D6,10,DD
290 DATA 75,14,DD,77,15,0E,16,C9
300 DATA FE,0C,20,13,DD,E5,E1,11
310 DATA 07,00,19,7C,D6,10,DD,75
320 DATA 10,DD,77,11,0E,12,C9,FE
330 DATA 0D,20,0F,DD,7E,03,D6,10
340 DATA DD,77,03,DD,36,1A,E9,0E
350 DATA 1B,C9,DD,36,1D,20,DD,36
360 DATA 1E,EB,0E,1F,C9,F3,21,39
370 DATA 7D,11,39,5D,00,01,00,0D
380 DATA ED,B0,21,36,6D,11,37,6D
390 DATA 01,00,10,36,00,ED,B0,36
400 DATA C3,23,36,34,23,36,43,21
410 DATA D5,42,11,39,6D,01,0D,00
420 DATA ED,B0,21,40,6D,36,EB,21
430 DATA 50,7D,11,50,6D,01,15,00
440 DATA ED,B0,21,FF,40,DD,21,58
450 DATA 7D,23,E5,7E,CD,00,42,DD
460 DATA E5,E1,5D,7C,D6,10,57,06
470 DATA 00,DD,09,ED,B0,ED,73,00
480 DATA 40,C3,39,6D,ED,7B,00,40
490 DATA E1,18,DE,e1,Ed,4b,02,40
500 DATA d9,c3,89,be,22,D7,42,7C
```

```
510 DATA D6,10,67,22,FB,42,22,32
520 DATA 43,E5,7C,D6,10,67,22,DA
530 DATA 42,E1,2B,2B,2B,22,E3,42
540 DATA 23,22,E6,42,11,09,00,19
550 DATA 22,03,43,11,10,00,19,22
560 DATA 0B,43,11,00,10,19,22,08
570 DATA 43,11,08,00,19,22,17,43
580 DATA f3,D9,ED,43,02,40,C9
590 '
600 '**** KEY ****
610 '
620 y=0:x=&4100:RESTORE 740
630 WHILE a$<>"00"
640 READ a$:y=y+VAL("&"+"a$)
650 POKE x,VAL("&"+"LEFT$(a$,1))
660 POKE x+1,VAL("&"+"RIGHT$(a$,1))
670 x=x+2:WEND
680 '
690 '-----
700 '
710 IF y=4613 THEN 810
720 PRINT"Error in Key":END
730 '
740 DATA 11,7D,14,7B,2A,49,21,75
750 DATA 2A,5B,54,BC,8A,41,91,14
760 DATA 61,41,56,A2,15,51,E6,1B
770 DATA 12,6C,1A,5B,64,31,A1,15
780 DATA 34,78,E9,4D,54,BE,64,B4
790 DATA 83,15,54,6C,25,24,15,1B
800 DATA AA,14,62,5D,14,15,18,00
810 '
820 '**** CHEAT ****
830 '
840 y=0:RESTORE 910
850 FOR x=&BE80 TO &BE9C
860 READ a$:a=VAL("&"+"a$)
870 POKE x,a:y=y+a:NEXT
880 IF y=3851 THEN 960
890 PRINT"Error in Cheat":END
900 '
910 DATA 21,e9,93,CD,44,43,C3,D5
920 DATA 42,21,92,be,22,68,9e,c3
930 DATA cc,9c,af,32,a3,11,32,e2
940 DATA 11,cd,8e,9e,c9
950 '
960 MEMORY &1FFF
970 LOAD"thunder blade"
980 MODE 1:PRINT"Dont Panic..this
takes FOREVER..
990 CALL &BE80
```

Bigfoot

```
1 ' Bigfoot -tape-
2 ' By Graham Smith
3 ' Infinite lives
4 ' Method 1
5 ' 350
10 DATA 2a,38,bd,22,21,be
20 DATA 21,37,bd,36,c3,23
30 DATA 36,1b,23,36,be,21
40 DATA 40,00,e3,11,00,bb
50 DATA c3,4a,3a,3e,b7,32
```



```

60 DATA f5,0f,cf
70 FOR j=0 TO 32:READ a$
80 x=VAL("&"a$):y=y+x
90 POKE j+48640,x:NEXT j
100 IF y<> 3082 GOTO 130
110 MEMORY 14900:LOAD"
120 CALL 48640
130 PRINT"DATA ERROR

```

Rasputin

```

1 ' Rasputin -tape-
2 ' By Graham Smith
3 ' Infinite life force
4 ' Infinite shield strength
5 ' Infinite sword strength
6 ' Method 1
7 ' 351
10 FOR j=0 TO 45:READ a$
20 x=VAL("&"a$):y=y+x
30 POKE j+48640,x:NEXT j
40 IF y<>3417 GOTO 140
50 CALL 48640:RUN"
60 DATA 2a,09,00,22,1b,be
70 DATA 21,0d,be,22,09,00
80 DATA c9,e5,21,11,62,36
90 DATA c3,23,36,1d,23,36
100 DATA be,e1,c3,00,00,3e
110 DATA c9,32,0c,58,32,18
120 DATA 58,32,1b,58,11,17
130 DATA 63,c3,14,62
140 PRINT"DATA ERROR

```

The Train

```

1 'THE TRAIN
2 'by Phil Howard
3 'less damage, more time
4 ' 352
10 MEMORY &14FF
20 MODE 0:BORDER 0:GOSUB 200
30 LOAD"!tape",&9600
40 POKE &9501,1
50 CALL &9600
60 FOR f=0 TO 15:READ a:INK f,a:NEXT f
70 CALL &9600
80 CALL &9600
90 GOSUB 200
100 CALL &9600
101 POKE &2492,&C9
102 POKE &256C,&A7
103 POKE &73D1,&A7
110 CALL &F800
200 FOR f=0 TO 15:INK f,0:NEXT f
210 RETURN
220 DATA 0,26,6,20,8,18,2,24,15,3,
    17,10,13,19,11,0

```

GI Hero

```

1 'GI HERO
2 'by Phil Howard
3 'INFINITE ENERGY
4 ' 353
10 DATA c5,e5,f5,06,f6,ed

```

```

20 DATA 78,fe,00,28,06,f1
30 DATA e1,c1,c3,00,00,f3
40 DATA 2a,0f,bf,22,39,00
50 DATA 21,34,bf,22,b4,01
60 DATA 18,eb,cd,4c,3f,2a
70 DATA 39,00,22,0f,bf,f3
80 DATA 21,00,bf,22,39,00
90 DATA fb,c3,00,3e,af,32
100 DATA 98,56,32,26,56,32
110 DATA e8,48,c3,29,72
120 MEMORY &3000:y=0
130 FOR x=&BF00 TO &BF40
140 READ a$:a=VAL("&"a$)
150 POKE x,a:y=y+a:NEXT
160 IF y<>&1AC8 THEN 190
170 LOAD"qiheroi"
180 CALL &BF20
190 PRINT"DATA ERROR!"

```

Barbarian II

Mike Wong comes to your aid with infinite lives, energy and the mysterious megapower. What does it do? There's only one way to find out! (Disk.)

```

1 'Barbarian II - disk
2 'Amstrad Action Oct 89
3 'Mike Wong
4 ' 354
10 DATA 21,00,40,11,00,00
20 DATA 0e,00,df,0c,80,c9
30 DATA 3c,c0,07
40 DATA INFINITE LIVES
50 DATA 24,66,&af,61,&a7
60 DATA 24,66,&af,61,&a7
70 DATA INFINITE ENERGY
80 DATA 23,72,278,50,58
90 DATA 23,72,402,50,58
100 DATA MEGAPOWER
110 DATA 23,72,146,&b7,&d6
120 DATA 23,72,147,&91,&10
130 FOR n=&8000 TO &800E
140 READ a$:a=VAL("&"a$)
150 POKE n,a:NEXT:MODE 2
160 PRINT"INSERT BARB 2..."
170 PRINT"WRITE PROTECT OFF!"
180 CALL &BB18
190 FOR n=1 TO 3
200 READ q$:PRINT q$;
210 INPUT" (y/n)";a$
220 FOR p=1 TO 2
230 READ t,s,a,b,r
240 POKE &8005,t
250 POKE &8007,s
260 POKE &800C,&3C
270 CALL &8000
280 x=&4000+a
290 IF a$="y" THEN POKE x,r
300 IF a$="n" THEN POKE x,b
310 POKE &800C,&3F
320 CALL &8000
330 NEXT p,n
340 |CPM

```

And the tape poke from Phil Howard.

```

1 'barbarian II
2 'by Phil Howard
3 'infinite lives
4 ' 355
10 DATA 21,16,BD,36,C3,23
20 DATA 36,0E,23,36,BE,C3
30 DATA 4b,9a,21,17,BE,22
40 DATA 40,A6,C3,08,A6,DD
50 DATA 21,ab,a8,11,00,01
60 DATA CD,3a,a8,21,2A,BE
70 DATA 22,54,a9,C3,d5,a8
80 DATA 21,36,be,22,15,85
90 DATA 22,EB,84,c3,00,80
100 DATA 3e,a7,32,2f,43,c3
110 DATA 80,0a
120 y=0:MEMORY &5000
130 FOR x=&BE00 TO &BE3D
140 READ a$:a=VAL("&"a$)
150 POKE x,a:y=y+a:NEXT
160 IF y<>&1877 THEN 190
170 LOAD"barbii"
180 CALL &BE00
190 PRINT"data error!"

```

Tankbusters

Infinite energy on the Firebird version only of this tape game. Another Wong effort.

```

1 ' 356
10 FOR n=&BE80 TO &BE86
20 READ a$:POKE n,VAL("&"a$)
30 NEXT:LOAD"!
40 POKE &A62C,&80
50 POKE &A62D,&BE
60 CALL &A600
70 DATA af,32,69,4d,c3,00,18

```

Total Eclipse

Map See the spread overleaf on pages 114-115 for your Total Eclipse map.

Solution Here at last is the complete, absolute and utterly, utterly ultimate solution to Incentive's Freescape 3D Mastergame Total Eclipse.

Now there's more than one way to save the world, as you'll know if you've tried, but we chose this joint effort from Graham Wilkin and Jason Highfield because it's the most complete, explores the pyramid very thoroughly indeed and shows you almost all the tricks and traps. We've accompanied it with a brilliant exclusive specially commissioned map from Ian Thompson. So even if you don't do it quite our way, you should still find Graham and Jason's playing guide helps a great deal. We did!

Remember that as soon as you've done a tricky bit to press I, which pauses the game. If you're really clever you'll also save the game by following the

instructions there. It only takes a few seconds, and you'll be ever so glad you did!

1. You begin looking at your plane and the Pyramid. Climb on the right hand wing of the plane and walk towards the cockpit to find the first Ankh. Then walk round the pyramid to its back door. Enter and shoot the blocked door: then go back out to Sahara B. Work your way back round to the main entrance (H-A) and go inside.

2. Fill up with water, collect second Ankh, and go through the NORTH door to the chamber (H-B). Collect the treasure, then step back, face EAST and shoot the small block on the floor. Stairs appear for the upper door on the EAST wall. Ascend into the next room (H-G). Shoot the head of the mummy in the open sarcophagus to close the lid, and stop the poison darts. When safe, collect the treasure and top up your water. The barrier on the NORTH door can be climbed under bringing you into room (H-D). Shoot the arrow on the wall, look down and shoot the sloping wall six times to make it disappear. Descend the stairs and look EAST. See the plinth against the wall? Go to the right hand side of it, and push it in a NORTHWARDS direction. This reveals the entrance to the ILLUSION section.

3. Go through this doorway into room (I-D), down the stairs and turn NORTH to face a black square on the wall. Walk at the square and you pass through into (I-A). Go EAST into the square here and enter room (I-B). Walk into the square on the SOUTH wall to get to (I-C), followed by walking into the NORTH facing square in order to reach (I-I). A U-turn here, followed by walking through the north square, brings you into room (I-F). The EAST stairs bring you out into Sahara A.

Outside U-turn again, and look at the building you've just left. Go around the back and you find a symbol on the ground: shoot it in the centre, and return to the front of the building. Re-enter (I-F), descend the stairs and walk through the WEST square. Once in room (I-D) ascend the stairs and go through the WEST door to gain access to chamber (H-D).

Go upstairs into (H-D), duck beneath the barrier, and take the SOUTH door to (H-G). Then go WEST downstairs into room (H-B). Shoot the slab blocking the stairway on your LEFT, and when it disappears go up them SOUTH into (H-I).

Turn left and shoot the beam supporting the chest (stay well clear!) until it falls to the floor allowing you to collect the treasure. Next, go through the EAST

door into room (H-I). Collect the ANKH hidden under the staircase you descend, then go back up to room (H-I). From here proceed to the CENTRAL door on the NORTH wall and out onto the WALKWAY in room (H-B). Cross this going NORTH into (H-C).

Once safely in (H-C) fill your water bottle up by wading in the pool, then take the WEST door into (H-F). Shoot the eye on the wall, U-turn and return to (H-C) EAST. Then go SOUTH through the door, back across the walkway (H-B) and to room (H-I). Take the LEFT door on the NORTH wall into (H-B), go downstairs, cross the room, go through the WEST door by climbing the stairs and you find yourself in room (H-E).

In (H-E) turn left and collect your fourth ANKH and the treasure (possibly £1,125,000 so far). Go upstairs (WEST) through the SLIM door to gain access to room (P-F), turn left and shoot the rope holding the ANKH (your fifth). When it falls collect it from the floor, then return through the EAST door into (H-E). Go downstairs and continue EAST through the door into (H-B). Then go upstairs through the SOUTH door to (H-I). Take the CENTRE door on the NORTH wall into (H-B), go along the walkway NORTHWARD into (H-C), and carry on NORTH through the SLIM door into (K-E).

In (K-E) turn 90 degrees left as you enter and face the side wall. Shoot it ten times until it disappears, then examine the floor. You can now avoid treading on the pressure pad and activating the dart trap. Collect your SIXTH ANKH and more loot.

Go up the staircase to the NORTH door and enter (K-B). Use the EAST door to reach (K-C), then turn LEFT and go down the staircase to collect the SEVENTH ANKH hidden underneath. Use the WEST door to get back to (K-B) then take the SOUTH door back into (K-E); go SOUTH avoiding the pressure pad into (H-C). Tank up with water before going SOUTH across the (H-B) walkway and into (H-I). Use the LEFT door on the NORTH wall to reach (H-B). Go up the stairs and through the WEST door into (H-E), and use the SLIM door to get into (P-F). Then enter (N-F) via the door on the SOUTH wall and go down the steps and through the door UNDER them into room (N-D).

Cross the CATWALK to the NORTH door, which delivers you to room (N-B). Wait for a while: there is a dart trap on the roof and treasure in the centre. If you wish to risk it get the treasure; if not just make for the exit under the WEST wall stairs

taking you to room (N-A).

There is a dart trap here too, this time guarded by a mummy. Run downstairs and get behind it to make sure you're safe, then climb onto the staircase behind him and follow this flight up to (R-C) and the second level.

4. Take the FOURTH door from the LEFT to gain entry to (R-A), turn RIGHT to face EAST and go through the first MEDIUM sized door on your RIGHT. Walk ahead NORTH and down to floor level, if you turn RIGHT to face EAST a block is in front of you. Push this block in a WESTERLY direction to form a bridge for later. Now take the SOUTH door into (R-E). Shoot the block in the SOUTH-EAST corner to reveal a door, go through it into (R-D). Collect the treasure before going NORTH into (R-B). Fill up with water. Go NORTH again into Sahara B, walk around to the front of the Pyramid and go into (H-A).

Go from here into (H-B), then upstairs through the WEST door into (H-E) and up more stairs through the SLIM door to get to (P-F). From this point go SOUTH through the door into (N-F) down the stairs and through the door UNDER the stairs to (N-D).

Cross the walkway to the NORTH door and go into (N-B), turn WEST and take the door to (N-A), and get behind the mummy. Take the stairs to (R-C), then the fourth door from the left, followed by the first MEDIUM door. Continue on this time NORTH across the bridge you so cleverly constructed, and into (R-C). Take the SOUTH door to (N-A), followed by a dash for the RIGHT hand staircase on the SOUTH wall, which takes you to (N-C). Then go via the SOUTH door into (N-E).

Walk to the exact centre of the catwalk, - check by looking at the door to the EAST which is halfway across. Then shoot the catwalk which pivots giving you access to the aforementioned EAST door. This takes you into (N-F), look down to your right and shoot the small block to make a match. Then it's back along the catwalk, swing it to give you a path to the NORTH door and back into (N-C). There is a grey rectangle on the wall: walk into it and it transports you to (K-A).

Ascend the SOUTH stairs and pass through the SLIM door into (K-D); go up the WEST stairs into (P-A). Face the EAST doors and climb up on the block and look at the top door. Shoot the doorway and immediately run as soon as the stairs appear. Once in room (P-B) collect the treasure, then go to the WEST wall, turn to

T O T A L E

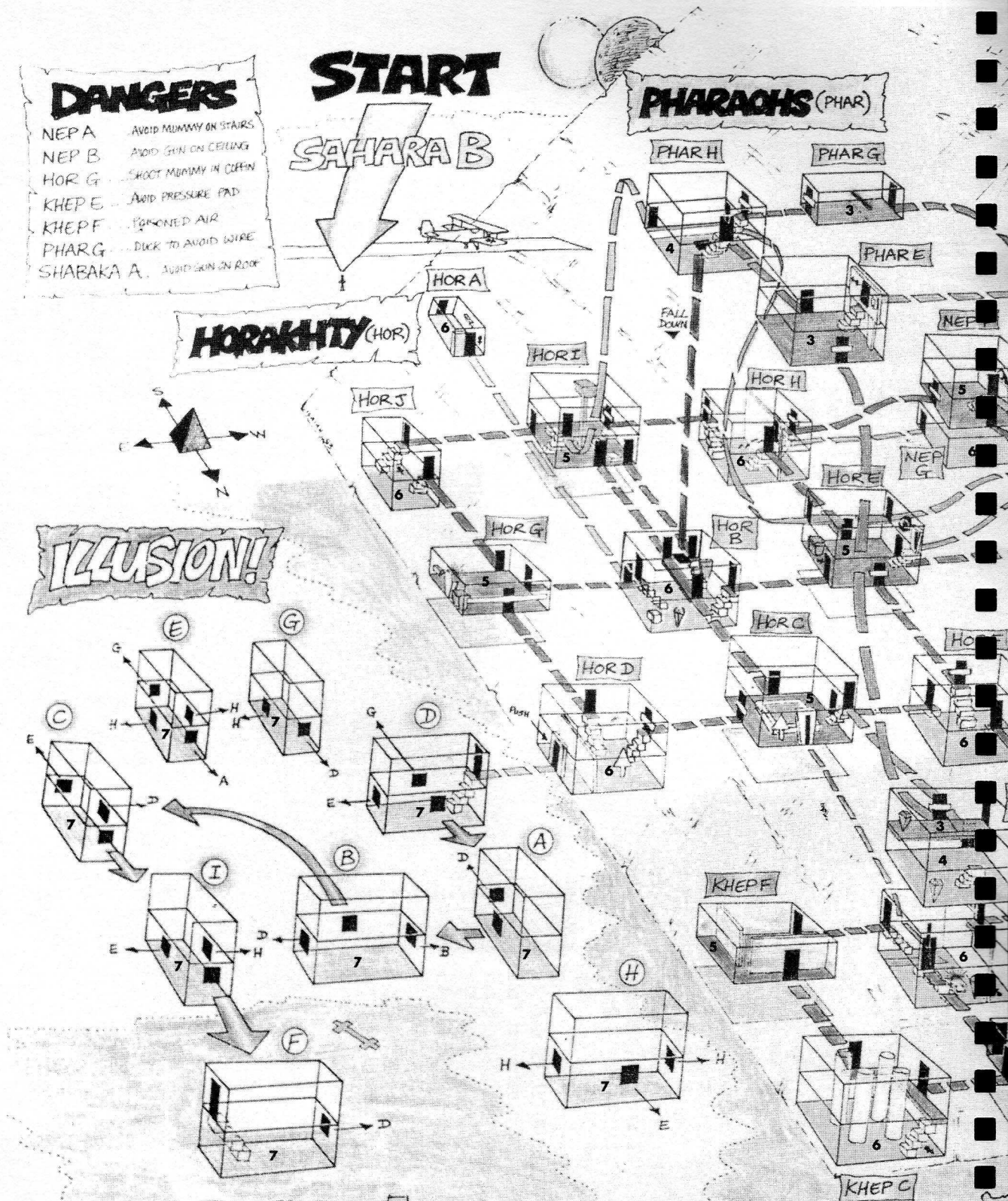
- DANGERS**
- NEPA A. AVOID MUMMY ON STAIRS
 - NEP B. AVOID SUN ON CEILING
 - HOR G. SHOOT MUMMY IN COFFIN
 - KHEP E. AVOID PRESSURE PAD
 - KHEP F. PERSONED AIR
 - PHARG. DUCK TO AVOID WIRE
 - SHABAKA A. AVOID SUN ON ROOF

START
SAHARA B

PHARAOHS (PHAR)

HORAKHTY (HOR)

ILLUSION!



CLIPSE

FINISH
STAND BEHIND STATUE AND SHOOT IT.....

ANKHS
SAHARA B (ON AIRCRAFT WING)
HOR A | HOR E
HOR J | KHEP C
KHEP E | PHAR F

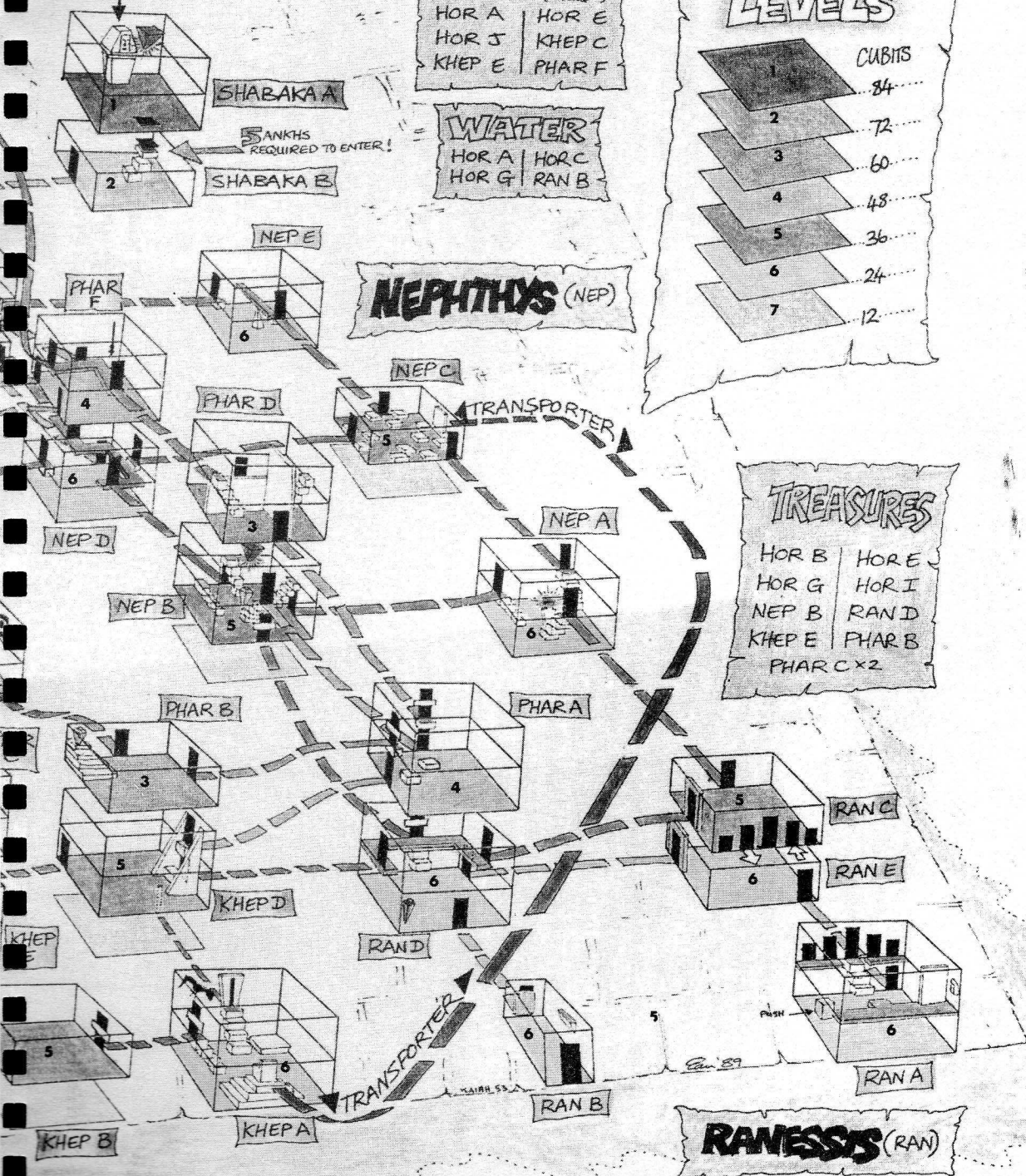
LEVELS

LEVEL	CUBITS
1	84
2	72
3	60
4	48
5	36
6	24
7	12

WATER
HOR A | HOR C
HOR G | RAN B

NEPHTHYS (NEP)

TREASURES
HOR B | HORE
HOR G | HOR I
NEP B | RAN D
KHEP E | PHAR B
PHAR C x 2



KHEPRESH (KHEP)

look at the Dais. Shoot the middle two steps (bottom one first). You can now crawl into (P-C), and could have collected over £2,350,000 in treasure.

Use the SOUTH door to get to (P-E), and go up the stairs on the RIGHT (WEST). They take you to (S-B). Then walk to the steps, crouch down and climb on in very small steps. Then when you have gone to the very edge press 'H' to burst through the roof and gain access to the shrine.

5. Only turn LEFT or RIGHT, as any other movement causes you to fall back into (S-B) for good. Once inside run and hide behind the Statue and shoot it 45 times, or until the curse is lifted and you gain £2,000,000 bonus.

And that's it: you have saved the world - and all before 10 o'clock! What do you fancy doing till lunchtime? Bit of interplanetary space travel, perhaps, or just take things easy and write a string of bestsellers about your adventures in the sacred pyramid?

Key

R=FRAMESSES; H=HORAKTHY;
I=ILLUSIONS; P=PHARAOHS;
N=NEPHYTHS; K=KEPRESH;
S=SHABAKA.

Poke Time and tide wait for no man, unless, that is, Julian Page of Somerset has gotten to them first. Thirst no more, and always have infinite time on your hands to complete Total Eclipse by Incentive. Don't get so excited it's only a poke, and anyway he's stopped any heart attacks and made you immune to poison gas as well! Disk.

```
1 'TOTAL ECLIPSE Disc
2 'By Julian Page
3 '357
10 MODE 1
20 MEMORY &1B15
30 PRINT"INSERT TOTAL ECLIPSE"
40 PRINT"DISC AND PRESS A KEY"
50 CALL &BB03:CALL &BB06
60 LOAD"TECODE"
70 A$="No Heart Failure"
80 GOSUB 200:IF NOT a THEN 110
90 POKE &7609,0:POKE &6A4C,0
100 POKE &6BAC,0
110 a$="No Time Limit"
120 GOSUB 200:IF NOT a THEN 160
130 b=&3CA9:POKE b,0
140 POKE b+1,0:POKE b+2,0
150 POKE &6770,&18
160 INK 0,0:INK 1,0
170 INK 2,0:INK 3,0
180 LOAD"tecon.scr",&C000
```

```
190 CALL &1B16
200 PRINT:CALL &BB03
210 PRINT a$;" Y/N ?"
220 b$="":WHILE b$=""
230 b$=LOWERS (INKEY$)
240 WEND
250 a=(b$="y"):RETURN
```

Advanced Pinball Simulator

```
1 ' Advanced Pinball Simulator
2 ' By Graham Smith
3 ' Infinite Balls
4 ' Method 1
5 ' 358
10 FOR j=0 TO 31
20 READ a$
30 x=VAL("&"a$)
40 POKE j+48640,x
50 y=y+x:NEXT j
60 a=2782:MODE 1
70 IF y<a GOTO 180
80 MEMORY 14900
90 LOAD"":CALL 48640
100 DATA 2a,38,bd,22
110 DATA 20,be,21,37
120 DATA bd,36,c3,23
130 DATA 36,1b,23,36
140 DATA be,21,40,00
150 DATA e3,11,00,bb
160 DATA c3,4a,3a,af
170 DATA 32,1b,04,cf
180 PRINT"DATA ERROR
```

Asphalt

Tips First some tips on the Ubisoft car-wrecking game come from George Britton of London.

General: learn the general wave patterns. You're hitting the enemy when you see circular flashes on their sides and front.

Motorbikes: can be mined or shot. The yellow biker should always be mined.

Sidecars: At first they seem tricky but they always come on the side of the road. Move close to the edge so that they can't get past you, then you can easily destroy them.

Cars: because of their size they're more vulnerable to mines and the same tactics as the sidecars. The big problem is the car with the burner on the back. Try to attack him from an angle and beware when it's destroyed from crashing into it.

Machine-gun: there's an unfortunate pause when the ammo is being replenished. So after a wave if there's less than ten shots quickly waste them so you're ready for the next attack.

Mines: must be dropped quickly and accurately. Too late and the target will drop

away.

Fireburners: not as impressive as they first seem. Avoid using them.

Protection: the rear is by far the most vulnerable and is difficult to protect. The sides can be guarded by shielding against the side of the road.

Poke Now a poke for infinite everything for the tape version. From Graham Smith.

```
1 ' Asphalt --tape--
2 ' By Graham Smith
3 ' Infinite lives,bullets,
   flamethrowers and mines
4 ' Method 1
5 ' 359
10 FOR j=0 TO 83:READ a$
20 x=VAL("&"a$):y=y+x
30 POKE j+64,x:NEXT j
40 IF y<>9335 GOTO 210
50 MEMORY 7999:MODE 1
60 LOAD"",8000:CALL 64
70 DATA 3e,ba,01,a7,bc,11
80 DATA 5a,92,21,80,08,e5
90 DATA c5,cd,a1,bc,21,43
100 DATA 20,22,a4,0a,c3,00
110 DATA 81,21,ea,a3,36,8a
120 DATA 23,36,c5,23,36,f0
130 DATA 01,28,00,11,8d,bf
140 DATA 21,72,00,ed,b0,c3
150 DATA 00,a5,dd,77,00,af
160 DATA 32,c6,77,32,c4,7c
170 DATA 32,f5,7c,32,10,7d
180 DATA 3e,c3,32,85,a5,3e
190 DATA 8d,32,86,a5,3e,bf
200 DATA 32,87,a5,c3,88,a5
210 PRINT"DATA ERROR
```

Declan Kennedy from Armagh has sent in a poke for the disk version of Asphalt. This one gives you infinite lives, bullets, flamethrowers and mines.

```
1 ' Asphalt - disk
2 ' by Declan Kennedy
3 ' 360
10 MODE 1:tot=0:FOR x=&BF00 TO &BF35
20 READ a$:a=VAL("&"a$)
30 POKE x,a:tot=tot+a:NEXT
40 IF tot<>5735 THEN PRINT CHR$
   (7);"OOPS! YOU BETTER CHECK THE
   DATA":PRINT:END
50 PRINT "PLACE ASPHALT DISK IN
   DRIVE":PRINT "AND PRESS ANY KEY"
60 CALL &BB18:MODE 0:CALL &BF00
100 DATA 11,40,00,21,FF,B0,0E,07,CD,CE
110 DATA BC,06,07,21,2f,BF,11,40,00,CD
120 DATA 77,BC,21,40,00,CD,83,BC,CD,7A
130 DATA BC,AF,32,C9,77,32,C7,7C32,FB
140 DATA 7C,32,13,7D,C3,D0,5F,41,53,50
150 DATA 48,41,4C,54
```

Super Hero

```
1 ' Super Hero
2 ' By Graham Smith
3 ' Infinite lives
4 ' Method 1
5 ' 361
10 DATA 2a,38,bd,22,23,be
20 DATA 21,37,bd,36,c3,23
30 DATA 36,1b,23,36,be,21
40 DATA 40,00,e3,11,00,bb
50 DATA c3,4a,3a,af,32,63
60 DATA 37,32,6a,37,cf
70 FOR j=0 TO 34:READ a$
80 x=VAL("&"a$):y=y+x
90 POKE j+48640,x:NEXT j
100 IF y<>3119 GOTO 130
110 MEMORY 14900:LOAD"
120 CALL 48640
130 PRINT"DATA ERROR"
```

Alien Highway

Vortex's sequel has the road edges de-electrified to make manoeuvring easier. It is entered using Method 1.

```
1 ' Alien Highway - tape
2 ' Amstrad Action March 88
3 ' 362
10 DATA 21,63,11,22,a1
20 DATA 11,c3,40,99,21,e2
30 DATA 39,36,c3,23,36
40 DATA 5f,23,36,be,21,40
50 DATA 00,e5,21,00,bb
60 DATA e5,c3,b7,39,e5,21
70 DATA 75,02,36,85,e1
80 DATA f1,f3,c9,82,71,66
90 FOR x=&BE40 TO &BE68
100 READ a$
110 POKE x,VAL("&"a$)
120 NEXT
130 MEMORY &2000
140 LOAD"alien highway"
150 CALL &BE49
160 END
```

Another poke giving you infinite energy on tape by Mike Wong.

```
1 ' 363
10 FOR n=&BE40 TO &BE74
20 READ a$:a=VAL("&"a$)
30 POKE n,a:c=c+a:NEXT
40 IF c<>5083 THEN 210
50 MEMORY 12345:LOAD""
60 CALL &BE55
70 DATA 21,3e,07,22
80 DATA 6b,18,21,32
90 DATA 17,22,6d,18
100 DATA 21,00,c9,22
110 DATA 6f,18,c3,40
120 DATA 99,21,e2,39
130 DATA 36,c3,23,36
140 DATA 6b,23,36,be
150 DATA 21,40,00,e5
```

```
160 DATA 21,00,bb,e5
170 DATA c3,b7,39,e5
180 DATA 21,75,02,36
190 DATA 85,e1,f1,f3
200 DATA c9
210 PRINT"Error":END
```

Gryzor

Another Wong disc poke. Infinite things.

```
1 ' 364
5 REM GRYZOR DISC POKE version 2.1
10 MODE 2:MEMORY &7FFF:l=180
20 FOR n=&8000 TO &8120 STEP 16
30 FOR p=0 TO 15:READ
a$:b=VAL("&"a$)
40 POKE n+p,b:c=c+b:NEXT:READ x$
50 d=VAL("&"x$):IF c<>d THEN 170
60 l=l+10:c=0:NEXT
61 FOR n=&BE90 TO &BE9D:READ a$:POKE
n,VAL("&"a$):NEXT
70 INPUT"Infinite lives (y/n)";a$
80 IF a$="y" THEN 120
90 POKE &80D1,&3D
100 INPUT"How many lives (1-255)";a
110 POKE &80D6,a:POKE &80D7,a
120 INPUT"Infinite time (y/n)";a$
130 IF a$="y" THEN 141
140 POKE &80DC,&3E
141 INPUT"Keep weapons (y/n)";a$
142 IF a$="y" THEN 150
145 POKE &BE91,&32
150 PRINT"Insert GRYZOR disc...":CALL
&BB18
160 CALL &8000:END
170 PRINT"Error in line":l:END
180 DATA cd,13,81,21,0c,80,22,14,01,
c3,00,01,31,fa,bf,cd,5c0
190 DATA e5,80,21,85,1c,0e,23,cd,fd,
80,3e,4c,32,a2,4c,32,67e
200 DATA a5,4c,3e,c3,32,fd,4f,21,2d,
80,c3,07,81,21,a8,1c,66e
210 DATA 0e,13,cd,fd,80,3e,4c,32,ba,
4c,21,40,80,c3,07,81,659
220 DATA 21,bb,1c,0e,0e,cd,fd,80,3e,
4c,32,c7,4c,21,53,80,621
230 DATA c3,07,81,21,61,80,22,e7,1c,
3e,16,21,d5,1c,c3,10,5ab
240 DATA 81,21,6f,80,22,e1,d,3e,
41,21,0e,1d,c3,10,81,21,43e
250 DATA 7d,80,22,5e,1d,3e,3a,21,3e,
1d,c3,10,81,21,63,1d,483
260 DATA 0e,0d,cd,fd,80,3e,4d,32,
6e,4d,21,96,80,22,fe,4f,683
270 DATA 21,48,20,c3,63,4d,21,7c,
1d,0e,11,cd,fd,80,3e,4d,5aa
280 DATA 32,8c,4d,21,b1,80,22,fe,
4f,3e,26,21,7c,4d,c3,10,5ed
290 DATA 81,21,aa,1d,11,00,a8,01,
9e,02,ed,b0,21,80,be,22,5e1
300 DATA d3,a8,21,d0,80,11,80,be,
01,10,00,ed,b0,c3,55,a8,7a9
310 DATA 3e,a7,32,26,15,21,03,03,
```

```
22,f3,0b,3e,c9,32,97,0e,477
320 DATA c3,19,04,53,50,21,85,1c,
11,85,6c,01,d0,03,ed,b0,5b8
330 DATA c9,21,85,6c,11,85,1c,01,
d0,03,ed,b0,c9,06,00,7c,649
340 DATA c6,30,57,5d,ed,b0,c9,22,
fe,4f,cd,f1,80,c3,85,4c,951
350 DATA ed,4f,e9,21,00,01,11,00,
00,0e,41,df,1f,81,c9,3c,52b
360 DATA c0,07,00,00,00,00,00,00,
00,00,00,00,00,00,00,0c7
370 DATA 3e,3a,32,4f,15,32,52,15,
32,55,15,c3,19,04
```

Strider

Disc poke for infinite lives by Mike Wong.

```
1 ' 365
10 MEMORY &74D4:l=120
20 PRINT"Please wait..."
30 FOR n=&74D5 TO &77C9 STEP 8
40 FOR p=0 TO 5:READ a$
50 a=VAL("&"a$):POKE n+p,a
60 c=c+a:NEXT:READ c$
70 ch=VAL("&"c$)
80 IF c<>ch THEN 110
90 l=l+10:c=0:NEXT
100 CALL &74D5
110 PRINT"Error in line":l:END
120 DATA 3e,02,cd,0e,bc,21,1f8
130 DATA ff,ab,11,40,00,0e,209
140 DATA 07,cd,ce,bc,21,fa,379
150 DATA 74,7e,fe,ff,28,06,31d
160 DATA cd,5a,bb,23,18,f5,312
170 DATA cd,18,bb,af,c3,4e,360
180 DATA 75,53,54,52,49,44,1fb
190 DATA 45,52,20,3a,20,49,15a
200 DATA 4e,46,49,4e,49,54,1c8
210 DATA 45,20,4c,49,56,45,195
220 DATA 53,2e,20,20,20,101
230 DATA 49,4e,53,45,52,54,1d5
240 DATA 20,44,49,53,43,2e,171
250 DATA 2e,2e,ff,af,32,e9,325
260 DATA 2b,32,de,2b,c3,40,269
270 DATA 02,3e,00,21,e1,e9,22b
280 DATA 22,00,80,cd,00,80,1ef
290 DATA 11,8e,02,19,11,c9,194
300 DATA 77,01,9a,02,ed,b8,2b9
310 DATA c3,4e,75,00,06,02,18e
320 DATA 1a,31,00,c0,f5,3e,23e
330 DATA 01,cd,0e,bc,01,00,199
340 DATA 00,cd,38,bc,cd,ba,348
350 DATA 75,f1,4f,e6,0f,32,2dc
360 DATA 36,76,b9,3e,0a,dd,28a
370 DATA 21,00,c0,cc,d2,75,2f4
380 DATA fb,21,4e,75,3e,04,221
390 DATA 2b,3d,f5,e5,46,48,2d0
400 DATA cd,32,bc,e1,f1,20,3ad
410 DATA f3,cd,c7,75,3e,0b,345
420 DATA dd,21,40,02,cd,2d,2df
430 DATA 75,3e,0c,dd,21,00,1bd
440 DATA a0,cd,d2,75,3e,0d,2ff
450 DATA dd,21,40,00,cd,d2,2dd
```

```

460 DATA 75,3e,0e,dd,21,00,1bf
470 DATA b0,cd,d2,75,3a,36,334
480 DATA 76,32,42,00,cd,ba,271
490 DATA 75,31,40,02,c3,26,1d1
500 DATA 75,3e,10,01,00,00,0c4
510 DATA 3d,f5,cd,32,bc,f1,3de
520 DATA 20,f5,cd,41,bc,2c,30b
530 DATA 45,cd,19,bd,10,fb,2f3
540 DATA c9,f3,32,35,76,3e,2d7
550 DATA 05,32,c8,77,cd,ac,2ef
560 DATA 76,dd,e5,dd,e5,01,3fb
570 DATA 7e,fb,cd,4b,77,7e,386
580 DATA b7,20,f9,3a,c9,77,34a
590 DATA b7,20,39,3d,3c,cd,256
600 DATA 30,77,cd,4b,77,3a,270
610 DATA c7,77,fe,06,3a,c0,33c
620 DATA 77,20,ef,21,18,79,238
630 DATA e5,e5,01,00,00,11,1dc
640 DATA f8,01,cd,ec,76,fd,425
650 DATA e1,e1,1e,24,0e,0e,220
660 DATA fd,56,05,41,7e,aa,2c1
670 DATA 77,23,10,fa,fd,72,313
680 DATA 05,fd,09,1d,20,ee,236
690 DATA 3e,01,32,c9,77,dd,28e
700 DATA 21,18,79,11,00,00,0c3
710 DATA 01,00,00,dd,09,0e,0f5
720 DATA 0e,dd,7e,00,e6,0f,25e
730 DATA ba,20,f4,dd,7e,01,32a
740 DATA bb,20,ee,dd,7e,0b,32f
750 DATA 32,b8,76,dd,6e,0c,2b7
760 DATA dd,66,0d,22,ba,76,2a2
770 DATA e1,dd,7e,06,32,c6,33a
780 DATA 76,dd,7e,05,f5,dd,3a8
790 DATA 7e,00,32,c8,76,dd,2cb
800 DATA 5e,07,dd,56,08,17,1b7
810 DATA 30,0a,a7,ed,52,dd,2fd
820 DATA 4e,09,dd,46,0a,09,18d
830 DATA dd,7e,02,dd,4e,03,28b
840 DATA dd,46,04,e5,d5,cd,3ae
850 DATA ec,76,d1,e1,d5,e5,4ce
860 DATA 0e,00,7e,a9,4f,23,1a7
870 DATA 1b,7a,b3,20,f7,e1,340
880 DATA d1,f1,dd,e1,91,28,439
890 DATA 0e,21,c8,77,35,c2,265
900 DATA de,75,97,01,7e,fa,363
910 DATA ed,79,c9,cd,ab,76,41d
920 DATA d5,e5,0e,00,7e,ab,2f1
930 DATA a9,77,23,1b,7a,b3,28b
940 DATA 20,f6,e1,d1,0e,00,2d6
950 DATA 3e,00,17,30,1e,06,0a9
960 DATA 01,7e,b9,20,0b,23,186
970 DATA 1b,7e,b7,79,28,04,1f5
980 DATA 46,23,1b,7e,dd,77,256
990 DATA 00,dd,23,10,f9,23,22c
1000 DATA 1b,7a,b3,20,e2,37,281
1010 DATA c9,32,c0,77,ed,43,362
1020 DATA 5e,77,22,78,77,ed,2d3
1030 DATA 53,0f,77,01,7e,fb,253
1040 DATA 3a,c0,77,cd,30,77,2e5
1050 DATA 21,00,18,ed,5b,5e,1df
1060 DATA 77,a7,ed,52,eb,21,369
1070 DATA 00,00,ed,52,30,05,174

```

```

1080 DATA 19,eb,97,67,6f,22,293
1090 DATA 0f,77,ed,53,7b,77,2b8
1100 DATA f5,21,b0,77,cd,4e,358
1110 DATA 77,21,c0,77,34,f1,2f4
1120 DATA 20,ce,c9,32,c0,77,320
1130 DATA 32,b3,77,21,bd,77,2b1
1140 DATA cd,4e,77,21,ae,77,2d8
1150 DATA cd,4e,77,cb,6e,28,2f3
1160 DATA f6,cb,5e,20,ec,c9,3f4
1170 DATA 21,ba,77,5e,23,ed,2c0
1180 DATA 78,87,30,fb,7e,0c,2b4
1190 DATA ed,79,0d,1d,20,f2,2a2
1200 DATA 21,00,00,18,0e,ed,134
1210 DATA 78,f2,62,77,e6,20,349
1220 DATA 28,2b,0c,ed,78,0d,1d1
1230 DATA 2b,7c,b5,20,ee,22,28c
1240 DATA 5e,77,21,00,00,11,107
1250 DATA 00,00,18,0b,7a,b3,150
1260 DATA 28,07,1b,0c,ed,78,1bb
1270 DATA 0d,77,23,ed,78,f2,2fe
1280 DATA 8a,77,e6,20,20,ec,313
1290 DATA 22,77,21,c1,77,26a
1300 DATA e5,ed,78,cb,67,28,3a4
1310 DATA 0c,fe,c0,38,f6,0c,304
1320 DATA ed,78,0d,77,23,18,224
1330 DATA ee,e1,c9,01,08,09,2aa
1340 DATA 46,00,00,00,01,06,04d
1350 DATA 01,2a,ff,02,4a,00,176
1360 DATA 03,0f,00,00,00,00,012
1370 DATA 00,00,00,00,00,00,000
1380 DATA 00,00,00,00,00,00,000

```

On The Run

```

1 ' On the run-tape
2 ' By Graham Smith
3 ' Method 1
4 ' Infinite time
5 ' Infinite energy
6 ' 366
10 FOR j=0 TO 29:READ a$
20 x=VAL("&"+a$):y=y+x
30 POKE j+96,x:NEXT j
40 IF y<>2975 GOTO 120
50 CLS:CALL 96
60 DATA 06,00,11,00,05
70 DATA cd,77,bc,cd,ff
80 DATA bb,21,74,00,22
90 DATA 60,05,c3,40,05
100 DATA af,32,5f,a4,32
110 DATA cb,b2,c3,00,82
120 PRINT"DATA ERROR"

```

Stormlord

Infinite things from Mike Wong on disc.

```

1 ' 367
10 MODE 2:l=190:MEMORY &A043
20 PRINT"Please wait...":PRINT
30 FOR n=&A044 TO &A25C STEP 7
40 FOR p=0 TO 6:READ a$
50 a=VAL("&"+a$):POKE n+p,a
60 c=c+a:NEXT:READ c$
70 ch=VAL("&"+c$)

```

```

80 IF c<>ch THEN 180
90 l=l+10:c=0:NEXT
100 PRINT"Inf lives and time ";
110 PRINT"active":PRINT
120 INPUT"Invulnerability (y/n)";a$
130 IF a$="n" THEN POKE &A046,&3A
140 PRINT"INSERT STORMLORD DISC..."
150 CALL &BB18:MODE 0:BORDER 0
160 FOR n=0 TO 15:READ p
170 INK n,p:NEXT:CALL &A086
180 PRINT"Error in line";l:END
190 DATA 3e,c9,32,7d,6b,3e,a7,306
200 DATA 32,a7,1a,32,59,6e,c3,2af
210 DATA 98,1a,af,f5,46,48,23,307
220 DATA e5,cd,32,bc,e1,f1,3c,4ae
230 DATA fe,10,20,f1,06,00,48,26d
240 DATA cd,38,bc,1e,06,18,08,205
250 DATA f3,1e,50,01,7f,fa,ed,3c8
260 DATA 49,06,f5,ed,78,1f,38,300
270 DATA fb,ed,78,1f,30,fb,1d,3c7
280 DATA 20,f1,c9,3e,00,cd,0e,2f3
290 DATA bc,cd,6e,a0,cd,dd,a0,4e1
300 DATA 3e,02,32,40,a2,c6,4a,264
310 DATA 32,3b,a2,cd,eb,a0,3e,3a5
320 DATA 01,21,00,c0,cd,f5,a0,344
330 DATA 00,00,00,3e,02,21,00,061
340 DATA 02,cd,f5,a0,21,44,a0,369
350 DATA d9,01,7e,fa,ed,49,21,3a9
360 DATA dd,a0,11,de,a0,01,79,386
370 DATA 01,36,00,ed,b0,21,00,1f5
380 DATA a0,11,01,a0,01,d2,00,225
390 DATA 36,00,00,01,8d,7f,143
400 DATA ed,49,af,08,d9,e9,c9,478
410 DATA 10,01,54,7f,ed,79,ed,337
420 DATA 49,3d,f2,e2,a0,c9,0e,3d1
430 DATA 49,21,5f,a2,16,00,c3,244
440 DATA 53,a1,4f,dd,21,5f,a2,342
450 DATA dd,7e,00,b9,28,0a,dd,323
460 DATA 23,dd,23,dd,23,dd,23,323
470 DATA 18,f0,dd,56,01,dd,5e,377
480 DATA 02,dd,46,03,3e,19,93,212
490 DATA b8,38,07,7b,80,3d,4f,27e
500 DATA c3,39,a1,0e,18,c5,f5,37d
510 DATA e5,d5,cd,39,a1,d1,e1,513
520 DATA f1,c1,5f,78,93,47,7c,3df
530 DATA 83,67,1e,01,14,18,da,20f
540 DATA 3e,4c,32,3b,a2,3e,06,1dd
550 DATA 32,40,a2,79,1d,93,32,26f
560 DATA e1,a1,7b,32,cc,a1,1e,3ba
570 DATA 23,4b,c3,54,a1,59,7a,2f9
580 DATA 32,34,a2,32,3d,a2,22,23b
590 DATA 82,a1,7b,32,3f,a2,79,32a
600 DATA 32,41,a2,11,37,a2,cd,2cc
610 DATA 9c,a1,3a,56,a2,b7,20,346
620 DATA f4,11,31,a2,cd,86,a1,3cc
630 DATA 11,37,a2,cd,9c,a1,11,305
640 DATA 3a,a2,21,5f,a2,18,1e,234
650 DATA cd,97,a1,11,35,a2,cd,3ba
660 DATA 9c,a1,21,56,a2,cb,6e,38f
670 DATA 28,f3,c9,01,24,a2,18,2c3
680 DATA 0b,01,0c,a2,21,56,a2,1d3
690 DATA 18,03,01,d5,a1,ed,43,2c2

```

```

700 DATA ce,a1,1a,47,c5,13,1a,2c2
710 DATA 01,7e,fb,f5,ed,78,87,45b
720 DATA 30,fb,fa,b4,a1,f1,0c,477
730 DATA ed,79,06,08,10,fe,c1,343
740 DATA 10,e6,01,7e,fb,11,00,281
750 DATA 00,c3,0c,a2,0c,ed,78,2e2
760 DATA 0d,1b,ed,78,f2,d5,a1,3f5
770 DATA 7a,b3,c2,d0,a1,11,00,371
780 DATA 00,0c,ed,78,77,0d,23,218
790 DATA 1b,7a,b3,ca,ff,a1,ed,49f
800 DATA 78,f2,ee,a1,e6,20,c2,4c1
810 DATA e2,a1,c3,09,a2,0c,ed,3ea
820 DATA 78,0d,ed,78,f2,ff,a1,47c
830 DATA e6,20,c2,fb,a1,21,56,3db
840 DATA a2,ed,78,fe,c0,38,fa,4f7
850 DATA 0c,ed,78,77,0d,23,3e,256
860 DATA 05,3d,20,fd,ed,78,e6,3aa
870 DATA 10,20,e9,c9,ed,78,f2,439
880 DATA 24,a2,c9,44,49,53,c3,332
890 DATA 43,50,cd,03,0f,00,00,172
900 DATA 01,08,02,4a,00,09,4c,0aa
910 DATA 00,00,00,49,02,49,2a,0be
920 DATA ff,00,0f,17,09,00,00,12e
930 DATA 00,00,00,00,00,00,00,000
940 DATA 00,00,00,00,33,48,00,07b
950 DATA 00,00,00,47,02,00,00,049
960 DATA 00,26,03,26,01,26,25
970 DATA 24,15,02,06,13,18,19
980 DATA 05,15

```

Hunt/ Red October

Invulnerability poke on disc. Another one from Wong.

```

1 ' 368
10 MODE 1:BORDER 0
20 SYMBOL AFTER 247
30 OPENOUT"d":MEMORY &3FF
40 INK 0,1:INK 1,20
50 INK 2,15:INK 3,26
60 LOAD"part1",&400
70 LOAD"part2",&5CC8
80 LOAD"gamescrn",&C000
90 FOR n=1 TO 3:READ p
100 POKE p,0:POKE p+1,0
110 POKE p+2,0:NEXT
120 CALL &2230
130 DATA &26f5,&2775,&5612

```

Firetrap

```

1 ' Firetrap --tape--
2 ' By Graham Smith
3 ' Infinite lives
4 ' Infinite time
5 ' 369
10 FOR j=0 TO 46:READ a$
20 x=VAL("&"+"a$"):y=y+x
30 POKE j+48640,x:NEXT j
40 IF y<>4304 GOTO 140
50 MODE 1:CALL 48655
60 DATA c4,14,ac,af,32,15
70 DATA 5c,32,0a,6d,32,0e
80 DATA 5c,fb,c9,06,00,11

```

```

90 DATA 00,40,cd,77,bc,3e
100 DATA 8f,32,7f,41,3e,b3
110 DATA 32,cc,41,21,60,46
120 DATA 36,df,23,36,83,23
130 DATA 36,92,c3,05,40
140 PRINT"DATA ERROR"

```

Starfox

Infinite poke on tape by Mike W.

```

1 ' 370
10 OPENOUT"d":MEMORY &CFF
20 CLOSEOUT:LOAD"STARFOX1"
30 FOR n=&BE00 TO &BE55
40 READ a$:a=VAL("&"+"a$")
50 c=c+a:POKE n,a:NEXT
60 IF c<>7379 THEN 240
70 POKE &D70,&C3:POKE &D71,0
80 POKE &D72,&BE:CALL &D00
90 DATA 32,46,a1,3a,32,a1
100 DATA fe,1d,28,02,14,e9
110 DATA e5,21,3a,01,36,c3
120 DATA 23,36,26,23,36,be
130 DATA 21,70,0d,36,32,23
140 DATA 36,46,23,36,a1,e1
150 DATA 14,e9,2a,5f,01,22
160 DATA 80,be,2a,60,01,22
170 DATA 81,be,21,5f,01,36
180 DATA c3,23,36,43,23,36
190 DATA be,3a,37,bd,c3,3d
200 DATA 01,cd,00,18,21,4f
210 DATA be,22,8d,01,c3,62
220 DATA 01,af,32,43,1d,c3
230 DATA 00,ff
240 PRINT"Error...":END

```

Phil Howard's version of this poke.

```

1 'Starfox
2 'by Phil Howard
3 'infinite energy
4 ' 371
10 DATA 21,37,BD,36,C3,23
20 DATA 36,36,23,36,BE,21
30 DATA 70,0D,36,C3,23,36
40 DATA 19,23,36,BE,C3,00
50 DATA 0D,32,46,A1,14,7A
60 DATA FE,1D,28,01,E9,E5
70 DATA 21,70,0D,36,32,23
80 DATA 36,46,23,36,A1,21
90 DATA 3E,01,36,C3,E1,E9
100 DATA 21,3F,BE,22,8D,01
110 DATA C3,4B,01,21,00,00
120 DATA 22,7D,6C,C3,00,FF
130 OPENOUT"W":MEMORY &CFF
140 MODE 1:y=0
150 FOR x=&BE00 TO &BE47
160 READ a$:a=VAL("&"+"a$")
170 POKE x,a:y=y+a:NEXT
180 IF y<>&17EA THEN 210
190 LOAD"starfox1"
200 CALL &BE00
210 PRINT"data error!"

```

Nosferatu

```

1 'Nosferatu the Vampire
2 'by Phil Howard
3 'infinite lives
4 '372
10 DATA 3e,9c,dd,77,21,c9
20 DATA 21,0f,04,22,6d,10
30 DATA c3,00,10,21,b4,33
40 DATA 36,cd,23,36,00,23
50 DATA 36,04,c3,00,1a
60 OPENOUT "W"
70 MEMORY &FFF:y=0
80 FOR x=&400 TO &41C
90 READ a$:a=VAL("&"+"a$")
100 POKE x,a:y=y+a:NEXT
110 IF y<>&85C THEN 140
120 LOAD "nosy"
130 CALL &406
140 PRINT"data error!"

```

Empire!

Infinite energy and shields from Mike Wong on this tape poke.

```

1 ' 373
10 ' IGNORE FUNNY CHARACTERS
20 ' WHEN GAME IS LOADING...
30 MEMORY &3DFF:MODE 1
40 WINDOW#1,15,27,10,10
50 WINDOW#2,15,27,13,13
60 LOAD"empire1"
70 POKE &3E68,&C3
80 POKE &3E69,0
90 POKE &3E6A,&BE
100 FOR n=&BE00 TO &BE3B
110 READ a$:a=VAL("&"+"a$")
120 POKE n,a:c=c+a
130 NEXT:IF c<>5585 THEN 250
140 CALL &3E00:END
150 DATA 32,46,a5,3a,32,a5
160 DATA fe,2e,28,02,14,e9
170 DATA e5,21,3a,01,36,c3
180 DATA 23,36,26,23,36,be
190 DATA 21,68,3e,36,32,23
200 DATA 36,46,23,36,a5,e1
210 DATA 14,e9,21,32,be,22
220 DATA a3,01,3a,37,bd,c3
230 DATA 3d,01,af,32,e9,49
240 DATA 32,ff,49,c3,00,80
250 PRINT"Error...":END

```

Afterburner

Lock on to this: Phil Howard gives the graduates of Activision's Afterburner Academy immortality. Show those MIGs how to really shake, rattle and roll! (Tape method 1)

```

1 'Afterburner
2 '
3 'infinite lives
4 '373A
10 DATA 21,16,BD,36,C3,23
20 DATA 36,0E,23,36,BE,C3

```



```

30 DATA C5,99,21,17,BE,22
40 DATA 4E,A6,C3,08,A6,DD
50 DATA 21,b8,a8,11,ab,00
60 DATA CD,47,A8,21,2A,BE
70 DATA 22,61,a9,C3,e2,a8
80 DATA 3E,3a,32,a7,20,C3
90 DATA 00,46
100 y=0:MEMORY &5000
110 FOR x=&BE00 TO &BE31
120 READ a$:a=VAL("&"a$)
130 POKE x,a:y=y+a:NEXT
140 IF y<>&14DB THEN 170
150 LOAD"afterburnr"
160 CALL &BE00
170 PRINT"data error!"

```

Now, infinite missiles and a choice of lives on this disc poke by Mike Wong.

```

1 ' 374
10 MODE 2:MEMORY &3FFF
20 l=310:PRINT"Poking data..."
30 FOR n=&4000 TO &426A STEP 6
40 FOR p=0 TO 5:READ a$
50 a=VAL("&"a$):POKE n+p,a
60 c=c+a:NEXT:READ ch$
70 ch=VAL("&"ch$)
80 IF c<>ch THEN 270
90 c=0:l=l+10:NEXT
100 FOR n=&BE80 TO &BEB7
110 READ a$:a=VAL("&"a$)
120 POKE n,a:ck=ck+a:NEXT
130 IF ck>&4910 THEN 280
140 INPUT"Inf lives (y/n)";a$
150 IF a$="y" THEN 190
160 INPUT"How many (1-20)";a
170 POKE &BE9B,a:n=&BEA7
180 GOSUB 290
190 INPUT"Inf missiles (y/n)";a$
200 IF a$="y" THEN 240
210 INPUT"How many (1-100)";a
220 POKE &BEA0,a:n=&BEAD
230 GOSUB 290
240 PRINT"Insert AFTERBURNER";
250 PRINT" disc...":CALL &BB18
260 CALL &4033
270 PRINT"Error in line";l:STOP
280 PRINT"Error in POKE":STOP
290 FOR p=n TO n+5:POKE p,0
300 NEXT:RETURN
310 DATA ed,7b,90,41,2a,94,2f7
320 DATA 41,36,88,23,22,94,1d8
330 DATA 41,e1,18,03,21,a2,200
340 DATA 41,46,23,7e,23,32,17d
350 DATA 2f,40,5e,23,56,23,169
360 DATA e5,eb,cd,7a,40,dd,434
370 DATA 22,2c,40,ed,73,90,27e
380 DATA 41,21,00,00,3e,00,0a0
390 DATA ed,4f,e9,21,44,41,2cb
400 DATA cd,3a,41,21,96,41,240
410 DATA 0e,07,cd,d4,bc,22,294
420 DATA 97,41,21,00,01,11,10b
430 DATA 00,00,0e,41,df,97,1c5

```

```

440 DATA 41,af,2a,9c,41,77,26e
450 DATA cd,00,01,2a,9e,41,1d7
460 DATA 7c,d6,10,67,5d,54,27a
470 DATA 13,ed,4b,a0,41,0b,237
480 DATA 36,00,ed,b0,36,c3,2cc
490 DATA 23,36,00,23,36,40,0f2
500 DATA f3,d9,ed,43,92,41,3cf
510 DATA 18,96,7c,d6,10,57,267
520 DATA 5d,d5,dd,e1,78,fe,466
530 DATA 00,ca,30,41,fe,01,23a
540 DATA 20,0e,0e,0e,cd,1d,134
550 DATA 41,0e,f8,cd,27,41,27c
560 DATA fd,77,ff,c9,fe,02,43c
570 DATA 20,09,0e,11,cd,1d,132
580 DATA 41,0e,f5,18,ec,fe,346
590 DATA 03,20,09,0e,13,cd,11a
600 DATA 1d,41,0e,f4,18,df,257
610 DATA fe,04,20,04,0e,14,148
620 DATA 18,f1,fe,05,20,09,235
630 DATA 0e,15,cd,1d,41,0e,15c
640 DATA f3,18,ca,fe,06,20,2f9
650 DATA 09,0e,16,cd,1d,41,158
660 DATA 0e,f2,18,bd,fe,07,2da
670 DATA 20,14,0e,19,cd,1d,145
680 DATA 41,0e,ef,cd,93,40,2de
690 DATA 01,02,00,cd,27,41,138
700 DATA fd,77,fc,c9,fe,08,43f
710 DATA 20,18,0e,24,cd,1d,154
720 DATA 41,3e,f6,fd,77,ff,3e8
730 DATA fd,7c,fd,77,ec,0e,3e7
740 DATA eb,cd,27,41,fd,77,394
750 DATA de,c9,0e,25,cd,1d,2c4
760 DATA 41,7d,d6,04,6f,fd,304
770 DATA 7c,77,dd,7c,c6,10,322
780 DATA dd,67,c9,06,00,ed,300
790 DATA b0,d5,fd,e1,06,ff,468
800 DATA c9,fd,e5,fd,09,fd,4ae
810 DATA 7c,fd,e1,c9,e1,e1,4e5
820 DATA ed,4b,92,41,d9,c3,3a7
830 DATA 80,be,7e,fe,ff,c8,481
840 DATA cd,5a,bb,23,18,f6,313
850 DATA 04,02,1c,00,00,00,022
860 DATA 1c,01,1a,1a,1d,00,06e
870 DATA 00,18,20,53,50,45,120
880 DATA 45,44,4c,4f,43,4b,1b2
890 DATA 20,44,49,53,43,20,163
900 DATA 43,52,41,43,4b,45,1a9
910 DATA 52,20,76,32,2e,31,179
920 DATA 20,62,79,20,4d,49,1b1
930 DATA 4b,45,20,57,4f,4e,1a4
940 DATA 47,20,a4,20,31,39,195
950 DATA 38,39,20,18,1f,01,0c9
960 DATA 0c,44,45,43,4f,44,16b
970 DATA 49,4e,47,ff,00,00,1dd
980 DATA 00,00,78,eb,84,00,1e7
990 DATA 00,07,00,00,1f,01,027
1000 DATA a9,9c,b3,09,04,26,22b
1010 DATA b6,9c,08,68,cd,9c,32b
1020 DATA 09,46,fc,9c,06,78,265
1030 DATA 3e,9d,01,00,57,9d,1d0
1040 DATA 08,32,68,9d,07,52,198
1050 DATA 8c,9d,02,77,b2,9d,2f1

```

```

1060 DATA 07,64,c6,9d,06,3c,210
1070 DATA fe,9d,06,53,34,9e,2c6
1080 DATA 04,73,58,9e,06,51,1c4
1090 DATA 8c,9e,05,45,b0,9e,2c2
1100 DATA 08,51,c8,9e,03,5c,21e
1110 DATA f7,9e,06,55,2a,9f,2b9
1120 DATA 05,7f,4e,9f,08,41,1ba
1130 DATA 66,9f,03,3e,95,9f,27a
1140 DATA 06,6d,c8,9f,07,66,247
1150 DATA e1,9f,02,3a,07,a0,263
1160 DATA 01,00,1b,a0,01,00,0bd
1170 DATA 2c,a0,06,2a,5a,a0,1f6
1180 DATA 02,28,7e,a0,02,34,17e
1190 DATA 9d,a0,06,4e,ce,a0,2ff
1200 DATA 01,00,e7,a0,05,5f,1ec
1210 DATA 03,al,04,25,26,al,194
1220 DATA 08,07,3d,al,01,00,0ee
1230 DATA 61,al,06,31,8f,al,269
1240 DATA 07,1d,a8,al,01,00,16e
1250 DATA c3,al,08,56,d4,al,337
1260 DATA 03,75,03,7a,06,6a,18d
1270 DATA 36,a2,02,42,5a,a2,24a
1280 DATA 06,69,8b,a2,01,00,19d
1290 DATA a4,a2,06,76,d2,a2,336
1300 DATA 02,4c,f6,a2,06,45,231
1310 DATA 27,a3,06,19,5d,a3,1e9
1320 DATA 09,76,81,a3,08,72,21d
1330 DATA a6,a3,06,54,e7,a3,32d
1340 DATA 00,00,00,00,00,00,000
1350 REM ***** POKE *****
1360 DATA 21,95,be,22,c8,a4,21
1370 DATA 0e,49,22,ff,a4,21,18
1380 DATA 2c,22,01,a5,c3,86,a4
1390 DATA 3e,c9,32,44,27,3e,05
1400 DATA 32,5d,1c,3e,64,32,62
1410 DATA 1c,af,67,6f,32,cf,20
1420 DATA 22,d0,20,32,7f,1d,22
1430 DATA 80,1d,c3,00,46,53,50

```

Northstar

```

1 ' NORTHSTAR --tape--
2 ' By Graham Smith
3 ' Infinite lives
4 ' Method 1
5 ' 375
10 FOR j=0 TO 33:READ a$
20 POKE 222+j,VAL("&"a$)
30 NEXT j:CLS:CALL 235
40 DATA af,32,0c,29,3e,18,32,0d
50 DATA 29,7c,fe,01,c9,06,00,11
60 DATA 00,01,cd,77,bc,21,c3,de
70 DATA 22,3a,02,af,32,3c,02,cd
80 DATA ff,bb

```

Eagle's Nest

```

1 ' Eagle's Nest -tape-
2 ' By Graham Smith
3 ' Infinite ammo
4 ' Infinite keys
5 ' No hits
6 ' 376
10 MEMORY &3FFF

```

```

20 FOR j=0 TO 13
30 READ a$
40 x=VAL("&"a$)
50 POKE 48640+j,x
60 NEXT j
70 MODE 1:LOAD"
80 POKE 16775,221
90 POKE 16852,153
100 POKE 17953,190
110 POKE 17954,0
120 POKE 17955,195
130 CALL 16389
140 DATA af,32,c1,0b
150 DATA 32,e3,1a,32
160 DATA 37,27,d9,c1
170 DATA d9,c9

```

Activator

```

1 ' Activator -tape-
2 ' By Graham Smith
3 ' Infinite lives
4 ' Infinite time
5 ' Method 1
6 ' 377
10 DATA af,32,9b,78,32
20 DATA b9,7b,c3,30,75
30 DATA af,cd,0e,bc,21
40 DATA be,be,22,f2,be
50 FOR j=0 TO 19:READ a$
60 x=VAL("&"a$):y=y+x
70 POKE j+48830,x:NEXT j
80 IF y<>2679 GOTO 110
90 LOAD"casrun
100 CALL 48840
110 PRINT"DATA ERROR

```

Spy Hunter

```

1 ' SPY HUNTER
2 ' by Phil Howard
3 ' INFINITE TIME
4 ' 378
10 '**** LOCK ****
20 '
30 Y=0:RESTORE 100
40 FOR x=&4200 TO &4386
50 READ a$:a=VAL("&"a$)
60 y=y+a:POKE x,a:NEXT
70 IF y=37465 THEN 590
80 PRINT"Error in Lock":END
90 '
100 DATA FE,00,20,03,C3,3b,43,FE
110 DATA 01,20,07,DD,36,0F,F6,0E
120 DATA 10,C9,FE,02,20,07,DD,36
130 DATA 0C,F9,0E,0D,C9,FE,03,20
140 DATA 0F,DD,36,1E,E9,DD,7E,0C
150 DATA D6,10,DD,77,0C,0E,1F,C9
160 DATA FE,04,20,07,DD,36,11,F6
170 DATA 0E,12,C9,FE,05,20,07,DD
180 DATA 36,10,F6,0E,11,C9,FE,06
190 DATA 20,07,DD,36,0D,F8,0E,0E
200 DATA C9,FE,07,20,07,DD,36,1B
210 DATA EE,0E,1C,C9,FE,08,20,07

```

```

220 DATA DD,36,0E,F7,0E,0F,C9,FE
230 DATA 09,20,07,DD,36,23,C0,0E
240 DATA 24,C9,FE,0A,20,13,DD,E5
250 DATA E1,11,06,00,19,7C,D6,10
260 DATA DD,75,15,DD,77,16,0E,17
270 DATA C9,FE,0B,20,13,DD,E5,E1
280 DATA 11,06,00,19,7C,D6,10,DD
290 DATA 75,14,DD,77,15,0E,16,C9
300 DATA FE,0C,20,13,DD,E5,E1,11
310 DATA 07,00,19,7C,D6,10,DD,75
320 DATA 10,DD,77,11,0E,12,C9,FE
330 DATA 0D,20,0F,DD,7E,03,D6,10
340 DATA DD,77,03,DD,36,1A,E9,0E
350 DATA 1B,C9,DD,36,1D,20,DD,36
360 DATA 1E,EB,0E,1F,C9,F3,21,39
370 DATA 7D,11,39,5D,00,01,00,0D
380 DATA ED,B0,21,36,6D,11,37,6D
390 DATA 01,00,10,36,00,ED,B0,36
400 DATA C3,23,36,34,23,36,43,21
410 DATA D5,42,11,39,6D,01,0D,00
420 DATA ED,B0,21,40,6D,36,EB,21
430 DATA 50,7D,11,50,6D,01,15,00
440 DATA ED,B0,21,FF,40,DD,21,58
450 DATA 7D,23,E5,7E,CD,00,42,DD
460 DATA E5,E1,5D,7C,D6,10,57,06
470 DATA 00,DD,09,ED,B0,ED,73,00
480 DATA 40,C3,39,6D,ED,7B,00,40
490 DATA E1,18,DE,e1,Ed,4b,02,40
500 DATA d9,c3,89,be,22,d7,42,7C
510 DATA D6,10,67,22,FB,42,22,32
520 DATA 43,E5,7C,D6,10,67,22,DA
530 DATA 42,E1,2E,2E,2E,22,E3,42
540 DATA 23,22,E6,42,11,09,00,19
550 DATA 22,03,43,11,10,00,19,22
560 DATA 0B,43,11,00,10,19,22,08
570 DATA 43,11,08,00,19,22,17,43
580 DATA f3,D9,ED,43,02,40,C9
590 '
600 '**** KEY ****
610 '
620 y=0:x=&4100:RESTORE 740
630 WHILE a$<>"00"
640 READ a$:y=y+VAL("&"a$)
650 POKE x,VAL("&"LEFT$(a$,1))
660 POKE x+1,VAL("&"RIGHT$(a$,1))
670 x=x+2:WEND
680 '
690 '-----
700 '
710 IF y=4818 THEN 810
720 PRINT"Error in Key":END
730 '
740 DATA 11,B6,17,1A,29,D8,4D,B1
750 DATA 41,14,B1,56,52,1D,11,4A
760 DATA 85,E4,35,CA,46,54,51,15
770 DATA 11,14,45,B2,2C,B4,B4,A8
780 DATA 7E,32,55,E1,64,92,9B,1A
790 DATA 74,A6,A4,C6,15,3A,51,40
800 DATA 00
810 '
820 '**** CHEAT ****
830 '

```

```

840 y=0:RESTORE 910
850 FOR x=&BE80 TO &BE9A
860 READ a$:a=VAL("&"a$)
870 POKE x,a:y=y+a:NEXT
880 IF y=3265 THEN 960
890 PRINT"Error in Cheat":END
900 '
910 DATA 21,E5,94,CD,44,43,C3,D5
920 DATA 42,21,92,BE,22,53,9E,C3
930 DATA CC,9C,3E,00,32,2A,5E,CD
940 DATA 03,B9,C9
950 '
960 MEMORY &1FFF
970 LOAD"SPY HUNTER
980 MODE 1:PRINT"Dont Panic..this
takes FOREVER..
990 CALL &BE80

```

Nightshade

```

1 ' Nightshade -tape-
2 ' By Graham Smith
3 ' Infinite energy
4 ' Method 1
5 ' 379
10 a=4864
20 MEMORY a-1
30 LOAD"npc
40 MODE 1
50 BORDER 0
60 INK 0,0
70 INK 1,6
80 INK 2,24
90 INK 3,15
100 CALL a
110 LOAD "!"
120 POKE 36819,0
130 CALL a

```

720 Degrees

Mike Wong tape poke allowing infinite creds and tickets.

```

1 ' 380
10 MODE 2:MEMORY &1FFF:GOSUB 110
20 CALL &227A
30 PRINT"Please wait...!"
40 CALL &21FD:x=PEEK(&200A)
50 IF x=110 THEN 100
60 IF x=121 THEN 1010
70 END
80 PRINT"DATA ERROR":END
90 PRINT"POKE ERROR":END
100 PRINT"DECODING ERROR":END
110 RESTORE 180
120 FOR n=&2000 TO &2295
130 READ a$:a=VAL("&"a$)
140 POKE n,a:c=c+a:NEXT
150 IF c<>70832 THEN 80
160 RETURN
170 ' *** DATA ***
180 DATA 00,00,00,00,00,00,00,00
190 DATA 00,00,00,dd,7e,00,fe,c3
200 DATA 20,08,3e,79,32,0a,20,c3

```

```

210 DATA 5e,22,af,dd,e5,e1,f5,dd
220 DATA 7e,00,fe,b1,20,07,dd,7e
230 DATA 01,fe,20,28,0a,dd,23,f1
240 DATA 3c,fe,1c,20,e9,18,30,f1
250 DATA dd,23,dd,23,c6,03,fe,0d
260 DATA 20,05,dd,36,00,f9,c9,fe
270 DATA 0e,20,05,dd,36,00,f8,c9
280 DATA fe,0f,20,05,dd,36,00,f7
290 DATA c9,fe,1c,20,05,dd,36,00
300 DATA ee,c9,dd,36,00,f6,c9,af
310 DATA e5,dd,e1,f5,dd,7e,00,fe
320 DATA 23,20,07,dd,7e,01,fe,c2
330 DATA 28,0a,dd,23,f1,3c,fe,12
340 DATA 20,e9,18,19,f1,dd,23,dd
350 DATA 23,e5,11,07,00,19,7c,d6
360 DATA 10,dd,75,00,dd,77,01,dd
370 DATA 23,3e,12,e1,c9,af,e5,dd
380 DATA e1,f5,dd,7e,00,fe,b4,20
390 DATA 07,dd,7e,01,fe,c2,28,0a
400 DATA dd,23,f1,3c,fe,17,20,e9
410 DATA 18,2e,f1,e5,11,06,00,19
420 DATA dd,23,dd,23,c6,03,fe,16
430 DATA 20,0f,7c,d6,10,dd,75,00
440 DATA dd,77,01,dd,23,3e,17,e1
450 DATA c9,7c,d6,10,dd,75,00,dd
460 DATA 77,01,dd,23,3e,16,e1,c9
470 DATA af,e5,dd,e1,f5,dd,7e,00
480 DATA fe,02,20,0e,dd,7e,01,fe
490 DATA d9,28,11,dd,7e,01,fe,fd
500 DATA 28,0a,dd,23,f1,3c,fe,1f
510 DATA 20,e2,18,2e,f1,dd,23,dd
520 DATA 23,dd,36,00,e9,dd,e5,e5
530 DATA dd,e1,c6,03,fe,1f,20,0d
540 DATA dd,7e,0c,d6,10,dd,77,0c
550 DATA dd,e1,3e,1f,c9,dd,7e,03
560 DATA d6,10,dd,77,03,dd,e1,3e
570 DATA 1b,c9,e5,dd,e1,dd,7e,1b
580 DATA fe,fd,20,1e,dd,7e,1c,fe
590 DATA b5,20,17,dd,7e,00,fe,fd
600 DATA 20,10,dd,36,1d,20,dd,36
610 DATA 1e,eb,11,1e,00,dd,19,3e
620 DATA 1f,c9,e5,dd,e1,dd,7e,21
630 DATA fe,eb,20,1a,dd,7e,22,fe
640 DATA b2,20,13,dd,7e,09,fe,d9
650 DATA 20,0c,dd,36,23,c0,11,23
660 DATA 00,dd,19,3e,24,c9,3e,6e
670 DATA 32,0a,20,c3,5e,22,f3,21
680 DATA 00,00,11,00,00,00,01,00
690 DATA 00,ed,b0,21,00,00,11,00
700 DATA 00,01,00,10,36,00,ed,b0
710 DATA 36,c3,23,36,f3,23,36,21
720 DATA 21,8e,21,11,00,00,01,0d
730 DATA 00,ed,b0,21,00,00,36,eb
740 DATA 21,00,00,11,00,00,01,18
750 DATA 00,ed,b0,eb,36,c9,2b,36
760 DATA f6,f3,cd,00,00,dd,21,00
770 DATA 00,21,78,eb,e5,cd,0b,20
780 DATA 4f,06,00,5d,7c,d6,10,57
790 DATA dd,23,ed,b0,ed,73,04,20
800 DATA c3,00,00,ed,7b,04,20,e1
810 DATA 36,88,23,18,df,21,6b,22
820 DATA cd,54,22,2a,00,20,22,90

```

```

830 DATA 21,7c,d6,10,67,22,b4,21
840 DATA 22,f1,21,e5,7c,d6,10,67
850 DATA 22,93,21,e1,2b,2b,2b,22
860 DATA 9c,21,23,22,9f,21,11,09
870 DATA 00,19,22,bc,21,11,10,00
880 DATA 19,22,c4,21,22,d3,21,11
890 DATA 00,10,19,22,c1,21,11,18
900 DATA 00,19,22,d7,21,2a,02,20
910 DATA 22,97,21,f3,d9,ed,43,06
920 DATA 20,c3,8e,21,7e,fe,ff,c8
930 DATA cd,5a,bb,23,18,f6,e1,e1
940 DATA ed,4b,06,20,dd,22,08,20
950 DATA d9,fb,c9,1f,01,0c,44,65
960 DATA 63,6f,64,69,6e,67,1f,01
970 DATA 0f,ff,af,cd,6b,bc,06,00
980 DATA 11,00,40,cd,77,bc,e5,d5
990 DATA e1,22,00,20,c5,e1,22,02
1000 DATA 20,e1,eb,c3,83,bc
1010 PRINT CHR$(7)
1020 RESTORE 1110
1030 FOR n=&BE80 TO &BE99
1040 READ a$:a=VAL("&s"+a$)
1050 POKE n,a:d=d+a:NEXT
1060 IF d<>3234 THEN 90
1070 PRINT"Press a key..."
1080 CALL &BB18:CALL &BE80
1090 END
1100 ' *** POKES ***
1110 DATA 3e,c3,21,8e,be,32,52,77
1120 DATA 22,53,77,c3,b9,75,cd,b8
1130 DATA 0b,af,32,28,95,32,b8,80
1140 DATA fb,c9

```

Phil Howard's poke for the disk version.

```

1 ' 720 - disk
2 ' by Phil Howard
3 ' 381
710 IF y=1984 THEN 800
720 PRINT"ERROR IN KEY":END
730 '
740 DATA 18,65,BD,91
745 DATA B3,21,34,D1
750 DATA CE,25,4B,7A
755 DATA 54,91,54,1A
760 DATA 61,B0,00
770 '
780 '
790 '
800 '
810 '
820 '**** CHEAT ****
830 '
840 y=0:RESTORE 910
850 FOR x=&BE80 TO &BE99
860 READ a$:a=VAL("&"+a$)
870 POKE x,a:y=y+a:NEXT
880 IF y=3034 THEN 960
890 PRINT"ERROR IN CHEAT":END
900 '
910 DATA 21,41,72,CD
915 DATA 44,43,C3,D5
920 DATA 42,21,92,BE

```

```

925 DATA 22,C3,77,C3
930 DATA D2,75,21,B8
935 DATA 80,36,00,C3
940 DATA A0,0F
950 '
960 MEMORY &1FFF:|DISC
970 LOAD"DISK":'*** 720 **
980 MODE 1:PRINT"Don't Panic..this
takes FOREVER..
990 CALL &BE80
1000 END

```

Spooked

Spooked out by Spooked? Graham Smith comes to the rescue.

```

1 ' Spooked -tape-
2 ' By Graham Smith
3 ' Infinite lives
4 ' Method 1
5 ' 382
10 DATA c4,14,ac,3e,c9,32
20 DATA ab,26,fb,c9,3e,8f
30 DATA 32,7f,41,3e,b3,32
40 DATA cc,41,21,62,46,36
50 DATA 92,2b,36,83,2b,36
60 DATA df,c3,05,40
70 FOR j=0 TO 33:READ a$
80 x=VAL("&"+a$):y=y+x
90 POKE j+48640,x:NEXT j
100 IF y<>3582 GOTO 130
110 MEMORY &3FFF:LOAD"
120 CALL 48650
130 PRINT"DATA ERROR

```

Dragons Lair II

```

1 'Dragons Lair II
2 'by Phil Howard
3 'Select start level
4 ' 383
5 'Infinite lives
6 '
10 DATA 21,09,01,22,25,88
20 DATA C3,00,88,21,2D,01
30 DATA 11,51,7B,01,15,00
40 DATA ED,B0,AF,32,3D,7D
50 DATA 21,CD,27,22,FD,7C
60 DATA 21,01,00,22,FF,7C
70 DATA C3,43,1B,3E,00,32
80 DATA 0C,7B,C9,43,48,4F
90 DATA 53,45,4e,20,4C,45
100 DATA 56,45,4c,22,2C,20
110 DATA 43,48,45,41,54,20
120 y=0:CLS:INPUT"level";n
130 IF n<1 OR n>8 THEN 120
140 FOR x=&100 TO &141
150 READ a$:a=VAL("&"+a$)
160 POKE x,a:y=y+a:NEXT
170 IF y<>&135A THEN 200
180 MEMORY &2000:LOAD"d12"
190 POKE &128,n-1:CALL &100
200 PRINT "data error!"

```

Spindrome

```
1 ' SPINDROME --tape--
2 ' By Graham Smith
3 ' Infinite lives
4 ' Method 1
5 ' 384
10 CLS:a=37668
20 MEMORY 4999
30 LOAD"b
40 CALL 5000
50 LOAD"!",&C000
60 LOAD"!
70 LOAD"!",&a
80 POKE 35211,0
90 POKE 36718,0
100 CALL a
```

Fairlight

```
1 ' Fairlight -disc-
2 ' By Graham Smith
3 ' Infinite life
4 ' 385
10 DATA cd,18,bb,2a,0f,bc
20 DATA 22,1d,be,21,0e,bc
30 DATA 36,c3,23,36,15,23
40 DATA 36,be,c9,f5,3e,c9
50 DATA 32,8d,6f,f1,cf
60 FOR j=0 TO 28:READ a$
70 x=VAL("&"+"a$):y=y+x
80 POKE j+48640,x:NEXT j
90 IF y<>3246 GOTO 130
100 PRINT"Insert game disc";
110 PRINT" then press a key"
120 CALL 48640:RUN"FL
130 PRINT"DATA ERROR
```

Gauntlet II

Phil Howard at it again. This time it's US Gold's Rave that gets hacked. It's entered using Method 1 and gives you a choice of infinite health or a 300 health boost, instead of 100, when you pick up food.

```
1 ' Gauntlet II - tape
2 ' by Phil Howard
3 ' 386
10 DATA cd,18,bb,f5,21,70
20 DATA 01,11,87,92,3e,16
30 DATA cd,a1,bc,21,b7,01
40 DATA 11,40,02,3e,ab,ae
50 DATA 77,23,1b,7a,b3,20
60 DATA f6,f1,fe,31,28,05
70 DATA 21,82,05,18,03,21
80 DATA 89,05,22,3d,03,c3
90 DATA b7,01,21,bc,2d,36
100 DATA 03,18,05,21,38,23
110 DATA 36,c9,c3,a0,00
120 MODE 1:y=0
130 FOR x=&550 TO &590
140 READ a$:a=VAL("&"+"a$)
150 POKE x,a:y=y+a:NEXT
160 IF y<&15D4 THEN 200
170 PRINT"1) Infinite Health"
```

```
180 PRINT"2) Extra Bonus"
190 CALL &550
200 PRINT"Data Error"
210 END
```

Graham Smith chips in with a disc poke giving 1000 health points per portion of food. How about doing the same for our local burger takeaway, Graham?

```
1 ' Gauntlet II -disc-
2 ' By Graham Smith
3 ' 1000 health points per
4 ' portion of food
5 ' 387
10 FOR j=0 TO 82:READ a$
20 x=VAL("&"+"a$):y=y+x
30 POKE j+48768,x:NEXT j
40 IF y<>6556 GOTO 80
50 PRINT"Insert game disc ";
60 PRINT"then press any key"
70 CALL 47896:CALL 48769
80 PRINT"DATA ERROR
90 DATA 84,21,80,be,cd,d4,bc
100 DATA 79,22,60,00,32,62,00
110 DATA 21,00,01,11,00,00,0e
120 DATA 41,df,60,00,3e,01,cd
130 DATA 0e,bc,21,a7,be,22,0f
140 DATA 01,c3,00,01,01,19,00
150 DATA 11,00,01,21,ba,be,d5
160 DATA ed,b0,e1,22,77,02,c3
170 DATA 00,02,21,b9,03,36,c3
180 DATA 23,36,0e,23,36,01,c3
190 DATA 48,03,21,9c,2d,36,10
200 DATA 21,c7,03,c3,bc,03
```

Strangeloop plus

```
1 ' Strangeloop plus -disc-
2 ' By Graham Smith
3 ' Infinite lives
4 ' Infinite charges
5 ' Infinite patches
6 ' 388
10 DATA cd,18,bb,2a,0f,bc,22
20 DATA 22,be,21,0e,bc,36,c3
30 DATA 23,36,15,23,36,be,c9
40 DATA f5,af,32,9e,80,32,d1
50 DATA 80,32,4b,94,f1,cf
60 FOR j=0 TO 33:READ a$
70 x=VAL("&"+"a$):y=y+x
80 POKE j+48640,x:NEXT j
90 IF y<>3857 GOTO 130
100 PRINT"Insert game disc";
110 PRINT" then press a key"
120 CALL 48640:RUN"disc
130 PRINT"DATA ERROR
```

Multiface pokes

Most games are heavily protected these days, resulting in longer pokes.

Many of you have one of the infamous black boxes that can be used to stop programs – the Multiface 2 from Romantic Robot for example.

Often the only thing that they're used for is transferring games from tape to disk, but they can also be used to hack games for infinite lives etc.

This new occasional section is for owners of the Multiface 2 and similar devices so that they can poke games without typing in huge listings.

Here's how you enter them:

1. Plug the Multiface into the expansion slot at the back of your keyboard. (Multiface 2 owners: make sure that the switch on the front is in the up position.)
2. Load the game that you want to poke in the usual manner following the instructions supplied with it. (Multiface 2 owners: move the switch to the down position after it has loaded.)
3. Press the red button on the Multiface and a menu appears at the bottom of the screen. Press 'T' for tool and then 'H' to change input to hexadecimal.
4. Press the spacebar and type in the number under the Addr column. Next type in the number under the Poke column. Repeat this process until you've entered all of the pokes that are listed for the game and then press 'ESC'.
5. Press 'R' to return to the game: it then runs with the pokes that you've just entered.

Game	Address	Poke	Effect
3D Starfighter	7f3a	00	}
	7f15	00	} Infinite shields
720°	9528	00	Infinite Credits
	80b8	00	Infinite Tickets
Adv. Pinball Sim	041B	00	Infinite balls
Arcticfox	a300	00	Infinite shields
Arkanoid	20f3	00	Infinite lives
Bad Dudes vs Dragon Ninja			see Dragon Ninja
Basil Mouse Dick	8e46	c9	Infinite energy
	90d0	c9	Infinite time
Batman	1c90	00	Infinite lives
	7428	00	Infinite Lives
Cauldron II	1c90	00	Infinite Lives
Caves of Doom	2525	ff	255 Lives
Dark Side	6f7b	a7	}
	6e0a	a7	}
	6580	18	}
	6581	1b	} Infinite fuel and shields
	6e20	00	}
	6e3e	00	} Infinite time
	7a19	00	} Stop ECD's
	7a1a	00	} regenerating

Game	Address	Poke	Effect	
Dizzy	953A	00	}Infinite lives	
	9518	C9	}	
Dizzy (version on AA37 cover)	7d09	00	Invulnerability	
	13c0	00	Infinite time	
	1d54	00	Infinite lives	
	Dun Darach	792a	18	Open all doors
	Freddy Hardest	8afa	a7	Infinite lives
	Ghosts'n'Goblins	509c	00	Infinite lives
		5099	18	Next level if die
		828d	00	Slows down game
		8282	00	Invulnerability
		5096	c8	ESC changes level
		8564	00) Makes zombies
	Green Beret	8565	00) appear faster
		13c9	b7	Infinite flame thrower
Gryzor	1526	a7	Infinite lives	
Head Over Heels	26c3	00	Infinite lives	
Impact	6be1	00	}Extra Life	
	6be2	00	}every 10,000	
	6be3	00	}points	
	6f94	00	}Infinite	
	6f95	c3	}lives.	
	Impossaball	a45b	ca)
		a45c	4e)
		a45d	91) Next level when
		a45e	00) time runs out
		a462	00	Infinite lives
962d		c9	Infinite time	
9c23		18	Remove cylinders	
a3bb		c9	Pretty colours!!!	
Jack Nipper II		705c	00	Infinite lives
Joe Blade II		156A	00	Infinite time main game
	*24AD	00	Infinite time subgame 1	
	*26B4	00	Infinite time subgame 2	
	*28D3	00	Infinite time subgame 3	
	*2319	00	Infinite time subgame 4	
	1F94	00	}Unlocks OUT doors	
	1F98	00	}	
	1FDF	00	}Unlocks SCUM doors	
	1FDB	00	}	
Living Daylights	2ced	00	Infinite energy	
	0727	02	level (01-08) 02 for level 02	
Manic Miner	6FA9	00	Infinite lives	
Mickey Mouse	52c6	c9	Invincibility in subgames	
	53e7	00	Infinite lives in subgames	
	64f9	00	Infinite water	
	6169	00	Infinite slow	
	6180	00	Infinite lightning	
	61a1	00	Infinite shield	
	61b8	00	Infinite bird	
	61c5	00	Infinite glue	

Game	Address	Poke	Effect
Mickey Mouse	5157	00	Infinite lives vs Ogre King (only enter this poke when you get to tower five)
Monty on the run	9CBC	00	Infinite lives
	9BE3	C9	No crushers
Nebulus	85ef	00	Infinite lives
Nightshade	7ed3	00	Infinite lives
Oh Mummy	760E	00	Infinite lives
Operation Wolf	29e7	ff	255 magazines
	2a4e	80	128 grenades
Paperboy	05ac	00	Infinite lives
Radius	8739	00	Infinite lives
Rasputin	0e0c	c9	Infinite life force
	0e18	c9	Infinite sword strength
	0e1b	c9	Infinite shield strength
Reflex	77B2	00	Infinite power
Renegade	0a48	a7	Infinite lives
Robocop	3f23	00	Infinite energy
Rygar	2c38	a7	Infinite Lives
SAS Combat Sim	3286	ff	100 lives
Scooby Doo	7683	ff	Infinite lives
Soul of a Robot	2304	ff	255 Lives
Space Harrier	0d74	00	Infinite lives
	0d33	c9	Invulnerability
	0864	c9	No trees
	10fc	c9	Aliens don't fire
	128f	00	Rapid fire
	104c	00)
	104d	00)
	104e	00)Stop aliens firing
Speedking	152A	C9	Stop clock
	1D90	C9	Stop collision with bikes
	1D8C	C9	Stop collision with grass
	22DA	C9	Music off
Spindizzy	a85e	c9	Infinite time
Spindrome	7C4A	00	} Infinite lives
	7667	00	}
Stormlord	6b8b	00	Infinite lives
Super Robin Hood	6c97	00	Invulnerable
Thrust	4347	C9	Infinite lives
Thunderblade	0fa2	00	Infinite lives (pt 1)
	0fe1	00	Infinite lives (pt 2)
Trantor	1614	00	Invincibility to aliens
Who Dares Wins 2	631a	00	}
	60c1	00	}Infinite lives
Wizball	a93a	a7	}
	a92b	c3	} Infinite lives
Zarkon	8B69	18	Infinite lives
	2B1F	C9	Removes enemy craft
Zynaps	5f7e	ff	255 lives
	6139	c9	rapid fire

Notes

* Where this appears press the :/* key before entering these pokes to avoid poking the Multiface RAM
} A bracket like this indicates that pokes are connected. For example, on Wizball both a93a, a7 and a92b,c3 need to be entered to gain infinite lives. So on Dark Side you need to enter four pokes to gain Infinite fuel & shields.

Multiface: The Bard's Tale

This magical poke modifies character on in the party to have 5000 hit points, 5000 magic points and huge quantities of gold and experience. To go up levels just enter the review board and choose advancement until you get bored and then buy spells if appropriate.

When you've done the first character press ESC and then R to return to the game. Press N to change the marching order of the party until you've altered all of the party.

Don't bother with the spell points poke for classes other than the wizard, conjuror, magician and sorceror, because they still won't have any spells to cast.

Address	Poke	Effect
04da	01	Silly experience
04ea	01	Lots of money
04f6	13	Set hit points to...
04f7	88	...5000
04f8	13	Set condition to...
04f9	88	...5000
04fa	13	Set max spell pts to...
04fb	88	...5000
04fc	13	Set current spell pts to...
04fd	88	...5000

Multiface: Driller

Mike Wong with an essential list of goodies for all you lucky Multiface owners.

Address	Poke	Effect
6f7b	a7	}
6e0a	a7	}
6580	18	}
6581	1b	} Infinite fuel+shields
6e20	00	}
6e3e	00	} Infinite time
7a19	00	}
7a1a	00	} Stops ECDs }regenerating

How to poke

Pokes are quite simply small programs that subvert the main game code. Loaded before the main game they provide a quick and easy route to success and once typed in they can be saved for later use (on the B-side of the game disk/tape is an ideal place). Due to the different style of loading and security systems pokes will always vary between disk and tape games. The format of the poke, and the way to make it work are specified with each listing. The three poke methods – two for tape and one for disc – as well as a quick guide to using your Multiface Two to poke games are given below.

Tape Method One

Rewind the tape to the beginning and type in the poke listing. Then type RUN and press the small ENTER key (Don't use the CTRL, CONTROL or RETURN keys as the poke won't work). Press the PLAY on the cassette deck, then any key on the main keyboard – the SPACEBAR does nicely. The game tape should then load as normal.

Tape Method Two

This requires you to skip the first part of the game program. To do this simply rewind the game tape to the beginning, type in the listing and then type CAT and press ENTER. Start the tape by pressing PLAY and then any other key. Soon the you'll get the message "FOUND Game name BLOCK 1". If the Cheat Mode instructions tell you to skip the first block stop the tape here. If the instructions tell you to skip other things just stop the tape when the "FOUND" message comes up for the last thing you're trying to jump.

Once you've stopped the tape press ESC. Then type in the listing, followed by the command RUN and press ENTER. Now press PLAY on the tape deck and any key to start the tape. The game should now load as per usual.

Disc Method

Type in the listing and then place the game disc in the drive. Type RUN and hit the ENTER key. The game should now load as normal.

Using pokes from the tape

All the pokes on the Cheat Mode tape have a code number. If, for instance, you want a poke for the game Forgotten Worlds, first look in the index and track down the page it's in – in this case, 109. In the first couple of lines of the listing for the poke you'll find the code number for it – in this case 344.

This code number is the filename for the poke, so on the cassette that goes with this book, the file 344 contains the listing

464 owners: Type LOAD"code number and press ENTER. Then press play on the Datacorder. When the poke has loaded, follow the prescribed 'poke method' as if you've just typed listing.

664 and 6128 users: Connect a suitable tape recorder to your CPC as described in owners manual. Then type |TAPE (the '|' is obtained by pressing SHIFT and @ together). Then type LOAD"codenumber and press ENTER. Press play on the tape recorder and when the poke has loaded, follow the prescribed 'poke method' as if you've just typed listing.

NB: If you're 'poking' a disk game remember to type |DISC before trying to RUN the game.

Note: You can assume poke listings in this book are Method 1 unless otherwise stated.

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