

WHAT
POKE

**THE
HAND
BOOK
FOR
SPECTRUM**

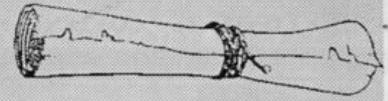
H&D
SERVICES

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Volume 2
Issue 2

H&D
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EDITORIAL

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

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

The new Spectrum +3 is still conspicuous by its absence, but the +2 has received an unexpected boost from the Tandy stores who will stock Spectrum +2's as their only home computer machine from early September. Tandy have some 200 shops nationwide and Amstrad must be rubbing their hands with glee, as Christmas looms on the horizon. A spokesman for Tandy states that at the end of the day, it comes down to software availability and there were only two machines in it, the Spectrum and Commodore. Why the Spectrum was chosen they did not say, but we're sure the pricing had something to with it. Anyway, it should promise another good Christmas for Spectrum sales, which will mean a bigger market for games, and from which we all should see a benefit.

We attended the 24th ZX Microfair in August, this was our third visit, and how noticeable it is, that these shows have just become market stalls for cheap software. There is a total lack of Software Houses in attendance, and we believe the regularity of these shows has caused this to happen. The ZX Microfair is more like the QL show, with QL games; utility, and hardware companies trying their best and in the main, succeeding to sell off their goods to a loyal band of grateful QL owners. By now, Spectrum owners are aware of the standard of the show, and just go to look for software bargains. As retailers selling off old stock we can appreciate the show; as an organisation wishing to see what's new in the Spectrum world, we are left disappointed. Anyway that's it for this issue.

Bernard Dinneen
Editor

General

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

Pokes

We're not called What Pöke? for nothing. This issue routines on The Trio Hit Pack, Exolon, Mr Weems, Streaker, The Tube, Plexar, plus much, much more.

Maps

This issue we have the maps to all the screens in Exolon, plus others.

Solutions and Hints

More Hints, and Solutions, including help on playing Satcom, Mutants, Dr Destructo, Zynaps Black Magic, and more.

Reviews

Reviews on 16 new Spectrum releases, which include a look at the latest offering from the new Software label, Reaktor, with a look at their new Centurions release.

Features

When you've finished playing the games, have a look at some of our feature articles, including our own adventure hero, Inspector Rum.

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Coin Ops Solution Special

DRAGONS LAIR VIDEO ARCADE SPECIAL

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

- 1) Griddy Goons: SWORD, RIGHT, SWORD, UP
- 2) Mud Monsters: SWORD, UP, UP, RIGHT, UP, UP, UP, UP, UP.
- 3) Tenticals Room: SWORD, UP, RIGHT, DOWN, LEFT, UP.
- 4) Floor Falls Away: DOWN, UP, LEFT.
- 5) Rolling Ball's: DOWN, DOWN, DOWN, DOWN, DOWN, UP.
- 6) Chess Board: LEFT, RIGHT, UP, RIGHT, LEFT, RIGHT, LEFT, SWORD, UP.
The moves may be opposite depending which way the Knight's sword is. Left go left. Right go right.
- 7) Falling Disc: Opposite way to the way Dirk is looking eg. looking left you go right.
- 8) Strong Wind Room: RIGHT
- 9) Potion Room: RIGHT
- 10) Black Knight and Spikes: LEFT, LEFT, RIGHT
- 11) Ghost at the end of Room, Clue: Wait until you see Dirk's hand then UP, SWORD, DOWN, UP.
- 12) Room Knives and Spikes Spiders, Clue: Go the same way as Dirk's sword is on eg. sword on the left go left then LEFT, UP, RIGHT, UP, LEFT, UP, SWORD, RIGHT, UP.
- 13) Skull/Hand Room: UP, SWORD, UP, SWORD, UP, SWORD. Clue: Look which way the door is go LEFT or RIGHT then SWORD.
- 14) Burning Ropes: RIGHT, RIGHT, RIGHT, RIGHT, or LEFT, LEFT, LEFT, LEFT.
- 15) Opening Shutting Door: UP, UP, RIGHT.
- 16) Throne Room: RIGHT, UP, RIGHT, RIGHT.
- 17) Under Ground River: LEFT, RIGHT, LEFT, RIGHT wait UP, UP, UP, UP, wait RIGHT, LEFT, RIGHT, LEFT, RIGHT.
- 18) Magic Ride: LEFT, RIGHT, LEFT, RIGHT, RIGHT, RIGHT or RIGHT, LEFT, RIGHT, LEFT, LEFT, LEFT.
- 19) Lizard King: LEFT, RIGHT, RIGHT, RIGHT, RIGHT, UP, SWORD, LEFT, SWORD, LEFT, SWORD.
- 20) Dragon's Lair: The Princess Speak's: LEFT, LEFT, LEFT, DOWN, DOWN, UP, SWORD, LEFT, UP, SWORD.



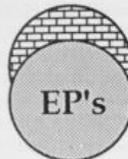
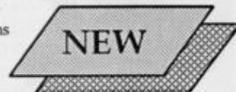
Stand back. Watch finale.

Game Playing Classifications



HOP (Hot Off Press)- The very latest in game help received on the very latest software releases.

NEW- Help on the games released 3 months prior to publication.



EP's (Ever Presents)- Help on the older games that still remain popular.



CLASSICS- Help on the games that have proven a landmark in computer game history.

Enduro Racer

Alan Walton offers a cheat for 128 players

This cheat will only work on the 128K and 128K+2.

Press down the graphic key, and faster, and either left or right before it starts.

You will now move very fast and you will not hit any trees, rocks, cars etc. The speedo will read 0km. This will only get you to level 5.



Thrust II

Throttle back with J. Clark's help on this Firebird cheapie.

When you've collected an ord from the surface of the planet, fly back to the empty pylon and press the pick up key. You should now have another ord, deposit it, and you finish the game John Clark style.

When the game is loaded, do not press space, just hold down Q, W, E, R, T key - for infinite live, or hold down C,L,A,R,K,Y for nothing, it is up to you.

Saboteur II The Avenging Angel

Durells excellent beat 'em up stuns David Wright into action:

If you are in the main complex, try and hit the guard 3 times continuously. This is a quicker way to kill them and it works equally well on the Pumas.

If you're in a tunnel fighting the guards, remember to always be crouching as this prevents you being attacked by the bats. Also if you're in the tunnels where there is water, push the joystick forward at an angle left or right, depending on the way you wish to go, and this will make the Saboteur swim.

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NOTE

We do our very best to check that all the hints we are sent actually work, but it is impossible to check the validity of all the information we receive. If you do have any problems with any of the routines in this book then please write, remembering to enclose an S.A.E., and we will do our best to answer any queries, although we cannot guarantee to always be successful.

Write with your problems to
What Publications Queries Dept. 1338,
Ashton Old Road, Higher Openshaw,
Manchester M11 1JG.

ES * POKES *

** TRIO SPECIAL **

AIRWOLF II

Donal Hay takes to the skies.

10 CLEAR 60000

20 LOAD""CODE

30 POKE 65224,205:POKE 65225,86: POKE 65226,254

40 FOR F=65110 TO 65117:READA: POKE F,A: NEXT F

50 DATA 62,201,50,228,188,195,0,91

60 RANDOMISE USR 64752

Enter the above for invincibility



TRIO



3DC

A poke in 3d, now there's originality from Donald Hay

10 CLEAR 60000 :

20 LOAD""CODE

30 POKE 65201,205: POKE 65202,70: POKE 65203,254

40 FOR F=65094 TO 65109: READA: POKE F,A: NEXT F

50 DATA 62,201,50,250,133,50,244,132

60 DATA 62,0,50,75,105,195,233,255

70 RANDOMIZE USR 64734

Gives infinite oxygen, infinite jumps and the octopus will not bother you.

TRIO



GREAT GURIANOS

10 CLEAR 60000

20 LOAD""CODE

30 POKE 65224,205: POKE 65225,86: POKE 65226,254

40 FOR F=65110 TO 65117: READA: POKE F,A: NEXT F

50 DATA 62,255,50,3,122,195,0,91

60 RANDOMISE USR 64750

STAR FOX

Be foxed no longer with Jons help:
 10 REM Star Fox by Jon North
 20 CLEAR 25300 LET t=0
 30 FOR f=32766 TO 32850
 40 READ a: POKE f,a
 50 LET t=t+(f-32758)*a: NEXT f
 60 IF t-501844 THEN STOP
 70 LOAD ""CODE: RUN USR 32837
 80 DATA 50,21,255,122,254
 90 DATA 46,192,62,50,50
 100 DATA 84,205,33,21,255
 110 DATA 34,85,205,62,195
 120 DATA 50,58,91,33,32
 130 DATA 428,34,59,91,195
 140 DATA 0,91,50,107,92
 150 DATA 33,49,128,17,204



160 DATA 91,1,111,0,237
 170 DATA 176,195,61,91,175
 180 DATA 50,36,140,195,31
 190 DATA 231,128,223,181,209
 200 DATA 177,144,141,139,151
 210 DATA 206,198,199,200,62
 220 DATA 205,50,84,205,33
 230 DATA 0,128,34,85,205
 240 DATA 195,0,205
 Fuel goes down, but game carries on.



ZENJI

A Donald Hay routine:
 Merge header and add following line:
 27 POKE 37196,0: POKE 38281,0
 this gives unlimited lives and time.

ZYNAPS

One from Donald Hay for this excellent shoot em' up:
 10 CLEAR 24999
 20 LOAD ""CODE: LOAD ""CODE
 30 RANDOMIZE USR 32768: PRINT AT 0,0:
 40 LOAD ""CODE 25000
 50 POKE 45321,24 (Infinite lives)
 60 RANDOMIZE USR 32768
 For invincibility alter LINE 50 to POKE 39760,201



DR DESTRUCTO

Donald Hay is the Doc.
 Merge header and edit line 40
 Enter POKE 41763,0: POKE 41778,0 before
 PRINT USR 34147
 This gives infinite lives and infinite days

MISSION JUPITER

Come with us in our space ship with Jon North.
 10 REM Jupiter by Jon North
 20 LOAD ""CODE 23296: BORDER 0
 30 FOR f=23319 TO 1e9: READ a
 40 IF NOT a THEN GO TO 60
 50 POKE f,a: NEXT f
 60 LOAD ""SCREENS
 70 RANDOMIZE USR 23309
 80 DATA 49,191,93,205,86
 90 DATA 5,175
 100 DATA 50,205,225: REM thrust
 110 DATA 50,52,236: REM lives
 120 DATA 50,210,227: REM ammo
 130 DATA 195,26,215,0: REM END
 Delete lines 100, 110, 120 as you wish



ORIENTAL HERO

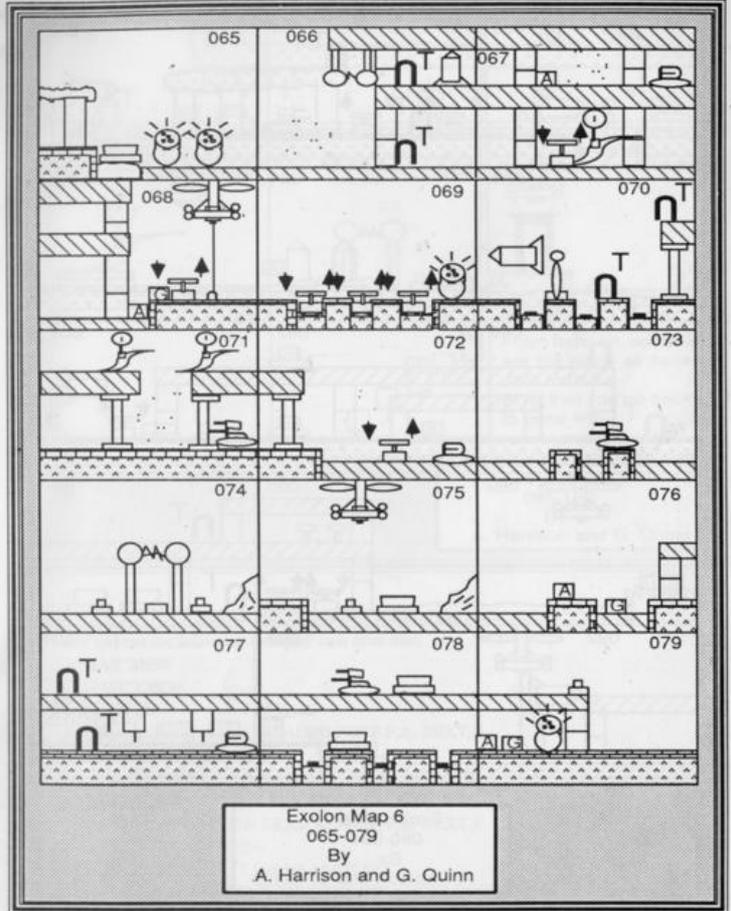
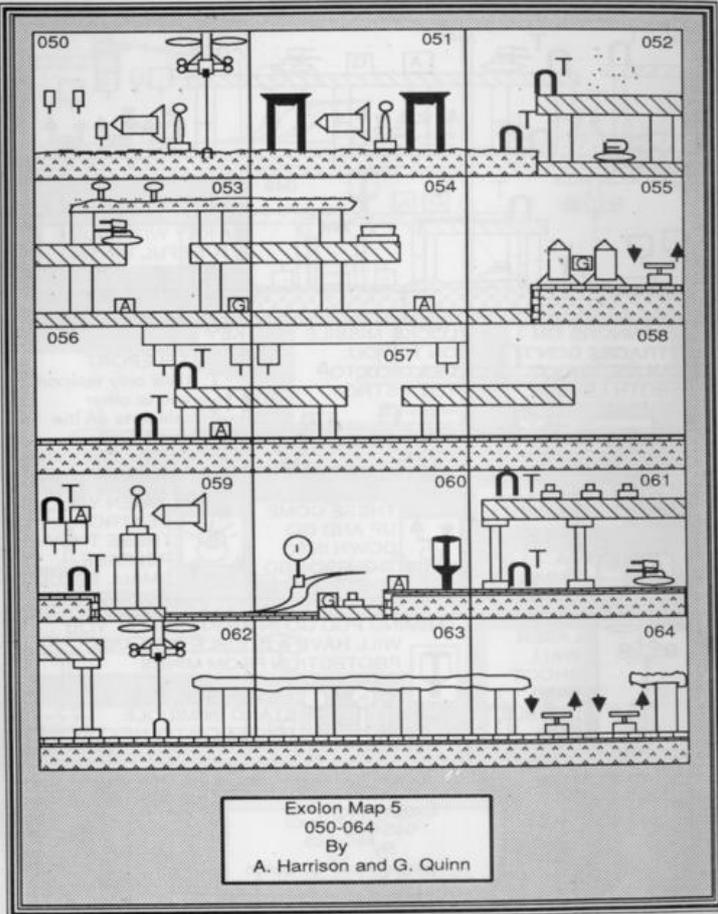
Looking for a Hero, here's help from Jon North:
 10 >REM Oriental by Jon North
 20 CLEAR 65535: LET t=0
 30 FOR f=65410 TO 65436
 40 READ a: POKE f,a
 50 LET t=t+(f-65400)*a: NEXT f
 60 IF t-72159 THEN STOP
 70 MERGE "" RUN USR 65410
 80 DATA 205,86,5,221,33
 90 DATA 0,64,17,120,191
 100 DATA 62,255,55,33,150
 110 DATA 255,229,195,86,5
 120 DATA 175,50,70,113,195
 130 DATA 64,131
 This routine gives infinite lives



RIVER RAID

Row down the river with help from David Price:
 Merge "", then enter the following prior the USR statement.
 POKE 24251,0 = Infinite Lives
 POKE 28170,0 = Infinite Fuel





MULTIFACE POKES

BRAINSTORM - BUBBLE BUS
POKE 30121,0 - Infinite Lives

STRIKE FORCE, S.A.S., MIKRO-GEN
POKE 32439,0 - Infinite Lives
POKE 41270,0 - Infinite Time and Bonus
POKE 35579,201 - Infinite Ammo and Grenades
POKE 32276,182 - No Enemy Fire

SPLIT PERSONALITIES, DOMARK
POKE 54399,12 - Infinite Lives: Remember this poke works for Splitting Images as well.

GALLETRON, BULLDOG
POKE 53213,0 - Infinite Lives
POKE 48648,12 POKE 48687,12 - Extra Fuel
POKE 48820,12 POKE 48845,12 - Extra Ammo

KINETIC, FIREBIRD
POKE 61998,0 - Infinite Lives
POKE 55026,0 POKE 55027,0 - Infinite Power

THING BOUNCES BACK, GREMLIN
POKE 45255,0 - Infinite Lives

SLAP FIGHT, IMAGINE
POKE 48873,0 - Infinite Lives: Remember both players must be poked at start.

VECTRON 3D - FIREBIRD
POKE 49640,34, POKE 49644,34
for Infinite Energy.

FALCON, VIRGIN
POKE 46353,0 - Infinite Time
POKE 46169,0 POKE 46170,0 - Infinite Stamina,
Power of Will and Thinkstrik
POKE 46024,182 - Infinite Stamina ONLY
POKE 37375,201 - No Nasties

BUBBLER, ULTIMATE
POKE 57514,12 - Infinite Lives
POKE 52533,0 - Infinite Time

METRO, CROSS, U.S. GOLD
POKE 44490,12 - Stops Clock

SHOCKWAY RIDER, FTL
POKE 46119,12, Infinite Lives
POKE 57334,12 - Slows Down Clock

MOONLIGHT MADNESS, BUBBLE BUS
POKE 57145,12 - Infinite Lives



LIVINGSTONE, I PRESUME, ALLIGATA
POKE 24391,0 - Infinite Lives

MULTIFACE POKES

NONTERRAQUEOUS
POKE 25840,255 = Lots of energy
POKE 26607,0 then
POKE 26679,0 then
POKE 26636,0 = no meaties

DOWN TO EARTH - FIREBIRD
POKE 40141,0 - Infinite lives
POKE 40110,N - N = No. of lives 1 - 128 maximum

FLASH GORDON - MASTERTRONIC
POKE 58401,201 - Infinite time
POKE 49123,0 - Infinite bullets

WOLFAN - BULLDOG
POKE 25862,0 - Infinite lives

PARABOLA - FIREBIRD
POKE 38303,0 - Infinite lives

MAG MAX - IMAGINE
POKE 58472,12 - Infinite lives

PULSATOR - MARTECH
POKE 35731,12 - Infinite lives
POKE 35769,201 - Infinite energy
POKE 35252,201 - No enemy pulsators

DONKEY KONG - OCEAN
POKE 40224,201 POKE 43183,0 - enables you to walk through the first screen with no nasties and stop bonus decreasing on all screens.

BALL CRAZY - MASTERTRONIC
POKE 31085,0 - Infinite bullets
POKE 32995,0 - Invincibility: REM only use one of these pokes. If you chose to use the invincible one, then don't press fire when you're playing or you'll die.

XEN - CREATIVE SPARKS
POKE 34814,12 - Infinite lives
POKE 32779,N - N = No. of lives 1 - 255 max.
POKE 34385,255 - Invincibility
POKE 34020,255 - No nasties

VOIDRUNNER - MASTERTRONIC
POKE 39935,0 - Infinite lives

TUJAD - ARIOLASOFT
POKE 27212,12 - Infinite lives
POKE 31420,0 - Infinite energy
POKE 32932,0 - Gets rid of 'instant death' sprites

BATMAN
POKE 36798,0 = Infinite lives

I BALL - FIREBIRD
POKE 49165,0 - Infinite lives/time

SUPER G-MAN - CODE MASTERS
POKE 32306,0 - Infinite Lives

GREYFELL - STARLIGHT
POKE 57318,0 - Infinite lives
POKE 55470,0 - Infinite zap
POKE 58607,0 - Disables witches -
no energy loss when you touch them

MARIO BROS. - OCEAN
POKE 44079,0 - Infinite lives:
REM use this poke at start of game.

ARMY MOVES - DINAMIC
POKE 53324,255 - 202 lives REM use all five lives up, then when you re-start you'll have 202.

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1. Write neatly or if possible type your contribution, and state for which machine they have been produced. **NB. All items sent must be your own work and not copied from anywhere else.**
2. Ensure maps are as clear and precise as possible.
3. Ensure that all your work is correct **ie. that pokes work!**
4. If you wish your work back, please send stamped addressed envelope.

CLASSIC CHEATS

Some Classic cheats from Matthew Kaven:

SPY HUNTER

Move the car on to the far side of the road until you can drive smoothly along the edge of the screen. Your score will continue to rise. Note: Do not go too far off the screen as you will crash.

Note: Watch out for the helicopter and the Mafia car.

GHOST BUSTERS

When you are asked to enter your name, type 'G' (return).

When asked have you an account number, type YES (return)

For your account number enter the word 'GHOST'.

You now have £500,000 in your account.

KUNG FU MASTER

When on the first level of play, press (shift) & 'G' and the player now has a gun. Note: This will only work on the first level.

ZAXXON

When on the title screen type in the word RED, this will appear at the top of the screen. This will allow you to fly through walls and you can't die.

FIST II

When you are moving and the screen is scrolling, press (restore) until your man freezes. If you do it correctly, he will continue to move without moving his body. He can now walk over water and pits.

BEACH HEAD & RAID OVER MOSCOW

When the game loads, leave it on the demo screen and wait. The computer will flick through the different stages showing each one. When the computer reaches the screen you want to play, move the joystick and you will gain control.

PLEXAR

255 Lives courtesy of Donald Hay:

10 LOAD""CODE

20 POKE 37329,205: POKE 37330,247: POKE 37331,145

30 FOR F=37367 TO 37374: READA: POKE F,A: NEXT F

40 RANDOMIZE USR 37263

50 DATA 62,255,50,211,193,195,136,144



DIZZY

For Immunity from Dizziness, here's a Donald Hay effort:

10 LOAD""CODE

20 FOR F=23352 TO 23359: READA: POKE F,A: NEXT F

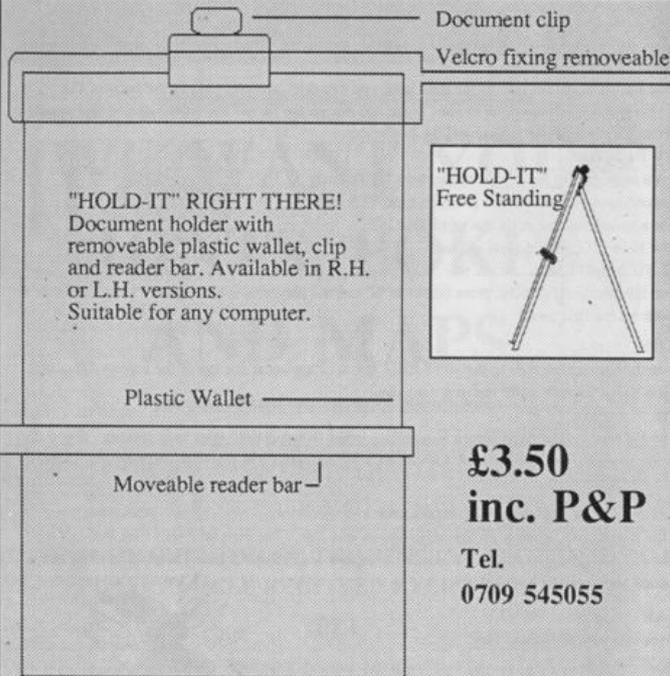
30 RANDOMIZE USR 23296

40 DATA 62,0,50,200,211,195,182,92

Pressing P will pause the game

Pressing T, B and SPACE will abort the game.





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Video World

Introduced by Andrew Harrison



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

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

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

Well here it is, onto the video scene after only eight months from its first release into London's cinemas.

Paul Hogan's first major movie, and what a cracker it is. He takes it all in his stride following the heroic charm of Mel Gibson and Harrison Ford. The film is consistently funny, with Paul Hogan doing much of the laughter-making, he also wins the hearts of

the New Yorkers with his primitive charm. It's no wonder that Sue Charlton falls in love with him, even though she is engaged to a rich wimp; compared to Mr Dundee he is nothing. Croc also shows us that he can survive any neighbour especially with his particularly large dagger and he gets his point across when a guy tries to rob him and Miss Charlton with a small flick knife. "That's not a knife", remarks Mr Dundee "this is", and goes on to show the robber his idea of a knife.

The film is beautifully shot, capturing the beauty of Australia's outback and also the streets of New York. Despite some problems Croc overcomes all obstacles.

This is one of Australia's best movies following and becoming greater than the very successful "Mad Max" movies. It should be a sure-fire hit on video and between it, Aliens and Top Gun (released later this year) I wonder which will pull in the most money.



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

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

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

the day off in his father's Ferrari. Mia Sara (also seen in 'Legend' with Tom Cruise) is charming as Bueller's girlfriend. Every hero needs a would be baddie and Jeffrey Jones plays the sneaky high school principal determined to bring Ferris to book. Anyway, watch this film, you won't regret it. If you wish to watch some more of the John Hughes films here's a list.
THE BREAKFAST CLUB (CIC VIDEO), WEIRD SCIENCE (CIC VIDEO), SIXTEEN CANDLES (CIC VIDEO), PRETTY IN PINK (CIC VIDEO), SOME KIND OF WONDERFUL (1987 CINEMA RELEASE), SHE'S HAVING A BABY. (1987 CINEMA RELEASE).

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

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

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

Movie And Video News

Warner Home Video will be seeing us through to the end of this year and into the next with some blockbuster movies. In November we will see 'Little Shop of Horrors' and 'Mannequin', 'Police Academy 4' in December, 'Superman 4' in January and 'The Living Daylights' in February. Others from Warner due out later on in '88 include 'Lethal Weapon' and Stanley Kubrick's 'Full Metal Jacket'.

Rank Video signed up its third major deal with Orion Pictures for the release rights of 'Robocop', which is currently No 1 in the US cinema circuit, grossing \$18.6 million in the

first 10 days.

"A Certain Sacrifice", Madonna's so called blue movie was released in July and when I watched (purely in the interests of journalism you understand) I found out that it was neither true nor blue. The film was originally made 8mm in 1980 and has a very poor picture on video after being transferred from 8mm. The film lasts for about an hour and is total garbage. I don't know why Madonna wished to ban it, (apart from the obvious resultant publicity) as you only see glimpses of her bare breasts. There was a rape scene in it but it must have been cut out. Madonna walks into the room, a man grabs her then the next thing you see is Madonna coming out of the room, cut. Don't waste your money on it, it's like all her other movies - rubbish!

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



Title: Plexar
 Publisher: M.A.D.
 R.R.P.: 2.99
 Game Type: Arcade

Long ago Plexar was a prosperous, and thriving planet, renowned throughout the Universe for its natural beauty. Its inhabitants known as the Miracle Engineers, turned Plexar into the most advanced planet in the Galaxy. Plexar was made up of 16 separate continents, and the Miracle Engineers decided to link all the continents with a system of roads. To maintain the beauty of the planet, the roads were made of crystal, and were supported at each end by Diamond Towers. All this was many years ago, and sadly the Miracle Engineers were wiped out by a strange plague. Now it is the Plexarians that inhabit the planet, a primitive race that believed the roads to have magical powers, so they dare not use them, but every year to pay homage to their Gods a candidate is chosen to travel the roads; very few ever return, and if they do, say nothing about what they've seen. You have been chosen to wander the roads, and find out their secrets.

Donalds Comments

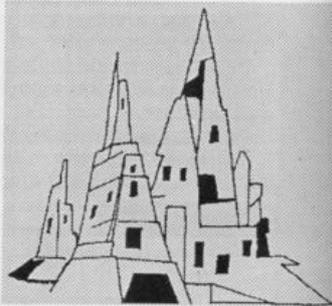
To avoid attribute problems, the game does tend to have a lack of colour. It is one of those bouncing games, and if you enjoy bouncing around squares then this should appeal. It is very annoying to have to go right back to the start, each and every time you are killed. Bouncing about can be very addictive, and this has to represent good value for money.

Editors Comments

The game is a cross between Trailblazer, and Bounder, and as you can imagine, if you're familiar with these two games, is not easy to get into. It took a long time before I got the hang of the controls, but playing the game, it is a game that you'd expect to see at say £8, so all credit to Mastertronic, for a game that on the face of it represents good value for money. One for the bouncing ball fans, but without doubt it's not an easy game to master.

Plexar The Scores

Graphics 66%
 Playability 52%
 Lastability 62%
 Addictiveness 60%
 Value For Money 72%
 What Poke? Rating 64%



Title: Rapid Fire
 Publisher: Mastertronic
 R.R.P.: 1.99
 Game Type: Arcade Beat em'up

An abandoned warehouse in the old industrial sector of the city has been taken over by a notorious gang of criminals who are using it as their headquarters. Its location is perfect- the area is completely deserted-so no-one could possibly know that they're there, or do they? Acting on a tip off the police have been watching the area closely and have been monitoring the activities of the gang for several months. Inside the warehouse an impressive array of computerised equipment has been installed, and with the help of an expert programmer who has been lured away from a computer games publisher by the prospect of vast sums of money, the gang have discovered a way of temporarily suspending the security systems in 4 of the biggest banks in the city. That was the difficult part, all they have to do now is to plan where and when they are going to make their first hit. However, unfortunately for them they hadn't counted on you as an ace undercover cop, putting a halt to proceedings-and that's putting it mildly! You are that ace undercover cop.

Your instructions are to destroy the warehouse and all the equipment in it, but in order to do this you must reach the master level of the building where the central power electrode is stored. If you manage to reach this point your presence will start off a chain reaction and the building will be destroyed. However, before you can reach the master level you must negotiate the preceding 5 levels.

Robert's Comments.

The graphics are very simple, but they are very typical of many budget games these days. Play is very good but I was annoyed at the slow speed everything seems to move at. I found the game very addictive at first, but after one or two hours my interest waned. Not bad at £2

Scott's Comments.

The graphics are horrible, and yet the gameplay appeals even though there is very little difference between levels. It has to have a poor lasting appeal, and has to go down as a very average Kung Fu Master variant.

Editors Comments.

The repetitive action left me a little cold, I can't see the excitement in continually legging it right and blasting people.

Rapid Fire The Scores.

Graphics 46%
 Playability 62%
 Lastability 44%
 Addictiveness 66%
 Value For Money 59%
 What Poke? Rating 57%



What Poke?

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