BUILDS UP MONTH BY MONTH INTO THE DEFINITIVE GAMESPLAYER'S GUIDE
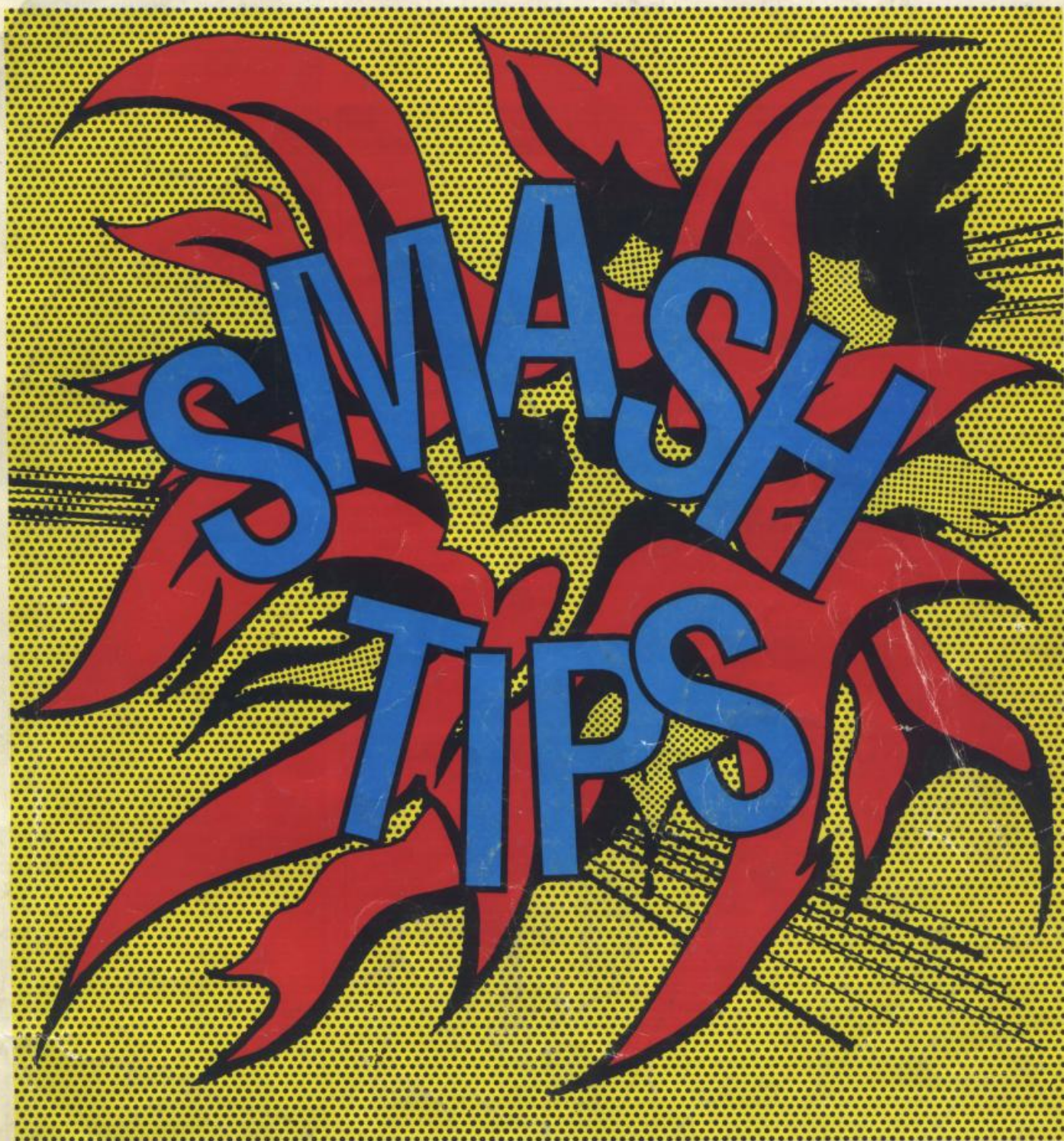
SMASH TIPS

THE A-Z OF SPECTRUM HINTS, TIPS AND POKES.

FREE WITH
YOUR
SINCLAIR

INSIDE

Just take a look at the games covered in *Smash Tips* over the coming months - and you ain't seen nothing yet – as new games are released we'll endeavour to give them the full *Smash Tips* treatment too!

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A View To A Kill, Abu Simbel Profanation, Ace, Acrojet, Action Force, Action Reflex, Ad Astra, Agent Orange, Agent X, Airwolf II, Alien 8, Alien Highway, Aliens, Aliens U.S., Amaurote, Amazon Women, Anfractuos, Ant Attack, Antirad, Arc Of Yesod, Arc Of Yesod 128, Arkanoid, Army Moves, Astro Clone, Athena, Attack Of The Killer Tomatos, Auf Wiedersehen Monty, Avenger, Ball Crazy, Ballbreaker, Barbarian, Basil, The Great Mouse Detective, Batman, Batty, Bazooka Bill, Beamrider, Black Magic, Bobby Bearing, Bomb Jack, Bomb Jack II, Bombscare, Booty, Bosconian, Boulderdash, Bounder, Bounty Bob, Brain Ache, Bride Of Frankenstein, Bruce Lee, Bubble Bobble, Bubbler, Butch Hard Guy, Camelot Warriors, Cauldron II, Centurions, Chronos, Classic Muncher, Cobra, Commando, Conquestador, Convoy Raider, Cop-Out, Critical Mass, Crystal Castles, Curse Of Sherwood, Cyrox, Daley Thompson's Supertest, Dan Dare, Dandy, Dead Or Alive, Deathchase, Death Scape, Deathwish III, Dizzy, Double Take, Down To Earth, Dr Destructo, Dragon's Lair, Dragon's Lair II, Driller, Druid, Dynamite Dan II, Eidolon, Electra 9000, Elevator Action, Elite, Elite 128K, Enduro Racer, Everyone's A Wally, Exolon, Express Raider, Fairlight, Fairlight II, Fat Worm, Feud, Finders Keepers, Firelord, Flash Gordon, Football Manager, Forbidden Planet, Frank Bruno's Boxing, Freddy Hardest, Frost Byte, Full Throttle, Future Knight, Galaxians, Galletron, Galvan, Game Over, Garfield, **Part 2**, Gauntlet, Gerry The Germ, Ghost Hunters, Ghostbusters, Ghostly Grange, Ghosts 'n' Goblins, Glider Rider, Goonies, Grand Prix Simulator, Great Escape, Great Gurianos, Green Beret, Greyfell, Gryzor, Gunfright, Gyroscope, Hacker II, Hades Nebula, Hall Of Things, Head Over Heels, Heartland, Heist 2012, Helichopper, Henry's Hoard, Highlander, Highway Encounter, Hive, Howard The Duck, Hydrofool, I, Ball, Implosion, Impossaball, Indiana Jones, Infiltrator, Inspector Gadget, Into The Eagles Nest, Jack The Nipper, Jackle And Wide, Jailbreak, Jason's Gem, Jet Set Willy, Jet Set Willy II, Joe Blade, Judge Dredd, K-Ring, Kai Temple, Kat Trap, Kickboxing, Killed Until Dead, Kinetik, Kokotoni Wolf, Krakout, Lap Of The Gods, Legend Of Kage, Light Force , Little Al, Locomotion, Mag Max, Manic Miner, Marble Madness, Mario Bros, Martianoids, Masters Of The Universe, Mercenary, Mask I, Metrocross, Micronaut One, Moley Christmas, Monkey Business, Moon Cresta, Moon Strike, Motos, Mountie Mick's Death Ride, Mutants, 1942, Nebulus, Nemesis, Nemesis The Warlock, Nether Earth, Nexor, Nightmare Rally, Nightshade, **Part 3**, Ninja, Ninja Hamster, Nodes Of Yesod, Nosferatu, Oblivion, Orbix The Terrorball, Oriental Hero, On The Run, Out Run, Panzadrome, Paperboy, Parabola, Park Patrol, Pentagram, Phantomas, Play For Your Life, Plexar, πR², Potty Pigeon, Project Future, Psi Chess, Psycho Soldier, Pud Pud, Pulsator, Pyjamarama, Pyracurse, Rambo, Rampage, Rana Rama, Rasputin, Rasputin 128K, Rastercan, Rebel, Red Leb, Renegade, Rescue, Revolution, Riptoff, Road Runner, Robin Of The Wood, Rocman, Runestone, 720°, Saboteur, Saboteur II, Sam Fox's Strip Poker, Satcom, Sceptre Of Bagdad, Scooby Doo, **Part 4**, Sentinel, Shadowfire, Shaolin's Road, Shockway Rider, Short Circuit, Sky Runner, Sidewize, Sigma Seven, Sir Fred, Skool Daze, Slap Fight, Soft And Cuddly, Solomon's Key, SOS, Space Harrier, Spellbound, Spiky Harold, Spindizzy, Split Personalities, Spy Vs Spy, Stainless Steel, Star Pilot, Star Raiders II, Star Runner, Starglider, Starfox, Starion, Starquake, Stifflip And Co., Stormbringer, Stormbringer 48K part I, Stormbringer 48K part II, Street Hawk, Strike, Strike Force Cobra, Super Cycle, Super G-Man, Super Hang On, Super Robin Hood, Sweevo's Whirled, Sweevo's World, 3DC, Tai Pan, Tantalus, Tapper, Tarantula, Tarzan, Tau Ceti, Technician Ted - The Mega Mix, Technician Ted 128, Tempest, Terminus, Terra Cresta, **Part 5**, The Big Sleaze, The Happiest Days Of Your Life, The Living Daylights, Thing Bounces Back, Three Weeks In Paradise, Throne Of Fire, Through The Trap Door, Thrust, Thrust II, Thundercats, TLL, Toadrunner, Tomb Of Syrinx, Top Gun, Trailblazer, Transmuter, Trantor, Trap, Traxx, Treasure Island, Terra Cresta, Triaxos, Triplet, Ultima Ratio, UnderWurlde, Universal Hero, Uridium, Vampire, Viper 3, Voidrunner, War, Way Of The Exploding Fist, Way Of The Exploding Fist II, Way Of The Tiger, **Part 6**, Who Dares Wins II, Wizball, Wonderboy, Wulfan, Xen, Xeno, Xevious, Yabba Dabba Doo, Yogi Bear, Zenji, Zoids, Zynaps, Multi Loaders, Stop Press Games

Beginners Guide

For the pure and innocent amongst you, here's how to cheat using this guide:

Hacks
Hacks are programs which provide extra features to games, (Unless stated otherwise, the hacks in this guide are for infinite lives). To use the programs, simply type them in and run them – they'll load up your original game tape and provide the goodies, simple as that!
Some hack programs don't load up the original tape, but in these cases full instructions will be given to show you how to cheat. Other hacks are just a couple of lines which need to be MERGEd into the original. When you encounter a hack like that, type the lines into your computer and then type MERGE "". This will load up the original loader and put the cheating lines within the main program.

Multiface Pokes
If you own a Multiface from Romantic Robot, these Pokes will give you the features listed with much less fuss. Just press the red button, type P for Poke, and enter the numbers shown for the particular cheat you want.

Cheats
In some cases, games already have cheat modes built-in. The Cheats sections show you what to do to take advantage of these cheats.

Hints 'n' Tips
If you don't want to be an out and out cheat, the Hints and Tips will tell you the best way to play the game, and in some cases provide the complete solution. Couldn't be easier!

KEY

■ Full Price Game
◢ Budget Game

⬛ Arcade Game
☑ Coin-op Conversion
☰ Platform Game
± Simulation
/⁄ Arcade Adventure Game
■ Film Licence

◣ Hack
P Multiface Poke
1 Cheat
➡ Hints 'n' Tips

A

A View To A Kill
■ ■ ⬛ ➡

(Domark/August 1985) Multi-levelled arcade adventure game based around the James Bond movie.

Code for first game	QRS21
Code for second game	QQQQQ
Code for third game	HRME2

Unfortunately, *A View To A Kill* has a major bug in the third game, but we've got the cure. Merge in the Basic in the original tradition of hackers and add these commands to line 30 before the RANDOMIZE USR command.

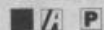POKE 28032,255: POKE 28087,8: POKE 29243,8: POKE 30543,8

Abu Simbel Profanation
■ 🏃 P

(Gremlin Graphics/October 1985) A platform game based in Eygpt which used oversized sprite graphics.

Multiface Pokes	
49290,x	x = Number of lives
47684,0	Eternal madness and boiling nerves
45877,201	Transform objects
47656,0	Transform yourself

Academy
■ 🏃 P

(CRL/December 1986) Much touted follow-up to Tau Ceti.

Multiface Pokes	
26458,n	n=progress report 1
26459,n	n=progress report 2
26460,n	n=progress report 3
26461,n	n=progress report 4
47754,n	n=missiles
47755,n	n=ammo
47756,n	n=flares
47757,n	n=bombs
26497,n	n=cost
24496,n	n=weight
50584,201	Infinite shields

Ace
■ ⬆ ⬛ P

(Cascade Games/October 1986) Complicated aircraft simulation game which aimed to be as true to real flying as possible.

This hack provides endless fuel, so there's to be no sneaking off down to the ESSO to get some freebie glasses, d'ya hear?

10 CLEAR 26999: LOAD ""CODE: LOAD ""CODE
30 POKE 32506,0: POKE 32507,0: POKE 32508,0: REM INFINITE FUEL
30 RANDOMIZE USR 27000

Multiface Pokes	
32506,0	}
32507,0	}
32508,0	}Immortality

Acrojet
■ ⬆ P

(Microprose/April 1987) A real simulation of flying a plane with the added disadvantage that you're fired at by nasties from all around.

Multiface Poke	
25148,10	Infinite lives

Action Force
◣ ⬛ ⬛

(Virgin/January 1988) Shoot 'em up that masqueraded as an exciting toy 'n' comic license.

This hack gives you infinite lives and the ability to choose the start level. Start the game tape from the beginning to load.

10 CLEAR 25659: LET t=0
20 FOR f=23296 TO 23331
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>105189 THEN STOP
60 POKE 23323,195: REM lives
70 POKE 23325, [start level]
80 RANDOMIZE USR 23296
90 DATA 221,33,170,254,17
100 DATA 131,2,62,255,55
110 DATA 205,86,5,48,241
120 DATA 33,24,91,34,28
130 DATA 255,195,0,255,175
140 DATA 50,93,0,62,1
150 DATA 50,174,192,195,0
160 DATA 192

Action Reflex
■ 🏃 ⬛

(Mirrorsoft/August 1986) Pixel-perfect jumparound with a football for a hero.

This hack replaces the loader, and if there's any of the features you don't want, just remove the lines.

10 CLEAR 27000: LET t=0: FOR n=50000 TO 50037: READ a: LET t=t+a: POKE n,a: NEXT n
20 IF t<>3900 THEN PRINT "DATA ERROR": STOP
30 FOR n=n TO 1e9: READ a: IF a<>999 THEN POKE n,a: NEXT n
40 PRINT "PLAY TAPE...": RANDOMIZE USR 50000
50 DATA 221,33,203,92,17,41,2,175,214,1, 205,86
60 DATA 5,48,241,33,104,195,34,185,93,195, 127,93,33
70 DATA 118,195,17,53,91,1,50,0,237,176,195, 0,91
80 DATA 175,50,106,224: REM NO MISSILES
90 DATA 62,24,50,11,199,62,201,50,209,227: REM INFINITE TIME
100 DATA 62,30,50,82,195,175,50,42,218,50, 237,221,50,223,222: REM INFINITE KEYS, LIFEBELTS, ETC.
110 DATA 195,80,195,999: REM END MARKER - DO NOT REMOVE

Ad Astra
■ 🏃 P

(Gargoyle Games/August 1984) Huge sprites added an extra dimension to this, one of the first arcade adventure games.

| Multiface Pokes	
29907,0	} Alters the
29908,0	} formation of the
29909,0	} aliens
28591,0	}
28592,0	} Gives you better
28593,0	} fire power
28793,0	} Ships that need
28794,0	} multiple hits
28795,0	} now only need one
30847,0	} One ship comes
30848,0	} across the screen
30849,0	} instead of four
35852,0	}
35853,0	}
35854,0	}Infinite lives

Agent Orange
◣ 🏃 ⬛
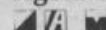
(A'n'F/March 1987) A combination of arcade and strategy elements with Uridium-type graphics, one for the intergalactic Farmer.

All you need for infinite lives, this hack replaces the header.

10 LET t=0: FOR f=3e4 TO 30057

```
20 READ a: POKE f,a
30 LET t=t+(f-29990)*a: NEXT f
40 READ a: IF t<>a THEN STOP
50 RANDOMIZE USR 30018
60 DATA 175,50,180,144,62
70 DATA 221,50,21,206,33
80 DATA 33,0,34,22,206,33
90 DATA 195,21,206,33,48
100 DATA 117,17,0,255,1
110 DATA 20,0,237,176,221
120 DATA 33,0,206,17,0
130 DATA 1,62,255,55,205
140 DATA 86,5,48,241,62
150 DATA 195,50,21,206,33
160 DATA 0,255,34,22,206
170 DATA 49,0,0,198903
```

Agent X
■■ ◨ ▼ ➡
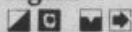
*(Mastertronic/March 1987) Four part shoot
'em up, with nice isometric views of the game
area.*

Level 1:
Stay as far back as possible and jump only
when the holes come.
Level 2:
Move left, then when someone comes
along, jump up and give a flying kick to kill
them. Even use it when you jump over
carts.
Level 3:
If your joystick has an autofire option, *use
it!* Move your sight back to the middle
between shots.
Level 4:
On this level you have to fly out to sea, pick
up a bomb, plant it and fly back again. For
the land part, go along at the centre of the
screen. When you reach a missile, stop just
before it and wait for it to explode. For the
opening doors, wait till they are just wide
enough to let you through and then go.
Over the sea, fly as close to the bottom as
possible, firing all the time. At the oil rig,
change direction to turn round, and you'll
fly past the rig. Land on the bomb, take it
back to the beginning, land on the lab to
place the bomb and return it to the rig and
land.

```
10 CLEAR 24999: POKE 23607,128
20 LOAD ""SCREEN$
30 LOAD ""CODE
40 LOAD ""CODE
50 POKE 26099,0: REM lives
60 POKE 25917,0: REM time
70 RANDOMIZE USR 25e3
```

Agent X II
■■ ◨ ▣ ▮
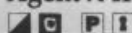
*(Mastertronic/December 1987) Long awaited
sequel to Agent X, in three parts.*

Multiface Pokes

57821,0	Infinite energy (part 1)
62499,0	Infinite energy (part 2)
50561,0	Infinite energy (part 3)

Load *Program: The mad prof* and *Bytes: c* of
level 1, then fast forward to just past *Bytes:
c* of level 2 (a tape counter will come in
handy here) and press play, level 2 will load
straight in with no password. From then on
the password for level 3 is "THERE IS NO
ESCAPING IT."

Ah Diddums
■ ◨ ▣

*(Imagine/1984) Cute-on-the-outside arcade
game based in the nursery. Watch out for the
Teddy Bears...*

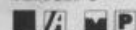Multiface Poke

24942,n	n=lives

Airwolf II
■ ⬆ ▣

*(Elite/August 1987) Sequel to the licensed
simulation game, based around the TV series of
high-flying fighters.*

Multiface Poke

53471,0	Infinite lives

Alien 8
■ ▨ ▼ ▣

*(Ultimate/May 1985) A real Spectrum classic.
Ultimate showed the rest of the software houses
how it should be done with this isometric-view
robot adventure.*

This program will give you infinite robot
replacement packs and though it won't stop
the clock, it'll give all the time in the (other)
world.

```
10 LET tot=0: FOR n=50000 TO 50089:
READ a: LET tot=tot+a: POKE n,a: NEXT n
20 IF tot<>10530 THEN PRINT "ERROR IN
DATA": STOP
30 PRINT AT 10,10;"INSERT TAPE":
RANDOMIZE USR 50000
100 DATA 62,255,55,17,141,5,221,33,203,
92,20,8,21,243,62,15,211,254,205,98,5,48,233,3
3,86,176,34,233,96,33,157,195,17,28,238,1,200,
0,237,176,243,237,94,33,41,236,229,33,137,97,
229,51,51,17,41,236,1,242,1,33,253,94,253,33,2
39,96,221,33,184,98,62,200,237,79,195,137,97,
62,0,50,24,202,62,201,50,172,173
110 DATA 195,0,99
```

Multiface Poke

43735,201	Indestructible alien

Alien Highway
■ ◨ ▣

*(Vortex/October 1985) Original and addictive
arcade game based around a long straight
highway full of dangerous nasties.*

Multiface Pokes

39443,0:39142,0	Immunity
35125,0	Time

Aliens
■■ ▣

*(Electric Dreams/February 1987) Original
English conversion of the Aliens film to
computer software. Overshadowed by the
American conversion which was brought to the
UK later.*

Multiface Pokes

30768,0	}
34484,195	} No capture
31014,0	Ammo
30829,0	}
30830,0	} No
30831,0	} impregnation
31834,0	Stamina

Aliens U.S.
■■ ■■ ▮ ➡

*(Electric Dreams/January 1988) Six-part
arcade adventure game based very closely on
Aliens the film.*

1. Drop Ship Manoeuvre
You are in control of the drop ship, trying to
keep in the 'pipe', the guidance circles on
your head-up display. If you can't keep the
pipe, the drop is aborted and you have to
start again. The trick is to anticipate the
twists and turns of the pipe, because it's
almost impossible to react to some of the
tighter bends. Make some sort of map, or
just play it over and over until you know it.

2. APC Rescue
The marines are trapped inside the
catwalks under the atmosphere processor.
You have to guide them back to the APC,
and you must do this by switching quickly
between them, shooting some aliens and
switching back again. When the screen
flashes red get to the trooper as soon as you
can, or he'll be chomped.

3. Operations Room
You are left to fend off the swarming aliens
as the rest of the team cut through a door.
Go for the fast moving aliens first, and just
bump the slow moving ones away, or the
fast moving ones will get through and kill
your team.

4. Air Duct Maze
Getting to drop zone through the ducts is a

hazardous business. The aliens will follow you, so use this to your advantage and lead them where you want them and run the other way. (You'll see what I mean when you try it!) When an alien disappears, run for it, 'cos it'll pop up somewhere else almost immediately.

5. Newt Rescue
Back to the catwalk again, this time to track Newt on her locator band. Glance at the range locator, but don't stare at it. You've only got a couple of seconds to shoot the aliens who pounce on you, so stay frosty and keep your eyes glued to the catwalk.

6. The Queen
And we don't mean HRH, neither! Box the queen's ears with the loader arms to soften her up a bit, then grab her with one of the claws and hold her over the hatch. It will open and then you can drop her through it. That's it! Game over! If you've played the game all the way through without using the skip mode, you'll see the final screen.

| Level 1 | 7324 G |
Level 2	2727 H
Level 3	1506 E
Level 4	5761 H
Level 5	0640 C
Level 6	0663 F

Amaurote
■ ⬛ ⬛
(Mastertronic/July 1987) Ultimate–style 3D view game.

As is the norm, delete the hacks you don't want, and keep the ones you do...

```
10 CLEAR 26599
20 LOAD "" SCREEN$ : LOAD ""CODE
30 POKE 42506,0: REM infinite dosh
40 POKE 42456,0: REM no damage
50 POKE 38552,0: REM infinite bombs
60 POKE 42974,175: REM no district/city
damage
70 POKE 46366,0: REM infinite money
80 POKE 38341,0: REM no explosions
100 POKE 46192, 0: REM bombs don't
bounce
110 RANDOMIZE USR 26600
```
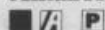
Amazon Women
■ ⬛ P
(US Gold/September 1986) Scrolling 'Barbarian–type' game which has you beating up the Amazon women as you encounter them with various weapons.

Multiface Poke
57690,183   Infinite lives

Android
■ ⬛ P
(Vortex/September 1983) A 3D robot bashing shoot 'em up.

Multiface Poke
52250,32   Infinite lives

Anfractuos
⬛ ⬛ ⬛
(Players/May 1987) Zappy exploring game set on the usual deserted planet.

```
10 LOAD ""CODE: LET t=0
20 FOR f=23296 TO 23310: READ a
30 POKE f,a: LET t=t+(f-23286)*a
40 NEXT f: READ a: IF t<>a THEN STOP
50 FOR f=23311 TO 1e9: READ a
60 IF a=999 THEN RANDOMIZE USR
23296
70 POKE f,a: NEXT f
80 DATA 62,255,50,203,92
90 DATA 33,14,91,34,115
100 DATA 255,195,88,255,175,34211
110 DATA 50,44,98: REM infinite time
120 DATA 50,241,123: REM infinite lives
130 DATA 50,75,124: REM infinite energy
140 DATA 50,109,124: REM infinite thrust
150 DATA 195,243,117,999: REM do not
delete this line!
```

Antiriad, The Sacred Armour Of
■ ⬛ P
(Palace Software/January 1987) Very large sprites in this game about a futuristic caveman search for the Anti-rad suit.

Multiface Poke
34270,0   Infinite lives

Arc Of Yesod
(Odin Graphics/May 1986) One of the first of the multi-level games which put great importance on high quality graphics and package design.

```
10 FOR N=65000 TO 1E9: READ A: IF
A<>999 THEN POKE N,A: NEXT A
20 RANDOMIZE USR 65000
100 DATA 221,33,112,53,17,144,37,62,205,86
,5,48,241,221,33,0,91,17,0,133,62,255,55,205,86
,5,175,50,230,185,195,0,91,999
```

Arc Of Yesod 128
■ ⬛ ⬛
(Odin Graphics/May 1986) Simply the 128K version of AOY.

```
10 BORDER 0: PAPER 0: INK 0: CLS
20 LOAD ""CODE
30 POKE 20546,147: POKE 20547,80
```

```
40 FOR A=20627 TO 20644: READ N: POKE
A,N: NEXT A
50 DATA 62,205,50,133,188,33,98,192,34,134,
188,175,50,136,188,195,0,91
```

Arcadia
■ ⬛ P
(Imagine/February 1983) Very early Spectrum shoot 'em up with several waves of alien invaders.

Multiface Poke
25776,0   Infinite lives

Arkanoid
■ ⬛ ⬛ P ⬛
(Imagine/May 1987) The all-singing, all-dancing version of the arcade game which itself was based on the original old-timer, Breakout.

The 'capsule on demand' hack.
This hack will give you the ability to get the effect of any capsule you wish simply through a keypress.

Capsule	Key to press
S	Q
C	W
E	E
D	R
L	T
B	Y
P	U

Don't press one of the capsule keys if a capsule is actually falling since this tends to upset the computer, and you should never select disruption if you have more than one bolt on the screen at a time.

```
10  REM ARKANOID HACK
20 CLEAR 65535: LET C=1: LET D=23295
30 LET T=0: FOR N=1 TO 1E9: READ A: IF
A>=0 AND A<256 THEN POKE D+N,A:
LET T=T+N*A: NEXT N
40 IF A>0 THEN RANDOMIZE 1256+USR
23296
50 IF T+A THEN PRINT "DATA ERROR IN
BLOCK ";C: STOP
60 LET C=C+1: LET D=D+N-1: GO TO 30
70 DATA 118,205,162,45,127,90,90,75,74,72,
59,59
80 DATA 225,17,36,91,6,212,26,203,65,40,3,
134
90 DATA 24,1,174,18,19,16,243,35,13,242,13,
91
100 DATA 195,95,109,72,143,202,126,102,
169,113,115,78
110 DATA 123,100,175,102,212,98,44,73,102,
170,98,45
120 DATA 73,11,168,169,54,36,95,55,82,155,
95,168
130 DATA 70,143,116,85,199,127,212,220,199,
46,119,95
140 DATA 207,168,127,248,52,143,207,244,
26,211,229,98
150 DATA 174,244,98,202,244,98,214,244,
98,42,63,102
```

160 DATA 119,130,102,168,98,22,168,102,207,
98,239,168
170 DATA 115,207,244,95,182,61,146,29,169,
95,161,163
180 DATA 146,28,169,25,98,223,169,117,113,
169,-11334855
190 DATA 95,9,61,143,52,169,211,69,52,0,
127,243: REM CAPSULE KEYS
200 DATA 52,211,228,124,243,102,157,189,
166,153,158,137
210 DATA 140,44,126,52,137,92,130,128,124,
154,102,201
220 DATA 189,166,153,158,137,140,100,126,
42,137,123,100
230 DATA 168,28,166,129,92,56,148,149,102,
169,98,65
240 DATA244,98,68,244,124,135,161,16,102,
189,189
250 DATA166,153,158,137,148,177,102,
119,98,213,173,115
260 DATA 100,173,102,138,98,213,173,117,
247,0,-599461
270 DATA 102,95,98,181,178,-2200: REM NO
START MESSAGE
280 DATA 25,98,222,181,-1611: REM
INFINITE LIVES
290 DATA 117,52,180,999: REM END
MARKER

Multiface Poke
33702,0
Infinite lives

Get a high score (more than 25000), then
enter your name as PBRAIN (no spaces).
When you press any key to play a game
you will be asked to 'press Space to cheat'.
Waiting a few seconds starts you from the
beginning, pressing Space returns you to
the last screen you visited.

Arkanoid: Revenge Of Doh
■ ▨ 🔲

(Imagine/April 1988) The greatly improved
and enhanced sequel to Arkanoid.

Do exactly the same in the high score table
as for Arkanoid, but use the name
MAAAAH.

Army Moves
■ 🄲 🔲🔲

(Imagine/July 1987) First of the Dinamic
shoot 'em up and blast 'em games. Extremely,
severely, amazingly, savagely, difficult - get the
message?

The code for level five is 27351 - and now
for the next please...

Multiface Pokes
54597,0
Infinite lives,
part 1
53772,0
Infinite lives,
part 2

Astro Clone
■ ▨ 🔲

(Hewson/December 1985) Take control of the
Space Station in this follow up to Dragontorc
and Seiddab Trilogy.

This Hack will give you 255 clones and
make all the screens Asteroids. Take out the
lines you don't want, but don't omit the
end marker!

10 CLEAR 25000: LET T=0
20 LOAD "" CODE 16384
30 POKE 23352,34: POKE 23353,0: POKE
23354,94
40 FOR I=23357 TO 23393
50 READ A: LET T=T+A: POKE I,A: NEXT
I
60 DATA 62,62,50,240,217,62,5,50,241,217,
62,255,50,242,217,62,255, 50,201,0: REM 255
CLONES
70 DATA 33,80,211,17,81,211,1,11,0,54,20,
237,176: REM ALL SCREENS ASTEROIDS
80 DATA 42,0,94,233: REM END MARKER
90 IF T<>4030 THEN PRINT "CHECKSUM
ERROR": STOP
100 RANDOMIZE USR 23296

Athena
■ ▨ 🔲🄿

(Imagine/October 1987) Cracking conversion
of the coin-op classic from SNK – action takes
place in a fantasy scrolling landscape.

10 CLEAR 49151
20 LET T=0: LET W=0
30 FOR L=47872 TO 48019
40 READ A: POKE L,A: LET T=T+A*W:
LET W=W+1
50 NEXT L
60 IF T<>1243247 THEN PRINT
"CHECKSUM ERROR, TRY AGAIN": STOP
70 PRINT AT 10,2;"Play ATHENA tape
from start"
80 LOAD "" CODE
90 RANDOMIZE USR 47872
100 DATA 221,33,129,187,6,6,197,221,110,0,
221,102
110 DATA 1,221,78,2,6,0,17,0,125,237,176,235
120 DATA 54,201,30,150,205,0,125,221,35,
221,35,221
130 DATA 35,193,16,222,33,103,238,17,0,136,
1,0
140 DATA 4,237,176,175,50,115,135,62,205,
50,23,139
150 DATA 33,173,139,34,24,139,33,80,187,17,
173,139
160 DATA 1,48,0,237,176,195,244,138,50,255,
130,62
170 DATA 195,205,182,139,201,50,76,139,33,
192,139,34
180 DATA 77,139,201,253,33,58,92,62,16,1,
253,127,237
190 DATA 121,175,50,173,204,50,16,191,50,
20,191
200 DATA 49,216,158,195,192,248,0,0,0,249,
228,16
210 DATA 9,229,24,71,229,12,83,229,14,97,
229,25
220 DATA 133,229,11,0,0,0

Multiface Pokes
50267,0
Megajumps
51212,0
Infinite lives
55268,61
Infinite time

Atic Atac
■ ▨ 🄿

(Ultimate/September 1983) Another original
game from Ultimate that was later cloned into
submission. A view from the top shows you
the rooms and their exits in semi-3D.

Multiface Pokes
36519,0   }
35353,0   } Infinite lives &
39092,92   } energy

Attack Of The Killer Tomatoes
■ ▨ 🄿

(Global Software/June 1986) 3D arcade
adventure based on 'the worst vegetable movie
of all time.'

Multiface Pokes
25323,0
Infinite time
49433,81
Infinite lives

Auf Wiedersehen Monty
■ ▤ 🔲🄿🔲➡

(Gremlin Graphics/June 1987) Gremlin's
answer to Jet Set Willy. Monty's adventures
became a classic in the Spectrum's history.

Crushers and aliens made harmless, walk
on water and of course a ubiquitous infinite
lives Poke.

10 CLEAR 32767
20 LET T=0
30 FOR N=40000 TO 40032: READ A: POKE
N,A: LET T=T+A: NEXT N
40 IF T-3049 THEN PRINT "DATA ERROR":
STOP
50 POKE 40021,186
60 POKE 40024,164
70 POKE 40028,160
80 POKE 40031,144
90 LOAD ""CODE
100 RANDOMIZE USR 40000
110 DATA 33,78,156,17,153,129,1,19,0,237,
176,195,0
120 DATA 128,205,86,5,62,201,50,99,0,50,
176,0,175
130 DATA 50,179,0,50,138,0,201

Multiface Pokes
47715,201
Harmless
crushers
42160,201
Harmless aliens
41139,0
Infinite lives
37002,0
Walk on water

Ever spent hours thrashing around airports
not knowing which way to turn? Well here
are the answers...

FROM	TO
Airport, Spain	·Paris, France
Paris, France	Antwerp
Antwerp, Belgium	Luxembourg
Luxembourg	Amsterdam
Amsterdam	Airport, Spain
West Berlin, Germany	East Berlin
East Berlin	Yugoslavia
Airport, Yugoslavia	Rome, Italy
Rome, Italy	Olympus, Greece
Olympus, Greece	Bern, Switzerland
Moledavia	Copenhagen

To access the cheat mode in Monty (and this also works on the 128K), load the game typing this instead of just LOAD ""

LOAD "": REM MONTY

'MONTY' must be in capitals with no extra spaces. The game will load and run as normal, but when you pick up the red flag-like object you will activate the cheat. You are given infinite lives and you are immortal against the nasties.

Avenger
■ /A ■ P

(Gremlin/December 1986) Martial arts follow-up to Way Of The Tiger.

```
10 LOAD "" CODE
20 POKE 33071,195
30 POKE 33072,80
40 POKE 33073,195
```

```
50 POKE 33046,48
60 POKE 33047,93
70 FOR F=50000 TO 50028: READ A: POKE F,A: NEXT F
80 DATA 33,98,195,17,48
90 DATA 93,1,20,0,237
100 DATA 176,221,33,0,132
110 DATA 195,51,129,62,201
120 DATA 50,207,202,50,92
130 DATA 160,195,128,157
140 RANDOMIZE USR 32768
```

Multiface Pokes

41619,24	Kwon-calls
58294,0	Infinite lives

B

BallCrazy
■ ■ P

(MAD/August 1987) Yet another bouncy ball game with impressive graphics.

Multiface Pokes

28086,n	n=lives
28488,0	Infinite lives
32995,0	Immortality

Ballbreaker
■ ■ ■

(CRL/December 1987) Breakout action in three brain-blending dimensions

A mega hack here, so delete the lines you don't want - except, of course, the end marker.

```
10 PAPER 0
20 CLEAR 28000: LET S=0: LET T=0
30 FOR I=23296 TO 23334: READ A: POKE I,A: LET T=T+A: NEXT I
40 IF T<>4868 THEN PRINT "ERROR IN DATA": STOP
50 FOR I=1 TO 1E9: READ A
60 IF A<256 THEN POKE I,A: NEXT I
70 RANDOMIZE USR 23296
80 DATA 243,221,33,172,253,17,63
90 DATA 4,62,255,55,205,86,5,48
100 DATA 241,205,86,5,49,0,0,221,33
110 DATA 214,109,17,237,134,175,55,205
120 DATA 227,254,48,242,175
130 DATA 50,164,155: REM INFINITE MISSILES
140 DATA 50,0,148,50,64,148: REM
```

INFINITE BALLS (oo-er)
```
150 DATA 50,101,139,62,S,50,112,128: REM NO FLASHY START SCREEN
160 DATA 195,0,128,999: REM END MARKER
```

Barbarian
■ ■ ➡

(Palace/July 1987) Variant of the Kung Fu/Way Of The Exploding Fist *theme involving busty young maidens and well built old filmstars.*

Try and knock your opponent into a corner and kick him in the nether regions a few times - then he'll soon bite the dust. When you reach Drax he'll throw a few thunderbolts at you. Jump over the first one then roll into him. The Princess sits at your feet and it's all over. Another tip is to get a friend to press symbol shift or extended mode while you're fighting as this slows the whole thing down giving you a reasonable chance to knock hell out of your opponent.

Basil, The Great Mouse Detective
■ ■ ■ P

(Gremlin/January 1988) So-so platform game based on Disney's full-length cartoon.

You want infinite energy in Basil - we got it. Type this in and play the game tape from the start.

```
10 CLEAR 27e3: LOAD "" CODE
20 POKE 55837,251
30 POKE 55838,201
40 RANDOMIZE USR 3e4
50 POKE 41296,0: RUN USR 32768
```

Multiface Pokes

41296,0	}
41968,201	}Infinite lives

Batman
■ ■ P

(Ocean/May 1986) Holy smoke! One of the best arcade puzzlers ever – brilliant graphics and a sizzling brain blender.

Multiface Pokes

36798,0	Infinite lives

Batty
■ ■ ■ P

(Elite/October 1987) The much acclaimed game on the front cover of Your Sinclair, *October 1987. A highly-addictive variant on the* Arkanoid *theme.*

A quick hack for infinite lives might aid your progress.

```
10 CLEAR 60000: LOAD ""CODE: POKE 65522,252
20 FOR N=64512 TO 64517: READ A: NEXT N
30 PRINT USR 64753
40 DATA 50,56,189,195,0,104
```

This second hack is for the more serious typists who want to control cheat modes from within the game! Once you've loaded the Batty program into this routine you can press any one of the keys below to get the feature you require. You don't have to press any of these keys, but then that makes typing the routine in a bit of a waste!

Q	Turns Infinite lives on
W	Turns Infinite lives off
E	Gives three more lives if you lose one

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

Multiface Poke
47633,n   n=lives

Bazooka Bill
■ C ■
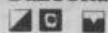
(Melbourne House/April 1987) Unimpressive shoot 'em up.

A quicky for Infinite lives, type it in and play the original tape from the start.

```
10 BORDER 0: PAPER 0: INK 7: CLS
20 LOAD ""SCREEN$
30 LOAD "" CODE 37088
40 LOAD "" CODE 24800
50 POKE 28489,201
60 LET L=USR 24800
```
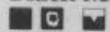
Beamrider
■ C ■

(Activision/March 1985) Planet–skimming shoot 'em up from the Palaeozoic Age.

This hack is for infinite lives. Type it in and play your game tape from the start.

```
10 CLEAR 27999: LOAD "" CODE 16384
20 POKE 23303,190
30 FOR a=23350 TO 23356: READ b: POKE a,b: NEXT a
40 LET c=USR 23296
50 DATA 175,50,65,199,195,80,195
```

Black Magic
■ C ■

(Martech/August 1987) A medieval shoot 'em up sparklingly similar to Ghosts 'n' Goblins.

This routine uses the Speedlock II hacker to give immortality.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,42,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 200,175,192,228,107,238,4,252,
194,59,127,82,114,255,66,255,6,255,175,50,154
,96,49,255,255,195,0,91,93648
```

Bobby Bearing
■ ■ ■ P

(The Edge/August 1987) Canny variant on the old Marble Madness/Spindizzy format.

This hack stops your counter dropping below 900 by using the Alkatraz loader.

```
10 CLEAR 65000
20 LET T=0
30 FOR N=64223 TO 64316: READ A
40 POKE N,A: LET T=T+A: NEXT N
50 IF T<>12120 THEN PRINT "DATA ERROR IN MAIN BLOCK"
60 FOR N=N TO 1E9: READ A: IF A<256 THEN POKE N,A: LET T=T+A: NEXT N
70 IF T<>A THEN PRINT "DATA ERROR IN GAME BLOCK": STOP
80 RANDOMIZE USR 64225
90 DATA 24,46,33,89,5,93,22,250,1,134,0,213
100 DATA 237,176,235,35,35,34,95,250,46,122
110 DATA 112,46,215,116,46,207,54,188,33,38
120 DATA 210,34,126,250,225,49,61,251,221,225
130 DATA 209,191,55,8,249,233,49,65,251,221
140 DATA 225,209,59,225,193,205,29,251,24,43
150 DATA 221,110,0,124,170,171,221,172,221
160 DATA 173,173,221,119,0,124,203,99,40,3
170 DATA 129,131,146,128,103,221,35,27,122
180 DATA 179,32,225,201
200 DATA 186,64,183,64,183,181,0,91,111,155,16,106,110
210 DATA 62,36,50,190,109,195,0,91,14056
```

Multiface Poke
28094,36   Infinite lives

Bomb Jack
■ ■ ■

(Elite/May 1986) Defuse the bombs to pick up the points. A good conversion of the original arcade machine.

Short'n'sweet infinite lives hack for any bombers with problems.

```
10 CLEAR 29877: FOR N=23371 TO 23377: READ A: POKE N,A: NEXT N
20 DATA 175,50,92,170,124,246,1,201
30 LOAD "" CODE
40 POKE 64909,195: POKE 64910,232: POKE 64911,253
50 RANDOMIZE USR 64767
```

Bomb Jack II
■ ■ ■ P →

(Elite/May 1987) Disappointing sequel on the same theme.

More infinite lives for hackers everywhere.

```
10 CLEAR 60000: LOAD "" CODE: POKE 65226,250
20 FOR N=64000 TO 64006
30 READ A: POKE N,A: NEXT N
40 RANDOMIZE USR 64739
50 DATA 175,50,35,99,195,0,91
```

Multiface Poke
25379,0   Infinite lives

Timing is most important, especially when you're jumping onto short platforms inhabited by monsters. It's a good idea to get off each screen before the baddies start jumping. The first baddies will jump around randomly, and not follow you about. If you hang about long enough for them to mutate into the next stage they become intelligent and home in on you. Screens are impossible to finish once they get to this stage, so try and clear them beforehand. It's important to learn which platforms on which screen can be jumped too, as you won't have time to stop and think about it while playing. The secret of sack collecting is to suss the order in which you must get the sacks, as collecting them in the wrong order means you have to pick one out of order. So try not to get out of sequence. There are two sorts of screens with special techniques: 1. Some screens have only one route around them. First go one way to pick up a sack, backtrack to pick up the next sack, then the other way around for the third. Try not to get dizzy! 2. On others, one platform acts as a 'key' linking two sets of platforms. This is usually the one you start on, and thus where the dead baddies reappear. Since you're gonna have to pass through the 'key' platform numerous times, try not to kill the baddies unless totally necessary.

Bombscare
⬛🄰 ▦🅿️🔢

(Firebird/November 1986) Shooty 3D arcade adventure set on Neptune.

Type this in and use it to load your master tape. Just omit the features you don't want...

```
10 BORDER 0: PAPER 0: INK 0
20 CLEAR 27999: POKE 23659,0
30 LOAD "" SCREEN$ : PRINT AT 21,0:
LOAD ""CODE 28000: PRINT AT 21,0:
LOAD ""CODE 65000
40 POKE 23606,46: POKE 23607,181: POKE
23659,2
50 POKE 56777,0: REM INFINITE LIVES
60 POKE 54129,0: REM INFINITE SHOTS
70 POKE 56286,0: REM INFINITE ENERGY
80 POKE 57316,201: REM INFINITE TIME
90 RANDOMIZE USR 65000
```
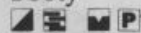
Multiface Pokes

56777,0	Infinite lives
54129,0	Infinite shots
56286,0	Infinite energy
57316,201	Infinite time

Teleport Codes

ZEPHA	QUART
DELTA	XYLEM
NITRO	CRYPT
YTRON	ASTRA

Booty
⬛🄴 ▦🅿️

(Firebird/March 1985) Almost prehistoric platform game, rereleased many times.

A one line hacker. Is this a first? Who cares, just get those infinite lives in!

```
10 CLEAR 26000: LOAD ""CODE: LOAD
""CODE 26880: RANDOMIZE USR 26880:
POKE 58294,0: RANDOMIZE USR 52500
```

Multiface Poke

58294,0	Infinite lives

Bosconian
⬛🄾 ▦

(Mastertronic/February 1987) Cheapie shoot 'em up.

Infinite lives, as is our whim, once more. Type it in and load your program with it.

```
10 CLEAR 25599: LOAD ""CODE 16384
20 LOAD ""CODE 25600: LOAD ""CODE
32765
30 POKE 33356,60: RANDOMIZE USR
32765
```

Boulderdash
⬛🄾 ▦

(Beyond/July 1984) Controversial dig 'em up, involving caverns, falling rocks and nasties.

Guess what you can get with this hack? Infinite lives.

```
10 POKE 23693,4: CLEAR 24100: LOAD ""
CODE
20 LOAD "" CODE: RANDOMIZE USR
65100: LOAD "" CODE
30 POKE 28929,8: POKE 28934,8: POKE
28939,8
40 RANDOMIZE USR 41712
```

Bounder
⬛🄾 🔢▦🅿️

(Gremlin/July 1986) You control a bouncing tennis ball which bounces along a scrolling landscape.

Gremlin, like most companies, include cheat modes in its games – they're just a little bit more difficult to access. This program Pokes the word 'Bouncy' into the printer buffer. The program detects this and changes the scrolling messages accordingly.
Wait until the message gets to where it will say "Cheat Mode" and prepare for a shock. Whatever you do, DON'T turn your computer off at this point. If this doesn't work on your version of the game, you can get the same effect by POKE 23296,12 before

you load the game, which just happens to be what you get if you XOR all the bytes of the word 'Bouncy' together.

```
10 LET CS=0: FOR N=23296 TO 23301
20 READ A: LET CS=CS+A
30 POKE N,A: NEXT N
40 IF CS<>464 THEN PRINT "ERROR":
STOP
50 LOAD ""
100 DATA 66,79,85,178,67,89
```

36610,0	Infinite lives

Bounty Bob
⬛🄴 🔢

(US Gold/November 1985) Fast and tricky platform game which still stands up well today.

Entry Codes

ABC	IHB
LTO	JDP
MLB	DVJ
OAQ	PHH
XNR	

Brainache
⬛🄴 🅿️

(Code Masters/April 1987) Eyewateringly colourful platformer of little merit.

28064,0	Infinite lives

Bride Of Frankenstein
⬛🄰 ▦🅿️
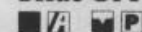
(Ariolasoft/September 1987) Arcade adventure with loads of ghoulies (fnar)!

Here's infinite energy care of the Speedlock hacker.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
```

```
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,42,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 255,183,237,228,86,238,239,249,
225,253,185,85,90,253,42,253,241,252,62,201,5
0,28,158,49,119,105,195,144,133,107475
```

Multiface Pokes

40476,201	Energy
37605,201	No nasties
35486,201	Life elixir

Bruce Lee

■ ⬛ ◼

(US Gold/May 1985) Early platform game incongruously based around the deceased kung-fu actor

Here's a bit of a mega-hack to give you infinite lives.

```
10 LET TOT=0: FOR N=50000 TO 50084:
READ A: LET TOT=TOT+A: POKE N,A:
NEXT N
20 IF TOT<>10376 THEN PRINT AT
10,10;"ERROR IN DATA": STOP
30 PRINT AT 10,10;"INSERT TAPE": LOAD
"" CODE: RANDOMIZE USR 50000
100 DATA 62,255,55,17,141,5,221,33
101 DATA 203,92,205,86,5,48,241,33
102 DATA 86,176,34,233,96,58,202,96
103 DATA 238,194,50,202,96,33,147,195
104 DATA 17,28,238,1,32,0,237,176
105 DATA 243,237,94,33,41,236,229,235
106 DATA 33,137,97,229,51,51,1,242
107 DATA 1,33,253,94,62,200,237,79
108 DATA 195,137,97,62,195,50,80,202
109 DATA 62,96,50,81,202,62,201,50
110 DATA 200,218,195,0,226
```

Bubble Bobble

■ ⬛ ◼ ➡ ⬛

(Firebird/September 1987) Successful conversion of the addictive Taito coin-op by Software Creations.

How d'ya fancy some infinite lives? Here they come incorporated into the Firebird hacker program.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
```

```
100 IF T-A THEN STOP
102 POKE 32837,90: POKE 32778,90: POKE
32843,91: POKE 32784,91
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,9,213,80,195,62,52,50,95,171,
195,188,245,707604
```

On the first levels bubble the nasties, but don't burst them, as this gives you more time.

Don't worry about Count Van Blubba. He moves fast but not very often, and is easy to avoid.

When confronting the cookie monsters, always fire then jump to avoid cookies. Get them from behind if possible. Don't wait for them to speed up as they're deadly then. On level three trap the monsters quickly, then go to the bottom of the screen and collect any letters for EXTEND. When the monsters flash, keep firing to trap them again. When HURRY UP appears, burst them all and go to the bottom. If you're lucky, a big diamond will appear.

Don't be greedy and try to get fruits in dangerous places.

There is a way around every screen, try, try to look for ways to do it. Level 32 is a hard one, but keep at it.

When playing two player, work as a team, not against each other.

Watch the meanies' patterns, they're predictable.

And the big tip is that you have six credits at the start, so if you lose all your lives, you can press your fire button and 1 or 2 giving you three more lives. You'll lose your score, but not your letters.

Bubbles

Water	Sends stream down screen
E, X, T, E, N, D	Extra life
Lightning	Sends bolts across the screen
Pulsing	10,000 + fireballs
Fire	Sends flames down the screen

|	
Bobbles	
Candy	Large Bonus
Hearts	Indestructible
Orange Sweets	Firing Speed
Cyan Sweets	Weapon Speed
Purple Sweets	Weapon Distance
Shoes	Speed Up
Umbrella	Warp
Ring	Points for left and right
Silver Ring	Stars down the screen
Purple Kettle	Full Fire Power
Blue Kettle	Points
Red Kettle	Explodes
Skull	Kill all baddies
Seckrit Door	Secret 100m
Spell Book	Explodes
Bomb	Explodes
Clock	Resets Time
Watch	Freezes Bullies
Potion	Fills screen with fruit
Red Cross	Fireballs
Cyan Cross	Fills screen with water
Yellow Cross	Zaps lightning across screen
Fruit	Points
Necklace	Ball Bouncing
Green Potion	Lightning Bubbles

Bubbler

■ ◻ ◼

(Ultimate/July 1987) Ultimate's very own Gyroscope conversion. Clever, but too fiddly.

For infinite lives simply replace the loader with this next little routine.

```
10 CLEAR 24064: LOAD ""CODE
20 RANDOMIZE USR 32768
30 LOAD ""CODE : POKE 57517,0
40 RANDOMIZE USR 61440
```

Butch Hard Guy

◢ ⬛ ◼
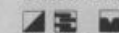
(Advance/April 1987) Platform shooter.

For all you macho men, here are some infinite lives.

```
10 LET T=0: FOR F=3e4 TO 30043
20 READ A: POKE F,A
30 LET T=T+(F-29990)*A: NEXT F
40 READ A: IF T<>A THEN STOP
50 RANDOMIZE USR 3e4
60 DATA 62,255,50,203,92
70 DATA 221,33,0,64,17
80 DATA 0,28,62,255,55
90 DATA 205,86,5,48,241
100 DATA 33,82,117,17,19
110 DATA 91,1,11,0,237
120 DATA 176,195,0,91,175
130 DATA 50,64,138,50,72
140 DATA 92,195,133,158,133681
```

C

Camelot Warriors
■ ▦ P

(Ariolasoft/January 1987) Multi-coloured platform game based around the exploits of the knights of the round table.
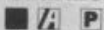
Multiface Pokes
53920,33	}
53921,6	}
53922,0	} Infinite lives

Catch 23
■ ▤ P
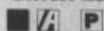
(Martech/September 1987) Vector graphics exploring game in the Mercenary mould.

Multiface Pokes
46813,0	Infinite gun cartridges
61635,0	Infinite bombs

Cauldron
■ ▤ P

(Palace/September 1985) High-flying arcade type game with you taking on the role of an elderly witch, with, of course, a broomstick for transport.

Multiface Poke
40060,0	Infinite lives

Cauldron II
■ ▤ P

(Palace/September 1986) The sequel on the same theme – not such a big shake this time around.

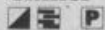Multiface Poke
52133,0	Infinite lives

Centurions
■ ▣ ▦

(Reaktor/November 1987) Gauntlet clone rendered unplayable by messy graphics and flickery scrolling.

```
10 CLEAR 26e3: LET T=0
20 FOR F=16384 TO 16449
30 READ A: POKE F,A
40 LET T=T+(F-16374)*A: NEXT F
50 IF T-327676 THEN STOP
60 PRINT ": LOAD ""CODE
70 RANDOMIZE 16436
80 DATA 50,21,105,122,254
90 DATA 146,192,62,50,50
100 DATA 84,251,33,21,105
110 DATA 34,85,251,62,195
120 DATA 50,58,255,33,32
130 DATA 64,34,59,255,195
```
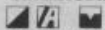
```
140 DATA 0,255,50,107,92
150 DATA 33,44,64,34,130
160 DATA 255,195,61,255,62
170 DATA 201,50,255,181,195
180 DATA 32,147,62,205,50
190 DATA 84,251,33,0,64
200 DATA 34,85,251,195,0
210 DATA 251
```

Chiller
◣ ▤ P

(Mastertronic/February 1985) A budget platform based on Wacko Jacko's Thriller video.

Multiface Poke
34025,0	Infinite lives

Chimera
◣ ▤ ▦

(Firebird/January 1986) Neat Alien 8 rip-off.

Dig out your Softlock MultiPoker - it's being used here for Chimera

```
10 CLEAR 29999: LET t=0
20 FOR f=3e4 TO 30155
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1392299 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30146)*a: NEXT f
100 IF t<>a THEN STOP
102 POKE 30165,230 :REM for infinite time
104 POKE 30168,238 : REM for infinite food
106 POKE 30171,237: POKE 30174,239 :
REM for infinite water
110 RANDOMIZE USR 3e4
120 DATA 58,206,117,50,179
130 DATA 117,50,191,117,221
140 DATA 33,203,92,237,91
150 DATA 204,117,22,1,62
160 DATA 255,55,205,86,5
170 DATA 48,238,42,205,117
180 DATA 38,93,34,75,92
190 DATA 1,33,0,9,17
200 DATA 0,70,1,28,0
210 DATA 237,176,235,54,32
220 DATA 35,54,237,35,54
230 DATA 201,33,78,202,237
240 DATA 75,75,92,205,0
250 DATA 70,42,75,92,1
260 DATA 125,0,9,54,201
270 DATA 14,55,237,66,17
280 DATA 132,117,213,233,33
290 DATA 171,117,213,17,175
300 DATA 255,1,100,0,213
310 DATA 237,176,209,33,88
320 DATA 255,54,205,35,115
330 DATA 35,114,209,49,0
340 DATA 0,195,0,255,1
350 DATA 96,54,82,50,17
```

```
360 DATA 14,12,24,245,221
370 DATA 124,254,255,40,10
380 DATA 58,0,91,254,33
390 DATA 40,5,221,117,0
400 DATA 241,201,17,0,91
410 DATA 33,211,255,1,30
420 DATA 0,237,176,195,0,91
430 DATA 99,115,61,175,33,0,0,50,238,0,
34,32,0,50,241,0,34,156,0,201,1422368
```

Chronos
◣ ▢ ▦ ♦ P

(Mastertronic/July 1987) No-nonsense shoot 'em up á la Scrabble.

Here's some infinite lives for starters.

```
10 CLEAR 24982: LOAD ""CODE
20 LET D=64968: FOR F=1 TO 7
30 READ A$,A: LET T=0
40 LET C=F+999: FOR G=1 TO 5
50 LET B=(CODE A$(G*2-1)-48-7*(CODE
A$(G*2-1)>57))*16+(CODE A$(G*2)-48-
7*(CODE A$(G-2)>57))
60 POKE D,B
70 LET T=T+B: LET D=D+1
80 IF D=64725 THEN LET D=65280
90 NEXT G
100 IF T-A THEN PRINT "Error in line ";c:
STOP
110 PRINT "Line ";c;" OK"
120 NEXT F: RANDOMIZE USR 64960
1000 DATA "BF31DAFF37",768
1001 DATA "CD56052100",329
1002 DATA "FFE3FBE980",1094
1003 DATA "DFB5D1B190",934
1004 DATA "8D8B97CEC6",835
1005 DATA "C7C8AF324D",701
1006 DATA "DEC300FA00",667
```

If you type "jing it baby" into the high score table you'll be able to chose a Megalaser from the main menu. And here are a few other tips to give you some interesting effects (and, yes, we know there are a couple of others, but we can't print words like that, now can we!)

nemesis	design design
peter gough	mike follin
tim follin	mark wilson
the thug	agent x
chronos	

Multiface Pokes
53407,n	n=lives
26987,201	Autofire

Chuckie Egg
■ ▦ P

(A'n'F/July 1985) Elderly platform game based in the chicken farm.

Chuckie Egg II

Multiface Poke
42873,0   Infinite lives

Chuckie Egg II
◪ ▤ P

(A'n'F/July 1986) More of the same, although Chuckie II was a long time in the waiting.

Multiface Poke
35453,0   Infinite lives

Classic Muncher
◪ ▨ ▥

(Top Ten/January 1987) As the title suggests, this is a Pac Man clone. Good graphics, and how will we ever tire of it?

For infinite lives, MERGE the loader, stop the tape and add this line;

65 POKE 30532,0

RUN the program and restart the tape.

Cliff Hanger
◪ Ⓐ ▥

(New Generation/August 1987) A novel cartoon orientated arcade adventure.

To choose how many lives you have (anything up to 255!), play the tape from the start. Note that any amount more than about 100 corrupts the screen but does in fact work.

```
10 CLEAR 25659: LET T=0
20 FOR F=3E4 TO 30016
30 READ A: POKE F,A
40 LET T=T+(F-29990)*A: NEXT F
50 IF T<>54755 THEN STOP
60 RANDOMIZE USR 3E4
70 POKE 65304,201
80 RANDOMIZE USR 65280
90 POKE 26515,[NUMBER OF LIVES]
100 RANDOMIZE USR 25660
110 DATA 205,86,5,221,33
120 DATA 171,254,17,84,1
130 DATA 62,255,55,205,86
140 DATA 5,201
```

Cobra
■ ■ ▥ P

(Ocean/February 1987) Green Beret-type of game where being big beefy and macho is almost as important as being able to load the game.

This hack uses the Alkatraz loader for infinite lives and a full duck!

```
10 CLEAR 65000
20 LET T=0
30 FOR N=64223 TO 64316: READ A
```

```
40 POKE N,A: LET T=T+A: NEXT N
50 IF T<>12120 THEN PRINT "DATA ERROR IN MAIN BLOCK"
60 FOR N=N TO 1E9: READ A: IF A<256 THEN POKE N,A: LET T=T+A: NEXT N
70 IF T<>A THEN PRINT "DATA ERROR IN GAME BLOCK": STOP
80 RANDOMIZE USR 64225
90 DATA 24,46,33,89,5,93,22,250,1,134,0,213
100 DATA 237,176,235,35,35,34,95,250,46,122
110 DATA 112,46,215,116,46,207,54,188,33,38
120 DATA 210,34,126,250,225,49,61,251,221,225
130 DATA 209,191,55,8,249,233,49,65,251,221
140 DATA 225,209,59,225,193,205,29,251,24,43
150 DATA 221,110,0,124,170,171,221,172,221
160 DATA 173,173,221,119,0,124,203,99,40,3
170 DATA 129,131,146,128,103,221,35,27,122
180 DATA 179,32,225,201
200 DATA 255,81,83,168,168,97,88,152,92,196
210 DATA 68,62,183,50,109,136,62,201,50,187,154
220 DATA 33,95,251,17,0,91,1,14,0,213,237,176
230 DATA 201,33,200,249,17,254,255,1,33,152,237
240 DATA 184,195,16,175,18062
```

Multiface Pokes
36515,183   Infinite lives

Commando
■ ■ ▥

(Elite/January 1986) Rambo type clone based on the film of the same name.

```
10 CLEAR 40000: LET T=0
30 FOR N=65030 TO 65052
40 READ A: POKE N,A: LET T=T+A: NEXT N
50 IF T<>2102 THEN PRINT "ERROR - PLEASE RE CHECK": STOP
60 PRINT "PLAY COMMANDO TAPE": LOAD ""CODE
70 POKE 65441,172: POKE 65442,84: RANDOMIZE USR 65485
80 DATA 49,0,98,175,33,4,108,119,35,119,35, 35,119,35,119,35,119,50,254,236,195,30,100
```

Conquestador
■ Ⓐ ▥ P

(Melbourne House/December 1986) Multi-roomed game that was devilishly addictive. Large sprites and colourful graphics only added to its playability.

```
10 CLEAR 65535: LET T=0
20 FOR F=3E4 TO 30063
30 READ A: POKE F,A
40 LET T=T+(F-29990)*A: NEXT F
50 IF T-359795 THEN STOP
60 RANDOMIZE USR 3E4
```

```
70 DATA 221,33,203,92,17
80 DATA 120,4,62,255,55
90 DATA 205,86,5,48,241
100 DATA 205,36,97,221,33
110 DATA 75,251,17,52,2
120 DATA 62,255,55,205,86
130 DATA 5,48,241,33,108
140 DATA 117,17,97,253,1
150 DATA 4,0,237,176,195
160 DATA 114,252,128,223,181
170 DATA 209,177,144,141,139
180 DATA 151,206,198,199,200
190 DATA 50,81,226,201
```
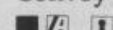
Multiface Pokes
59490,0   Immunity
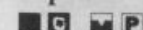62370,0   No nasties

Convoy Raider
■ Ⓐ ◨

(Elite/October 1987) Series of three interlinked mini-games disguised as an arcade wargame. Little challenge and quickly became repetitive.

If you select submarine mode then press Caps Shift and Break Space together, the submarine disappears, it doesn't seem to work for ships or planes unfortunately.

Cop-Out
■ Ⓒ ▥ P

*(Mikro-Gen/February 1987) Shoot 'em up in the criminal world.*

And how about some infinite lives then?

```
10 CLEAR 65535: LET T=0
20 FOR F=3E4 TO 30016: READ A: POKE F,A
30 NEXT F: READ A: IF T<>A THEN STOP
40 RANDOMIZE USR 3E4
50 DATA 205,86,5,221,33
60 DATA 74,253,17,0,2
70 DATA 62,255,55,205,86
80 DATA 5,201,31811
90 POKE 65289,0: POKE 65251,0
100 POKE 65175,0: POKE 65099,8
120 LET T=0: FOR F=65083 TO 65093
130 READ A: POKE F,A
140 LET T=T+(F-65073)*A: NEXT F
150 READ A: IF T<>A THEN STOP
160 DATA 243,49,0,0,42
170 DATA 75,92,17,28,0
180 DATA 25,7447
190 LET T=0: FOR F=65313 TO 65319
200 READ A: POKE F,A
210 LET T=T+(F-65303)*A: NEXT F
220 READ A: IF T<>A THEN STOP
230 RANDOMIZE USR 65083
240 DATA 175,50,42,138,195
250 DATA 148,91,11004
```

Multiface Poke
44929,0   Immunity

Critical Mass

■ A ▬ P
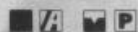
(Durell/December 1985) Excellent 3D scrolling game based loosely around the film Dune.

This short hack gives you limitless energy... and why not?

```
10 CLS: PRINT TAB 4;"PLAY CRITICAL
MASS TAPE"
20 LOAD "" SCREEN$: INK 6: PAPER 8:
OVER 1: PRINT AT 0,0;: LOAD "" CODE:
POKE 56879,52: PRINT USR 48000
```

Multiface Poke
56879,0   Infinite energy

Crystal Castles

■ ▨ P

(US Gold/December 1986) Superb conversion of the Marble Madness-ish Atari coin-op.

Multiface Poke
63733,0   Infinite lives

Curse Of Sherwood

◢ A ▬

(Mastertronic/September 1987) Arcade adventure with Robin and his merry men (oo-er)!

For infinite lives, Merge the loader and add POKE 64613,0 before the USR statement.

Cylu

◢ A ▬

(Firebird/November 1985) Odd 3D puzzle game which didn't quite work.

Here's a hack which uses the Softlock MultiPoke... get your tapes out!

```
10 CLEAR 29999: LET t=0
20 FOR f=3e4 TO 30155
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1392299 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30146)*a: NEXT f
100 IF t<>a THEN STOP
105 POKE 30057,97: POKE 30058,230
110 RANDOMIZE USR 3e4
120 DATA 58,206,117,50,179
130 DATA 117,50,191,117,221
140 DATA 33,203,92,237,91
150 DATA 204,117,22,1,62
160 DATA 255,55,205,86,5
170 DATA 48,238,42,205,117
180 DATA 38,93,34,75,92
190 DATA 1,33,0,9,17
200 DATA 0,70,1,28,0
210 DATA 237,176,235,54,32
220 DATA 35,54,237,35,54
230 DATA 201,33,78,202,237
240 DATA 75,75,92,205,0
250 DATA 70,42,75,92,1
260 DATA 125,0,9,54,201
270 DATA 14,55,237,66,17
280 DATA 132,117,213,233,33
290 DATA 171,117,213,17,175
300 DATA 255,1,100,0,213
```

```
310 DATA 237,176,209,33,88
320 DATA 255,54,205,35,115
330 DATA 35,114,209,49,0
340 DATA 0,195,0,255,1
350 DATA 96,54,82,50,17
360 DATA 14,12,24,245,221
370 DATA 124,254,255,40,10
380 DATA 58,0,91,254,33
390 DATA 40,5,221,117,0
400 DATA 241,201,17,0,91
410 DATA 33,211,255,1,30
420 DATA 0,237,176,195,0,91
430 DATA
65,112,61,175,50,31,148,201,1404138
```

Cyrox

◢ A ▬
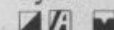
(Power House/May 1987) Another multi-screen, get-the-bits-you-need-and-get-out game, better than some, duller than many.

How many lives do you want? Just tell this hacking program and it'll do the rest for you.

```
10 CLEAR 3E4: LOAD ""SCREEN$
20 LOAD "" CODE
30 INPUT "How many lives (1-65535, 0 for
infinite):";liv
40 IF NOT liv THEN GO TO 90
50 LET a=liv-256* INT (liv/256)
60 LET b=INT (liv/256)
70 POKE 41649,a
80 POKE 41650,b: GO TO 100
90 POKE 50198,0
100 RANDOMIZE USR 33001
```

D

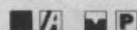## Daley Thompson's Supertest (128K)

■ ± ▬

(Ocean/November 1985) Series of athletic tests based around the original Hypersports.

Merge the Basic loader and add the following lines for infinite lives...

```
11 POKE 27061,40
12 FOR N=27098 TO 27105: READ A: POKE
N,,A: NEXT N
13 DATA 62,58,50,179,149,195,16,142
```

Dan Dare

■ A ▬ P

(Virgin/November 1987) Glorious recreation of the comic strip in living fifties colour.

Worra lotta features in this hack, eh? Just take out those lines which you're not interested in.

```
10 REM CLEAR 25999
20 LET T=0: FOR N=64000 TO 64026: READ
A: POKE N,A: LET T=T+A: NEXT N
30 IF T<>2539 THEN PRINT "DATA
ERROR": STOP
40 FOR N=N TO 1E9: READ A<256 THEN
POKE N,A: NEXT N
```

```
50 RANDOMIZE USR 64000
60 DATA 221,33,203,92,17,9,3,175,214,1,
205,86,5
70 DATA 48,241,33,27,250,34,133,93,1,17,93,
195,17,93,175
80 DATA 50,6,170: REM INFINITE
BULLETS
90 DATA 50,39,183: REM INFINITE TIME
100 DATA 62,201,50,94,186: REM INFINITE
ENERGY
110 DATA 62,201,50,125,173: REM NO
ROOF & FLOOR GUNS
120 DATA 195,192,93,999: REM END
MARKER
```

Multiface Poke
23974,168   Infinite energy

Dan Dare II
■ A ▼

(Virgin/March 1988) Graphically impressive follow-up.

In this routine, like so many others, you can delete any lines if you don't want the effect they produce. Line 70 stops you getting killed when you get crushed, line 80 makes you immortal (in other words you can't die), line 90 lets you select the start level -1 (0-3), for example 2 would start you on level 3, then line 100 gives good ol' infinite lives, and line 110 gives infinite time. Play your master tape from the start.

```
10 CLEAR: LET T=0
20 FOR F=23296 TO 23496
30 READ A: POKE F,A
40 LET T=T+(F-23286)*A: NEXT F
50 IF T<>2072209 THEN STOP
60 LET A=23446
70 POKE A,207: REM CRUNCH
80 POKE A+3,220: REM IMMORTAL
90 POKE A+5,[LEV]: POKE A+12,210
100 POKE A+15,212: REM LIVES
110 POKE A+18,237: REM TIME
120 RANDOMIZE USR 23296
130 DATA 221,33,203,92,17
140 DATA 199,2,62,255,55
150 DATA 205,86,5,48,241
160 DATA 33,50,94,52,35
170 DATA 53,205,6,93,33
180 DATA 33,91,34,31,209
190 DATA 195,238,208,221,33
200 DATA 172,91,33,131,241
210 DATA 6,6,197,221,78
220 DATA 0,221,35,6,0
230 DATA 197,229,17,20,89
240 DATA 237,176,235,54,201
250 DATA 205,20,89,225,193
260 DATA 9,193,16,229,33
270 DATA 178,254,17,255,255
280 DATA 1,243,4,237,184
290 DATA 175,50,111,255,50
300 DATA 254,254,33,187,91
310 DATA 17,116,255,1,16
320 DATA 0,237,176,33,107
330 DATA 91,34,17,255,195
340 DATA 244,254,205,110,254
350 DATA 33,110,254,17,111
360 DATA 254,1,115,0,112
370 DATA 237,176,235,54,195
380 DATA 35,54,132,35,54
390 DATA 91,201,62,64,50
400 DATA 128,64,33,146,91
410 DATA 34,163,64,195,110
420 DATA 64,62,201,50,58
430 DATA 0,50,62,0,62
440 DATA 0,50,165,247,175
450 DATA 50,18,0,50,118
460 DATA 0,50,5,0,195
470 DATA 64,202,17,24,14
480 DATA 14,25,21,1,96
490 DATA 54,82,50,17,14
500 DATA 12,24,97,255,51
510 DATA 16,110,64,119,0
520 DATA 16,39,255,31,0
530 DATA 16
```

Dandy
■ ▯ ▼

(Electric Dreams/January 1987) Very colourful and excellent clone of Gauntlet.

How's about infinite energy for *both* players? Try this...

```
10 INK 0: PAPER 0: POKE 23624,0: CLEAR 25499
20 LOAD "" CODE
30 RANDOMIZE 0*USR 23407*USR 23410*USR 50000
40 POKE 23681,49: POKE 27593,33: POKE 27594,232: POKE 27595,3
50 POKE 27642,33: POKE 27643,232: POKE 27644,3
60 FOR N=27596 TO 27603: POKE N,0: POKE N+49,0: NEXT N
70 RANDOMIZE USR 23404+USR 25500
```

Dead Or Alive
▯ ▣ ▼ ▮
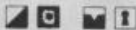
(Alternative/August 1987) Gunfighting budget game.

For infinite lives, thirst and ammo, play the tape from the start.

```
10 FOR f=3e4 TO 30015
20READ a: POKE f,a: NEXT f
30 RANDOMIZE USR 3e4
40 POKE 33051,129
50 POKE 33060,201
60 POKE 33054,255
70 POKE 33084,0
80 RANDOMIZE USR 33049
90 FOR f=65489 TO 1e9
100 READ a
110 IF a=999 THEN RANDOMIZE USR 64560
120 POKE f,a: NEXT f
130 DATA 221,33,203,128,17
140 DATA 159,0,62,255,55
150 DATA 205,86,5,48,241
160 DATA 201,175
170 DATA 50,252,178: REM THIRST
180 DATA 50,174,182: REM LIVES
190 DATA 50,93,183: REM AMMO
200 DATA 55,195,209,95,999
```

If you type CHEAT in when the game asks for your name then you will be provided with a skip level feature when you blip the space bar.

Deathscape
▯ ▣ ▼ ▯
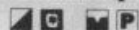
(Starlight/August 1987) Ultra-fast, multi-level shoot 'em up which will have you begging for more.

Have some infinite lives care of the PowerLoad Hacker.

```
10 CLEAR 3e4: LET t=0
```

```
20 FOR f=23296 TO 23438
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 FOR f=f TO 1e9: READ a
60 IF a>256 THEN GO TO 90
70 POKE f,a
80 LET t=t+(f-23429)*a NEXT f
90 IF t<>a THEN STOP
100 RANDOMIZE USR 23296
110 DATA 237,123,143,91,221
120 DATA 42,145,91,17,144
130 DATA 1,62,7,55,205
140 DATA 86,5,48,241,42
150 DATA 145,91,1,0,2
160 DATA 126,237,103,35,11
170 DATA 120,177,32,247,42
180 DATA 145,91,58,145,91
190 DATA 14,18,129,35,119
200 DATA 35,116,1,13,0
210 DATA 9,54,32,35,54
220 DATA 247,35,54,201,33
230 DATA 67,91,229,42,145
240 DATA 91,233,42,145,91
250 DATA 1,35,0,9,17
260 DATA 208,92,1,50,0
270 DATA 237,176,33,105,91
280 DATA 17,1,93,1,100
290 DATA 0,237,176,195,208
300 DATA 92,1,96,54,82
310 DATA 50,17,14,12,24
320 DATA 42,41,93,1,119
330 DATA 1,9,54,195,33
340 DATA 22,93,229,42,41
350 DATA 93,1,78,1,9
360 DATA 233,42,43,93,54
370 DATA 201,33,45,93,229
380 DATA 42,41,93,1,129
390 DATA 1,9,233
400 DATA 180,95,43,251,202,252,175,50,64,
198,50,242,199,49,255,95,237,70,233,958018
```

Multiface Poke
50752,0: 51186,0   Everything!

Deathwish III
■ ■ ▼ P ➡

(Gremlin Graphics/October 1987) Bloodthirsty adaptation which has you in the role of Charlie Bronson taking on the baddies.

```
10 CLEAR 24575: LOAD ""CODE
20 FOR n=33543 TO 1e9
30 READ a
40 IF a<999 THEN POKE n,a: NEXT n
50 POKE 33019,131: PRINT USR 32768
60 DATA 33,0,64,49,255,95,17,0,128,1,0,4,
237,176
70 DATA 62,201,50,176,155: REM NO INJURY
80 DATA 62,175,50,22,151,50,185,153,: INFINITE AMMO
90 DATA 175,50,6,163: REM NO BACK-STABBING
100 DATA 195,64,108,999: REM END MARKER!
```

Multiface Pokes
38678,183   ]Infinite ammo
39353,183   ]

43301,183	Infinite injury

The first and most important thing is to shoot the thugs only. Don't shoot the women or the medics, as these can't be killed and only waste ammo. Don't shoot Grannies, tables, chairs or TVs - you lose points for grannies and get no points for furniture. Don't shoot too many cops, 'cos when you've cleared the street of thugs, the cops swarm the streets shooting at you, and your injury level shoots up. When your injury level is high, enter a house and find a room where you can see both sides. No thugs or cops can enter the room to harm you, so you can just stand still until your injuries go down. It's best to go after the gang leaders only when you have two or three weapons with a lot of ammo, because the thugs cover the streets and a lot of ammo is needed to clear them. To conserve ammo while walking around the streets, use a hand gun. This uses fifty rounds which fire off very slowly, making it last longer. To clear crowd scenes, let off short bursts of machine gun fire. Wait to see if the thugs fall down, 'cos they take a while, and you don't want to waste bullets if they're already hit. Save the rocket launcher for when you meet a gang leader, to clear the thugs around him. Shotguns have limited ammo, fire quickly and are handy if you don't have a machine gun. One last thing, shoot out all the windows to gain extra points.
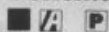
Defenda
■ ☑ ℙ
(Interstella/December 1983) Pre-YS conversion of the arcade classic.

Multiface Pokes

37531,0	Infinite lives
34163,0	Infinite smart bombs
50584,201	Infinite shields

Deflektor
■ 🄰 ℙ
(Gremlin/January 1988) Superb arcade puzzler which undeservedly sold very badly.

Multiface Pokes

34473,0	Infinite lives
41784,0	Infinite energy
42707,201	Infinite overload

Deviants
☑ ▤ ▨
(Players/April 1988) Budget platform game with a suitably daft plot.

In this routine you can delete any lines which you don't want (as is becoming ever more popular). Line 70 gives infinite ammo,

line 80 gives infinite time and line 90 gives infinite energy. Play the master tape from the start.

```
10 CLEAR 24999: LOAD ""CODE
20 FOR F=23299 TO 3E4: READ A
30 IF A>255 THEN GO TO 50
40 POKE F,A: NEXT F
50 POKE 39165,91: RUN USE 38E3
60 DATA 205,3,152,175
70 DATA 50,200,137,50,214,137
80 DATA 50,207,103
90 DATA 50,12,239
100 DATA 195,15,153
```

Dizzy
◹ 🄰 ▰ ℙ ➡
(Code Masters/December 1987) Unoriginal but efficient arcade adventure.

This hack will ask you if you want to be Immortal, or would prefer Infinite lives. You could have both, of course!

```
10 LET imm=0: LET liv=0
20 INPUT "Immortal? "; LINE a$
30 IF a$="y" THEN LET imm=221
40 INPUT "lives? "; LINE a$
50 IF a$="y" THEN LET liv=245
60 LOAD ""CODE
70 FOR f=23352 TO 23361
80 READ a: POKE f,a: NEXT f
90 RANDOMIZE USR 23296
100 DATA 175,50,200,imm,50
110 DATA 26,liv,195,182,92
```

Multiface Pokes

54216,0	Immortal
62745,0	Infinite lives

Flaming Torch
Find this in the first screen, to the right. Drop it next to the cauldron at the start.

Grease Gun
In the first screen, to the left. Drop it on top of the mining cart.

Crow Bar
In the cliffs. Drop it on top of the trap door at the bottom of the cliffs.

Purse of Gold
Go into the screen on the right from the haunted chimney then go into the cave. Get the purse and drop it on top of the bucket near the hermit's house.

Ghost Hunters Laser Gun
Pick it up and fall into the ghost at the haunted chimney.

Miner's Hard Hat
Destroys rocks that falls on you in different places.

Broken Heart
In the castle. Drop it on top of the statue

where the broken-hearted woman stands.

Three-In-One
In the room two screens from the purse of gold. Drop it next to the drawbridge.

Plastic Raincoat
Protects you from the raindrops that fall from the clouds.

Spell, The Ingredients

Clouds of Silver Lining	Jump on top of hermit's house.
Vampire Dux Feather	Just outside the castle.
Troll Brew	Just inside the castle.
Leprechaun's Wig	In mine shaft, just near the bolt cutters.

Put all the ingredients in the cauldron, drop the bottle in then get the poition. Go in the castle and drop the bottle next to Zaks, and that's it - you've won.

Double Take
■ 🄲 ℙ
(Ocean/March 1987) Highly complicated game, er, games. Two games in fact, played at the same time. Very confusing.

Multiface Pokes

40243,201	}	
49022,0	}Infinite lives	

Down To Earth
☑ 🄲 ▰ ℙ 🄸
(Firebird/August 1987) Boulderdash-inspired tale of tactics amongst the underground tunnels.

Here's Infinite lives, time, steps and bombs using the Firebird Hacker program.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
```

230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,20,207,224,96,175,50,135,155,
50,250,151,50,205,156,50,125,157,50,126,157,1
95,140,156,748696

Multiface Pokes
40141,182   Infinite missiles

38583,0   }
38911,0   }
39168,0   }
39387,0 |Infinite bombs

Holding down keys 1, 2, 3, 4 and 5 will
allow you to skip through as many screens
as you want - even to the end of the game!

Dr Destructo
◰ 🄲 ◹ 🄿
*(Bulldog/October 1987) Cheap but less than
cheerful aerial shoot 'em up.*

Load your original tape into this program
for Infinite lives and/or immunity.

10 BORDER 1: PAPER 1: INK 7: BRIGHT 1:
CLS
20 CLEAR 24999
30 POKE 23739,82: POKE 23740,0: LOAD ""
SCREEN$
40 PAPER 2: INK 2
50 PRINT AT 0,0;: LOAD "" CODE 25026
60 PRINT AT 0,0;: LOAD "" SCREEN$
70 BORDER 0
80 POKE 39119,0: REM INVINCIBLE
90 POKE 39136,0: REM INFINITE LIVES
100 RANDOMIZE USR 34147

Multiface Pokes
41763,n   n=Number of
                 lives (Player 1)
34837,n   n=Number of
                 lives (Player 2)
42517,0   Infinite days

Dragon's Lair
■ 🄲 ◹ 🄿
*(Software Projects/December 1986)
Conversion of one of the first video disk games.
Very tricky indeed.*

10 LOAD ""CODE
20 POKE 30773,0: POKE 30774,91
30 FOR F=23296 TO 23302: READ A: POKE
F,A: NEXT F

40 RANDOMIZE USR 23296
50 DATA 175,50,155,202,195,48,184

Multiface Poke
51867,0   Infinite lives

Dragon's Lair II
■ 🄲 ◹
*(Software Projects/May 1987) Good
conversion of the sequel – maybe not the true
video graphics, but at least it wasn't as hard as
Dragon's Lair I.*

This hack gives you infinite lives.

10 CLEAR 32767: LOAD ""SCREEN$
20 LOAD ""CODE: POKE 35766,0
30 RANDOMIZE USR 33025

Driller
■ 🄰 ◹ 🄿 ➡
*(Incentive/January 1988) One of the most
original 3D games of the year. Beautifully
programmed and absorbing problems. Skillo!*

This routine gives you infinite time, shields
and energy. Use this to load your master
tape.

10 CLEAR 32767: LET T=0
20 LOAD ""CODE 65088
30 POKE 65092,26
40 FOR F=65389 TO 65416
READ A: POKE F,A
60 LET T=T+(F-65379)*A: NEXT F
70 IF T<>90370 THEN STOP
80 RANDOMIZE USR 65088
90 DATA 113,255,24,246,175
100 DATA 50,200,153,33,0
110 DATA 0,34,201,153,33
120 DATA 230,204,62,195,34
130 DATA 185,203,50,184,203
140 DATA 195,164,151

Multiface Pokes
48246,0   Infinite energy

49425,0   }
49022,0 |Infinite shields

Amethyst
(Starting platform)
Shoot the wall for extra points. Worth up to
750 extra points if shot in the right order.
Don't shoot the top of the tower, although
you can, as this contains essential energy
reserves. Land on it with the jet to collect
them. In the store shed shoot the ground-
based crystals first as the suspended ones
have special properties and scores attached.

Lapis Lazuli
(East of Amethyst)
Blast pyramids to allow travel eastwards.
At the low wall, raise yourself to look over

and activate the switch.

Obsidian
(North of Amethyst)
To cross the ravine, shoot or knock over the
slab to form a bridge. Knocking over gives
a better score though! Incidentally, it's safer
to go in the shed the way back.

Topaz
(West of Amethyst)
The laser beacon is more of an irritation
than a real threat. Shoot it and it turns
through 90° to face the other way. Watch
you don't walk into its beam again.

Emerald
(East of Lapis Lazuli)
Walk close to the walls to avoid the
attentions of the beacons. The beacon to the
West is not active!

General Hints
Activating the teleports allows for quicker
travel. Go to Topaz, then over the wall and
west to Beryl. Activate the lift up switch
and go into the suspended complex. Find
the hidden tunnel (not hard) and destroy all
the blocks to activate all the teleports.
The Jet can be found in the hanger in
Aquamarine. Go west to Topaz, then over
the wall into Beryl. Sever power lines
overhead to disable the beacon. Enter and
set all symbols to squares. This reveals a
doorway west, leading to an aquamarine.
To gain access to the light side, shown
white on the model you got with the game,
set all four switches in Niccolate, Alabaster,
Opal and Quartz to a downward postion,
so all four lights are lit. This destroys the
southern wall of Opal (so guess which one
you do last?) allowing access to Diamond!

Drilling
On Topaz , the centre to drill is right over
the south end of the low wall.
Use Arrows on Aquamarine.
Use west arrow in Aquamarine to position
rig on girders in Ruby.
The numeric clue to position is on the big
slab in Opal.
Alabaster's centre is in the swimming pool.
Evaporate the water with your lasers.

Druid
■ 🄲 🄿
*(Firebird/December 1986) Yet another
Gauntlet clone which failed to impress due to
the lack of a two-player option.*

Multiface Poke
24890,201   Infinite energy

Dynamite Dan II
■ 🄴 ◹
*(Mirrorsoft) Spectacular sequel that pushed
platforming on the Speccy to its limits.*

This hack will give you everything, infinite lives, immunity from mesmerism and the ability to fly which means you can walk through anything and can't drown.

```
10 LET T=0
20 FOR N=23400 TO 1E9
30 READ A>255 THEN BORDER 0:
RANDOMIZE 1267+USR 23400
40 IF A>=0 THEN POKE N,A: NEXT N
50 IF NOT T THEN GO TO 30
60 CLS: PRINT AT 10,12;"DATA ERROR":
STOP
```

```
70 DATA 118,205,162,45,127,90,90,75,74,
72,59,59,225
80 DATA 17,140,91,6,92,26,203,65,40,3,
134,24,1
90 DATA 174,18,19,16,243,35,13,242,117,91,
111,51,70
100 DATA 195,95,244,8,143,4,127,25,113,115,
78,123,100
110 DATA 162,165,102,119,98,179,8,115,244,
8,-6013
120 DATA 102,124,98,92,47,-463: REM
INFINITE ENERGY
130 DATA 102,117,98,119,40,-476: REM NO
```

MESMERISM
```
140 DATA REM THE NEXT FIVE LINES
ARE FOR FLYING
150 DATA 25,98,243,255,98,77
160 DATA 180,102,124,98,1,180,46,115,40,52,
93,93,159
170 DATA 127,145,52,55,143,121,29,54,128,
211,228,143,246
180 DATA 29,54,42,211,228,124,54,52,142,
52,140,90,163
190 DATA 61,109,81,140,98,52,52,52,-5787
200 DATA 117,4,88,-209,999
```

E

Eidolon
■ A P

(Activision/March 1987) Spectacular 3D arcade adventure within caves created by fractals.

Multiface Pokes
41317,0	}
41318,0	}
36117,201	}
40232,78	}
41455,17	}Immunity

Elevator Action
◢ ⬛ ▥

(Quicksilva/March 1987) Multi-levelled platform game in a similar format to good ol' Jet Set Willy.

This gives Infinite lives.

```
10 CLEAR 65535: LET T=0
20 FOR F=65400 TO 65430: READ A
30 POKE F,A: LET T=T+(F-65390)*A
40 NEXT F: READ A: IF T<>A THEN STOP
50 RANDOMIZE USR 65400
60 DATA 221,33,218,252,17
70 DATA 180,0,62,255,55
80 DATA 205,86,5,48,241
90 DATA 33,144,255,34,240
100 DATA 252,195,218,252,175
110 DATA 50,101,164,195,35
120 DATA 148,112006
```

Elite
■ ⬇ ▥ P

(Firebird/October 1986) Classic 3D Space war and trading game. Set the standard for others to follow.

With this mega hack for *Elite* you are equipped with a variety of Pokes to aid you in your mission. Type in the program, save it and then run it. The main block of code has a checksum so you should be able to spot any mistakes. However, the Pokes at the end of the program don't have a checksum, so be careful when typing them in.

When you're ready, run it with your fully rewound *Elite* tape in the cassette recorder and stand well back – you're about to take off.

```
10 LET T=0
20 FOR N=64643 TO 64807: READ A: POKE
N,A: LET T=T+A: NEXT N
30 IF T<>19301 THEN PRINT
"CHECKSUM ERROR": STOP
40 FOR N=N TO 1e9: READ A: IF A<256
THEN POKE N,A: NEXT N
50 POKE 23693,0: POKE 23624,0: CLS:
RANDOMIZE 1267+ USR 64643
70 DATA 118,205,162,45,127,90,90,75,74,72,
59,59,225,17,167
80 DATA 252,6,129,26,203,65,40,3,134,24,1,
174,18,19,16
90 DATA 243,35,13,242,144,252,111,169,25,
195,95,109,72,143,181
100 DATA 127,102,169,113,115,78,123,100,
175,195,95,5,67,143,80
110 DATA 106,127,211,67,102,148,98,196,67,
95,211,119,146,207,67
120 DATA 102,211,95,206,67,115,115,67,102,
119,98,132,70,115,199
130 DATA 67,111,52,52,211,37,99,72,102,115,
98,60,169,95,52
140 DATA 163,146,71,169,102,117,98,170,169,
95,56,163,146,173,169
150 DATA 102,169,117,52,169,171,195,40,166,
163,140,53,195,43,52
160 DATA 175,119,155,95,174,170,146,74,196,
159,119,95,97,163,143
170 DATA 52,61,127,52,127,203,211,229,143,
```

```
214,150,117,50,44,25
200 DATA 50,93,154: REM ENERGY
210 DATA 50,23,156: REM MISSILES
220 DATA 50,23,165: REM BLOW UP
SPACESTATIONS
230 DATA 50,243,163: REM LAUNCH
THARGONS
240 DATA 50,0,183: REM ONE HIT TO
DESTROY
250 DATA 50,167,182: REM LASER TEMP
260 DATA 50,165,22: REM FUEL
270 DATA 50,216,219,50,226,219: REM
HYPER ANYWHERE
280 DATA 50,196,219: REM GALACT
HYPER
290 DATA 50,51,156: REM ESCAPE
300 DATA 50,80,156: REM NO LOSS
310 DATA 50,6,232: REM CARGO
320 DATA 50,148,112: REM BOMB
330 DATA 62,201,50,160,112: REM NO
BOMB FLASH
340 DATA 62,3,50,245,211,62,24,50,3,212:
REM INFINITE CASH
350 DATA 175,50,27,240,50,37,240,62,24,
50,186,163: REM ECM JAMMER
360 DATA 62,33,50,90,240,62,246,50,94,240,
175,50,96,240: REM CLOAKING DEVICE
370 DATA 62,195,50,22,117,175,50,220,180,
50,185,183: REM INDESTRUCT
380 DATA 201,999: REM END MARKER
```

Multiface Poke
46848,201	Destroys aliens

Elite 128K
■ ⬇ ▥

(Firebird/December 1986) Absolutely no extra features - just a 128K version of Elite. The only difference was that a couple of bugs were removed that had previously been used as cheats.

This hack gives you the same feature as previous program, and works in much the same way.

```
10 LET T=0
20 FOR N=23296 TO 23347: READ A: LET
T=T+A: POKE N,A: NEXT N: IF T<>4844
THEN PRINT "DATA ERROR": STOP
30 FOR N=N TO 1e9: READ A: IF A<256
THEN POKE N,A: NEXT N
40 POKE 23624,0: POKE 23693,0: CLEAR
65535: RANDOMIZE 1267+ USR 23296
50 DATA 118,205,162,45,127,90,90,75,74,72,
59,59,225
60 DATA 17,36,91,6,140,26,203,65,40,3,134,
24,1
70 DATA 174,18,19,16,243,35,13,242,13,91,
195,95,236
80 DATA 84,143,31,9,102,169,113,115,78,123,
100,175,25
90 DATA 98,46,219: REM INFINITE
ENERGY
100 DATA 98,46,225: REM INFINITE
MISSILES
110 DATA 98,170,167: REM BLOW UP
SPACE STATIONS
120 DATA 98,30,156: REM SPACE
STATIONS LAUNCH THARGOIDS
130 DATA 98,173,216: REM ONE HIT TO
DESTROY
140 DATA 98,98,216: REM NO LASER
TEMP RISE
150 DATA 98,36,188: REM INFINITE LIVES
160 DATA 98,25,203,98,231,203: REM NO
HYPERSPACE RANGE
170 DATA 98,253,203: REM CONSTANT
GALACTIC HYPERSPACE
180 DATA 98,2,225: REM CONSTANT
ESCAPE POD
190 DATA 98,25,225: REM NO CARGO
LOSS WHEN ESCAPE
200 DATA 98,120,229: REM NO CARGO
LIMIT
210 DATA 98,77,2: REM CONSTANT
ENERGY BOMB
220 DATA 102,119,98,49,2: REM NO BOMB
FLASH
230 DATA 102,53,98,89,220,102,124,98,
35,220: REM INFINITE CASH
240 DATA 25,98,249,207,98,71,207,102,124,
98,147,156: REM ECM JAMMER
250 DATA 102,95,98,182,207,102,174,98,2,
207,25,98,16,207: REM CLOAKING
DEVICE
260 DATA 102,117,98,98,37,25,98,75,202,98,
64,211: REM INVULNERABILITY
270 DATA 102,131,98,138,197,98,152,197:
```

```
REM LOAD OLD CHARACTERS
280 DATA102,136,98,138,197,98,152,
197,102,30,98,148,208: REM SAVE OLD
CHARACTERS
290 DATA 102,30,98,148,208: REM SAVE
AND LOAD OLD CHARACTERS
300 DATA 117,52,36,999: REM END
MARKER
```

Enduro Racer
■ ☑ P ➡

(Activision/April 1987) Fast moving motorcycle racing game. The original coin-op was one of the first to include a fully moving rostrum.

Multiface Pokes
43542,0	}
43643,0	} Time

For levels 1, 2 and 3, reduce your speed to zero, hold down Caps Shift, and press Forward at the start of each level. You'll zip through without crashing – you can then complete level 4 with all that extra time. For level 5, go to the right hand side of the screen and speed up, keep on the right and you should make it.

Everyone's A Wally
■ ☑ ☒

(Mikro-Gen) The adventures of a character called Wally Week, wandering around his town collecting objects and solving obscure riddles.

```
100 CLEAR 29999: MERGE "": POKE PEEK
23627+256*PEEK 23628+33,33
110 FOR Z=65313 TO 1e9: READ X: IF
X<999 THEN POKE Z,X: NEXT Z
120 GO TO 0
130 DATA 24,2,0,199,205,128,91
140 DATA 62,201,50,67,227: REM 59,79,201
INDESTRUCTABLE
150 DATA 62,24,50,184,231: REM CHANGE
TO ANY CHARACTER ANYWHERE 59,320,24
160 DATA 62,201,50,44,169: REM STOP
OTHER CHARACTERS MOVING 43309,201
170 DATA 195,151,91,999: REM END
MARKER
```

Exolon
■ ☐ : ☒ P ↥

(Hewson/August 1987) Colourful and fast shoot 'em up that inspired many a lookalike.

Infinite lives, ammo and grenades, play the tape from the start. Lines 110-130 can be deleted if the infinite something (as shown in the REM) is not wanted.

```
10 CLEAR 25999: LOAD "" CODE
20 FOR F=23326 TO 1e9
30 READ A
40 IF A=999 THEN GO TO 60
50 POKE F,A: NEXT F
60 POKE 64531,125
70 RANDOMIZE USR 64512
80 POKE 65117,30
90 RANDOMIZE USR 65082
100 DATA 175
110 DATA 50,158,123: REM AMMO
120 DATA 50,128,128: REM GRENADES
130 DATA 50,77,149: REM LIVES
140 DATA 195,0,91,999: REM END
MARKER
```

Multiface Pokes
42338,0	No flying things
36845,0	No cannon fire
40221,60	Infinite lives
31646,0	Infinite ammo
35456,0	Infinite grenades
38120,201	Immunity

To use the cheat, first press key 2 for redefine keys. Next type Z O R B A for the different keys, now repeat this, but with the keys that you want to play the game with. This gives you infinite lives to blast anything in your path.
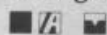
Express Raider
■ ☐ P

(Ariolasoft/February 1987) A shoot 'em up set on a runaway train, full of western promise.

Multiface Pokes
|	
60503,0	Strength
60154,0	Lives
61100,0	Time

F

Fairlight
■ /A/ ☙

(The Edge/November 1985) A classic 3D arcade adventure game set in a huge castle with secret rooms and treasures galore.

This hack gives you all the usual goodies to help you complete the game, but only works with the updated version of *Fairlight* (the one with the Kempston joystick interface option).

```
10 LET T=0: FOR N=18000 TO 18175: READ
A: LET T=T+A: POKE N,A: NEXT N:
READ A: IF T<>A THEN PRINT
"CHECKSUM ERROR": STOP
20 FOR N=20000 TO 1E9: READ A: IF
A<999 THEN POKE N,A: NEXT N
30 RANDOMIZE USR 18000
100 DATA 221,33,203,92,17,93,5,62,255,55,
205,86,5,48,241,6
110 DATA 20,33,130,94,243,49,0,91,205,195,
70,33,86,96,17,21
120 DATA 209,1,153,1,237,176,33,40,209,17,
40,145,1,19,1,237
130 DATA 176,235,54,201,6,9,38,145,17,186,
70,26,111,203,182,19
140 DATA 16,249,205,40,145,33,174,210,6,
120,62,12,50,176,92,205
150 DATA 195,70,62,195,50,198,220,33,181,
70,34,199,220,62,55,50
160 DATA 233,218,195,223,218,237,176,195,
32,78,141,197,200,221
170 DATA 224,229,232,235,247,197,229,62,
32,237,177,182,242,197,70,35,209,237
180 DATA 82,235,66,75,17,246,70,237,176,
229,235,54,237,35,54,95
190 DATA 35,54,201,205,238,70,50,239,70,
225,193,16,214,201,62
200 DATA 58,61,61,230,127,237,79,184,146,
147,129,129,236,244,225,247,208,22697
320 DATA 175,50,197,241: REM INFINITE
LIVES   61893
330 DATA 62,24,50,77,245: REM NO MORE
WEIGHT LIMIT 62797
340 DATA 62,24,50,246,247: REM NO
LOCKED DOORS 63478
350 DATA 62,62,50,189,229,33,6,0,34,190,
229: REM SEE ROOM DRAW 58813
360 DATA 62,201,50,247,242: REM
BLINDFOLD BADDIES   62199,10
370 DATA 62,201,50,189,236: REM
EVERYTHING BUT ROOM IS INVISIBLE
400 DATA 201,999: REM END MARKER
```

Fairlight II
■ /A/ P
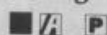
(The Edge/February 1987) The sequel goes one step further.

Multiface Pokes
30429,0		Energy
32027,24		No locked doors
31341,0		Carry anything

Falcon - The Renegade Lord
■ C P

(Virgin/August 1987) Arcade shoot 'em up based on a fighting fantasy book of the same name.

Multiface Poke
33784,0   Infinite time

Fat Worm Blows A Sparky
■ C ☙ P

(Durell/January 1987) Worm-based shoot 'em up – well weird!

Immortality and infinite sparkies, play the tape from the start.

```
10 CLEAR 65535: LOAD "" CODE
20 FOR F=65416 TO 65432
30 READ A: POKE F,A: NEXT F
40 POKE 64249,240
50 POKE 64250,186
60 POKE 64260,136
70 POKE 64261,255
80 RANDOMIZE USR 64242
90 DATA 62,61,50,180,119
100 DATA 50,14,120,50,46
110 DATA 120,50,7,119,195
120 DATA 219,239
```

Multiface Poke
30624,201   Immunity

Feud
▨ C ☙

(Bulldog/April 1987) Graphically impressive runaround featuring a brace of warring warlocks.

For infinite energy, Merge the loader and add this to line 4 before the RANDOMIZE USR;

LET a=51425: POKE a,0: POKE a+22,0:
POKE a+68.201:
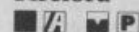
Finders Keepers
▨ /A/ ☙

(Mastertronic/June 1985) First of David Jones' Magic Knight series.

This will give you infinite lives if you use it to load your original program tape.

```
10 CLEAR 28672
20 LOAD ""SCREEN$
30 LOAD ""CODE
40 POKE 30394,-5
50 RANDOMIZE USR 28672
```

Firelord
■ /A/ ☙ P

(Hewson/December 1986) Sabre Wulf clone with a trading element.

With this hack, delete the Pokes you don't want, but make sure you leave lines 10-80 and 140 alone.

```
10 REM FIRELORD HACK
20 PAPER 0: INK 0: BORDER 0: CLEAR
65535
30 FOR N=65368 TO 1E9: READ A
40 IF A<256 THEN POKE N,A: NEXT N
50 RANDOMIZE USR 65368
60 DATA 62,255,55,221,33,39,244,17,125,2
70 DATA 205,86,5,48,243,62,255,55,221,33,
0,64
80 DATA 17,87,191,205,86,5,175
90 DATA 50,125,155: REM INFINITE
TRADING
100 DATA 50,205,134: REM INFINITE
LIVES
110 DATA 50,38,156,62,58,50,67,156: REM
USE WITH INFINITE LIVES FOR ADDED
PROTECTION
120 DATA 175,50,170,150,62,7,50,156,150:
REM SHOOT ALL THE TIME
130 DATA 62,58,50,168,136: REM DON'T
DIE WHEN RUN OUT OF ENERGY
140 DATA 195,79,94,999: REM DATA END
MARKER
```

Multiface Poke
34509,0   Infinite lives

Flash Gordon
▨ C ☙ ➡
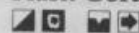
(MAD/August 1987) Good value package of three games in one.

This program will ask you whether you want infinite time and/or bullets - type it in and play the tape from the start.

```
10 LET b=58: LET t=58
20 INPUT "Bullets? (y/n) ";b$
30 IF b$="y" THEN LET b=50
40 INPUT "Time? (y/n) ";t$
50 IF t$="y" THEN LET t=50
60 FOR f=23536 TO 23546
70 READ a: POKE a,f: NEXT f
80 MERGE "": POKE 23795,0
90 POKE 23596,0
100 RANDOMIZE USR 23778
110 POKE 59676,91
120 RANDOMIZE USR 57120
130 DATA 175,t,44,198,b
140 DATA 227,191,205,240
150 DATA 227,201
```

Shoot gorillas whilst they are coming down.
The longer you press fire, the further you

jump. To reach Barlin's cave, go left, in, left, out, right, right, in, right, right, right, right, out, then keep going right until you are told to start the tape. A combination of roll forward and backward, reverse kick and low punch are very useful.

Football Manager
■ ⊞ ➡

(Addictive/April 1982) Footie-simulator. One of the earliest and most durable of Speccy games.

It's always better to get a higher skill power in defence with attack in next preference, and then midfield. In the transfer market, buy a lot of skill 1 near the end of the season, as they will be skill 4 or 5 next season. In the FA Cup, go for the attack in the early rounds and then get more cautious later on. If you do all this, then in about seven or eight seasons you should go from Division 4 to Division 1, with a few good runs in the cup – and it shouldn't be too hard to win the League up to level 5.

Forbidden Planet
■ © 🔳

(Design Design/August 1986) Slick, spiffing 3D 'warp around the universe zapping aliens' type of game.

If you hold down 0 (zero) while the game loads, you get a game of *Space Invaders* (Keys – Z, X and Space to play, F to finish). And while you're playing the game proper, press 1, 2 and 3 to get another game called *Whirro Hunt*.

Frank Bruno's Boxing
■ ⊞ 🔳

(Elite/May 1984) Beat 'em up starting the big man himself.

This'll give you infinite energy and the ability to use a knockout punch as soon as you meet your opponent. You can also select your opponents energy, though this program won't protect you against speciality punches – so watch out!

```
10 CLS: LET A=65400: FOR F=0 TO 10
20 LET T=0: FOR N=0 TO 9: READ S: POKE
A,S: LET T=T+S: LET A=A+1: NEXT N
30 READ B: IF T<>B THEN PRINT "ERROR
IN LINE ";100+F*10:STOP
40 NEXT F
50 PRINT "ENTER OPPONENTS ENERGY
(0-55)": INPUT A: IF A<0 OR A>55 THEN
CLS: GO TO 50
60 POKE 65483,A
70 CLS: PRINT AT 10,1; "PLAY TAPE
FROM START"
80 RANDOMIZE USR 65400
```

```
100 DATA 6,2,197,62,255,55,221,33,0,0,831
110 DATA 17,0,0,205,86,5,193,16,239,62,823
120 DATA 239,55,221,33,0,64,17,0,27,205,861
130 DATA 86,5,62,238,55,221,33,133,119,
17,969
140 DATA 144,135,205,865,62,237,55,221,
33,1183
150 DATA 56,194,17,20,5,205,86,5,62,236,886
160 DATA 55,221,33,0,91,17,132,28,205,86,
868
170 DATA 5,175,33,43,217,119,35,119,35,
62,843
180 DATA 24,119,62,55,50,64,216,175,60,
50,875
190 DATA 50,216,49,240,255,243,33,0,0,34,
1120
200 DATA 120,92,34,121,92,195,76,199,0,0,
929
```

Freddy Hardest
■ © 🅿➡

(Imagine/January 1988) Dinamic shoot 'em up in two dissimilar parts.

Multiface Pokes	
63519,24	Invincible (pt 1)
64011,24	Lives (pt 1)
61607,183	Lives (pt 2)

On level 1, you have to get across the asteroid's surface by getting as far as you can without killing anything. When a creature gets very close, blast it and don't hang about. Use your gun for the whole level, except on the 'watching robots' which you must kick. The access code for part 2 is 897563. On level two, first collect a nuclear cell and take it to the N marked on the floor. Go to the computer and activate it. You'll now load a certain ship with furl. You'll find an N from where you start right, right, right, down and right. Once you have loaded a ship you must go round looking on all computers for RED/BLUE/WHITE/GREEN ONTO HYPERSPACE and RED/BLUE/WHITE/GREEN CAPTAIN CODE ARTEX/AUDOX/BORAX/FENIX. Then if you've loaded, got the Captain's code and got one specific ship into hyperspace, go down to the hangers by going from the loading pad mentioned earlier at right, right, down, right, right, right, right, right, right, use tunnel, left and down. If you have all the info, you'll be able to jump the rail, enter the code and escape.

Frost Byte
■ © 🔳

(Mikro-Gen/January 1987) Outer space variant on the old Mikro-Gen Wally games, with zappy tendencies.

A hack for infinite lives and time. Simply play the original tape from the start.

```
10 CLEAR 65535: LET T=0
20 FOR F=65350 TO 65404
30 READ A: POKE F,A
40 LET T=T+(F-65340)*A: NEXT F
50 IF T-251487 THEN STOP
60 RANDOMIZE USR 65350
70 DATA 221,33,76,253,17
80 DATA 247,1,62,255,55
90 DATA 205,86,5,48,241
100 DATA 33,0,0,34,65
110 DATA 254,33,113,255,34
120 DATA 34,255,175,50,151
130 DATA 254,50,227,254,50
140 DATA 9,255,50,75,254
150 DATA 195,48,254,62,100
160 DATA 50,207,142,175,50
170 DATA 12,132,194,148,91
```

Full Throttle
■ ⊞ 🔳

(Microsphere) Simulation of a motorbike racing game. One for a wannabe Barry Sheene.

This hack replaces, as is the norm, the basic loader. Line 140 stops deceleration when you go off the track and lines 150 and 160 combined stop deceleration when you hit another bike. If you delete line 150 you *must not* delete line 160 and vice versa. You cannot delete any other lines.

```
10 CLEAR 65275: LET T=0
20 FOR F=65276 TO 65299
30 READ A: POKE F,A
40 LET T=T+(F-65266)*A: NEXT F
50 READ A: IF T<>A THEN STOP
60 FOR F=65300 TO 1E9: READ A
70 IF A=999 THEN RANDOMIZE USR
65276
80 POKE F,A: NEXT F
90 DATA 205,86,5,221,33
100 DATA 86,234,17,28,1
110 DATA 62,255,55,205,86
120 DATA 5,62,255,50,70
130 DATA 235,205,114,234,63648
140 DATA 175,50,105,176
150 DATA 62,195,50,200,182
160 DATA 33,213,182,34,201,182
170 DATA 33,20,180,229,233
180 DATA 999
```

Future Knight
◢🔳 🅿

(Gremlin/February 1987) Excellent platform and ladders game with superb graphics.

Multiface Pokes
31683,0   Energy

G

Galaxians

■ ▨ ▨

(Atarisoft/April 1985) Full blown conversion of the original arcade machine – and very good it was too!

This hack adds infinite lives for your enjoyment.

```
10 LET T=0
20 FOR F=23489 TO 23530
30 READ A: POKE F,A
40 LET T=T+(F-23479)*A: NEXT F
50 IF T-155655 THEN STOP
60 RANDOMIZE USR 23489
70 DATA 221,33,203,92,17
80 DATA 53,2,62,255,55
90 DATA 205,86,5,48,241
100 DATA 33,217,91,34,179
110 DATA 93,195,147,93,62
120 DATA 91,50,40,128,195
130 DATA 0,128,175,50,229
140 DATA 213,50,72,92,195
150 DATA 225,211
```

Galletron

▨ ▨ ▨

(Bulldog/September 1987) Cheap and cheerful chaseabout.

A short hack for infinite lives - play the original from the start.

```
10 CLEAR 28671: LOAD "" CODE
20 POKE 55601,201
30 RANDOMIZE USR 5e4
40 POKE 53213,0
50 RANDOMIZE USR 39997
```

Galvan

■ ▨ ▨ P

(Ocean/December 1986) None too impressive conversion of the Nitchibutsu coin-op.

Type in this program and Run it, then play the game tape from the start. If you get the dreaded "Error In Data" message, then you'll know that you've made a typing mistake.

```
10 REM GALVAN
20 CLEAR 60000: LET T=0
30 FOR N=23296 TO 23414: READ A: POKE
N,A: LET T=T+A*N: NEXT N
40 IF T<>344591663 THEN PRINT "Error In
Data": STOP
50 RANDOMIZE USR 23296
60 DATA 221,33,203,92,17,234,6,175,214,
1,205
70 DATA 86,5,48,241,33,253,94,17,99,252,
1,43
80 DATA 3,205,96,91,205,83,91,33,145,252,17
90 DATA 145,251,1,128,0,237,176,62,251,50,
```

```
170
100 DATA 251,50,174,251,50,182,251,33,
251,201
110 DATA 34,202,251,205,145,251,33,75,91
120 DATA 17,31,255,1,8,0,237,176,195,243,
254
130 DATA 33,0,195,34,128,207,0,0,62,143,
50,118
```

Multiface Pokes

23290,0	}
23414,0	} Lives

Game Over

■ ▣ P▮ ➡
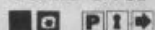
(Imagine/September 1987) Dinamic shoot 'em up for experts only.

Multiface Pokes

39333,0	}
38691,0	} Infinite lives
39273,201	}
38631,201	} Infinite power
32416,0	} Infinite
32378,0	} Grenades
48790,n	n=lives (part 1)
48794,n	n=grenades (part 1)
38705,201	Infinite lives (part 2)
38665,0	Infinite power (part 2)
32379,0	Infinite laser power (part 2)
Access Code to part 2	18024

Jump to the far side of the barrels, in case they turn out to be mines when you zap them, or jump on top of them so you can shoot the laser turrets. If you find your passage blocked by a mine, shoot other things in the room until your energy is about to drop out then walk into it. This will remove it, so it won't be there when your next man comes up. When you get to the giant Orko, make sure you have shields. Run through him whilst firing and lobbing grenades and you'll get through. This also works with the robots.

Garfield

■ ▨ P ➡

(The Edge/March 1988) Arcade conversion of that fat cat who has to fight the tiredness and hunger.

45335,201	Infinite sleep
33595,0	Infinite hunger

1
To get past the wall which bounces you, just carry the bone as close to the wall as possible, and drop left. Odie will go over to it and open it up.

2
Kick Odie when he comes near since he drains sleep.

3
Sit down to restore sleep.

4
Light shows you around the cellar.

5
Drinking from Jon's cup will restore sleep fast.

6
Aniseed balls stop sleep from going down.

7
Odie drops anything he is carrying when kicked.

8
Get Odie to help by making him carry some objects.

9
Kick Nermal five times and he'll drop the clockwork mouse. Drop this in the healthfood store (in the TV set) and the shopkeeper will drop the spinach.

10
You can eat anything you can carry, so when you get hungry, drop any object with a use.

Gauntlet

■ ▨ ▨ ▮

(US Gold/February 1988) Conversion of huge four player game involving Druids, Magic and 10p pieces galore...

```
10 REM EXTENDED GAUNLET HACKS
20 CLEAR 32768: LET T=0
30 FOR N=23296 TO 23320: READ A: POKE
N,A: LET T=T+A: NEXT N
40 IF T-2969 THEN PRINT "DATA ERROR":
STOP
50 FOR N=N TO 1E9: READ A: IF A<999
THEN POKE N, A: NEXT N
60 RANDOMIZE USR 23296
70 DATA 221,33,218,254,17,81,1,62,255,55
80 DATA 205,86,5,48,241,33,24,91,34,57,255,
243
90 DATA 195,0,255,175
100 DATA 50,105,189,50,113,189: REM
INFINITE HEALTH
110 DATA 50,55,144: REM INFINITE
TREASURE TIME
```

```
120 DATA 62,24,50,87,175: REM NO
GENERATION
130 DATA 33,0,0,34,130,142: REM NO
POISONED FOOD
140 DATA 62,24,50,121,144: REM NO
PLAYER HIT PAIN
150 DATA 175: REM LINKING POKE
(DON'T REMOVE)
160 REM DEEPER DUNGEON POKES
FOLLOW
170 DATA 50,22,174: REM INFINITE KEYS
180 DATA 50,156,148: REM NO BOTTLE
DESTROY
190 DATA 50,162,148,50,164,148: REM
NUCLEAR WEAPONS
200 DATA 50,12,174,50,199,173,50,117,173,
50,158,173,50,240,173: REM WALK
THROUGH WALLS (SAVES USING
SHIFT!)
210 DATA 50,130,169: REM CONTINUOUS
CLOAK
220 DATA 33,0,0,50,55,172,50,110,172,34,
108,172: REM INFINITE POTION EFFECT
230 DATA 62,24,50,254,177: REM BIG
BOOTS
240 DATA 62,24,50,254,177: REM INFINITE
POTIONS
250 DATA 62,24,50,116,146: REM SHOOT
THROUGH WALLS
260 DATA 33,62,192,34,113,151,175,115,151:
REM CONTINUE WHEN DEAD
270 DATA 33,29,20,39,78,156: REM WALLS
TO EXITS
280 DATA 62,24,32,90,173,62,255,50,96,173:
REM BIG POCKETS
290 DATA 62,201,32,193,159: REM NO
NON-GENERATED MONSTERS
300 DATA 195,0,132,999: REM END
MARKER
```

Have you ever got to a high level in *Gauntlet*, and died because you couldn't get to the fire button quick enough to reincarnate your mate? Well, go back to the start, press all the necessary keys to get the border flashing and instead of playing the start of side two, hold down the Break key and hit Enter repeatedly until 'Stop The Tape' appears. The Level 1 appears, but you'll start where you last finished.

Gerry The Germ
◨ ▣ ▣
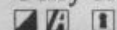
(Firebird/January 1986) An arcade adventure telling the story of Gerry travelling through a 'body-wody'

If you press the keys 'RVMN' and any direction key you go on to the next screen (except the heart screen).

Ghosts'n'Goblins
■ ▣ ▣▣
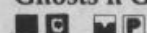
(Elite/April 1986) Classical smooth scrolling shoot 'em up.

This hack'll give you infinite lives, and all you have to do is type it in and use it to load your original tape...

```
10 CLEAR 65000
20 LOAD ""CODE
30 POKE 65277,200: POKE 65281,245: POKE
65256,111: POKE 65257,85
40 FOR N=65477 TO 65496: READ A: POKE
N,A: NEXT N
50 RANDOMIZE USR 65224
60 DATA 33,208,255,34,174,96,1,112,234,197,
201,33,191,194,34,217,140,195,3,128
```

33352,201	Lives
33433,201	Xtra Speed

Ghost Hunters
◨▣ ▣▣
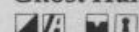
(Code Masters/June 1987) Okay cheapie arcade adventure set in several haunted houses.

Type this in for infinite macho energy.

```
10 LOAD ""CODE
20 FOR F=23354 TO 23360
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 23296
50 DATA 175,50,214,216,195
60 DATA 69,178
```

Press P to pause the game, then type (don't press the keys simultaneously), ghost (with Caps Shift). When you press the T, the teleport will be activated. Use the keyboard to travel around the mansion (each room has its own room except one or two). Press Space to continue the game. N.B. You are sometimes aborted without reason!

Ghostbusters
■ ■ ▣▣

(Activision/March 1985) An arcade adventure based around the streets of New York in your attempt to stop the ghosties taking over.

When you're asked what type of car you want, try typing 0 (zero) and see what happens...

To start off with $85,000, enter CODEBUSTERS as your name and use the account number 00166605

To add Pokes to *Ghostbusters* you have to create a new header to stop the program from auto-running. First off type in this new header;

```
100 CLEAR 32000
110 FOR X=35000 TO 35028
120 READ A: POKE X,A
130 NEXT X
140 PRINT "Start tape and press any key"
145 STOP
150 IF INKEY$="" THEN GO TO 150
160 RANDOMIZE USR 35000
170 DATA 221,33,196,136,17,17,0,175,205,
194,4,201,0,66,85,83
180 DATA 84,72,69,65,68,69,82,66,3,0,128,4,3
```

Save this onto a blank tape and then Run it. Now, listen to the *Ghostbusters* master tape and stop it just after the initial header (the first screech you hear on the tape). Remove the master tape (without rewinding it!) and replace it with the tape containing the false header. Type 'LOAD ""' and, as soon as the header's loaded, swop the tapes around again and start the master tape up. Then, when the OK message appears, stop the tape (don't rewind it) and type in the following as a direct command;

POKE 24578,251: POKE 24579,207: RANDOMIZE USR 24527

Now press enter and, ignoring the message on screen, type;

CLEAR 40000: NEW

Enter the following program and Run it;

```
100 FOR x=56490 TO 56510
110 READ a: POKE x,a
120 NEXT x
130 DATA 175,50,141,159,50,255,156,50,177,
158,50,189,164,62,167
140 DATA 50,0,157,195,0,131
150 RANDOMIZE USR 56444
```

You'll find that you'll never lose a 'buster once slimed, a single trap will be sufficient because it never fills up, and your backpacks will never discharge unless you cross beams.

Glider Rider
■ ⊕ ▣

(Quicksilva/November 1986) Tricky-to-handle hang gliding game.

This hack works with both the 48K and 128K versions of the game, but if you're using the 128K version remember to type it in in 128K Basic Mode or you won't get the cute music.

```
10 CLEAR 24570: LOAD "" SCREEN$
20 LOAD "" CODE
30 POKE 34391,0: REM INFINITE BOMBS
40 POKE34818, 0: REM INFINITE TIME
50 POKE 37441,0: REM STOP LASERS
FIRING
60 POKE 34973,0: REM INFINITE ENERGY
70 RANDOMIZE USR 24579
80 REM THE FOLLOWING LINES ARE
ONLY TO BE USED ON THE 128K
VERSION
90 POKE 23888,17: LOAD "" CODE
100 POKE 23888,20: LOAD "" CODE
110 POKE 23888,16: PAUSE 1:
RANDOMIZE USR 24576
```

Goonies
■ ■ ▣

(US Gold/January 1987) A platform game based on the film of the same name involving you and many pieces of gold...

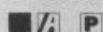**Multiface Poke**
33400,183   lives

Grand Prix Simulator

◢ ⬆   ➡

(Code Masters/December 1987) Hugely successful though limited racing game.

There is a fault in the first level – If you lap the computer's car you have to do an extra lap. Doesn't seem to have any cures as yet, so don't get too cocky and just stay behind the car until the finish.
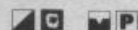
Great Escape

■ Ⓐ   Ⓟ

(Ocean/January 1987) 3D exploration from Denton with WWII background.
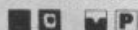
Multiface Poke
41953,183   Energy

Great Gurianos

◢ Ⓒ   ✉ Ⓟ

(Hit Pak/August 1987) Part of the Trio compilation.

Here's a quicky for those infinite lives...

```
10 CLEAR 6E4: LOAD "" CODE
20 FOR F=64512 TO 64518
30 READ A: POKE F,A: NEXT F
40 POKE 65226,252
50 RANDOMIZE USR 64750
60 DATA 175,50,101,130,195
70 DATA 0,91
```

Multiface Poke
34962,0   lives

Green Beret

■ Ⓒ   ✉ Ⓟ

(Imagine/June 1986) Horizontally scrolling beat 'em up type of game. Cloned by others many times.

The Original Speedlock Hacker is providing the infinite lives for this one.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
```

```
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 17,241,130,0,0,169,133,0,255,84,
133,9,62,182,50,180,162,195,0,128,1282793
```

Multiface Pokes
42076,0	Lives
46377,8	Xtra fire power
44607,0	No mines
47183,0	No mortals

Greyfell

■ Ⓐ   ✉ ⓘ ➡

(Starlight Software/April 1987) 3D isometric arcade adventure with lateral thinking puzzles aplenty.

Infinite lives, play tape from the start...

```
10 CLEAR 25e3
20 FOR f=65360 TO 65381
30 READ a: POKE f,a: NEXT f
40 LOAD "" CODE 24100
50 POKE 24143,64
60 POKE 24109,255
70 RANDOMIZE USR 24100
80 DATA 205,80,94,33,95
90 DATA 255,17,157,64,1
100 DATA 7,0,237,176,201
110 DATA 175,50,230,223
120 DATA 195,157,127
```

Hitormis requires a book of spells, and will say "Fe2Cu".
Potbellius requires a beer tankard, and will give you an eye.
Offalorien requires a pistol, and will give you a phone. He will say "Fruit 4 me". If you give him four fruits, then he will give you Skull key 2.
Willy requires a whistle and gives you a pistol.
Blotto requires a carrot, and will give you an iron.

'B I' is written on a door which can be unlocked with a Bee and then an Eye. Inside you'll find the invisibility potion, which will enable you to pass the sleeping dragon. Hitormis will walk on and give you the clue "South West?". From the dragon's cave you will get Skull key 1. 'Fe2Cu' will be given as a clue. You must give an iron to the policeman, and he will give you a bee.
'IC1bB4UXit' will be spoken by Potbellius when you first meet him. If you give him the money bag, then a door in the pub unlocks. The money bag is found in a room which is pitch black unless you carry the candle, which is found just outside.
If you put the ring on the phone, then it will ring. After a while, a message will appear. It will read "Make red flag", and you must put a hammer on a sickle. The hammer is to be found in the annex, behind a locked door which is opened with a 'X', found in another hut. To get into the annex hut, you must unlock the outside door with an acorn. There will be a picture of an acorn on the door, and the acorn will be nearby in the village. The sickle can be found in the pub room, and when put on the hammer, the Skull 3 key will be formed.
If you put all three Skull keys in the Skull door, then the Skull will open, giving you access to the Mauron caverns.
In one of the secret caverns, you will find a pepper pot. Mauron's only weakness is the fact that he is allergic to pepper. You must fight your way to his throne past moats full of crocodiles, ravines, darts, arrows, etc. Once there, you must use the pepper pot before he saps all of your stamina, and he will sneeze himself to death. You must take the orb, drop through the correct trap door to the caverns, and return the way you came, without being killed by the sentry tomatoes. Once in the village, you must put the orb in the cup to win.

Gryzor

■ ▨   ✉

(Ocean/March 1988) Coin-op conversion that stretched the Speccy's resources most impressively.

Take advantage of these infinite lives care of the Speedlock III Hacker.

```
10 CLEAR 45e3: LET t=0
20 FOR f=3e4 TO 30139
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1077568 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
```

180 DATA 32,2,54,0,33
190 DATA 36,116,126,254,249
200 DATA 32,2,54,0,235
210 DATA 54,201,205,20,116
220 DATA 225,193,9,193,16
230 DATA 209,42,188,117,1
240 DATA 112,11,9,1,100
250 DATA 0,62,243,237,177
260 DATA 43,1,0,4,237
270 DATA 66,17,169,250,1
280 DATA 0,6,237,176,33
290 DATA 150,117,34,195,254
300 DATA 195,169,254,1,96
310 DATA 54,82,50,17,14
320 DATA 12,24,205,28,254
330 DATA 33,38,255,1,100
340 DATA 0,62,217,237,177
350 DATA 54,72,54,72,43
360 DATA 54,0,33,190,177
370 DATA 17,217,254,1,40
380 DATA 0,237,176,201,17
390 DATA 36,57,14,25,23
400 DATA 60,222,62,64,50,14,91,33,236,254,
17,0,64,1,20,0,237,176,195,0,72,33,9,64,34,24,2
54,195,0,254,175,50,103,136,195,0,128,118034
8

1
Load level one and complete the level.

2
Load level two, but deliberately lose all your lives.

3
After the Game Over message, choose the restart option.

4
Rewind to start of tape and load.

5
Play to Load Error message. Ignore it.

6
You'll start with 55 lives, and, when you run out, it'll give you 99 more!

Gunfright
■ Ⓐ ▬
(Ultimate/March 1986) More 3D arcade adventuring, zappier than usual, set in the wild west.

This hack'll give you infinite lives (surprise, surprise), loadsamoney and the ability to change the starting bandit.

10 PAPER 0: INK 0: BORDER 0: CLS
20 FOR F=0 TO 5: PRINT AT 18,0;: IF F=3 THEN PRINT USR 24576
30 LOAD "" CODE: NEXT F
40 POKE 23446,201: PRINT USR 23424: POKE 23446,33: POKE 42355,0
50 POKE 46344,0: POKE 48464,0: POKE 48544,0: POKE 49745,0: REM INFINITE LIVES
60 POKE 43163,255: REM MONEY
70 POKE 43154,0: POKE 42082,3: REM STARTING BANDIT
80 PRINT USR 23446

Gyroscope
■ ▨ Ⓟ
(Melbourne House/January 1986) Early Marble Madness clone.

Multiface Pokes

53922,0		Infinite lives
54033,201		Roam around at will
54354,201		Walk through the nasties
53887,201		All of the above
59149,0		Holds time at 59 seconds

H

Hacker II
■ ✦ �𝕀
(Activision/March 1987) Clever sequel to the classic hacking game.

When logging on, type any of these for replies and other weird and wonderful things...

RED 7	WHITE 6
BLUE 1	ROA
00987	COVER
YASHAR	WOGAN
HIPPY	

Hades Nebula
■ Ⓒ ▬
(Nexus/September 1987) Slowish scrolling shooter like Uridium at 90⁰

10 CLEAR 24575: LET T=0
20 FOR F=23485 TO 23525

30 READ A: POKE F,A
40 LET T=T+(F-23475)*A: NEXT F
50 IF T-127332 THEN STOP
60 LOAD ""CODE: POKE 65134,1
70 RANDOMIZE USR 65088
80 DATA 205,189,254,33,209
90 DATA 91,17,0,64,1
100 DATA 25,0,237,176,62
110 DATA 64,50,134,254,201
120 DATA 33,14,64,17,11
130 DATA 96,1,10,0,237
140 DATA 176,195,0,96,175
150 DATA 50,219,194,195,48
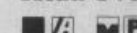160 DATA 117

Hall Of Things
■ Ⓒ ▬
(Design Design/January 1983) Frantic early Speccy shoot 'em up.

Type this hack in and run it (remember to have your master tape handy)...

10 LOAD "" CODE 61263
20 FOR X=61441 TO 61454: POKE X,0: NEXT X
30 POKE 61440,201: POKE 61650,249
40 POKE 61724,27: POKE 61725,241
50 POKE 61549,64: POKE 61550,148
60 RANDOMIZE USR 61441
70 FOR X=61440 TO 61451: READ Z: POKE X,A: NEXT X
80 DATA 17,0,96,33,64,156,1,0,64,237, 176,201
90 RANDOMIZE USR 61440

Once you've got that in, type POKE 32717,0 for infinite energy or no wounds; POKE 35923,n where n is your starting magic and then RANDOMIZE USR 24567 to start the game

Head Over Heels
■ Ⓐ ▬Ⓟ
(Ocean/June 1987) Best of all the 3D isometric games, with two characters and loads of challenging puzzles.

You want some infinite lives? Here's some, care of the Original Speedlock Hacker...
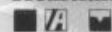
```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 19,209,252,166,255,123,255,69,
252,55,255,175,50,211,164,195,48,112,1293129
```

Multiface Pokes
43132,0	Immunity
42195,0	Lives
35315,0	Super-jumps!

Heartland

■ 🅰 ▼

(Odin/October 1986) Atmospheric fantasy arcade adventure - with colour!

Using the original Speedlock Hacker, here's your infinite time and lives.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
102 POKE 23460,93
```

```
104 POKE 23463,167
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 28,169,232,0,0,93,235,170,232,22,
235,15,62,201,50,94,0,50,233,0,195,168,97,129
4425
```

Heavy On The Magick

■ 🅰 ➡
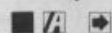
(Gargoyle/July 1986) Totally novel and brilliant interactive graphic adventure.

To reach the Collodon's Pile exit, perform the following 45 steps...

1
Get Grimoire

2
E, N, N, E, E, E

3
"DOOR, SILENCE'

4
N (You will now be granted the Magick Grade of Zelator!)

5
S, W, W, W, N, E

6
BLAST, BLAST, BLAST (or as many as it takes)

7
N, NE

8
PICK UP NOUGAT

9

SE, S, S, SW, SE

10
BLAST, BLAST, BLAST (or as many as it takes)

11
PICK UP SCROLL, TRANSFUSION, TRANSFUSION.

12
NW, NE, N, N, NW, SW, S, W, W

13
BLAST, BLAST, BLAST (or as many as it takes)

14
PICK UP CLASP (this enables you to walk through the fire)

15
E, S, S, E, E, E

16
PICK UP SCROLL

17
W, W, W, N, N, E, N, NE, SE, N, S, W, SW, SE

18
EXAMINE TABLE

19
PICK UP NUGGET, DROP NOUGAT (geddit? groan!) (you can now destroy werewolves just by walking through them)

20
NW, NE, W, N, SW, SW, E, S, S, NW

21
"DOOR, WOLF" (the door opens)

22
N, NW, W, W, S, E, E

23
PICK UP GARLIC, PICK UP BAG

24
W, W, N, E, NE, SE, NE, SE, SW, E, NE, E, S, S

25
PICK UP LOAF, W

26
"DOOR, LUNACY" (the door opens)

27
N, DROP CLASP, PICK UP KEY

28
SW, W, SW, S, S, NW

29
EXAMINE TABLE, DROP KEY (the door opens)

30
N, W, EXAMINE TABLE, DROP BAG (the

door opens)

31
N, SW, SE, SW, E

32
EXAMINE CHEST, PICK UP SLAT

33
W, NE, W, N, N, PICK UP KEY, E, S, SE, NE

34 DROP SLAT

35
SW, N, N, NE, E, NE, S, E, N, N, W, SW, W,
NE, NW, SW, NW, W

36
PICK UP KEY

37
E, SE, NW, SE, SW, E, NE, E, S, S, W, N, SW,
W, SW, S, S, NE

38
EXAMINE TABLE, DROP KEY

39
SW, NW, N, W, RIGHT, PICK UP BAG

40
E, S, SE, NE

41
DROP NUGGET, DROP GARLIC

42
SE, E, RIGHT, DROP BAG, N, SE, S, S, W
(the slat kills the Cyclops)

43
W, W, LEFT, DROP KEY (the door opens)

44
N, SW, W

45
"DOOR, ELEVEN", N

Made it! You're now at the exit to
Collodon's pile!

Heist 2012
⬛🔲 ⬛
*(Firebird/November 1987) Dreary platform
game.*

No messing, let's get straight to the hacks –
and a quicky into the bargain...

10 BORDER 0: PAPER 0: INK 5: CLEAR
25999
20 LOAD "" CODE: POKE 36106,12: POKE
36190,12: RANDOMIZE USR 32766

Helichopper
⬛🔲 ⬛
(Firebird/August 1986) Eldery helicopter shoot

'em up.

When you get to the menu screen press 3, 7,
9, 0, simultaneously for a nice blue screen.
Now type any of these;

forever	Infinite lives
clear	Immortality
show	Demo instead of going back to the menu after the scoring system
screen	Re-enter cheat mode, followed by a number between 1-23 to start the game on that screen. Note you will not be allowed to complete it.
main	Immortality and Infinite lives
restart	Kills all the cheat modes installed

Henry's Hoard
⬛🔲 ⬛
*(Firebird/November 1986) Collect the set type
platform game.*

Another quickie for infinite lives, just type
it in and use it instead of your original
header.

10 CLEAR 65535: FOR N=65000 TO 65012:
READ A: POKE N,A: NEXT N
20 LOAD "" CODE
30 POKE 64776,201: RANDOMIZE USR
65000
40 DATA
205,238,252,175,50,233,135,33,8,253,54,49,233

Highlander
⬛⬛ ➡️
(Ocean/1987) Unexciting film tie-in.

The easiest way to beat your opponent is to
kneel down and keep performing a high
block so that whenever your opponent hits
you, his energy falls and not yours!

Highway Encounter
⬛🔲 ⬛
*(Vortex/July 1986) Spanky sequel to Alien
Highway.*

Just type this hack in and Run it. If you get
"Data Error", check the Data lines as you'll
have probably made a typing error
somewhere. If all's well, start the game
tape from the start.

20 CLEAR 65535: LET T=0

30 FOR N=50038 TO 50147: READ A: POKE
N,A: LET T=T+A: NEXT N
40 IF T-14009 THEN PRINT "DATA
ERROR": STOP
50 FOR N=N TO 1E9: READ A: IF A<999
THEN POKE N,A: NEXT A
60 RANDOMIZE USR 50050
70 DATA 33,0,0,34,122,255,33,228,195,17,
113,255
80 DATA 1,11,0,237,176,195,60,255,221,33,
203,92
90 DATA 17,154,6,55,62,255,205,86,5,48,
241,243
100 DATA 33,253,94,17,171,252,1,246,2,62,
202
110 DATA 205,209,195,33,217,252,84,93,213,
1,200,2
120 DATA 62,132,205,209,195,225,17,80,195,
1,38,0
130 DATA 237,176,33,99,195,34,104,195,34,
108,195
140 DATA 33,89,195,34,116,195,195,80,195
150 DATA 221,33,82,0,221,229,221,33,141,98
160 DATA 221,229,221,225,237,79,195,141,
98,175
170 DATA 50,19,154,50,244,153: REM
INVINCIBLE
180 DATA 50,53,137: REM STOP TIME
190 DATA 999: REM DATA END MARKER

Hive
⬛🔲 ⬛
*(Firebird/March 1987) Clever but ultimately
too obscure 3D vector graphics game.*

Normal rules apply here, except that you
shouldn't have your Kempston Joystick
attached – otherwise the program will
crash.

10 CLEAR 28300
20 LET T=0
30 FOR N=65508 TO 65535
40 READ A: POKE N,A: LET T=T+A*PEEK
A: NEXT N
50 IF T-447152 THEN PRINT "DATA
ERROR": STOP
60 RANDOMIZE USR 65508
70 LOAD ""
80 DATA 243,62,56,237,71,237,94,251,201,50,
201,150
90 DATA 241,255,237,77,245,62,167,50,21,
133,24,241
100 DATA 0,0,0,24

Howard The Duck
⬛⬛ ⬛
*(Activision/July 1987) In his island adventure,
Howard has to get his way around the nasties
without falling in the water.*

For infinite time and so the nasties don't
come at you, type this in and then use it to
load up your original tape.

10 CLEAR 24575
20 LOAD ""CODE 65024
30 POKE 65076,91

```
40 FOR F=23544 TO 23550
50 READ A: POKE F,A: NEXT F
60 RANDOMIZE USR 65024
70 DATA 175,50,125,223,195
80 DATA 248,192
```

Hydrofool
■ 🄰 ▦ P ➡

*(FTL/August 1987) Wacky 3D Sequel to
Sweevo's World*

Horseshoes	KILLS the sea
	horses
Harpoon	KILLS the baby
	whale
Hook	KILLS the wolf
	fish
Spoon	KILLS the
	jellyfish
Nothing	KILLS the
	piranha

For an infinite 'rustometer', type this in and
use it to load the original game tape.

I

I, Ball
🄰 🄾 ▦ P

*(Firebird/November 1987) Neat £1.99 shoot
'em up.*

Here's a hack for infinite lives and time
using the Firebird Hacker

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA
91,11,210,56,199,175,50,16,192,50,75,193,195,
56,207,710727
```
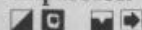
Multiface Pokes

45188,0	Infinite Missiles
49165,0	}
48790,0	} Infinite Lives
49781,33	No gun overheat

Implosion
🄰 🄾 ▦ ➡

*(Cascade/December 1987) Uninspired shoot
'em up in last mission mode.*

Press Z to dive under the grid and catch the
crystals for extra shield power. Shoot the
pods for extra energy too!

And for the hackers, type this in for your
infinities....

```
10 CLEAR 24499: LOAD "" CODE 24500
20 POKE 24557,201
40 RANDOMIZE USR 24500
50 POKE 38029,0: REM INFINITE ENERGY
60 POKE 34278,0: REM INFINITE FUEL
70 POKE 37714,0: REM INFINITE AMMO
80 POKE 34419,0: REM INFINITE LIVES
90 RANDOMIZE USR 32768
```

Impossaball
■ 🄰 ▦

*(Hewson/March 1987) Bouncy ball game in
3D.*

Various options, play the tape from the
START.

```
10 CLEAR 25599: LET t=0
20 FOR f=65437 TO 65479: READ a
```

```
10 BORDER 0: POKE 23693,0
20 CLEAR 24799: LOAD ""CODE
30 LET A=63994: POKE A,26
40 POKE A+1,101: POKE A+53,34
50 POKE A+54,101: RUN USR 6e4
```

Multiface Pokes

25883,0	}
25887,0	}
25891,0	}
25900,0	}
25906,0	} Immunity

```
30 POKE f,a: LET t=t+(f-65427)*a
40 NEXT f: READ a: IF t<>a THEN STOP
50 FOR f=65480 TO 1e9: READ a
60 IF a=999 THEN RANDOMIZE USR
65437
70 POKE f,a: NEXT f
80 DATA 221,33,0,252,17
90 DATA 0,3,62,255,55
100 DATA 205,86,5,48,241
110 DATA 33,0,252,17,255
120 DATA 251,1,19,0,237
130 DATA 176,62,201,50,18
140 DATA 252,205,255,251,33
150 DATA 200,255,34,127,254
160 DATA 195,58,254,184112
170 DATA 62,liv,50,155,160
180 DATA 62,lev,50,130,160
190 DATA 175,50,74,147
200 DATA 175,50,225,160
210 DATA 195,0,128,999
```

Lines 170 to 200 can be deleted if required.
Line 170 gives the number of lives (1-255),
line 180 gives the start level -1, so for level 5
you'd have 62,4,50...., line 190 gives infinite
time and line 200 gives infinite lives.

Multiface Pokes

41185,0	Lives
37706,0	Time

Indiana Jones
■ ■ P 🄸 ➡

*(US Gold/November 1987) Another
monochrome arcade conversion*

Multiface Pokes

33948,0	Infinite Lives

On level one, go forward, up, forward,

down, down, down, down, down, left, across, forward, up, left, across, left, down, forward, down, forward, up, right, up, right, up, left, up, up, left, up, left, up, left, up, kill snake and go into cave. You are now on level two. Once in the mining carts, pull back on the joystick and press fire. Hold it like that and you'll complete the mining section.

If you type 'jingo' into the selection screen you'll get infinite lives.

Infiltrator
■ A ➡
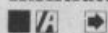
(US Gold/June 1985) Unfashionable search and destroy mission type game

ENEMY CODES	FRIEND CODES
Boomer	Whipple
Zippy	Haymish
Rhambow	Napples
Scum	Gizmo
Buzz	Seth
Rattie	Gomer
Komie	Geoff
Weasle	Dweezil

Into The Eagles Nest
■ ⚁ ▾ P i

(Pandora/May 1987) Second World War Gauntlet clone

Play the original tape from the start. DO NOT delete line 90 but you can delete the other data lines, each gives an infinite something, shown in the data statements.

```
10 CLEAR 57344: LOAD ""CODE
20 POKE 58726,175
30 FOR F=58727 TO 1e9: READ A
40 IF A=999 THEN RUN USR 58368
50 POKE F,A: NEXT F
60 DATA 50,32,143: REM ammo
70 DATA 50,64,158: REM keys
80 DATA 50,176,160: REM hits
90 DATA 201,999: REM end mark
```

When you select the LOAD DATA option (option 9) you are asked for a password, type 02303104. The following cheats can be accessed by getting a high score, then typing the password as your name (N.B. You have to type the spaces);

DAS CHT	Infinite hits
DAS NME	Get rid of nasties
DAS MAP	Map mode. When the game starts you control the cursor. Use the

keys/joysticks to move it around to get a 'feel' of the map, Fire puts you up a level. In the corner you will find a hex address, this is the memory location of where your cursor is situated (useful if you want to write a screen editor). You also get a score of 100,000, useful for using the other cheats).

MAP OFF	Turns the map off.

These passwords also return some interesting replies, although they don't actually aid your gameplay.

CRASH VERSION	SIMON AAAAAAAA
[nothing - just press Enter]	

Multiface Pokes
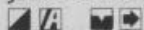| 36640,0 | } |
36641,0	} Infinite Ammo
40512,0	}
40513,0	} Keys
41136,0	}
41137,0	} No hits

J

Jack The Nipper
■ A P

(Gremlin/November 1986) Cheeky arcade adventure involving all kinds of nawty pranks.

Multiface Pokes
| 44278,58 | } |
| 44285,58 | } Immunity |

Jackle and Wide
◢ A ▾ ➡

(Mastertronic/November 1987) Cheap, but good value schizo arcade adventure.

Line 40 gives infinite time, line 50 gives infinite strength and line 60 stops GAME OVER when you touch a nasty.

```
10 CLEAR 24999
20 LOAD ""SCREEN$
30 LOAD ""CODE
40 POKE 45545,0
50 POKE 39248,0
60 POKE 46029,0
70 RANDOMIZE USR 25e3
```

To complete *Jackle and Wide*, first get the sea-sickness pill, as this stops the flood water in the first sewer. Pick up the vanishing hero and axe, but not the sparkling gem as this has no use. Cut a path to sewer seven with the axe, go above it and drop the axe. Go to the side of the rock and drop the vanishing hero: the rock will disappear. Take the key and sponges, but not the wine. Drop the key into keyhole three as this is the safe one, then travel up to the last sewer. Make sure you have the three large sponges, 'cos if you fire these at the floating spikes you regain your strength.

Jailbreak
■ ⚁ P

(Konami/October 1986) A bad attempt to convert the coin-op of the same name.

Multiface Poke
| 50651,0 | Lives |

Jason's Gem
◢ ◙ i

(Mastertronic/June 1985) Lunar Lander for players not interested in graphics.

Load the game as normal, then press W, A and S at the same time – you should hear a little beep, and there you have it, infinite lives!

Jet Set Willy

■ ■ ☰ P 1 ➡

(Software Projects/April 1985) Even though this game itself was a sequel, it marked the start of the biggest craze in computers – the platform game.

Type 'WRITETYPER' to get into the table.

Multiface Pokes

34785,n-1	'x' lives (maximum 32)
35899,0	Infinite Lives
34795,n	Start at room n, normally n=33
41983,255-n	The number of objects (normally n=83)

Try: FOR F=44800 TO 44928: POKE F,PEEK (F+512): NEXT F and one of Matthew Smith's unused sprites is revealed – you'll see the penknife change into a top hat. To see another one alter the 512 to 640, run it again and you'll get a rotating periscope.

Jet Set Willy II

■ ■ ☰ ☐

(Software Projects/March 1985) Jet Set Willy

plus squillions of extra screens.

Here's a quick hack for infinite lives which also lets you choose the start room (contained in the variable ROOM) and the number of objects you need to complete the game (contained within the variable OBJ).

```
10 CLEAR 64999
20 LET OBJ=150
30 LET ROOM=32
40 FOR N=65000 TO 65047: READ A: POKE N,A: NEXT N
50 PAPER 0: INK 0: BORDER 0: CLS
60 RANDOMIZE USR 65000
70 DATA 221,333,0,64,17,56,185,62,255,55,
205,86,5,243,48,240
80 DATA 33,6,254,17,197,100,1,59,0,237,176,
195,0,95
90 DATA 62,195,50,22,122
100 DATA 62,OBJ,50,126,135
110 DATA 62,ROOM,50,75,117
120 DATA 195,0,112
```

Joe Blade

◢ ◪ ☐
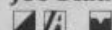
(Players/February 1988) A graphically spiffy arcade adventure

Infinite strength and time when defusing bombs, play the tape from the start.

```
10 CLEAR 32767: LOAD ""CODE
20 FOR F=65469 TO 65478
30 READ A: POKE F,A: NEXT F
40 POKE 65092,106
50 RANDOMIZE USR 65088
60 DATA 175,50,121,124,50
70 DATA 165,147,195,55,139
```

Judge Dredd

■ ■ ☰ ☐

(Melbourne House/February 1987) Platformy beat 'em up based on old stone-face.

Quick'n'simple hack for infinite lives here, just type it in and use it to load up your master tape...

```
10 CLEAR 24700: LOAD ""SCREEN$:
LOAD ""CODE
20 POKE 24936,24: RANDOMIZE USR 24736
```

K

K-Ring

■ ◙ ☐

(Ariolasoft/December 1987) Graphical alien blaster.

For infinite lives, Merge the loader and add this line then Run and restart the tape:
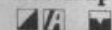
```
15 POKE 33636,0
```

Kai Temple

◢ ◪ P

(Firebird/March 1987) Unpolished Shao-Lin's Road clone

Multiface Pokes
47783,0	}
47824,0	} Infinite lives

Kat Trap

◢ ◪ ☐

(Streetwise/January 1987) Arcade adventure based on mysterious planet.

```
10 LET t=0: FOR f=3e4 TO 30016: READ a
20 POKE f,a: LET t=t+(f-29990)*a: NEXT f
30 READ a: IF t<>a THEN STOP
40 RANDOMIZE USR 3e4
50 DATA 205,86,5,221,33
60 DATA 215,253,17,0,1
70 DATA 62,255,55,205,86
80 DATA 5,201,33907
90 POKE 65136,220: POKE 65137,255
100 LET t=0: FOR f=65500 TO 65507
110 READ a: POKE f,a
120 LET t=t+(f-65490)*a: NEXT f
130 READ a: IF t<>a THEN STOP
140 RANDOMIZE USR 65024
150 DATA 62,45,50,63,121,195,0,108,8989 :
REM for infinite lives
150 DATA 62,liv,50,178,114,195,0,108,9891 :
REM for x lives
```

Also need this line if using x lives:

```
125 LET t=t-(11*liv)
```

Kickboxing

◢ ◪ ☐

(Firebird/February 1987) Bad 3D martial arts game.

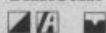Infinite endurance and bonus care of the Firebird Hacker.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
```

```
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,11,196,224,96,175,50,196,217,
50,165,221,195,9,217,716358
```

Kinetik

■ *A* ◪

(Firebird/March 1987) Frustrating sci fi extravaganza.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
```

```
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123;112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 93,8,171,236,94,175,50,46,242,195,
68,197,704679
```

Kokotoni Wolf

■ *A* ◪
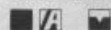
(Elite/January 1985) Time-hopping the universe of an evil God

Take the invincibility hack against the nasties.

```
10 POKE 23693,4: CLEAR 24100: LOAD
""CODE
20 LOAD "" CODE: RANDOMIZE USR
65100: LOAD ""CODE
30 POKE 28929,8: POKE 28934,8: POKE
28939,8
40 RANDOMIZE USR 41712
```

Krakout

■ ◪ ◪P

(Gremlin/April 1987) Horizontal Breakout clone that failed to impress.

Infinite bats, play tape from the start.

```
 10 CLEAR 65535
 20 LET d=3e4: FOR f=1 TO 10
 30 READ a$,a: LET t=0
 40 LET c=f+999: FOR g=1 TO 5
 50 LET b=(CODE a$(g*2-1)-48-7*(CODE
a$(g*2-1)>57))*16+(CODE a$(g*2)-48-
7*(CODE a$(g*2)>57))
 60 POKE d,b
 70 LET t=t+b: LET d=d+1
 80 IF d=30041 THEN LET d=65192
 90 NEXT g
100 IF t<>a THEN PRINT "Error in line ";c:
STOP
110 PRINT "Line ";c;" OK"
120 NEXT f: RANDOMIZE USR 3e4
1000 DATA "DD21CB7F11",601
1001 DATA "40013EFF37",437
1002 DATA "CD560530F1",585
1003 DATA "3E8032F67F",613
1004 DATA "3EFE322F80",541
1005 DATA "C3F47F80DF",917
1006 DATA "B5D1B1908D",852
1007 DATA "8B97CEC6C7",893
1008 DATA "C8AF32E5B5",835
1009 DATA "C3A88B0000",502
```
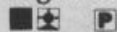
Multiface Pokes
46565,0   Infinite lives

L

Legend Of Kage

■ ✿ P

(US Gold/November 1986) Simple and unattractive scrolling martial arts game.

Multiface Pokes
30609,200   Infinite Lives

Light Force

■ C P

(FTL/September 1986) Psychedelic shoot 'em up.

Multiface Pokes
40725,0   Infinite Lives

Locomotion

◪✿ ◪

(Mastertronic/May 1985) Cunningly simple keep the train going game.

You'll get infinite stopclock with this little hack, oh, and here's a quick tactics hint; freeze train, build track, unfreeze train...

```
10 CLS: LET A=63000: FOR F=0 TO 4
20 LET T=0: FOR N=0 TO 9: READ A:
POKE A,S: LET T=T+S: LET A=A+1: NEXT
N
30 READ B: IF T<>B THEN PRINT "ERROR
IN LINE "; 100+F*10: STOP
40 NEXT F
```

```
50 PRINT AT 10,0;"PLAY TAPE FROM
START"
60 RANDOMIZE USR 63000
100 DATA 221,33,203,92,17,141,0,55,62,255,
1079
110 DATA 205,86,5,48,241,33,48,246,34,85,
1031
120 DATA 93,195,38,93,205.86,5,33,60,246,
1054
130 DATA 34,187,92,195,0,91,205,86,5,62,957
140 DATA 195,50,200,152,195,232,195,0,0,0,
1219
```

M

Mag Max
■ C ■ P

(Imagine/February 1987) Horizontal shoot 'em up with tiny graphics and impossible gameplay.

This routine uses the Speedlock Hacker for infinite lives.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 255,191,232,229,116,238,0,133,65,
238,205,132,73,136,34,136,233,135,175,50,107,
228,49,167,97,195,0,192,87510
```

Multiface Pokes
58472,12   Infinite Lives

Marble Madness Construction Set
■ ■   ■

(Melbourne House/September 1986) 'Build your own game' add-on for original classic game.

For infinite time, Merge the loader and then add POKE 39579,0 in line 40 in front of the RANDOMIZE USR 59e3 - then all you have to type is RUN!

Mario Bros
■ ■   ■ P

(Ocean/November 1986) Fun little beat 'em up come platform game.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
102 POKE 23459,170 :REM for infinite Pow
103 POKE 23462,197 :REM for infinite
bonus time
104 POKE 23464,lives
105 POKE 23469,bonus time
106 POKE 23474,level
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112  .
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 15,145,252,0,0,68,255,69,252,243,
254,28,175,50,138,138,0,50,228,0,62,5,50,187,1
96,62,30,50,25,199,62,1,50,195,196,195,0,180,1
349701
```

Multiface Pokes
44079,0   Infinite Lives

Martianoids
■ C   ■ ■

(Ultimate/June 1987) 3D shoot 'em up with nice graphics but not much in the way of gameplay.

Here's a quicky for infinite lives, just type it in and use it to load your original.

```
10 CLEAR 24576: LOAD ""CODE
20 RUN USR 24576: LOAD ""CODE
30 POKE 46793,0: RUN USR 24576
```

Masters Of The Universe
■ ■   ■

(US Gold/March 1987) Arcade adventure with jerky graphics and no gameplay.

Line 45 gives infinite moons and line 47 stops the nasty coming out of the swamp in screen 1. Either can be deleted - play your original game tape from the start.

```
45 POKE 25451,60
47 POKE 27107,0
100 MERGE "": RUN
```

Mercenary
■ ■   ■

(Ocean/September 1987) A legend in 3D simulators. Brilliant.

For a start you need the photon emitter to see when entering dark rooms. You'll also need the six keys to get various useful objects. The shape of the doors refers to the shape of the key needed, except rectangular doors, which don't need a key. The 'power amp' allows you to reach the 'Palyar Colony Craft' when using the 'Dominion Dart' space craft. Here is a short list of useful reference numbers (All the following numbers are positive):

03-15	Hanger (interstellar craft)
03-00	Hanger (Mechanoid craft)
09-06	Hanger
09-05	Hanger (GBV craft)
81-35	Hanger (Gold is near)
11-13	Hanger
12-13	Jordan Airport (with GBV craft)

If you want to blow away a Commie 64 (C=) sign, there is one at 13-04. To earn money, take 'energy crystal' to either energy room, take 'useful armament' to armoury, take 'large box' to stores, take 93921 supply to conference room, take 'catering

provisions' to kitchen, or take Mechanoid to interview room.

Metrocross

■ ☑ ℗

(US Gold/June 1987) Official licence from the race-against-time arcader.

Multiface Pokes
43006,195   }
44490,0   } Infinite Time

Micronaut One

■ ▣ ➡

(Nexus/September 1987) 3D maze, shoot 'em up with elements of strategy to keep you awake.

Collect the small clouds which float about the tunnels as these increase your energy. Destroy all the webs by shooting the grey blobs. Don't shoot the eggs, as it wastes energy. Only attend to the ETUs when they are at the 'Danger' or 'Critical', or you waste time. The other objects in the tunnel are only there to get in your way, so don't waste time and energy shooting at them. The first three levels are the Tunnels Of Ceres, The Tunnels Of Ganymede and The Tunnels Of Phobos...

Moley Christmas

▨▤ ①➡

(Gremlin/January 1988) Freebie on the front of YS for all platforming addicts.

Room 1: Gremlin HQ
Go up to the left hand side of the screen and collect the disk. Come down the ladder and go right, picking up all the objects on the way and avoiding the creepies. Go to the place where the ladder goes up to the top of the screen. Climb this ladder and go right, avoiding the monster. Get the final object and drop off the end of the platform and wait for the gateway to the next room to fall on you. Okay? That's room one...

Room 2: The Mastering Plant
Go right, avoiding the spool which is rolling towards you. Jump on the chairs and get the first object. Climb the ladder to the first platform and go left until you're between the two control boxes. When the wire which you are standing on starts to flash, go left and up and up and jump on to the conveyor belt. Drop off the edge and wait for the spool to fall on you. There goes another room...

Room 3: The Duplication Plant
You should now be carrying the spool from the last room. Go up the ladder avoiding the crusher. Go to the black box and STOP!!! Very quickly, go right, then left, and the spool should appear on the black box. You must not touch this as it will kill

you. Drop down, go right to the platform just above the tape dispenser and wait. When the eight tapes are piled up, drop down and walk into them. And so ends this easy room!

Room 4: The M1
You should now be carrying the tapes. Go right until you arrive at the bottom of the screen. Go towards the little car that has the teeth. Slowly walk about half-way into it. The teeth should chomp, and as soon as they've done this, walk past the car into the YS offices. Easy so far!?

Room 5: YS Offices (Quiet Please)
Okay, now go collecting everything, avoiding the PacMan Monster. When the flying cassette at the top is left on the screen, go up and right. Get the last object and walk onto the pile of tapes. Right? That's another room done – and you should still have all your lives left!

Room 6: The Newsagents
Collect one tape and take it across the road to the shop. Do this until all the tapes are gone. And that's it! You've done it! Well done.

Monty can do strange things! In Moley Christmas, Room one, Monty can fly and walk through thin air.' Do as follows: Jump onto the first block and position Monty in between the two tape cables and press down. If nothing happens, reposition Monty and try again until he starts to move down. When he reaches the bottom of the screen, press jump twice and Monty will dig – his little bum will appear at the top of the screen.
Anything more than his legs and bum means you've boobed, but if all is well, move Monty to the left of the screen and he'll drop down, and walk to the cove on the far right of the screen. Keep pressing down and fire and Monty will appear at the top of the screen, this time normal again. So Monty can dig, fly and walk through the air. Oh, by the way, while in dig/fly mode, Monty can't collect any objects.

Monkey Business

■ ☑ ▨

(Artic/July 1984) Kong lookalike from the archives.

Load the first part of the program and stop the tape when you get the message 'Program Loading' and press Break. LIST line 2000 and change LET G=0 to the number of lives you want. Type GO TO 800 and restart the tape to get things going again.

Moon Cresta

■ ☑ ▨

(Incentive/April 1983) Officially licensed shoot 'em up with great graphics and amazing speed.

Immortality (although you can still die if you fail a dock), play the tape from the start.

```
10 CLEAR 29e3: LET t=0
20 FOR f=3e4 TO 30122
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1006895 THEN STOP
60 RANDOMIZE USR 3e4
70 DATA 221,33,180,232,17
80 DATA 88,2,62,7,55
90 DATA 205,86,5,48,241
100 DATA 33,180,232,1,254
110 DATA 1,126,237,103,35
120 DATA 11,120,177,32,247
130 DATA 33,198,232,34,181
140 DATA 232,33,32,247,34
150 DATA 195,232,62,201,50
160 DATA 197,232,205,180,232
170 DATA 33,215,232,17,208
180 DATA 92,1,16,1,237
190 DATA 176,33,123,117,17
200 DATA 224,93,1,0,1
210 DATA 237,176,195,208,92
220 DATA 62,32,50,14,235
230 DATA 33,247,201,34,15
240 DATA 235,205,232,234,62
250 DATA 195,50,65,235,33
260 DATA 160,117,34,66,235
270 DATA 195,17,235,1,96
280 DATA 54,82,50,17,14
290 DATA 12,24,175,50,182
300 DATA 148,50,229,148,49
310 DATA 47,117,233
```

Motos

▨▤ ℗➡

(Mastertronic/March 1987) Multi-levelled platform game with complex puzzles.

42241,0   Infinite Lives
33270,n   n=start level, power
                 and jump bits (1-60)

Screen 1: Dead simple
Screen 2: Knock beacons off then kill ring before other balls
Screen 3: Get P then bong aliens while in centre of the screen
Screen 4: Get jump then bump spider, stay near centre of the screen and kill
Screen 5: Get jump to high, then grab jump and P, then bump
Screen 6: Get P, then bonus, then ring
Screen 7: Power 3/4 of max, get P
Screen 8: Power 3/4 of max, get P by jumping, bonus then jump
Screen 9: Power 3/4 of max. Stay near centre, just keep going
Screen 10: Collect bonus, if any, then the P, kill
Screen 11: Power 1/3 then bump away
Screen 12: Power 1/2, no jump, bump
Screen 13: Power 1/2, no jump, collect jump
Screen 14: Power 1/2, collect every symbol
Screen 15: Low power, only collect if desperate
Screen 16: 1/2 power, preserve!
Screen 17: Full except 2, easy

Screen 18: 1 power point, bonus
Screen 19: Get bonus, power high
Screen 20: No P, get p's

Mountie Mick's Death Ride
■ ◪ ◪

(Ariolasoft/May 1987) Dodge the gaps and kill the nasties in this Fall Guy clone.

Infinite lives, battery, ammo

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
```

```
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 255,183,238,228,86,238,239,249,
251,42,185,84,90,253,42,253,241,252,175,50,10
9,137,50,108,178,50,146,182,49,167,97,195,0,9
1,125182
```

Mutants
■ ◘ ◪

(Imagine/July 1987) Clever strategy game with a splash of shoot 'em up.

Infinite lives care of the Speedlock II hacker
(go on, type it in then...)

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
```

```
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 200,175,249,228,96,238,250,182,0,
0,0,85,87,186,39,186,238,185,175,50,227,115,4
9,255,96,195,0,99,87091
```

N

1942
■ ◪ ◪P

(Elite/Reviewed issue 11, November 1986) You look down on this arcade conversion as you fly a WWII bomber blowing everything in sight to smithereens.

Play the tape from the start. Line 70 gives infinite rolls and line 80 gives infinite lives. Line 90 is the end of line marker and cannot be deleted.

```
10 CLEAR 64999: LOAD ""CODE
20 POKE 65332,237: POKE 65333,255
30 FOR f=65517 TO 1e9: READ a
40 IF a=999 THEN RANDOMIZE USR
65288
50 POKE f,a: NEXT f
60 DATA 175
70 DATA 50,54,182
80 DATA 50,248,204
```

```
90 DATA 195,47,204,999
```

Multiface Pokes
47007,0   Infinite Lives

Nebulus
■ ◘ ◪

(Hewson/March 1988) Brilliant shoot 'em up and strategy game with some great effects.

```
10 FOR N=23296 TO 23302: READ A: POKE
N,A: NEXT N
20 CLEAR 25086: LOAD ""CODE
30 POKE 65102,103: RANDOMIZE USR
64512
40 DATA 175,50,153,128,195,0,128
```

Nemesis
■ ◪ ◪t

(Konami/May 1987) Horizontally scrolling shoot 'em up with basic graphics.

First of all, get a two-player game and make sure that player two gets onto level two or higher. Then have another two player game and you'll notice that player two will start on the level you got up to in your first game. Aborting will not affect this.

Type this and RUN, play the tape from the start for infinite lives.

```
57 POKE 51949,0
100 MERGE "": RUN
```

Nemesis The Warlock

■ ■: ■

(Martech/April 1987) Platform game with messy graphics.

To get off of level two, walk to the back of the long platform in the bottom right-hand corner of the screen and jump straight up, until Torquemada's message comes up. When you enter the next screen, you should be standing on a platform above the pit.

Nether Earth

■ ▨ ■

(Quicksilva/August 1987) Fairly boring strategy game with average graphics but jerky scrolling.

Infinite credits when building robots (give them all the smart doobries), play tape from the start.

```
10 POKE 23693,0: POKE 23624,0
20 CLEAR 65535: LET a=64730
30 LOAD ""CODE a
40 POKE a+23,255
50 FOR f=65280 TO 65288
60 READ a: POKE f,a; NEXT f
70 RANDOMIZE USR 64730
80 DATA 175,50,128,202,33
90 DATA 0,166,229,233
```

Nexor

■ ▨ ■
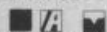
(Design Design/July 1986) 3D runaround, although fairly boring.

Just type this hack in, RUN it and play the Nexor tape from the start...

```
10 CLEAR 65535: FOR N=23296 TO 23317:
READ A: POKE N,A: NEXT N
```

```
20 RANDOMIZE USR 23296
30 FOR N=63916 TO 63922: READ A: POKE
N.A: NEXT N
40 RANDOMIZE USR 63744
50 DATA 62,255,55,221,33,229,248,17,137,1,
205,86,5
60 DATA 48,243,33,172,249,34,112,249,201
70 DATA 175,50,116,141,195,0,120
```

Nightmare Rally

■ ▨ ■■

(Ocean/October 1987) Fabbie little 3D driverama.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
```

```
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 17,241,130,0,0,169,133,0,255,84,
133,9,62,182,50,180,162,195,0,128,1282793
```

When entering your name, type these for a BEEP to start the game on the desired level:

CHEVRON   SYMBOLQ
AVENUE   EXHAUST

Nightshade

■ ▨ ■
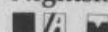
(Ultimate/May 1985) 3D spooky little runaround.

```
10 LOAD ""CODE: LOAD ""CODE: LOAD
""CODE
20 POKE 23453,201: PRINT USR 23424
30 REM PUT POKES HERE
40 REM AND HERE
50 REM AND HERE
60 POKE 23453,33: LOAD ""CODE: LOAD
""CODE
70 PRINT USR 23453
```

And here are the pokes that'll fill out lines 30, 40 and 50; POKE 52665,33: POKE 52668,52 for infinite lives; POKE 49228,20 to run fast all the time; POKE 52900,0: POKE 52901,0: POKE 52902,0 to see the final screen when you die. (Put the ones you want into the listing, but remember, the first and last pokes aren't going to be too much cop together since you can't die!)

N

Ninja

◢ ⬆ ➡

(Mastertronic/October 1987) Classic beat 'em-up budget game.

To kick off with, here's some hints to get you through the game...

1

It's always best to walk right, as the keyboard controls are easier to use and the shurikens are easier to throw when walking this way.

2

Try to hit the Thugs with body punches, as this is the only punch the Thug will use against you.

3

Ninja are best confused by taking a flying kick, so they don't know which ones to use against you. Watch out for the sword, though! *Never* throw things at them – they throw them back!

4

Karetekas are near enough impossible to beat on later levels, but try flying kicks and on the earlier screens use a body kick.

Ninja Hamster

■ ⬆ ➡

(CRL/January 1987) Fabbie little beat 'em up which introduced humour to the over-serious subject of Ninja.

Sinister Rat
If you can't beat this guy, then you're obviously a cretin and you may as well give up! Just use him as a warm-up for all your moves.

Lizard of Death
Still fairly easy. Use a mixture of flying kicks and mid kicks.

Mean Monkey
To kill this baddy, use flying kicks to soften him up, then close in and use mid kicks.

Barmy Bee
This guy is tough! Avoid his flying kicks or counter with your own. Use foot sweeps at medium range, or use high kicks when in really close.

Crazy Cat
Use lots of mid kicks and a few flying kicks. He'll drain lots of your energy if his claws touch you!

Perilous Parrot
Don't just use foot sweeps, 'cos he'll just lie down and peck you to death. Use mid kicks and flying kicks.

Mad Dog
This football player is easier to beat than most. Just keep using foot sweeps.

Loony Lobster
The ultimate baddy! Use foot sweeps only – but praying might help, I guess!

Ninja Scooter

◢ ⬆ ◼

(Firebird/April 1988) Below average game in the Motocross mould.

Take some infinite time here, care of the Beepload Multipoke (see part 6).

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA
91,13,174,41,156,175,50,72,176,62,201,50,40,1
79,195,0,168,713428
```

Nodes Of Yesod

■ ◰ ◼
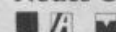
(Odin/September 1984) Arcade adventure with very cute graphics – I simply lurve the Moon-mole!

"YS keep out!" was the message in the basic– so how could we resist it! Here's a hack for infinite lives...

```
10 LET S=30000: LET N=21: GO SUB 20:
RANDOMIZE USR 30000
15 LET S=63218: LET N=7: GO SUB 20:
RANDOMIZE USR 63201
20 FOR X=S TO S+N-1: READ Y: POKE X,Y:
NEXT X: RETURN
30 DATA
17,17,0,175,205,60,117,17,250,2,62,255,221,33
40 DATA
188,244,55,205,86,5,201,175,50,149,127,195,0,
226
```

Nosferatu

■ ◰ ◼ P
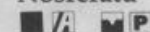
(Design Design/November 1986) 3D walkabout game where you have to kill the famous vampire.

Line 150 gives infinite time, line 160 gives no sprites or objects and line 170 stops the nasties moving. You can delete the data lines 150-170 if you don't want the option.
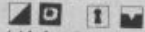
```
10 LET t=0: FOR f=3e4 TO 30016
20 READ a: POKE f,a
30 LET t=t+(f-29990)*a: NEXT f
40 READ a: IF t<>a THEN STOP
50 DATA 205,86,5,221,33
60 DATA 215,253,17,189,0
70 DATA 62,255,55,205,86
80 DATA 5,201,37290
90 RANDOMIZE USR 3e4
100 POKE 65137,255: LET t=0
110 FOR f=65280 TO 1e9: READ a
120 IF a=999 THEN RANDOMIZE USR
65024
130 POKE f,a: NEXT f
140 DATA 175
150 DATA 50,243,126
160 DATA 50,196,132
170 DATA 62,201,50,111,155
180 DATA 195,0,118,999
```

Multiface Pokes

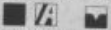|	
32499,0	Time
39791,201	No nasties

O

Oblivion

■ ▣ ▮ ◪

(Alpha Omega/June 1985) Below average shoot-em-up with very silly graphics.

When playing press 1 2 Z X C V simultaneously to go to the next level.

On The Run

■ ▨ ◪

(Design Design/August 1985) Massive arcade-adventure with fantastic graphics but not much in the way of game-play. A bit of a shame, really.

Play the tape from the start. Line 150 gives infinite energy, line 160 gives infinite time and line 170 gets rid of enemy sprites. They can be deleted, but the rest of the program must stay intact.

```
10 LET t=0: FOR f=3e4 TO 30016
20 READ a: POKE f,a
30 LET t=t+(f-29990)*a: NEXT f
40 READ a: IF t<>a THEN STOP
50 RANDOMIZE USR 3e4
60 DATA 205,86,5,221,33
70 DATA 216,231,17,0,1
80 DATA 62,255,55,205,86
90 DATA 5,201,33570
100 POKE 59504,230: POKE 59505,255
120 FOR f=65510 TO 1e9: READ a
130 IF a=999 THEN RANDOMIZE USR
59392
140 POKE f,a: NEXT f
150 DATA 62,201,50,114,152
160 DATA 62,182,50,149,170
170 DATA 62,201,50,116,141
180 DATA 195,0,126,999
```

Orbix The Terrorball

■ ▨ ◪ ▣
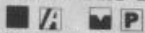
(Streetwize/September 1986) 3D bounce-em-up but no-one could work out how to play it!

Don't re-number this program because it is going to be MERGEd. When the game has

loaded, press any key, then type POKE 32188,0 for infinite lives, then RANDOMIZE USR 36560 to start the game.

```
2 CLEAR 65520: MERGE ""
4 FOR f=65523 TO 65535
6 POKE f, PEEK (f-41760)
8 NEXT f: POKE 65529,191
10 RANDOMIZE USR 65523
```

Multiface Pokes

```
32127,0          }
32188,0          } Infinite lives
```

Oriental Hero

■ ▲ ◪

(Firebird/July 1987) Amazingly fast beat-em-up which was too fast for just about everyone. Totally unplayable.

Infinite lives, play tape from the start

```
10 CLEAR 65535: LET t=0
20 FOR f=65410 TO 65436
30 READ a: POKE f,a
40 LET t=t+(f-65400)*a: NEXT f
50 IF t<>72159 THEN STOP
60 MERGE "": RUN USR 64510
70 DATA 205,86,5,221,33
80 DATA 0,64,17,120,191
90 DATA 62,255,55,33,150
100 DATA 255,229,195,86,5
110 DATA 175,50,70,113,195
120 DATA 64,131
```

Out Run

■ ▨ ◪ ➡
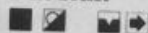
(US Gold/September 1987) Coin-op conversion of the cult racing game. Unfortunately not a patch on the original (but hardly surprising, really)

Use the gears to slow you down as the speed drops down from 280km/h to 189km/h straight away. This is useful on corners and when approaching other

vehicles. As you pass other cars, change up again and acclerate away. From the start, head for the lefthand checkpoints, as these seem to be the easiest tracks.

The Speedlock III hacker comes into play with this handy Poke for infinite time.

```
10 CLEAR 45e3: LET t=0
20 FOR f=3e4 TO 30139
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1077568 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
180 DATA 32,2,54,0,33
190 DATA 36,116,126,254,249
200 DATA 32,2,54,0,235
210 DATA 54,201,205,20,116
220 DATA 225,193,9,193,16
230 DATA 209,42,188,117,1
240 DATA 112,11,9,1,100
250 DATA 0,62,243,237,177
260 DATA 43,1,0,4,237
270 DATA 66,17,169,250,1
280 DATA 0,6,237,176,33
290 DATA 150,117,34,195,254
300 DATA 195,169,254,1,96
310 DATA 54,82,50,17,14
320 DATA 12,24,205,28,254
330 DATA 33,38,255,1,100
340 DATA 0,62,217,237,177
350 DATA 54,72,54,72,43
360 DATA 54,0,33,190,177
370 DATA 17,217,254,1,40
380 DATA 0,237,176,201,17
390 DATA 36,57,14,25,23
400 DATA 19,223,33,175,158,53,195,0,
72,1090305
```

P

Panzadrome

■ 🅰 📼

(Ariolasoft/January 1986) View-from-the-top tank maze game.

Fill up your tank with this hacking program. Type it in and run it, if all goes well you should get the 'Start tape and press any key' message. At this point, put a blank cassette in the tape recorder and Save off the code. Reset your Speccy and type in: CLEAR 24599: LOAD "PANZ-C" CODE 24000: RANDOMIZE USR 24000. Now play the piece of code that you've just Saved, and when that's loaded, put the game in the recorder and fast forward it past the Basic loader. Then you simply need to load the game – your tank should have all the accessories fitted. Prepare to go a-Romelling.

```
10 LET T=0: FOR N=40000 TO 1E9
20 READ A: POKE N,A: LET T=T+A: IF
A<>27 THEN NEXT N
30 DATA 221,33,64,156,17,0,28,55,62,255,
205,86,5,33,64,156,17,0,64,1,99,27
40 IF T<>1648 THEN PRINT "DATA
ERROR": STOP
50 LET T=0: FOR N=N+1 TO 1E9: READ A:
LET T=T+A: POKE N,A: IF A<>19 THEN
NEXT N
60 DATA 237,176,221,33,24,96,17,232,159,62,
255,55
70 DATA 205,86,5,62,1,50,57,100,205,24,96,
195,3,19
80 IF T<>2675 THEN PRINT "DATA
ERROR": STOP
90 SAVE "PANZ-C" CODE 40000,102
```

Paperboy

■ 📽 📼 🅿

(Elite/October 1986) Monochrome conversion of the famous chuck-em-through-windows game.

Play the tape from the start. Line 50 gives infinite lives and line 60 gives infinite papers, either can be deleted if not wanted. Note that the top of the screen is corrupted when using this program, don't worry about that.

```
10 LOAD ""CODE
20 FOR f=65046 TO 1e9: READ a
30 IF a=999 THEN RANDOMIZE USR 65e3
40 POKE f,a: NEXT f
50 DATA 62,183,50,145,197
60 DATA 62,45,50,111,192
70 DATA 999
```

Multiface Pokes

49263,0	Papers
50577,190	Infinite lives
50495,201	Immunity

Parabola

🔳 ⬆ 📼

(Firebird/July 1987) Clever 3D puzzle game in the same mould as Kirel. Great value for two quid.

It's infinite lives time again, this time care of the Firebird Bleepload hacker...

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 189,8,171,80,195,175,50,159,149,
195,248,132,707507
```

Park Patrol

🔳 🅾 📼

(Firebird/Feburary 1988) Instantly forgettable game with graphics that look like they've come out of the Stone Age.

What's this? The Bleepload Multipoke gets an airing for a second time? Infinite lives, here we come...

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA
91,8,207,57,195,175,50,189,210,195,32,203,705
439
```

Pentagram

■ 🅰 📼 🅿
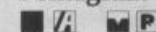
(Ultimate/September 1986) What Sabre-man did after Knight Lore. A grave disappointment according to some people.

```
10 CLEAR 24064
20 PRINT "PLAY TAPE FROM START"
30 LOAD ""SCREEN$: LOAD ""CODE
24064
40 POKE 49917,0: REM LIVES
50 POKE 50751,0: REM JUMP
70 PRINT USR 24064
80 DATA 50,234,249,62,201,50,235,249,205,
177,249,33,91,91,17,160,252,1,7,0,237,176
90 DATA 195,127,252,175,50,190,143,0,0,0,
62,231,50,133,91,33,177,250,229,209,1,6
100 DATA 2,58,133,91,206,10,56,11,50,133,91,
174,119,237,160,234,111,91,201,196,128,24,24
1,193
```

Multiface Poke

49977,182	Infinite lives

Π R ²

◪ ⬒ ◪

(Quicksilva/August 1986) A tremendously playable puzzle game where you go round and round trying to collect little blobs with Maths signs written on them.

MERGE one of these pokes into your loader then RUN and restart the tape:

POKE 38752,0   Infinite lives
POKE 38481,0   Infinite energy

Play For Your Life

◪ ⬒   ➡

(Ocean/December 1987) Strange tennis type arcade game which was free with YS.

Here's the gen on how to play for your life!

1
Hit the robot opponent with your bat, it's much faster and gives him a hell of a headache, whilst running his energy down.

2
The net which changes shapes on its sides is deadly. Jump up against it, but not onto it to hit the robot or you'll lose energy.

3
Don't bother with the random screen option, 'cos this will start you on a harder set of screens with a rating of -A-.

4
On the screen which has the two balls (fnar), jump between the balls and then by them to get the robot.

5
If you have a small thingy trundling around trying to kill you, then jump against the net to get through to the other side and the robot.

6
It's easier to judge where a ball is by watching its shadow.

7
When trying to hit balls, stay in the centre of the playing area.

8
Dodge other objects like big balls, the giant eggcup and the big coin.

9
When confronted with all four balls starting at the same time, jump forward twice and then press fire. Three of the four balls should land in the goal.
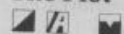
Plexar

◪ 🅰 ◪
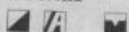
(Mastertronic/June 1987) A bouncy-ball game in a similar mould to Gremlin's Trailblazer. Great graphics but not a lot of game to go with them.

Infinite lives, play tape from the start

```
10 LOAD ""CODE: POKE 37331,91
20 FOR f=23432 TO 23438
30 READ a: POKE f,a: NEXT f
40 RANDOMIZE USR 37263
50 DATA 175,50,138,186,195
60 DATA 136,144
```

The Plot

◪ 🅰 ◪

(Firebird/April 1988) A case of nice graphics, shame about the game. You have to blow up the Houses of Parliament (well, it's different!)

Infinite lives or energy with the Bleepload MultiPoke (see part 6).

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
105 POKE 32885,174 : REM for infinite
energy or
105 POKE 32888,183 : REM for infinite lives
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA
91,11,222,57,195,175,50,114,0,50,252,0,195,0,2
55
```

Potty Pigeon

◼ 🅰 ◪
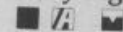
(Gremlin/April 1985) A highly boring arcade-adventure with nothing to do but collect worms.

Here's a quick hack that'll give you 256 lives (if you can stand it!). Out with the umbrelllas lads (and lasses).

```
10 CLS: LET T=0
20 FOR N=23296 TO 23346
30 READ A: POKE N,A: LET T=T+A: NEXT
N
50 IF T<>4732 THE PRINT "ERROR.
PLEASE RECHECK": STOP
60 PRINT TAB 3; "PLAY POTTY PIGEON
TAPE"
70 RANDOMIZE USR 23296
100 DATA
62,255,55,221,33,203,92,17,152,3,205,86,5,48,2
41
110 DATA
62,97,17,1,192,33,40,94,1,7,2,205,80,96
120 DATA
33,43,91,1,8,0,17,5,194,237,176,195,119,193
130 DATA 62,47,50,75,101,195,192,93
```

Project Future

◼ 🅰 ◪
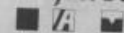
(Micromania/June 85) Well acclaimed arcade game of its time.

Here's a Poke that'll give you 255 lives. Merge in the Basic loader, edit line 1 and insert POKE 30147,255: before the PRINT USR 31000. Then just Run the program and restart the tape.

Psi Chess

◼ ⬒ ➡

(The Edge/June 1986) 3D chess game (surprise surprise) with nice graphics

Try a white move first (you are white), then press T to save. Then press break for 5 seconds until you get Basic. Now you can type RANDOMIZE USR 34900 and a clock starts ticking in the corner of the listing. Macintosh, eat yer heart out!

Psycho Soldier

◼ ◪ ◪

(Ocean/August 1987) What Athena did next. Very boring game with nothing to do.

Infinite lives and bombs care of the Speedlock III hacker

```
10 CLEAR 45e3: LET t=0
20 FOR f=3e4 TO 30139
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1077568 THEN STOP
60 FOR f=f TO 1e9: READ a
```

```
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
180 DATA 32,2,54,0,33
190 DATA 36,116,126,254,249
200 DATA 32,2,54,0,235
210 DATA 54,201,205,20,116
220 DATA 225,193,9,193,16
230 DATA 209,42,188,117,1
240 DATA 112,11,9,1,100
250 DATA 0,62,243,237,177
260 DATA 43,1,0,4,237
270 DATA 66,17,169,250,1
280 DATA 0,6,237,176,33
290 DATA 150,117,34,195,254
300 DATA 195,169,254,1,96
310 DATA 54,82,50,17,14
320 DATA 12,24,205,28,254
330 DATA 33,38,255,1,100
340 DATA 0,62,217,237,177
350 DATA 54,72,54,72,43
360 DATA 54,0,33,190,177
370 DATA 17,217,254,1,40
380 DATA 0,237,176,201,17
390 DATA 36,57,14,25,23
400 DATA
20,223,175,50,103,159,50,187,156,195,0,72,109
8802
```

Pud Pud
■ 🅰 🅟
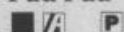
(Ocean/March 1985) A real weirdo arcade adventure. The first of Jonathan Smith's games (say no more).

Multiface Poke
49287,0   Infinite Pud-Puds

Pulsator
■ 🅰 ◾
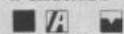
(Martech/February 1987) This interestingly named maze game stimulated a crescendo of oo-er's from the reviewer.

The original Speedlock MultiPoker gets an airing here to provide, of course, infinite lives.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
```

```
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 18,209,252,165,255,120,255,160,
91,55,255,0,175,50,170,135,195,0,91,1287949
```

Pyjamarama
■ 🅰 ◾
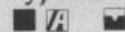
(Mikro Gen/January 1985) The second Wally Week game, this time an arcade adventure, which many people found very difficult. Little did they know that they were to get harder and harder....

There are two versions of Pyjamarama, so if you've got the earlier one (without the demo feature), use the following routine. Owners of the newer version skip to second routine.

The hyperload makes things a bit tricky, so a small program is required to get round it;

```
10 CLEAR 29999: RESTORE 70
20 FOR N=1 TO 14
30 READ A: POKE N+29999,A
40 NEXT N
50 PAUSE 0
60 RANDOMIZE USR 30000
70 DATA
221,33,39,127,17,216,1,62,255,55,205,86,5,201
```

Run this and then start playing the tape from the first data block (not the program header) and press any key to load it. Stop the tape as soon as it's in, then use these Pokes;

80 POKE 32844,207: POKE 32845,26: POKE 32828,251: POKE 32829,201: POKE 32789,243: POKE 32921,0: POKE 33000,0

Next, to Hyperload it, enter RANDOMIZE USR 32789 and restart the tape. If a loading error occurs, rewind and try again. When it loads, it will not start, so for 'x' lives, enter POKE 43883,x. Then POKE 48680,50 and RANDOMIZE USR 63524 and away you go. You're now ready to make a right Wally of yourself.

If you've got the 'demo' version, use this little proggypoo;

```
10 FOR I=23297 TO 23376
20 READ A: POKE I,A: NEXT I
40 PRINT "PLAY TAPE"
50 PRINT AT 10,10;:RANDOMIZE USR 23297
60 DATA
175,55,221,33,96,234,17,17,0,205,86,5,48,242,1
7,97,234,1,10,0,205,60,32,62,255,55,221,33,203
,92,17,216,1,205,86,5,48,241,243,49,0,0,33,166,
93,17,22,128,1,231,0,237,176,33,63,91,34,61,12
8,195,22,128,33,72,91,34,229,190,195,36,248
```

170 DATA 62,X,50,97,171,195,0,130: REM RPLACE X WITH NUMBER OF LIVES

170 DATA 175,50,18,190,195,0,130,0: REM OR USE THIS FOR INFINITE LIVES

As you can see, there are two line 170's – one is for 'x' number of lives and the other is plain ol' infinite lives. The program doesn't have a checksum, so I suggest you save it before you run it.

Pyracurse
■ 🅰 ◾

(Hewson/October 1986) A fairly difficult arcade adventure with real sicko graphics (that zombie with the stake through its heart - bleugh!)

This hack will give you infinite energy for your currently selected character. Play the game tape from the start after typing this proggy in and running it;

```
10 CLEAR 24799: LOAD "" CODE 23296
20 POKE 23325,201: RANDOMIZE USR 23299
30 POKE 33450,201: RANDOMIZE USR 29600
```

R

Rambo
■ ■ P

(Ocean/December 1985) Game based on the macho-ing of Sly Stallone in the Commando mould.

Multiface Pokes
27401,52   }
30263,0   } Lives (durr!)

Rampage
■ ■ ▼

(Activision/November 1987) Attempt at recreating an arcade game based on the destructive antics of 'B' Movie plasticene monsters.

```
10 CLEAR 32767: LET T=0: LOAD ""CODE
65088
20 FOR N=23296 TO 23333: READ A: POKE
N,A: LET T=T+A: NEXT N
30 IF T=4056 THEN RANDOMIZE USR
23296
40 DATA 33,64,254,17,0,128,1
50 DATA 20,0,237,176,33,19,128
60 DATA 54,246,35,54,201,205
70 DATA 0,128,33,31,91,34,105
80 DATA 255,195,44,255,175
90 DATA 50,117,221,195,0,222
100 PRINT "ERROR IN DATA": STOP
```

Rana Rama
■ Ⓐ P
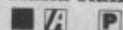
(Hewson/April 1986) An arcade adventure where you go around casting spells. Well it makes a change from Advanced Lawn-mower Simulator, doesn't it?

Multiface Pokes
57463,205   }
59836,205   }
57572,201   }
59821,0   }
57421,0   } Lives

Rasputin
◩ Ⓐ ⓘ
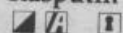
(Firebird/January 1986) The first ever YS freebie cover-games. A difficult 3D headache based on an insane Russian abbot.

Info for those going mad with the Russian monk, *Rasputin*. Follow the four simple steps below and all your problems should be solved.

1.
First, freeze the game.

2
Press CAPS and 'R' – you'll hear a beep.

3
Carefully, type in 'STALIN' – you'll hear a beep on every keypress. If you hit the wrong key the game will unfreeze and you'll have to go back to step 1.

4
After the cheat code ('STALIN') has been entered, type in a two-digit room number. The two-digit codes range from 00 to 24 and 33 to 40. (Remember to enter numbers from 0-9 as 00, 01, 02, and so on.) Hey presto, immediate access to the room of your choice.

Rasputin 128K
■ Ⓐ ⓘ

(Firebird/February 1986) Updated version of the suspended 3D platform game that was the first YS cover game.

Here's the version of the teleport for the 128K version;

1
Pause the game.

2
Press caps-R.

3
Type TEDD (no caps) for the teleport.

4
As with the 48K version, press a 2-digit number (00-40) to teleport to that room.

But there's more for you 128Kers,
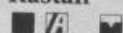
1
Pause the game.

2
Press caps-L.

3
Type VODKA to give you maximum life force (do this when you haven't got a lot left).

Rastan
■ Ⓐ ▼

(Imagine/April 1988) Magical arcade adventure with all the legends and dragon slayer stuff.

Here's infinite lives and energy using the latest Speedlock, numero 4.

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
115 RANDOMIZE USR 23522
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
520 DATA
47,244,191,10,216,91,5,10,7,144,244,99,13,91,1
75,50,76,217,50,215,215,195,0,255,31,15,29,29,
15,20,31,43,31,43,38,91,17,244,91,6,8,26,111,5
2,52,52,52,52,19,16,246,201,127,131,134,146,1
52,158,164,179,2487843
```
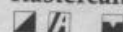
Rastercan
◩ Ⓐ ▼

(Mastertronic/December 1987) Extraordinary weird psychadelic explore and

collect 'em up sci-fi game.

MERGE the loader, add this line and RUN for infinite power:

35 POKE 39237,0

For the more serious typist, here a hack that solve the door opening problem (No logic) and enable laziness mode (Infinite time).
To use it, just type it in, Save it off for future use, Run it and play the game tape from the start.

```
10 INK 0: PAPER 0: POKE 23624,0: CLEAR
30271
20 LOAD ""SCREEN$: LOAD ""CODE
30272
30 POKE 40078,201: REM NO LOGIC
40 POKE 39228,0: REM INF TIME
50 POKE 39220,0: REM INF POWER
60 RANDOMIZE USR 32768
```
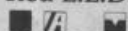
Rebel
■ ▣ P
(Ariolasoft/June 1987) Colourful tank shoot 'em up

Multiface Pokes

|	
49958,0	Immunity
51139,0	}
49239,0	} Energy
49249,0	Time

Red L.E.D.
■ A ▄
(Starlight/August 1987) 3D rollaround in a similar vein to Gyroscope.

Infinite energy on all droids, and infinite time too, care of the Powerload MultiPoke. By the way, if you run out of time by constantly falling off the edge of the play area, the game will carry on anyway.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23438
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 FOR f=f TO 1e9: READ a
60 IF a>256 THEN GO TO 90
70 POKE f,a
80 LET t=t+(f-23429)*a NEXT f
90 IF t<>a THEN STOP
100 RANDOMIZE USR 23296
110 DATA 237,123,143,91,221
120 DATA 42,145,91,17,144
130 DATA 1,62,7,55,205
140 DATA 86,5,48,241,42
150 DATA 145,91,1,0,2
160 DATA 126,237,103,35,11
170 DATA 120,177,32,247,42
180 DATA 145,91,58,145,91
```

```
190 DATA 14,18,129,35,119
200 DATA 35,116,1,13,0
210 DATA 9,54,32,35,54
220 DATA 247,35,54,201,33
230 DATA 67,91,229,42,145
240 DATA 91,233,42,145,91
250 DATA 1,35,0,9,17
260 DATA 208,92,1,50,0
270 DATA 237,176,33,105,91
280 DATA 17,1,93,1,100
290 DATA 0,237,176,195,208
300 DATA 92,1,96,54,82
310 DATA 50,17,14,12,24
320 DATA 42,41,93,1,119
330 DATA 1,9,54,195,33
340 DATA 22,93,229,42,41
350 DATA 93,1,78,1,9
360 DATA 233,42,43,93,54
370 DATA 201,33,45,93,229
380 DATA 42,41,93,1,129
390 DATA 1,9,233
400 DATA
190,93,47,254,228,255,175,50,114,127,50,184,1
24,50,233,163,62,201,50,234,127,49,191,93,237
,86,233,991085
```
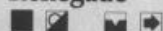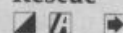
Renegade
■ ▨ ▄ ➡
(Ocean/March 1987) Fab megagame striaght from the arcades.

```
10 CLEAR 49151: LET T=0: LET W=0: FOR
F=47872 TO 48010
20 READ A: POKE F,A
30 LET T=T+A*W: LET W=W+1
40 NEXT F
50 IF T<>1115891 THEN PRINT
"CHECKSUM ERROR, TRY AGAIN": STOP
60 PRINT AT 10,1;"Play RENEGADE tape
from start"
70 LOAD ""CODE
80 RANDOMIZE USR 47872
90 :
100 DATA 221,33,121,187,6,6
110 DATA 197,221,110,0,221,102
120 DATA 1,221,78,2,6,0
130 DATA 17,0,125,237,176,235
140 DATA 54,201,30,150,205,0
150 DATA 125,221,35,221,35,221
160 DATA 35,193,16,222,33,103
170 DATA 238,17,0,252,1,0
180 DATA 4,237,176,175,50,115
190 DATA 255,62,205,50,23,255
200 DATA 33,42,251,34,24,255
210 DATA 33,80,187,17,42,251
220 DATA 1,40,0,237,176,195
230 DATA 244,254,50,255,130,62
240 DATA 195,205,51,251,201,50
250 DATA 76,255,33,61,251,34
260 DATA
77,255,201,253,33,58,92,175,50,87,160
270 DATA
62,195,50,86,160,49,79,93,195,203,92,0,0,0
280 DATA
197,228,16,213,228,24,19,229,12,31,229,14,45,
229
290 DATA 25,81,229,11,0,0,0
```

Rescue
▨ A ➡
(Mastertronic/January 1988) Multi-leveled collect 'em up.

When you see a door on the screen window, press fire and pick-up simultaneously. There will be a blast which destroys all the doors on that screen.

Revolution
■ A ▄ P
(Vortex/February 1987) Bouncy Ball type arcade adventure.

This hack changes the game so that instead of being impossible to complete – it's now impossible *not* to complete. Just type in the program and Save it off for future use. To start it, just Run it and play the tape from the start. Most of the features speak for themselves, but to clarify – 'BLOCKS STAY ON' means that once you've turned a block white, it stays white, so that you can complete the screen at your leisure. However, once you've turned a block on, don't go and complete another room or the game'll get all confused and leave the bock white, but think that it's off. 'INSTANT BOUNCE' alters the next bounce instead of waiting for a build-up when you change the amount of bounce you want. 'NO FLOOR BOUNCE CHANGERS' deactivates the

In the first level you can walk up to a man, punch him three times and when he bends over, walk into him and press fire. This will make you grab him by the shoulders. Don't knee him in the groin, but wait a few seconds and then try to do a a back kick and the man will fly through the air and crash into anyone who's in the way. Boss 1: Keep hitting him with high kicks, then when his energy is right down, punch and kick him. Also, on level two, to kill people quickly you must first knock your opponent over with a flying kick, kneel over them and keep puching about three times. Your opponent will be dead before long. Boss 2: (Same as level 1). When you reach Big Bertha on level three, jump as if you're going to kick one of her girls, and when she rushes for you, waggle the joystick to turn around in mid-air. You'll get her square in the face. Boss 3: Get as far away as possible from her. On level 4 make space for yourselve and don't let them get too close to you. Level 5: ditto! Boss 5: Go to the bottom of the screen, and when the boss fires his gun, kick the man closest to you and sit on him! Punch him slowly until the bullet has gone over your head. Do the same for the rest of the men. There is an easier way, however, and that is to wait until the boss fires, and pause the game. When you un-pause the game, the bullet will be stuck in mid air.

floor sections that normally throw you around or bring you to a halt.

```
10 CLEAR 65533
20 LET T=0
30 FOR N=1 TO 133: READ A: POKE
23295+N,A: LET T=T+N*A: NEXT N
40 IF T<>1083557 THEN PRINT "DATA
ERROR": STOP
50 FOR N=23429 TO 1e9: READ A: IF
A<999 THEN POKE N,A: NEXT N
60 POKE 23624,0: POKE 23693,0: CLS:
RANDOMIZE 1267+USR 23296
70 DATA 118,205,162,45,127,90,90,75,74,72,
59,59,225,17,36
80 DATA 91,6,167,26,203,65,40,3,134,24,1,
174,18,19,16
90 DATA 243,35,13,242,13,91,195,95,109,72,
143,202,126,102,169
100 DATA 113,115,78,123,100,175,102,212,98,
44,73,102,170,98,45
110 DATA 73,111,168,169,54,36,95,130,82,
155,95,168,70,143,116
120 DATA 85,199,127,212,220,199,46,119,95,
99,154,127,248,52,143
130 DATA 99,244,26,211,228,98,82,244,98,78,
244,98,58,244,98
140 DATA 46,244,102,119,130,102,154,98,
122,154,102,99,98,131
150 DATA 154,115,99,244,95,0,61,146,214,
168,117,9,168,25
160 DATA 98,129,220: REM INFINITE TIME
170 DATA 98,111,170: REM BLOCKS STAY
ON
180 DATA 102,241,98,64,173: REM
INFINITE LIVES
190 DATA 95,52,220,146,1,17,102,104,98,
179,17,94,98,146,182,17: REM INSTANT
BOUNCE CHANGE
200 DATA 95,124,45,146,166,9,102,159,98,
106,9,94,143,146,109
210 DATA 9,35,98,148,20: REM NO FLOOR
BOUNCE CHANGE (+200)
220 DATA 102,119,98,247,11,102,159,98,12,
9,95,124,45,146,23
230 DATA 9,96,146,231,9: REM
INVULNERABILITY (+220)
240 DATA 117,250,1,999: REM DATA END
MARKER
```

If the message 'Data Error' occurs, check the Data as you'll have made a typing error somewhere. If you don't want a particular feature then just remove the Data line/s referring to that feature. The last couple of features have data lines split between two numbers, meaning you will have to remove both the Data line that contains the REM and also the line before it (these are also remarked at the end of the Rem lines).

Multiface Poke
35652,182   Infinite lives
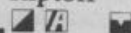
Riptoff
■ 🄰 ▨
(Your Sinclair DigiTape/September 1986) A

rather clever Boulderdash clone with some very strange level codes.

Play the tape from the start.

```
1000 MERGE CHR$
22+CHR$21+CHR$25+"RIPTOFF"
1010 GO TO 60
```

Then type

```
5 POKE 35528,x: REM x=lives or...
5 POKE 35427,0: REM for infinite lives.
```

Road Runner
■ 🄰   🄸 ➡
(US Gold/June 1987) Coin-op conversion of the Atari original. Unfortunately it suffered greatly along the way.

Infinite lives couldn't be simpler – hold down the keys R, T, H and B on the title screen.

On level 3 you may have found all those dead ends, well here's a list of directions to avoid them; up; down; down; up; up; up; down; down; up; down; down; up; down; up; middle; down; up; down; up; up; middle; middle; down; down; down; up; down; and down, Okay?
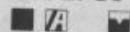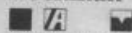
Robin Of The Wood
■ 🄰   ▨
(Odin/March 1985) Arcade adventure with nice graphics and clever (although very quiet) music.

All you've got to do to get infinite lives is rewind the tape, type in MERGE "" and press ENTER. Start the tape and when you get the OK message, type in 1035 POKE 49111,0 and press ENTER. Then type GO TO 1000 and start the tape again. Easy, eh?

Rockman
■ 🄰   ▨
(Alligata/June 1986) Languid actioned aracde adventure with digitized speech effects.

Infinite lives, play the tape from the start.

```
10 LET t=0
20 FOR f=32768 TO 32821
30 READ a: POKE f,a
40 LET t=t+(f-32758)*a: NEXT f
50 IF t<>177518 THEN STOP
60 RANDOMIZE USR 32768
70 DATA 33,13,128,17,22
80 DATA 94,1,50,0,237
90 DATA 176,195,22,94,175
100 DATA 55,221,33,104,94
110 DATA 62,17,29,3,205
```

```
120 DATA 86,5,48,241,62
130 DATA 95,50,62,95,50
140 DATA 72,95,50,82,95
150 DATA 61,50,85,95,195
160 DATA 20,95,175,50,80
170 DATA 145,195,56,99
```

Rogue Trooper
■ 🄰   ▨ 🄿
(Design Design/May 1986) 3D walkabout which was very easy to complete, in a very small play area.

Play the tape from the start. Line 230 gives the number of ammo, which you previously specified in an INPUT, line 240 is the number of energy %, also specified in an INPUT, line 260 gives infinite kits, which is really infinite energy, line 270 stops the baddies moving when they hit something, line 280 makes the baddies fire less frequently and line 290 gives infinite ammo. Lines 260-290, and lines 230 and 240 may be deleted if you don't want the option, but the rest of the program must stay intact. Note that if 230 and/or 240 are deleted, you may as well delete the corresponding INPUT line, as it is not used anyway.

```
10 CLEAR 65535: LET t=0
20 INPUT "No. ammo (0-65535): ";am
30 INPUT "No. energy (0-65535): ";nrg
40 LET c=am-256*INT (am/256)
50 LET d=INT (am/256)
60 LET e=nrg-256*INT (nrg/256)
70 LET g=INT (nrg/256)
80 FOR f=3e4 TO 30033
90 READ a: POKE f,a
100 LET t=t+(f-29990)*a: NEXT f
110 READ a: IF t<>a THEN STOP
120 RESTORE 230
130 FOR f=30034 TO 1e9: READ a
140 IF a=999 THEN RANDOMIZE USR 3e4
150 POKE f,a: NEXT f
160 DATA 221,33,215,253,17
170 DATA 125,1,62,255,55
180 DATA 205,86,5,48,241
190 DATA 62,255,50,113,254
200 DATA 33,10,129,17,0
210 DATA 255,1,100,0,237
220 DATA 176,195,0,254,104074
230 DATA 33,c,d,34,79,128
240 DATA 33,e,g,34,124,120
250 DATA 175
260 DATA 50,204,120
270 DATA 50,61,132
280 DATA 50,249,133
290 DATA 50,19,137
300 DATA 195,0,112,999
```
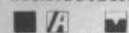
Multiface Pokes

30942,0		)Lives
35091,0		)Fire power

Runestone

■ A ◪

(Firebird/February 1986) Interactive graphic adventure in similar format to Lords's of Midnight.

This Poke allows you unlimited access and the freedom to leave the buildings even if the owners would far rather you stayed. If you want to use it, just type it in, Save it off to tape, Run it and play the game tape from the start. If the message "DATA ERROR" occurs, then you'll have to check your typing, 'cos somewhere in there, there will be a typing error. Don't worry if there are no stripy lines in the border while you are

loading, it'll just stay blue – but the game is going in, honest!

```
10 CLEAR 65000: LET T=0
20 LET H=65337
30 FOR F=1 TO 15: READ A$: FOR G=1 TO 8
40 LET A=CODE A$(G*2-1)-48: LET A=A-(7 AND A>9)
50 LET B=CODE A$(G*2)-48: LET B=B-(7 AND B>9)
60 LET A=A*16+B: POKE H,A: LET T=T+A: LET H=H+1
70 NEXT G: NEXT F
80 IF T<>13676 THEN PRINT "DATA ERROR": STOP
90 BORDER 1: PAPER 1: INK 7: CLS
100 RANDOMIZE USR 1366+ USR 1366+
USR 65354
110 DATA "3E0D3D20FD790EFE"
120 DATA "ED48A9E640C00420"
130 DATA "F4F33E09D3FEDD21"
140 DATA "FE3F11021C310000"
150 DATA "21005BE506C8CD39"
160 DATA "FF78FED530F6CD39"
170 DATA "FFDD7500DD231B2E"
180 DATA "80CD39FFCD39FF3E"
190 DATA "E290CB1D06D030F1"
200 DATA "7AB320E53A005BFE"
210 DATA "3BC83E21323A5BAF"
220 DATA "32415BCD005B3E18"
230 DATA "326A8532059F3E21"
240 DATA "329E9B32AE9BC3E8"
250 DATA "FD48454C4C4F2100"
```

S

720°

■ ◪ ➡ P

(US Gold/January 1988) Fast-moving arcade conversion where you have to control a skateboard with great dexterity to gain points.

If you earn enough money, buy skateboards because this changes the score from 400 to 700 when you jump. Don't hang about, and never just skate in a straight line, do some tricks and earn as many points as possible. You do this by jumping, and turning four times before landing. This isn't as hard as it sounds, but do it often enough and you can earn more tickets, which after you've visited all four parks is essential.

Multiface Pokes
40774,0	lives
40360,0	money
37357,0	tickets

Saboteur

■ A P
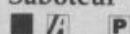
(Durell/June 1986) The arcade-adventure-cum-beat-em-up with big graphics but which got monotonous after only a fairly short time.

Multiface Pokes
47009,0	}
47010,0	}
47011,0	} Everlasting clock
46558,0	Infinite energy
46998,0	Stop the clock

Saboteur II

■ A ◪ ⊞ P

(Durell/February 1987) What Saboteur's sister did when her brother got killed in Saboteur. More of the same, really.

MERGE loader and ignore the OUT OF MEMORY error, just add these lines and RUN. Line 2 gives infinite energy, line 3 gives infinite time.

```
2 POKE 61382,0
3 POKE 37130,0
```

Level codes:

|	
L2 - JONIN	L6 - GENIN
L3 - KIME	L7 - MI LU KATA
L4 - KUJI KIRI	L8 - DIM MAK
L5 - SAIMENJITSU	L9 - SATORI

On any level of the game, go to the bottom

floor of the amoury, kill the guard with a handy wrench, then go and stand by the nearest box. Press down and you'll go down a concealed ladder into a secret chamber. Go to the chest you'll find there and you'll be immune to injury.

Multiface Pokes
37122,0	}
61340,201	} Infinite lives

Sarcren

■ A P
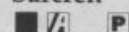
(US Gold/June 1986) Big maze adventure come collect-'em-up that just didn't work.

Multiface Poke
30066,0	Infinite lives

## Sam Fox's Strip Poker

■ ± P

(Martech/July 1985) A fairly average poker game with Sam Fox as an extra attraction (or repellent, depending on your tastes).

Multiface Pokes
Load in the game and start playing

Satcom

normally. Then, when you are about to win a hand, activate the Multiface and enter Poke 26758,0, and then return to the game. When you win your score will start to increase without stopping, so when you have 5000 points (approx), press the Multiface button again and enter Poke 26758,109 and go back to the game. Now, by pressing any key, you'll be able to see the whole strip sequence (fnar, fnar!)

Satcom

■ 🄰 ➡
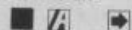
(Atlantis/August 1987) A cheapo communications simulator for those who don't want to start world war three.

Dial the number given in the inlay (515-626160 same each game), you will get through to a company called Global Atmospherics UK. Press Space to return to control, select Analysis – select Data, work out code.

Dial Global – enter code. Select number 2 on menu – press Space, select number 1 on menu – press Space, a third option appears, select number 3 on menu. Press Space to return to control, select Analysis – select Data, work out code.

Dial Global, work your way back to second code. A telephone list will be displayed, note down the numbers.

There is no point in phoning NASA yet as the code cannot be worked out by Satcom. It is, however, located at Creative Electronics Ltd. (CEL).

If you dial CON you will indeed be CONned as all you will get is a system overload.

Dial Tech Transmitters Ltd (TTL), press Space to return to control, select Analysis – select Data, work out code. Dial TTL – enter code, note down which satellite has had extra equipment fitted. Press Space to return to control.

Dial Lion, press Space to return to control, select Analysis – select Data, work out code.

Dial Lion, enter code. Note down the load code number for the A.D.Count Down software, press Space to return to control.

Dial Cameo Laser Refractors (CLR). Note down the colour order of the top four colour bars, (ie, red, purple, green, blue) press space to return to control.

Dial Creative Electronics Ltd (CEL). Press Space to return to control, select Analysis – select Data, work out code. Dial CEL – enter code.

Answer (N) then (Y). Note down the

NASA ident code and reverse it, ie 12345 reads 54321. Press Space to return to control.

Dial NASA (same each game). Enter reversed ident code, select correct satellite (you noted it down) enter A.D.Count Down Code (you noted it down), wait for each number to be logged, press Space, press Space again to return to control. Select Analysis – select Data, work out code.

Dial NASA and repeat this process on the other two codes.

After you enter the third code (Auto Destruct) and provided you are trying to destroy the correct satellite and the correct software is loaded (A.D.Count Down) then you will arrive at the orbital VDU display.

You must now arrange the coloured boxes in the order of the coloured bars in the CLR advert (you noted it down). The way to do this is to place the last colour first and then the second colour, etc.

And that's it, you've earned a medal.

Sceptre Of Bagdad

◢ 🄰 ◼
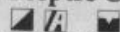
(Players/August 1987) Colourful aracde adventure with a dab of oriental spice.

Play the tape from the start for infinite lives. Oh, by the way, the POKE 23624,0 is important.

```
10 CLEAR 24063: POKE 23624,0
20 LOAD ""SCREEN$
30 LOAD ""CODE: POKE 59858,0
40 RANDOMIZE USR 58002
```

If you have a 128 or Speccy +2, load the game using tape loader and you should have infinite lives!

Scooby Doo

■ ■ 📼🄿

(Elite/October 1986) This game was written, scrapped, rewritten, scrapped again, then rewritten. Fortunately the final product was worth the wait, even if it did get very difficult on later levels.

First of all, tap in this loader and play the tape from the start.

```
10 LOAD ""CODE
20 POKE 64027,86
30 POKE 64028,5
40 RANDOMIZE USR 64e3
```

Once the game has loaded, the border will flash indicating that it is waiting for something more to load. Press the BREAK

key and you'll get an error, D Break, CONT repeats. If you now type POKE 29614,0 you'll have infinite lives, then RANDOMIZE USR 25e3 to start the game.

Multiface Poke	
29614,0	Infinite lives

Sentinel

■ 🄰 🄸

(Firebird/May 1987) Brilliant arcade adventure with more levels that the Empire State Building.

Are you ready for this? The nigh-on *complete* list of access codes for the many-leveled *Sentinel*! Absolutely incredible!

LAND	CODE
0005	43983865
0006	37418839
0008	46986565
0010	42346548
0011	36798141
0013	74274656
0018	06855873
0020	87457664
0023	95571296
0026	88879285
0030	69767034
0043	37234566
0046	79762535
0062	22698418
0074	45977455
0078	50879594
0084	65026999
0086	78269016
0091	98825894
0110	55877549
0126	65280897
0138	67341674
0157	94197426
0170	62430074
0186	87946484
0194	78417482
0197	69426589
0210	78847741
0221	15846269
0237	87036464
0252	40097467
0267	69519290
0286	97517958
0303	93217473
0328	89428752
0363	54995188
0378	61579772
0400	83754805
0409	57516076
0433	96198865
0422	67386673
0464	97839879
0484	25234656
0502	79386674
0515	17386898
0534	42831821
0552	43939179
0577	97481647
0598	62606968
0624	91590924

0641	97193428	2385	87917184	4516	86398525
0647	96598150	2408	93054911	4552	89696504
0673	69886157	2426	58984950	4582	64860989
0687	77137686	2447	55066110	4597	52141667
0706	18755735	2482	27134867	4618	94043449
0732	35547788	2515	64912600	4642	00799414
0739	49259870	2538	47756798	4674	66664035
0767	45949987	2567	94262453	4709	83445845
0785	95139647	2603	59582416	4740	58414159
0798	83775557	2632	96961255	4766	83687880
0812	83945796	2661	93695500	4790	86748499
0828	69897391	2701	58831454	4814	44959286
0847	76356436	2726	05691735	4851	20654976
0869	81754192	2752	57794761	4884	66678802
0902	44975094	2776	55477929	4910	85069883
0923	90556487	2801	78499595	4935	19253437
0938	37878450	2819	47258966	4960	06433957
0966	68917598	2852	66396523	4988	61408501
0986	87639671	2889	62506859	5012	56969520
1007	38345983	2925	60578656	5031	94559933
1026	44296659	2951	21465028	5056	84473664
1053	81264895	2989	47459590	5078	84952847
1067	61238476	3013	70042997	5080	88697501
1085	70671677	3040	85764888	5105	95459407
1106	55374471	3068	27881404	5122	67419661
1125	53656769	3095	21681462	5137	99460963
1159	48475617	3126	19419078	5157	24023559
1186	19119797	3156	35418665	5170	81939697
1224	49894780	3160	78560576	5173	63091084
1255	66775269	3196	22676088	5218	96756295
1286	67780884	3224	47484144	5244	37856399
1299	07024228	3250	76087886	5280	50502875
1333	38689994	3282	35878543	5311	55256817
1373	62103664	3297	15846688	5335	27769474
1401	75908157	3325	79883898	5368	63305769
1424	64769853	3341	84807568	5405	99172244
1466	46997392	3362	65273695	5441	49238876
1495	98516949	3388	98443635	5474	57159646
1531	74306678	3404	93675375	5502	50575590
1553	76969040	3435	77619629	5528	95678919
1579	89884261	3461	67538664	5558	73029998
1605	10644587	3485	32967736	5595	25569856
1627	04755580	3509	94984256	5625	87896965
1652	68521488	3548	84756767	5648	69586647
1666	84925989	3584	45477599	5675	64046668
1695	81528696	3614	17575939	5706	44994934
1729	49956362	3643	15580204	5744	27434740
1742	49658143	3673	79008776	5782	94574777
1763	27618795	3698	02566207	5812	84807155
1793	44072862	3733	69976095	5852	66435656
1820	61891637	3762	75092914	5884	94395187
1841	34667698	3785	66947731	5918	68288014
1861	88856848	3816	76230904	5948	94615767
1880	97278526	3839	95472944	5990	17035248
1895	11591822	3872	22989485	6020	41129009
1918	44478934	3910	84447691	6057	19619377
1946	69768568	3945	78899694	6089	34567945
1983	41094469	3971	48459660	6123	38367762
2013	69562723	4005	82689351	6165	71758920
2042	64753837	4028	68106888	6205	56014806
2067	78485869	4062	70094084	6229	60212094
2091	24245455	4108	54463639	6257	98889525
2118	46827526	4134	95563786	6289	61041999
2149	58558406	4167	86674555	6315	39909894
2172	65438847	4201	67794737	6344	69968346
2215	87459659	4224	76812902	6362	56159536
2256	57029889	4251	26554157	6392	72521467
2278	66487787	4288	84852717	6427	08933541
2313	10666745	4336	58831456	6449	39981731
2318	76621066	4370	66871283	6482	88816933
2348	02600569	4403	05164668	6502	57659448
2354	56284679	4448	27796851	6544	55447496
2380	55594387	4475	42436591	6578	41840898

6611	97528134	8741	75826349	160 RANDOMIZE USR 23296
6643	28789656	8775	87309763	1000 DATA 243,49,240,95,17,144,1,221
6681	77583795	8809	48127447	1010 DATA 33,64,156,62,7,55,205,86
6716	13746853	8832	21925796	1020 DATA 5,48,241,33,64,156,6,255
6752	82879458	8866	82556771	1030 DATA 205,123,91,6,255,205,123,91
6784	48872608	8902	45574951	1040 DATA 33,82,156,1,1444,1,22,165
6810	51440147	8918	59177918	1050 DATA 205,130,91,62,201,50,93,156
6846	70299255	8951	63392816	1060 DATA 205,82,156,33,0,128,34,105
6870	60685495	8974	71683852	1070 DATA 251,62,201,50,120,251,205,78
6897	50813876	9000	03824407	1080 DATA 251,33,0,96,1,124,146,126
6916	64512779	9033	15246674	1090 DATA 237,103,35,11,120,177,32,247
6945	04277529	9074	09668124	1100 DATA 33,0,96,1,124,146,22,82
6928	06877909	9102	25325456	1110 DATA 205,130,91,33,16,167,34,54
7024	25525499	9138	57059465	1120 DATA 92,33,0,0,34,27,131,34
7053	67068990	9174	59594666	1130 DATA 237,130,62,255,33,21,127,6
7090	68435588	9200	66253747	1150 DATA 195,3,129,126,237,103,35,16
7125	63955188	9219	02177085	1160 DATA 250,201,126,170,119,35,11,120
7159	88615835	9251	56959276	1170 DATA 177,32,247,201
7181	38998481	9283	47815966	
7218	78221896	9305	43465850	
7253	21887706	9343	73980159	
7290	23747218	9381	47694381	
7326	82570291	9406	01753557	
7356	87478775	9433	36732500	
7376	14733141	9460	45195536	
7413	82589145	9485	69994719	
7443	67638866	9519	75849956	
7479	97675809	9547	73894640	
7518	54959462	9576	86270870	
7551	56778675	9603	55651676	
7585	67744966	9642	85496286	
7623	89954289	9680	86815648	
7644	62374787	9722	98174355	
7683	53547318	9756	71419398	
7716	19379654	9791	78664305	
7742	50072971	9825	26867972	
7772	82998759	9857	18977694	
7796	75755415	9898	22689497	
7839	87846529	9929	65244234	
7870	90916821	9963	82598922	
7900	45465484	9993	72388451	
7928	79449976	9996	87546491	
7953	59538296	9999	05991278	
7987	88868568			
8010	91648217			
8046	76457597			
8080	98386456			
8123	56846403			
8159	56997596			
8194	99939631			
8216	47882790			
8247	81390966			
8295	68153688			
8325	33047447			
8371	65037914			
8405	94452483			
8448	44996647			
8485	67383768			
8511	74978464			
8536	89609853			
8573	84395094			
8607	35590660			
8651	44457564			
8671	90089555			
8706	98359433			

Shadowfire

■ /A/ ◪
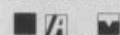
(Beyond/November 1984) The first adventure game without text! A novel idea which failed through lack of gameplay.

Having problems with the adventure that won't talk to you? Worry no longer, for he is a hack for those good ol' infinite lives.

```
100 LET C=0
110 FOR X=23296 TO 23435
120 READ Y: POKE X,Y: LET C=C+Y
130 NEXT X
140 IF C<>14868 THEN PRINT
"CHECKSUM ERROR !!": STOP
150 PRINT "NOW INSERT SHADOWFIRE
TAPE"
```

Shaolin's Road

■ ⬆ ➡ ⬆

(The Edge/May 1986) Conversion of the Yie Ar Kung Fu *sequel.*

STAGE ONE:
When using the ball, the left and right keys control it, but it only lasts a few seconds. When fired, keep walking in the same direction and it'll kill everything on that level. Use a flying kick. Using it gets you out of trouble if you don't kill the big guys first try.

STAGE TWO:
Kill the funny bloke with the bow in his hair at the start to stop other coming around. Make sure you have a few outs left because he need between two and eight blows to put him out of action. When you have the star thing around you, you can drop on anyone, even the big bloke. When you have flames and fire them, it clears everything on your current platform.

STAGE THREE:
Watch out for falling off the ends, so keep well in the middle of the screen. Because of the mess in the centre of the screen when there are a few men about, try kicking around all over the screen and jumping up and down.

On the menu press N and 5 simultaneously to start. You will now get a teleport - leave the keyboard alone when you can see the screen you want to play (you flick through all the screens when N and 5 are held down) and you will start the game on that screen.

S

Shockway Rider

■ /A ⌨

(Faster Than Light/November 1986)
Futuristic fast action game set in a city where
the only form of transport is the 'Shockway'.

```
10 CLEAR 24799: LOAD ""CODE
20 FOR f=60408 TO 60412
30 READ a: POKE f,a: NEXT f
40 RANDOMIZE USR 6e4
50 DATA 62,183,50,139,180
```

Type the above program and play the game
tape from the start for infinite lives. If you
want infinite lives so, when you die you
automatically go to the next level, just
replace the 183 in line 50 to a 0. The last
digit on the countdown is a bit bigger when
loading, but don't worry - all's well.

On the first level, it's best to go on to the
slow lane, and go along a bit to get the
bricks. Walking along the top allows
vigilantes to get you easily. Once you've
got the bricks, go wild and hit every
pedestrian possible. Go for nine lives as
they're harder to get in later levels. On
level 2, go for speed. If you go for mailbags
you can sometimes get stuck. On level 3,
get the bricks and keep to the faster lanes.
Don't bother with bottles as you'll probably
lose three or four lives getting the five
needed. Level 4; walk along the top to get
the bricks – and don't worry about the
vigilantes since they don't appear until past
the halfway mark. Keep firing at the
targets. Go for speed in this level and
you'll probably get a 4000+ bonus. Level 5,
panic! There aren't any bricks until block 3,
so you'll have to punch your way through
for a bit. At about block 8, three bars
appear, so watch out for them. Level 6 –
this is another level where a high bonus is
easy to get. Go for the targets here. Level 7,
if you're low on lives, here is the place to
get them back. The best lanes are the slow
one and the fast one for mailbags. Level 8;
if you're low on lives, start praying! Go on
the fast lane and the blokes at the top find it
hard to hit you. Don't waste time trying to
gain extra lives, unless you've just lost a life
and are just next to an onlooker. Follow all
this advice and *wow*, you have a *Full Circle*
and a bonus of 50,000!

Short Circuit

■ ■ ⊞

(Ocean/May 1987) Arcade adventure based on
the film of the same name featuring the cute
little robot, Number Five.

When you go next to a wall down a little
from a locked door, and move up and away
from it, you go straight through the door!

Sidewize

■ /A ⌨ P

(Firebird/August 1986) A frantically fast shoot
*'em up with great graphics but the speed makes*
you soon lose interest.

Infinite lives, here we come – thanks to the
Bleepload Hacker. Have a look at the
Multiloaders section in Part 6.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA
91,25,157,224,96,33,171,91,17,15,249,1,9,0,237
,176,195,0,249,62,182,50,26,144,195,0,91,7437
81
```

Multiface Pokes

```
52637,9          |
52647,9          | Invincible
```

Sigma Seven

■ /A ⌨ P
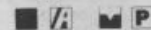
(Durrell/August 1987) 3D Multi-levelled
shoot 'em up.

```
10 CLEAR 25087: POKE 23624,0
20 LOAD ""SCREEN$
30 LOAD ""CODE
50 RANDOMIZE USR 61385
```
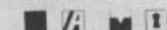
Then add one of these lines:

```
40 POKE 60399,0 : REM for infinite lives, or
40 POKE 62497,x : REM x=no. of lives (1-
255)
```

Multiface Pokes

```
34202,19         |
58524,19         |
58852,19         | Infinite lives
```

Sir Fred

■ /A ⌨ ⊞

(Mikro -Gen/April 1986) Arcade adventure, its
pixel precision and small, undetailed graphics
*made for a missed opportunity.*

If you're having trouble with this Spanish
swashbuckler, then this program will give
you limitless energy.

```
10 CLS: LET A=23296: FOR F=0 TO 9
20 LET T=0: FOR N=0 TO 9: READ S: POKE
A,S: LET A=A+1: NEXT N
30 READ B: IF T<>B THEN PRINT "ERROR
IN LINE ";100+F*10: STOP
40 NEXT F
50 PRINT AT 10,1;"PLAY TAPE FROM THE
START"
60 RANDOMIZE USR 23296
100 DATA 6,3,197,62,255,55,221,33,0,0,832
110 DATA 17,0,0,205,86,5,193,16,239,175,936
120 DATA 214,1,8,243,221,33,0,92,17,
176,1005
130 DATA 4,205,108,5,62,201,50,47,94,
205,981
140 DATA 36,94,62,203,50,53,181,62,255,
50,1046
150 DATA 54,181,33,181,180,17,87,255,1,
142,1131
160 DATA 0,237,176,33,90,91,17,225,255,
```

1,1125
170 DATA 8,0,237,176,49,255,255,221,33,
0,1234
180 DATA 64,17,87,191,62,255,55,195,87,
255,1268
190 DATA 62,201,50,14,183,195,68,181,
0,0,954

If you're having problems trying to do a
Tarzan on the ropes, try this tip. When
swinging, flip Sir Fred to the outside of the
rope at the last moment of each upswing to
gain maximum possible height. If possible,
take a running jump to get a good start.

Skool Daze

■ 🄰 🖿 ℗
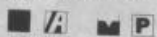
*(Microsphere/May 1985) A completely original
idea and difficult but possible game play made
for a real hit.*

This hack'll alleviate your writers' cramp
when you're given all those lines to write
from the nasty teachers. The title screen
should load in less than a minute, but if the
screen clears after the game's loaded then
you'll have to rewind the tape and start
again.

10 CLEAR 30000: LET S=0
20 FOR N=32943 TO 33124
30 READ A: LET S=S+A
40 POKE N,A: NEXT N
50 IF S<>19308 THEN PRINT
"CHECKSUM ERROR": STOP
60 PRINT "START TAPE"
70 POKE 33072,0: RANDOMIZE USR 32962
80 DATA 221,229,241,214,128,254,2,56,3,
221,117,204,17,23,0,221,25,24,174,33,255,90,1
72,54,90,1,255,26,54,0,237,184,17,0,128,33
90 DATA 86,5,1,175,0,237,176,33,80,128,54,
225,46,126,54,225,46,113,54,227,46,121,54,237
,46,146,54,11,46,158,54,0,46,116,34,128
100 DATA 128,46,141,34,38,128,34,45,128,
34,117,128,46,145,34,23,128,34,60,128,34,70,1
28,34,142,128,33,39,129,34,9,128,49,128,129,2
21,33,0,64,17,10,0,62,255,55,195
110 DATA 0,128,62,254,221,174,255,32,148,
50,168,128,17,246,63,205,83,128,221,126,255,2
54,2,32,132,221,33,0,0,17,185,0,205,83,128
120 DATA 221,33,186,128,62,38,50,136,128,
27,205,112,128,58,245,255,238,116,32,224,50,5
5,118,50,236,247,195,224,94

Slap Fight

■ 🄰 ℗

*(Imagine/August 1987) Nice scrolly shoot 'em
up, though it's difficult to see the enemy
bullets.*

Multiface Pokes

48872,0   }
48873,0   }
48874,0   } Infinite lives

Soft And Cuddly

◢ 🄰 🖿 ➡
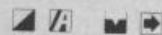
*(Players/August 1987) Real sicko arcade
adventure with tiny graphics - came in its own
sick-bag!*

Infinite lives and no overheating lasers,
play the tape from the start.

10 CLEAR 65530: LET t=0
20 FOR f=65450 TO 65472
30 READ a: POKE f,a
40 LET t=t+(f-65440)*a: NEXT f
50 IF t<>64863 THEN STOP
60 MERGE "": RUN USR 65450
70 DATA 221,33,0,64,17
80 DATA 120,191,62,255,55
90 DATA 205,86,5,48,241
100 DATA 175,50,184,235,50
110 DATA 145,236,201

The instructions are a touch misleading
(heh heh), there are no keys, but before you
can get any pieces of your mother you must
visit the fridge first (dribble). The fridge
moves position every game. Then your
decapitated dad will reveal a piece of your
mother's body, (yibble yibble) it normally
starts with her botty, take it back to the
fridge, and so on.

Solomon's Key

■ 🄰 ⓘ ➡
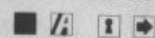
*(US Gold/August 1987) Fast'n'furious maze
collect 'em up in the Gauntlet vein.*

For infinite lives, re-define the keys as E B O
R P (in that order), and then re-define them
again as you want them for game play.
Then when you play you have infinite lives.
Simple, innit?

Screen One:
First, whip the left hand brick out from
under the guard as he walks along the
platform. Then press duck/fire, fire,
duck/fire, fire, duck/fire, fire. Get the key
and work your way up to the exit. Get the
gems on either side of the screen if you
must, but don't worry about them. Enter
the centre block from the side and get the
three trinkets, not forgetting the other three
hidden in the brick underneath. Then wait
for the bird to bounce off the wall on your
side and pass you, and jump on the
platform behind him and scoot to the exit.

Screen Two:
Step forward one brick and press fire. The
animal will walk towards you and drop
down the hole. Press duck/fire and step
forward and press fire. The same thing
happens. Now press duck/fire, step
forward, jump/fire, fire and the creature

will fall down again. Now repeat that last
sequence, and the creatures will begin to
fall down the hole. Cross the gap by
placing a brick in it, stepping over and then
removing it again. Then you're free to get
the key and get out.

Screen Three:
First, place two bricks in the right hand
corner of the compartment. Wait until the
fireball goes over your head, then jump,
fire, jump,fire and you're into the next bit.
Go through the wall and press duck/fire,
forward, duck/fire and then jump over the
first spider as it comes for you. Wait for the
second one to go through the tunnel you
just came through, and then seal it. Jump
down past the bird, get the key and release
the spider, jumping out of the way to let it
pass. Jump down into the next bit and
shoot a fireball at the guard. Get the bag,
and headbutt the brick under the bird. Get
the trinket and climb up to the last bit. Wait
until the llamas leave you enough space
and then duck/fire, forward, fire, jump,
duck/fire, forward and duck/fire- then
you're in.

Screen Four:
Well, yes. Okay, so you can walk straight
across, but it's a good idea to spend a little
time rescuing the angels at the top.

Screen Five:
Very tricky. As fast as you can, drop a brick
in front of you, back up one and drop
another brick beside it (the devil will drop
down on top of you if you don't!) Build a
little staircase to the top spider and then
build a bridge to his brick. Let him walk
across it and jump over him, destroying the
bridge behind you. Jump and steer
yourself underneath to get the key. You'll
probably get killed if you don't get off floor
level as soon as possible. Otherwise, make
a staircase again and this time go up and
over the spider and drop down into the
exit.

Screen Six:
Gotta be fast. Wait until the bird bounces
off the bricks and the devils drop. Press
duck/fire, forward, fire, jump, fire, jump,
fire, jump, duck/fire. Wait till the birds are
out and drop down, aiming for the key,
then aim to miss the eagle. Turn and shoot
it with a fireball. Get the bag and the gem
and make your way carefully up to the exit.

Screen Seven:
Get the fireball bug, and make your way up
to the key. Having got it, you must place
bricks repeatedly in the way of the fireball
being thrown by the eagle, and leap up and
headbutt the bricks in your way. Then in
between fireballs, jump up and over the
devil generator and drop down behind the
eagle into the exit.

Space Harrier

■ ◪ ◪ P

(Elite/July 1986) Frantically fast shoot 'em up with very messy graphics. A good try all the same...

Here's a very useful hack for infinite lives, and, as usual, you type it in and Run it, play the game tape from the start and away you go. If you think the lives counter is going down, well yes it is. But don't fret, you really do have infinite lives.

```
10 CLEAR 64000
20 LOAD "" CODE
30 POKE 65289,196: POKE 65293,193
40 POKE 65449,178: POKE 65450,143
50 FOR N=65488 TO 65494: READ A: POKE
N,A: NEXT N
60 RANDOMIZE USR 65224
70 DATA 33,194,191,34,43,202,201
```

Multiface Pokes

```
51755,194          }
51756,191          } Infinite lives
```

Spellbound

◢ /◠ ◪

(Mastertronic/April 1985) What Magic Knight did after Finders Keepers.

This little ol' hack will give you the necessary infinite time and energy.

```
10 CLEAR 26060: PRINT "PLAY TAPE
FROM START"
20 LOAD "" CODE 16384: RANDOMIZE
USR 23296
30 POKE 55066,0: POKE 55070,0: POKE
55071,0: POKE 55072,0: REM INFINITE
TIME
40 POKE 27871,0: POKE 36133,0
50 RANDOMIZE USR 26627
```

Spiky Harold

◢ /◠ ◪
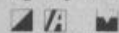
(Firebird/February 1987) Bulky platform game featuring a hedgehog as a hero!

Here's some pretty sharp Pokes for *Spiky Harold*. You can have invulnerability, infinite lives and you can get rid of all the monsters. Type it in, delete any lines containing Pokes you don't want, then Run the program and play the game tape from the start.

```
10 POKE 23624,7: CLEAR 26539: LOAD ""
CODE
20 POKE 23341,201: RANDOMIZE USR
23296
30 POKE 34813,0: REM INFINITE LIVES
40 POKE 36121,201: REM
INVULNERABILITY
50 POKE 23609,109: POKE 23908,209: REM
```

REMOVE MONSTERS
```
60 RANDOMIZE USR 34000
```

Spindizzy

■ /◠ ◪
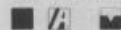
(Electric Dreams/June 1986) A 3D rollaround with fairly smart graphics but some of the puzzles were darn devious.

For those of you who're having problems controlling Gerald in this brill game breath a sigh of relief 'cos this little hack gives you infinite time (which is effectively infinite lives). Although it's quite short, there's still a checksum to make sure of your typing.

```
10 CLEAR 24831: LET T=0: FOR N=23296
TO 23332: READ A: LET T=T+A: POKE
N,A: NEXT N
20 IF T<>4022 THEN PRINT "CHECKSUM
ERROR": STOP
30 RANDOMIZE USR 23296
40 DATA
55,62,255,221,33,0,64,17,0,27,205,86,5,243,221
,238,1,79,17,0,159,221,33,0,97,205,169,5,251,6
2,201,50,147,220,195,0,178
```

Split Personalities

■ /◠ P
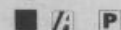
(Domark/May 1986) One of those slider puzzles where you had to reform famous faces.

Multiface Pokes

```
54397,99          }
54398,2           } Infinite lives
```

Spy vs Spy III - The Island Caper

■ /◠ ◪

(Beyond/February 1988) Sequel of a sequel of a fairly good game based on MAD comic's Spy vs Spy strip.

Play tape from the start. Line 30 gives infinite time, line 40 gives infinite strength and line 50 gives infinite fuel.

```
10 CLEAR 25087: LOAD ""CODE
20 LOAD ""CODE
30 POKE 59307,0
40 POKE 50980,0
50 POKE 50868,0
60 RANDOMIZE USR 42629
```

Stainless Steel

■ /◠ ▯ P

(Mikro -Gen/August 1985) Shoot 'em up which introduced a new Mikro -Gen hero, whose career only lasted the length of this one cassette tape.

All is now revealed! Keep the rust off Ricky with this cheat for infinite lives and infinite shields.
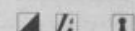
Just hold down the keys LOIS when you start playing the game, say the magic word 'Pyjamaramaramarama' and now you'll stay at 99% success probability.

Multiface Poke
```
40702,0            Infinite lives
```
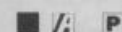
Star Pilot

◢ /◠ ▯

(Firebird/January 1988) 3D Isometric, starry shoot 'em up.

If you hold down the break key and 0 (nought) at the same time, you are greeted with the message 'Hi Jeff, Press A to P for level.' Level P is the 16th and the hardest and last level of the game, and if you start on it straight away you're given an extra life to make it up to seven.
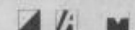
Star Raiders II

■ /◠ P

(Activision/June 1986) It had good explosions, but this shoot 'em up was just plain boring!

Multiface Poke
```
46214,195          Infinite lives
```
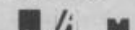
Star Runner

◢ /◠ ◪

(Mastertronic/February 1987) Good value starry shoot 'em up.

Infinite time, play tape from the start.

```
10 BORDER 0: LOAD ""CODE 16384
20 FOR f=23306 TO 23317
30 READ a: POKE f,a: NEXT f
40 RANDOMIZE USR 23296
50 DATA 205,86,5,175,50
60 DATA 152,193,33,104,191
70 DATA 229,233
```

Starfox

■ /◠ ◪

(Ariolasoft/February 1988) SkyFox goes deep space. A shoot 'em up in full 3D.

The Bleeploader does it again with this nifty hack for infinite fuel!

```
10 LET T=0
20 FOR F=32768 TO 32876
```

```
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,11,204,212,98,175,50,36,140,
195,31,231,702800
```

Starglider

■ 🅰 ◪ ↕ ➡

(Rainbird/December 1985) Awesome shoot 'em up which regularly featured on Get Fresh. *Absolutely brilliant!*

For the cheaters amongst you, here's a whole batch which will work on both the 48K and 128K versions.

First of all you have to get a high score. All you need to get is more than 1000 points. Walkers are worth 800 points and there are always one or two on level one, so it shouldn't be too hard.

Once you've got beyond 1000, die, (whatever you do, don't use game abandon). When you're asked for your name on the hi-score table, type in "BBIO RGS" (all in capital letters with the one space as shown) for your name and then press Enter. The cheat mode is then activated. When you start a game and press Pause, you can use the following keys for certain functions.

Key	Function
1	Go to next level on exit from Pause mode
2	Indestruct mode on
3	Indestruct mode off
4	Gives you two

missiles

In indestruct mode, your lasers, shields and energy don't go down.

When using a missile on something, fire just before you crash into it – that way you can't possibly miss. This'll make things much easier when you're after Starglider One (On the 128K version, keep an eye out for the Action Replay when you do destroy it!)

If you are playing the 128K version, you'll be interested in the missions. Getting them is simple – every now and then a message will pop up telling you to go to a repair station. When you dock you'll now have an extra option to find out about your mission. These are:

1	To get your rear view scanner
2	To get your Auxillary Energy Pod
3	To get a Super Missile
4	To destroy an Egron Battle Crawler
5	To destroy the Ammunition Dump
6	To destroy the Command Centre

Items 1-3 are usually on or under one of the bridges, so be careful not to shoot them. The super missile isn't really worth it, as it only has twice the range of a normal one, and it can't destroy Starglider on its own. The missions can come in any order, but you do get more than one Super Missile mission.

Starglider is definitely a complicated game, so here's a guide to making things clearer.

First let's show you how to read the co-ordinates on the dashboard of your ship.

Direction		Co-ord 1	Co-ord 2
0	N	0	+
180	S	0	-
90	E	+	0
270	W	-	0
45	E	+	+
135	S	+	-
225	W	-	-
315	N	-	+

If you fly 135 S then the first co-ord will increase and the second will decrease, and if you fly 0 N then the first co-ord won't change and the second will increase. Got that? Right, now for the rest. Here's a few co-ords where you'll find some of the silos and towers:

LEVEL 1		
Silo		48,53
Silo		59,15
Silo		11,84
Tower		84,33
Tower		12,15
Tower		55,82
LEVEL 2		
Silo		35,64
Silo		92,61
Silo		94,45
Silo		36,12
Tower		39,38
Tower		35,87
LEVEL 3		
Silo		69,46
Silo		59,89
Silo		70,46
Silo		92,61
Silo		11,11
Tower		85,89
Tower		32,58
LEVEL 4		
Silo		21,46
Silo		35,60
Tower		37,14
Tower		78,86
LEVEL 5		
Silo		21,46
Silo		36,60
Tower		35,10
LEVEL 6		
Silo		83,15
Tower		87,32
LEVEL 7		
Silo		36,60
Silo		83,15
Tower		81,81
Tower		41,11
LEVEL 8		
Silo		92,61
Tower		81,86
LEVEL 9		
Silo		83,15
Silo		21,46
Tower		87,30
LEVEL 10		
Silo		93,61
Silo		83,15
Tower		82,88
Tower		88,33

Multiface Pokes

```
54647,201        Fuel
54690,201        Shields
```

Starion

■ /: ◪
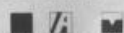
(Melbourne House/May 1984) Mediocre shoot 'em up, with a dash of strategy for extra interest.

There's two versions of *Starion*, and no easy way of telling them apart, so to be on the safe side, here's two loaders in one. First type it in without line 110 and try it. If your version crashes then replace line 100 with line 110 – the universe is yours.

```
10 FOR N=65450 TO 65480: READ A: POKE
N,A: NEXT N: PRINT AT 10,10;
"LOADING"
20 RANDOMIZE USR 65450
100 DATA 49,0,0,221,33,0,64,17,170,191,
62,255,55,205,86,5,175,50,21,179,50,235,177,6
2,201,50,107,178,195,67,128
110 DATA 49,0,0,221,33,0,64,17,170,191,
62,255,55,205,86,5,175,50,100,179,50,7,178,62,
201,50,107,178,195,67,128
```

Starquake

■ /: ◪
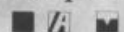
(Bubble Bus/April 1985) Massive arcade adventure which got a bit monotonous.

This hack will give you infinite blobs, but unfortunately takes away your ability to use the secret passages. Oh well, a small price to pay...

```
10 CLS: LET A=65000: FOR F=0 TO 6
20 LET T=0: FOR N=0 TO 9: READ S: POKE
A,S: LET T=T+S: LET A=A+1: NEXT N
30 READ B: IF T<>B THEN PRINT "ERROR
IN LINE "; 100+F*10: STOP
40 NEXT F
50 PRINT AT 10,1;" PLAY STARQUAKE
TAPE"
60 PRINT ""IGNORE SCREEN
CORRUPTION!"
70 RANDOMIZE USR 65000
100 DATA 6,2,197,62,255,55,221,33,0,0,831
110 DATA 17,0,0,205,86,5,193,16,239,221,982
120 DATA 33,0,37,17,0,192,55,62,255,205,856
130 DATA 86,5,243,33,23,254,17,0,64,1,726
140 DATA 18,0,237,176,195,0,64,33,255,228,
1206
150 DATA 17,255,255,1,0,165,237,184,175,50,
1339
160 DATA 98,196,195,36,94,0,0,0,0,0,619
```

Stifflip and Co.

■ /: ➡
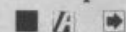
(Palace/October 1987) Novel upper-class arcade adenture biff 'em up.

Give the gun to the colonel in the first screen, and avoid being flattened by the 10 ton weight, tie thread to rope and pull thread.

Stormbringer

◪ /: ◪ ➡

(Mastertronic/March 1987) The fourth game in the Magic Knight *series. More of the same...*

To start with, always take the bottle of liquid from the room to the left of the start. Drink this when your energy gets low. Get the chicken and if you wait it will lay a golden egg, a bronze egg and a silver one. Take the newspaper from Robin of Shylock (he will take an egg in return) and read it. Wear the right disguise, as only with the right disguise and the newspaper will you get into the castle. Walk to Entwood and drop the advert. Barker the Ent lives here, but he's invisible. Take the Brass Ankh and Magic Talsiman from him and wear them. The Talisman keeps your magic high, whilst the Ankh restores your energy to 60 when it gets down to 0, unless you're killed by an axe or the Cloud. Go into the first room of the castle, and you'll teleport to your pocket and into limbo! Get and wear the boots. These allow you to use the jump chute! So go left, picking up the advert, and pulling any levers you may find, until you reach the jump chute. Drop the teleport and jump up the chute to the top. Go left until you get to the big white statue. Pull the lever, then walk under the arrow and drop the advert, but get the arrow.
Pick up the advert and drop down the flashing hole. Find Rachael of Amazonia, and command her to help. You must convert the number she tells you in binary. Go right (pull any levers you find) until you find the jump chute. Drop down the hole. Drop the advert and arrow. Pick up the glow shield and wear it straight away as it drains your energy at a startling rate if you don't. Take the teleport pad and go up one level to Main Lever 1. The idea on this level is to enter the binary number on the levers. For example, if your number was 12, then the binary for that would be 0001100. So you'd pull levers three and four. The room to the left is dark, so you must walk very close to the left hand side of the Main Lever 1, take off the shield, run left and drop it very quickly. To get past the wall in Main Lever 4, throw the teleport pad at Reggie the Rat and teleport. If you have pulled the right levers, the security door will be open and you can go through, and the main teleport will have been activated. If you make a mess, cast Magic Fulcrum to return the levers to their original positions. When you've finished, teleport, pick up the teleport pad, go right till you find the hole and fall down it. Make sure you have the silver arrow, and activate the teleport.

You'll go into limbo. Find Robin and give him the arrow. Get the chicken and wait until it lays a golden egg. Give the egg to robin. Walk left until you find Bearwoolf. Then go right one screen and stand in front of the plant with the red flower. Cast Pass Plant. Quickly go and pick up the Elf Horn, as this room drains your energy, walk back to the plant and cast Pass Plant again. Walk left until you are about a centimetre away from Bearwoolf's hand. Then blow the horn to summon Robin. Command Robin to help and he'll shoot Bearwoolf, who'll turn into a Teddy Bear. Find the advert and come back to the screen where Bearwoolf was. Just before you get to the edge of the screen, jump and you'll land on a platform. Go across five screens like this and you'll find Bearwoolf's hoard. Drop the advert, and pick up the magic missile, stand on the advert, and pick up the magic missile. When you throw the missile at the Off-White Knight, he'll go to sleep. Having got this far will give you about 71%, but we won't spoil it completely by telling you how to incorporate Magic Knight with the Off-White Knight, but here are some subtle hints.

1
Rachael has the mirror.

2
Don't drop the dynamite.

3
Magic missile and Crystal Ball let you cast Travel To Person.

4
Tickle people with horsefeather to make them happier.

5
To read list of clues, give to Aramis le Peux and command him to help you a few times.

Infinite energy, play tape from the start

```
10 CLEAR 25170
20 LOAD ""SCREEN$
30 LOAD ""CODE: POKE 40161,0
40 RANDOMIZE USR 37632
```

Street Hawk

■ /: P

(Ocean/November 1985) appallingly bad, looooooooooooooooong-awaited, rootin' tootin' motorbike shoot 'em up.

Multiface Poke
```
39990,91               Energy
```

Strike

◪ ▣

(Mastertronic/ May 1987) Bowling simulation with some interesting features.

To knock over all ten pins every time, follow these instructions. While your name is at the top right of the screen press the RIGHT key. Your name will disappear and you'll move one step. Run forward and bowl the ball.... *Strike!* Simple isn't it?

Strike Force Cobra

■ ▣

(PiranHa/August 1987) Isometric terrorist bashing. Great fun!

Multiface Pokes

```
48389,0        }
49568,0        }
48585,0        } Lives
```

Super Cycle

■ ◪ P

(US Gold/ February 1988) Racy coin-op conversion – bit bumpy, but not bad.

Multiface Poke
43560,150   Infinite time

Super G-Man

◪ 🅰 ▟

(Code Masters/December 1987) Jerky scrolling shoot 'em up based – originally – on an alien planet.

Infinite lives/fuel, play tape from the start:

```
10 CLEAR 27980
20 LET fu=58: LET li=58
30 INPUT "Fuel? (Y/N) ";f$
40 IF f$="y" THEN LET fu=50
50 INPUT "Lives? (Y/N) ";l$
60 IF l$="y" THEN LET li=50
70 LOAD ""CODE 16384
80 FOR f=23309 TO 23318
90 READ a: POKE f,a: NEXT f
100 RANDOMIZE USR 23296
110 DATA 175,fu,148,11,li
120 DATA 50,126,195,96,109
```

Super Hang On

■ ◪ ▟

(Activision/December 1987) Rumours abound that this was written by two members of the YS staff, but that apart, it was a conversion of the coin op similar to Enduro Racer, only much harder.

Speedlock III gets an airing twice here, since there are four different tracks for *Super Hang On*, although we only have the hacks for the first two! Type in the hack for the level you want to play. Either way you'll get infinite time!

(Super Hang On Level 1)

```
10 CLEAR 45e3: LET t=0
20 FOR f=3e4 TO 30139
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1077568 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
180 DATA 32,2,54,0,33
190 DATA 36,116,126,254,249
200 DATA 32,2,54,0,235
210 DATA 54,201,205,20,116
220 DATA 225,193,9,193,16
230 DATA 209,42,188,117,1
240 DATA 112,11,9,1,100
250 DATA 0,62,243,237,177
260 DATA 43,1,0,4,237
270 DATA 66,17,169,250,1
280 DATA 0,6,237,176,33
290 DATA 150,117,34,195,254
300 DATA 195,169,254,1,96
310 DATA 54,82,50,17,14
320 DATA 12,24,205,28,254
330 DATA 33,38,255,1,100
340 DATA 0,62,217,237,177
350 DATA 54,72,54,72,43
360 DATA 54,0,33,190,117
370 DATA 17,217,254,1,40
380 DATA 0,237,176,201,17
390 DATA 36,57,14,25,23
400 DATA
96,224,33,231,254,17,12,91,1,35,0,237,176,195,
0,72,33,33,175,34,74,193,33,54,9,34,77,193,175
,50,79,193,195,240,235,1184366
```

(Super Hang On Level 2)

```
10 CLEAR 45e3: LET t=0
20 FOR f=3e4 TO 30139
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1077568 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
180 DATA 32,2,54,0,33
190 DATA 36,116,126,254,249
200 DATA 32,2,54,0,235
210 DATA 54,201,205,20,116
220 DATA 225,193,9,193,16
230 DATA 209,42,188,117,1
240 DATA 112,11,9,1,100
250 DATA 0,62,243,237,177
260 DATA 43,1,0,4,237
270 DATA 66,17,169,250,1
280 DATA 0,6,237,176,33
290 DATA 150,117,34,195,254
300 DATA 195,169,254,1,96
310 DATA 54,82,50,17,14
320 DATA 12,24,205,28,254
330 DATA 33,38,255,1,100
340 DATA 0,62,217,237,177
350 DATA 54,72,54,72,43
360 DATA 54,0,33,190,117
370 DATA 17,217,254,1,40
380 DATA 0,237,176,201,17
390 DATA 36,57,14,25,23
400 DATA
96,224,33,33,216,34,39,188,33,54,9,34,42,188,1
75,50,44,188,195,0,72,1116223
```

Super Robin Hood

■ 🅰 ▟

(Odin/December 1986) Souped up version of the original arcade adventure.

For infinite lives, type in these two lines and MERGE them with the original load. There you go, simple as typing RUN (which you'll need to do if you want to get anything out of this game!)

```
120 DATA 62,0
130 DATA 50,113,197
```

Sweevo's Whirled

■ 🅰

(Gargoyle Games/September 1986) A 128K version of the following game.

Merge the main loader and add these Pokes before the RANOMIZE USR instruction in line 80.

POKE 48153,0: POKE 48154,0

Sweevo's World

■ 🄰 📺

(Gargoyle Games/March 1986) Really silly 3D walkabout game. A real good laugh!

Quick'n'Easy infinite lives for infinite Sweevos.

```
10 CLEAR 24799: PRINT "PLAY SWEEVO'S
WORLD"
20 LOAD "" SCREEN$: LOAD "" CODE:
LOAD "" CODE: POKE 33219,0:
RANDOMIZE USR 24800
```

3DC

■ 🄰 📘

(Elite/August 1987) Part of the Trio compilation of original games. An underwater Ultimate-style game in isometric projection.

Multiface Pokes

34298,201	Immunity
34036,0	Jumps
26955,0	Oxygen

Tai Pan

■ 🄰 🔳

(Imagine/January 1987) Oriental buy and trade game with arcade elements.

Time for some cheats I think, this time for *Tai Pan 128K*.

1
Collect Loan
Gamble until you have more than 500,000.

2
Go Bank
Buy frigate. You need this ship.

3
Go Bar
Buy Sailors (oo-er).

4
Go Warehouse
Buy as much tea as possible.

5
Save Game
Not onto tape.

6
Enter Warehouse
Sell tea (able to buy 85,000-1.5 million)

7
Continue
Buying and selling until you have 6 million

8
Leave Harbour
Let men starve.

9
Game Over
You have become Tai Pan.

Tantalus

■ 🄰 📺 📘

(Quicksilva/August 1984) A 4096 location arcade adventure game. Great graphics, but not much of a game to accompany them.

The PowerLoad hacker is here, hacking away for infinite energy.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23438
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 FOR f=f TO 1e9: READ a
60 IF a>256 THEN GO TO 90
70 POKE f,a
80 LET t=t+(f-23429)*a NEXT f
90 IF t<>a THEN STOP
100 RANDOMIZE USR 23296
110 DATA 237,123,143,91,221
120 DATA 42,145,91,17,144
130 DATA 1,62,7,55,205
140 DATA 86,5,48,241,42
150 DATA 145,91,1,0,2
160 DATA 126,237,103,35,11
170 DATA 120,177,32,247,42
180 DATA 145,91,58,145,91
190 DATA 14,18,129,35,119
200 DATA 35,116,1,13,0
210 DATA 9,54,32,35,54
220 DATA 247,35,54,201,33
230 DATA 67,91,229,42,145
240 DATA 91,233,42,145,91
250 DATA 1,35,0,9,17
260 DATA 208,92,1,50,0
270 DATA 237,176,33,105,91
280 DATA 17,1,93,1,100
290 DATA 0,237,176,195,208
300 DATA 92,1,96,54,82
310 DATA 50,17,14,12,24
320 DATA 42,41,93,1,119
330 DATA 1,9,54,195,33
340 DATA 22,93,229,42,41
350 DATA 93,1,78,1,9
360 DATA 233,42,43,93,54
370 DATA 201,33,45,93,229
380 DATA 42,41,93,1,129
390 DATA 1,9,233
400 DATA
170,95,16,132,172,133,175,50,74,167,49,62,253
,237,86,233,939963
```

Multiface Pokes

42247,0	Immunity
42228,0	Lives

Tapper

■ 📷 📺

(US Gold/December 1986) Unoriginal, but colourful coin-op conversion.

Type this in, Run it and if it doesn't come up with a Data Error, you've got yourself some infinite lives, cowboy!

```
10 CLEAR 65535
20 LET T=0: FOR N=23296 TO 23395: READ
A: LET T=T+A: POKE N,A: NEXT N
30 IF T<>9545 THEN PRINT "DATA
ERROR": STOP
40 RANDOMIZE USR 23296
100 DATA
237,91,83,92,42,89,92,43,205,229,25,6,3,197,22
1,33,128,91,17,17
110 DATA
0,175,55,205,86,5,193,16,240,42,83,92,237,75,1
39,91,205,85,22,42
120 DATA
83,92,237,91,143,91,25,34,75,92,221,42,83,92,2
37,91,139,91,62,255,55,205,86,5,42
130 DATA
83,92,17,244,3,25,235,33,92,91,1,8,0,237,176,3
3,0,0,34,66,92,62,1,50,68,92,201,13,197,245,90,
28,23,2,213
```

Tarantula

◢ 🄰 📺

(Code Masters/November 1987) Roller Coaster with different graphics, but the sound is identical!

Immortality, play tape from the start.

```
10 CLEAR 24831: LOAD ""CODE
20 READ a
30 IF a=999 THEN RUN USR 64070
40 IF a>256 THEN LET b=a
50 IF a<256 THEN POKE b,a
60 LET b=b+1: GO TO 30
70 DATA 64171,195,0,252
80 DATA 64275,14,252,64511
90 DATA 8,253,124,254,250
100 DATA 48,3,253,115,0,8
110 DATA 195,175,250,62,201
120 DATA 50,191,149,195,60
130 DATA 140,128,223,181,209
140 DATA 177,144,141,139,151
150 DATA 206,198,199,200,195
160 DATA 0,128,999
```
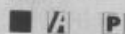
Target Renegade

■ ☑ ▨

(Ocean/April 1988) An absolutely super beat 'em up.

An up-to-the-minute Speedlock 4 hack to provide you with infinite lives. (player 1 only).

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
520 DATA 233,240,0,14,221,91,6,13,1,73,241,
35,188,97,33,35,34,34,157,246,33,53,249,34,15
9,246,195,128,158,31,15,43,31,31,29,43,15,31,2
9,43,20,29,2359836
```

Tarzan

■ Ⓐ Ⓟ

(Martech/January 1987) Aoooahhhhh! Loadsa swinging from trees and jungle-type fun for all.

Multiface Pokes

51002,183	}	
51185,183	} Lives	
52268,183	Energy	
51013,0	Time	

Tau Ceti

■ Ⓐ ▨
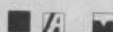
(CRL/March 1987) Absolutely excellent shaded 3D shoot 'em up.

With this neat little program you get infinite flares, infinite missiles and infinite anti-missiles. All in just eight lines of Basic. Incredible! Just type it in, Run it and play the game tape from the start.

```
10 CLS
20 LET T=0: FOR N=60000 TO 60061: READ A
30 LET T=T+A: POKE N,A: NEXT N
40 IF T<>6245 THEN PRINT "CHECKSUM ERROR": STOP
50 RANDOMIZE USR 60000
60 DATA
221,33,0,236,17,200,0,62,35,55,205,86,5,48,241
,62,201,50,13,236,33,136,234
70 DATA
17,0,64,1,22,0,237,176,205,3,236,49,31,64,195,
0,64,205,19,236,175,50,220,191
80 DATA
50,53,192,50,54,192,50,7,192,50,8,192,195,0,91
```
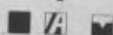
Technician Ted 128K

■ Ⓐ Ⓟ
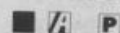
(Hewson/November 1986) Updated version of the original platfrom warehouse extravaganza.

Multiface Pokes

43147,33	}	
44485,24	} Immunity	
43201,255	Fall any height	
44492,0	Walk through walls	
41067,0	Time	
43766,0	}	
43788,24	} Infinite lives	

Tempest

■ Ⓐ ▨

(Electric Dreams/June 1987) A conversion of a totally mindless blast 'em up. If it moves, shoot it. If it doesn't move, shoot it anyway.
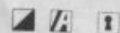
```
10 LOAD ""CODE: POKE 57544,201
20 RANDOMIZE USR 57344
```

```
40 RANDOMIZE USR 48128
```

Then add one of these:

```
30 POKE 33462,x: REM x=no. of lives (1-255) or
30 POKE 33537,0 : REM for infinite lives
```

Terminus

◪ Ⓐ ▯

(Mastertronic/May 1986) Tantalus II, at least it wasn't as big!

MERGE "" the loader and enter POKE 45583,0 for infinite lives, or POKE 47023,0 for infinite energy (or both) before the RANDOMIZE USR, then RUN and restart the tape.

Terra Cresta

■ ☑ ▨ Ⓟ

(Incentive/November 1986) The sequel to Moon Cresta, more of the same but with a scrolling background. One of the more successful coin-op conversions.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
105 POKE 23432,25
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
```

380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 40,145,252,70,255,64,255,100,252,
243,254,25,33,23,252,17,255,255,1,0,153,237,1
24,49,254,102,251,175,50,166,147,195,164,181,
1376622

Multiface Pokes

37797,0   }
37798,0   }
37799,0   } Infinite lives

The Big Sleaze
■ 🅰 ➡

*(Piranha/August 1987) Detective's adventure
game with some very twisted clues to work out!*

PART 1

Can't open the safe? PUT DYNAMITE
INTO KEYHOLE. LIGHT FUSE
Need the flashlight? EXAMINE THE DESK
(in your office)
Can't decode the note? DECODE NOTE
Need the crowbar? EXAMINE THE MAC
Keep having your office land-minded?
LOCK THE FRONT DOOR
Can't get into the car? GET INTO CAR
Can't get out of the car? GET OUT OF THE
CAR
Can't start the car? TOUCH THE WIRES
TOGETHER
Can't defuse the car bomb? EXAMINE
CAR (from the outside)
Need some cases to follow up? Hang
around your office for a bit.
Don't know where to drive to? Watch out
for any place names mentioned in the name
text.
Which object don't you need? Your wallet.
Want the flashlight to work? PUT
BATTERY IN FLASHLIGHT. TURN
FLASHLIGHT ON/OFF
No leads at Joe's? EXAMINE WALLS in the
men's room.
Can't unlock certain doors? Perhaps a
bunch of keys would help!
Bankrupt again? Go to the bank with your
cheques and bank book.
Where's the bank? EXAMINE YOUR
BANK BOOK
What to do at Ben's? EXAMINE THE
SOFA. Then, find Ben while you are
carrying that particular piece of photo you
found (he spends most of his time at Joe's
or his own place) and he will confess to
something.
How to get further into the building on 21st
St? PUSH THE OBELISK
Can't open the griddle? OPEN THE
GRIDDLE WITH THE CROWBAR
In the dark? TURN THE FLASHLIGHT
ON
What do you do in the umpteenth floor
office? EXAMINE THE DESK

PART 2

What to say to the German? Nothing, just
GET WAD OF BILLS
Don't know how to answer the phone?!!
ANSWER THE PHONE (perhaps you
shouldn't be playing adventure games!)
The door in Mr Wang's shop? ASK WANG
TO OPEN THE DOOR
The villian that killed Dyke Spanner? Be
sure to follow him, even if it means
WAITING for the bar to re-open. Then
SHOOT VILLIAN WITH GUN. Look
around afterwards, too....
What about the leg? EXAMINE THE LEG
How to get to the Statue Of Liberty?
DRIVE TO BATTERY PARK
What to do at the Statue Of Liberty? RUB
TORCH WITH CLOTH
Think you've got all the bits of the photo?
DRIVE TO BROOKLYN HEIGHTS.
EXAMINE THE DOG BOWL (in her
kitchen) to find out who she is. She can
provide you with the final piece, once you
have all the others.
Puzzled by the Nazism? EXAMINE THE
BANNERS
Done everthing in this part? Then DRIVE
TO CENTRAL MANHATTAN

PART 3

Keep getting thrown out of the library?
WHISPER things, don't SAY them.
What to ask the Librarian for? Try the
MALTESE BULLFINCH
Shopping at Macy's? GIVE THE WAD OF
BILLS TO THE OLD MAN
Dying (literally) to get out of Central Park?
Try going during daylight.
Can't catch the whale? SHOOT THE
WHALE WITH GUN
Can't land the little devil? Try it with the
net.
Can't find the Bullfinch? EXAMINE THE
WHALE (once it's out of the water)
What to do with the Bullfinch? SMASH
THE BULLFINCH
Can't get up the Empire State? PUSH THE
BUTTON and take the lift.
King Kong proving a problem? PUT THE
BATTERY INTO THE MODEL AIRPLANE

Extra hints:

If you want to go to Part 3; DRIVE TO
CHINATOWN
If you want to go to Part 2; DRIVE TO
CENTRAL PARK or
DRIVE TO BATTERY PARK
If you want to go to Part 1; DRIVE TO 21ST
STREET

The Happiest Days Of Your Life
📼 🅰 📼

(Firebird/September 1986) Arcade adventure

*similar to Everyone's A Wally, but 'twas
based in a school.*

Infinite lives, play the tape from the start.

10 CLEAR 64785
20 LOAD ""CODE
30 FOR f=64807 TO 64815
40 READ a: POKE f,a: NEXT f
50 RANDOMIZE USR 64786
60 DATA 33,0,0,34,77
70 DATA 218,195,165,209

The Living Daylights
■ 🅰 ■ 📼

*(Domark/March 1988) A several section
arcade adventure based on the James Bond
Movies (although no bonking allowed!)*

Infinite lives and/or start on any level, play
the tape from the start. If the level poke is
installed, you will start on level 1, but by
pressing ABORT, (3 and 4 simultaneously)
you will go to the next level.

20 CLEAR 32970: LET t=0
30 FOR f=65280 TO 65320
40 READ a: POKE f,a
50 LET t=t+(f-65270)*a: NEXT f
60 IF t<>143617 THEN STOP
70 INPUT "Lives? ";a$
80 IF a$="y" THEN POKE 65281,0
90 INPUT "Levels? ";a$
100 IF a$="y" THEN POKE 65286,2
110 RANDOMIZE USR 65293
120 DATA 62,53,50,4,152
130 DATA 62,1,50,8,153
140 DATA 195,0,145,221,33
150 DATA 203,128,17,124,1
160 DATA 62,255,55,205,86
170 DATA 5,48,241,62,128
180 DATA 50,232,128,62,255
190 DATA 50,101,129,195,216
200 DATA 128

Level 1
Use the Paint Gun for the snipers and when
you get to the end of the level, swop to the
Walther PPK. When you've shot him, run
to the end of the level and you're out.

Level 2
Choose the night glasses (binoculars) and
swop to them to tell the music lovers from
the snipers. Shoot the snipers on your way
out, and as you don't have to kill anyone to
leave, just run out.

Level 3
Let the weapons counter count down, 'cos
you don't need any weapons for this. Just
leg it across the level, ducking and jumping,
making sure you stop to avoid the falling
pipes. Just run to the end of the level to
finish.

Level 4

This one's quite hard. Choose the bazooka and look for the agent with his explosive milkbottles. Hit him three times and he'll disappear. Shoot the snipers, jump over the craters, take a few steps and you'll see the geezer with the milkbottles again. Repeat this until you reach the end of the level and shoot the helicopter with the bazooka. Hooray!

Thing Bounces Back

■ 🄰 ▥

(Gremlin/January 1987) Hectic bounce-around-and-don't-get-killed sort of game with loadsacolour and X-rated action.

Infinite lives, play tape from the start.

```
10 FOR f=3e4 TO 30015
20 READ a: POKE f,a: NEXT f
30 RANDOMIZE USR 3e4
40 POKE 54967,194
50 FOR f=49851 TO 49858
60 READ a: POKE f,a: NEXT f
70 RANDOMIZE USR 54912
80 DATA 221,33,75,214,17
90 DATA 101,1,62,255,55
100 DATA 205,86,5,48,241
110 DATA 201,205,187,214
120 DATA 175,50,199,176,201
```

Three Weeks In Paradise

■ 🄰 ➡
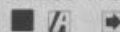
(Mikro -Gen/January 1987) Last of the Wally Week quartet. The beginnings of many jungle based (aah-ah-ah-aaaaaaahhh!!) arcade adventures.

Wait until Wally has been killed for the first time and then press symbol-shift D and P simultaneously while Wally is sitting on the floor. You'll then get infinite lives.

And here it is – the *Three Weeks In Paradise* Complete Solution!

The numbers in the left-hand column represent the direction to go. For example, if it says L3 then go 3 screens to the Left, got that? Good!

FROM START

R1	Pick up empty billy can.
R3	Enter shop; Pick up flipflops; Exit shop.
L3	Enter between signs; Now in house.
L2	Now outside.
R2	Jump at rope and quickly jump at olde faithful. This will fill the billy can.
R1	The flipflops allow you to walk on quicksand. Stand by crab's right claw. The billycan removes the claw. Pick up claw. Go left onto grass and drop flipflops.
L3	Jump at star. This will allow you to enter the house. Pick up bowl of stuffing on table.
R2	Now in between signs.
R1	Drop bowl of stuffing.
L6	Stand by thorn on lions foot. Press USE. Claw will pull out thorn on lions foot.
L1	Go down well. Pick up bottle. Stand by well and press up. When outside, drop bottle and pick up bellows.
R1	Jump at star. Jump at picture of beach. Now at beach. Pick up handbag. Walk into sea.
R1	(Underwater) Walk over plug which releases water. Go down hole.
L1	Now outside hut.
L3	Drop bellows and enter between sign. Now by crocodile. Croc is sad 'cause handbag is made of crocodile skin. Pick up sticks otherside of croc. Drop handbag.
R1	Back outside. Pick up bellows.
R4	Enter between sign. Go to pile of sticks. Press USE. Other sticks light fire. Then go to fire. Press USE. Bellows blow out fire. Pick up hot ashese on fire
R2	Stand and face white raingod. Press use. Hot ashes make raingod do raindance. Now stand under cloud. Walk slowly left. The bellows move the cloud. Keep behind cloud and walk 3 screens to the left. When cloud is over hut, lightning strikes and burns down the hut. Pick up empty seashell on remains of house. Drop bellows. Then leave cloud.
L5	Go down well. Stand under the water drops. Water fills the seashell. Stand by well and press up. Then when out enter between signs. Now by Herbert and lions. Stand by fire under cauldron. Press use. Seashell puts fire out. Herbet is now free.
R6	Pick up bowl of stuffing, and enter between the signs. Now by Wilma, hanging from

	a tree.
L1	Stuffing scares bird. Pick up gg, drop stuffing to right of the bird.
R1	Enter between signs. Now by raingod.
R1	Pick up Polo mint behind post.
L6	Drop egg. Enter between sign. Now by Croc. Pick up handbag.
L2	Stand by glass square. Press USE. Polo mint makes hole. Pick up hole.
R1	Drop handbag.
R1	Now outside again
R2	Pick up goldfish bowl.
L4	Go to far wall on left. Press use Hole make hole in wall. Go through hole. The goldfish bowl freezes the soldier. Pick up skeleton key.
R1	Drop goldfish bowl. Enter between sign.
R1	Pick up egg.
R3	Drop egg.
R1	Pick up flipflops.
R1	Enter sea, swim to safe underwater. Skeleton key opens it. Get spinach.
L1	Drop flipflops on the ground.
L1	Pick up egg. Jump at vine. Spinach makes olde faithful jet last longer. Jump quickly at water jet. When at top, go into nest. Drop egg, which will swop for bows and arrows. Fall down olde faithful. Drop spinach.
L2	Jump at star.
R3	Enter between signs. Now by Wilma. Move out of sign, face right and press use. Arrow shoots cannibal. Drop bow and arrows and enter between sign.
L1	Enter between sign, pick up corkscrew.
L2	Then enter house.
L1	Pick up bottle then enter between sign.
R2	Enter between sign. Now by crocodile. Drop bottle. Pick up handbag and go past croc. Drop corkscrew onto coconut. Go back past croc. Pick up bottle.
L1	Drop handbag.
R1	Pick up corkscrew and press use. Now carrying bottle of oil.
L1	Pick up handbag.
R1	Pass croc. Drop handbag.
R1	Pick up blunt axe.
R2	Go to odd shaped car with square wheels. Stand in the middle of the car and face steering wheel. Press use. Oil sharpens axe.
L1	Jump at star.
R3	Enter between sign. Go to vine.

Press use. Wilma falls and is free. Enter between sign.

L1   Enter between sign. Now in house.

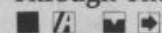L1   Jump at picture of beach and there you have it.

Throne Of Fire
■ 🄰 ➡

(Melbourne House/July 1987) This game has you in control of a King with the job of retaining his Throne of Fire (ouch!) through arcade adventuring.

When you type in your name, type .RACHEL.and the computer's player will die very quickly.

Through The Trap Door
■ 🄰 ◾ ➡

(Piranha/October 1987) Detailing the escapades of Berk, plasticene model-cum-sex symbol, when he falls through the Trap Door. (dan-dan-dan–daaaaahhh!).

This protection system was quite clever. It used certain registers set by the commands in the Basic program - quite a neat touch. Anyway, here's a routine for infinite time. Play the tape from the start.

```
10 LET T=0
20 FOR F=23296 TO 23454
30 READ A: POKE F,A
40 LET T=T+(F-23286)*A: NEXT F
50 IF T<>1681107 THEN STOP
60 RANDOMIZE USR 23296
70 DATA 221,33,203,92,17
80 DATA 130,2,62,255,55
90 DATA 205,86,5,48,241
100 DATA 221,33,77,95,33
110 DATA 171,93,17,0,80
120 DATA 1,18,0,237,176
130 DATA 235,54,16,35,54
140 DATA 236,35,54,201,33
150 DATA 189,93,17,118,200
160 DATA 1,118,27,205,0
170 DATA 80,49,151,99,229
180 DATA 33,217,93,54,195
190 DATA 35,54,70,35,54
200 DATA 91,225,195,194,93
210 DATA 17,0,75,229,197
220 DATA 33,221,93,1,13
230 DATA 0,237,176,235,54
240 DATA 16,35,54,241,35
250 DATA 54,201,193,225,17
260 DATA 154,99,205,0,75
270 DATA 175,50,242,93,205
280 DATA 236,93,62,195,50
290 DATA 157,254,33,128,91
300 DATA 34,158,254,195,232
310 DATA 254,53,95,49,16
320 DATA 13,11,23,62,195
330 DATA 50,202,254,33,148
340 DATA 91,34,203,254,33
350 DATA 205,83,17,107,50
360 DATA 195,164,254,49,151
370 DATA 99,62,201,50,84
380 DATA 172,195,205,254
```

And now for another *complete solution* (yeharr!).

You can either play Berk or Drutt, and in the following solution, where the name is in capitals, eg, BERK, that means you should be playing that character.

Section 1

BERK pick up Drutt, wait until the bat has taken Boni down the Trap Door. Walk to the left and fall down the Trap Door when it has opened. DRUTT go left to the key screen, lure the bat to the right of the screen. Make sure Drutt is at the front of the screen, already jumping (depress 'back' key) then jump to the left and back under the key. Jump for the key before the bat comes back.

NOTE controlling Drutt isn't easy, especially when he's after worms!

There are conveniently placed 'Druttmarkers' on various screens to help control him. Some are invisible, such as the one under the key. Sending Drutt left at the front of the screen will cause him to stop at this marker and jump back. Pressing 'forward' at this stage will hold Drutt jumping backwards and forwards 'marking time' while waiting for the next control.

BERK go and get the key, avoiding the spiders and bat. If 'zapped' with the key, send Drutt to push it to safety. BERK go right and down the pit.

DRUTT jump over the pit. He needs to be right on the edge to jump over, otherwise he will fall in. If he does use the column at the left as a marker, jump high and then onto the shelf in the middle of the screen, mark time, then jump up and right onto the door screen. Use left doorpost as a marker, jump up to the yellow bit of the arch, then left, then up to release the sweet, then hold right until he's landed. Push the sweet into the pit. BERK pick up the sweet, eat (hold 'back' key down), pick up the key, go to the middle of the screen, fly up and the right with the key. Try to go through the door, it will change colour when open. Collect Drutt. Go through door.

Section 2 *(Caves)*

DRUTT jump up chimney (flat area on ceiling just left of door to get the toadstool and go left into the stalactite screen. DRUTT go to the left so that the stalactites

start falling down. BERK go left and mark time at the very right of the screen. When a green Monster gets to the right, go to the right, bring down the stalactite to the left of Berk if it's ready to fall. BERK go left behind the green Monster, (don't touch), and when fully on screen, start jumping. Time the jumping to a maximum without head bumping. When the green monster approaches jump left, then up. Do the same for the next three green monsters. After the fourth jump to a halt. Go left. Jump over Bubo (the yellow thing), but not while he's pooting (throwing out little white balls). DRUTT get toadstool. BERK eat toadstool. Pick up Bubo. Practise putting Bubo down, picking him up and moving to the left of the screen as quickly as possible. Go to the right of the screen. DRUTT, be on this screen. When left the green monster will turn right, BERK follow him. When he turns towards you, put Bubo down, pick him up again and go to the left of the screen (now you see what the practise was for!). A missile will then descend and zap the green monster. You MUST be on the screen as a witness. If you get zapped, DRUTT get the jumping mushrooms again, BERK eat them. You will only need this once as Bubo is safe to carry. Return through the stalactites and use the Bubo missiles to dislodge the key.

Section 3
BERK go right, and right, pick eyes, go left, stand in the middle of the gap on the weight screen. DRUTT use the upright as the marker, jump high and then onto the shelf, mark time then high and left to the screen above. Keep jumping through the hole in the roof. BERK eat the eyes, DRUTT keep jumping. When Berk's lodged at the roof, jump right. BERK drop onto upper floor. Go right. The object here is to put the electric eels on the shelves whose colours match those of the eels' noses. At regular intervals the bulb will change colour. The claw will grab when Berk stops, and the best way to deal with it is to lure it down and then to do the task in small chunks while it's on its way back. Get two eels close together and be holding one. Wait for the colour to change and place eels without a pause. Ignore the claw, it'll keep missing you as long as you're still moving. If caught the punishment will get more severe each time.

When the eels are in place, an eye falls, BERK, collect it and eat it, go left and fall. Pick up weight, go right as far as the eyes, fly up to the roof, then right. Do NOT hit the roof. Do NOT fly too low, either. As soon as you're on the next screen, fall. Fly and fall until 'flyability' wears off. Never cross the cyan trap without carrying the weight. Cross the trap, put the eyes at the front. DRUTT push eyes over the trap. Go back and bring down the key. BERK put key at front. DRUTT push key over trap. BERK walk back over trap. Put weight behind you. Carry key nearly to middle of

the next screen. Carry eyes and stand behind key. Do the following without hesitation. Eat eyes, pick up key, walk across the screen and off to the left. If you muddle at picking up the key, DON'T walk left. Stay put and retry when visible and you can get more eyes. Open door and go through with Drutt.

Section 4

BERK go right, avoid the drips, pick up the sausage and eat it. Go to the right and stand between two drops. Wait for a bat to fly over left, jump up to the roof and then right over the wall, then up to avoid another drip and skeleton. Stand between the drip and the skeleton, wait for the bat to pass to the left, jump higher than the roof, then right, then up, fall down the pit and move right to avoid the snake. DRUTT go down the pit, use marker and jump for the key. BERK get the sausage, eat it. Get the key and go to the middle of the pit and fly up and then right. When flying both the bat and ghost are lethal, so get the timing right. You must end up in front of the skull (this is not Boni). Eat the sausage, pick up the key and wait for the ghost to come down. Fly up and then as far left as you can. Open the door. Next go and collect the skull. Although it is not Boni, stealing it will make the skeleton a little more aggresive. You must fly the skull as far as the drip screen so that you can use the jump sausage for the next tricky stage.

Pick up the gun, hold under the drips until you have collected about five or six. Go right to the wall and put the gun down. Jump over the wall as before. Now you have the gun firing over the wall. Merely lure the skeleton left into the gunshots and don't let the skeleton pin you against the wall. When the skeleton has been hit, Boni

is revealed. The skeleton won't be lured to the left until you have the skull. You now have to get him over the wall. Fly him over by getting the sausage by the skull and making the shortest possible flights over the pit and two walls. Then you are ready for HOME SWEET HOME which is through the last door. Don't worry about Drutt, he'll mysteriously look after himself.

Thrust

(Firebird/ November 1986)The game that inspired many a double entendre. This Speccy flying simulation had you wrestling with inertia, gravity and nasty aliens.

Short'n'sweet, just the way we like 'em. And with just six lines of Basic for infinite fuel and lives, well we definately like this one!

```
10 CLEAR 65399: LOAD "" CODE
20 FOR N=65425 TO 65436: READ A: POKE
N,A: NEXT N
30 POKE 65428,153: REM INFINITE LIVES
40 POKE 65433,214: REM INFINITE FUEL
50 RANDOMIZE USR 65400
60 DATA 175,50,51,0,62,201,50,119,0,195
,0,250
```

Go pause mode and type in SOMANYWOMEN *(So little time!)* and then when you restart, a little C appears and by pressing S you can skip to the next screen. Ripper!

Thrust II

(Firebird/March 1988) The sequel that was even more demanding (fnar!).

Howsabout some infinte lives with the Bleeploader? Ow, go on then...

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 93,8,196,48,117,175,50,152,133,
195,75,146,701766
```

Multiface Poke
34200,0   Infinite lives

T

Thunderbirds

■ 🅐 ▰
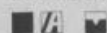
(Firebird/January 1986) Good value arcade adventuring with the Gerry Anderson gang.

C'mon down for the Firebird Turboload. This megahack provides the features listed...

```
10 CLEAR 29999: LET t=0
20 FOR f=3e4 TO 30155
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1392299 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30146)*a: NEXT f
100 IF t<>a THEN STOP
102 POKE 30162,218 :REM for no weight
limit
104 POKE 30165,230 :REM for infinite lives
106 POKE 30168,230 :REM for infinite fuel
110 RANDOMIZE USR 3e4
120 DATA 58,206,117,50,179
130 DATA 117,50,191,117,221
140 DATA 33,203,92,237,91
150 DATA 204,117,22,1,62
160 DATA 255,55,205,86,5
170 DATA 48,238,42,205,117
180 DATA 38,93,34,75,92
190 DATA 1,33,0,9,17
200 DATA 0,70,1,28,0
210 DATA 237,176,235,54,32
220 DATA 35,54,237,35,54
230 DATA 201,33,78,202,237
240 DATA 75,75,92,205,0
250 DATA 70,42,75,92,1
260 DATA 125,0,9,54,201
270 DATA 14,55,237,66,17
280 DATA 132,117,213,233,33
290 DATA 171,117,213,17,175
300 DATA 255,1,100,0,213
310 DATA 237,176,209,33,88
320 DATA 255,54,205,35,115
330 DATA 35,114,209,49,0
340 DATA 0,195,0,255,1
350 DATA 96,54,82,50,17
360 DATA 14,12,24,245,221
370 DATA 124,254,255,40,10
380 DATA 58,0,91,254,33
390 DATA 40,5,221,117,0
400 DATA 241,201,17,0,91
410 DATA 33,211,255,1,30
420 DATA 0,237,176,195,0,91
430 DATA 98,114,65,175,50,177,0,50,47,0,50,
215,0,201,1412777
```

Thundercats

■ 🅐 ➡ P
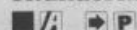
(FTL/March 1988) Possibly one of the only cartoon-conversions that has ever worked. Captured the atmosphere of the celluloid over several scrolling shoot 'em ups.

On level one of *Thundercats*, it's best to duck down all the time and kill everyone. Jump up and get the bonuses in the trees. The white bonus L is an extra life. If one of the small creatures gets stuck between the two rocks, go off the screen and come back, then he'll have disappeared. On level two, watch out for the crumbling rocks. Obtain the fireballs at the first opportunity, and always keep running. On the bonus mission you must go to the left. Kill the rhino-like people, and jump over the person with the shield, as you can't kill him. Watch out for the rivers which you will have to jump, 'cos a big eyeball comes out of the river and attacks you. On level four, watch out for the fireballs and when you come across the small gravity craft, get in and blast to the end of the level. On level seven look out for the chap with a snake around his shoulders. He fires little flies at you which circle and kill you. A quick general tip; on most levels the bonus items - lives, fireballs and so on, are white objects. Level one has white objects in trees and level three has skeleton heads.

Multiface Poke

31407,0   Infinite lives

TLL

■ ♙ ▰

(Vortex/June 1985) Early 3D game that has you piloting your skills with a Tornado over treacherous isometric landscapes.

To use a Kempston joystick you must first Merge in the Basic loader and then edit the following lines. Remember that there's some degradation in sound quality when using this method but 'you pays yer money and yer takes yer choice!'

```
20 DATA 55,62,255,221,33,0,64,17,156,191,
205,86,5,33,179,255,17,198,118,1,3,0,237,176,3
3,182,255,17,210,132,1,5,0,237,176,201,0,0,0,2
05,105,254,24,63
50 FOR N=65423 TO 65466
```

```
3000 RANDOMIZE USR 65423
```

To get infinite lives and time, Merge the program and stop the tape when you get the OK message. Now list the Basic loader and edit lines 20,50 and 3000 to match the lines shown below. Now type Run and start the tape from where you left off.

```
20 DATA 55,62,255,221,33,0,64,17,156,191,
205,86,5,62,0,50,190,136,50,15,132,201
50 FOR N=65423 TO 65444
```

```
3000 RANDOMIZE USR 65423
```

Toadrunner

■ 🅐 ▰
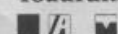
(Ariolasoft/August 1986) Frog type game which came as the sequel to Riddler's Den.

For infinite lives, play tape from the start.

```
10 LET t=0: FOR f=4e4 TO 40023
20 READ a: POKE f,a
30 LET t=t+(f-29990)*a: NEXT f
40 IF t<>57097 THEN STOP
50 RANDOMIZE USR 4e4
60 DATA 175,221,33,233,106
70 DATA 55,17,29,27,61
80 DATA 205,86,5,48,241
90 DATA 33,222,149,34,3
100 DATA 107,195,233,106
```

Tomb Of Syrinx

◢ ◣ ▰

(The Power House/June 1987) Where's my Mummy?! Great platforming action on the cheap.

Bosh with the infinite Pokes here. Just type 'em in and play your master tape from the start.

```
10 BORDER 0:PAPER 0: INK 0: CLEAR
VAL "24063"
20 LOAD "" SCREEN$:  LOAD "" CODE
30 POKE 58046,0: REM INFINITE LIVES
40 POKE 57286,201: REM NO NASTIES
50 RANDOMIZE USR 63744
```

Top Gun

■ ■ ▰ P

(Ocean/February 1987) Take my breath awaaaayyy! Nothing to do with Tom Cruise or Kelly McGillis (fnar), just an excellent vector-graphics combat game.

The Speedlock MultiPoke comes into play here – and guess what? It'll give you infinite lives.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 8,145,252,0,0,66,255,78,252,243,
254,8,175,50,92,103,195,168,97,1287876
```

Multiface Poke

26460,0   Infinite lives
                 (Player 1)

Trailblazer

■ ▨ ▣

(Gremlin/May 1986) One of the many bouncy ball games, like Bounder *in 3D.*

Line 60 gives infinite time and line 70 gives infinite jumps. Either can be deleted. The rest are vital for the running of the program and cannot be deleted. Play the tape from the START.

```
10 LOAD ""CODE
20 FOR f=60210 TO 1e9: READ a
20 IF a=999 THEN GO TO 40
30 POKE f,a: NEXT f
40 POKE 60027,50: POKE 60028,235
50 RANDOMIZE USR 6e4
```

```
60 DATA 62,201,50,137,143
70 DATA 175,50,171,138
80 DATA 195,8,132,999
```

Transmuter

▰▤

(Mastertronic/September 1986) Cheap but cheerful platformer,

Type this program and play the tape from the start for infinite lives.

```
10 LOAD ""CODE 16384: LET t=0
20 FOR f=23317 TO 23326
30 READ a: POKE f,a
40 LET t=t+(f-23307)*a: NEXT f
50 READ a: IF t<>a THEN STOP
60 POKE 23755,255
70 RANDOMIZE USR 23296
80 DATA 175,50,206,112,50
90 DATA 72,92,195,206,93,18270
```

Multiface Pokes

28878,0   Infinite lives

Trantor

■ ▣ P

(US Gold/August 1986) Visually stunning sci-fi run about an' shoot 'em up, but tripped up on the game play.

56596,0	Strength
56711,0	Time
54236,0	Ammo
52514,0	No aliens
52221,0	Infinite lives

Trap

▰▣ ▣

(Alligata/March 1987) A boring and undetailed shoot 'em up.

Play the tape from the start. Line 50 lets you access all ships without insufficient orbs errors, and line 60 is infinite lives. The screen is corrupted at the start of the load, don't worry - it gets covered with the title screen later. Note - This program works on the 48K version (it's been tested) but untested on the 128K version.

```
10 CLEAR 65530
20 LOAD ""SCREEN$
30 LOAD ""SCREEN$
40 LOAD ""CODE
50 POKE 27126,0
60 POKE 39558,0
70 RANDOMIZE USR 38700
```

Traxx

■ ▨ ▣

(Artic/June 1983) A real oldie Painter-type game.

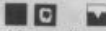It's Golden Oldie time! Play tape from the start. When loaded, GO TO 5 for infinite lives.

```
10 FOR f=65500 TO 65527
20 READ a: POKE f,a: NEXT f
30 RANDOMIZE USR 65500
40 DATA 221,33,0,64,17
50 DATA 218,72,62,255,55
60 DATA 205,86,5,48,241
70 DATA 33,84,255,34,61
80 DATA 91,175,50,25,124
90 DATA 195,3,19
```

Treasure Island

▰▣

(Code Masters/July 1987) Multi-level arcade adventure. Arrrh, Jim Lad...

On the second level press h,t,h,t,h,t,h.... and so on and you'll soon be on the third level.

Triaxos

■ ▣ ▣

(Ocean/June 1987) Shoot 'em up with enough strategy to keep you busy.

Infinite time, dynamite and ammo here care of the Speedlock hacker.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=10: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
270 DATA 91,1,0,4,237
280 DATA 176,42,120,91,54
300 DATA 0,42,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
```
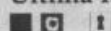
340 DATA 12,24,16,24,50
350 DATA 14,25,22

360 DATA 255,165,185,228,75,238,76,250,
244,251,30,84,235,253,177,253,82,253,175,50,4

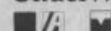,120,50,8,130,50,252,144,49,191,93,195,0,91,11
9290

U

Ultima Ratio

■ ◙ ▮

(Firebird/November 1987) Shoot 'em up with average graphics.

Holding down A and D simultaneously in the status screen of *Ultima Ratio* will give you infinite lives.

UnderWurlde

■ ▱ ▰

(Ultimate/December 1983) Arcade adventure starring Sabre Man (again!).

And now, the moment you've been waiting for.... The Pokes. Well, grab yourself a blank tape and your original copy of *Underwurlde* and get ready. First off, type in the following special header program.

```
100 CLEAR 32000
110 FOR X=32768 TO 32769
120 READ A: POKE X,A
130 NEXT X
140 PRINT "START TAPE AND PRESS ANY KEY"
150 IF INKEY$="" THEN GO TO 150
160 RANDOMIZE USR 32768
170 DATA 221,33,12,128,17,17,0,175,205,194
180 DATA 4,201,0,175,66,85,83,84,69,
82,83,32
190 DATA 32,13,4,0,128,217,3
```

Run this and Save it onto a blank tape (following the instructions provided on screen). Once done, rewind the tape and clear your Spectrum using the command RANDOMIZE USR 0. Now type CLEAR 25000, press Enter, type LOAD "" and start up your tape. When the header's loaded, take out your tape and replace it with the *Underwurlde* master. Remove the lead from your cassette machine and listen to the tape, pausing it just after the program header (this is the short section that's heard first on the tape). Now reconnect the lead and start the tape up again. When the 'OK'

message appears, pause the tape again and type in the following commands;

```
POKE 24791,251: POKE 24792,207
RANDOMIZE USR 24740
```

You should now get a garbled message on screen – ignore it. Type New, press Enter and type in the following listing.

```
100 READ N
110 FOR X=62421 TO 62420+N
120 READ Y: POKE X,Y
130 NEXT X
140 RANDOMIZE USR 62374
```

The final stage is to select one of the following Data lines and add it to the above program. Each line does something different, but only one can be used at a time!

For infinite lives;

```
150 DATA 11,62,0,50,240,231,50,244,231,195,
242,103
```
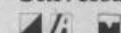
To stay immortal after finding a gem;

```
150 DATA 11,62,0,50,153,148,50,154,148,
195,242,103
```

To make the weapons appear in the same places each game;

```
150 DATA 8,62,0,50,199,232,195,242,103
```

All you have to do now is type Run, press Enter and re-start the tape. Good luck!

Universal Hero

◢ ▱ ▰

(Mastertronic) A cheapie run-around involving a complex plot, ie, open-the-doors-on-the-Moon-Base. How thrilling.

Here's a clever little hack to aide you all-round super persons. Just type it in, Run it and if it doesn't say "DATA ERROR" then

start the original tape and away you go.

```
10 LET T=0: FOR N=23296 TO 23420
20 READ A: POKE N,A: LET T=T+A: NEXT N
30 IF T<>11969 THEN PRINT "DATA ERROR": STOP
40 RANDOMIZE USR 1366+USR 1366+USR 23296
50 DATA 221,33,80,195,17,0,1,62,255,55,205,
86,5,243,49,128,91,33,0,88,17,1,88,117,1
60 DATA 255,2,237,176,221,33,0,144,17,0,27,
62,255,55,205,86,5,243,33,0,144,17,0,64
70 DATA 1,0,27,237,176,221,33,141,91,17,114,
164,62,255,55,205,86,5,243,33,0,88,17
80 DATA 1,88,1,191,2,117,237,176,221,33,0,
64,17,0,8,62,255,55,205,86,5,243,221
90 DATA 33,0,88,17,0,1,62,255,55,205,86,5,
243,62,201,33,51,150,119,33,252,150,119,33,21
1,150,119,195,0,130
```

Uridium

■ ◙ ▰

(Hewson/September 1986) Brilliant shoot 'em up – if you like zappy alien games, you must get this game!

This hack'll give you a completely invincible Manta fighter. Oo-er!

```
10 REM URIDIUM HACK
20 LET T=0: FOR N=65000 TO 65108: READ A: POKE N,A: LET T=T+A: NEXT N
30 IF T<>11835 THEN PRINT "DATA ERROR": STOP
40 RANDOMIZE USR 65000
50 DATA 55,62,255,17,125,2,221,33,39,244,
205
60 DATA 86,5,48,241,175,33,39,245,119,33,
119
70 DATA 35,119,33,62,245
80 DATA 119,35,119,33,186,245,119,35,119,
62,201
90 DATA 50,188,245,33,39,180,34,43,245,
205,0
100 DATA 245,243,17,222,11,221,33,0,64,205,
134
110 DATA 245,17,0,80,33,51,254,1,34,0,237,
```
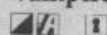
176
120 DATA 195,0,80,33,0,64,17,39,244,1,222,11
130 DATA 237,176,33,25,8,0,17,86,152,1,10,0,
237

140 DATA 176,195,80,253,175,50,123,216,61,
50
150 DATA 124,216,201

Multiface Pokes
55419,0   }
55420,255   } Immunity

V

Vampire

(Code Masters/July 1987) Cheapie I-vant-to-drink-your-blood game.

If you press 1, 2, 3, 4 and 5 together, it teleports you to the final screen where you can shoot some spiky baddies and win the game!

Voidrunner

(Ariolasoft/August 1986) Blasty and futurist shoot 'em up

Here's a quick hack for *Voidrunner*. Use it as normal.

```
10 FOR N=60000 TO 60020
20 READ A: POKE N,A: NEXT N
30 RANDOMIZE USR 60000
40 DATA 55,62,255,33,220,72,221,33,0,128,
205
50 DATA 86,5,62,0,50,255,155,195,0,128
```

W

War

(Martech) Absolutely nothing to do with the Boss or Frankie. A standard vertical-scrolling blast 'em up with exceptional graphics.

Multiface Poke
37033,0   Infinite lives

Way Of The Exploding Fist

(Melbourne House/September 1985) Haeeeeyaaaaahhh! Possibly one of the first and best martial-arts game. Chop!

Here's a trés quick hack to give you 255 time units rather than the normal 30.

```
10 LOAD ""SCREEN$: LOAD ""CODE:
POKE 44793,255: RANDOMIZE USR 39982
```

(Way Of The Exploding) Fist II

(Melbourne House) Haeeeeyaaaaahhh! the sequel, but more exploring than fighting this time.

Play the tape from the START.

```
10 CLEAR 65535: LET t=0
20 FOR f=3e4 TO 30036: READ a
30 POKE f,a: LET t=t+(f-29990)*a
40 NEXT f: READ a
50 IF t<>a THEN STOP
60 RANDOMIZE USR 3e4
70 DATA 221,33,175,253,17
80 DATA 171,0,62,255,55
90 DATA 205,86,5,48,241
100 DATA 33,76,117,17,252
110 DATA 253,1,10,0,237
120 DATA 176,195,232,253
130 DATA 175,50,181,105,0,195,14,241,
132431
```

for infinite lives, or change line 130 to

```
130 DATA 62,liv,50,97,106,195,14,241,124875
```

for x lives. If using x lives, you also need this line:

```
45 LET t=t-(liv*40)
```

Way Of The Tiger

(Gremlin/April 1986) 'pon my soul. Yet another martial arts game with 'Way' in the title. Follow the path to beat up all manner of fantastic creatures with an equally varied selection of weapons all against an outlandish scrolling backdrop.

This hack will give you infinite endurance in any of the scenarios. Unfortunately the bottom two lines of the screen will be

corrupted, since this is where the routine lives. There's no easy cure to this either, since *The Way Of The Tiger* uses all of the memory at one time or another. Simply type it in and run it, and, if you don't get "CHECKSUM ERROR", play the original cassette from the start – it'll load and work as normal, but you'll be a lot more resiliant!

```
10 REM WAY OF THE TIGER
20 CLEAR 39999: LET T=0: FOR N=60000
TO 60086: READ A
30 POKE N,A: LET T=T+A: NEXT N
40 IF T<>9211 THEN PRINT "CHECKSUM
ERROR": STOP
50 LOAD ""CODE: POKE 57413,201:
RANDOMIZE USR 60000
60 DATA 243,49,48,117,205,4,224,33,122,187,
62,195,119,35,62,57,119,35,62,188,119,33
70 DATA 149,234,17,57,188,1,7,0,237,176,33,
156,234,17,224,87,1,27,0,237,176,33
80 DATA 224,87,34,181,95,175,195,70,224,62,
201,50,0,0,225,201,254,1,32,5,33,220
90 DATA 177,24,12,254,2,32,5,33,119,176,24,
3,33,235,178,34,60,188,195,62,187
```

Who Dares Wins II

■ ▣ ◩

(Alligata) SAS shoot'em up in the Commando *vein.*

Infinite lives for anyone who wants them – watch out though, memory's very tight, so don't add anything!

```
10 CLEAR 24319: FORN=23296 TO 23320:
READ A: POKE N, A: NEXT N
20 RANDOMIZE USR 23296
30 DATA 62,255,55,221,33,0,95,17,0,161,205,
86,5,48,241,175,50,145,198,50,135,202,195,64,
192
```

Wizball

■ ◪ ◩
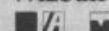
(Ocean/January 1988) A strange bouncy ball shoot 'em up, where your aim is to collect drops of colour. What happens if you're playing with a black and white telly, then?

Infinite lives or immortality with the Speedlock Hacker (as described in Part 6).

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
```

```
60 LET t=10: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,42,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 200,175,189,228,110,238,7,252,0,0,
0,64,115,255,67,255,9,255,175,50,188,144,62,2
01,50,62,0,49,0,97,251,195,128,143,107601
```

Add this line for immortality:

```
115 POKE 23430,188
```

Wonderboy

■ ◪ ▼ ℙ

(Activision/September 1987) Owww! No, not Michael Jackson, but a super-hero still in his pampers jumping about and scrolling every which way!

Type in the program (You can delete lines 180-240, but not 250), save it then Run it with the *Wonderboy* tape playing from the start. And there you have it – infinite axes!

```
10 REM WONDERBOY
20 CLEAR 27000
30 LET T=0
40 FOR I=23296 TO 23337: READ A: POKE
I,A: LET T=T+A: NEXT I
50 IF T<>5602 THEN PRINT "ERROR IN
DATA": STOP
60 FOR I=I TO 1e9: READ A
70 IF A<999 THEN POKE I,A: NEXT I
90 PRINT "PLAY WONDERBOY TAPE
FROM THE START
```

```
100 RANDOMIZE USR 23296
110 DATA 33,86,5,17,0,96,1,142
120 DATA 0,237,176,33,116,96,34
130 DATA 128,96,62,117,50,80,96,50
140 DATA 113,96,50,126,96,62,135,50
150 DATA 121,96,49,0,0,221,33,33
160 DATA 122,17,223,131,175,55,205,0
170 DATA 96,48,242,33,0,254,17,0
175 DATA 0,1,224,131,237,184,175
180 DATA 50,58,134: REM INFINITE LIVES
190 DATA 50,32,149: REM INFINITE
VITALITY
200 DATA 50,34,134: REM INFINITE AXE
210 DATA 62,24,50,233,137: REM LOAD
ANY PART
220 REM NEXT TWO LINES FOR
INVINCIBILITY
230 DATA 62,195,50,58,133,50,112,159
240 DATA 50,34,161,50,142,163
250 DATA 49,180,95,195,0,128.999: REM
END MARKER
```

Multiface Pokes

34362,0		Infinite lives
34338,0		Infinite axe
35305,24		Load any level
34106,195	}	
40816,195	} Immunity	
41250,195	}	
41870,195	}	
38176,0	} Infinite vitality	

Wulfan

◪ ◪ ◩

(Ocean/December 1987) A very cute 3D walkabout game. You won't find much better for two quid.

Type this loader then play the tape from the start:

```
10 FOR f=3e4 TO 30016
20 READ a: POKE f,a: NEXT f
30 MERGE "": RUN USR 3e4
40 DATA 221,33,0,64,17
50 DATA 0,150,62,255,55
60 DATA 33,3,19,229,195
70 DATA 86,5
```

When loaded, type POKE 31273,0 for immortality and/or POKE 25862,0 for infinite lives, then type LET (or anything else to generate a ? cursor) to start the game.

X

Xarax

▰ ▣

(Firebird/July 1987) Unoriginal shoot 'em up.

It's that ol' devil called Bleepload again, this time providing the infinite Hack on *Xarax*.

```
 10 LET t=0
 20 FOR f=32768 TO 32876
 30 READ a: POKE f,a
 40 LET t=t+(f-32758)*a: NEXT f
 50 IF t<>679460 THEN STOP
 60 FOR f=32877 TO 1e9: READ a
 70 IF a>256 THEN GO TO 100
 80 POKE f,a
 90 LET t=t+(f-32867)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
```

```
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,8,192,157,95,175,50,136,161,
    195,122,153,704126
```

Xecuter

▰ ▣ Ⓟ

(Firebird/January 1987) Two player shoot 'em up with little imagination.

Multiface Pokes

54017,0	Infinite lives player 1
53538,0	Infinite lives player 2

Xeno

▰ ▣ Ⓟ

(Mastertronic/July 1986) Another shoot 'em up, although this time there was more gameplay to bite into.

Multiface Poke

22225,1	Infinite lives

Xevious

▰ ▣ Ⓟ

(Imagine/July 1987) A good blasting game from Imagine.

Multiface Poke

53592,200	Infinite lives

Y

Yabba Dabba Doo

▰ ▰ ▰
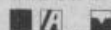
(Quicksilva/September 1986) The first attempt at putting Fred, Wilma and the gang from The Flintstones onto the Speccy screen. Wot a flop!

There's nothing prehistoric about this infinite lives program for *Yabba Dabba Doo!* To use it, simply type it in, Run it and play the original game tape from the start. Couldn't be easier!

```
10 FOR N=65000 TO 65007
20 READ A: POKE N,A: NEXT N
30 DATA 175,50,92,170,124,246,1,201
40 LOAD ""CODE
50 POKE 64909,195: POKE 64910,232: POKE
```

```
64911,253
60 RANDOMIZE USR 64767
```

Yeti

▰ ▰ ▰
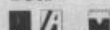
(US Gold/August 1987) Frosted strategy game in search of Big Foot himself.

Delete lines 70-100 if you don't want an infinite amount of whatever is in each REM statement. Play the tape from the start to get things up and running.

```
10 CLEAR 24575: BORDER 0
20 LET t=0: LOAD ""CODE 65088
30 FOR f=65387 TO 65404
40 READ a: POKE f,a
```

```
 50 LET t=t+(f-65377)*a: NEXT f
 60 IF t<>32155 THEN STOP
 70 POKE 65390,187: REM lives
 80 POKE 65393,219: REM temp
 90 POKE 65398,188: REM grenad
100 POKE 65401,191: REM ammo
110 POKE 65092,24
120 RANDOMIZE USR 65088
130 DATA 175,50,22,0,50
140 DATA 96,0,62,24,50
150 DATA 183,0,50,169,0
160 DATA 195,252,183
```

Yogi Bear

▰ ▰ Ⓟ
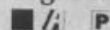
(Piranha/March 1988) I'm smarter than the average... er, game, Bo Bo.

62

Multiface Pokes

35090,0   }

35091,0
34900,0
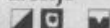35092,0

35093,0   }
45026,24   } Immunity
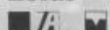
Z

Zenji

■ ◻ ▣

(Firebird/December 1987) A re-release of a game first produced in 1984. It didn't do too well then, and the re-release didn't show much face either.

Infinite lives and/or time, play tape from the start.

```
 26 POKE 35731,0: REM lives
 27 POKE 38281,0: REM time
100 MERGE "": RUN
```

Zoids

■ ◻ ▣

(Martech/January 1986) A remarkable, but weird game based on the plastic moving dinosaur toys. Hmmmm...

Here's a nifty little program for Martech's *Zoids*. Type it in, Run it, and, if you don't get a checksum error mesage, play you *Zoids* tape from the beginning. Lines 150-180 are each for different Pokes – you can delete the lines containing Pokes you don't want, but steer clear of that End Marker!

```
10 CLEAR 65535
20 LET=0
30 FOR N=23307 TO 23430: READ A: LET
T=T+A: POKE N,A: NEXT N
40 IF T<>14208 THEN PRINT
"CHECKSUM ERROR": STOP
50 FOR N=N TO 1e9: READ A: IF A<256
THEN POKE N,A: NEXT N
60 BORDER 0: INK 0: PAPER 0: CLS:
RANDOMIZE USR 1267+USR 23296
70 DATA 118,205,162,45,127,90,90,75,72,
59,59,225,17,47,91
80 DATA 6,88,26,203,65,40,3,134,23,1,174,
18,19,16,243,35
90 DATA 13,242,24,91,124,152,95,111,178,
```

```
127,248,52,143,111,244,26
100 DATA 211,228,98,234,244,98,246,244,98,
78,244,9874,244,102,119
110 DATA 130,102,178,98,54,178,115,111,244,
95,1,61,146,68,0,117
120 DATA 123,0,195,95,109,72,143,122,126,
102,169,113,115,78,123,100
130 DATA 175,102,210,98,44,73,111,166,169,
54,36,95,70,31,155,95
140 DATA 168,70,143,164,82,199,127,212,
220,199,46,119
150 DATA 175,50,109,209: REM NO
ZOIDAR POWER LOSS
160 DATA 62,191,50,229,217: REM
INFINITE MISSILES
170 DATA 175,50,125,213: REM INFINITE
BULLETS
180 DATA 62,24,50,229,214: REMTAKE
INFINITE DAMAGE
190 DATA 195,1,137,999: REM END
MARKER – DO NOT DELETE!
```

Zolyx

■ ◻ ▣

(Firebird) Shoot 'em up in the traditional futuristic setting. No great shakes here.

Using the trusty ol' Bleepload (Firebird) MultiPoke hacker, this routine will give you infinite time and/or infinite lives. Type it in then play you master tape from the start.

```
10 LET t=0
20 FOR f=32768 TO 32876
30 READ a: POKE f,a
40 LET t=t+(f-32758)*a: NEXT f
50 IF t<>679460 THEN STOP
60 FOR f=32877 TO 1e9: READ a
70 IF a>256 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-32867)*a: NEXT f
100 IF t<>a THEN STOP
104 POKE 32885,197 :REM for infinite time
108 POKE 32888,198 :REM for infinite lives
```

```
110 LOAD ""CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,11,181,233,124,175,50,44,0,50,
112,0,195,0,176,703305
```

Zynaps

■ ◻ ▣ ➡ ▣

(Hewson/September 1987) Dominic Robinson's secret game after Uridium. An amazingly colourful shoot 'em up which was very addictive.

For 255 lives, type in this program, Run it and play tape from the start.

```
10 CLEAR 32767: LOAD ""CODE
20 POKE 64531,214
30 RANDOMIZE USR 64512
40 POKE 65138,20
50 POKE 65139,91
60 FOR f=23316 TO 23323
70 READ a: POKE f,a: NEXT f
80 RANDOMZE USR 65082
```

```
 90 DATA 62,255,50,208,175
100 DATA 195,0,128
```

Level 1
This is easy! Just keep shooting the green aliens until you get the last weapon, and destroy everything in sight. Then collect the seekers (with the sights) then wait till you get to the end and hold down fire while dodging the missiles.

Level 2
It's best to stay in the top left-hand corner and dodge those rocks and collect extra firepower, but nothing else. Shoot the white missiles as soon as they appear. Once again, collect the seekers and hold down fire. Boom boom!

Level 3
This is where it gets a bit tricky. Stay on the right, dodge the bubbles and get those pink things. Collect only extra firepower again, and hold onto it until the end of the level and shoot the ship out of the screen. The secret is to go up and down, firing all the time, dodging the bullets. It will either blow up or get out of the way.

Level 4
From this level onwards the levels change depending on how many lives you have (cunning, eh?), but in general keep firing, think ahead for which weapon to use, and get to know the layout.

Multiface Pokes

45424,0	)	
45425,0	)	
45426,0	) Infinite Lives	
39775,201	Immunity	

APPENDICES

APPENDIX I
MULTIPOKE HACKERS

Alkatraz Loader

This general hacker will sort you out if you want to get into anything that uses the Alkatraz loader, ie *Cobra* and *Bobby Bearing*.

```
10 CLEAR 65000
20 LET T=0
30 FOR N=64223 TO 64316: READ A
40 POKE N,A: LET T=T+A: NEXT N
50 IF T<>12120 THEN PRINT "DATA
ERROR IN MAIN BLOCK"
60 FOR N=N TO 1E9: READ A: IF A<256
THEN POKE N,A: LET T=T+A: NEXT N
70 IF T<>A THEN PRINT "DATA ERROR
IN GAME BLOCK": STOP
80 RANDOMIZE USR 64225
90 DATA 24,46,33,89,5,93,22,250,1,134,0,213
100 DATA 237,176,235,35,35,34,95,250,46,
122
110 DATA 112,46,215,116,46,207,54,188,33,38
120 DATA 210,34,126,250,225,49,61,251,221,
225
130 DATA 209,191,55,8,249,233,49,65,251,
221
140 DATA 225,209,59,225,193,205,29,251,24,
43
150 DATA 221,110,0,124,170,171,221,172,221
160 DATA 173,173,221,119,0,124,203,99,40,3
170 DATA 129,131,146,128,103,221,35,27,122
180 DATA 179,32,225,201
190 REM GAME DATA FOLLOWS
```

Firebird Hacker

A handy general purpose Firebird hacker, called the Bleepload, for you to bolt on whatever you like. Type it in now and save it for later use in this directory.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
```

```
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
```

Original Speedlock Hacker

Another Multipoke, this time for the original Speedlock. Play whatever tape from the start.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
```

```
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
```

Speedlock II Hacker

This is a general purpose hacker for all the new versions of Speedlock. We've used it a couple of times in some of the hacks in this directory, so why not type it in now to save time later!

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
```

```
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
```

Speedlock III Hacker

Another routine for lots of games with lots
of data lines. This is for the Speedlock with
multicoloured borders when it beeps. Play
the tape from the start.

```
10 CLEAR 45e3: LET t=0
20 FOR f=3e4 TO 30139
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1077568 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
180 DATA 32,2,54,0,33
190 DATA 36,116,126,254,249
200 DATA 32,2,54,0,235
210 DATA 54,201,205,20,116
220 DATA 225,193,9,193,16
230 DATA 209,42,188,117,1
240 DATA 112,11,9,1,100
250 DATA 0,62,243,237,177
260 DATA 43,1,0,4,237
270 DATA 66,17,169,250,1
280 DATA 0,6,237,176,33
290 DATA 150,117,34,195,254
300 DATA 195,169,254,1,96
310 DATA 54,82,50,17,14
320 DATA 12,24,205,28,254
330 DATA 33,38,255,1,100
340 DATA 0,62,217,237,177
350 DATA 54,72,54,72,43
360 DATA 54,0,33,190,117
370 DATA 17,217,254,1,40
380 DATA 0,237,176,201,17
390 DATA 36,57,14,25,23
```

Speedlock 4

The latest version of the Speedlock group,
again hacked to help you get on with the

Pokes.

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
```

PowerLoad Hacker

Another routine with lots of data lines for
lots of games. Whatever game you play,
play the tape from the start.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23438
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 FOR f=f TO 1e9: READ a
60 IF a>256 THEN GO TO 90
70 POKE f,a
80 LET t=t+(f-23429)*a NEXT f
90 IF t<>a THEN STOP
100 RANDOMIZE USR 23296
110 DATA 237,123,143,91,221
120 DATA 42,145,91,17,144
130 DATA 1,62,7,55,205
```

```
140 DATA 86,5,48,241,42
150 DATA 145,91,1,0,2
160 DATA 126,237,103,35,11
170 DATA 120,177,32,247,42
180 DATA 145,91,58,145,91
190 DATA 14,18,129,35,119
200 DATA 35,116,1,13,0
210 DATA 9,54,32,35,54
220 DATA 247,35,54,201,33
230 DATA 67,91,229,42,145
240 DATA 91,233,42,145,91
250 DATA 1,35,0,9,17
260 DATA 208,92,1,50,0
270 DATA 237,176,33,105,91
280 DATA 17,1,93,1,100
290 DATA 0,237,176,195,208
300 DATA 92,1,96,54,82
310 DATA 50,17,14,12,24
320 DATA 42,41,93,1,119
330 DATA 1,9,54,195,33
340 DATA 22,93,229,42,41
350 DATA 93,1,78,1,9
360 DATA 233,42,43,93,54
370 DATA 201,33,45,93,229
380 DATA 42,41,93,1,129
390 DATA 1,9,233
```

SoftLock Multipoke

A Multipoke for the Firebird turboload (the
one they used before Bleepload). Play the
tape from the start.

```
10 CLEAR 29999: LET t=0
20 FOR f=3e4 TO 30155
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1392299 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30146)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 3e4
120 DATA 58,206,117,50,179
130 DATA 117,50,191,117,221
140 DATA 33,203,92,237,91
150 DATA 204,117,22,1,62
160 DATA 255,55,205,86,5
170 DATA 48,238,42,205,117
180 DATA 38,93,34,75,92
190 DATA 1,33,0,9,17
200 DATA 0,70,1,28,0
210 DATA 237,176,235,54,32
220 DATA 35,54,237,35,54
230 DATA 201,33,78,202,237
240 DATA 75,75,92,205,0
250 DATA 70,42,75,92,1
260 DATA 125,0,9,54,201
270 DATA 14,55,237,66,17
280 DATA 132,117,213,233,33
290 DATA 171,117,213,17,175
300 DATA 255,1,100,0,213
310 DATA 237,176,209,33,88
320 DATA 255,54,205,35,115
330 DATA 35,114,209,49,0
340 DATA 0,195,0,255,1
350 DATA 96,54,82,50,17
360 DATA 14,12,24,245,221
370 DATA 124,254,255,40,10
380 DATA 58,0,91,254,33
390 DATA 40,5,221,117,0
```

400 DATA 241,201,17,0,91
410 DATA 33,211,255,1,30
420 DATA 0,237,176,195,0,91

MULTILOAD

On Multiload, add these pokes to location 64652 when using the GREEN/BLACK option:

0 = All masked black
1 = All black/blue

2 = All black/red
3 = All blue/red
4 = All black/green
5 = Black/cyan then blue/green
6 = Green/red then yellow/black
7 = Red/cyan then blue/yellow

Other numbers give the same results, or do not allow loading at all, so it is best to just stick with these.

SPECMATE (TAPE HYPERLOADS)

You can poke these numbers into 23844 (tone stripes) and/or 23901 (code stripes) for different colours. Other numbers give the same results, so it is best to just stick with these:

0 = Black/red
1 = Blue/purple
3 = Yellow/green
5 = White/cyan

APPENDIX II
STOP PRESS GAMES

Andy Capp
■ 🅰 🔽
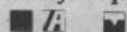
Infinite Alcometer and kisses, play the tape from the start

```
10 CLEAR 32767
20 LOAD ""CODE 65088
30 FOR f=65414 TO 65425
40 READ a: POKE f,a: NEXT f
50 POKE 65092,51
60 RANDOMIZE USR 65088
70 DATA 175,50,92,248,62
80 DATA 201,50,2,254,195
90 DATA 70,100
```

Arkanoid 2
■ 🔲 🔽

For Infinite Bats on *Arkanoid 2*, care of the Speedlock 4 loader, type this program in...

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
```

```
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
520 DATA 109,241,124,13,213,91,6,11,9,205
,241,42,20,91,175,50,107,146,195,1,129,31,15,2
0,29,29,15,43,43,31,43,31,2316460
```

Blow Out
■ 🅰 🔽
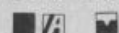
A re-release of the awesomely fast Design Design classic *Invasion Of The Body Snatchas*, but under a different name. Line 60 gives infinite lives and line 70 gives infinite smart bombs (but that makes the game pretty pointless). Play the tape from the start.

```
10 LET T=0
20 FOR F=5E4 TO 50033
30 READ A: POKE F,A
40 LET T=T+(F-49990)*A: NEXT F
50 IF T<>93076 THEN STOP
60 POKE 50027,152
70 POKE 50030,157
80 RANDOMIZE USR 5E4
90 DATA 221,33,203,92,17
100 DATA 128,1,62,255,55
110 DATA 205,86,5,48,241
120 DATA 33,104,195,34,100
130 DATA 93,195,216,92,175
140 DATA 50,21,0,50,211
150 DATA 0,195,0,165
```

Brainstorm
🔲 🅰 🔽
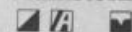
You always complete a screen regardless of your score using this Bleeploading hack.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
```

```
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,8,169,1,121,175,0,77,144,195,0,
128,697912
```

Chain Reaction

Delete lines 40-60 if you don't want the option. Each gives an infinite amount of whatever is in the REM statement.

```
10 CLEAR 24999
20 LOAD ""SCREEN$
30 LOAD ""CODE: LOAD ""CODE
40 POKE 42117,0: REM jet
50 POKE 43646,0: REM rad
60 POKE 43339,0: REM time
70 RANDOMIZE USR 32768
```

Crosswize

Immortality with the Bleepload again! When will it ever end?

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
```

```
340 DATA 252,9,175,57,195,62,175,50,56,132,
195,0,91,701648
```

Cybernoid

In this routine, line 90 gives infinite bombs, shields, mines, bounce and seekers, line 100 gives infinite lives and line 110 gives immortality. Play the tape from the start.

```
10 CLEAR 25999: LOAD ""CODE
20 FOR f=23392 TO 1e9: READ a
30 IF a>255 THEN GO TO 50
40 POKE f,a: NEXT f
50 POKE 64531,249
60 RANDOMIZE USR 64512
70 POKE 65149,91
80 RANDOMIZE USR 65082
90 DATA 175,50,72,134
100 DATA 175,50,.235,153
110 DATA 62,195,50,165,153
120 DATA 195,96,109,999
```

Dan Dare

This routine is for the Mastertronic re-release, not the Virgin original (which had a turboloader) so don't try to use it on that. Again, you can delete certain lines if you don't want that particular feature. Line 40 gives infinite energy, line 50 gives infinite ammo, line 60 gives infinite time, line 70 lets you fall any height without dying and line 80 stops you being put in prison when a Treen in Sector 3 gets you. Play the tape from the start.

```
10 CLEAR 25599
20 LOAD ""SCREEN$
30 LOAD ""CODE
40 POKE 47732,201
50 POKE 43544,0
60 POKE 46913,0
70 POKE 42870,24
80 POKE 42111,0
90 RANDOMIZE USR 39E3
```

Denizen
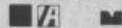
Delete any lines from 60-90 if you don't want an infinite amount of whatever is in each REM statement. Play the tape from the start.

```
10 CLEAR 24499: MERGE ""
20 POKE 23854,201
30 RANDOMIZE USR 23831
40 POKE 46329,201
50 RANDOMIZE USR 46091
60 POKE 58269,0: REM energy
70 POKE 60822,0: POKE 60823,0: POKE
60824,0: POKE 61107,0: POKE 61108,0:
```

```
POKE 61109,0: REM door passes
80 POKE 58594,0: POKE 56506,205: REM
torch
90 POKE 61226,0: REM bullets
100 RANDOMIZE USR 62600
```

Earthlight
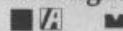
For various options (as shown in the REM statements), type in this Bleeploader based routine.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
102 POKE 32885,195 :REM for infinite lives
104 POKE 32888,200 :REM for infinite fuel
106 POKE 32891,201 :REM for infinite
ammo
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 93,15,172,157,95,175,50,106,0,50,
84,0,50,162,0,195,0,96,706140
```

Falcon The Renegade Lord
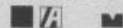
Dig out the Speedlock II hacker if you want infinite time, stamina, and power of will, in this game!

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
```

```
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 255,127,198,228,192,237,102,251,
192,241,102,255,109,255,60,255,138,91,175,50,
197,176,103,111,34,13,176,195,0,91,175,50,254
,254,195,245,254,164297
```

Firefly
■ 🅰 ᴍ
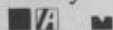
This Speedlock 4 hack gives you infinite
lives and stops the teleports going round
(so you can't fail).

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
```

```
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
520 DATA 240,240,249,13,218,91,7,11,2,80,
241,26,38,91,175,50,144,177,62,201,50,150,170
,195,0,235,15,20,43,31,31,29,43,15,31,43,29,23
44728
```

Gunrunner
■ 🖫 ᴍ

Infinite lives and/or choice of start level,
play the tape from the start

```
10 BORDER 0: POKE 23693,0
20 CLEAR 25317: POKE 23658,8
30 INPUT "INF LIVES Y/N ";I$
40 IF I$="Y" THEN LET I=0
50 IF I$="N" THEN LET I=61
60 INPUT "LEVEL 1-10 ";L
70 IF L>10 THEN GO TO 60
80 LET T=0
90 FOR F=51200 TO 51252
100 READ A: POKE F,A
110 LET T=T+(F-51190)*A: NEXT F
120 IF T<>240641 THEN STOP
130 LOAD ""CODE
140 RANDOMIZE USR 51228
150 POKE 64530,201
160 RANDOMIZE USR 64511
170 POKE 65097,0: POKE 65141,64
180 POKE 65098,200
190 POKE 51241,I: POKE 51246,L
200 RANDOMIZE USR 65082
210 DATA 205,118,254,33,40
220 DATA 200,17,198,128,1
230 DATA 13,0,237,176,201
240 DATA 128,223,181,209,177
250 DATA 144,141,139,151,206
260 DATA 198,199,200,33,0
270 DATA 252,17,255,251,1
280 DATA 19,0,237,176,201
290 DATA 62,61,50,19,192
300 DATA 62,1,50,28,188
310 DATA 195,198,187
```

I, Ball II
■ 🖫 ᴍ

Here's a hack using the Bleepload to give
you the features listed.

```
10 LET T=0
20 FOR F=32768 TO 32876
```

```
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
101 POKE 32885,177 for infinite lives
102 POKE 32888,148 for infinite time
103 POKE 32891,170: POKE 32894,170 for
immortality
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,20,205,231,96,175,50,80,0,50,
121,0,50,92,0,50,99,0,195,86,169,715616
```

Mag Max
■ 🖰 ᴍ

Dust off your copies of the Speedlock II
hacker and you can have infinite lives with
this routine.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
```

```
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 255,191,23,229,192,237,76,132,
192,241,76,136,73,136,34,136,233,135,175,50,1
03,228,49,167,97,195,0,192,89485
```
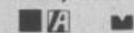
Ninja Scooter
■ ☐ ◾

It's Bleepload time again, so drag it out for
infinite lives on yer Scooter.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,13,174,41,156,175,50,72,176,
62,201,50,40,179,195,0,168,713428
```

Plot, The
■ Ⓐ ◾

Guess what? It's Bleepload time again.
This hack provides infinite energy *or*
infinite lives. Change line 105 according to
what you prefer.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
```

```
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
105 POKE 32885,174 for infinite energy or  .
105 POKE 32888,183 for infinite lives
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,11,222,57,195,175,50,114,0,50,
252,0,195,0,255
```

Stainless Steel
■ Ⓐ ◾
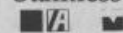
Another routine with lots of lines to delete.
Line 30 gives infinite shields, line 40 gives
infinite lives and line 50 gives infinite fuel.
Play the tape from the start.

```
10 CLEAR 24899: LOAD ""CODE
20 LET S=0: LET L=0: LET F=0
30 LET S=187
40 LET L=183
50 LET F=190
60 FOR N=64068 TO 64083
70 READ A: POKE N,A: NEXT N
80 POKE 60664,250: RUN USR 6E4
90 DATA 175,50,100,S,50
100 DATA 134,S,50,17,F
110 DATA 50,143,L,195,68,97
```

Target Renegade
■ ▨ ◾

Up to the minute with Speedlock 4 for
infinite lives now. Go for it...

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
```

```
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
520 DATA 233,240,0,14,221,91,6,13,1,73,
241,35,188,97,33,35,34,34,157,246,33,53,249,3
4,159,246,195,128,158,31,15,43,31,31,29,43,15,
31,29,43,20,29,2359836
```

Teladon
▨Ⓐ ◾

Delete lines 80-100 if you don't want the
option. Each gives an infinite amount of
whatever is in the REM statement.

```
10 FOR f=23394 TO 1e9: READ a
20 IF a>255 THEN GO TO 40
30 POKE f,a: NEXT f
40 LOAD ""CODE 24023: BORDER 0
50 CLEAR 37499: POKE 24097,91
60 RANDOMIZE USR 24023
70 DATA 205,98,5,245,175
80 DATA 50,245,254: REM laser
90 DATA 50,105,140: REM oxygen
100 DATA 50,129,140: REM lives
110 DATA 241,201,999
```

Terramex
■ ▨ ◾

For infinite lives, play the tape from the
start

```
10 FOR f=23296 TO 23329
20 READ a: POKE f,a: NEXT f
30 RANDOMIZE USR 23296
```
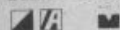
```
40 DATA 221,33,203,91,17
50 DATA 46,1,62,255,55
60 DATA 205,86,5,48,241
70 DATA 33,27,91,34,129
80 DATA 93,1,8,93,195
90 DATA 8,93,175,50,252
100 DATA 169,195,0,143
```

Time Flies

▰🄰 ◾

Back to the Bleepload once more for immortality in *Time Flies*.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
```

```
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,8,163,57,195,175,50,41,137,195,
91,156,701274
```

Tour de Force

◼🄱 ⬛ ◾

For infinite heat and/or energy, play the tape from the start.

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23341
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>143986 THEN STOP
60 POKE 23301,179: REM heat
70 POKE 23310,164: REM lives
80 RANDOMIZE USR 23319
90 DATA 33,18,91,17,65
100 DATA 0,1,5,0,237
110 DATA 176,175,50,78,0
120 DATA 195,0,125,175,50
130 DATA 98,165,0,221,33
140 DATA 61,92,17,160,0
150 DATA 62,255,55,205,86
160 DATA 5,48,241,62,91
170 DATA 50,148,92,195,75,92
```

Trap Door

◼◼ ◾

This protection system was quite clever. It used certain registers set by the commands in the Basic program- quite a neat touch.

Anyway, here's a routine for infinite time. Play the tape from the start.

```
10 LET T=0
20 FOR F=23296 TO 23454
30 READ A: POKE F,A
40 LET T=T+(F-23286)*A: NEXT F
50 IF T<>1681107 THEN STOP
60 RANDOMIZE USR 23296
70 DATA 221,33,203,92,17
80 DATA 130,2,62,255,55
90 DATA 205,86,5,48,241
100 DATA 221,33,77,95,33
110 DATA 171,93,17,0,80
120 DATA 1,18,0,237,176
130 DATA 235,54,16,35,54
140 DATA 236,35,54,201,33
150 DATA 189,93,17,118,200
160 DATA 1,118,27,205,0
170 DATA 80,49,151,99,229
180 DATA 33,217,93,54,195
190 DATA 35,54,70,35,54
200 DATA 91,225,195,194,93
210 DATA 17,0,75,229,197
220 DATA 33,221,93,1,13
230 DATA 0,237,176,235,54
240 DATA 16,35,54,241,35
250 DATA 54,201,193,225,17
260 DATA 154,99,205,0,75
270 DATA 175,50,242,93,205
280 DATA 236,93,62,195,50
290 DATA 157,254,33,128,91
300 DATA 34,158,254,195,232
310 DATA 254,53,95,49,16
320 DATA 13,11,23,62,195
330 DATA 50,202,254,33,148
340 DATA 91,34,203,254,33
350 DATA 205,83,17,107,50
360 DATA 195,164,254,49,151
370 DATA 99,62,201,50,84
380 DATA 172,195,205,254
```

APPENDIX III
ERRATUM

Welcome to the 'everyone makes mistakes' section of *Smash Tips*. We've had a lot of enquiries about this partwork ever since the first issue, but here's hoping that this section will sort out the frustrated hackers amongst you.

ALL GAMES THAT USE THE ORIGINAL SPEEDLOCK HACKER

Yup, the Speedlock Hacker was one of the first to be bitten by the bugs. So, the cure is to use this listing instead.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
```

```
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
```

380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233

Deviants
Ooops! Change line 50 to the following and you'll be fine!

50 POKE 39165,91: RUN USR 38e3

Down To Earth
You'll probably have already spotted this

square bracket (]) at the end of line 270

Dynamite Dan II
Change line 30 so that it reads;

30 READ A: IF A>255 THEN BORDER 0: RANDOMIZE 1267+USR 23400

Alright now, matey?

Elite 128K
Many of you had problems getting this one in.. So here's the simple soution...

First delete lines 270 & 280, then,

2
Load your game up in 48K mode

Simple as that!

Frank Bruno's Boxing
Alter the data line 140 so that it reads;

140 DATA 144,135,205,86,5,62,237,55,221 ,33,1183

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