Pull-Out Supplement

Robin Candy's

PLAYING TIPS

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SPECIAL
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SPECIAL TAPE OFFER INSIDE

Robin Candy's

PLAYING TIPS

the BASIC loader and the first block of code then type **RUN** and start the tape.

Almost all of the pokes routines supply you with infinite lives/ energy or the equivalent on that game with one or two exceptions. Should you have any problems with certain routines then write in with a SAE and I will see what I can do. Sadly some of the pokes only with work with certain versions of the game. Should you find that a routine doesn't work then check that you have typed it in correctly before writing in. It is a good idea to get a friend to help check the data.

THE CRASH PLAYING TIPS SUPPLEMENT

Compiled by Robin Candy

A short foreword by Lloyd Mangram

The Powers That Be decided some weeks ago to give CRASH readers a small present in the form of a pull out Playing Tips Supplement, and handed me the task (thanks guys) of tying Rob Candy down to his brand new word processor (that's technobabble for *typewriter* with telly attached) to make sure he would get all the material sorted out in time. Lo and behold, I managed it! It was a lot of hard work, I can tell you, and little thanks I'll get for it no doubt, meanwhile Rob (the great) Candy gets all the kudos, praise and financial reward, but that's life all over, isn't it?

Still, I suppose I should accept that Robin has had to put in a tiny bit of effort as well, and we hope you will think it has been worthwhile. Over to Robin Candy . . .
LM

OF POKES & POKEIng

Over the past couple of months or so I've been searching through old files compiling a comprehensive book of pokes and solutions which I'm sure you will all agree is quite large. There have been many times when new CRASH readers have phoned up asking what issue such an such a poke was in or in what issue a certain game solution was printed. This supplement is aimed at providing a quick reference guide to playing games — no longer will you have to search through back issues to find part of the solution for *Dragontorc*. So gathered here are a hefty number of solutions and pokes with some additional hints and routines never seen before in CRASH. These include the *Sweevo's World Editor* and *Arc of Yesod* pokes. Of course if you're a newcomer to CRASH much of the information parted within these pages will be totally new. Let me know what you think of it.

Especially for the new readers to CRASH, and maybe some of the older ones, I've detailed how to put the pokes into the Spectrum. To make life easier for you all almost all of the routines can be used without **MERGE ""** (with the exception of the *Sweevo's World* infinite lives pokes, more of those later).

Once you have decided which routine you wish to use just type it into the computer as seen in these pages. It's then a wise idea to **SAVE** it to tape because you may wish to use it again in the future (the **SAVE**ing procedure is detailed in your Spectrum manual). Once you have saved the routine to tape **RUN** it then start your game tape from the beginning. You do not have to type **LOAD ""** into the computer, the pokes routines will **LOAD** in the game and poke it for you. The exceptions to this are *Sweevo's World* infinite lives pokes (not the screen editor) and the *Wanted: Monty Mole* pokes.

To get the *Sweevo's World* pokes to work you must first of all type **MERGE ""** and then start the tape from the beginning. When the computer comes back with the **OK** message stop the tape. Now type the pokes in just before the **RANDOMIZE USR** number (the line **EDIT**ing procedure is detailed in your Spectrum manual). Once you have typed in the pokes you want to use type **RUN** and restart the tape from the place that you stopped it.

In order to get the *Wanted: Monty Mole* pokes working type in the routine and then save it to tape. Once you have saved the routine to tape fast forward the *Wanted: Monty Mole* tape past

INDEX TO THE PLAYING TIPS SUPPLEMENT

The tips and pokes in this supplement were compiled with the kind help of many people. Those who did the really difficult work are credited after the game title in the index below:

ABU SIMBEL: Pokes, Phil Churchyard
ARC OF YESOD: Pokes, Keith Walker
ASTROCLONE: Steve Turner, Andrew Hewson
ASTRONUT: Pokes, Paul Stephenson
BATTLE OF THE PLANETS: Pokes, Paul Stephenson.
BRIAN BLOODAXE: Pokes, Keith Walker.
CHIMERA: Pokes, Phil Churchyard
COMMANDO: Pokes, Keith Walker
CRITICAL MASS: Pokes, Phil Churchyard
CYCLONE: Pokes, Paul Stephenson
CYLU: Pokes, Phil Churchyard
DEATHSTAR INTERCEPTOR: Pokes, Paul Stephenson
DRAGONTORC: Steve Turner, Andrew Hewson. Pokes, Keith Walker
DUN DARACH: Michael Mitchell, Gary Macintosh, Kevin Penton, Keith Walker, Craig Rogers.
DYNAMITE DAN: Pokes, Keith Walker
ENIGMA FORCE: Peter Philips, Graham Needham,
FACTORY BREAKOUT: Pokes, Paul Stephenson
FAIRLIGHT: Pokes, Phil Churchyard
GILLIGAN'S GOLD: Andrew Wood and R Riley. Pokes, Paul Stephenson
GUNFRIGHT: Pokes, Phil Churchyard
HYPERACTION: Pokes, Paul Stephenson
EVERYONE'S A WALLY: David Yardly
HERBERT'S DUMMY RUN: J Wankling
MARSPORT: Phil Churchyard, Robin Candy, John McCann. Pokes, Phil Churchyard
NODES OF YESOD: Pokes, Keith Walker
PYJAMARAMA: Barry Jorden
QUILL: Pokes, Keith Walker.
SABOTEUR: Pokes, Paul Stephenson
SHADOWFIRE: Robin Candy
SKOOL DAZE: Pokes, Paul Stephenson
STARION: Tim Davidson
STARQUAKE: Pokes, Keith Walker
SWEEVO'S WORLD: Pokes, Keith Walker. Room editor, Phil Churchyard
TANK DUEL: Pokes, Paul Stephenson
TAU CETI: Pokes, Phil Churchyard
THREE WEEKS IN PARADISE: Mark Peters, Graham Needham
TIR NA NOG: Robin Candy,
WANTED MONTY MOLE: Pokes, Keith Walker

FAIRLIGHT (The Edge)

The Edge's 3D hit attracted quite a lot of attention from tipsters so here is the solution all in one go.

The first thing to do is to get the crown that is above the doorway. To do this you must stack an assortment of objects in order to climb up; a barrel and two flower pots should do the trick. With the scroll, from the first screen, cross the drawbridge and avoid the monk. Walk around the cave walls with the crown. One of the walls has a hidden door which allows access to a tomb. Inside here move one of the panels on top of the tomb and go down the hole. You will now be in another tomb with the Book of Light. Take this and use the scroll to return. Store the Book somewhere safe.

In one of the rooms with the man-eating plants there is a tower (you need a key which is guarded by a troll to enter the tower). This tower is guarded by three Monks. To get past the first you need the cross and to get past the others you need two potions. The cross is in the throne room which contains a monk; and can be found behind a panel which has to be pushed to get it. There are three potions one is in the chequered room with two whirlwinds, another is behind two barrels in a side room which is hidden. The third potion is guarded by a monk. Use an hourglass to freeze him and then climb up and get it.

Take the Cross and two of the potions to the tower containing the monks. Kill the first monk with the cross, the other monks can be killed with the potions. You will now be in a room with a trap door above it. Using barrels and books etc climb up through the trap door but before doing this make sure you have the Book of Light with you. Climb up and you will see the Wizard. Get the key from the far end of the room and then give the Wizard the book. He will revert to his true form, an evil monk. Dodge him and climb back down through the trap door. Now proceed to the entrance of the castle and go through it using the key you got from the top of the tower and you will have completed the game.

FAIRLIGHT (The Edge)

```
5 CLS
10 CLEAR 65535
20 LET TOT = 0
30 RESTORE
40 FOR I = 56000 TO 56407
50 READ A: LET TOT =TOT + A
+ A * INT (I-56028)
60 POKE I, A
70 NEXT I
80 IF TOT <> 9401761 THEN
PRINT FLASH 1; "ERROR IN
DATA!!!": BEEP 1,0: STOP
90 PRINT AT 0, 5; "START
FAIRLIGHT TAPE"
100 PRINT AT 1, 1; "PLEASE
WAIT, I HAVEN'T CRASHED"
110 RANDOMIZE USR 56328
1000 DATA 195, 223, 218, 0, 0
1001 DATA 14, 0, 201, 218, 133
1002 DATA 11, 171, 222, 24, 111
1003 DATA 160, 107, 24, 0, 0
1004 DATA 91, 0, 0, 178, 220
1005 DATA 160, 107, 0, 0, 0
1006 DATA 64, 243, 49, 195, 218
1007 DATA 221, 33, 224, 90, 33
1008 DATA 224, 87, 17, 224, 255
1009 DATA 6, 24, 14, 8, 229
1010 DATA 37, 13, 32, 251, 125
1011 DATA 214, 32, 111, 254, 224
1012 DATA 40, 4, 124, 198, 8
1013 DATA 103, 221, 229, 221, 25
1014 DATA 16, 231, 28, 62, 8
1015 DATA 211, 254, 38, 50, 6
1016 DATA 156, 62, 22, 205, 214
1017 DATA 219, 48, 245, 62, 198
1018 DATA 184, 48, 240, 37, 32
1019 DATA 239, 6, 201, 205, 218
1020 DATA 219, 48, 230, 120, 254
1021 DATA 212, 48, 244, 205, 218
1022 DATA 219, 48, 220, 62, 195
1023 DATA 50, 241, 219, 221, 33
1024 DATA 221, 218, 17, 2, 0
1025 DATA 237, 95, 6, 18, 46
1026 DATA 1, 120, 6, 215, 205
1027 DATA 214, 219, 208, 62, 228
1028 DATA 184, 203, 21, 62, 22
1029 DATA 210, 68, 219, 58, 220
1030 DATA 218, 133, 50, 220, 218
1031 DATA 101, 58, 53, 221, 170
1032 DATA 171, 221, 172, 221,
173
1033 DATA 173, 221, 119, 0, 6
1034 DATA 10, 203, 99, 40, 13
1035 DATA 58, 53, 221, 198, 138
1036 DATA 131, 146, 50, 53, 221
1037 DATA 5, 5, 5, 58, 53
1038 DATA 221, 198, 103, 50, 53
1039 DATA 221, 221, 35, 27, 122
1040 DATA 179, 194, 65, 219, 195
1041 DATA 143, 219, 42, 221, 218
1042 DATA 17, 246, 3, 237, 82
1043 DATA 194, 201, 220, 33, 170
1044 DATA 219, 34, 141, 219, 221
1045 DATA 225, 17, 32, 0, 6
1046 DATA 2, 195, 65, 219, 209
1047 DATA 122, 179, 202, 188,
219
```


MIND-BOGGLED BY THE THOUGHT OF TYPING IN ALL THESE POKE PROGRAMS?
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Robin Candy's PLAYING TIPS

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SHADOWFIRE

Many of our newer readers will have seen the review of *Enigma Force* in CRASH issue 26 but if you were impressed by that it's a likely bet that you will also enjoy *Shadowfire*. Should you get hold of the game, here is one of the many strategies that you can employ to complete it.

Before setting off on your mission make sure you equip your characters properly, the booklet gives a lot of hints on how to do this. Now beam down to the fighter bay (red) and take all members except Sevrina, Syylk and Maul. Move the characters that you have beamed down **S** twice, then **SE** and **E**. At about this point you should be attacked by two to three aliens. Once they have been destroyed get Manto to beam down Sevrina. Go to Sevrina's object screen and get her to pick the lock which is to the south.

Once the lock is picked, using Manto beam Sevrina back to the ship. Now move your three characters **S** twice, which will take them to a junction with exits leading E, W, N and SW. Take the **E** route. You should now be attacked by a trooper from NE. Kill him and move **NE** twice. Moving **E** from here should take you to just outside a locked door which has a trooper behind — here Sevrina's talents are needed so beam her down to pick the lock. When this is done beam down the other members of the Enigma team to fight the trooper. Once all your characters are beyond the door you will be attacked by two more enemies and these have to be massacred before advancing **E**. Advance three of the characters that still have a good amount of strength **E** to attack a Marshal. Send another reasonably fit character **W** then **N** once, this will take him into the Robot Armoury. From here take the Rocket launcher, if it is too heavy then wait a while for your character's strength to build up.

By now the Marshal should be dead, if he isn't then attack him with a few more characters until he's really dead. By now all your team should be standing outside a locked door which leads SE. Give the rocket launcher to Maul. If he is too weak then drop it by him. Wait for 5 to 10 minutes for your characters' strength to build up, or for however long you think appropriate. Get Sevrina to pick the lock and advance every character through the door making sure they are all well armed. In this room you will be heavily attacked so before entering make sure your strength is up.

If you survive the onslaught you will realise you are in a room called 'Zoff Security' which has four exits. Get Sevrina to unlock them all. Using Zark, go through the **SE** exit. You are now in a room that contains General Zoff, Ambassador Kryxix and the self destruct card. Zoff will try to flee so you must be quick to capture him. Go to Kryxix with Zark and you should get the report that you've found Kryxix and that he follows Zark. Kryxix will only follow Zark because Zark is the translator. Get Kryxix onto the same location as Manto and beam him aboard Enigma, you have now rescued Kryxix. Also in the Fighter Bay is Zoff's second in command, Sky Fortress Captain Churl, he is located in his quarters near the bridge. A time delay device can be found near Churl and if used properly can help capture Zoff.

The reason for not beaming all the characters down at the beginning of the game is it is quicker to move the three characters with more agility than to bother moving all six when some of them are really only any use in a fight.

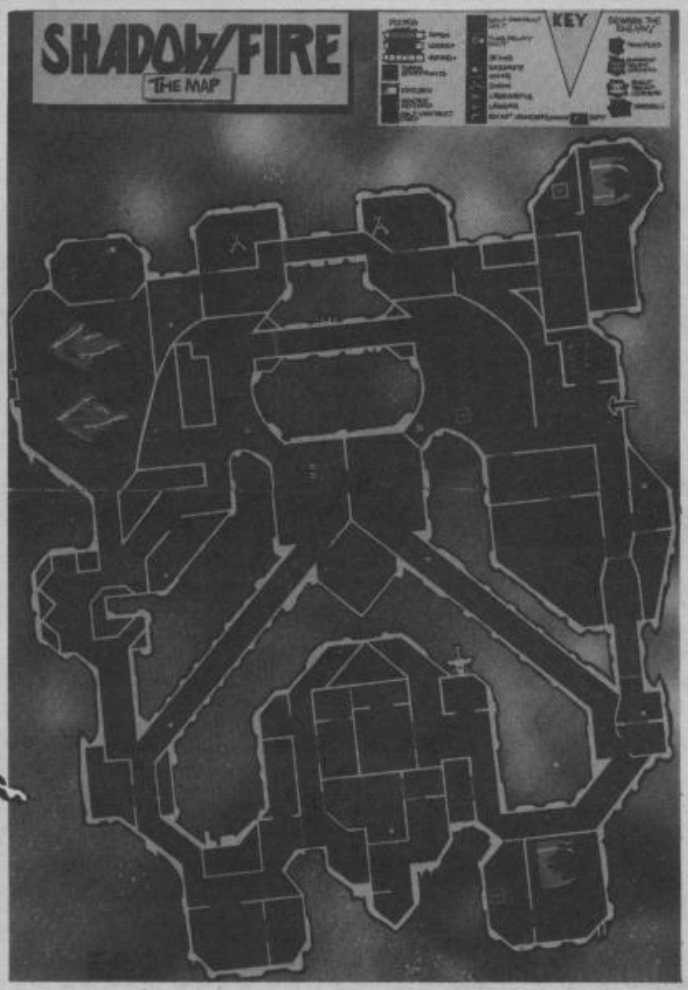
To capture general Zoff position Manto outside his quarters and drop the transporter beamer. Pick the lock and send someone into Zoff's quarters. Move a character into the same location as Zoff. Zoff will then try to escape. As soon as he moves onto the same location as Manto, beam him aboard the Enigma. A similar method can be used to capture the enemy soldiers — this saves energy.

The other half of the destruct code can be found on the Bridge but it is unlikely that you will need it because to complete the game you must **capture** the Zoff 5. This can be done by capturing or killing everyone on board. With a bit of practice at these strategies it shouldn't take long to complete the game.

General tips are: always rest after a good bout of fighting.

Only beam down Maul when you are in a tricky situation because he is to slow to keep up with the others.

Throughout the game you will constantly be arming and rearming because your strength goes down. My strategy for this is to go into battle with a heavy weapon and switch to a lighter one as soon as the character shows signs of flagging. It is best to use some games just for mapping and exploring levels (or you can use the *Shadowfire Tuner* if you own a copy) because many rooms seem to serve no specific purpose.



ENIGMA FORCE

The sequel to the ever popular *Shadowfire* may have taken you a while to solve but thanks to some clever CRASH readers here is the solution.

1) The first thing to do is equip Syylk with the Fish and two ammo clips.
2) Now send Syylk down, then up. Collect the Keycard in here, then return to the start.
3) Send Syylk left, up, up, unlock the door with the Keycard, left, left, left. You should now be in an armoury so equip Syylk with a few pieces of ammo.
4) On the way to the armoury Syylk should meet the insectoid leader who will then say, 'I have spoken to my Queen. She is loyal to the Emperor'.
5) Now move your other characters to the armoury and equip them.
6) Now send all your remaining characters left, up, right, right, up, up, right, down and then up. Take the toolkit from this room.
7) Send Syylk or Sevrina to hunt Zoff down. When you have found him chase him into a room with only one exit, drop and activate the grenade and leave the room before it detonates. Now search the room in which you killed Zoff and take the Zoffcard.
8) Return to the rest of the Enigma Force. Then with the whole crew go right, right, right, up, up, right, down, down, right, unlock the door and then go down into the armoury. Lock the door behind you.
9) Use the Zoffcard and send your crew down to complete the game. If you're wandering what the Fish is used for then activate it and you will find it replenishes your character's energy level.

FAIRLIGHT (The Edge) ▶

```
1048 DATA 213, 221, 225, 19, 17
1049 DATA 32, 0, 6, 4, 195
1050 DATA 65, 219, 124, 33, 203
1051 DATA 219, 34, 141, 219, 103
1052 DATA 203, 124, 6, 1, 195
1053 DATA 205, 219, 6, 6, 209
1054 DATA 122, 179, 200, 221,
225
1055 DATA 195, 65, 219, 205, 234
1056 DATA 219, 208, 195, 221,
219
1057 DATA 123, 230, 7, 195, 227
1058 DATA 219, 62, 0, 195, 232
1059 DATA 219, 62, 19, 61, 32
1060 DATA 253, 167, 4, 32, 3
1061 DATA 201, 201, 220, 219,
254
1062 DATA 31, 200, 169, 230, 32
1063 DATA 40, 241, 121, 47, 79
1064 DATA 62, 0, 246, 8, 211
```

```
1065 DATA 254, 55, 201, 1, 58
1066 DATA 0, 33, 182, 92, 205
1067 DATA 232, 25, 221, 33, 0
1068 DATA 0, 17, 93, 5, 62
1069 DATA 255, 55, 205, 86, 5
1070 DATA 48, 241, 62, 55, 50
1071 DATA 53, 221, 33, 63, 220
1072 DATA 17, 178, 220, 1, 25
1073 DATA 0, 237, 176, 175, 211
1074 DATA 254, 33, 244, 1, 118
1075 DATA 43, 124, 181, 32, 250
1076 DATA 195, 223, 218, 33, 0
1077 DATA 0, 34, 173, 254, 34
1078 DATA 174, 254, 34, 234, 254
1079 DATA 34, 236, 254, 34, 237
1080 DATA 254, 34, 192, 241, 34
1081 DATA 193, 241, 201
1090 DATA 17, 0, 27, 205, 86
1100 DATA 5, 205, 122, 91, 62
1110 DATA 255, 55, 221, 33, 0
1120 DATA 96, 17, 0, 136, 205
1130 DATA 86, 5, 205, 122, 91
1140 DATA 62, 255, 55, 221, 33
1150 DATA 128, 91, 17, 43, 0
1160 DATA 205, 86, 5, 33, 92
1170 DATA 91, 34, 169, 91, 195
1180 DATA 128, 91, 33, 128, 91
1190 DATA 17, 58, 0, 205, 19
1200 DATA 0, 62, 233, 50, 176
1210 DATA 92, 38, 99, 46, 52
1220 DATA 243, 34, 120, 92, 62
1230 DATA 201, 50, 232, 205, 195
1240 DATA 0, 94, 175, 55, 221
1250 DATA 33, 0, 0, 17, 17
1260 DATA 0, 205, 86, 5, 201
9999 STOP ●
```

SABOTEUR (Durell)

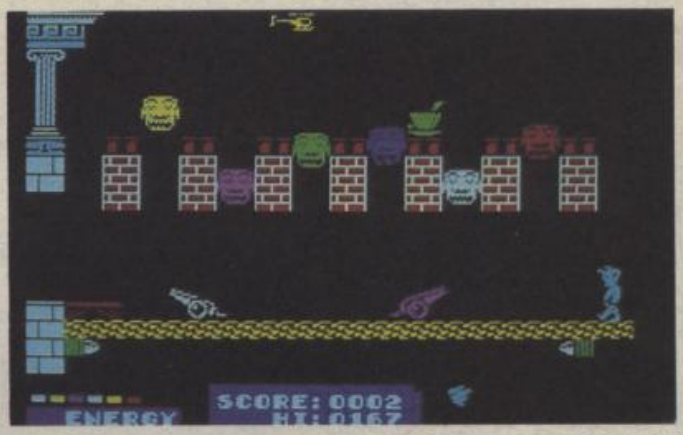
```
10 CLEAR 24200
20 LOAD "" SCREEN$
30 LOAD "" CODE
40 POKE 29894, 0
50 RANDOMIZE USR 63972 ●
```

SKOOLDAZE (Microsphere)

```
10 CLEAR 65535
20 PRINT TAB 5; "START
SKOOLDAZE TAPE"; 15, 0
30 LET T = 0
40 FOR F = 32972 TO 33085:
READ A: POKE F, A: LET T = T +
A: NEXT F
50 IF T <> 14253 THEN BEEP 1,
0: PRINT "ERROR": STOP
60 RANDOMIZE USR 1366
70 RANDOMIZE USR 1366
80 RANDOMIZE USR 30000
100 DATA 243, 062, 008, 211, 254
110 DATA 001, 023, 000, 217, 221
120 DATA 033, 255, 063, 017, 186
130 DATA 064, 049, 203, 129, 006
140 DATA 200, 205, 042, 129, 254
150 DATA 213, 048, 247, 205, 042
160 DATA 129, 046, 001, 205, 039
170 DATA 129, 254, 223, 063, 203
180 DATA 021, 006, 208, 048, 244
190 DATA 006, 210, 024, 000, 221
200 DATA 117, 000, 122, 179, 221
210 DATA 035, 027, 032, 228, 221
220 DATA 054, 066, 016, 024, 222
230 DATA 221, 124, 254, 129, 040
240 DATA 003, 221, 117, 204, 217
250 DATA 221, 009, 217, 027, 123
260 DATA 178, 032, 204, 062, 201
270 DATA 050, 192, 249, 195, 224
280 DATA 094, 205, 042, 129, 062
290 DATA 013, 061, 032, 253,
004, 040
300 DATA 140, 219, 254, 169, 230
310 DATA 064, 040, 246, 121, 047
320 DATA 079, 120, 201 ●
```

DYNAMITE DAN (Mirrorsoft)

```
10 CLEAR 59999
20 PRINT AT 9, 0; "PLAY IN
DYNAMITE DAN MASTER
TAPE"; AT 11, 9; "FROM THE
START"
30 RESTORE
40 LET TOT = 0
50 FOR N = 23296 TO 23326:
READ A: POKE N, A: LET TOT =
TOT + A: NEXT N
60 IF TOT <> 3279 THEN PRINT
AT 0, 0; "ERROR IN 1ST DATA
BLOCK": STOP
70 RANDOMIZE USR 23296
100 DATA 221, 033, 034, 254, 017
110 DATA 144, 001, 062, 007, 055
120 DATA 205, 086, 005, 048, 241
130 DATA 033, 034, 254, 001, 254
140 DATA 001, 126, 237, 103, 035
150 DATA 011, 120, 177, 032, 247
160 DATA 201
170 POKE 65059, 52
180 POKE 65060, 254
190 POKE 65073, 32
200 POKE 65074, 247
```




```
210 POKE 65075, 201
220 RANDOMIZE USR 65058
230 POKE 65121, 64
240 LET TOT = 0
250 FOR N = 65135 TO 65178:
READ A: POKE N, A: LET TOT =
TOT + A: NEXT N
260 IF TOT <> 5938 THEN
PRINT AT 0, 0; "ERROR IN 2ND
DATA BLOCK": STOP
270 RANDOMIZE USR 65087
300 DATA 033, 137, 065, 017, 137
310 DATA 255, 001, 096, 000, 237
320 DATA 176, 062, 201, 050, 153
330 DATA 255, 022, 230, 205, 137
340 DATA 255, 033, 148, 254, 017
350 DATA 198, 255, 001, 007, 000
360 DATA 237, 176, 022, 230, 195
370 DATA 163, 255, 175, 050, 198
380 DATA 205, 195, 000, 200 ●
```

GUNFRIGHT (Ultimate)

```
10 CLEAR 65535
20 RESTORE
30 LET tot = 0
40 FOR i = 64000 TO 64293
50 READ a: LET tot = tot + a +
a*PEEK (i-64000)
60 POKE i, a
70 NEXT i
80 IF tot <> 4342031 THEN
PRINT FLASH 1; "ERROR IN
DATA!!!": BEEP 1, 0: STOP
100 PRINT "Do you want any
women (Y/N) ?"; : GO SUB 500:
PRINT k$: IF k$ = "Y" THEN
POKE 64062, 58
110 PRINT "Easier fast draw (Y/
N) ?"; : GO SUB 500: PRINT K$:
IF K$ = "N" THEN POKE 64068,
33
190 PRINT AT 0, 6; "Start
Gunfright tape"
200 RANDOMIZE USR 64000
500 IF INKEY$ <> "" THEN GO
TO 500
510 POKE 23658, 8
520 LET K$ = INKEY$: IF K$ <>
"Y" AND K$ <> "N" THEN GO
TO 520
530 RETURN
1000 DATA 33, 182, 92, 1, 58
1001 DATA 0, 205, 232, 25, 205
1002 DATA 94, 250, 33, 0, 64
1003 DATA 17, 1, 64, 1, 255
1004 DATA 26, 117, 237, 176, 205
1005 DATA 117, 250, 205, 117,
250
1006 DATA 205, 117, 250, 205, 0
1007 DATA 94, 205, 117, 250, 205
1008 DATA 60, 250, 205, 117, 250
1009 DATA 33, 72, 250, 34, 162
1010 DATA 91, 205, 117, 250, 205
1011 DATA 117, 250, 195, 128, 91
1012 DATA 62, 201, 50, 203, 184
1013 DATA 33, 175, 201, 34, 86
1014 DATA 188, 201, 42, 120, 92
1015 DATA 229, 33, 148, 250, 17
1016 DATA 166, 180, 1, 146, 0
1017 DATA 237, 176, 225, 34, 120
1018 DATA 92, 195, 0, 94, 221
1019 DATA 33, 0, 91, 17, 17
1020 DATA 0, 175, 55, 205, 86
1021 DATA 5, 221, 33, 0, 91
1022 DATA 42, 83, 92, 205, 8
1023 DATA 8, 201, 221, 33, 232
1024 DATA 253, 17, 17, 0, 175
1025 DATA 55, 205, 86, 5, 48
1026 DATA 242, 221, 42, 245, 253
1027 DATA 237, 91, 243, 253, 55
1028 DATA 62, 255, 205, 86, 5
1029 DATA 48, 240, 201, 66, 85
1030 DATA 70, 70, 65, 76, 207
1031 DATA 66, 73, 76, 204, 67
1032 DATA 65, 78, 68, 217, 77
1033 DATA 65, 206, 76, 76, 79
1034 DATA 89, 196, 77, 65, 78
1035 DATA 71, 82, 65, 205, 68
1036 DATA 69, 82, 69, 203, 66
1037 DATA 82, 69, 87, 83, 84
1038 DATA 69, 210, 66, 85, 84
1039 DATA 67, 200, 67, 65, 83
1040 DATA 83, 73, 68, 217, 67
1041 DATA 82, 65, 83, 200, 83
1042 DATA 77, 65, 83, 72, 69
1043 DATA 210, 84, 72, 197, 75
1044 DATA 73, 68, 196, 82, 79
1045 DATA 71, 69, 210, 75, 69
1046 DATA 65, 206, 79, 76, 201
1047 DATA 70, 82, 69, 217, 87
1048 DATA 73, 76, 196, 87, 69
1049 DATA 83, 84, 69, 82, 206
1050 DATA 75, 76, 79, 78, 68
1051 DATA 73, 75, 197, 80, 72
1052 DATA 73, 204, 76, 79, 79
1053 DATA 78, 69, 217, 74, 69
1054 DATA 84, 77, 65, 206, 90
1055 DATA 90, 65, 208, 82, 69
1056 DATA 86, 73, 69, 87, 69
1057 DATA 210, 77, 210, 67, 79
1058 DATA 87, 66, 79, 217
9999 STOP ●
```

ABU SIMBEL (Silversoft)

```
10 BORDER 0: INK 0: PAPER 0:
CLS : CLEAR 25000
20 INPUT "How many lives 0 to
255 ? (0 = infinite)";lives
30 IF lives > 0 THEN LET add =
49290: LET value = lives
40 IF lives = 0 THEN LET add =
47684: LET value = 0
50 PRINT AT 0, 5; "Start ABU
SIMBEL tape"
60 LOAD "" CODE
70 POKE 65292, 201
80 RANDOMIZE USR 65280
90 POKE 65332, 251: POKE
65333, 201
100 RANDOMIZE USR 65293
110 POKE add, value
120 RANDOMIZE USR 42000 ●
```

HYPERACTION (Silversoft)

```
1 CLEAR 65535
5 PRINT AT 10,5; "START
HYPERACTION TAPE"
10 FOR F = 23296 TO 23332:
READ A: POKE F,A: NEXT F
20 DATA 17, 0, 27, 221, 33, 0, 64
30 DATA 62, 22, 55, 205, 86, 5
40 DATA 48, -15, 17, 192, 93
50 DATA 221, 33, 168, 97, 62
60 DATA 2, 55, 205, 86, 5
70 DATA 33, 0, 0, 34, 11, 0, 98
80 DATA 195, 82, 98
90 RANDOMIZE 23296 ●
```

CYCLONE (Vortex)

```
10 PRINT AT 9,6; "START
CYCLONE TAPE"
20 FOR F = 23296 TO 23340:
READ A: POKE F,A: NEXT F
30 DATA 221, 33, 203, 92, 17, 66,
3
40 DATA 175, 214, 1, 8, 243, 205
50 DATA 108, 5, 48, 239, 62, 97
60 DATA 33, 40, 94, 17, 244, 247
70 DATA 1, 177, 1, 205, 250, 95
80 DATA 62, 50, 50, 147, 249, 33
90 DATA 160, 146, 34, 148, 249
100 DATA 195, 106, 249
110 RANDOMIZE USR 23296 ●
```

CRITICAL MASS (Durell)

```
10 BORDER 6: INK 6: PAPER 6:
CLS
20 CLEAR 25679
30 PRINT AT 0, 3; "START
CRITICAL MASS TAPE"
40 LOAD "" CODE
50 POKE 64823, 1: POKE 64850,
0
60 LET turbo = 64036
70 LET a =USR turbo: LOAD ""
SCREEN$
80 LET a =USR turbo: LOAD ""
CODE
90 POKE 57107, 24: POKE 57108,
-7
100 RANDOMIZE USR 48000 ●
```

CRASH TiPs SUPPLEMENT

STARION

Here's the collected wisdom to solve the puzzles in the space action/thinker from **Melbourne House**. Just follow these tips to find out the answers for all 200 odd anagrams (except the last one which you should work out for yourselves).

BLOCK 1 GRID 1
AD 1858: TELEGRAM - No message for the transatlantic cable
AD 1905: RELATIVITY - Einstein's special theory
AD 1985: STARION - Be present at your birth
AD 1980: RHODESIA - Vanishes into Zimbabwe
AD 1893: ASPRIN - Herman Dresser's Headache cure
AD 1897: DIAMOND - Vicky's celebration lacks sparkle
AD 1957: EEC - Established by the treaty of Rome
AD 1831: ELECTRICITY - Faraday's dynamo output
AD 0001: BIBLE - Book for lunar Xmas on Apollo 8
GRID PASSWORD: REDBREAST

BLOCK 1 GRID 2
AD 1588: ARMADA - Drake bowls out the Spanish
AD 1815: WELLINGTON - Duke gets his feet muddy at Waterloo
AD 0814: EGBERT - Name him king of all England
AD 1883: KRAKATOA - Big bang breaks Indonesian toe
AD 1776: SEAL - Endorse the Declaration of Independence
AD 1587: AXE - Get Mary ahead in Liz's chopping basket
AD 1764: COAL - What's fuel for James' steam engine
AD 1086: PREFACE - Begin the Domesday Book
AD 1965: LEONOV - Weightless walker
GRID PASSWORD: SPACEWALK

BLOCK 1 GRID 3
AD 1924: HITLER - Author of Mein Kampf
AD 1783: BALLAST - Weigh the first balloon
AD 1879: LAMP - Edison said 'Let there be light
AD 1942: ATOM - Fermi's doing the splits
AD 1547: IVAN - The Terrible Czar
AD 1982: SPECTRUM - Sinclair's colour baby
AD 1901: S - Marconi's signal across the waves
AD 1919: TREATY - Agreement in Versailles
AD 1889: EIFFEL - He towers over the World Exhibition
GRID PASSWORD: ESTABLISH

BLOCK 1 GRID 4
AD 1953: EVEREST - Hilary's lost his mountain
AD 1789: CAKES - The revolting French are hungry
AD 1840: PENNY - Buy the first black stamp
AD 1983: AVON - Thrust two without Blake's engine
AD 1986: HALLEY - Bill's comet
BC 2222: UMBRELLA - Noah's getting wet
AD 1888: RUBBER - Erase Dunlop's pneumatic tyre
AD 1896: AERIAL - Marconi's washing his radio
AD 1565: TOBACCO - John Hawkins is smoking
GRID PASSWORD: PARACHUTE

BLOCK 1 GRID 5
AD 1885: PETROL - Karl Benz's car won't start
BC 0219: ALPS - Hannibal's elephants are here
AD 0982: ERIC - Red man finds green land
AD 2001: ODYSSEY - A space
AD 1949: NATO - An organised treaty in the North Atlantic
AD 1898: RADIUM - Curried discovery
AD 1959: HAWAII - Grass skirts in the fiftieth state
BC 0035: ASP - Bites Cleopatra in the milky way
AD 1895: GILLETTE - Invents the safety razor
GRID PASSWORD: ORPHANAGE

BLOCK 1 GRID 6
AD 0079: VESUVIUS - She blows her top over Pompeii
BC 0064: NERO - He fiddles while Rome burns
AD 1897: ELECTRON - JJ Thompson's single charge
AD 1869: TABLE - Rest for Mendeleyev's periods
AD 1867: ALASKA - America's bargain from Russia
AD 1944: D - Big Day in Normandy
AD 1999: ECLIPSE - Momentary darkness, just, in Cornwall
AD 1871: RIBBONS - FA cup is undressed
AD 1945: URANIUM - Ingredient of the atom bomb
GRID PASSWORD: ADVENTURE

BLOCK 1 GRID 7
AD 1773: TEA - Getting thirsty at Boston party
AD 1867: NOBEL - Dynamite without ring
AD 1756: CALCUTTA - This black hole is in India
AD 1851: EXHIBIT - Show off great crystals at the palace
AD 1812: CANNON - Overture noise makers
AD 1922: INSULIN - Pancreas gives a hope for diabetics
BC 0163: ROSETTA - Hieroglyphic stone for Ptolemy V
AD 1997: CHINA - Hong Kong takes the slow boat
AD 1042: EDWARD - He confesses to being crowned
GRID PASSWORD: ECCENTRIC

BLOCK 1 GRID 8
AD 1796: NEEDLE - Jenner's cowpox pricker
AD 1912: ICEBERG - Titanic needs a target
AD 1969: EAGLE - Big bird gives a giant leap for mankind
AD 1929: CRASH - Black Tuesday in Wall street
AD 1066: ARROW - One in the eye for Harold
AD 1953: ORB - The Queen shall have a ball
BC 0543: TRIANGLE - Pythagorus has some squares
AD 1492: BAHAMAS - To them he sails the Ocean blue
AD 0004: MANGER - What a messiah — no crib for a bed
GRID PASSWORD: COMBINATE

BLOCK 1 GRID 9
AD 1911: POLE - Amundsen's southern flag holder
BC 0044: IDES - Caesar beware the fifteenth of March
AD 1805: NELSON - A hardy man dies at Trafalgar
AD 1969: BOOM - Concorde goes supersonic
AD 1900: HYDROGEN - Zepplin's gas
AD 1454: INK - Guttenburg's Bible is too faint
AD 1837: MORSE - Dashed clever telegraph man
AD 1914: ARCHDUKE - Ferdinand shot dead without his title
AD 1682: APPLE - Newton sees the fruits of gravity
GRID PASSWORD: AMPHIBIAN
BLOCK PASSWORD: AEROSPACE

BLOCK 2 GRID 1
AD 1882: SHERLOCK - Detective begins in 'A study in scarlet'
AD 1983: YACHT - Australia's has a winged hull
AD 1894: ARGON - Rayleigh and Ramsay's inert gas
AD 1982: HEART - Barney Clark's is artificial
AD 1971: PENCE - Britain's new pennies
AD 0570: MECCA - Muhammid's birthplace
AD 1880: EXETER - Necktie appears in Oxford college
AD 1962: MISSILE - Crisis in Cuba
BC 0257: EUREKA - 'I have found it' quoth Archemides
GRID PASSWORD: EMPHYSEMA

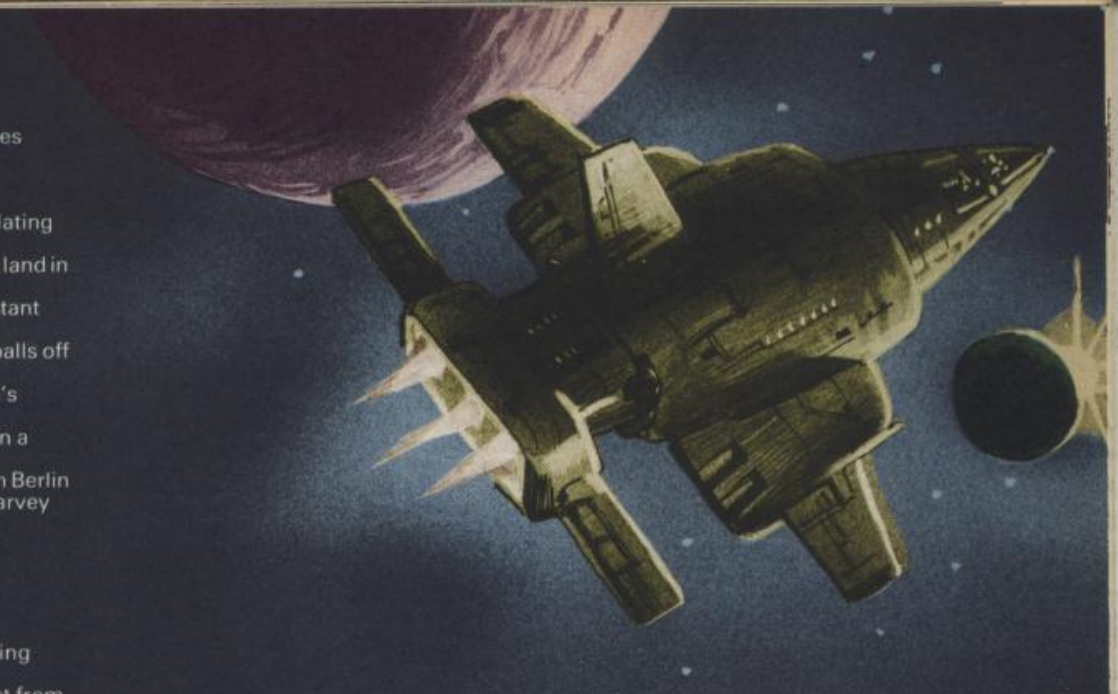
BLOCK 2 GRID 2
AD 1665: RATS - Great plague carriers
AD 1666: PUDDING - Sweet lane in the great fire of London
AD 1215: SCROLL - Stationery Magna Carta
AD 1956: AMPEX - First video recording system
AD 1903: ORVILLE - He's right in 'The Flyer'
AD 1484: CLAM - From this Botticelli's Venus is born
AD 1829: OARS - Help Oxford win the boat race
AD 1565: LISA - Leonardo's morning lady
AD 1773: IRON - Metal for Coalbrookdale's bridge
GRID PASSWORD: ACROPOLIS

BLOCK 2 GRID 3
AD 1557: RUDDER - Steer Drake's Golden Hind around the world
AD 1961: PIGS - JFK's fiasco in this cuban bay
AD 1913: GEIGER - He counts Alpha particles
AD 1602: PENDULUM - Galileo's swinger
AD 1959: SILICON - Integrated circuit is backwards
AD 1876: TELEPHONE - Alexander Graham's has a ring to it
AD 1919: AIRSHIP - Transatlantic first
AD 1932: NEUTRON - No charge
AD 1916: INTERRUPT - Prevent bullet hitting the Baron's propeller
GRID PASSWORD: STRAPPING

BLOCK 2 GRID 4
AD 0035: KISS - Judas shops Jesus with one
AD 1785: EDITOR - 'The Thunderer' needs control
AD 1935: RADAR - Palindromic Radio detection and Ranging
AD 1596: THERMOMETER - Galilei takes temperature
AD 1916: ALCOHOL - Getting prohibitively stopped in America
AD 1834: ANODE - Faraday's positive about electrolysis
AD 1928: MOUSE - Mickey the rodent is born
AD 1933: REICH - Chancellor Hitler proclaims third
AD 1853: DICKENS - Carol's Christmas author
GRID PASSWORD: TRADEMARK

BLOCK 2 GRID 5
AD 1862: LIGHT - Focault can't see its speed
AD 1854: CARDIGAN - General wooly charge of the Light Brigade
BC 0027: AUGUSTUS - Octavian's new identity
AD 1938: BIRO - He makes a point of balls
AD 1820: AMPERE - Andre - Marie's current unit
AD 1815: LAMP - Davy's minor genius
AD 1928: ANTIBIOTIC - Fleming's penicillin is the first
AD 1811: AUSTEN - 'Sense and Sensibility' Jane
AD 1961: VOSTOK - Gargarin's ship
GRID PASSWORD: BALACLAVA

BLOCK 2 GRID 6
BC 0300: EUCLID - His space is geometric
AD 1888: FILM - Moving pictures are made of this
AD 1900: LABOUR - Found working party
AD 1981: WEDDING - Royal couple couple
AD 1744: ANTHEM - 'God save the King' will become ours
AD 0037: NAILS - Carpenter's material for suspension
AD 1747: KITE - Franklin's flying conductor
AD 1948: ORWELL - Big Brother's father



CRASH TiPs SUPPLEMENT

AD 1907: SHELL - Royal Dutch hatches
GRID PASSWORD: SNOWFLAKE

BLOCK 2 GRID 7
AD 1834: ENGINE - Babbage's calculating device
AD 1000: ERICSSON - He finds a new land in America
BC 0776: ATHLETE - Olympic contestant starts the Greek calendar
AD 1590: GALILEI - He dropped his balls off the Tower of Pisa
AD 1855: GAS - Fuel for Von Bunsen's device
AD 1954: ATOLL - Hydrogen bikini on a coral island
AD 1936: GOLDS - Owens gets four in Berlin
AD 1963: RUBY - Gem shoots Lee Harvey Oswald
AD 1908: T - Ford's Model
GRID PASSWORD: AGGREGATE

BLOCK 2 GRID 8
AD 1941: JET - Whittle powerlessly
AD 1957: SPUTNIK - Orbiting travelling companion
AD 1981: SHUTTLE - Reusable rocket from Badminton
AD 1896: TORCH - Light the modern Olympics
AD 1898: ESCALATOR - Moving stairs in Harrods
AD 1944: IMF - Found Money fund in Bretton woods
AD 1806: ARC - Triumphant symbol in Paris
BC 0417: ELECTRA - Euripedes has a complex
AD 1721: MINISTRY - Walpole in his prime
GRID PASSWORD: MAJESTIES

BLOCK 2 GRID 9
AD 1553: MONARCH - Lady Jane's nine day position
AD 1941: OYSTERS - Pearl Harbour's contents
AD 1945: UN - Charter signed in San Francisco
AD 1926: ICI - Imperial chemical industries
AD 1495: PAINT - Material for Da Vinci's last supper
AD 1877: MARS - Schiaperelli finds canals here
AD 1882: TCHAIKOVSKY - His overture after seventy years
AD 1841: RUBBER - Material for good year for Spock
AD 1981: PACIFIC - Double Eagle V floats over it
GRID PASSWORD: IMPROMPTU
BLOCK PASSWORD: METABASIS

BLOCK 3 GRID 1
AD 1909: WING - Bleriot puts channel under his
AD 1899: ELGAR - He varies an enigma
AD 1934: KNIVES - Hitler's long weapons in the night
AD 0032: FISH - Five for five thousand
AD 1967: OXYGEN - Too much in Apollo fire
AD 1977: AMIN - Ugandan mass murder
AD 1977: MULL - Winged wine of Kintire
AD 1614: ROMEO - Where for art thou
BC 0790: REMUS - Romulus' twin
GRID PASSWORD: FRAMEWORK

BLOCK 3 GRID 2
AD 1954: BANNISTER - Roger, smile upstairs in four minutes
AD 1939: RHESUS - Levine and Stetons monkey blood factor
AD 1982: HARRIER - 'Counted them all out' from Invincable
AD 1948: LP - Goldmark gives forty - five minutes
BC 0747: ICARUS - He flies discreetly on melting wings
AD 1938: AUSTRIA - Germany's new annexe
AD 1926: YOYO - Come - come to Donald Duncan's new toy
AD 1855: NIGHTINGALE - Hygenic Lady from Berkley Square to Crimea
AD 1959: TARMAC - Surface the M one
GRID PASSWORD: LABYRINTH

BLOCK 3 GRID 3
AD 1935: MONOPOLY - Exclusive board game is born
AD 1948: PROGRAM - Instructions first stored in Manchester mark one
AD 1927: SOUND - First thing about the Jazz singer
AD 1943: ENIGMA - Colossal code for the first computer
AD 1923: AUTOGIRO - Juan de la Cierva's C four flew
AD 1976: TROWEL - Help a Viking dig holes in Mars
AD 1825: LOCOMOTION - Everybody's doing it with George Stephenson
AD 1877: CYLINDER - Edison's sound medium
AD 1429: ORLEANS - Joan of Arc's relief
GRID PASSWORD: ECTOPLASM

BLOCK 3 GRID 4
AD 1947: YEAGER - Chuck Supersonic in Glamerous (sic) Glennis
AD 1877: EIGHTS - Dead hot university rowing crews
AD 1982: RINK - T and D's stage at Lake Placid
AD 1936: TELEVISION - Watch the BBC
AD 1953: DNA - Deoxyrybonucleic acid
BC 9999: EDEN - Adam and Eve's garden
AD 1865: ALICE - She adventures in Wonderland
AD 1851: SINGER - Choral first sewing machine
AD 1781: YORKTOWN - British surrender the war of independence here
GRID PASSWORD: YESTERDAY

BLOCK 3 GRID 5
AD 1861: GATLING - Name his machine gun
AD 1967: BARNARD - His first change of heat
AD 1665: TRIANGLE - Pascal's binomial shape
BC 0790: ROMULAS - Twin of Remus in Rome
AD 1927: LOUIS - Lindenbergh's Transatlantic saintly spirit
AD 1979: IRAN - Khomeini's country
AD 1931: EMPIRE - Tallest building in a state
BC 2905: MEMPHIS - Capital of Egypt, not Tennesse
AD 1909: NORTH - Peary's pole
GRID PASSWORD: TREMBLING

BLOCK 3 GRID 6
AD 1960: PSYCHO - Hitchcock's madman
AD 1942: CASABLANCA - 'Play it again Sam'
AD 1929: HOOVER - Damned good President
AD 1859: OIL - Crude discovery in Pensylvania
AD 1981: HELENS - Saintly mountain erupts
AD 1921: ORANGES - Prokofiev loves three
AD 1872: STANLEY - Meets 'Doctor Livingstone', I presume
AD 1949: COMET - Imploding Jet airliner
AD 1972: TERRORIST - Munich spoil sport
GRID PASSWORD: HOPSCOTCH

BLOCK 3 GRID 7
AD 1901: RAGTIME - Tatty beat in jazz
AD 1605: FAWKES - Guy with the gun powder
AD 1948: TRANSISTOR - Walter Britain's tiny amplifier
AD 1770: EQUATOR - Captain Cook crosses this line to Australia
AD 1280: VISA - Marco Polo's credit for entry permit
AD 1937: NYLON - Synthetic fibres from New York and London
AD 1634: OBERAMMERGAU - Passion plays begin here
AD 1928: AMBER - Missing traffic light
BC 9999: WHEEL - Fundamental invention
GRID PASSWORD: WAVEFRONT

BLOCK 3 GRID 8
AD 1839: OPIUM - Indian subject of Anglo—Chinese war
AD 1952: MOUSETRAP - Agatha's new play
AD 1816: ROSSINI - His barber is in Seville
AD 1883: LIBERTY - French statue for America
AD 0664: WHITBY - Celtic church vanishes at north coast synod
AD 1960: APARTHEID - Cause of the Sharpsville massacre
AD 1884: EGG - Faberge lays his first for the Csar
AD 1945: NUREMBERG - City of Nazi trials
AD 1875: WEBB - Captain swims the channel
GRID PASSWORD: LAWNMOWER

BLOCK 3 GRID 9
AD 1899: ALPHA - Rutherford's first ray
AD 0121: STONE - Build Hadrian's wall
AD 1536: MONK - Henry's dissolving victim
AD 1714: FARENHEIT - Gabriel's temperature scale
AD 1958: NAUTILUS - It's twenty thousand leagues under the sea
AD 1859: ORIGIN - Darwin's beginning
AD 1885: RABIES - Pasteur fights hydrophobia
AD 1926: ROCKET - Goddard's is liquid fuelled
AD 1974: TAPE - Watergate recording
GRID PASSWORD: TRANSFORM
BLOCK PASSWORD: TWELFTHLY
FINAL PASSWORD: AEMSTY (that's the anagram you have to work out for yourselves)!

SWEEVO'S WORLD EDITOR

This may all look rather daunting! Those who can't face typing it in might opt for the cassette version (see offer, plug, plug)! However, the end result is rewarding as it allows you to create your own personalised *Sweevo's World* game.

There are four programs to the *Sweevo's World* room editor but if you own a tape then you will only need two of them, only microdrivers need three.

Type in the **editor** program and save it to tape for future use. Then run it and edit the screens. When you are satisfied with your edited screens save the code out as detailed in the editor's instruction below. To play *Sweevo's World* with your new screens you must type in the **tape load** program (save it to tape for future use). Then start your *Sweevo's World* tape from the beginning. Once that has loaded you are prompted to load in the saved data created by the editor, and once has loaded the altered game starts.

Microdrive users must first type in the **ROM** program and run it. This program checks to see if your Interface I is compatible — if you are told that it isn't then you will have to use tape. If your interface I is compatible then the next step is to type in and RUN the **Save Sweevo** program **(use a cartridge with nothing on it because the program automatically formats it)**. This program saves *Sweevo's World* to microdrive in a form that allows the screen data to be loaded into the editor. Now type in and run the **editor** program (you can save it to microdrive). Once you have done this you can edit the screens. Save your created data to microdrive. To play the game load the file off microdrive called **Sweevo**, this loads in the data etc and starts the game for you.

The editor itself allows you to alter the appearance of any room in the game, you can change its colour, move objects and generally alter everything in a room. Once you have got the editor up and running you can do the following things:

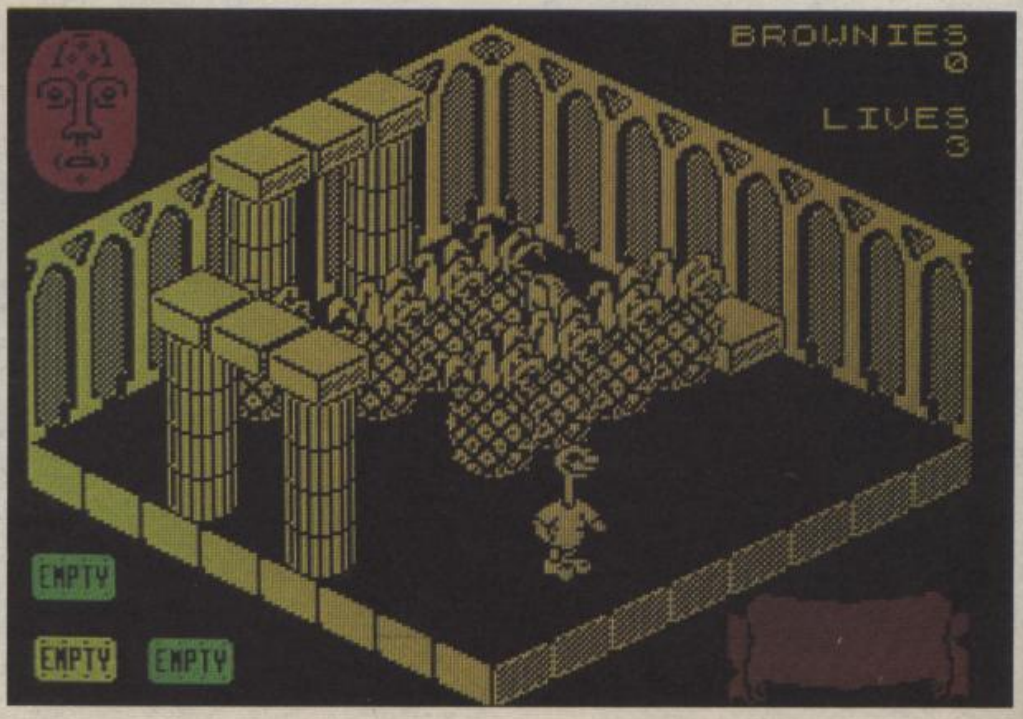
1-7: these keys alter the ink colour of a room
G: gets a room from memory and displays it ready for editing. You must follow G with a number between 0 and 255
W: writes the screen you are editing back into memory
C: clears the room of objects except the brownies and other special objects
X: lets you change the exits of a room. Once pressed an exit starts to flash press **Y** accept that exit or **N** to destroy it. Space exits this mode.
E: this actually lets you edit the screen. A flashing cursor appears which can be guided around with **Q, A, N, M** or a Kempston joystick. To place an object press enter or the fire button left and right then cycle through the possible objects that you can put on that screen, enter selects that object and draws it where the cursor is. Pressing **O** on this screen moves an object such as a can or a brownie to the position of your cursor. Press space to exit this screen.
S: saves the game data to tape. If you have a compatible interface I you are also given the option to save the data to microdrive.
L: this is the same as above except it deals with loading data.

ROM PROGRAM

```
5 REM Rom compatible ?
10 CLS
20 CLEAR 63999
30 LET TOT = 0
40 FOR I = 64000 TO 64272
50 READ A: LET TOT = TOT + A + A*PEEK (I-
64000)
60 POKE I, A
70 NEXT I
80 IF TOT <> 3543817 THEN PRINT FLASH
1;"ERROR IN DATA!!!": BEEP 1, 0: STOP
90 RANDOMIZE USR 64000
1000 DATA 205, 107, 13, 62, 2
1001 DATA 205, 1, 22, 17, 254
1002 DATA 250, 237, 83, 237, 92
1003 DATA 207, 50, 33, 42, 39
1004 DATA 237, 82, 40, 10, 167
1005 DATA 33, 122, 127, 237, 82
1006 DATA 40, 31, 24, 112, 205
1007 DATA 244, 250, 89, 111, 117
1008 DATA 32, 104, 97, 118, 101
1009 DATA 32, 97, 110, 32, 105
1010 DATA 115, 115, 117, 101, 32
1011 DATA 49, 32, 82, 111, 109
1012 DATA 255, 24, 27, 205, 244
1013 DATA 250, 89, 111, 117, 32
1014 DATA 104, 97, 118, 101, 32
1015 DATA 97, 110, 32, 105, 115
1016 DATA 115, 117, 101, 32, 50
1017 DATA 32, 82, 111, 109, 255
1018 DATA 205, 244, 250, 13, 119
1019 DATA 104, 105, 99, 104, 32
1020 DATA 105, 115, 32, 99, 111
1021 DATA 109, 112, 97, 116, 105
1022 DATA 98, 108, 101, 32, 119
1023 DATA 105, 116, 104, 32, 116
1024 DATA 104, 101, 13, 83, 119
1025 DATA 101, 101, 118, 111, 115
1026 DATA 32, 87, 111, 114, 108
1027 DATA 100, 32, 101, 100, 105
1028 DATA 116, 111, 114, 46, 255
1029 DATA 201, 205, 244, 250, 89
1030 DATA 111, 117, 32, 104, 97
1031 DATA 118, 101, 32, 97, 110
1032 DATA 32, 117, 110, 107, 110
1033 DATA 111, 119, 110, 32, 82
1034 DATA 111, 109, 32, 119, 104
1035 DATA 105, 99, 104, 13, 109
1036 DATA 101, 97, 110, 115, 32
1037 DATA 116, 104, 97, 116, 32
1038 DATA 121, 111, 117, 32, 99
1039 DATA 97, 110, 32, 111, 110
1040 DATA 108, 121, 32, 117, 115
1041 DATA 101, 32, 116, 104, 101
1042 DATA 13, 99, 97, 115, 115
1043 DATA 101, 116, 116, 101, 32
1044 DATA 111, 112, 116, 105, 111
1045 DATA 110, 115, 32, 105, 110
1046 DATA 32, 116, 104, 101, 32
1047 DATA 101, 100, 105, 116, 111
1048 DATA 114, 46, 255, 201, 225
1049 DATA 126, 35, 254, 255, 229
1050 DATA 200, 215, 24, 246, 17
1051 DATA 0, 0, 33, 0, 0
1052 DATA 126, 131, 95, 48, 1
1053 DATA 20, 35, 124, 254, 64
1054 DATA 32, 244, 201
```

SAVE SWEEVO PROGRAM

```
10 REM Save Sweevo's to Cart
20 DEF FN a(a$) = CODE a$ - 48 - 7 * (a$> "9") - 32 *
(a$> "Z")
30 DEF FN b(a$) = 16*FN a(a$(1)) + FN a(a$(2))
40 CLEAR 59999
50 PRINT AT 0, 0;"It shouldn't take me too long to
poke this program into memory - you should see
the length of the editor code!"
60 LET ADD = 60000
70 RESTORE
80 LET GRAND TOTAL = 0
90 FOR L = 1000 TO 1211
100 PRINT AT 0, 0;"READING LINE ";L
110 READ L$, CHECK
120 LET TOT = 0
130 FOR I = 0 TO 4
140 LET VALUE = FN B(L$(I*2 + 1 TO I*2 + 2))
150 LET TOT = TOT + VALUE
160 POKE ADD, VALUE
170 LET ADD = ADD + 1
180 NEXT I
190 IF TOT <> CHECK THEN PRINT AT 21,
0;"ERROR IN LINE ";L: BEEP 1, 0: STOP
200 LET GRAND TOTAL = GRAND TOTAL + TOT
+ TOT*PEEK L
210 NEXT L
220 IF GRAND TOTAL <> 10944051 THEN PRINT
AT 21, 0;"ERROR IN LINE TOTALS!!!": BEEP 1, 0:
STOP
230 BORDER 0: INK 0: PAPER 0: CLS
240 RANDOMIZE USR 60000
250 STOP
1000 DATA "2A4B5CED5B", 537
1001 DATA "535CA7ED52", 661
1002 DATA "444DEBCDE8", 817
1003 DATA "1911BBEAED", 700
1004 DATA "53ED5CCF32", 669
1005 DATA "CD80EACDEA", 1006
1006 DATA "EAC93A815C", 714
1007 DATA "B7C8FE0120", 670
1008 DATA "1921DA1422", 330
1009 DATA "065B21AC15", 323
1010 DATA "22025B2129", 201
1011 DATA "1B22045B21", 189
1012 DATA "6E1B220A5B", 272
1013 DATA "C921CB1822", 495
1014 DATA "065B219D19", 312
1015 DATA "22025B2105", 165
1016 DATA "1B22045B21", 189
1017 DATA "5D1B220A5B", 255
1018 DATA "C911000021", 251
1019 DATA "00007E835F", 352
1020 DATA "300114237C", 228
1021 DATA "FE4020F4AF", 769
1022 DATA "32815C212A", 346
1023 DATA "27ED522005", 395
1024 DATA "3E0132815C", 334
1025 DATA "217A7FA7ED", 686
```



CRASH TiPs SUPPLEMENT

```
1026 DATA "52C03E0232", 388
1027 DATA "815CC9CD6B", 734
1028 DATA "0DCDB3EC16", 655
1029 DATA "0000100750", 103
1030 DATA "7574206361", 461
1031 DATA "7274726964", 549
1032 DATA "676520746F", 463
1033 DATA "2062652066", 365
1034 DATA "6F726D6174", 547
1035 DATA "7465640D69", 435
1036 DATA "6E20647269", 461
1037 DATA "7665203120", 332
1038 DATA "616E642070", 451
1039 DATA "7265737320", 477
1040 DATA "616E79206B", 467
1041 DATA "6579FFAFDB", 871
1042 DATA "FEE61FFE1F", 800
1043 DATA "20F7AFDBFE", 927
1044 DATA "E61FFE1F28", 586
1045 DATA "F70602CD44", 528
1046 DATA "0E21D2EC22", 527
1047 DATA "C2ECCD7BEC", 994
1048 DATA "3A815CB7C8", 662
1049 DATA "CDAEEC1615", 658
1050 DATA "0710075374", 229
1051 DATA "6172742053", 442
1052 DATA "776565766F", 550
1053 DATA "2074617065", 458
1054 DATA "FFDD210040", 573
1055 DATA "11001BCD2C", 293
1056 DATA "ECDD2190FB", 885
1057 DATA "113D04CD2C", 331
1058 DATA "ECDD21E060", 810
1059 DATA "11B082CD2C", 572
1060 DATA "ECAFD3FE3E", 938
1061 DATA "0732485C21", 254
1062 DATA "E6EC22C2EC", 930
1063 DATA "21004022CE", 337
1064 DATA "EC21001B22", 330
1065 DATA "D0ECCD8CEC", 1025
1066 DATA "21F0EC22C2", 737
1067 DATA "EC21E06022", 623
1068 DATA "CEEC21B082", 781
1069 DATA "22D0ECCD8C", 823
1070 DATA "EC21FAEC22", 789
1071 DATA "C2EC2190FB", 858
1072 DATA "22CEEC213D", 570
1073 DATA "0422D0ECCD", 687
1074 DATA "8CEC21DCEC", 865
1075 DATA "22C2EC21C8", 697
1076 DATA "6422CEEC21", 609
1077 DATA "A00F22D0EC", 653
1078 DATA "CD8CEC21D2", 824
1079 DATA "EC22C2EC21", 733
1080 DATA "B60022C8EC", 652
1081 DATA "21CDED22C6", 707
1082 DATA "EC210A0022", 313
1083 DATA "C4EC1153EC", 768
1084 DATA "ED53ED5CCF", 856
1085 DATA "322104ED22", 358
1086 DATA "C2EC21BF00", 654
1087 DATA "22C8EC210E", 517
1088 DATA "ED22C6EC21", 738
1089 DATA "0A0022C4EC", 476
1090 DATA "1153ECED53", 656
1091 DATA "ED5CCF32C9", 787
1092 DATA "DDE5D53EFF", 980
1093 DATA "37CD5605D1", 560
1094 DATA "DDE130F2C9", 937
1095 DATA "D1D9E5D92A", 914
1096 DATA "C2EC22DC5C", 776
1097 DATA "210A0022DA", 295
1098 DATA "5C21010022", 160
1099 DATA "D65CD5C9CD", 925
1100 DATA "3BEC2AC8EC", 773
1101 DATA "22E75C22EB", 626
1102 DATA "5C2AC6EC22", 602
1103 DATA "E95C2AC4EC", 799
1104 DATA "22ED5CAF32", 588
1105 DATA "E65C2177EC", 710
1106 DATA "E52A065BE9", 601
1107 DATA "D9E1D9C9CD", 1065
1108 DATA "3BECED5B0A", 633
1109 DATA "5BED53ED5C", 740
1110 DATA "CF32D9E1D9", 916
1111 DATA "C9CD3BEC2A", 743
1112 DATA "CEEC22E95C", 801
1113 DATA "2AD0EC22E7", 751
1114 DATA "5C3E0332E6", 437
1115 DATA "5CED5B065B", 517
1116 DATA "ED53ED5CCF", 856
1117 DATA "32D9E1D9C9", 910
1118 DATA "3E02CD0116", 292
1119 DATA "E17EFEFF28", 900
1120 DATA "06E5D7E123", 710
1121 DATA "18F523E5C9", 734
1122 DATA "0000000000", 0
1123 DATA "0000000000", 0
1124 DATA "0000000000", 0
1125 DATA "0053776565", 404
1126 DATA "766F202020", 325
1127 DATA "2073776565", 468
1128 DATA "766F646174", 542
1129 DATA "6173776565", 533
1130 DATA "766F736320", 475
1131 DATA "2073776565", 468
1132 DATA "766F636F64", 539
1133 DATA "6573776565", 537
1134 DATA "766D757369", 564
1135 DATA "6345646974", 489
1136 DATA "2020202020", 160
1137 DATA "20000A6000", 138
1138 DATA "E7300E0000", 293
1139 DATA "0000003AD9", 275
1140 DATA "300E000000", 62
1141 DATA "00003ADA30", 324
1142 DATA "0E00000000", 14
1143 DATA "003AFB3AFD", 620
1144 DATA "3234373939", 271
1145 DATA "0E0000DF60", 333
1146 DATA "003AEF2A22", 373
1147 DATA "6D223B310E", 265
1148 DATA "0000010000", 1
1149 DATA "3B22737765", 428
1150 DATA "65766F7363", 544
1151 DATA "22AF3AEF2A", 548
1152 DATA "226D223B31", 285
1153 DATA "0E00000100", 15
1154 DATA "003B227377", 327
1155 DATA "6565766F63", 530
1156 DATA "6F646522AF", 521
1157 DATA "0D000F1A00", 54
1158 DATA "EF2A226D22", 458
1159 DATA "3B310E0000", 122
1160 DATA "0100003B22", 94
1161 DATA "6564697463", 521
1162 DATA "6F646522AF", 521
1163 DATA "0D00141500", 54
1164 DATA "F432333330", 444
1165 DATA "350E000009", 76
1166 DATA "5B002C310E", 198
1167 DATA "0000010000", 1
1168 DATA "0D001E2000", 75
1169 DATA "D9300E0000", 279
1170 DATA "0000003ADA", 276
1171 DATA "370E000007", 76
1172 DATA "00003AF9C0", 499
1173 DATA "3632353030", 253
1174 DATA "0E000024F4", 294
1175 DATA "000D000A60", 119
1176 DATA "00E7300E00", 293
1177 DATA "000000003A", 58
1178 DATA "D9300E0000", 279
1179 DATA "0000003ADA", 276
1180 DATA "300E000000", 62
1181 DATA "00003AFB3A", 367
1182 DATA "FD32343739", 467
1183 DATA "390E0000DF", 294
1184 DATA "60003AEF2A", 435
1185 DATA "226D223B31", 285
1186 DATA "0E00000100", 15
1187 DATA "003B227377", 327
1188 DATA "6565766F73", 546
1189 DATA "6322AF3AEF", 605
1190 DATA "2A226D223B", 278
1191 DATA "310E000001", 64
1192 DATA "00003B2273", 208
1193 DATA "776565766F", 550
1194 DATA "636F646522", 445
1195 DATA "AF0D00141C", 236
1196 DATA "00EF2A226D", 424
1197 DATA "223B310E00", 156
1198 DATA "000100003B", 60
1199 DATA "2273776565", 470
1200 DATA "766D757369", 564
1201 DATA "6322AF0D00", 321
1202 DATA "191C00EF2A", 334
1203 DATA "226D223B31", 285
1204 DATA "0E00000100", 15
1205 DATA "003B227377", 327
1206 DATA "6565766F64", 531
1207 DATA "61746122AF", 519
1208 DATA "0D001E0E00", 57
1209 DATA "F9C0323438", 599
1210 DATA "30300E0000", 110
1211 DATA "E060000D00", 333
9999 STOP
```

TAPE LOAD PROGRAM

```
5 REM Sweevo tape loader
10 BORDER 0: INK 0: PAPER 0: CLS
20 RESTORE
30 FOR i = 60000 TO 60013
40 READ a: POKE i, a
50 NEXT i
60 CLEAR 24799
70 POKE 23570, 16
80 PRINT AT 0, 3; "Start Sweevo"s World tape"
90 LOAD ""CODE : LOAD ""CODE : LOAD ""CODE
100 PRINT AT 0, 7; "Start data tape"
110 RANDOMIZE USR 60000
120 POKE 23570, 6
130 RANDOMIZE USR 24800
1000 DATA 221, 33, 120, 98, 17
1001 DATA 248, 17, 62, 23, 55
1002 DATA 205, 86, 5, 201
```

EDITOR PROGRAM

```
10 REM Sweevo Editor
20 DEF FN a(a$) = CODE a$ - 48 - 7 * (a$ > "9") - 32
* (a$> "Z")
30 DEF FN b(a$) = 16*FN a(a$(1)) + FN a(a$(2))
40 CLEAR 62499
50 PRINT AT 0, 0;"This will take some time. Why
don't you go and make a cup of tea or something!"
60 LET ADD = 62500
70 RESTORE
80 LET GRAND TOTAL = 0
90 FOR L = 1000 TO 1541
100 PRINT AT 0, 0;"READING LINE ";L
110 READ L$, CHECK
120 LET TOT = 0
130 FOR I = 0 TO 4
140 LET VALUE = FN B(L$(I*2 + 1 TO I*2 + 2))
150 LET TOT = TOT + VALUE
160 POKE ADD, VALUE
170 LET ADD = ADD + 1
180 NEXT I
190 IF TOT <> CHECK THEN PRINT AT 21,
0;"ERROR IN LINE ";L: BEEP 1, 0: STOP
200 LET GRAND TOTAL = GRAND TOTAL + TOT
+ TOT*PEEK L
210 NEXT L
220 IF GRAND TOTAL <> 34893834 THEN PRINT
AT 21, 0;"ERROR IN LINE TOTALS!!!": BEEP 1, 0:
STOP
230 BORDER 0: INK 0: PAPER 0: CLS
240 INK 0: PAPER 7: RANDOMIZE USR 62500
```

```
1000 DATA "1144F42A3D", 432
1001 DATA "5C732372CF", 563
1002 DATA "3111A3F4ED", 710
1003 DATA "53ED5CCF32", 669
1004 DATA "CD74F4CD61", 867
1005 DATA "F4CDD2F4C3", 1098
1006 DATA "8AF53A3A5C", 591
1007 DATA "FE31C20113", 517
1008 DATA "AF32815CCD", 651
1009 DATA "61F4CDD2F4", 1000
1010 DATA "210113ED7B", 413
1011 DATA "3D5CE3C38A", 713
1012 DATA "F5AF32085B", 569
1013 DATA "0600DB1FFE", 510
1014 DATA "FFC810F93E", 782
1015 DATA "0132085BC9", 351
1016 DATA "3A815CB7C8", 662
1017 DATA "FE01201321", 339
1018 DATA "DA14220658", 369
1019 DATA "21AC152202", 262
1020 DATA "5B21291B22", 226
1021 DATA "045BC921CB", 532
1022 DATA "1822065B21", 188
1023 DATA "9D1922025B", 309
1024 DATA "21051B2204", 103
1025 DATA "5BC9110000", 309
1026 DATA "2100007E83", 290
1027 DATA "5F30011423", 199
1028 DATA "7CFE4020F4", 718
1029 DATA "AF32815C21", 479
1030 DATA "2A27ED5220", 432
1031 DATA "053E013281", 247
1032 DATA "5C217A7FA7", 541
1033 DATA "ED52C03E02", 575
1034 DATA "32815CC9CD", 677
1035 DATA "6B0D218AF5", 536
1036 DATA "1168BF0106", 319
1037 DATA "0AEDB03A81", 610
1038 DATA "5CB728523A", 455
1039 DATA "095BB7204C", 391
1040 DATA "CD26C81600", 465
1041 DATA "0053617665", 399
1042 DATA "2065646974", 454
1043 DATA "6F7220636F", 467
1044 DATA "6465206F6E", 454
1045 DATA "204D647269", 428
1046 DATA "7665202859", 380
1047 DATA "2F4E29FFCD", 626
1048 DATA "2DC7FE6E28", 648
1049 DATA "1EFE7920F5", 682
1050 DATA "0602CD440E", 295
1051 DATA "218EC82274", 525
1052 DATA "C82124F422", 547
1053 DATA "80C821B80B", 556
1054 DATA "2282C8CDCB", 772
1055 DATA "BF0602CD44", 472
1056 DATA "0E3A815CB7", 476
1057 DATA "CA49F53A09", 587
1058 DATA "5BB7C0CD21", 704
1059 DATA "C816150710", 266
1060 DATA "0753746172", 417
1061 DATA "7420537765", 451
1062 DATA "65766F2074", 478
1063 DATA "617065FFDD", 786
1064 DATA "2100401100", 114
1065 DATA "1BCD7BF5DD", 821
1066 DATA "21E06011B0", 546
1067 DATA "82CD7BF5AF", 878
1068 DATA "D3FEC9DDE5", 1116
1069 DATA "D53EFF37CD", 790
1070 DATA "5605D1DDE1", 746
1071 DATA "30F2C9218A", 662
1072 DATA "F51168BF01", 558
1073 DATA "060AEDB03E", 491
1074 DATA "0332236121", 218
1075 DATA "A2C822BA76", 700
1076 DATA "3EC932928F", 602
1077 DATA "329F7732B9", 563
1078 DATA "7732807732", 466
1079 DATA "2079325F81", 427
1080 DATA "3E38328F5C", 403
1081 DATA "32905C2100", 319
1082 DATA "0022E98F3E", 472
1083 DATA "0032EB8F3E", 490
1084 DATA "C332C99021", 623
1085 DATA "36C022CA90", 626
1086 DATA "C3E060D1D9", 941
1087 DATA "E5D92A74C8", 804
1088 DATA "22DC5C210A", 389
1089 DATA "0022DA5C21", 377
1090 DATA "010022D65C", 341
1091 DATA "D5C9CD2DC0", 856
1092 DATA "CDB3BF2A80", 745
1093 DATA "C822E95C2A", 601
1094 DATA "82C822E75C", 687
1095 DATA "3E0332E65C", 437
1096 DATA "ED5B065BED", 662
1097 DATA "53ED5CCF32", 669
1098 DATA "D9E1D9C9CD", 1065
1099 DATA "B3BFED5B04", 702
1100 DATA "5BED53ED5C", 740
```

SWEEVO'S WORLD EDITOR

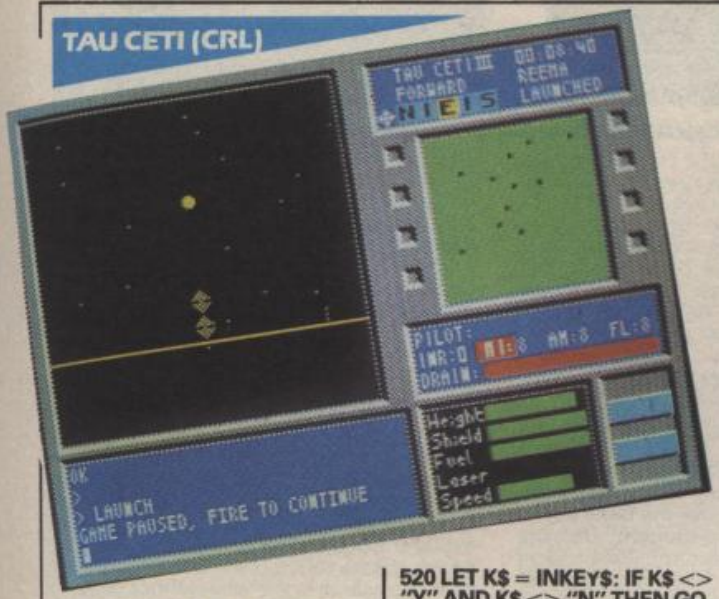
CRASH TiPs SUPPLEMENT

```
1101 DATA "CF32DDE5E1", 932
1102 DATA "1152001911", 141
1103 DATA "E65C010900", 332
1104 DATA "EDB02A7EC8", 781
1105 DATA "22E95CDD5E", 674
1106 DATA "53DD565413", 493
1107 DATA "19227EC8ED", 622
1108 DATA "5B025BED53", 504
1109 DATA "ED5CCF32CF", 793
1110 DATA "23D9E1D9C9", 895
1111 DATA "CDB3BFCF24", 818
1112 DATA "D9E1D9C93E", 922
1113 DATA "FE3270C8CD", 821
1114 DATA "D8C32A6EC8", 763
1115 DATA "23232276C8", 422
1116 DATA "3E0432A2C8", 478
1117 DATA "3E0332A3C8", 478
1118 DATA "3E5032A4C8", 556
1119 DATA "3E0732A5C8", 484
1120 DATA "3E0A322361", 254
1121 DATA "3E033270C8", 427
1122 DATA "CDD8C3C356", 897
1123 DATA "C3310000CD", 449
1124 DATA "ECC7CD2DC7", 884
1125 DATA "CD78C018F2", 783
1126 DATA "3264C8FE7A", 726
1127 DATA "CADCC5FE38", 929
1128 DATA "DAD6C6FE78", 1004
1129 DATA "CADFC6FE62", 975
1130 DATA "CACDC6FE65", 960
1131 DATA "CA5BC4FE67", 846
1132 DATA "CA30C3FE63", 798
1133 DATA "CAAEC0FE77", 941
1134 DATA "CAB0C1FE6C", 933
1135 DATA "CAB4C0FE73", 943
1136 DATA "CAE8C0C93E", 889
1137 DATA "0432A2C8C9", 617
1138 DATA "CD21C81600", 460
1139 DATA "0014004C4F", 175
1140 DATA "4144204441", 298
1141 DATA "54410DFFCD", 622
1142 DATA "84C1FE7420", 727
1143 DATA "05CD63C118", 526
1144 DATA "0F2184C822", 414
1145 DATA "74C8217862", 567
1146 DATA "227EC8CDF0", 805
1147 DATA "BFCDD8C3C3", 1002
1148 DATA "56C3CD21C8", 719
1149 DATA "1600001400", 42
1150 DATA "5341564520", 335
1151 DATA "444154410D", 295
1152 DATA "FFCD84C1FE", 1039
1153 DATA "74CA19C121", 569
1154 DATA "84C82274C8", 682
1155 DATA "2178622280", 413
1156 DATA "C821F81122", 532
1157 DATA "82C8CDCBBF", 929
1158 DATA "C9DD217862", 673
1159 DATA "11F8113E17", 367
1160 DATA "CDC604FBAF", 833
1161 DATA "D3FE3E7FDB", 873
1162 DATA "FE1FD8CD21", 739
1163 DATA "C812011615", 262
1164 DATA "0054415045", 298
1165 DATA "204552524F", 344
1166 DATA "521200FF11", 372
1167 DATA "0501216A06", 151
1168 DATA "CDB503CD21", 627
1169 DATA "C816150014", 263
1170 DATA "0120202020", 129
1171 DATA "2020202020", 160
1172 DATA "201400FFC9", 508
1173 DATA "DD21786211", 489
1174 DATA "F8113E1737", 405
1175 DATA "140815F33E", 354
1176 DATA "0FD3FECD62", 783
1177 DATA "05FB08AFD3", 650
1178 DATA "FE08D8CD2F", 730
1179 DATA "C118DF3A81", 627
1180 DATA "5CB720033E", 372
1181 DATA "74C9CD21C8", 755
1182 DATA "1401285429", 186
1183 DATA "617065206F", 453
1184 DATA "720D284D29", 285
1185 DATA "6472697665", 538
1186 DATA "FFCD2DC7FE", 958
1187 DATA "74C8FE6DC8", 879
1188 DATA "18F53E0132", 382
1189 DATA "79C8CD21C8", 759
1190 DATA "1600001201", 41
1191 DATA "5752495449", 399
1192 DATA "4E47120014", 187
1193 DATA "01FF063276", 430
1194 DATA "10FDCD6AC3", 775
1195 DATA "2006CD2FC2", 484
1196 DATA "C2BFC23A70", 749
1197 DATA "C832A3C832", 663
1198 DATA "2361DD2A6E", 505
1199 DATA "C83AA2C8DD", 841
1200 DATA "BE00280E38", 300
1201 DATA "0CDD960032", 433
1202 DATA "78C8CD6FC2", 830
1203 DATA "C2BFC23AA2", 799
1204 DATA "C847DD7E00", 618
1205 DATA "903273C8B7", 692
1206 DATA "DDE5C4F2C2", 1082
1207 DATA "DDE121A2C8", 841
1208 DATA "DDE5D1ED4B", 971
1209 DATA "A2C80600ED", 605
1210 DATA "B0DD7E0132", 574
1211 DATA "70C8322361", 494
1212 DATA "3271C83E00", 425
1213 DATA "3279C8C93A", 630
1214 DATA "7DC8473270", 558
1215 DATA "C8C5DD2178", 771
1216 DATA "62DD7E0032", 495
1217 DATA "6CC83AA2C8", 728
1218 DATA "3278C8CD6F", 686
1219 DATA "C2C1C0DD21", 833
1220 DATA "78623A6CC8", 584
1221 DATA "DD7700DD5E", 655
1222 DATA "001600DD19", 268
1223 DATA "3AA2C8DD77", 760
1224 DATA "0078DD7701", 461
1225 DATA "3270C8DD22", 617
1226 DATA "6EC8C9DDE5", 961
1227 DATA "3EFE3270C8", 678
1228 DATA "CDD8C3ED5B", 944
1229 DATA "6EC82A78C8", 672
1230 DATA "260019A7ED", 467
1231 DATA "5B76C8EBDD", 865
1232 DATA "E1ED52D82A", 802
1233 DATA "6EC82323E5", 609
1234 DATA "DD5E001600", 337
1235 DATA "DDE5E119D1", 909
1236 DATA "D5EBA7ED52", 934
1237 DATA "ED4B78C806", 638
1238 DATA "00090B444D", 165
1239 DATA "D12A78C826", 609
1240 DATA "0019EBED58", 681
1241 DATA "3AA2C8DD77", 760
1242 DATA "00BFC9DDE5", 842
1243 DATA "CD21C81615", 481
1244 DATA "0012014F55", 183
1245 DATA "54204F4620", 297
1246 DATA "4D454D4F52", 384
1247 DATA "591200FF06", 368
1248 DATA "327610FDDD", 658
1249 DATA "E13A71C832", 646
1250 DATA "70C832A3C8", 725
1251 DATA "322361CDD8", 603
1252 DATA "C3C356C3ED", 908
1253 DATA "5BA2C81600", 475
1254 DATA "2A6EC819E5", 606
1255 DATA "3A70C83271", 533
1256 DATA "C83EFE3270", 678
1257 DATA "C82A6EC8E5", 781
1258 DATA "CDD8C3DDE1", 1062
1259 DATA "DD5E001600", 337
1260 DATA "DD19DDE5E1", 921
1261 DATA "ED5B6EC8A7", 805
1262 DATA "EBED52110A", 581
1263 DATA "0019444DDD", 391
1264 DATA "E5E1D1EDB0", 1076
1265 DATA "C9CD21C816", 661
1266 DATA "0000120014", 38
1267 DATA "0012004745", 158
1268 DATA "541401FFCD", 565
1269 DATA "6AC3200FCD", 553
1270 DATA "AEC03A7DC8", 749
1271 DATA "3270C83223", 447
1272 DATA "61C3D3C12A", 738
1273 DATA "6EC84E0600", 394
1274 DATA "11A2C8EDB0", 792
1275 DATA "3A70C83223", 455
1276 DATA "61C36AC03A", 648
1277 DATA "70C83271C8", 675
1278 DATA "3A79C8B7CC", 766
1279 DATA "8CC33A70C8", 705
1280 DATA "327DC8CDD8", 796
1281 DATA "C3C03A71C8", 758
1282 DATA "3223613270", 344
1283 DATA "C8BFC9CD21", 830
1284 DATA "C816010014", 243
1285 DATA "0153637265", 398
1286 DATA "656E203FFF", 561
1287 DATA "3E003272C8", 426
1288 DATA "3E003270C8", 424
1289 DATA "CD2DC7FE0D", 716
1290 DATA "C8FE3038F6", 804
1291 DATA "FE3A30F232", 652
1292 DATA "64C8D73A70", 685
1293 DATA "C847878787", 676
1294 DATA "8080473A64", 485
1295 DATA "C8D6308032", 640
1296 DATA "70C83A72C8", 684
1297 DATA "3C3272C8FE", 678
1298 DATA "0320D0C9DD", 665
1299 DATA "217862DD22", 506
1300 DATA "6EC8DD5E00", 625
1301 DATA "16003A70C8", 392
1302 DATA "DDBE012009", 453
1303 DATA "DD7E01FEFE", 856
1304 DATA "28023CC9DD", 524
1305 DATA "7E01A7DD19", 540
1306 DATA "DD226EC821", 598
1307 DATA "70C8BE2806", 548
1308 DATA "FEFE20D2AF", 925
1309 DATA "C9AF3CC93E", 699
1310 DATA "023278C826", 410
1311 DATA "002E012267", 184
1312 DATA "C82265C8CD", 740
1313 DATA "9CC6B7CC1F", 772
1314 DATA "C62A67C82C", 587
1315 DATA "7DFE0920EA", 654
1316 DATA "247CFE0820", 454
1317 DATA "E2C93E0232", 541
1318 DATA "78C826002E", 404
1319 DATA "012267C822", 372
1320 DATA "65C8CD9CC6", 860
1321 DATA "B7CC6AC62A", 733
1322 DATA "67C82C7DFE", 726
1323 DATA "0920EA247C", 435
1324 DATA "FE0820E2C9", 721
1325 DATA "CDB9C4CD0F", 806
1326 DATA "C43E013263", 408
1327 DATA "C83E003269", 417
1328 DATA "C821080722", 282
1329 DATA "65C82267C8", 638
1330 DATA "CD9CC6326A", 715
1331 DATA "C8326DC832", 609
1332 DATA "6BC83A6AC8", 671
1333 DATA "B73E092802", 296
1334 DATA "3E003269C8", 417
1335 DATA "CDD5C4F53E", 921
1336 DATA "00327AC8F1", 613
1337 DATA "38D8FE0DF5", 784
1338 DATA "CC4FC5AFD3", 866
1339 DATA "FEF1FE2020", 813
1340 DATA "E63A6AC8DD", 815
1341 DATA "77013E0032", 232
1342 DATA "63C8327AC8", 671
1343 DATA "CD35C4C911", 672
1344 DATA "0900216972", 261
1345 DATA "06333A70C8", 427
1346 DATA "BE280A1910", 281
1347 DATA "F721000022", 314
1348 DATA "7BC8C9227B", 681
1349 DATA "C8C9AFD3FE", 1041
1350 DATA "CD2DC7FE6F", 814
1351 DATA "20073E0132", 152
1352 DATA "7AC818EFFE", 839
1353 DATA "20C8FE0DC8", 699
1354 DATA "2A65C8FE71", 710
1355 DATA "20077CB728", 386
1356 DATA "DE251822FE", 571
1357 DATA "6120087CFE", 515
1358 DATA "0728D22418", 317
1359 DATA "16FE6E2008", 426
1360 DATA "7DFE0128C6", 618
1361 DATA "2D180AFE6D", 442
1362 DATA "20BF7DFE08", 610
1363 DATA "28BA2C3A6A", 434
1364 DATA "C8DD770122", 575
1365 DATA "65C837C92A", 599
1366 DATA "7BC87CB5C8", 828
1367 DATA "ED5B65C87A", 751
1368 DATA "878787C604", 607
1369 DATA "2377010500", 160
1370 DATA "0977ED4223", 466
1371 DATA "7B3D878787", 589
1372 DATA "C604770105", 327
1373 DATA "000977C93E", 391
1374 DATA "04D3FE3A7A", 649
1375 DATA "C8B7C427C5", 815
1376 DATA "3A6AC8B73E", 609
1377 DATA "0020023E09", 105
1378 DATA "3269C8CD2D", 605
1379 DATA "C7FE20200D", 530
1380 DATA "E1F13E20F5", 805
1381 DATA "E53A6DC832", 646
1382 DATA "6AC8C9FE30", 809
1383 DATA "200B3E0032", 155
1384 DATA "6AC83E0932", 427
1385 DATA "69C8C9FE0D", 773
1386 DATA "C8FE6DF5CC", 1012
1387 DATA "A3C5F1FE6E", 965
1388 DATA "F5CCBCC5F1", 1075
1389 DATA "FE6FCC27C5", 805
1390 DATA "18ADC93A6A", 562
1391 DATA "C83CFE0930", 571
1392 DATA "023E09FE2C", 371
1393 DATA "20023E0932", 155
1394 DATA "6AC8CDD2C5", 918
1395 DATA "28E8C93A6A", 637
1396 DATA "C8B728053D", 489
1397 DATA "FE0820023E", 358
1398 DATA "2B326AC8CD", 604
1399 DATA "D2C528EBC9", 883
1400 DATA "2135C85F16", 403
1401 DATA "00197EB7C9", 535
1402 DATA "3E02CD0116", 292
1403 DATA "3E16D7AFD7", 689
1404 DATA "AFD721A2C8", 785
1405 DATA "0614C54E06", 307
1406 DATA "00E5CD2B2D", 522
1407 DATA "CDE32D3E0D", 552
1408 DATA "D7E1C12310", 684
1409 DATA "EDDDE5C1CD", 1085
1410 DATA "2B2DCDE32D", 565
1411 DATA "3E06D7DD4E", 582
1412 DATA "000600CD2B", 254
1413 DATA "2DCDE32DCD", 727
1414 DATA "2DC7FE2020", 562
1415 DATA "F9C93AA2C8", 870
1416 DATA "ED5BA2C816", 712
1417 DATA "0021A2C819", 420
1418 DATA "E5ED4B78C8", 861
1419 DATA "060009DDE5", 465
1420 DATA "D1ED52444D", 673
1421 DATA "E1545DC5ED", 836
1422 DATA "4B78C80600", 401
1423 DATA "EB09EBC178", 792
1424 DATA "B12802EDB8", 640
1425 DATA "ED4B78C83A", 690
1426 DATA "A2C88132A2", 703
1427 DATA "C8DD360100", 476
1428 DATA "2A65C87C87", 602
1429 DATA "878785DD77", 743
1430 DATA "00C93AA2C8", 621
1431 DATA "ED5BA2C816", 712
1432 DATA "0021A2C819", 420
1433 DATA "DDE5D1A7ED", 1063
1434 DATA "52444D626B", 432
1435 DATA "C5ED4B78C8", 829
1436 DATA "060009C178", 328
1437 DATA "B12802EDB0", 632
1438 DATA "ED4B78C83A", 690
1439 DATA "A2C89132A2", 719
1440 DATA "C8C9DD21A6", 821
1441 DATA "C83AA2C8D6", 834
1442 DATA "04C82135C8", 490
1443 DATA "1600DD5E01", 338
1444 DATA "195EDD4E00", 418
1445 DATA "472A67C87C", 540
1446 DATA "A787878785", 705
1447 DATA "B9782808DD", 574
1448 DATA "199318DF3E", 481
1449 DATA "00C9DD7E01", 549
1450 DATA "C93AA4C8EE", 861
1451 DATA "C032A4C8C9", 807
1452 DATA "FE31D8D630", 781
1453 DATA "32A5C8C93E", 678
1454 DATA "013262C806", 355
1455 DATA "040E013AA4", 241
1456 DATA "C83261C8C5", 744
1457 DATA "CD1EC7C1FE", 881
1458 DATA "7820083A61", 315
1459 DATA "C832A4C818", 638
1460 DATA "15FE792009", 437
1461 DATA "3AA4C8B132", 649
1462 DATA "A4C818083A", 454
1463 DATA "A4C8B1A932", 760
1464 DATA "A4C8CB2110", 616
1465 DATA "D03E003262", 418
1466 DATA "C8C9CD2DC7", 850
1467 DATA "FE79C8FE6E", 939
1468 DATA "C8FE78C818", 798
1469 DATA "F2C93E0032", 555
1470 DATA "6A5C3E0032", 310
1471 DATA "085C3A62C8", 456
1472 DATA "B7C48EC73A", 778
1473 DATA "63C8B7C4A0", 838
1474 DATA "C73A085BFE", 610
1475 DATA "01CC63C73A", 561
1476 DATA "085CB728E4", 551
1477 DATA "FE07CAB711", 663
1478 DATA "FE20C8FE0D", 753
1479 DATA "C8FE3038CB", 761
1480 DATA "C9DB1FCB67", 757
1481 DATA "28043E0D18", 143
1482 DATA "1DCB472804", 347
1483 DATA "3E6D1815CB", 419
1484 DATA "4F28043E6E", 295
1485 DATA "180DCB5728", 367
1486 DATA "043E611805", 192
1487 DATA "CB5FC83E71", 673
1488 DATA "32085CC93A", 409
1489 DATA "A4C8A932A4", 747
1490 DATA "C8C5061476", 541
1491 DATA "10FDCDECC7", 909
1492 DATA "C1C93A6AC8", 758
1493 DATA "216BC8BE20", 562
1494 DATA "053A69C818", 392
1495 DATA "063A6AC821", 403
1496 DATA "6BC877DD77", 766
1497 DATA "01CDECC706", 647
1498 DATA "147610FDC9", 608
1499 DATA "2135C81600", 308
1500 DATA "5F197EFE03", 503
1501 DATA "D8E5D60232", 711
1502 DATA "78C8CD1FC6", 754
1503 DATA "E14E060021", 342
1504 DATA "98C8DDE5D1", 1011
```

```
1505 DATA "EDB03E02D3", 688
1506 DATA "FECDDCC5AF", 1051
1507 DATA "D3FEC93A23", 759
1508 DATA "61322461DD", 501
1509 DATA "E5CDBF84CD", 962
1510 DATA "968FCD8774", 749
1511 DATA "DDE121A5C8", 844
1512 DATA "CBBECD21C8", 831
1513 DATA "1615001401", 64
1514 DATA "5363726565", 498
1515 DATA "6E20FF3A70", 567
1516 DATA "C84F0600CD", 490
1517 DATA "2B2DCDE32D", 565
1518 DATA "C93E02CD01", 471
1519 DATA "16E17EFEFF", 882
1520 DATA "2806E5D7E1", 715
1521 DATA "2318F523E5", 568
1522 DATA "C902040404", 215
1523 DATA "0500000000", 5
1524 DATA "0202020200", 8
1525 DATA "0002020202", 8
1526 DATA "0200020202", 8
1527 DATA "0002000202", 6
1528 DATA "0202000000", 4
1529 DATA "0202000202", 8
1530 DATA "0202020202", 10
1531 DATA "0000000000", 0
1532 DATA "0000000000", 0
1533 DATA "0000000000", 0
1534 DATA "0000000000", 0
1535 DATA "0000000000", 0
1536 DATA "0000000000", 0
1537 DATA "0000000000", 0
1538 DATA "7377656576", 554
1539 DATA "6F64617461", 521
1540 DATA "6564697463", 521
1541 DATA "6F64652020", 376
9999 STOP ●
```

STOP! THAT'S IT!!

TAU CETI (CRL)




```
10 BORDER 7: INK 0: PAPER 7: CLS
20 CLEAR 64000
30 LET TOT = 0
40 FOR I = 65400 TO 65494
50 READ A: LET TOT = TOT + A + A*PEEK (I-65400)
60 POKE I, A
70 NEXT I
80 IF TOT <> 1439992 THEN PRINT FLASH 1;"ERROR IN DATA!!!": BEEP 1, 0: STOP
100 PRINT "Infinite missiles (Y/N) ?";: GO SUB 500: PRINT k$: IF k$ = "N" THEN POKE 65469, 0: POKE 65470, 0
110 PRINT "Infinite Anti-missile missiles (Y/N) ?";: GO SUB 500: PRINT k$: IF k$ = "N" THEN POKE 65472, 0: POKE 65473, 0
120 PRINT "Infinite flares (Y/N) ?";: GO SUB 500: PRINT k$: IF k$ = "N" THEN POKE 65475, 0: POKE 65476, 0
130 PRINT "Infinite shields (Y/N) ?";: GO SUB 500: PRINT k$: IF k$ = "N" THEN POKE 65481, 0: POKE 65482, 0
140 PRINT "Infinite fuel (Y/N) ?";: GO SUB 500: PRINT k$: IF k$ = "N" THEN POKE 65484, 0: POKE 65485, 0: POKE 65487, 0: POKE 65488, 0: POKE 65490, 0: POKE 65491, 0
200 BORDER 0: INK 0: PAPER 0: CLS
210 PRINT AT 0, 6; "START TAU CETI TAPE"
220 RANDOMIZE USR 65400
500 POKE 23658, 8
510 IF INKEY$ <> "" THEN GO TO 510
520 LET K$ = INKEY$: IF K$ <> "Y" AND K$ <> "N" THEN GO TO 520
530 RETURN
1000 DATA 33, 182, 92, 1, 58
1001 DATA 0, 205, 232, 25, 42
1002 DATA 75, 92, 237, 91, 83
1003 DATA 92, 237, 82, 235, 66
1004 DATA 75, 205, 232, 25, 49
1005 DATA 31, 64, 221, 33, 104
1006 DATA 91, 17, 216, 0, 62
1007 DATA 255, 55, 205, 86, 5
1008 DATA 48, 238, 33, 171, 255
1009 DATA 34, 121, 91, 195, 104
1010 DATA 91, 49, 31, 64, 221
1011 DATA 33, 32, 64, 17, 88
1012 DATA 191, 62, 33, 55, 205
1013 DATA 19, 236, 175, 50, 220
1014 DATA 191, 50, 55, 192, 50
1015 DATA 9, 192, 33, 0, 0
1016 DATA 34, 135, 194, 34, 179
1017 DATA 190, 34, 225, 125, 50
1018 DATA 227, 125, 195, 0, 91
●
```

COMMANDO (Elite)

```
10 CLEAR 40000
20 LOAD ""CODE
30 POKE 65267, 203
40 POKE 65379, 68
50 POKE 65380, 15
60 POKE 65382, 108
70 POKE 65383, 165
80 FOR N = 65482 TO 65497: READ A: POKE N, A: NEXT N
90 RANDOMIZE USR 65263
100 DATA 175, 050, 122, 104, 050
110 DATA 004, 108, 050, 005, 108
120 DATA 050, 006, 108, 195, 030
130 DATA 100 ●
```

BATTLE OF THE PLANETS (Mikro-Gen)

```
10 LET A$ = "21975BAFED4FED5FAE77237C3C3C20F6AF32CC97329997324881325789C38B7B"
20 DEF FN Z(F) = CODE A$(F) - 48 - (7 AND A$ (F) > "9")
30 FOR F = 1 TO 32: POKE F + 65270, FN Z(F*2-I)*16 + FN Z(F*2): NEXT F
40 CLEAR 65535
50 PRINT TAB 7; "START BATTLE TAPE"; AT 15, 0
60 MERGE ""
70 POKE 24336, 176
80 POKE 24323, 177
90 GOTO 0 ●
```

SWEEVO'S WORLD (Gargoyle Games)

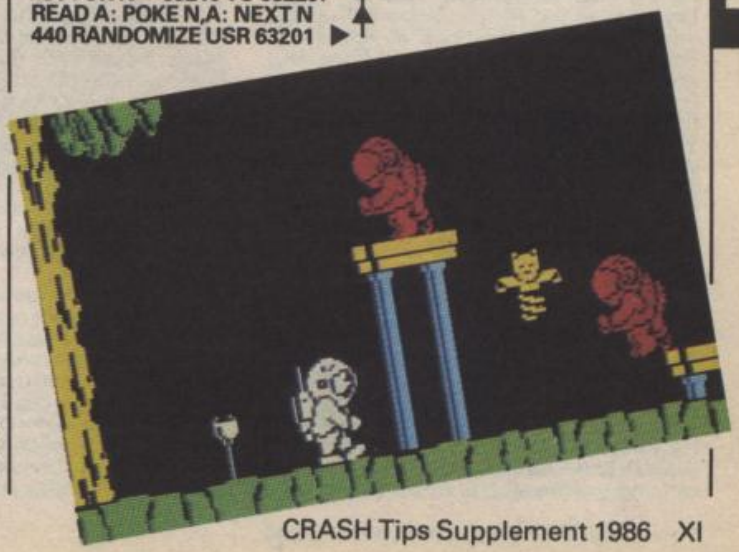
POKE 33219, 0 unlimited lives
POKE 37008, n where n is no of lives ●

NODES OF YESOD (Thor)

```
10 CLEAR 65535
20 RESTORE
30 FOR N = 23296 TO 23321: READ A: POKE N,A: NEXT N
40 DATA 221, 033, 000, 000, 017
50 DATA 017, 000, 175, 055, 205
60 DATA 086, 005, 221, 033, 188
70 DATA 244, 017, 250, 002, 062
80 DATA 255, 055, 205, 086, 005
90 DATA 201
100 PRINT AT 4,13; FLASH 1; "SELECT"
110 PRINT AT 8,7; "1 UNLIMITED LIVES"
120 PRINT AT 10,7; "2 NUMBER OF LIVES"
130 PRINT AT 15,8; "PRESS KEY 1 OR 2"
140 LET A$ = INKEY$: IF A$ = "" THEN GOTO 140
150 BEEP .1,1: IF A$ < "1" OR A$ > "2" THEN GOTO 140
160 GOTO 100 + 100 * VAL A$
200 RESTORE 1000: CLS
210 GOTO 400
300 RESTORE 2000:CLS
310 PRINT AT 9,2; "ENTER Nos OF LIVES (1 TO 255)
320 INPUT B$: BEEP .1,1
330 IF B$ = "" THEN GOTO 320
340 FOR C = 1 TO LEN B$
350 IF B$ (C) < "0" OR B$ (C) > "9" THEN GOTO 320
360 NEXT C
370 LET LIVES = VAL B$
380 IF LIVES < 1 OR LIVES > 255 THEN GOTO 320
400 CLS
410 PRINT AT 9,4; "PLAY IN NODES MASTER TAPE"; AT 11,10; "FROM THE START"
420 RANDOMIZE USR 23296
430 FOR N = 63218 TO 63225: READ A: POKE N,A: NEXT N
440 RANDOMIZE USR 63201
1000 DATA 062, 000, 050, 149, 127
1010 DATA 195, 000, 226
2000 DATA 062, LIVES, 050, 205
2010 DATA 134, 195, 000, 226 ●
```

ARC OF YESOD (Thor)

```
10 CLEAR 65535
20 RESTORE
30 FOR N = 60000 TO 60020: READ A: POKE N, A: NEXT N
40 DATA 221, 033, 000, 091, 017
50 DATA 000, 133, 062, 255, 055
60 DATA 205, 086, 005, 062, 000
70 DATA 050, 230, 185, 195, 000
80 DATA 091
90 PRINT AT 4, 13; FLASH 1; "SELECT"
100 PRINT AT 8, 7; "1 UNLIMITED LIVES"
110 PRINT AT 10, 7; "2 NUMBER OF LIVES"
120 PRINT AT 15, 8; "PRESS KEY 1 OR 2"
130 LET A$ = INKEY$: IF A$ = "" THEN GO TO 130
140 BEEP .1, 1: IF A$ < "1" OR A$ > "2" THEN GO TO 130
150 IF A$ <> "1" THEN GO SUB 200
160 CLS
170 PRINT AT 9, 5; "PLAY IN ARC MASTER TAPE"; AT 11, 10; "FROM THE START"
180 LOAD ""CODE 13680
190 RANDOMIZE USR 60000
200 CLS
210 PRINT AT 9, 2; "Enter No of lives (1 to 250)"
220 INPUT B$: BEEP .1, 1
230 IF B$ = "" THEN GO TO 220
240 FOR C = 1 TO LEN B$
250 IF B$(C) < "0" OR B$(C) > "9" THEN GO TO 220
260 NEXT C
270 LET LIVES = VAL B$
280 IF LIVES < 1 OR LIVES > 250 THEN GO TO 220
290 POKE 60014, LIVES
300 POKE 60016, 150
310 POKE 60017, 168
320 RETURN ●
```



CRASH TiPs SUPPLEMENT

DRAGONTORC (of Avalon)

Here's the complete solution to Steve Turner's massive arcade/adventure on the Hewson label.

The best single hint for this game is befriend the elves, they are the key to bring down Morag the Shapeshifter. The first two levels are fairly easy so I shall only skip through them.

On the first level find a **Bow and Arrow** and using the **Servant spell** give it to one of the elves, you should receive a **Sickle** (or Scythe if you prefer) in return. With the Sickle cut down the Herb in one of the locations, this should give you an **Energise spell**. Under a slab in the first level there should be a **Jewel**, trade this with an elf to get a **message** which gives a clue as to what you have to do later on in the game. Also on the first level there is a **Missile spell** in the pool — this is useful in the Lost Vaults. Take the Message to the other stone slab on the first level using the **Servant spell** and this should open up a passageway down to the next level, the Lost Vaults. Leave **Merlyn's Seal** in the Henge before descending the passage way.

VAULTS OF LOCRIS

Like the first level this is fairly simple to solve but progress is continually hampered by the Skelebones and later on by the Spiders. So it is a good idea to travel around the Vaults just zapping Skelebones with your **Missile spell** to clear the way before you start solving the puzzles. To get out of the Lost Vaults you must collect the letters **X, I** and **T** place these on top of the letter **E** so as to spell **EXIT** and that takes you to another level, a **Cube** is then revealed which you just touch to return to the Stone Circle.

The main problem in the Vaults is finding the location of the letter **I** (the other two letters are easy to find; one is in a dead Skelebone and the other is in a pile of rubbish). Go to the room with the stool and fireball in it and move the Servant over the stool; this will change it into a chest. Open all the other chests in the vault and you should have two keys. One of these opens the chest by the fireball. Open this chest and the fireball should change into the half-moon and inside the chest is the letter **I**. Also in one of the other chests is the **Leyrod spell** which is important for the next stage of the game. With the **Halfmoon** and the **Leyrod spell**, return to the Stone Circle via the Cube. Check pools etc for other spells before leaving.

WEBWOOD

Presuming that you have got out of the Vaults of Locris and are now in Weird-henge; use the **Leyrod spell** to reveal **Leycubes** in the Henge. These cubes take you to different locations in the game. Follow the route of the **Yellow Cube**, this should take you to the area of the Blasted Forest. Now use the **Leyrod** in the Henge of this area and again take the route via the **Yellow Cube** which will take you to Web-wood. Make sure you have got **Merlyn's Seal** when in this area. First of all find the stick — should a spider bite you then it is possible to stop the energy drain by using the **Heal spell** (found in the Vaults of Locris). Now move the stone with the stick and take the axe which lies beneath. Use **Merlyn's Seal** to move the flagstone, go down the hole. You should now be in Merlyn's cave. Read the **Message** that is in a chest, this can be unlocked using Merlyn's Seal. Leave the **Message Scroll** and the **Halfmoon** (this was obtained from Locris). Use the **Servant spell** on the table in the adjacent room and take the **Milk** and the **Warrior Gem**. Go down the exit and axe the stump. Find a log and put

the **Milk** near it to reveal a **Hedgehog**, take this. Go back to the axed stump and use the Hedgehog on it to reveal a **Key**. With the Key and Merlyn's Seal go back down into Merlyn's cave and unlock the locked door with the key. Open the chest inside that room with Merlyn's Seal to find **Halgor's Seal**. Take this and the **Halfmoon** and proceed to Halgor's sanctuary.

HALGOR'S SANCTUARY

In Halgor's Sanctuary go and find the **Energy Herb**, take this. Now find the dead Skelebone and search it to get the **Divining Rod**. With the Divining Rod search the leaves and pools to receive the **Bane Jewel** and the **Crystal of Anti-thought**. Use the **Halgor's Seal** to open the tombstone and go down. Once you have descended read the message and leave everything here except Halgor's Seal and go through the door. Touch the **Seal** on the three **Spiders** before they kill you, take the three spells that appear once the Spiders have been killed. Use the **Return spell** to get into Halgor's tomb room. Now search the tomb for the door key to get out. Leave with **Halfmoon** and go to Witchwood to find Sanctuary and the key to the Locris Vaults.

You should now be in Witchwood. Find the message that says *Batswing, witchleaf, frogleg will reveal*, and then collect the **Bat**, the **Herb** and the **Frog** (it's in a pool). Now put these into the cauldron and get the **Wand** that floats out.

Go next door and use the **Wand** to move the flagstone, take the **Elf Gem** and the **Spell**. Give the elf that wanders around the woods the **Gem** in return for the other half of the **Moon Key**. Now construct the whole key and take the **Full Moon**. Deactivate the **Magic Sword** with the Wand and take it. Now with the **Magic Sword** cut down the sapling to make a **Magic Broom** with which to sweep the leaves. You should then find a second large stone and a message. *What full moon reveals take it with steel*, this means use the **Moon** on the stone but don't go without the Moon or Magic Sword. Before you go, move the other flagstone in the woods for the **Light spell**. Now proceed to Sanctuary.

You can kill the goblins with the Missile spell and protect yourself against the Demon's missiles with **Mantle**. If you walk into the **Cursed Scroll** you are transported to a doorless room. Use the **Leyrod** to reveal the exit. Uncurse the Scroll with the Sword to get the message *The Vault of Locris is opened with Sunkey*, this is the object you are looking for. One of the goblins has the **Sunkey** and another has a green chest key which opens three chests. In dark rooms use the **Light spell**. In one of these rooms is a **Cursed Wand**, use the Sword on this to take the curse off which then gives you the message *I can find what I hid where it is blackest*. Now use the Sword on the **Magic Spiders** to gain some more spells. Unlock a green chest with the green key to get the message *One leads to a gate through the other locate*. This is meant to be read in conjunction with the message you get on the **Locate spell** which you receive when you destroy the winged demon.

Look for two doors side by side — one has an **Exit Cube** in it — then you must use **Locate** inside it to find a green chest which is unlocked by using the green key. Take the **Cursed Key** which has a message from inside the chest. The message is *One lost, one in ruins, one in hell, one cursed*, this gives you clues to the whereabouts of each of the **Crowns**. It also gives you the order in which to destroy them. To get to the two doors side by side two keys must be found. One is *where it is blackest*, ie, in a dark room. Use the **Light spell** to light the room and search the room with the **Wand**. The key is on the back wall under a stone carving. Also search the tomb with the Servant for the **Wall spell** and kill the Wraith with the **Bane spell**. Use the door key to open the locked door by the goblins and inside is a green chest which is opened with the green key. Leave the old door key and take the one that you have just got out of the chest. Now proceed through a dark room and open the locked door, at the other side, with the door key. Go through this door and you should be in the room with the doors side by side.

Use the **Fullmoon** and the **Sunkey** to reveal the **Exit Cube** and leave with the **Sunkey** and **Cursed Key**. Now go back to the Vaults of Locris.

VAULTS OF LOCRIS

Once inside the Vaults of Locris, open the locked door with the **Sunkey**. Now search the tomb with the **Servant spell** and you will find the **Undo spell**. In the next room avoid the fireballs and use **Bane** to kill the nearby wraith. The doorway to the room with the Crown in it is cursed. So use the **Undo spell** to remove the curse, otherwise as soon as you enter the room you will automatically be transported to a room which used to have Spiders. Once you have removed a curse (a moon symbol appears), use the **Undo spell** to release the Crown and take it. Now use the **Return spell** and place the Crown on the **Anvil** and destroy it with the **Crystal of anti-thought**. You can take the gold remnants for trading with elves.

DRAGONTORC

```
10 PRINT AT 9,1;"PLAY IN
DRAGONTORC MASTER
TAPE"; AT 11,9;"FROM THE
START"
20 RESTORE
30 FOR N = 23424 TO 23487:
READ A: POKE N,A: NEXT N
40 RANDOMIZE USR 23424
100 DATA 049, 122, 096, 006, 002
110 DATA 197, 221, 033, 000, 000
120 DATA 017, 000, 000, 062, 255
130 DATA 055, 205, 086, 005, 193
140 DATA 016, 239, 221, 033, 016
150 DATA 189, 017, 239, 066, 062
160 DATA 255, 055, 205, 086, 005
170 DATA 062, 201, 050, 193, 189
180 DATA 205, 016, 189, 221, 033
190 DATA 124, 096, 017, 212, 098
200 DATA 062, 255, 055, 205, 086
210 DATA 005, 062, 255, 050, 225
220 DATA 227, 195, 124, 096
```

DREAMDOWNS

Now that you have destroyed the first Crown of Dragontorc proceed to Dreamdowns. If the dwarves are bothering you lead the elf into them and they will be killed, alternatively they can be destroyed using the **Warrior spell**.

Look for the **Squirrel**. Once you have got him use him to search the leaves for you to reveal a **Stone** and a **Torch**. Now light the Torch on the camp fire and take a **Bow** to the elf. The elf in return gives you a **Nut**. If you give this to the Squirrel he will crack it open and reveal the key that is inside, take this. Now enter the ruins with the elf.

Inside the ruins open the chest with the key and take the **Snake Symbol**. Use the Snake Symbol to move the flagstone, take the **Demon spell** that lies underneath. Now go out of the ruins and use the Snake Symbol to move the flagstone on the woods to reveal an entrance. Go down the entrance with the Snake Symbol and the **Lit Torch**.

Go through the first door you meet and turn off the **Snake Generator** with the Torch (place the Torch on the Snake Symbol that is on the wall). Now kill any snakes that are still about with the Snake Symbol. Open any locked doors with it and kill any snakes with the Lit Torch. Open the locked chest with the Snake Symbol (leave the Torch on the floor just in case you get attacked by snakes. Take the **Crown Symbol** from the chest, if there is no Crown but another snake symbol then put the two snake symbols together to make a Crown Symbol. Beware of the axe and fireball room it is advised that you use the **Slow** or **Unseen spells** if necessary. Search the tomb with the **Crown Symbol** to reveal a **Crown** and a **Message**. The message *When 4 are gone smite anvil with stone* means use the **Crystal of anti-thought** when four of the Crowns are destroyed. Use the **Snake Symbol** on the other Snake Symbol to reveal the exit or use the **Return spell**. Place the Crown on the Anvil to destroy it.

TROLLSTONES

With two crowns destroyed you should now travel to Trollstones. It is best to use the **Warrior spell** on the deadly yellow imps to kill them before trying to solve any of the puzzles. It is also helpful to have the **Lit Torch** and you must have the **Demon spell**.

Search the leaves using the **Servant spell** to get the **Bane Gem**. If you catch the **Bird** the flies around then you will get the message *Set a thief*. Search the **Stump** for the **Coin** and put it in the water. Jump into the pool to go to Hellsmouth.

HELLSMOUTH

Hellsmouth is inhabited by bats that can be killed using the **Missile spell** and you can kill the snakes using the **Torch**. Find the **Axe** and use this to smash the **Eggs** (place the torch on the floor to kill the snakes), now take the chest key. Look for the chest and open this with the key to get the **Crown Symbol**. Now here comes a tricky bit — place the Crown Symbol on the Cursed Key while avoiding the balls of red fire. Either **Unseen** or **Slow spells** can help here. Now take the key and use it to open the locked door. When the Demon appears use the **Demon spell** to destroy it — *Set a thief to catch a thief*. Take the Crown. Kill the eyes with **Bane** and place the Crown Symbol on the stone to reveal the exit or use the **Return spell**. Place the Crown on the Anvil to destroy it.

CURSED CRYPT

The Cursed Crypt is the last place you will have to go to to get a Crown to destroy. To get there go to Torhenge. The woods are uninhabited but a goblin patrol has found a chest there. Use the **Mantle spell** to protect yourself from the Demon's spells.

Find the **Rabbit** and place him down the hole to get the key. Now find the chest which you should unlock using the key you just obtained. Take the **Ankh Symbol** from the chest and go back and get the Rabbit. Find the single hole and place the Rabbit down it, avoid the snake. Take the spell from the hole. Now take the Rabbit to the **Carrots** to reveal the flagstone. Use the **Ankh** to move it. Go down the hole with the **Cursed Key** and the **Ankh Symbol**. The Torch is useful.

The underground is inhabited by wraiths that can be destroyed using the **Bane spell**. In the room with the **Ankh Symbol** on the wall put your Ankh Symbol on the wall to stop the Skelebones appearing. The symbol changes and falls to the floor, take it. Do the same process of matching symbols in another room to stop the Skelebones appearing. This will also make a **Crown Symbol**, take this. Match the Crown Symbol with the Crown Symbol on the wall to reveal the exit.

The **Cursed Key** opens many of the locked doors in the Cursed Crypt. Beware of the invisible snakes that become visible when they touch you, use the **Heal spell** if they bite or **Mantle** to protect yourself from them. Take the small blue key and open the blue chests to get a spell and a doorkey. Using the doorkey open the locked door that leads to a room with 3 wraiths in it. Use **Bane** to kill the wraiths and use the doorkey to open the door at the other end of the room. Keep the **Bane spell** on and search the tombs for spells. Search the tombs with the **Crown Symbol** to get the Crown but avoid the Crown that drops. Take the Crown to the Anvil and destroy it. Now place the **Crystal of anti-thought** on top of the **Magic** to get the message *Now crystal can tame 5 legged Morag's Bane*. Take the **Crystal** to the Cursed Crypt and tame the **Hand** with it (just touch the Hand with the Crystal of anti-thought). Leave the **Gem** behind and take the Hand.

WYRMWOOD

With four of the Crowns destroyed you are ready for the final showdown with Morag so proceed to Wyrmwood the realm of the shapeshifter. This area is inhabited by any evil creature that Morag has summoned to her cause.

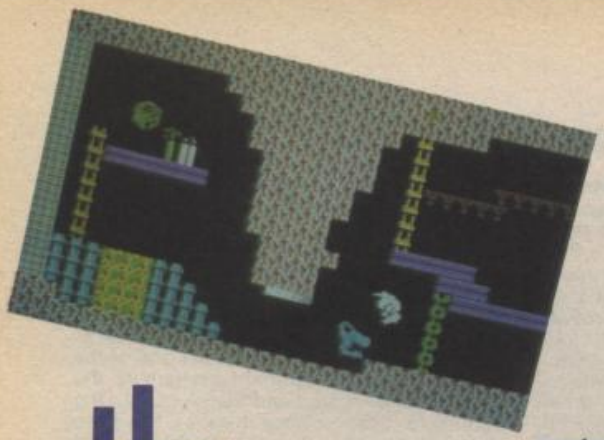
Search all the woods, pools leaves etc with the **Servant spell** to get spells and **Elf Gems**. Find the elves and give the Gems to them and you will get a **Torch**, key and **Missile spell** in return. Use the key to open the chest and get the **Detect spell** . **Light the Torch** on the goblin fire and use it to kill the snakes. Beware of the **Flying Cube** that transports you back to the stone circle. You must decoy it otherwise it will be waiting for you. Use the goblin's key to open the chest to get a **Bow** and a doorkey. Give the Bow to the last elf. Open the locked door with the door key (beware of the cube and remember to kill the snake). Kill at least one of the goblins inside the citadel to persuade the elves to follow you. Lead the elves into the goblins to preserve your missiles, the elves will kill the goblins for you. Unlock the next locked door with the door key and lead the elves through but beware of the magic balls. Unlock the next door with the same key, kill the bat, avoid the magic ball and unlock the door on the left. Two of the rooms on the citadel have invisible goblins guarding chests use the detect spell to show them. The elves still can't see the goblins so you will have to lead them together to destroy them. Take the key and open both of the chests. Take the **Pentagram Symbol** and the **Undo spell** from inside the chests. In a room there is a **Pentagram Symbol** on the floor — place your symbol on top of it to reveal a **Decoy Cube** that takes you outside the citadel. Leave the Symbol and key here.

Beware of the Demon who takes away Maroc's ability to open doors. Use the **Mantle spell** to protect yourself and the **Missile spell** to destroy it. Demons can sometimes kill elves and vice versa. The way to Morag is past a room with a flashing imp in it — don't touch it otherwise you will be transported back outside the citadel. Lead the elves into the final complex. Try to destroy the skelebones and demons yourself because they might kill the elves. Find the pool to replenish your energy. Find the green key and put it on the floor, now put the **Lit Torch** near it and snakes will come out. Kill the snakes with the Torch. Now use **Undo** on the key and open the chest with it. Take the white key from the chest but leave the **Symbol** there for later. Unlock the locked door with the white key and lead the goblins away from Morag's protection so that the elves can deal with them. Beware of the invisible spider, kill him with the **Missile spell** or with an elf. Now you should be in Morag's room.

Here use the **Slow** or **Unseen spells**. Place the **Hand** on top of the **Crown** just above Morag's head. The Crown will drop down, take it along with the **Wand** and go left. Use **Bane** to kill the wraiths. Place the **Wand** on top of the **Fireball Generator** and it will turn to a door key. Take the door key. Open the door to the snake room and kill all the snakes with the **Lit Torch**. In this room find a chest using the **Wand** and open it with the green key. Use the **Wand** to turn off the snakes and magic, now take the **Mindkey spell** from inside the chest. Take the **Wand**, **Crown** and **Pentagram Symbol** back to the room with the **Exit Cube** and the other **Pentagram Symbol**. Leave the Pentagram Symbol there. Open the next door with the **Mindkey spell**. Use the small yellow key from the invisible goblin room to open the chest but beware — axes fly out. Use the **Wand** to switch the axes off. Now take the **Pentagram Symbol** from inside the chest. Place one symbol on top of the cube and missiles fly out. Place another one on and the cube reappears. Go down the cube taking the **Crown**.

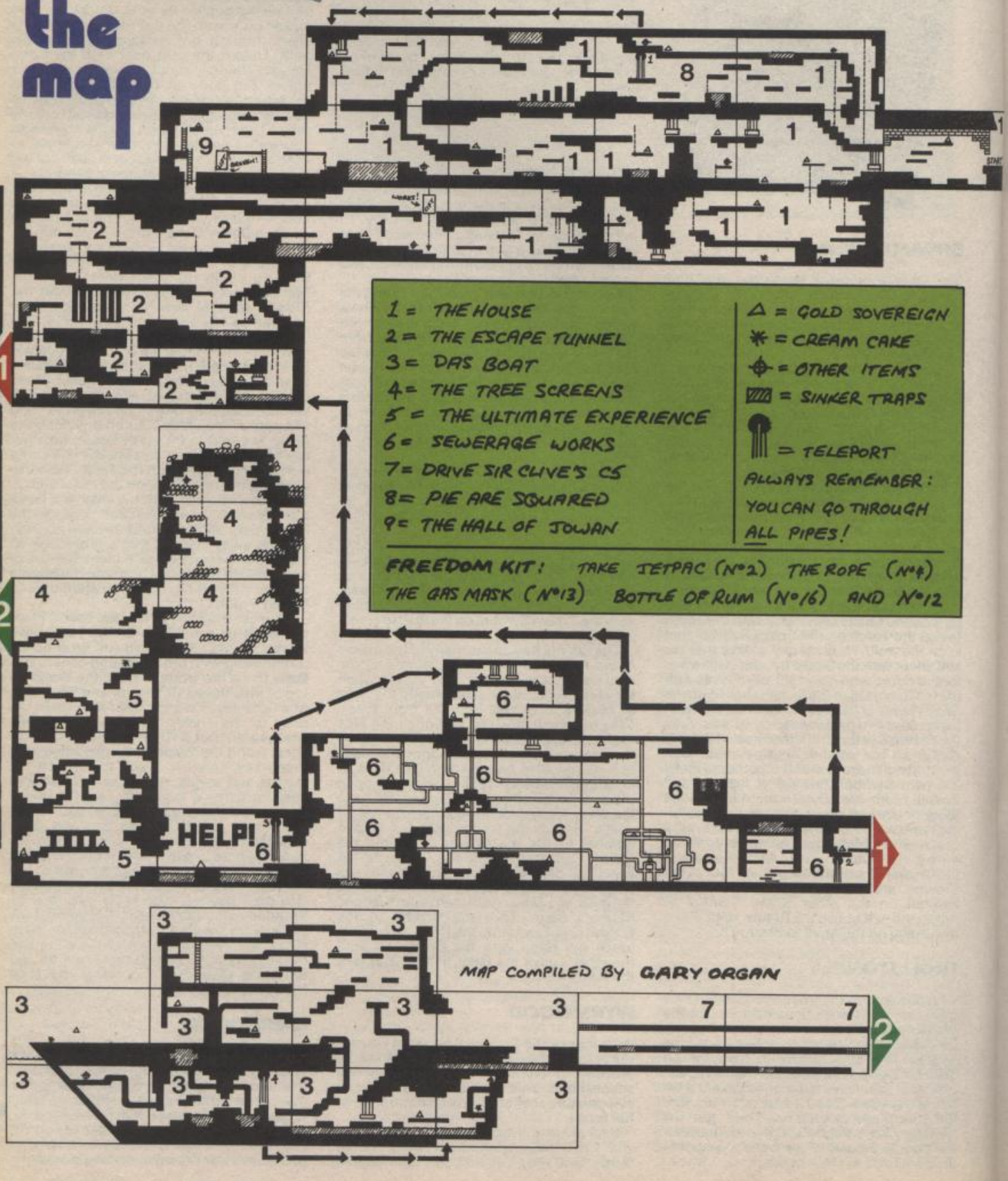
CAIRNDOOM

You will now be at Cairndoom which is the final set of locations. Open the doors with the **Mindkey spell**. Deal with the goblin, dwarf and demon guards using the **Missile spell** and **Warrior spell** then look for a room with a **Giant Stone** in it. Use **Mindkey** on this Stone and Merlyn is revealed. Now give Merlyn the last Crown to end the game.



MONTY ON THE RUN

the map



MAP COMPILED BY **GARY ORGAN**

WANTED: MONTY MOLE (Gremlin Graphics)

You can use this routine by fast forwarding your *Monty Mole* **master tape past the BASIC loader and past the short block of machine code that follows it. Now RUN the listing and start the tape from the main block of code.**

```
10 CLEAR 65535
20 FOR N= 65280 TO 65351:
READ A: POKE N,A: NEXT N
30 DATA 243, 221, 33, 0, 63, 17
40 DATA 0, 192, 62, 113, 55, 20
50 DATA 8, 21, 62, 15, 211, 254
60 DATA 205, 98, 5, 49, 240, 91
70 DATA 33, 38, 255, 17, 0, 91
80 DATA 1, 34, 0, 237, 176, 195
90 DATA 0, 91, 33, 255, 254, 17
100 DATA 255, 255, 1, 74, 163,
237
110 DATA 184, 62, 195, 50, 131,
210
120 DATA 62, 157, 50, 132, 210,
62
130 DATA 210, 50, 133, 210, 62, 0
140 DATA 50, 116, 148, 195, 96,
210
150 RANDOMIZE USR 65280 ●
```

ASTRONUT (S. Projects)

```
10 CLEAR 32700
20 PRINT AT 1, 6; "START
ASTRONUT TAPE"; AT 15, 0
30 LET B = 638 + PEEK 23635 +
PEEK 23636 * 256
40 FOR F = B TO B + 35: READ
A: POKE F, A: NEXT F
50 DATA 221, 033, 112, 148, 017
60 DATA 140, 000, 175, 214, 001
70 DATA 008, 243, 205, 108, 005
80 DATA 048, 239, 062, 195, 050
90 DATA 171, 148, 205, 139, 148
100 DATA 062, 201, 050, 120, 198
110 DATA 050, 221, 187, 195, 174
120 DATA 148
130 POKE 32698, 92: POKE
32697, 118
140 RANDOMIZE USR 13545
150 REM 00000000000000000
00000000000000 (31 0's) ●
```

BRIAN BLOODAXE (The Edge)

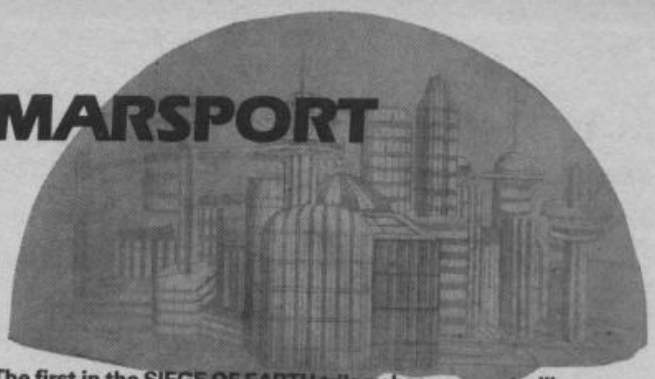
```
10 CLEAR 64000
20 PRINT AT 9,2; "PLAY IN
BLOODAXE TAPE"; AT 11,9;
"FROM THE START"
30 RESTORE
40 FOR N= 23296 TO 23374:
READ A: POKE N,A: NEXT N
50 RANDOMIZE USR 23296
60 DATA 6, 3, 197, 221, 33, 0
70 DATA 0, 17, 0, 0, 62, 255
80 DATA 55, 205, 86, 5, 193, 16
90 DATA 239, 221, 33, 232, 254,
17
100 DATA 34, 1, 62, 255, 55, 205
110 DATA 86, 5, 62, 201, 50, 149
120 DATA 255, 58, 84, 92, 254, 92
130 DATA 40, 9, 33, 240, 92, 17
140 DATA 182, 92, 205, 229, 25,
205
150 DATA 3, 255, 49, 135, 144,
221
160 DATA 33, 24, 246, 17, 136, 19
170 DATA 62, 255, 55, 205, 86, 5
180 DATA 175, 50, 214, 103, 195,
224
190 DATA 96 ●
```

GILLIGAN'S GOLD (Ocean)

```
10 CLEAR 39999
20 PRINT AT 1, 5; "START
GILLIGANS TAPE"; AT 15, 0
30 FOR F = 65423 TO 65457:
READ A: POKE F, A: NEXT F
40 DATA 062, 175, 050, 142, 206,
195
50 DATA 131, 208, 221, 033, 203,
092
60 DATA 017, 059, 003, 175, 214,
001
70 DATA 008, 243, 205, 108, 005,
048
80 DATA 239, 033, 210, 095, 229,
062
90 DATA 167, 050, 236, 095, 201
100 LET A = PEEK 23633 + PEEK
23634 * 256
110 POKE A + 5, 151: POKE A +
6, 255
120 MERGE "": MERGE ""
130 POKE 24581, 0:
RANDOMIZE USR 24350 ●
```

MARSPORT (Gargoyle Games)

```
10 BORDER 0: INK 0: PAPER 0:
CLS
20 CLEAR 49999
30 RESTORE
40 LET TOT = 0
50 FOR I = 50000 TO 50202
60 READ A: LET TOT = TOT + A
+ A*PEEK (I-50000)
70 POKE I, A
80 NEXT I
90 IF TOT <> 3017933 THEN
PRINT INK 7; "ERROR IN
DATA!!!": BEEP 1, 0: STOP
100 PRINT AT 0, 6; "Start
MARSPORT tape"
110 INK 7: RANDOMIZE USR
50000
120 COPY
1000 DATA 221, 33, 0, 64, 17
1001 DATA 0, 27, 62, 255, 55
1002 DATA 205, 86, 5, 48, 241
1003 DATA 221, 33, 0, 0, 17
1004 DATA 17, 0, 175, 55, 205
1005 DATA 86, 5, 221, 33, 0
1006 DATA 0, 17, 68, 22, 62
1007 DATA 255, 55, 205, 86, 5
1008 DATA 243, 221, 33, 104, 116
1009 DATA 17, 152, 8, 62, 255
1010 DATA 205, 169, 5, 251, 205
1011 DATA 107, 13, 62, 2, 205
1012 DATA 1, 22, 6, 15, 33
1013 DATA 69, 124, 34, 31, 196
1014 DATA 197, 42, 31, 196, 203
1015 DATA 126, 32, 19, 205, 225
1016 DATA 195, 205, 203, 195, 62
1017 DATA 43, 215, 42, 31, 196
1018 DATA 35, 34, 31, 196, 193
1019 DATA 24, 229, 205, 225, 195
1020 DATA 62, 8, 215, 62, 61
1021 DATA 215, 205, 203, 195, 62
1022 DATA 13, 215, 42, 31, 196
1023 DATA 35, 34, 31, 196, 193
1024 DATA 16, 204, 201, 42, 33
1025 DATA 196, 237, 91, 29, 196
1026 DATA 167, 237, 82, 235, 67
1027 DATA 126, 35, 229, 197, 215
1028 DATA 193, 225, 16, 247, 201
1029 DATA 126, 230, 127, 50, 35
1030 DATA 196, 33, 152, 116, 34
1031 DATA 27, 196, 42, 27, 196
1032 DATA 34, 29, 196, 126, 254
1033 DATA 43, 40, 7, 254, 94
1034 DATA 40, 3, 35, 24, 244
1035 DATA 34, 33, 196, 42, 27
1036 DATA 196, 34, 29, 196, 42
1037 DATA 33, 196, 62, 94, 190
1038 DATA 35, 32, 250, 34, 27
1039 DATA 196, 33, 35, 196, 53
1040 DATA 32, 211, 201 ●
```



The first in the SIEGE OF EARTH trilogy has you controlling Commander John Kepler Marsh in a bid to get the plans from the doomed Martian city. Having trouble getting them are you? Then fret no longer because detailed below are the instructions that John took to complete his mission.

1) Get the Gun permit from sector g level E.
2) Put the Gun permit in the key locker in sector d level D.
3) Get the Gun from the locker.
4) Collect the Baking Tin, Water and the Flour from sectors a, d and c of level D. Put them in a Factor unit to make a Cake.
5) Put the Cake in the Bakery Key slot in sector f level D.
6) Get the Dough from the Bakery.
7) Take the Up tube from sector f level D to Level A.
8) Get the first key to m-central from the Director room.
9) In able to go South from sector c level E you must put the Dust bomb in the refuse chute.
10) Get the Gauze from sector h level J and the Charcoal from sector g level D.
11) Combine these two items in a Factor unit to make a Gas mask.
12) Go West from sector c level I. Leave the Gas mask in the locker once the dust bomb has exploded.
13) Get the Cornet and the Ice pack from the Ice cream room in sector a level I.
14) Put the Cornet in the Key slot of the Music room in sector a level F.
15) Get the Earth map from the Map room in sector g level I.
16) Put the Earth map in the Key slot to the Soil depot on sector e level G.
17) Put the Ice pack in the key slot of the Hot room on sector c level G.
18) Get the Geranium from the Hot room.
19) Put the Geranium in the Key slot to the Plant room on sector h level J.
20) Collect the Sun chart from the Map room in sector g Level I, the Glass from sector h and the frame from sector e. Combine them in a Factor unit to make the Eyeshields.
21) Take the Up tube from sector a level G to Level A.
22) Now that you have the Eyeshields it is safe to enter the Astronomy in sector b level A.
23) After the Nova bomb has detonated put the Eyeshields in the locker.
24) Take the Down tube from sector i Level A to Level B.
25) Put the Dough from the Bakery into the key slot by the Bankers on sector e level b.
26) Once inside the Bank take the second key to m-central.
27) Get the Dais from the Oratory on sector i level B and the Lute from the previously opened Music room.
28) Combine the Lute and the Dais to make the Lead suit.
29) Go East from sector a level B and after the Radiation bomb has gone off put the Lead suit in the locker.
30) Take the down tube from sector c level B to level J.
31) Get the Boots and the Earmuffs from Safety room on sector c level J.
32) Put the Boots in the Key slot to the Chemists which is situated on sector i level D.
33) Get the Machine from sector e level B.
34) Go West from sector a level G through the Danger room.
35) To deactivate the bomb and open the locked door just put the bomb into the Key slot.
36) Go North from sector b level G but only if you have the Earmuffs.
37) After the Sonic bomb has exploded put the Earmuffs in the locker.
38) Take the Up tube from sector f level G to Level C.
39) Get the Steps from sector b level C.
40) Combine Empty tank, from sector a level A, and the Oxygen from the Chemists to make an Air tank.
41) Go East from sector a level C.
42) After the Air runs out put the Tank in the locker.
43) Take the Down tube from sector g level C to level F.
44) Enter the Games room in sector g Level F
45) Combine the Steps and the Calculator to make the Snakes and Ladders games.
46) Put the Game in the Key slot.
47) Take the Down tube from sector c level F to level H.
48) Take all three keys to m-central (the first is in the Director room, the second is in the Bankers room and the third is in sector g level F).
49) Put key one in the key slot inside the control the room on sector a level H.
50) Put key two in the left hand key position outside m-central on sector h level H.
51) Put key three in the right hand key slot and enter m-central.
Stage 1 is now complete and all restricted doors are now open.

CRASH TiPS SUPPLEMENT

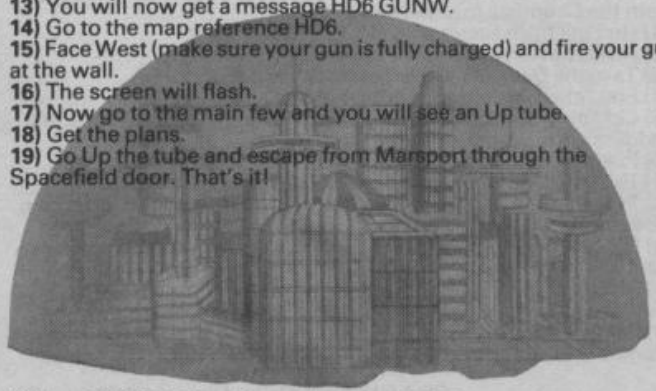
▶ MARSPORT

Stage 2

1) Go to the sanctum to get the clue *I'm the sentry; 5 pairs for entry; city through, 5 screens each two.*
2) Get the Mars map and put it in the key slot of the Bar (Marsbar, see).
3) Get the tea from the Bar.
4) Go to sector d level G and get the insect.
5) Get the syringe from the Chemist (open it with a pair of boots) on sector c level D.
6) Get the point from the Oratory sector i, level B.
7) Combine the above four items to make the antidote.
8) With the antidote go east from sector e level c and enter the danger room. When until the countdown has finished and then put the antidote in the locker for future use.
9) Get the clue from the vidtex unit on sector h level C. *One monkey says why the other two can't.*
10) Make another eyeshield and get another pair of earmuffs.
11) Combine the earmuffs and the eyeshield to make the Y token.
12) Get the valium from the chemist and go north from sector b level B.
13) Enter the danger room and wait until the nerve bomb has done off. Put the valium in the locker for future use.
14) Get the topee from sector f level B.
15) Get the kettle from sector f level F.
16) Put the kettle in the key slot of the boiler room on sector i, level J.
17) Get the helmet from the boiler room.
18) Combine the helmet and the topee to make the power booster.
19) Combine the power booster and your gun to make a hypergun, you can now kill the Sept Warlords.
20) Get the clue from the Vidtex unit on sector f level B. *One is holy with skill after church.*
21) Get the strainer from the bar on sector c level F.
22) Get the sunchart from the map room.
23) Combine the sunchart and the strainer to make the N token.
24) Go west from sector d level E and kill the Warlord.
25) Now go and get the clue from the Vidtex unit on sector f level E. *One says nothing, the other says it all.*
26) Get the mute from the music room.
27) Get the manifesto from the oratory.
28) Combine the mute and the manifesto to make the E token.
29) Go to sector i level D and get the clue from the Vidtex unit. *One draws near and throws away.*
30) Get the charcoal from sector g level D.
31) Get the projector from the oratory.
32) Combine the charcoal and the projector to make the T token.
33) Go west from sector g level I and kill the Warlord.
34) Get the clue from the Vidtex unit on sector d level I. *One is easy and full of aplomb.*
35) Make another cake and another lead suit.
36) Combine the cake and the lead suit to make the R token.
37) Combine the E, N, T, R, Y tokens to make the key.
38) Put the key in the key slot in the sanctum sector e level H.
39) Go west out of the sanctum.

Stage 3

Do not collect the plans straight away because you will not have enough time to escape if you do, but instead follow these tips.
1) Get the clue from the Vidtex on sector d level j. *7 from 10 makes you a bighead.*
2) Collect the E codex from sector i level J.
3) Get codex D from sector d level I.
4) Get the G codex from sector i level H.
5) Get codex B from sector g level G.
6) Get the T codex from sector e level F.
7) Get the U codex from sector f level E.
8) Get the W codex from sector e level D.
9) Get the I codex from sector h level C.
10) Get the H codex from sector g level B.
11) Get the N codex from sector I level A.
12) Now get the codex's from levels B, I, G, H, E, A, D and put them in a factor unit.
13) You will now get a message HD6 GUNW.
14) Go to the map reference HD6.
15) Face West (make sure your gun is fully charged) and fire your gun at the wall.
16) The screen will flash.
17) Now go to the main few and you will see an Up tube.
18) Get the plans.
19) Go Up the tube and escape from Marsport through the Spacefield door. That's it!



CHIMERA (Firebird)

```
10 BORDER 7: INK 0: PAPER 7:
CLS
20 CLEAR 63999
30 RESTORE
40 LET TOT = 0
50 FOR I = 64000 TO 64331
60 READ A: LET TOT = TOT + A
+ A*PEEK (I-64000)
70 POKE I, A
80 NEXT I
90 IF TOT <> 4981199 THEN
PRINT FLASH 1; "ERROR IN
DATA!!!": BEEP 1, 0: STOP
100 PRINT "Infinite time (Y/N) ?
"; : GO SUB 500: PRINT k$: IF k$
= "N" THEN POKE 64325, 0
110 PRINT "Infinite food (Y/N) ?
"; : GO SUB 500: PRINT k$: IF k$
= "N" THEN POKE 64328, 0
120 PRINT "Infinite water (Y/N)
? "; : GO SUB 500: PRINT k$: IF
k$ = "N" THEN POKE 64316, 0:
POKE 64322, 0
130 BORDER 0: INK 0: PAPER 0:
CLS
140 PRINT AT 0, 7; "START
CHIMERA TAPE"
150 RANDOMIZE USR 64000
500 POKE 23658, 8
510 IF INKEY$ <> "" THEN GO
TO 510
520 LET K$ = INKEY$: IF K$ <>
"Y" AND K$ <> "N" THEN GO
TO 520
530 RETURN
1000 DATA 221, 33, 0, 0, 17
1001 DATA 17, 0, 175, 55, 205
1002 DATA 86, 5, 221, 33, 0
1003 DATA 0, 17, 232, 3, 62
1004 DATA 255, 55, 205, 86, 5
1005 DATA 33, 86, 5, 17, 0
1006 DATA 255, 1, 175, 0, 237
1007 DATA 176, 33, 26, 251, 17
1008 DATA 0, 255, 1, 50, 0
1009 DATA 237, 176, 221, 33, 72
1010 DATA 250, 38, 255, 221, 110
1011 DATA 0, 125, 60, 40, 10
1012 DATA 221, 126, 1, 119, 221
1013 DATA 35, 221, 35, 24, 239
1014 DATA 24, 27, 80, 132, 113
1015 DATA 134, 115, 128, 117,
141
1016 DATA 118, 255, 121, 153,
124
1017 DATA 29, 126, 132, 128, 116
1018 DATA 129, 255, 142, 145,
143
1019 DATA 255, 146, 17, 255, 49
1020 DATA 75, 255, 175, 50, 55
1021 DATA 255, 33, 0, 0, 34
1022 DATA 56, 255, 62, 195, 50
1023 DATA 145, 255, 33, 175, 255
1024 DATA 34, 146, 255, 33, 223
1025 DATA 250, 17, 175, 255, 1
1026 DATA 59, 0, 237, 176, 221
1027 DATA 33, 0, 64, 17, 0
1028 DATA 28, 62, 255, 55, 20
1029 DATA 8, 21, 243, 62, 15
1030 DATA 211, 254, 33, 0, 91
1031 DATA 229, 219, 254, 31, 230
1032 DATA 32, 246, 2, 79, 191
1033 DATA 192, 205, 231, 5, 48
1034 DATA 250, 33, 21, 4, 16
1035 DATA 254, 43, 124, 181, 32
1036 DATA 249, 205, 227, 5, 48
1037 DATA 235, 6, 156, 205, 227
1038 DATA 5, 48, 228, 62, 198
1039 DATA 184, 48, 224, 36, 32
1040 DATA 241, 6, 201, 205, 231
1041 DATA 5, 48, 213, 120, 254
1042 DATA 212, 48, 244, 205, 231
1043 DATA 5, 208, 121, 238, 3
1044 DATA 195, 76, 255, 221, 124
1045 DATA 60, 32, 6, 221, 33
1046 DATA 0, 0, 24, 2, 229
1047 DATA 225, 58, 55, 255, 60
1048 DATA 50, 55, 255, 254, 16
1049 DATA 32, 25, 175, 50, 55
1050 DATA 255, 229, 42, 56, 255
1051 DATA 35, 34, 56, 255, 213
1052 DATA 17, 1, 199, 237, 82
1053 DATA 209, 225, 32, 10, 195
1054 DATA 0, 255, 62, 7, 61
1055 DATA 32, 253, 237, 95, 195
1056 DATA 150, 255, 33, 31, 255
1057 DATA 17, 180, 255, 1, 50
1058 DATA 0, 237, 176, 33, 195
1059 DATA 180, 34, 61, 91, 33
1060 DATA 255, 0, 34, 63, 91
1061 DATA 253, 33, 109, 46, 243
1062 DATA 195, 0, 91, 175, 50
1063 DATA 241, 237, 33, 0, 0
1064 DATA 34, 156, 239, 50, 238
1065 DATA 230, 34, 32, 238, 195
1066 DATA 212, 248 ●
```

DEATHSTAR INTERCEPTOR (System 3)

```
10 PRINT AT 9, 5; "PLAY DEATH
STAR"; AT 11, 10; "FROM
START"
20 FOR F = 60000 TO 60055:
READ A: POKE F,A: NEXT F
30 RANDOMIZE USR 60000
100 DATA 221, 33, 203, 92, 17,
141
110 DATA 5, 175, 214, 1, 205, 86,
5
120 DATA 48, 241, 243, 33, 145,
234
130 DATA 17, 211, 96, 1, 7, 0, 237
140 DATA 176, 17, 92, 193, 213,
33
150 DATA 151, 97, 229, 225, 33,
253
160 DATA 94, 1, 0, 2, 62, 200, 237
170 DATA 79, 195, 151, 97 ●
```

Now enter one of the following:

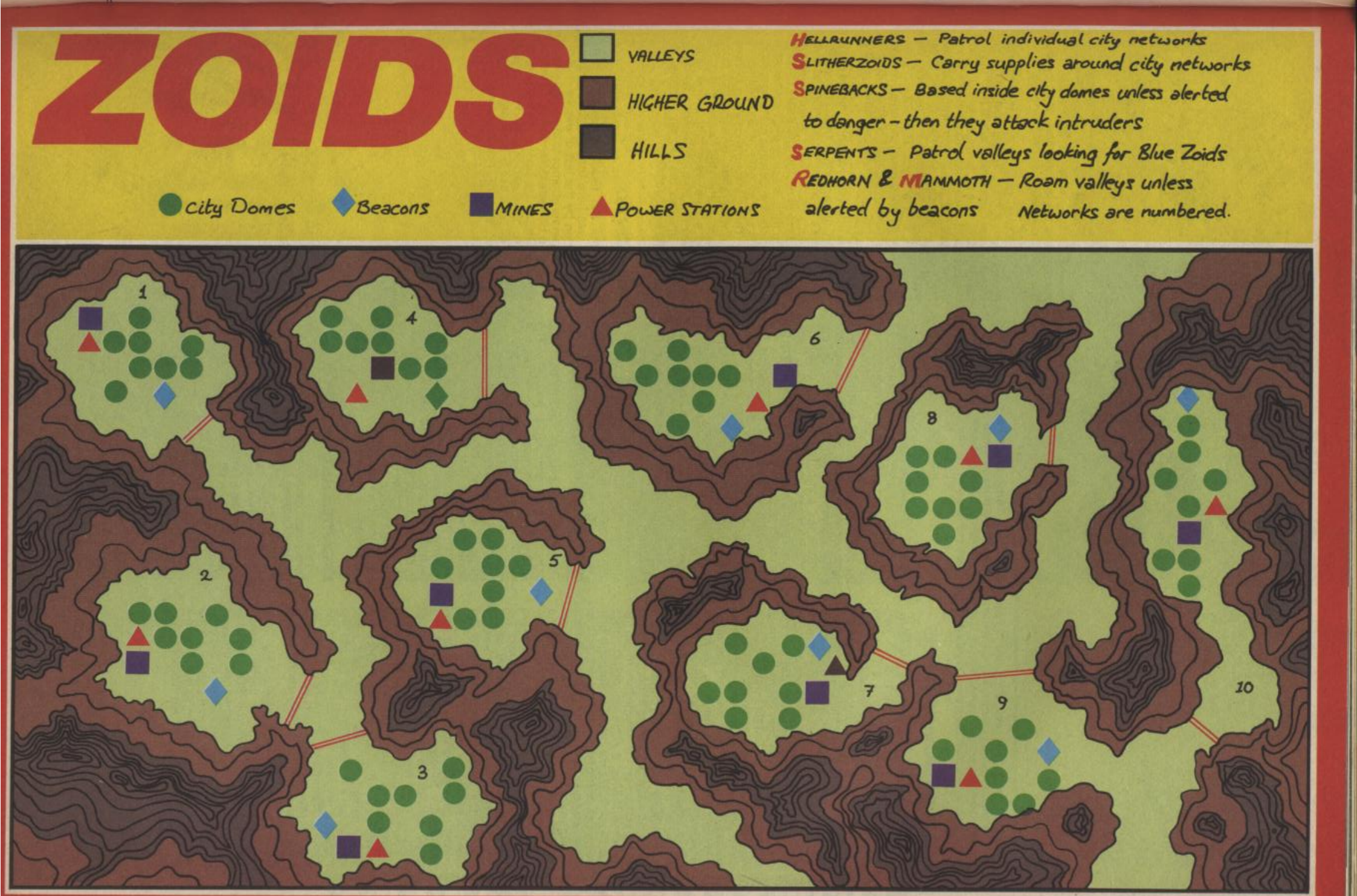
```
175 REM INFINITE LIVES
180 DATA 241, 0, 92, 221
190 DATA 92, 190, 195 ●

175 REM IMMORTALITY
180 DATA 241, 0, 113, 221
190 DATA 92, 104, 195 ●
```

FACTORY BREAKOUT (Poppysoft)

```
10 CLEAR 29599
20 INPUT "NO. OF LIVES
(1-32767)?"; A
30 IF A < 1 OR A > 32767 THEN
GOTO 20
40 LET B £ INT (A/256): LET A =
A - B * 256
50 FOR F = 29000 TO 29040:
READ A: POKE F,A: NEXT F
60 DATA 221, 33, 0, 91, 17, 196
70 DATA 9, 205, 105, 113, 48, 244
80 DATA 221, 33, 160, 115, 17, 96
90 DATA 140, 205, 105, 113, 48,
244
100 DATA 33, A, B, 34, 230, 118,
195
110 DATA 160, 115, 175, 214, 1, 8
120 DATA 243, 195, 108, 5
130 POKE 23570, 16
140 PRINT AT 9,6; "START
BREAKOUT TAPE"
150 POKE 29597, 113: POKE
29596, 72
160 LOAD "" SCREEN$ ●
```

ZOIDS



HELLRUNNERS — Patrol individual city networks
SLITHERZOIDS — Carry supplies around city networks
SPINEBACKS — Based inside city domes unless alerted to danger — then they attack intruders
SERPENTS — Patrol valleys looking for Blue Zoids
REDHORN & MAMMOTH — Roam valleys unless alerted by beacons

Networks are numbered.

ASTROCLONE

Hewson's *Astroclone* saw *Dragontorc* programmer Steve Turner returning to more of a space theme, mixing arcade with his now well known 3D routines. He generously gave me some tips for the game. Just to liven up the reading material they are done in story form so even if you don't own the game hopefully you'll enjoy the tale.

TECHNIBO ANDROID WORKS

After a short but deadly struggle the Astroclone assault ships fought their way through to their first target, the Technibo Android Works. The ruins left behind were once the robotic droid manufacturing plant of the Sei. The craft slowly, gently, docked with the alien satellite; Manipulating the transporter controls the first Clone beamed down, laser on stand by. The base defences sprang to life; these consisted of spider-like droids who, though they were unarmed, were deadly if they caught hold of a Clone with their mechanical grapples. One spider droid possessed a spanner which, when inserted into a terminal, shorted out other terminals one by one, shutting down the launch systems. 'That put a spanner in the works,' the Clones' mind simultaneously mused.

The Clone manoeuvred throughout the base and stumbled across a room guarded by several droids inside which he found the **Graviton Device**, a radio-like object. Once the Clone had obtained this, through precision use of his laser pack, he was able to retrieve a sonic key from a grill in the floor through which it had fallen. This key was used to open an **Isocase** (for the uninitiated this is a curious device which can hold many objects that are several times its outward shape). Searching through the box, the Clone discovered a **Transmat Card** which, after much experimentation, was found to operate the **Beam Point** from Technibo when used in the correct terminal.

While journeying through the base several enemy turrets were discovered but these proved no match for the Clones weaponry and fast reactions.

Eventually the lower level was penetrated and a message discovered informing of an invisible pass carried by a droid. Once the droid, behind a locked door, had been eliminated a **Visiray** that lay beside the message revealed the pass. To open the door a **Securipass** formerly owned by another droid was inserted into the security panel. Also in the locked room was a different kind of message.

On reading, it transpired to be from another time, detailing how the Sei assault force perished in Syncron HQ. This last, desperate message explained how they had left six more messages hidden in Syncron HQ. The Clone returned to the ship with the HQ pass, which had been revealed by the Visiray, to battle the Seiddab in order to find Syncron HQ.

ALTOS

Fierce resistance was met in the Quadrant Command base. A deadly laser battle erupted between the assault Clones and the defending Securidroids. Deep within a complex of crystals caves enemy snappers lay in wait, quietly dropping on unsuspecting Clones as they entered. Progress was halted by two warp devices that, when touched, transported the Astroclone to a terminal room where Securidroids waited, guns activated. The multi-mind of the Astroclones computed that an object of sufficient mass dropped on the warp fields would deactivate them. A rock proved to be the object required.

The Astroclones cautiously explored. On entering a large cavern three armoured mine-droids attacked. Defence was futile. Laser fire glanced off their hardened exoskeletons. The Clone darted into a nearby chamber where a force field almost drained him of life. As the pursuing droids entered, the Clone braced himself for attack. Positioning himself behind the force field he waited. In order to eliminate their target the droids crossed the force field, with devastating effects. More of the same type of droids were found and dispatched in a similar way. As one of the droids evaporated into the field, a thermal lance was left behind.

Stumbling on a locked security door, the Astroclones pondered the problem. The answer lay in the message in Syncron. If only it could be found. In an attempt to remove a crystal attached to the floor of a cave, the Clone used a thermal lance. To his surprise the crystal shattered revealing a **Sonic Key**, that had formed as a perfect crystal having lain undisturbed for two millenia. The key opened another Isocase. On further examination this case was found to contain a destruct program which could be loaded into the launch computer and the base shut down. Another terminal gave no result. What was its program? Perhaps the answer was in Syncron.

FRONTIOS AND SPECTROS

Two more bases were isolated. Frontios Galactic Outpost had proved to be virtually defenceless. A locked door proved to be a problem until it was short circuited with a computer. This was charged up by smashing a terminal with a hammer. An Astroclone found shrouded death in some alien caves hidden behind a door. There, two thousand years ago, the Sei had first encountered the malevolent snake-like Kri; ending their civilisation. In the narrow tunnels Kri pods erupted. The young Kri were deadly if touched but as yet unable to send the fatal mindbolts that the adults used as their means of attack. The Clone squeezed past. After a deadly encounter with many snappers a wire was found. This was used to fish a transmit card from an old burrow. The wire also proved useful in shorting out the last terminal, shutting the base down. Strange signs were found in two of the rooms.

On Spectros the **Move Maintenance** droids were quickly despatched with few losses. A **Destruct Device** when held in the hand proved able to demolish any droid in the base and it was used to great effect, so the Astroclones proceeded with minimal difficulty. A detector was used to find three craftily hidden artifacts, an Isocase, its Sonic Key and a Pass. The Isocase contained the **Acron Device**, the only weapon capable of destroying the Kri which up until then had wrought many casualties on the invading party.

The pass opened two doors. Behind one a very small unmovable object sat heavily guarded by a terminal issuing bolts of pure energy. Many rooms were guarded by that ultimate class of droids, the Battle Cyborg, floating on their antigrav pads they were a deadly opponent causing many losses. In two rooms energy balls blossomed out of nowhere. There, invisible creation devices when shot with lasers, revealed two more securipasses. Behind the locked doors code cards and a wire were found. The cards deactivated the strange defence terminal, the wire shorted the launch terminal revealing the exit beamer.

SYNCRON HQ

At last the Sei headquarters had been found; it was here that the six messages were hidden by the last of the Sei in their final, desperate attempt to fight off the Kri.

Syncron HQ was defended by **Spherical Sentinel Droids**. Luckily for the Clone force these were of an earlier class without the dreaded phased beam weaponry of later Cyborg models. Still, resistance was tough

but eventually the droids succumbed to the powerful Clone laser fire. Locked doors were encountered but a small **Utility Robot** when powered with a battery proved able to control these and all the beamers on the base.

The control room was cleared of droids, not an easy task but one that resulted in few losses for the Clones. One owned a Sonic Key which opened an Isocase containing a cassette with magnetic recodring tape in it. On the tape was a C64 program captured twenty years before from an Earth computer museum. Wondering what a Llama was, he inserted the program into a drive.

The launch computer promptly freaked out.

The HQ pass gave access to a beam room which the robot activated. The Clone beamed down to a crystal mine guarded by deadly laser-beaming Mine Droids. Many Clones were lost in this battle before the mine was cleared. But the effort was worth it because two messages were found down tunnels, and another two by using an **Autograb** to fish behind a rock and in a hole. A message on the ceiling had to be shot down. The final message required blasting out from a heap of rock. Explosives were placed and the detonator pushed. A code card 'Alpha' was also revealed. At last, all six messages were carefully pieced together — here was the information the Clones needed in order to complete the mission!

But first Termina had to be taken.

TERMINA

Termina — the largest known computer complex in the galaxy. Now only a few machines survived there, the remnants of a once proud outpost. The Clone warriors had discovered the base early on in the mission but, unable to defeat the snake-like Kri, had sealed the base off with a large cordon of ships. Now with the Acron Device surely success was imminent?

Dormant for over 2000 years, few of the Kri pods had hatched. Waving the Acron Device before him, the first Clone entered. Only to be shortly despatched with a mindbolt.

Another Clone entered, this time with the Termina Pass. Picking up the Acron Device he grimly assaulted the Kri, waving the weapon before him, sweeping the Kri aside, even their pods shrivelled as they were hit by the deadly instrument.

Seeing a key below a floor grill the Clone searched for a wire to fish it out. To take the wire he smashed a laser disc and cut it. An energy ball, when placed with another, deactivated it, revealing an Isocase. Opening the case with the key the **ID Device** was found. Once activated by a terminal, a beamer was revealed. At the same time a **Beam-up point** was revealed in a room which mysteriously drained energy.

Beaming down, the Clone found, to his horror, a trap — an **Energy Plate** which was programmed to kill if the user did not identitfy himself. The ID device opened a wall safe and a key was found. This opened another safe which was guarded by an energy ball. This safe protected a Securipass. The ID device pacified a sentinel droid, enabling the Clone to activate the pass by placing it on the lower part of the droid. Behind a locked door another sentinel droid 'stamped' the pass. Finally, the highest security level was accessible.

Fierce sentinel droids guarded the high security level. Wave after wave attacked, casualties were high. Only after a second ship of Clones was the base finally cleared. The ID device was able to open a wall safe containing a key pad which opened yet another safe. The Sonic Key in this case opened an Isocase, which was revealed when the ID device was placed on an energy ball generator. The Isocase contained a pass in code. Once the code was fed into the decoder program it was revealed that the code was the pass to the final pass, Ultron.

When a credit card was inserted in to the tea machine it jammed and had to be booted in order to get a cup of tea. The Clone returned to the upper level where he accidentally spilled the tea on the terminal, it promptly deactivated. Now the bomb could be fetched and assembled.

The final assault had begun.

ULTRON — The Final Base

Using the Hypograv lift from Automata, the **Neutron Mass** in Spectros was obtained. The **Visiray** from Technibo revealed two Isocases on Frontios hidden in caves marked with a triangle sign, the mark of the Imperium. One of the Isocases had to be opened by brute force using a hammer, inside a Sonic Key was found which opened the other Isocase. In the other case an **Activator** was found. The Alpha Card was addressed to Altos and when it was inserted into the surviving terminal a message was revealed, the location of a room that contained a Securipass.

Once the Clone had arrived at the location described, it took much groping about before the pass was found, near the door. The pass opened the locked door in the crystal caves, where the **Reciprocata** was hidden. The Neutron Mass was then placed in the Reciprocata and activated with the activator.

Ultron was heavily defended. Many ships were lost in the assault before the last of the Sei cruisers had been blown from the void. Taking the Ultron Mass and the Acron Device, the first warrior descended. Many Kri which guarded the upper level were vanquished with the Acron Device. On investigation of the upper level, a carefully hidden lever was discovered. On insertion into a wall socket, power was turned off and a missing component replaced in an electronic circuit panel. A beamer was activated in another room.

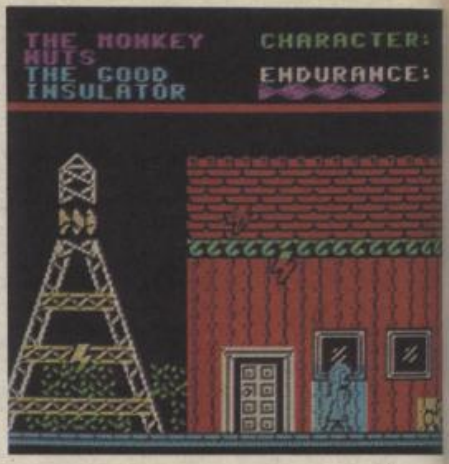
On beaming down, the Clone found several uncorrupted robots. Suspended for 2000 years, the Clones' presence triggered age old defence mechanisms and the robots sprang to life. In moments the Clone was amidst a droid battle. Joining forces with the smaller uncorrupted Sentinel droids, he fought successfully against the Battle Cyborgs. With the fight over and the remnants of the Paradroids (as their battle cohort was known) strewn across the deck, a high lever was pushed using a laser bolt, and a beamer to the upper level thus activated.

The Clone retrieved the Ultron pass to open a blocking door and there he met his deadliest challenge. In a small corridor three energy fields that destroyed everything on contact were moving towards him. Rather than face the field with his laser, the Clone lured the fields to the end of the corridor, sidestepping into an adjoining room just before contact was made. Running along the corridor into a heavily guarded room, he found a lever that deactivated the deadly energy trap. Ship after ship of Clones made the descent to take on the Battle Cyborgs who had a military prowess rating of 999. Few Clones survived.

A Sonic Key, hidden in a laser turret, opened a wall safe containing a **Deactor**. This, when activated with a battery, was able to deactivate the remaining defences of the base. The Sonic Key also proved to be the pass for a heavily guarded Isocase. This contained a Securipass. A keypad, once deactivated, opened many wallsafes containing code cards. Also found was a Password program which had to be debugged with the toolkit designed to do the job before the password was given. The correct codes were inserted into a terminal that was in the room to which the Securipass had given access. The terminal issued the final pass.

The bomb was brought to the final room and the door opened with the final pass. The bomb automatically activated when it was placed on the warp cubes, destroying them utterly. The mission completed, the remaining Clones relaxed. The Sei no longer posed a threat to the Human race, for the time being at least.

THE WALLY WEEK QUARTET



'Quartet' is a slight misnomer, since currently there are five Wally Week games from Mikro-Gen. However, *Automania*, the first of the five, is a platform-style arcade game and doesn't need the kind of tips presented here for the other four. They come in order of release.

PYJAMARAMA

Listed below in an easy—to—understand manner is the entire solution to the now ageing *Pyjamarama*.

To get the key to wind the alarm clock and wake up Wally, you must go to the moon. The screen after the moon has a magnetic lock which you must break by getting the magnet.

1) Get the bucket and fill it with water from the tap in the bathroom.

2) Get the plant pot and the bucket filled with water to the room that has the venus fly traps and the BP can. The fly traps are now immobilized and you can collect the BP can, leaving the bucket of water.

3) Next, to fill the BP can collect the triangle key from the third floor, from the lift room. It should be near the rocket. Together with key and can go out of the first floor from the lift room and go out of the first door you come to walking right. The BP can is now filled with petrol from the fuel pump.

4) On the moon there are aliens; the only way to get past them is to have a **full** laser gun. Now this is hard! **a)** exchange the pound for the penny. **b)** the penny gets you into the toilet. **c)** get the hammer from the toilet, go to the lift room and exchange the hammer for the fire extinguisher. **d)** leave lift room via door 3. Go out of the next room via door furthest right, climb the tea chests and go out of the window. Now walk right and you will appear in a room with a still fire. The fire extinguisher lets you past the fire. Walk right past the fire and after you have fallen down, you must immediately walk left and collect the square key. Walking left, go out of this room or a huge ball will kill you. With the square key you can now get into the snooker room — get the laser gun and exit.

e) Now go into the lift room and make sure you have the triangle key and laser gun. Go out of the lift room via exit 1. Now walk out of the first door you come to when walking right. You should now be in the room with the fuel pump. Walk out of the door on the right and immediately jump onto the third tea chest and onto the table. Get the battery, and the laser gun should now be full. **f)** leave the battery where you found it and go through the down exit. **g)** now, with the full laser gun and the full petrol can, go into the lift room and exit via No 3 door. You then get into the rocket and arrive at the moon. The aliens allow you to pass because you have a full laser gun and you can now get the key to wind up Wally's alarm clock but first you must have the magnet so follow these tips.

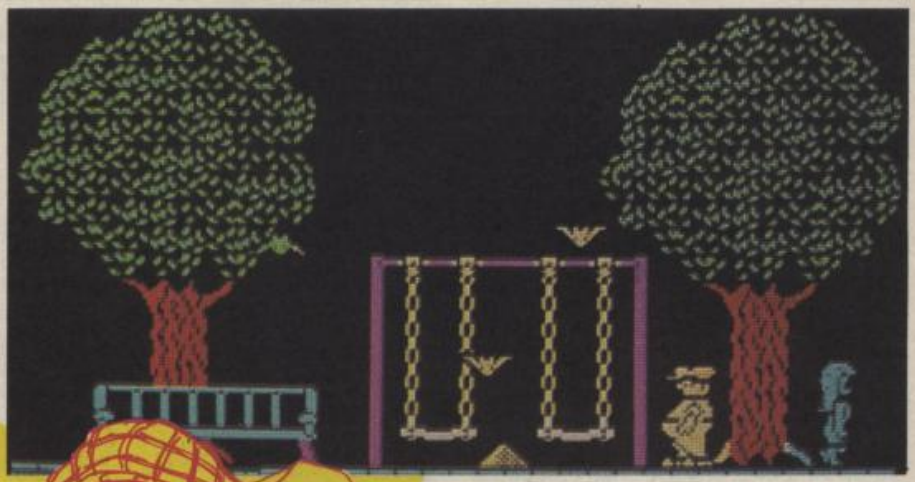
5) To get the scissors get the ignition keys then slide down the banister to get the crash helmet. When you have got the crash helmet get the library ticket and exchange this for the library book. The combination of the crash helmet and the library book will allow you to get the scissors.

6) Now, with that done you now have to put the HELP button ON, which makes a tea chest appear in the room with the box key.

7) You now have to go to the room with the box key and balloon in it (making sure you've still go the scissors) and touch the balloon (sometimes you have to go back round and put the HELP back ON). The balloon will take Wally up, so all you have to do now is jump along and get the box key.

8) Go to the kitchen and you can now swap the box key for the magnet.

9) Right now that you have done all that the rest is simple (?) Go to the moon, where you have previously left a full laser gun, walk into the next room and jump at the magnetic lock and the bars guarding the clock key will disappear. Collect the clock key and make your way back to the clock avoiding the various little nasties. Touch the clock and you've completed the game (though you may not receive 100%). To gain extra percent marks pick up and drop objects that aren't needed to finish the game.



EVERYONE'S A WALLY

The second in the Wally problem solving games is much trickier to crack because of the other characters continually getting in your way. Anyway if you're still having problems just read on to solve them.

To mend the fountain get the Monkey Nuts from the Bakers using Wilma. You can now enter the Zoo, take the Monkey Wrench from the Zoo and drop it somewhere convenient. Now find Dick the plumber and go find the Plunger. Get the Monkey Wrench and take Dick to the fountain (making sure that he has got both the Wrench and the Plunger). Jump up on the fountain and jump at the statue on top, this should mend it. Once the fountain has been mended then get Wally, the empty bucket and the sand. Take Wally to the fountain and the bucket should fill up. Once this is done take Wally to the cement mixer and pick up the Cement, find the Trowel. With the Trowel and Cement go to the location with the bricks in it, walk passed them and the wall should be built.

To get the letter B

1) Change to Wilma and get book 1 and book 2.

2) Change book 1 at library at the first table for the Jump Leads and change book 2 at the library for the Bunsen Burner.

3) Now get book 3 and change it at the library for the letter B.

To get the letter K

1) Change to Wilma and get the Monkey Nuts from the Bakers.

2) Now enter the Zoo with the Monkey Nuts and get the Monkey Wrench. Drop this somewhere convenient.

3) Change to Dick and go and find the Plunger. Collect the Monkey Wrench.

4) With Dick mend the fountain by jumping at the statue on top of it, you must have the Monkey Wrench and the Plunger.

5) Change to Wally. Now go and get the Empty Bucket and the Sand.

6) Fill the Bucket at the fountain then go and pick up the Cement from the screen that contains the cement mixer.

7) Take the Trowel and the Cement to the screen with the bricks in it and walk past them. The wall will now be built.

8) Now change to Harry and get the fuse wire and blown fuse, this should rewire the fuse.

9) Get the good Insulator, get the Screwdriver and go to one of the telephone boxes. Enter this and play the asteroids game until you here the bleep sound. Once you have heard this go to the screen with the pylon in it. You can now mend the pylon because all the bolts of lightning move around the entire screen (mend the pylon by swapping the Good Insulator for the bad one).

10) Change to Tom and go and get the Flat Battery from the fork lift truck. Drop the Flat Battery somewhere convenient.

11) Change to Harry get the Flat Battery and with the Jump Leads go to the Bee Pee station.

12) Once you are here recharge the Flat Battery on the green battery in there, drop the now recharged battery somewhere where you will be able to retrieve it later.

13) Change back to Tom get the Battery and put it back in the truck. Change to Wally and get on the truck, then climb onto the wall to get the letter K.

To get the letter A

1) Change to Tom and get the Oil Can. Take this to the trolley in the supermarket and oil it.

2) Now change to Harry, jump on the trolley and then onto counter to collect the letter A.

To get the letter E
1) To mend the hook you have to be Wally, get the Super Glue and the Broken Hook and take them to the workshed.
2) Put the Hook on top of the bench and walk under the Vice with the Super Glue then, take the Hook which should now say 'hook working'.
3) Take the Hook to the crane.
4) Now change to Wilma and get the Parcel and Stamp, go to the post office and walk to the far end of this screen to stamp the parcel. You can now go and exchange the Stamped Parcel for the letter E.

To get the letter R
1) Wear the Gas Mask and go behind the shark, in the sewer, and into the cave.
2) Go to the far end of the screen and collect the letter R.

To mend the gas pipe and complete the game
You must be Dick and have the Gas Mask. Go to the cave and collect the Leaking Gas Pipe (beware of the shark thingy). When you are out of the cave, go and find the Chewing Gum, put the the Pipe on top of the bench in the work shed and go and find the Patch. Take the Patch and the Chewing Gum and walk under the bench with the leaking pipe on it. Collect the now Repaired Pipe. Get the Gasmask and take the Pipe back to the cave. This gets rid of the sparkles in the cave and the flame from the motorway.

Now that you have all the letters of the code take them to the bank in the correct order to spell the word **BREAK**. Each person in the game should take their own letter. B should be taken by Wilma, R by Tom, E by Dick, A by Harry and K by Wally to get the final graphic display.

HERBERT'S DUMMY RUN

This is the first game in which Herbert is the star but don't let that put you off because there is plenty of fun to be had.
1) First of all get the box key and get the honey pot.
2) Now go to the room that the game starts in and jump up on to the box. This will spring you up to where you can exchange the honey pot for the teddy.
3) Get the rope. Now with the rope and the teddy go to the arcade room with the daleks in it.
4) The teddy will go and open the right hand side door; you can now go through this. Jump at the rope in the next room and it should extend into a room with a rubber duck; collect this.
5) Load the pop gun (with the cork) and go to the castle.
6) Exchange the pop gun for the flag and with the rubber duck go to the seaside screen. You can now collect the pebbles to load the catapult.
7) Now get the torch and the bulb; this will mend the torch.
8) Go to the dark room with the bulb and this will enable you to see. Shoot all the ducks and a couple of rolls of caps should be dropped. Put these somewhere convenient.
8) Get the A brick and the chocolate 10p and go to the screen with the till.
11) Climb on top of the brick and walk past the till with the chocolate 10p, this should now be exchanged for a real 10p.
12) Take the 10p and the bomb and then go to the room with the 10p slot on the door and jump at it. You will now be in a Blitz game, and when this is completed you will receive a cannonball.
13) With this and the rolls of caps go to the room with the cannon and walk through it. The cannonball will be launched and a hole in the wall will be made.
14) Pass through this hole and get the space hopper.
15) Then go back up to get the tennis racket, put the space hopper in a convenient place.
16) Next go into the Breakout room and complete the game. Once the Breakout game is completed you should receive a glove.
17) Get the space hopper and with the glove go to Level 1 where there is a room with a hand guarding a door. You must now jump into the room behind the hand (the hand will no longer harm you because you have the glove).
18) You will be in a room with Wally and Wilma at the top of an escalator. As you have the space hopper you will be able to jump very high. This means that you can now jump up and switch the escalator on and be reunited with Wally and Wilma to complete the game.

THREE WEEKS IN PARADISE

The latest in the Wally quintet has you running around trying to rescue your beloved Wilma and Herbert from the Wally eating cannibals

To Rescue Wilma
First of all get the Mint from the sign outside the Trading Post then get Wilma's Handbag from the beach, to get to the beach go through the picture in the room that contains the table. As long as you have the Handbag in your possession the crocodile will not harm you. Go to the screen with the Ice Cube in it and press the Action key. Now pick up the Hole and go right until you are just past the crocodile, now drop the Handbag. Take the Gold Fish Bowl and the Hole to the Wishing well screen, stand at the far left of the screen and press the Action key. Go left into the new screen and take the Skeleton key, the spider will not move as long as you have the Bowl.

Go through the picture again and into the sea, pass over the locker and the door will open. Take the Spinach and drop it in a convenient place. Go back to the room with the picture in it and get the stuffing from underneath the table, go to the room with the big bird in it. Take the Egg but don't drop the stuffing while you are in the same room as the big bird. With the Egg and the Spinach proceed to the room that contains the sign 'Old Faithful', now pull the rope and run to the water. Jump up the geyser. Jump into the nest and swap the Spinach for the Bow and Arrows. Now drop down and drop the Egg. Go to the screen that contains Wilma and shoot the native with the Bow and Arrows.

Proceed to the screen with the well in it and jump down. Go to the centre of the well and press the Action key. Take the bottle and climb out of the screen by going to the right of the screen and keeping the Action key depressed. With the Bottle and the Corkscrew return to the crocodile screen. Get the Bottle and the Corkscrew past the crocodile one at a time by using the Handbag. Standing over the Coconut with both of the objects press the Action key. Take the Bottle of Oil and the Blunt axe to the screen with the hut and the car. Pass over the front wheel of the key and press the Action key. With the Sharp axe return to the screen with Wilma and cut her down by pressing the Action key.

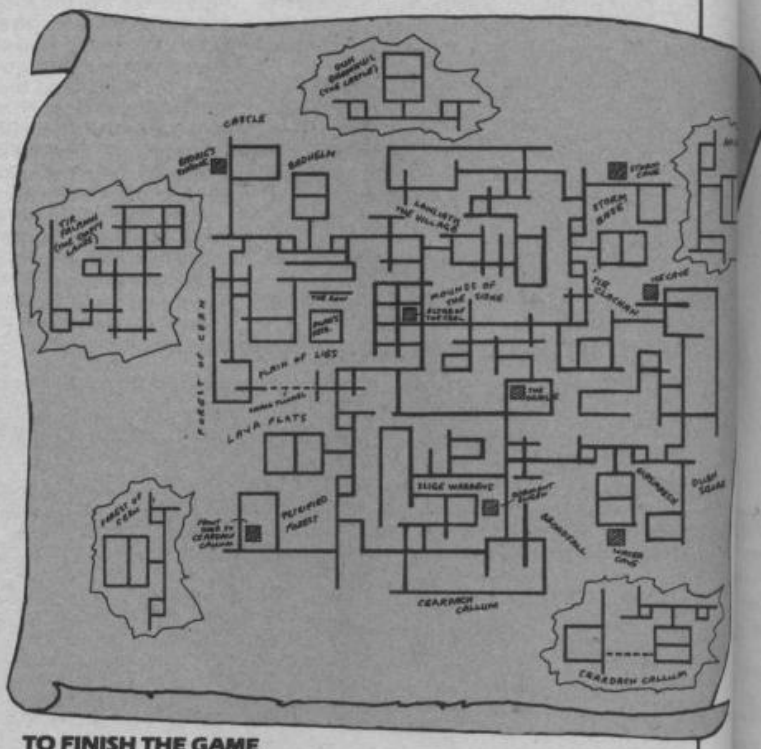
To rescue Herbert
First of all get the Deaux Sticks from the crocodile room using the Action key, light the fire in the anvil room. Take the bellows from the top of the well, then pass over the fire and press the Action key. Get the Hot Ashes and take them to the room with the Totem pole in it. Now pass over the white man and press the Action key. Should you have the bellows the cloud will move away from you, so make sure you are standing to the right of it. When the cloud reaches the hut collect the Shell. Now take the Shell down the well and press the Action just as the drip touches. Once that has been down take the Billy Can to the Geyser, pull the rope, and run to the water to fill the can.

Go and find the Flipflops and take them along with the full Billy Can to the beach. Just as you pass the crab press the Action key. Now collect the Claw and take it to the right hand side of the room that contains Herbert. Whilst keeping the Action key depressed walk into the lion. Take the Thorn, with this and full Sea Shell walk to the middle of the cauldron and press the Action key.

To escape
Just go back to the beach via the picture, in the room with the table, and you will have finished the game with 100%.

TIR NA NOG

Definitely a golden oldie this one, don't miss it if you enjoyed the likes of *Marsport* and *Dun Darach*.



NUADA'S SWORD

First of all find some **Bones** (these are in most caves). Once that has been done get the **Feather** out of **Stormcave** and go to **Badhelm**. Walking around this area you will eventually find a hedge with an entrance into it, go through this and walk onto **Dun Dhomnuil**. Get the **Honeycomb** and return to Badhelm. Find the door marked with a B and enter this (you will be allowed to do this because you possess the Honeycomb). You will now be in **Baldrig's Shrine**. If you drop the Feather at the Shrine you will receive an **Oak Leaf** in return. Return to Dun Dhomnuil and enter the door marked X with the bones. You will now meet the King Dhomnuil. Drop the Oak Leaf here and you will receive **Nuada's Sword** in return.

DAGDA'S CAULDRON

First of all get the **Daisy** which is near the waterfall in **Glasmarsh**. Now proceed to the **Slige Warrens** and find the invisible door (it is on the side of the building near the portal), this is the back door to **Caerdach Calum**. Just go and pick up the **Cauldron**, you won't get killed by Nathair.

THE STONE OF FAL

Get the **Book** from the water cave, then go and get the **Ice** from the **Ice Cave** (the Water cave is in Glasmarsh while the Ice cave is in Tir Clachan). With the Ice go to the **Slige Warrens** and enter the door that is marked with a snowflake, take the **Sting**. Now enter the door in **Tir Clachan** that is marked with a sting. You are now in **An Lin**. Go West then take the second turning to the North, then the first turning to the West, then go North, now go East and then North. You should now be in a dead end. Pick up the **Halbeard** and go to **Sgorr Brag** (in the same complex). Once here drop the Halbeard and you will receive the **Stone of Fal** in return.

LUGH'S SPEAR

Pick up the **Ring** in the **Lava Flats** and go to the cave marked with a **Ring symbol**. Enter this cave and take the **Antlers**. Now proceed to the **Forest of Cern**. Pick up the **Pin** and enter Cern's cave. If you drop the Antlers in here you will receive a **Harp** as a gift. This enables you to walk through the Sidhe in the forest without being harmed. If you follow the Sidhe he will disappear through an invisible door, follow him through this (you must have the **Pin**). Walk through the tunnel and at the end of it you will find **Lugh's Spear**.

TO FINISH THE GAME

Take all the parts of the **Seal** to the altar at the start of the game. Now go and find one of the **Spades** (one is in **Stormbase**). Face the cross in Stormbase and walk North nine paces. Drop the spade here and you will find **Calum's Hammer**. Now return to the start of the game. Presuming that you have dropped all the parts of the seal here, you should get the message **OGAM** appearing on the Altar (this is a language which you use to translate the Scrolls in the library), drop Calum's Hammer on top of the parts of the Seal to finish the game.

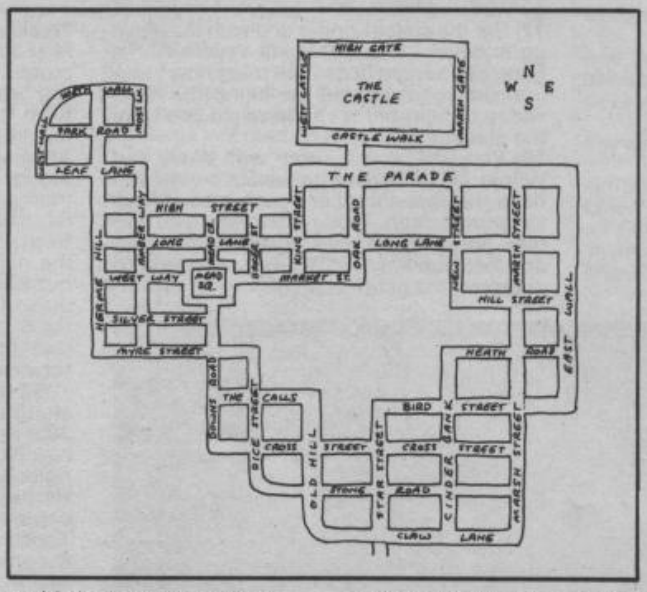
DUN DARACH

Once again you play the mythical Celtic hero Cuchulainn in *Dun Darach* by Gargoyle Games. It is full of the Follis/Carter puzzles and puns we've come to expect from this pair. For the few who do not know it, you're out to rescue your friend, the charioteer Loeg, from the clutches of the beautiful and evil sorceress, Skar. The action takes place in the city of Dun Darach.

To find **Teth** you must first go to the **Old Quarter** and buy or steal a **statue**. Now take this to the **Soke** or **Ratha de** and follow the rat that wanders the streets. In **Claw Lane** the rat will disappear — for a few seconds stand on the spot where it disappeared and press Enter; you will now be in **Darach Down**. Inside Darach Down is Teth. Give Teth the statue and in return he will give you the **d—key**; this unlocks the door in the castle.

Dainn can be found behind an invisible door in **Park Lane**. Give Dainn a **lyre** and in return he will give you the shield **Midir**. Take this to the room **Hail Midir** and place it on the table in there and you should receive the **m—key**. The **m—key** opens an invisible door on **Cross Street**.

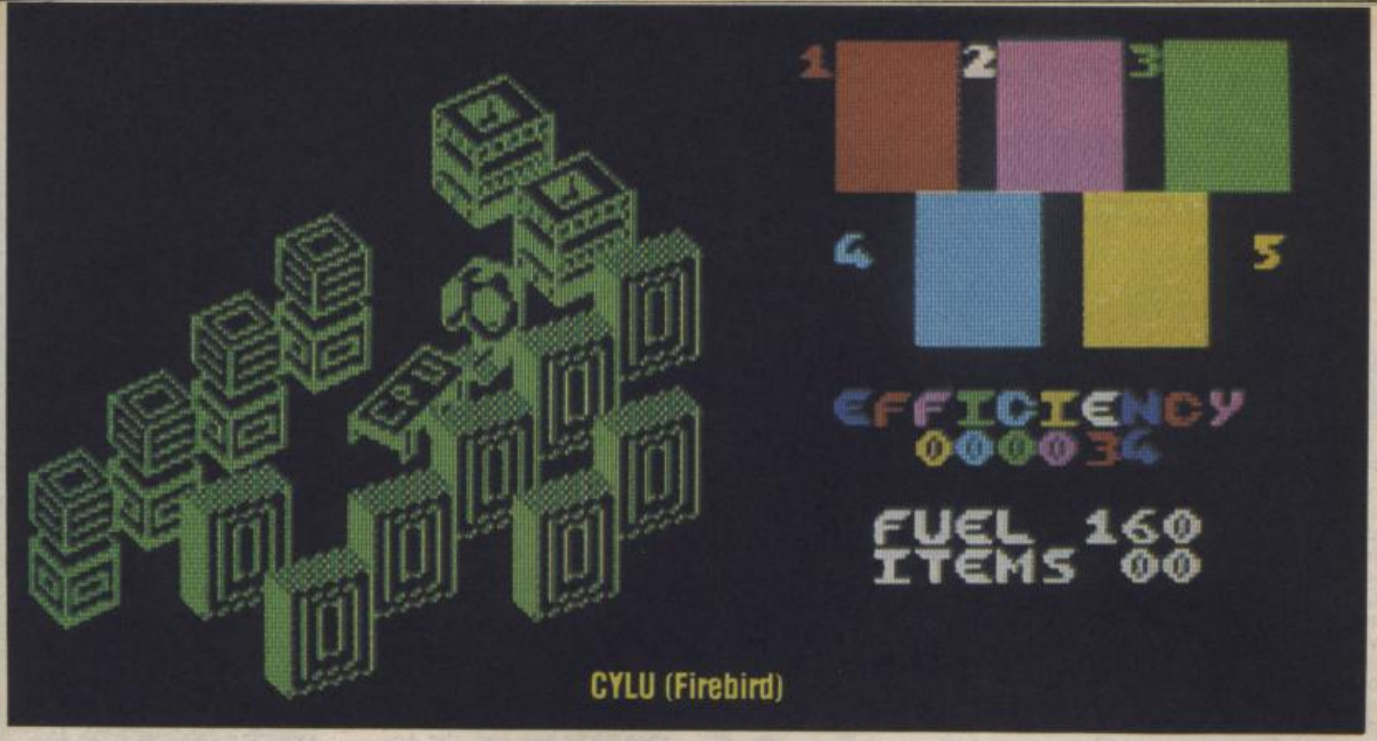
Buy a **Mole Skin** from the **Skinner** and give this to **Bren** in return for a **Map**. Now earn enough money to buy the **Platinum** and give this to Bren for another map and the message **'Galacia is far'**. Give this map to **Ryde** in return for the shield **Belinus**. Take this to the **Hail Belinus** room and drop it on the table in there to receive a clue.



Open the invisible door in **Cross Street**, which is opposite room 55, with the **m—key**. Inside is the **Telestone**, take this. Now go and buy a spell from the **Magick Store**. Deposit your key on the counter and offer the **Telestone**, this will reveal the location of **Skar**. Now go and find Skar (keep using the Telestone so that you can easily track her down) and offer her the spell when she is near, this will make her visible. If you have a **thieves' licence**. go and steal the **Pearl** from the **Strongroom**; if you don't have a thieves' licence then get some money and buy one, either by honest means or by using the methods detailed later below. Take the **Pearl** and give it to Skar, who in return will give you a **Scroll**. Go to the **Castle** with the Scroll, any other object and the **d-key**.

Open the first locked door with the **d-key** and go through into a room with 3 revolving wheels (a combination lock). On one of the tables is a script with the clue **3ks 4keys, WITH LOVE**. This is a clue to the combination of the lock. If you give the **3 thieves** a **Philtre** each you get scripts with messages on them, take the first letter of each of these messages and you end up with **DPE**, this is the combination to the locked door.

Keeping the **Scroll** (the one from Skar), drop your other objects on the tables so as to stop the wheels at DPE. Now, with the Scroll, go through the door. You will now be in a room with a message **8 ROWS AND BAR FOR KEY FIND SKAR** and 8 other doors. Only one of the doors will lead to another row (row B) the rest take you outside of that room. To decide which door to go through you must solve the clue **2**25**, which means 2 to the power of 25. This gives you the answer **33554432**. Counting from the left, go through the third door into the next row and then through the third door from the left again and so on until you have been through all 8 rows. Now use the **Scroll** to unlock the locked door.



CYLU (Firebird)

```
10 CLEAR 63999
20 LET TOT = 0
30 FOR I = 64000 TO 64234
40 READ A
50 LET TOT = TOT + A + A *
PEEK (I-64000)
60 POKE I ,A
70 NEXT I
80 IF TOT <> 3318133 THEN
PRINT FLASH 1; "ERROR IN
DATA!!!": BEEP 1 ,0: STOP
90 PRINT AT 0 ,8; "START CYLU
TAPE"
100 RANDOMIZE USR 64000
1000 DATA 49 ,0 ,0 ,221 ,33
1001 DATA 0 ,0 ,17 ,17 ,0
1002 DATA 175 ,55 ,205 ,86 ,5
1003 DATA 17 ,232 ,3 ,62 ,255
1004 DATA 55 ,205 ,86 ,5 ,33
1005 DATA 86 ,5 ,17 ,0 ,255
1006 DATA 1 ,175 ,0 ,237 ,176
1007 DATA 221 ,33 ,61 ,250 ,38
1008 DATA 255 ,221 ,110 ,0 ,125
1009 DATA 60 ,40 ,10 ,221 ,126
1010 DATA 1 ,119 ,221 ,35 ,221
1011 DATA 35 ,24 ,239 ,195 ,88
1012 DATA 250 ,80 ,132 ,113 ,134
1013 DATA 115 ,128 ,117 ,141
,118
1014 DATA 255 ,121 ,153 ,124 ,29
1015 DATA 126 ,132 ,128 ,116
,129
1016 DATA 255 ,142 ,145 ,143
,255
1017 DATA 146 ,17 ,255 ,49 ,20
1018 DATA 255 ,175 ,50 ,0 ,255
1019 DATA 33 ,0 ,0 ,34 ,1
1020 DATA 255 ,62 ,195 ,50 ,145
1021 DATA 255 ,33 ,175 ,255 ,34
1022 DATA 146 ,255 ,33 ,157 ,250
1023 DATA 17 ,175 ,255 ,1 ,76
1024 DATA 0 ,237 ,176 ,221 ,33
1025 DATA 0 ,64 ,17 ,0 ,28
1026 DATA 62 ,255 ,55 ,20 ,8
1027 DATA 21 ,243 ,62 ,15, 211
1028 DATA 254, 33, 0, 91, 229
1029 DATA 219, 254, 31, 230, 32
1030 DATA 246, 2, 79, 191, 195
1031 DATA 21, 255, 221, 124, 60
1032 DATA 32, 6, 221, 33, 0
1033 DATA 0, 24, 2, 229, 225
1034 DATA 58, 0, 255, 60, 50
1035 DATA 0, 255, 254, 16, 32
1036 DATA 42, 175, 50, 0, 255
1037 DATA 229, 42, 1, 255, 35
1038 DATA 34, 1, 255, 213, 17
1039 DATA 30, 193, 237, 82, 209
1040 DATA 225, 32, 27, 33, 175
1041 DATA 50, 34, 61, 91, 33
1042 DATA 31, 148, 34, 63, 91
1043 DATA 253, 33, 22, 220, 243
1044 DATA 195, 0, 91, 62, 7
1045 DATA 61, 32, 253, 237, 95
1046 DATA 195, 150, 255, 0,
9999 STOP ●
```

CRASH TiPS SUPPLEMENT

Go through this and you will be in another room with a combination lock. Drop objects on the tables to stop the combination at **OAK**. Now go through the locked door with the **i-key** which is lying just outside the locked door and offer **Loeg** the **i-key**. He will be freed and will give you another **I-key** in exchange. To finish the game go to **Claw Lane** and open the locked door which leads from Dun Darach and you will see the marvellous end effect — well an end effect anyway!

Some of the clues given in *Dun Darach* are a bit obscure but if you are still mystified as to their meaning then read on.

ART IN ORDER — Go round all the deposit rooms writing down their numbers and the letter on the wall inside the building. Once you have done this, write down the numbers with their corresponding letters and a message will evolve, **BY ALCHEMIST COUNTER PT IS KEY**. This refers to an invisible door that is by the Alchemist's counter, it can be unlocked with Platinum. Inside is the shield Parthol.

RATS ARE VAIN — this refers to the statue of the rat needed to free Teth. In the original version of *Dun Darach* (there are two) there was a mirror but this was changed to a pearl to avoid nfusion.

SKARS A PEARL — this is referring to the fact that the pearl can be traded with Skar.

GODS SEE ALL — this refers to the Telestone.

To gain as much money as you wish go to the gambling houses in **Iomain**. Now drop all your money on table B and press 6 to return to the menu. Save the game then return back to where you were. Keep gambling and saving the game when you win and reloading a saved game when you lose. This way you can easily build up enough money to purchase anything you want.

To speed up the interest rate, bank some of your money and then carry out some of the other tips while it is day (signified by the torches being out) — press 6 and then 1. This will take you to the menu and then back into the game. When you re-enter the game the torches flicker on and you will collect interest for the whole day. Using this method it is possible to get your 1% interest twice a day.

The solutions to the galleries are as follows:

The gallery on the northern part of **Herne Hill** should have these items dropped in it: an **arrow** (from the Fletcher in **King Street**); an **adze** (from the Carpenter in **Oak Road**); a **hoe** (from the Farmer in the **Parade**) and a **needle** (from the Draper in **Long Lane**).

The gallery on the southern part of **Herne Hill** should have these items dropped in it: **lead** (from the Alchemist in **Cross Street**); a **last** (from the Cobblers in **Long Lane**); a **sting** (from the Apothecary in **Heath Road**) and **hemlock** (from the Apothecary in **Market Street**).

The gallery in **Stone Road** should have these items dropped in it: a **hammer** (from the Carpenter in **Bird Street**); a **barrel** (from the Cooper in **Long Lane**); **dry salt** (from the Salter in **Oak Road**) and a **broad axe** (from the Armoury in **Long Lane**).

The last gallery in **Marsh Street** should have these objects dropped in it: a **rue** (from the Herbalist in **Bird Street**); a **pile** (from the Herald in **Amber Way**); a **razor** (from the Barber in **New Street**) and a **foil** (from the Sword smith in **Oak Road**). Remember Pita likes jewellery!

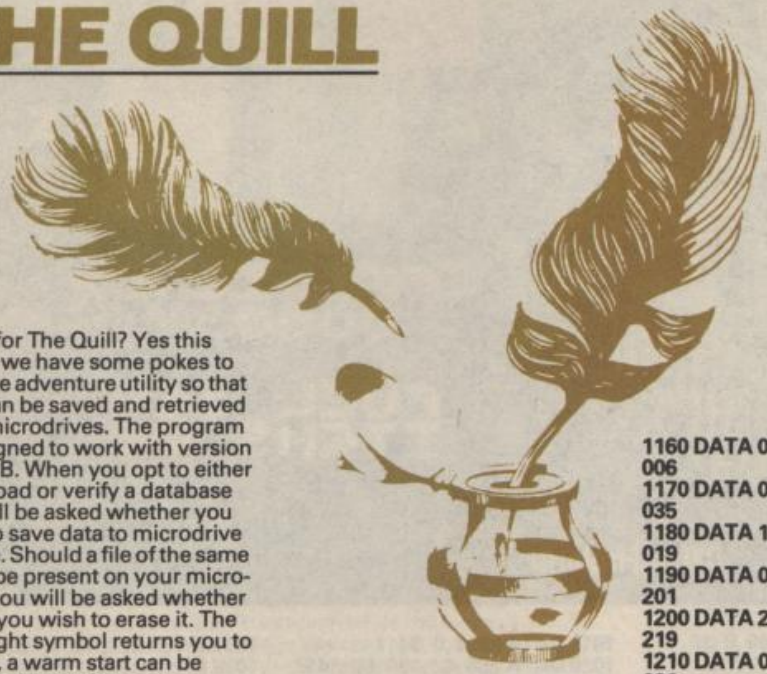
TANK DUEL (Realtime)

```
2 CLEAR 65505
5 PRINT AT 10,5; "START TANK
DUEL TAPE"
10 FOR F = 65506 TO 65535:
READ A: POKE F,A: NEXT F
20 DATA 221, 33, 0, 64, 17, 54,
191
30 DATA 62, 255, 55, 205, 86, 5
40 DATA 48, -15, 175, 50, 111,
200
50 DATA 42, 89, 92, 54, 247
60 DATA 35, 54, 13, 195, 180, 18
70 RANDOMIZE USR 65506 ●
```

STARQUAKE (Bubble Bus)

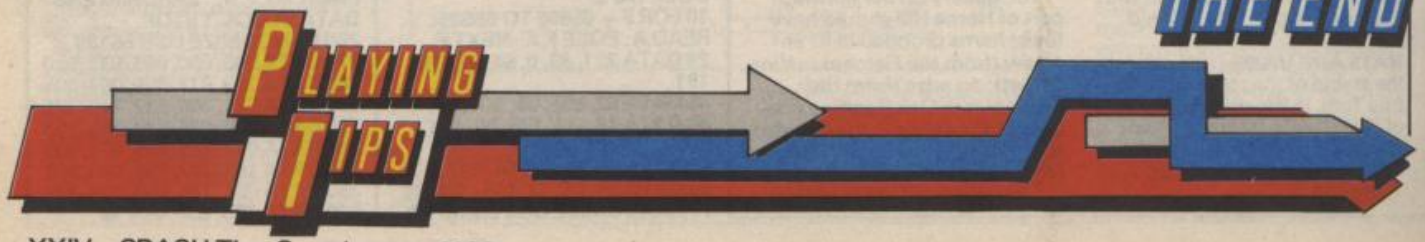
```
10 CLEAR 65535
20 PRINT AT 9, 2; "PLAY IN
STARQUAKE MASTER TAPE";
AT 11, 10; "FROM THE START"
30 RESTORE
40 LET TOT = 0
50 FOR N = 23296 TO 23322:
READ A: POKE N, A: LET TOT =
TOT + A: NEXT N
60 IF TOT <> 3662 THEN PRINT
AT 0, 0; "ERROR IN 1ST DATA
BLOCK": STOP
70 RANDOMIZE USR 23296
80 DATA 221, 033, 209, 253, 017
90 DATA 017, 000, 175, 055, 205
100 DATA 086, 005, 221, 033, 209
110 DATA 253, 237, 091, 220, 253
120 DATA 062, 255, 055, 205, 086
130 DATA 005, 201
140 POKE 65146, 62
150 POKE 65106, 254
160 POKE 65171, 254
170 POKE 65186, 254
180 POKE 65193, 254
190 POKE 65208, 254
200 POKE 65218, 254
210 POKE 65264, 254
220 POKE 65275, 254
230 LET TOT = 0
240 FOR N = 65283 TO 65320:
READ A: POKE N, A: LET TOT =
TOT + A: NEXT N
250 IF TOT <> 3842 THEN
PRINT AT 0, 0; "ERROR IN 2ND
DATA BLOCK": STOP
260 RANDOMIZE USR 65138
270 DATA 049, 000, 065, 033, 020
280 DATA 255, 017, 000, 064, 001
290 DATA 021, 000, 237, 176, 195
300 DATA 000, 064, 033, 255, 253
310 DATA 017, 255, 255, 001, 000
320 DATA 165, 237, 184, 049, 003
330 DATA 094, 175, 050, 098, 196
340 DATA 195, 036, 094 ●
```

THE QUILL



Pokes for The Quill? Yes this month we have some pokes to alter the adventure utility so that data can be saved and retrieved from microdrives. The program is designed to work with version C02 or B. When you opt to either save, load or verify a database you will be asked whether you wish to save data to microdrive or tape. Should a file of the same name be present on your microdrive you will be asked whether or not you wish to erase it. The copyright symbol returns you to BASIC, a warm start can be executed by typing RANDOMIZE USR 24700. This is necessary should you forget to put a cartridge in the drive. The first program should be saved onto microdrive with **SAVE * "M";1; "QUILL" LINE 20**. This makes the program auto run from line 20 so that The Quill is loaded from microdrive. It is also saved when you save an adventure but this time it is saved so that it auto runs from line 10, so the adventure can be loaded from tape.

```
10 CLEAR VAL "24999": LOAD
"" CODE: RANDOMIZE USR
"25063"
20 CLEAR VAL "24699": LOAD *
"M";1;"QUILL C" CODE:
RANDOMIZE USR VAL "58000"

5 REM quill d - Version C02
10 CLEAR 50000
20 PRINT AT 6, 6; "QUILL
VERSION C02 ONLY"
30 PRINT AT 9, 4; "PLAY IN
QUILL MASTER TAPE"; AT 11,
10; "FROM THE START"
40 PRINT AT 14, 4; "PLACE
BLANK CARTRIDGE IN"; AT 16,
11; "MICRODRIVE 1"
50 LOAD ""CODE
60 PRINT AT 2, 15; FLASH 1;
"WAIT"
70 RESTORE 1000
90 LET TOT = 0
100 LET B = 1
110 FOR N = 58000 TO 58111
120 READ A
130 POKE N, A
140 LET TOT = TOT + A*B
150 LET B = B + 1
160 NEXT N
170 IF TOT <> 712859 THEN
PRINT "ERROR IN 1ST DATA
BLOCK": STOP
180 RESTORE 2000
190 LET TOT = 0
200 LET B = 1
210 FOR N = 53700 TO 53999
220 READ A
230 POKE N, A
240 LET TOT = TOT + A*B
250 LET B = B + 1
260 NEXT N
270 IF TOT <> 4923556 THEN
PRINT "ERROR IN 2ND DATA
BLOCK": STOP
280 SAVE *"M"; 1; "QUILL C"
CODE 53700, 11836
290 PRINT AT 2, 13; FLASH 1;
"FINISHED"
997 REM
998 REM 1ST DATA BLOCK
999 REM
1000 DATA 033, 196, 209, 017,
124
1010 DATA 096, 001, 014, 016,
237
1020 DATA 176, 033, 220, 106,
034
1030 DATA 123, 092, 033, 172,
239
1040 DATA 034, 218, 106, 033,
231
1050 DATA 228, 034, 173, 107,
062
1060 DATA 046, 050, 176, 092,
062
1070 DATA 195, 050, 120, 239,
050
1080 DATA 137, 239, 033, 131,
096
1090 DATA 034, 121, 239, 034,
138
1100 DATA 239, 033, 030, 239,
034
1110 DATA 224, 238, 207, 049,
062
1120 DATA 007, 050, 198, 092,
033
1130 DATA 219, 226, 034, 237,
092
1140 DATA 207, 050, 195, 124,
096
1150 DATA 033, 244, 226, 058,
237
1160 DATA 000, 254, 025, 192,
006
1170 DATA 003, 094, 035, 086,
035
1180 DATA 126, 018, 035, 126,
019
1190 DATA 018, 035, 016, 243,
201
1200 DATA 212, 096, 175, 008,
219
1210 DATA 096, 127, 030, 232,
096
1220 DATA 175, 008
1997 REM
1998 REM 2ND DATA BLOCK
1999 REM
2000 DATA 253, 203, 008, 190,
195
2010 DATA 067, 098, 205, 176,
251
2020 DATA 062, 002, 205, 001,
022
2030 DATA 017, 125, 097, 001,
022
2040 DATA 000, 205, 060, 032,
001
2050 DATA 254, 127, 237, 120,
203
2060 DATA 087, 040, 025, 001,
254
2070 DATA 251, 237, 120, 203,
103
2080 DATA 032, 238, 006, 020,
118
2090 DATA 016, 253, 058, 116,
092
2100 DATA 254, 001, 202, 140,
239
2110 DATA 195, 123, 239, 217,
229
2120 DATA 217, 058, 116, 092,
254
2130 DATA 000, 204, 064, 097,
205
2140 DATA 244, 096, 058, 116,
092
2150 DATA 254, 000, 040, 011,
254
2160 DATA 001, 040, 014, 253,
203
2170 DATA 124, 254, 205, 179,
008
2180 DATA 253, 203, 124, 238,
205
2190 DATA 196, 026, 033, 255,
255
2200 DATA 034, 231, 092, 253,
203
2210 DATA 124, 230, 205, 179,
008
2220 DATA 225, 034, 061, 092,
217
2230 DATA 225, 217, 195, 093,
239
2240 DATA 033, 252, 096, 034,
237
2250 DATA 092, 207, 050, 225,
225
2260 DATA 209, 042, 061, 092,
229
2270 DATA 033, 234, 096, 229,
237
2280 DATA 115, 061, 092, 213,
033
2290 DATA 230, 092, 054, 003,
035
2300 DATA 229, 042, 171, 107,
017
2310 DATA 220, 106, 237, 082,
235
2320 DATA 225, 115, 035, 114,
035
2330 DATA 017, 220, 106, 115,
035
2340 DATA 114, 033, 217, 092,
054
2350 DATA 077, 033, 001, 000,
034
2360 DATA 214, 092, 033, 010,
000
2370 DATA 034, 218, 092, 042,
097
2380 DATA 092, 035, 034, 220,
092
2390 DATA 201, 205, 039, 097,
207
2400 DATA 034, 221, 203, 024,
070
2410 DATA 040, 006, 175, 207,
033
2420 DATA 207, 044, 201, 175,
207
2430 DATA 033, 207, 044, 062,
002
2440 DATA 205, 001, 022, 017,
147
2450 DATA 097, 001, 021, 000,
205
2460 DATA 060, 032, 001, 254,
127
2470 DATA 237, 120, 203, 095,
202
2480 DATA 238, 096, 001, 254,
223
2490 DATA 237, 120, 203, 103,
032
2500 DATA 237, 205, 039, 097,
207
2510 DATA 036, 201, 022, 006,
000
2520 DATA 077, 047, 100, 114,
105
2530 DATA 118, 101, 032, 111,
114
2540 DATA 032, 084, 097, 112,
101
2550 DATA 032, 077, 047, 084,
022
2560 DATA 009, 000, 069, 114,
097
2570 DATA 115, 101, 032, 111,
108
2580 DATA 100, 032, 102, 105,
108
2590 DATA 101, 032, 089, 047,
078
2600 STOP
```

THE END