

# On the road with the Hack



Life gets a little  
cramped for the  
Hacker, so its out  
on the road and  
over the hill to  
a new haven  
full of pokes.

**W**elcome to a very mobile hackers' column. Mobile? Yes, the hackery is moving to larger premises, not in anticipation of your increased mail but because baby Kate is now taking more room underfoot than a hungry cat and I would like somewhere to put the computers without them getting filled with rusk. Just to prove that somebody can find something around here, John "Hackman" Girvin has found a few pokettes.

The first swipe at the world is directed at the nether regions, the Hewson *Netherworld* to be precise. It gives you between one and 255 lives - infinite, if you really want, infinite wall-basher-inners, infinite demon killers and infinite time.

With the infinite time pokette, the last digit on the clock still goes down and the wall basher/demon killer pokes will work only if you bother to pick up something first. All other pokes are satisfactory so I guess you will want to get on with it. Here it is!

Cut closely on to the end of that one is another for *Pacmania* by Grandslam. John's poke-thingy gives you invulnerability to ghosts. Not that you need it; playing this game is

```

1 'NETHERWORLD hacks
2 'By John "HAKMAN" Girvin
3 '(C) March 1989 HLF
4 '
10 MODE 0:OPENOUT"D":MEMORY &3FBF
20 CLOSEOUT:LOAD"!netherw.bin",&3FC0:
30 POKE &415B,64:POKE &415C,0
40 MODE 1:CALL &BC02
50 INPUT"Start with how many lives (0-255)":lives
60 RESTORE:addr=&40
70 READ byte$
80 IF byte$="WURLDE" THEN GOTO 130
90 IF byte$="*" THEN byte$=HEX$(lives,2)
100 POKE addr,VAL("&"+byte$)
110 addr=addr+1
120 GOTO 70
130 CALL &3FC0
140 '
150 '*** LEAVE 170 IN ***
160 '
170 DATA af
180 'Infinite lives
190 DATA 32,bf,27
200 'Infinite wall bashers
210 DATA 32,74,21
220 'Infinite demon bashers
230 DATA 32,28,23
240 'Infinite time
250 DATA 32,b2,64,3e,c3,32,b6,64
260 '
270 '*** LEAVE 290-320 IN ***
280 '
290 DATA 3e,*,32,0f,29,a4,48,4c
300 DATA 46,03,89,c3,00,01
310 DATA WURLDE
320 'I beat you to it Jemmy!

```

about as easy as lying in politics. The 'Ya-boo I got ya' sound effect caused by colliding with a ghostie is still there, though, so if one of the ethereal swine keeps following you, it

makes some strange noises. They are best solved by turning that little knurled knob on the side. Apart from that, the rest of the poke is all satisfactory.

You type this in. Do not forget to save it.

To put the record straight, you can crack *Arkanoid* - but not *Revenge of Doh* - tapes with *Poke-Easy* by



```

1 'PACMANIA hacks
2 'by John "HAKMAN" Girvin
3 '(C) March 1989 HLF
4 '
10 RESTORE:addr=&310
20 READ byte$
30 IF byte$="PACMANIA" THEN MODE 1:CALL &310
40 POKE addr,VAL("&"+byte$)
50 addr=addr+1
60 GOTO 20
70 DATA 21,00,01,11,00,02,3e,16
80 DATA cd,a1,bc,21,24,03,22,05
90 DATA 01,c3,00,01,21,07,17,36
100 DATA 00,23,36,00,23,36,00,a4
110 DATA 48,4c,46,03,89,c3,84,03
120 DATA PACMANIA

```



Galeper Software and find infinite lives on it, too. Galeper sent a letter pointing this out and mentioning a few other games it can back up, *Head Over Heels* and *Grand Prix Simulator* to name two, plus assorted Firebird, Zolyx 199, and Code Masters games.

It also mentions that the position where the disc copier keeps asking you to change discs can be circumvented on a two-drive machine by resting something weighty on the delete key. A little messy, but it works.

On *Head Over Heels*, it supplied a sample program to get a Multiface poke into it, which looks very much like this:

```
10 a% = &26BF (infinite lives part 1)
20 p% = &18
30 pk$ = hex$(a% + 6029,4)
40 POKE &202, VAL("&" + RIGHT$(pk$ + 2))
50 POKE &203, VAL("&" + LEFT$(pk$ + 2))
60 POKE &204,p%
70 RUN "BOOT"
```

Armed with a new respect for Poke-easy plus, I looked again at the problem of getting more than one game on a disc. My earlier suggestion of perhaps copying things into separate user areas will not work, as the BOOT program restarts the disc ROM and that sets the user area to zero. With any

game, say *Arkanoid*, re-name the GAME file to something like ARKAN.COD and write a program along these lines:

```
10 MODE 0
20 PRINT "Running Arkanoid"
30 LOAD "boot",&AF00
40 a$ = "ARKAN.COD"
50 POKE &AF1F, PEEK(@a$)
60 POKE &AF21, PEEK(@a$ + 1)
70 POKE &AF22, PEEK(@a$ + 2)
80 CALL &AF00
```

That progette takes the name in a\$ and puts it into the BOOT program. The modified BOOT program then runs, reading in the named file. As the BOOT program is modified in-flight there need be only one copy of it on a disc. All in all, apart from not doing speedlock II – are you listening Galeper Soft? – I am now much more fond of Poke-easy than I was and may even use it from time to time.

Now to a hint for *Barbarian II*. John O'Connor says that when you have

killed the first monster – some form of gorilla apparently – go into the cave. Do not jump over the hole; turn about – ignoring cries of 'Coward!' – and leave the cave. Go left into the next screen and walk and you have an extra life! Wander

your immortal way back to the cave and repeat until you are sick of it. So long as you do not jump the hole, you will continue to keep getting extra lives.

Two letters now from Christopher Wootton in Tasmania, who has been thrashing it out with the Ozisoft double game pack disc probably not available under that name in the U.K., and the Elite six-pack disc, which is

To use; load poke, put in games disc, type run, and blast. Speaking of blasting, the pokeykins for a discifed

```
1 'Dynamite Dan Disc Poke
2 'by Chris Wootton (May 89)
3 'Poke provides infinite lives
4 '
10 MEMORY &3FFF:LOAD"dan"
20 FOR a=&BF00 TO &BF13
30 READ a$:POKE a,VAL("&" + a$)
40 NEXT:CALL &BF00
50 '
60 DATA 21,09,bf,22,88,40
70 DATA c3,00,40,f5,3e,c9
80 DATA 32,c4,16,f1,cd,03
90 DATA b9,c9
```

*Dynamite Dan* is next. It works the same way and gives you infinite lives:

Wootton has also been monkeying around with *Killer Gorilla* and *Dragon's Lair*. These are both infinite

```
1 'Killer Gorilla Disc Poke
2 'by Chris Wootton (May 1989)
3 'Poke provides infinite lives
4 '
10 MEMORY &40FF:LOAD"kong2"
20 FOR a=&BF00 TO &BF07
30 READ a$:POKE a,VAL("&" + a$)
40 NEXT:CALL &BF00
50 '
60 DATA 3e,a7,32,18,51,c3,00,41
```

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

```
1 'Battle of Britain Disc Poke
2 'by Chris Wootton (May 1989)
3 '
10 OPENOUT"d":MEMORY 755:CLOSEOUT
20 FOR a=0 TO 15:READ b:INK a,b:NEXT
30 MODE 0:LOAD"boba",&C000
40 LOAD"bob2":LOAD"bob3",&967B
50 POKE &4030,0:POKE &3271,0
60 POKE &3272,0:POKE &3273,0
70 CALL &2803
80 DATA 0,26,2,6,9,10,11,12,13
90 DATA 14,19,20,22,23,24,25
```

He has hacked *Battle of Britain* to give you infinite fuel – unleaded, too, but you will not notice the difference – and infinite ammunition; that is where all the extra lead went. Put this poke in your computer:

life-type pokettes and work in the same way – or I hope they work; I do not have the Elite six-pack:

"Never laugh at a live dragon" – Bilbo Baggins.

Speaking of monkey business, has anyone noticed that the second page in *Vindicator* loads backwards? Unconventional with a capital 'W' is that.

There were to be two maps; one for *Total Eclipse* by Michael Gleson and one of *Dizzy II* by Edward Melkuish but I have missed the deadline again so they will probably make it into next month's spot.