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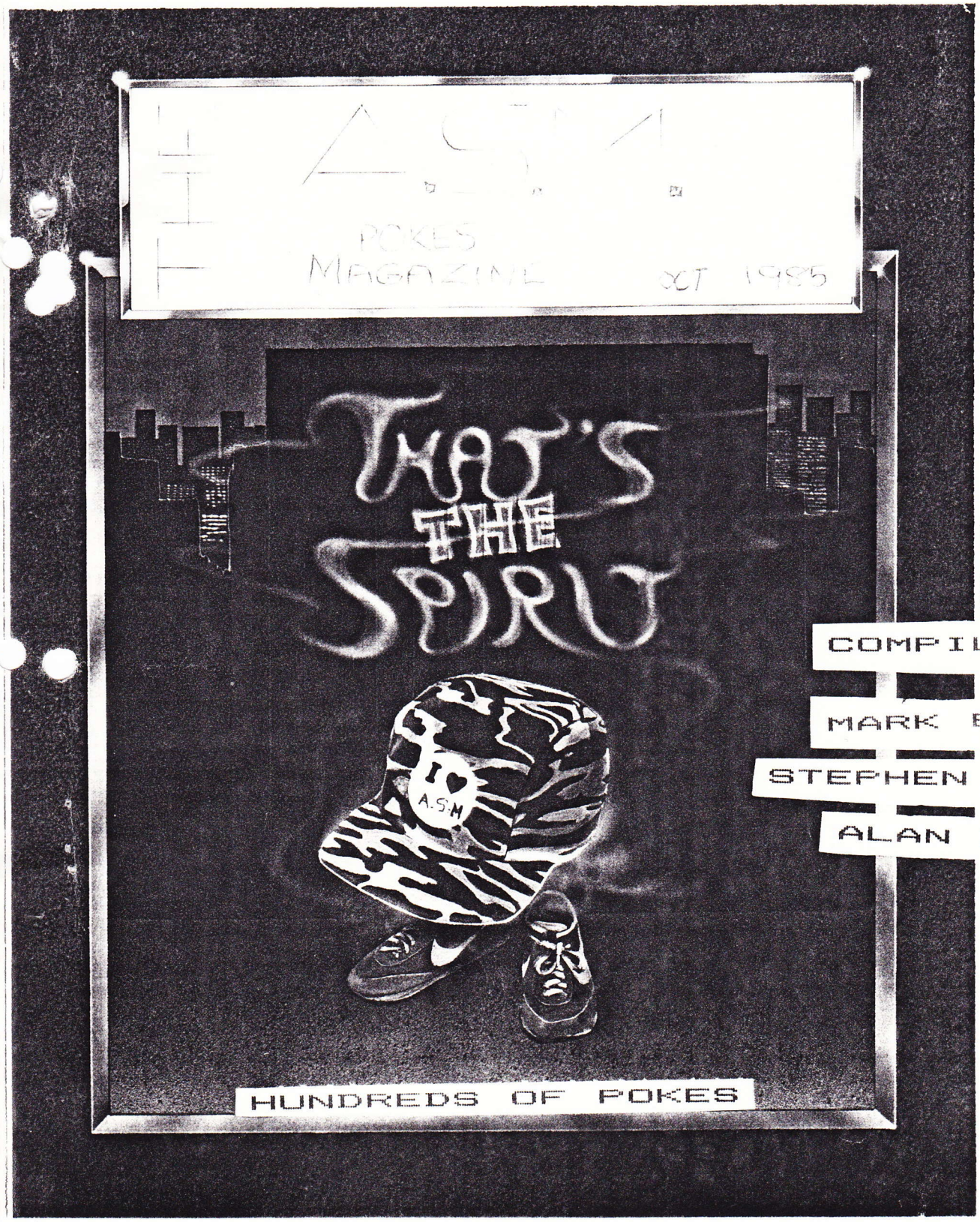
11 PAGES SPECIAL ISSUE



COMPILED BY

MARK ELLIOT

STEPHEN DOWSEY

ALAN BROWN

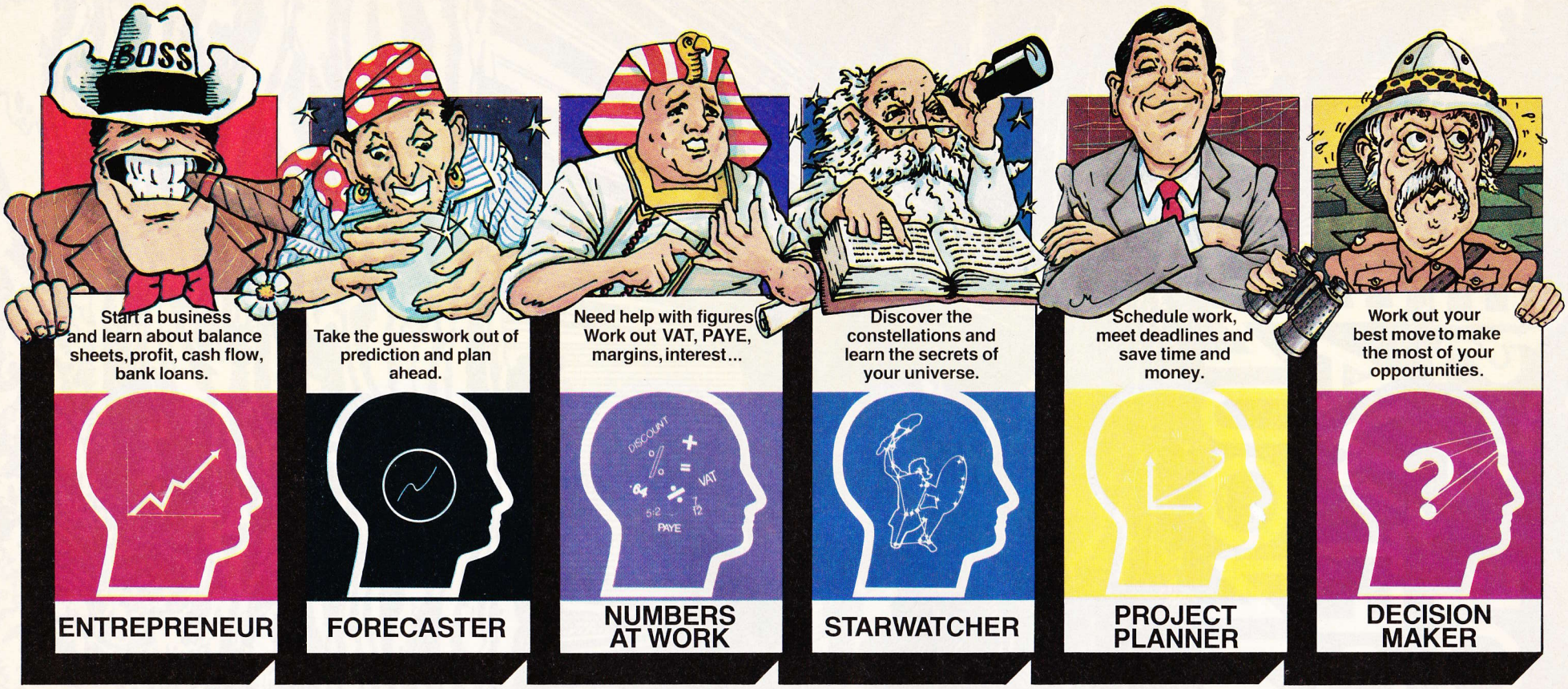
This is our arcade avenue

Pokes, hints, and tips are the special subject our special mag..
I wont waste my time and your money so lets get on with this. This page (below) consists of any last minute pokes that we found. The other 4 pages are printed neatly in an organised manner. I'll finish now and let you get on poking around (Ha Ha

Game	Computer	Hint,Tip,or poke
Jack and the beanstalk..	Spectrum	Poke 35136,0
Pyjamarama.	Spectrum	Poke 30357,0
Kosmic Kanga.	Spectrum	Poke 36212,0
Finders keepers	Spectrum	The following small program reveals the alphanumeric characters hidden in the code. 10 CLEAR 24200 20 LOAD""CODE 24201 30 FOR F=24201 TO 65367 40 IF PEEK F=32 THEN GOTO 70 50 IF PEEK F=127 THEN GOTO 70 60 PRINT CHR$ PEEK F; 70 NEXT F 80 STOP Also her are some hints-Cutty Sark +empty bottle=ship in a bottle. 2.Philosophers stone+iron bar=gold bar. 3.Spark of life+pile of mud=mud monster 4.Broken sword+blacksmith =excalibur 5.Drop charcoal,saltpetre,and sulpur at puss without boots then ligh with magic flame=cat will dissapear.
Orbiter	Spectrum	After game appears press caps then break. Then type Edit and change a=26712 to a=26716.
Astro Blaster	Spectrum	Load the tape as usual - play the game to get a high score then after the writing inviting you to enter your name has finished press T then type either Poke 27422,0 for infinite lives .
Everyone's a wally		To get the letter E you have to mend the hook and stamp the parcel.To mend the hook you have to be wally,get the super glue and the broken hook and take them to the workshed.Put the hook ontop of the bench then walk under the vice with the super glue,then take the hook which should now say 'hook working' and take it to the crane. Change to Wilma and get the parcel and stamp, go to the post office and walk to the far end.The parcel should now be stamped.You can now go and exvhange the parcel for the letter E.

GET THE PICTURE GET THE PICTURE

GET THE PICTURE GET THE PICTURE



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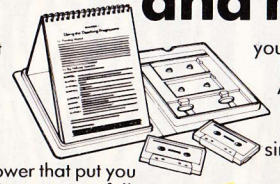

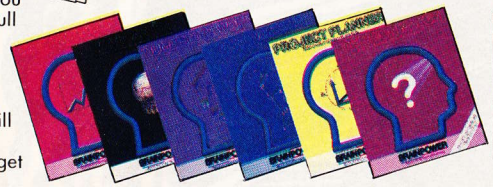

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SPECTRUM

Knight Lore 10 Clear 24831 : Restore : Gosub 60 : Gosub 60 : Poke 62000,61 : Poke 62178,0 : Poke 62258,201 : Poke 62410,251 : Poke 62411,201 : Randomise USR 62374
20 Poke your routines here eg Poke 53567,0 is infinite lives.
30 Print USR 24832
40 Data 23296, 23309, 221, 33, 64, 156, 17, 14, 4, 62, 255, 55, 205, 86, 5, 201
50 Data 41012, 41021, 33, 113, 158, 17, 48, 242, 1, 172, 1, 175
60 Read a,z : For p=a to z : Read d: Poke p,d : Next p : Randomise USR a : Return
Just type in the above and play your original from just past the initial header.
Poke 50084,201 stops metamorphosis
Poke 50206,0 gives infinite days
Poke 49759,n n is number of objects needed to collect.

Underwurlde Use the *Knight Lore* Program but make these changes:
Line 50 change 41012 to 41008 and 41021 to 41017
Line 30 change to Print USR 26610
Line 20 is Poke 59376,0 for endless lives or Poke 45019,201 removes moving sprites.

Mutant Monty Poke 54800,0 : Poke 54867,0 : Poke 54893,0 : Poke 55321,0 These give infinite lives.

Project Future Poke 27662,0 removes aliens

Cookie Poke 28695,62 : Poke 28696,5 : Poke 28697,0 : Poke 28698,0 endless lives

Pyjamarama To get past the hyperloader type in this routine. It will load the game and then stop it from auto starting:
10 Clear 29999 : Restore
20 For a=1 to 14
30 read b : Poke(a+29999),b
40 next a
50 Print "insert game and press play"
60 Randomise USR 30000
70 Poke 32844,207 : Poke 32845,26
80 Poke 32828,251 : Poke 32829,201
90 Poke 32789,243 : Poke 32921,0
100 Randomise USR 32789
120 Stop
130 Data 221, 33, 59, 127, 17, 216, 1, 62, 255, 55, 205, 86, 5, 201
Once the game has loaded you can enter your pokes. Poke 43883,x x is number of lives. To start the game Randomise USR 64649.

Fall Guy Type in the following for infnite lives:
10 Clear 24100
11 Load"" code
12 Randomise USR 65100
13 Load "" code
14 Poke 44204,0
15 Randomise USR 41200

Sky Ranger (Level) Code : (1) enter; (2) magic; (3) pilot; (4) stomp; (5) pairs; (6) event; (7) recap; (8) alibi.

Horace and the Spiders Poke 25142,0 – no hills on Level 1.
Poke 28773,0 – no spiders on Level 1.
Poke 29626,0 – ropes are pulled in fast.
Poke 29720,0 – jump onto next rope when you like.
Poke 30070,0 – all spiders die on Level 3 instantly.
Poke 25215,0 – hills and more hills, for masochists.
Poke 29910,0 – slow spiders on Level 3.
Poke 30116,0 – infinite spiders on Level 3.
Poke 29626,52 – stops ropes being pulled up on Level 3.

Stop the Express before entering the Pokes do the following: Type MERGE "", then press Enter, and press play on your original tape. Type Clear 25999:Load""code, then press Enter, and press play on your original. Step the tape, then type Poke 48111,201 : Randomise USR 48096, then press Enter. You can now enter your pokes. To run the code type Randomise USR 32768.
Poke 34464,183 : Poke 34926,183 : Poke 35257,0 – endless lives.
Poke 35780,0 : Poke 39549,0 – unlimited time.
Poke 40673,0 : Poke 40674,0 : Poke 49261,N – start at carriage number 'N'. (Be careful some values may crash game). If it does not work then add: Poke 40075,4.

Freeze Bees Poke 34610,0 – infinite lives.

Pi-Ballad Poke 44416,x – x is number of lives.

Psytron Poke 28625,0 : Poke 28626,0 – endless fuel.
Poke 41098,17 : Poke 41099,32 : Poke 41100,1 : Poke 41101,0 – endless men.
Poke 26142,62 : Poke 26143,255 : Poke 26144,0 – endless oxygen.

Frank 'n' Stein Poke 28277,x – where x is the number of lives.

Ah diddums Poke 24942,x – where x is the number of lives.

Pyramid Poke 44685,0 – limitless energy.

Arcadia Poke 25776,0 – infinite lives.

Zip Zap Poke 53751,0 : Poke 53752,0 : Poke 53753,0 : Poke 54141,0 : Poke 54142,0 : Poke 54143,0 : Poke 54144,0 – infinite energy.

Wild West Hero Poke 23821,x – where x is number of lives (32 max).

Mr Wimpy Poke 33693,0 – infinite lives.
Poke 33509,x – where x is number of lives.
Poke 43105,0 – infinite peppers.
Poke 33721,x – where x is number of peppers.
Poke 33501,0 – skip first stage.

Maze Death Race Poke 26730,0 : Poke 26731,0 : Poke 26659,0 : Poke 26690,0 : Poke 26771,0 : Poke 26772,0 – works with interface I

Kosmic Kanga Poke 35136,x – where x is the height to jump.
Poke 23994,x – where x is the number of lives.
36212,0 – infinite lives.

Monty Mole Poke 38004,0 – endless lives.
Poke 36301,201 – no crushers.
35874,255 – lets you fall a great height.

Eskimo Eddie Poke 24686,24 : Poke 24687,76 – infinite lives.

Kokotoni Wilf Poke 43742,0 – infinite lives.
Poke 42214,x – where x is the number of lives.
Poke 42177,2 – changes some of the sprites to red, so they don't kill Wilf.

Lazy Jones Poke 56693,0 – infinite lives.

Spectacle Password : "Everyone's a nervous wreck"

Scuba Dive Poke 55711,x – where is the number of lives.
Poke 45696,0 – makes player two's clams open less frequently.

Android Poke 52249,24 : Poke 52250,32 : Poke 53897,0 – infinite lives.

Mutant Monty Poke 54933,0 – gives 256 lives.

River Rescue Poke 33420,0 – infinite lives Player 1.
Poke 33452,0 – infinite lives Player 2.

Zaxxon (Star Zone) Poke 48825,x – where x is the number of lives.

Son of Blagger Merger the loader and delete Lines 70, 80, 81, 82, 90. Insert Line 45 : Poke 27278,0. The above Poke will give you a hacker menu (All routines).

Gilligans Gold Poke 52882,0 : Poke 52881,0 : Poke 52882,0 : Poke 52883,0 – unlimited lives.

Finders Keepers Poke 34252,0 – infinite lives.
Poke 30394,x – where x is the number of lives.

Fred First type LOAD "" CODE 26384, press Enter then press play on your original. When loaded enter, SAVE "FRED" CODE 34500, 22650. Press Enter and save this on a blank tape. Rewind your tape, then type LOAD "" CODE 24500, Press enter, and play on your new tape. Enter your pokes, then to run the code enter, RANDOMIZE VSR 30285.
Poke 31175,0 – this will make the last unit of power last forever.
Poke 30418,X: Poke 31592,X: Poke 44696,X – where X is the number of power units (max 240)

Sir Lancelot 10 Input "no. of lives":X
20 For A = 50000 to 50024
30 Read B = Poke A,B
40 Next A
50 DATA 49, 125, 91, 221,33,128,91,17,128, 36,62,103,55,205,86,5, 243,62,X,50,38,92, 195,8,92
60 CLS
70 Print "Load Main Headerless Block"
80 RANDOMIZE USR 50000
Forward your tape until the main headerless block, then run the above program, when you see the message, press play on the tape, this will give you X lives.

Chuckie Egg First type: MERGE "":
Poke 24501,195: Goto 1
Then press play on your original, the game will load normally, but wnen loaded you will see the

Addicts Guide

OK message. You can now add your own routines, and to run the machine code type: RANDOMIZE USR 42000
Poke 42837,0 This will give you infinite lives.
Poke 39151,0 This will give you a never decreasing bonus.
The following program will convert *Chuckie Egg* to work with a Kempston joystick.

```
10 DATA 39277,103,
39321,71,40311,71,
40893,71,39341,79,
40254,79,40850,79,
40655,95,40713,87
20 RESTORE
30 FOR I = 1 to 9
40 READ A,B
50 Poke !, 219: Poke A+1, 253: Poke QA+2,0: Poke A+3,0: Poke A+4, 203: Poke A+5,B
60 NEXT I
```

The screens are 672 bytes long, and held at address 46000 onwards. The values in the addresses are as follows:
0–Blank Space 170
1–Right side of the ladder 171

2–Left side of the ladder 172
3–Egg 173
4–Food 174
5–Floor & walls 175
168–Top ring of the cage 176
169–Top ring of the cage 177
178
179
180
181
The cage itself
There are 3 sections of the cage, each of 4 characters
The following program will fill in all of gaps at the bottom of the screen:

```
10 FOR F=46000 to 51375 step 672
20 FOR G=0 to 31
30 Poke G+F,5
40 NEXT G
50 NEXT F
```

The following program will put food all along the bottom row:

```
10 For F=46032 to 51375 step 672
20 For G=0 to 31
30 If Peek (F+G)=0 Then Poke (F+G),4
40 NEXT G
50 NEXT F
```

The food can be changed to eggs, so to make the game easier change the 4 to 5 in Line 30.

The Screen address.

Screen	Addresses
1	46000-46671
2	46672-47343
3	47344-48015
4	48016-48687
5	48688-49359
6	49360-50031
7	50032-50703
8	50704-51375

Some of the Characters are at addresses
(poke 23675,x : Poke 23676,y)

x=248 : y=132	ladder, eggs, food, floor, words
x=248 : y=133	enlarged characters
x=248 : y=135	thick characters
x= 48 : y=138	cage words
x=160 : y=138	

Jetset Willy Save screen by pressing S at any time (but start the tape first because no start tape message will appear).
Poke 35538,191 : Poke 35600,1A : Poke 35601,254 : Poke 34997,0 : Poke 34998,0 : Poke 34999,0
For I = 35547 to 35590 : Read A = Poke I,A:Next I
For I = 65500 to 65516 : Read A = Poke I,A:Next I
Data 253, 229, 221, 229, 221, 33, 220, 255, 17, 17, 0, 175, 205, 194, 4, 6, 50, 118, 16, 253, 17, 0, 27, 62, 255, 221, 33, 0, 64, 205, 194, 4, 203, 221, 225,253,225,14, 254, 14, 254, 14, 254, 0, 0, 0, 0, 0,
Data 3, 83, 67, 82, 69, 69, 78, 36, 32, 32, 32, 0, 27, 0, 64, 0, 27
To jump rooms: Go to landing and get to lowest level then type in the letters WRITETYPER - don't go up ladder. You can now jump to any room by pressing a sequence of numbers 1-6 and then press 9 at the same time. Eg, for Off Licence just press 9. To go to Bathroom press 1,6,9 all together.

Android 2 In the first clearing kill yourself 4 times then go over a mine at the same time as a monster, you will then lose another 2 lives but due to a bug you will now have infinite lives and infinite time.

Ghostbusters Accounts:
Name Ghostbusters
Account 00166605 ($ 100,000)
Name S
Account 20203002 ($ 24,000)
Name Tang Billy
Account 15570011 ($ 112,100)

Crypt Level coders: 1) Carnell 2) Software 3) beats 4) all 5) the 6) others

Cavelon Press all the keys on rows QWERTY and ASDF when it says Hi Chris what do you want? Press a number from 1 to 6 to start at that level. Alternatively, move man into maze and type JS WILLY

Wheelie Enter codes: 1)ENTER 2) WITTY 3) SHARK 4) BEBOD 5) XENON 6) ZX83B 7)2MOL3 8) HRME2.

Tir Na Nog If touched by a sidhe, press symbol shift 6 at once to restart game from your current position (may need to repeat)

Knight Lore If you prop an object in the wizard's room the spell doesn't appear, enabling you to pass through the room more easily

Zzoom For infinite lives: Poke 24743,0

Pi-in'ere For infinite lives: Merge "" the loader then insert Poke 38151,0 before the let 1 = USR 24576 statement

Manic Miner For infinite lives: Poke 35136,0 after Basic loader between 30 and 40

Gissa Kiss 1) Merge Basic Loader
2) Edit after the Load lines Poke 25386,255 (255 lives)
3) Change USR to 25005
4) Run program and restart Tape

Chiller Poke 34025,0 = no energy loss
Poke 39791,0:Poke 40062,0:Poke 40333,0 = stops moving sprites
Poke 41165,0 top men vanish

Sabre Wulf Poke 43575,255 for infinite lives (works on series 2 Spectrum with Interface 1)

Tir Na Nog (no sidhe) Poke 34202,200

Manic Miner To change screens, (Bug Byte version type on keyboard when) game is running 6031769. When boot appears use combination of key 6 plus one or more other numbers to change screen, eg, press 6 and 5 for the warehouse.

""for Software Projects version Type TYPEWRITER

Moon Alert Poke 39754,0 – endless lives
Poke 42404,n – n is number of lives
Poke 42654,195 – Immortality
Poke 37035,201 – no enemies in air

Tornado Low Level Edit these lines in header for infinite lives: 20 DATA55,62,255,221,33, 0,64,17,156,191,205,86, 5,62,0,50,190,136,50,15 132,201,50 For n=65423 to 65444 3000 Randomise USR 65423

Early ULTIMATE games use Poke 23756,1 to allow the header to be edited

Lunar Jetman Poke 36965,0 or Poke 36966,224: Poke 36945,3 for endless lives

Select Level Poke 43092,x-1 where x is level 99

Tranz Am Break game after main block has loaded. Type Poke 25446,0 : CONTINUE

Pi-Balled Poke 46441,0 for endless lives

Jet Set Willy Endless lives: Merge header. Enter line [illegible] Poke 35899,0
Poke 34778,255 – M[illegible] disappears
Poke 41983,255 – Makes number of objects to collect only one
Poke 36477,1 – Fall from any height
Poke 34795,n – Change start room number
Poke 36635,239 – Allows interface two to remain connected
Poke 59900,255 – Removes Attic Bug
Poke 60231,0 : Poke 42183,11 : Poke 59901,82 : Poke 56876,4 – Removes Banyan tree bug that makes game impossible
Poke 50552,170 : Poke 50553,170 – Blocks off Hades
Poke 50512,168: Po[illegible] 50520,168 : P[illegible] 50528,170 – Puts ledge in 'Security Guards' so you can get under drive avoiding 'Forgotten Abbey'
Poke 56342,0 : Poke 56350,0 : Poke 56357,170 – Puts invisible object in a place where it is easily collected on first landing
Poke 37874,0 – Collects objects on entering a room
Poke 35123,0 – Disables anything that moves
Poke 36353,60 – Higher jumping
Poke 37982,0 : Poke 37994,0 – Walk through monsters

Finders Keepers Poke 30394,255

Tutankhamun Poke 34953,57 : Poke 34970,58 – to change start room
Poke 27279,x where x 10 – Extra lives
Poke 27783,0 – Immortality

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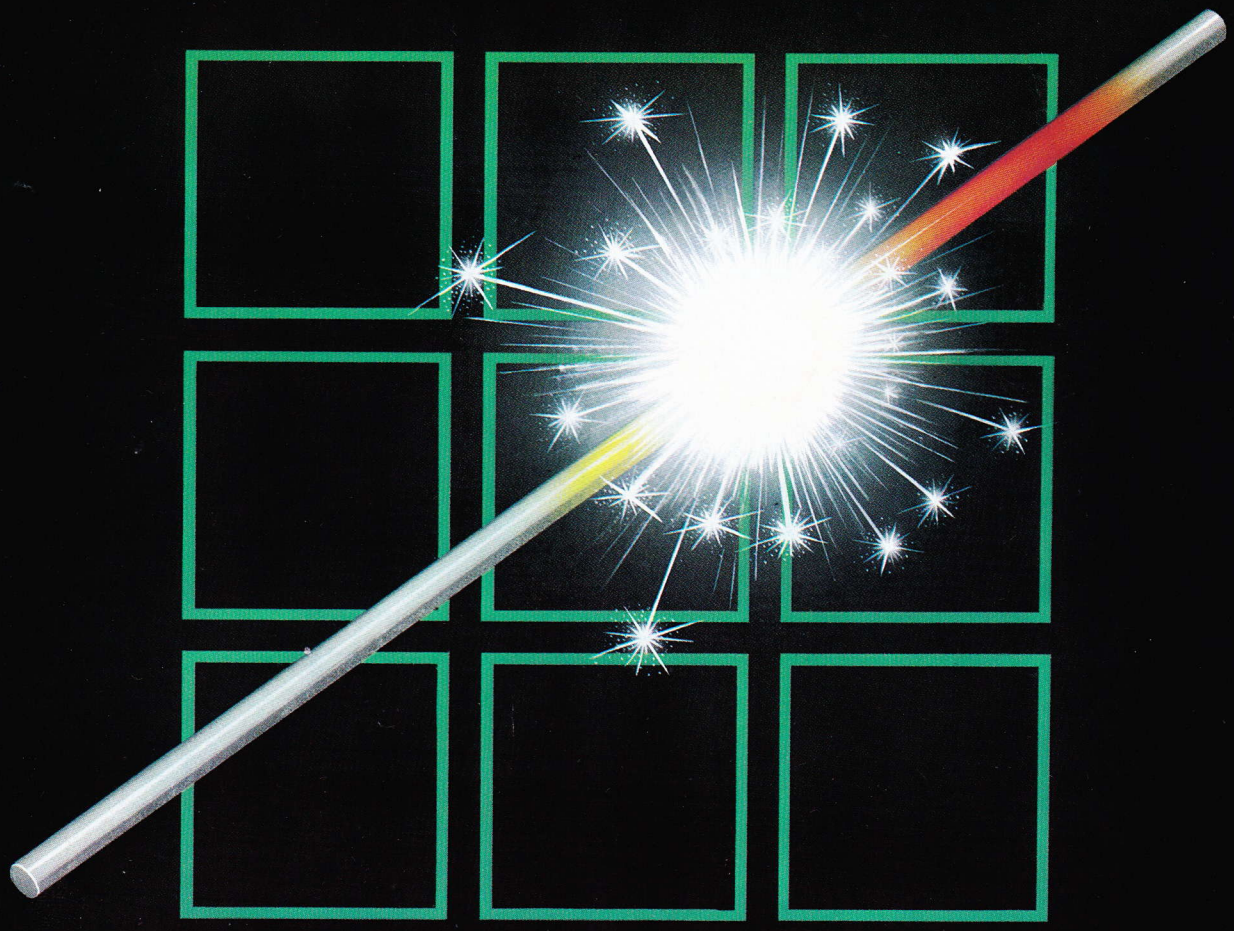

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Hunchback Poke 24760,255 for endless lives or try Poke 26888,0

Mugsy Poke 43012,0 : Poke 42906,0

Zzoom Poke 24743,0 : Poke 32692,0 – infinite lives

Ground Attack Poke 36212,0 – endless lives

Horace Goes Skiing Poke 30027,0 : Poke 30644,0 – no ski charge
Poke 29009,0 : Poke 29045,0 – No cars on 'frogger' stage
Poke 30762,0 – No ambulance fee

Jack & Beanstalk Poke 56110,0

Giant's Revenge 10 Clear 24249 : Poke 23606,115 : Poke 23607,246
20 Load "" Screen$: Load "" Code
25 Poke 24504,0
30 Randomise USR 24450

Sabre Wulf Merge header. Type Poke 23756,1 : Clear 65535. Edit the line and delete the Print USR 23424. Add line 10 that includes your pokes. Add line 20 Print USR 23424.
Poke 43575,255 – 1 player infinite lives
Poke 45520,255 – 2 player lives
Poke 45509,x – Number of lives
Poke 41725,255 – No limit on gained lives
Poke 44929,0 – ; disable baddies, so they only appear when the fire button is being pressed To get an object stand on it and press fire
Poke 44786,0 – indestructable Sabreman
Poke 45001,0 41011,0 : Poke 31602,0 : 48560,0 – stay blue, super fast and no monsters
Poke 39702,30 – gets rid of materialising monsters
Poke 44685,186 : 44676,255 : 44677,80 – permanently cyan

Due to the number of pokes/tips we received it is impossible to ensure that every one works; we have done our best to check as many as possible but cannot guarantee the results.

Lunar Jetman Poke 36964,244 : 36965,3 – infinite lives
Poke 43117,x – where x is no. of lives
Poke 37999,201 – no enemy
Poke 43092,x-1 – where x is level (x < 99)

Trans Am Poke 25446,0 – infinite lives

Backpackers Guide to the Universe To make a print-out of the guide on ZX or Alphacom printer
1 Clear 65535: Load "" Screen$
2 Paper 0:Ink0
3 Print at 10,0;
4 Load "" Code
5 For x is 29182 to 29196: Read a: Poke x,a: Next x
6 Poke 29160,21
7 Data 62, 127, 219, 254, 230, 1, 194, 215, 113, 205, 172, 14, 195, 215, 113
8 Randomise Usr 29126
Now load guide. Press Space for a copy

Boulderdash On cave E go all round perimeter then under gem boxes, wait until firefly is going up, then follow, wait at top until both fireflys are gone, then get gems and retreat

Hunchback Poke 26888,0 – infinite lives
Poke 24760,x – where x is number of lives

Moon Alert Poke 42654,195 – infinite lives
Poke 42249,24 – stops time decreasing
Poke 42585,2:52595,2 – keeps scrolling fast (whole screen)
Poke 42404,x – where x is the number of lives (14 max)
Poke 39754,0 – endless lives
Poke 37035,201 – no enemies
Poke 35113,255 – move left at 100 mph
Poke 26371-26607 – hi score table

Defenda Poke 37531,0 – infinite
Poke 34163,0 – infinite smart bombs
Poke 35730,x – where x is the number of lives

Tutankhamun Poke 27783,0 – infinite lives

Zzoom Poke 24743,0 – infinite lives
Poke 25131,x – where x is the number of lives

Atic Atac Poke 36519,0 – infinite lives
Poke 35353,0: Poke 35362,0: – stops energy drains
Poke 36571,0: Poke 39092,0 –
Poke 37229,175: Poke 37260,175 – makes doors open more frequently
25373,x – where x is the number of lives
Poke 26075,0 – allows your rocket to take off with only one fuel block
Poke 25020,0 – infinite lives

Pssst Poke 24984,0 – infinite lives

COMMODORE 64

Bounty Bob Strikes Back On level 1 after getting coffee pot type 8 and press F7 to go to level 8 after getting flower pot type 1 and press F7 to go to level 4 on level 10 after getting pitchfork type, and hit F7 to go to level 14

Super Gridder To make grid invisible until run over: When loaded press Run/Stop + Restore then type SYS 4624

Tir Na Nog Poke 34202,200 makes complete game easier

Booty Hold down keys K,E,V,I,N all at the same time for chat mode with unlimited lives

Manic Miner For infinite lives: Poke 16571,234

Falcon Patrol For infinite lives: Poke 16764,234

Bruce Lee Get two joysticks sellotape the fire button down which controls the Yammo and move him out of the way. You get more lives and only have to worry about the Ninja.

Airwolf When route is blocked by spinning ball when you rescue third scientist move it by shooting two switches at cave bottom – shoot it before it floats to the ground.

Entombed Try whipping anything that blocks an exit.

Spy vs Spy On one player game, wait in airport room, booby trap doors, when the computer has objects he will be killed getting to the airport – get objects and leave.

Zaxxon To make ship indestructable simply type Red before starting the game.

Attack of the Mutant Camels Load first part without running it (type Verify and then Return) Load second part by typing Load "",1,1 and enter Poke 11639,255 SYS 4096 you now have unlimited lives.

Hexpert Poke 21875,173 : Poke 21872,1173 (infinite lives)
Poke 20400,169 : Poke 20401,0 : Poke 20402,234 disables collision detection

Gridrunner Poke 35869,173 = infinite lives

Hover Bovver Poke 35680,96 = infinite lives

Ancipital Poke 22743,57 : Poke 22744,57 Sys 16384 to start.

Matrix Poke 38455,234 : Poke 38456,234 ditto

Arcadia Poke 10930,234, Poke 10915,234 ditto

Rollerball Poke 29000,173 : Poke 28921,173 ditto

Armageddon Poke 4088,1

Skramble (anirog) Poke 8609,173 infinite lives
Poke 3805,169 : Poke 3809,0 : Poke 3810,234 no collision detection

Blagger After loading tap space bar – lives should change to 5. Then pressing CTRL + alphabet keys changes screen.

Manic Miner Verify "" Return
When loaded type Load "",1,1 Return when load error appears
Poke 16419,x x is screen number 0-19
Poke 16424,x x is lives (not too many)
Sys 16384 to begin

China Miner Verify "" Return
Load "",1,1:load "",1,1 Return
When loaded type Poke 32776,0 or Poke 33320,x x is the screen to start 0-29
Sys 33127
Every time after this you run/stop restore type Sys 64738 and type the pokes in again.

Entombed To get rid of Mummies: Break into program – you'll need a reset board which won't corrupt the code – then use following pokes: Poke 27658,169: Poke 27659,20: Poke 27660,234 then SYS 2128 then fire button then F1 key then fire button you can then play (this only works in the corridor). Also: in the room of pools stand in the white pool then in the red pool then walk to the wall and stand to the right of the yellow pool then jump left so you land in the centre of the yellow pool

Addicts Guide

then push forward the joystick – this jump technique if used at other blocked doors will get you through.

VIC 20

Perils of Willy
Load game. Press CTRL Q and RESTORE Lives = Poke 111373,200 No chars disappearing – Poke 11260,234 : Poke 11365,234 Start screen Poke 11378,x (x = 0 to 31) Restart game with SYS 12269

AMSTRAD

Pyjamarama
10 Memory 8191
20 Load ""
30 Poke 16087,0
50 Call 8192
Replace the header with this to get infinite lives

Roland Goes Digging
10 Memory 17000
20 Load "",17800
30 Poke 17978,0
40 Call 18658

Defend Or Die
10 &3fff
20 Load "Defend or Die"
30 Poke &64e4,&99 : Rem lives
40 Poke &64e9,&99 : Rem smart bombs
100 Call &4025

Karl's Treasure Hunt
10 Memory 12288
20 for f = 1 to 3: Load "" : next
30 Poke 38102, lives
40 Call 36864

Roland in the caves
Press CTRL G to exit a level at any time. Shift + A goes to next screen with 100000 pts.

Blagger
Poke 32518,x, x is lives less than 240
Poke 31938,0 : Poke 31940,0 together disable the conveyors so that they act like dry land.
Poke 32579,0 : Poke 32580,0 drop from any height
In demo mode find the start screen you want and press "ADGJL" simultaneously – now start as normal and you will begin on your chosen screen.

Roland In Time
Type Memory 4999 : Load "Rointime", 5000 When loaded Poke 5650, 167 (endless lives) To run it Call 5000

Electro Freddy
10 Memory 10000
20 Load "A1": Load "":Load "": Load "": Load ""
30 Poke 39356,255
40 Call 39323

Punchy
10 Memory &1FFF
20 Load "code"
30 Poke &20A9,255
40 Call &2000

Roland on the Ropes
10 Memory 4800
20 Load "Roland.d"
30 Load "Roland.c"
40 Poke -25804,0 : Poke -25562,0 (minus addresses)
50 Call 41100

Manic Miner
Poke &6F8D,x x is lives
Poke &6FA9,0 endless lives
poke 77401,24 switch screens by pressing 'ESC'
Poke &713E,0 drop from any height
Poke &7311,0 stops air running out

Football Manager
Break in and Goto 5213 to win the cup Goto 8170 if in the top three will earn your success money.

Jetset Willy
10 mode 1
20 memory &7fed
30 Load ""
40 For n = 170 to 244
50 Read a$
60 Poke n,val("&" + a$)
70 Next
80 cls
90 call 170
100 Data 3E,C9,32,80,81, 21,00,80,11,01,80,01,05, 00,36,00,ED,BO,CD,EE, 7F,01,00,15,21,20,20, 22,75,AF,C5,21,5D,AF
110 Data CD,53,AF,78, 58,87,87,87,47,7B,C6,05, 16,08,AF,05,F2,C8,00, 3E,7F,32,F0,81,C3,4A, AC

Hunchback
10 Border 0: ink 0,0: ink 1,18: ink 2,5: ink 3,25
20 Ent 1,100,2,2
30 Ent 2,90,-6,2
40 Env 12,10,-2,10
50 Pen 2
60 Memory &3BFF
70 Load "Hun 3",&4C00
80 Poke &61F8,1
90 Poke &61F9,1
100 Poke &61F8+18,1
110 Poke &61F8+19,1
120 Poke &61F8+26,1
130 Poke &61F8+27,1
140 Poke 20762,0
150 Call &5431

Android 1
Infinite lives: Poke &6391, &937A, &939F and &93A0

BBC

Mr EE
After the page has loaded, press Break, type *Load 'MREE" L900 <<Return>> ?&1ECB = &EA <<RETURN>> Then type CASS&4300 <<RETURN>> (Infinite lives)

QBert
Let the whole game load, then press "CTRL + Break" then type PAGE = &1700 <<RETURN>> : OLD <<RETURN>> :LIST2900 <<RETURN>>. Change MEN% from 2 to the number of lives you want

Castle Quest
To get out of jail, take the stool, jump and throw it at the torch, take the stool and torch and get to the top of the door, throw torch on bed and jump past guard when he rushes in

Cylon Attack
Speed up game with ?&FE45 = 21: ?&FE46 = 21 (CR) – this also works for Chuckie Egg

Snapper
For extra lives: Chain "" Snapper as busual but when "snap2" has finished loaded press Escape and enter 45?&FDD = &7F and then Run

Elite
To make a lot of cash: trade computers from rich industrial planets to poor agricultural. If attacked by a few ships follow one slowly. His pattern of evasive manoeuvres will save you

Frak
*Load the last part of the game then type ?&305B = &F for infinite lives or ?&304DD = 1 so that the escape key changes levels
Call &468A to start game

ATARI

Diamonds
Poke 8,0:Poke 744,16
x = usr(40960)
Now enter and run this
10 restore 1000 : for x = 0to25 : read ins : poke 180 + x,ins : next x
1000 data 169,96,141,39, 8,32,8,8,169,76,141,80, 21,169,88,141,81,21,169, 21,141,82,21,76,98,10
2000 end
Now put diamonds in the tape recorder, type x = usr(62404) and press return.
press r after the bleep and start tape.
when the title page appears you have 1.5 seconds to press the system reset.
Now type x = sure(1280) the rest of the game will load.
If you don't have a disc system don't load the dos before using this routine.

QL

Invaders
Add shooting sound: 100 For n = 0 to 36 Step w 110 If n > 30 Then R = 240: Else R = N + 2 120 BEEP 1500,N,R,15,2,0,1

ELECTRON

Zalaga
Load the first program with LOAD "Zalaga" and type PROCpugwash. The Electron will play the Pugwash theme tune with two voices.

DRAGON

Hungry Horace
To get high scores get to bell and stay there til it stops ringing.

Ninja Warrior
Load game as normal but before typing EXEC type Poke 9489,n. n is lives 1 to 255

Planet Invasion
As above but Poke 7438,n. n is 1 to 14 – larger values cause a crash.

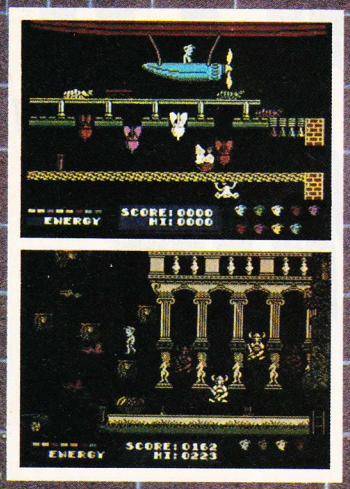
Skramble
Skipf""
Poke 32761,&H8E
Poke 32762,&H04
Poke 32763,&H00
Poke 32764,&HBD
Poke 32765,&HB7
Poke 32766,&H5B
Poke 32767,&H39
Exec 32761
Poke &H1C7E, (player 1 lives)
Poke &H1C84, (player 2 lives)
Exec 4096

Whirley Bird Run
Poke &H2078, lives
Poke &H2073, stage

Lunar Rover Patrol
Poke &H5728, lives

Manic Miner
10 CLEAR 200,32599
20 ST = 32600
30 INPUT A$
40 FOR A = 1 TO LEN(A$)
50 POKE ST,VAL("&H" + MID$(A$,A,2))
60 ST = ST + 1
70 NEXT A:GOTO 30
Enter this
CCBD3FFD380A864E B7380C8609B73817 8E0600A684A789FB 4330018C7E8A26F3 39
Then press break and csave using CSAVEM"MINAL", 32600,32640,32600
Then NEW the basic and load manic miner with CLOADM"",1213
Then enter EXEC 32600
To select a screen, press enter as normal then press a key from A to V (in upper case) To alter the number of lives, poke 32612 in MINAL.

WATCH OUT! IT'S



DYNAMITE DAN

94% Crash Smash

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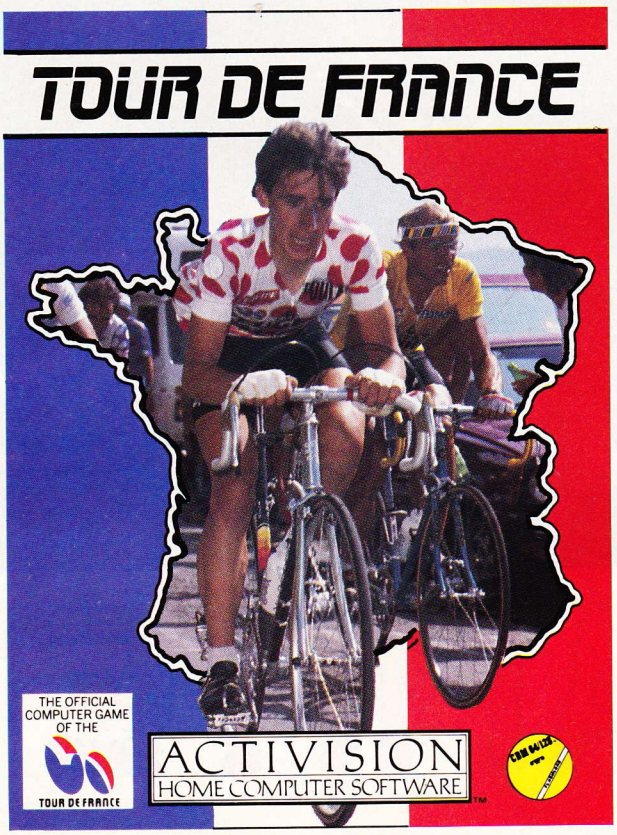

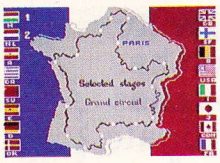

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