



**Oh no! Why!!
ARRRRGH!**

**Why do I
always get
beaten just
before I
reach the
end of
level? How
do I get past
that alien?**

**Where's the magic wand hidden?!
Help! Whimper... sob... grrrrrrh!**

**— Now just hold on a minute... this
little corker is just what you need!**

**Loads of tips, solutions, pokes and
cheat modes for all the best C64 games
— all packed into one handy book!**

**Yes, TIPS FORCE is here to help
gamers everywhere to keep their cool.
Read with pleasure and keep it close to
your C64 at all times — you never
know when you'll need it!**

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TIPS FORCE

**The hot
collection of
tips, cheats,
pokes and full
solutions to turn
all C64 games
players into
bodacious
champs!
Win
now!**

**100
Pages!**



Do you have a cupboard full of great C64 games, regretfully abandoned because the damn things were just too clever for you to crack?

Are you suffering from the 'I'm a game playing wimp' syndrome?

Well, this little corker might just help you turn the tables on those fiendishly devious favourites of yours...!

COMMODORE FORCE PRESENTS

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**The collection
of tips, pokes and
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COMMODORE FORCE is Britain's newest and brightest authoritative monthly for C64 owners.

Out from Europress Impact on the last Thursday of every month, it's packed with colourful, detailed reviews, news and tips — plus a regular two cover-mounted cassettes with great games and demos of up-coming hits!
Don't miss out!

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This book is given away free with the January issue of *COMMODORE FORCE* on the condition that it shall not, by way of trade or otherwise, be lent, sold, hired out or otherwise circulated without the publisher's prior consent in any form of binding or cover other than that in which it is published.

TIPS FORCE IS HERE!

Searching through magazines for tips must be one of the most time-consuming, infuriating activities of all time. There you are, stuck on your favourite game: you've already got to the end of your tether, otherwise you wouldn't even consider cheating. So you start thumbing through your collection of mags, trying to find a poke, hack, hint... anything to help. Oh where is it? Why can you never find anything when you want it? Arrrrgghhh!

Hold on a minute... what's this? Loads of tips, solutions, pokes and cheat modes for all the best C64 games — all packed into one handy book! Yes, **TIPS FORCE** is here to help gamers everywhere to keep their cool. Read with pleasure and keep it close to your C64 at all times — you never know when you'll need it!

HOW TO POKE

Don't know your Reset from your Replay? Have no fears: with this guide you'll soon be performing perfect poking...

Reset Pokes

To use a Reset poke it's vital you possess a Reset cart or much cheaper Reset switch (if you can find one).

When you Reset (after loading your game), the C64 start-up screen will appear: the game is still intact and you can now enter the POKE(s). This is followed by the SYS number (a machine-code version of the old RUN command) to get the game going again.

Action Replay Pokes

These require a Datel Action Replay cartridge, an absolute must for game freaks. Plug the cart in the slot

at the back of the C64 and load your game. Press the Freeze button on the cart, select 'POKES' from the menu, and enter the desired POKE. Now press the restart key (F3), and voilà, the game is ready to play with the cheat active. No SYS statement is needed 'coz the cart restarts the game automatically.

NB. Reset POKES can also be entered by Action Replay owners, but not vice versa.

Listings

A listing requires no additional hardware, just a keen eye and a pal to read out the DATA lines. It's a BASIC program made up of lines, usually starting with 0 and increasing in steps of one or ten. The listing must be entered exactly as printed, with the RETURN key pressed at the end of each line.

When you finish typing the program, SAVE it to cassette or disk (this saves you typing it all out again). RUN the program, and if all is well the message 'PRESS PLAY ON TAPE' will appear. If confronted with a 'DATA ERROR' message, you've typed it in wrongly: check through the program for mistakes.

And now for the tips...



THE ADDAMS FAMILY

Ocean

Need a (severed) hand in this spooky arcade adventure? Here's the complete solution.

PART ONE

In door, left (bottom of screen), in door, left, left, get key, right, in door, right, left (top of screen), left, in door, right, right, get key, left, left, in door, right, in door, left, right (top of screen), right, in door, right, in door (bottom of screen), left, left, left, in door, get key, in door, right, right, right, in door, left (top of screen), up, left, left, left, in door, get key, in door, right, in door (top of screen), left, rescue Pugsley, right, in door, right, right, right, down, right, in door (bottom of screen), right, right, right, in door, right, rescue Lurch, left, in door, left, left, left, in door, left, left, left, left, left, in door, left, in door, level complete.

PART TWO

Right, left (top of screen), in door, right, in door, left, in door, right, right, down, in door, left, down, right, right, right, in door, right, right, in door, right, in door (right-

hand-side), in door (top of screen), left, down, left, left, left, left, left, in door, right (bottom of screen), in door, left, left, get key, right, right, in door, up, left (top of screen), in door, left, left, rescue Morticia, right, right, in door, down (left-hand-side), in door, right, right, right, right, up, right, in door, in door (bottom of screen), in door (left-hand-side), left, left, left, in door, left (top of screen), left, left, up, right, in door, up, left, left, in door (bottom of screen), right, right, right, right, in door, right, right, in door, level complete

PART THREE

Right, right, right, in door, left, in door, right, right, right, down, left, left, in door, down, left, in door, left, left, left, in door, left (top of screen), left, left, in door, right, right, up, rescue Granny, down, left, left, down, get key, up, in door, right, right, right, left (bottom of screen), left, left, down, right, in door, rescue Thing, in door, up, right, in door (left-hand-side), left, right (top of screen), in door (top of screen), left, left, in door, left, left, left, rescue Wednesday, complete game.

ALIENS

Alternative

These handy codes allow you to see some of the later screens, just type 'em in when prompted.

2727H

6106H

2021G

1000A

5443F

ALTERED BEAST

The Hit Squad

This coin-op conversion is tough enough to turn even the greatest gameplayer into a beast. Here are some tips to put hair on your chest.

LEVEL ONE

The first spirit ball's found in the creature just after the four stone pillars, but watch out for the zombies just before it.

If you're in two-player mode, one of you should collect all the spirit balls and thus turn into the beast. This big guy can now act as bodyguard to the wimpy human.

Avoid the blue demons by jumping over them, or by jumping onto a higher platform. If the big baddie Nelf appears, and you're in one-player mode, rush into him to get to the end-of-level baddie. Just hold down the fire-button and go for it.

LEVEL TWO

The jumping head eaters are the main problem here, kick or low punch 'em when they're on the ground. The rattles of the rattlesnakes should be kicked to kill them. The end-of-level baddie is no problem: duck underneath the dish that's spewing out the eyeballs and switch on the autofire.

LEVEL THREE

A mass of running chickens face our heroes on Level Three: stay in the middle of the screen or the top (on a

platform) if possible. When you become a beast, continually press the fire-button to keep somersaulting (as long as there are no holes).

Only use your 'bad breath' on the end-of-level baddie, keep moving right and press fire to breathe on it. When it moves, follow it and keep breathing on it until it's dead.

LEVEL FOUR

A more difficult level than the last. There's not much to be said for it, apart from when you become the beast use duck punches rather than the special weapon. When you face the Nelf created creature, go to the far right of the screen and hold down the fire-button. You won't lose any energy over this one.

LEVEL FIVE

This level's a real toughie. Stay high up all the time on a slate in the middle of the screen. Otherwise the fish'll turn into wheels that continually run you over.

When you reach the end-of-game monster just jump over him, hit him, jump over him again, hit him again and repeat until he's dead.

A word of warning, at this stage you need one full life left if you're in one player mode, anything less and it's adios amigos.

AMERICAN 3-D POOL

Zeppelin

This playable sim uses a mixture of 2-D and 3-D. Don't foul up — be a real hustler with these on-cue tips.

GENERAL TIPS

Don't overboard with the power meter. Most of the time, just a tap of the fire-button will be sufficient.

Some of the easy computer opponents are unable to get out of 'snookers', so go for as many as possible.

When potting balls, it's best to place the cursor a pixel or so away from the target ball.

BILLIARDS

Try and go for loads of cannon shots. You can rack up an impressive amount of points this way.

If the other two balls are close together, try to keep them in this condition by playing slow cannons.

If one ball's directly in front of your cue ball, and the other directly behind, fear not. Hit the first and screw back for the other. Voilà, another cannon.

Avoid potting your opponents cue ball. Once it goes down you've only got the red ball to play with.

THE TRICK SHOTS

Here are all nine trick shots in order:

1. Position the cursor between the purple and blue balls, then hit the white ball at full tilt.
2. Position the cursor directly on the brown ball and use about three-quarter power to pot the mutha.
3. Position the cursor on the right of the purple ball and use half power.
4. Position the cursor on the right of the blue ball. Use right hand spin on the cue ball and half power.
5. Position the cursor on the right of the purple ball and hit the cue ball at half power.
6. Position the cursor directly on the purple ball and

whack the cue ball with everything you've got.

7. Dead easy this one, you can place the cursor on any of the balls and hit them as hard or soft as you like.

8. This is probably the hardest shot of the lot. Carefully position the cursor at the bottom of the brown ball, use topspin and hit the cue ball at full power. If this doesn't work first time, try nudging the cursor forwards a bit. It has to be a pixel-perfect shot.

9. Place the cursor in the middle of the top-left corner pocket, then give the white ball a good hard whack.

ARMALYTE

Thalamus

The classic shoot-'em-up is still a great blast. This listing will give infinite lives to both players and also allows you to select any level. So reset the game and type in...

```
10 POKE 63410,96: PRINT CHR$(147): A=40832
20 FOR X=0 TO 6: READ C: A=A+1: NEXT X
30 PRINT "UNLIMITED LIVES PLAYER 1?": GOSUB 150
40 IF A$="N" GOTO 60
50 POKE 5989,173
60 PRINT "UNLIMITED LIVES PLAYER 2?": GOSUB 150
70 IF A$="N" THEN GOTO 90
80 POKE 59991,173
90 PRINT "STARTING LEVEL (1-7) OR FINAL SCREEN (8)?"
100 GET A: IF A=0 THEN 100
110 IF A<1 OR A>8 THEN GOTO 140
120 IF A<8 THEN GOTO 140
130 POKE 45058,A: POKE 45060,0: SYS 40832
```

```
140 POKE 45059,A-1: POKE 45058,A: SYS 40832
```

```
150 GET A$: IF A$="" THEN 150
```

```
160 RETURN
```

```
170 DATA 169,54,133,1,76,209,179
```

Here's another infinite lives POKE for *Armalyte*, so reset the C64 and away you go...

```
0 PRINT CHR$(147)
```

```
1 FOR I=543 TO 631: READ A$
```

```
2 L=ASC(LEFT$(A$,1)): L=L-55: IF L<5 THEN L=L+7
```

```
3 R=ASC(RIGHT$(A$,1)): R=R-55: IF R<5 THEN R=R+7
```

```
4 V=(L*16)+R: C=C+V: POKE I,V: NEXT
```

```
5 IF C<>10339 THEN PRINT "DATA ERROR!": END
```

```
6 PRINT "SAVE THIS LISTING"
```

```
7 PRINT "SYS 543 TO BEGIN"
```

```
8 DATA 20,2C,F7,38,A9,15,8D,B1,03,A9
```

```
9 DATA 37,8D,B2,03,A9,6A,8D,B3,03,20
```

```
10 DATA 6C,F5,A9,43,8D,27,C0,A9,02,8D
```

```
11 DATA 2C,C0,20,BF,03,60,48,A9,EA,8D
```

```
12 DATA A0,01,A9,4C,8D,A1,01,A9,5C,8D
```

```
13 DATA A2,01,A9,02,8D,A3,01,68,4C,E2
```

```
14 DATA C1,A2,0C,BD,6A,02,9D,7E,08,CA
```

```
15 DATA 10,F7,4C,1B,08,A9,AD,8D,57,EA
```

```
16 DATA 8D,F3,E9,A9,60,8D,7D,F7,00,00
```

ARNIE

Zeppelin

Here's an Action Replay poke for the muscle-bound gun-toting best seller.

POKE 13270,173 — Infy Lives

B

BACK TO THE FUTURE

Electric Dreams

This mediocre arcade adventure is the weakest of the trilogy — unlike the spectacular movie. Here's a few time-warping tips.

Grab the skateboard from the crates and skate away to the Doc's room. When you arrive, collect the space-suit and try to find George. Once you've turned George's icon green, go to the hall, get the guitar and make George stand still. Your mother should walk in, so get the guitar again and freeze her next to George. Now the 'Power Of Love' theme music will play and your picture should start to reappear.

Biff shouldn't be able to pass your ma when she's standing still, so there's no need to worry about him. After a while your parents will go back to normal, so collect the guitar and make both of 'em stand still again. Keep doing this until your picture is fully restored, then go into the Doc's house and back out again.

If George runs out of the hall, go and get the space suit and make him follow you.

BACK TO THE FUTURE II

Imageworks

It's your kids, Marty! They need a cheat...

Type on the title screen THE ONLY NEAT THING TO DO, you'll be rewarded with infinite Marty McFlys.

BACK TO THE FUTURE III

Mirrorsoft

The final instalment of Marty's adventure spawned the best of the three computer conversions, split into four very different scenes.

GAME ONE — THE BUCK-BOARD CHASE

Pick up the luggage Clara has dropped from the back of her runaway buck board, as luggage equals points.

On the vertical section, pick up the discarded gun, this allows you to fire three bullets at a time.

GAME TWO — THE SHOOTING GALLERY

You can shoot at stationary items as well as moving targets.

Shoot at the different-coloured ducks for a special bonus.

Don't shoot the granny as she will cost you 25,000 points.

GAME THREE — PIE THROWING

Watch out for the special animations.

When you've thrown a pie you can curve its direction by moving the joystick.

GAME FOUR — THE TRAIN

Make sure you pick up all the coloured logs 'coz it's the only way you'll hit the magic 88 mph.

When you pick up a log make sure you hold the joystick down until the screen flashes.

Remember kids, smoke is hazardous to your health.

BADLANDS

Domark

Taking place in a post-apocalyptic time, this racer's a more violent variation on the *Supersprint* theme.

Here's a list of goodies you should purchase in the shop.

LEVEL 1 — Missiles, Turbo

LEVEL 2 — Speed, Turbo

LEVEL 3 — Shield, Missiles

LEVEL 4 — Speed, Turbo

LEVEL 5 — Tyres

LEVEL 6 — Speed, Turbo

LEVEL 7 — Missiles, Tyres

LEVEL 8 — Shield, Tyres

BATMAN: THE CAPED CRUSADER

The Hit Squad

The comic superhero swings into action for this biffing arcade adventure.

Type in this listing and infinite Bruce Waynes will be yours to command. Type it in, save it for future use and then RUN it, pressing play on the tape when prompted.

10 FOR I=348 TO 432: READ A: POKE I,A: NEXT
20 SYS 384
30 DATA 32,86,245,169,32,141,92,3,169
40 DATA 147,141,93,3,169,1,141,94,3,96
50 DATA 173,89,1,201,32,240,4,173,5,220
60 DATA 96,169,169,141,89,1,169,1,141,90,1,96
70 DATA 169,181,141,159,125,76,32,6
If you want to cheat on part two, just change line 70 to:
70 DATA 169,181,141,210,126,76,32,6

A BIRD IN THE HAND — COMPLETE SOLUTION

Go left, pick up FALSE NOSE, go down, left, pick up BATARANG, go right, right, pick up LOCK PICK, right, right, pick up HAND GRENADE, go left, up, left, pick up CONTROL DISK, go up, pick up SET OF TOOLS, go down, left, use SET OF TOOLS, use CONTROL DISK, go right, up, up, left, left, pick up DOOR KEY, go right, right, right, right, right, pick up SWEET, go right, pick up TRAINIES, go left, left, climb up side of building, pick up ROPE, go right, right, use LOCKPICK, go through door.

Use DOOR KEY, go through door, go right, up, right, right, pick up LIFT KEY, go left, left, down, stand on lift, use LIFT KEY, go up, right, right, down, left, down, left, pick up TOAST, pick up DART, go right, right, right, right, right, pick up GAMES DISK, go up, left, up, left, pick up FRIED EGG, use ROPE, climb up ROPE, pick up MAGNET, use DART, pick up PASS CARD, go down, right, down, right, down, left, left, left, up, right, up, left, left, down, stand on lift.

Use LIFT KEY to go back up, go up, right, right,

down, right, right, right, down, left, left, left, down, left, left, climb down side of building, go left, left, left, left, left, left, left, left, left, climb up side of building, go right, right, pick up LEMONADE, go right, right, pick up FLASHLIGHT, go left, left, left, left, climb down side of building, go right, right, use PASS CARD, go up, use FLASHLIGHT, go left, left, pick up VIDEO TAPE, go right, right, right, right, right, right, up, left, left, use VIDEO TAPE, go up, left, left, up, pick up CUPCAKE, go right, right, right, down, left, down, right, right, up, right, right, up, left, up, pick up TRUMPET, go right, use GAMES DISK, game complete.

Here are a few hints on what to do with collectable objects:

- Use FOOD to restore energy

- Use FALSE NOSE as a disguise, to stop the enemies attacking

- Use TRAINIES to run faster

- Use MAGNET to disrupt robots

- Use BATARANG to stun enemy troops

To complete the game with a 99% score, use all of these objects when the opportunity arises.

A FETE WORSE THAN DEATH — COMPLETE SOLUTION

Find the FLASHBULB in the Batcave and use it in the dark room, this will illuminate the GAS MASK and the FLASHLIGHT, go out of the Batcave and use the GAS MASK before going into the sewers, this'll stop your energy level shooting down, use the FLASHLIGHT in the dark sections of the sewers to see where you're

going, next find the FALSE TEETH, these enable you to eat food, find the SHADES and keep them for future use, pick up and use the EARS for a laugh and a few extra points.

When you reach the fairground, search the tents for the money and use it in the fruit machine room, keep trying to win until a JOKER CARD appears, collect it and then go to the hall of mirrors where you'll find the CAMERA, pick it up and use it for an extra few percent, then find the impassable door in the hall of mirrors and use the JOKER CARD, this allows access to the Joker Joint, go all the way down the ladder (this takes you back to the sewers).

Use the WIRE CUTTERS to defuse the explosives on the way, when all ten have been taken care of go back to the fairground where the Joker will be wandering around.

Back him into a wall and keep high kicking him in the face, he'll drop a ROPE, pick it up and head for the rollercoaster, one of the poles holding up the rollercoaster is actually a disguised ladder, climb up and get the HAMMER and NAILS, climb up the ladder again and get the DAGGER, on the next screen you'll find Robin, so use the ROPE to free him, if you use the HAMMER and NAILS to stop the doors from moving, you'll be awarded extra percentage at the end.

BATTLE COMMAND

Ocean

Get tanked up in this crucial combat sim — hit the target with these tips.

GENERAL HINTS

Missiles are quick, powerful and the best choice against tanks, but avoid using them if you can. The Mauler isn't powerful enough (two hits are often enough to destroy it) and the tanks move too fast to make swift attacks worthwhile. If you're in possession of naff all weapons, make a tactical retreat (after changing your underwear). DON'T charge in with all guns blazing, this is the quickest way to trash several billion dollars worth of technology (not to mention killing yourself).

If you spot a mobile radio vehicle, hit it with everything you have, they track your position and radio in tanks. They also whizz mortar shells in your direction. Similarly, treat spy planes to a pyrotechnic display, as these pass on your position to A-10s and Apaches. If you're going anywhere near airfields stock up on the ol' chaff dispensers.

SAM missiles are best used against the slow-moving A-10s and choppers, the spy planes are faster and able to dodge missiles so don't waste 'em. Watch out for tanks sneaking up behind you while lining up a plane using the SAM sight.

The tanks employ line-of-sight rules when firing at your Mauler. So hide behind mountains to avoid tanks, and nip through clumps of trees or rocks to shield from shells/missiles.

Use roads for rapid movement, especially when legging it from tanks. Watch out for gun emplacements along the way, as they rotate like greased lightning and possess a powerful punch. In this case a cross-country detour's recommended, although if you put your toe

down you can zip past 'em.

Enemy shots are fired based on your direction and rate of movement. So to avoid incoming shells hang a serious left or right for a few seconds, then resume your original course. Shots that scrape the paintwork are best avoided by a hard left or right angle turn.

If you hear the radar missile warning launch a single chaff canister. That's all it takes to decoy the swine, and the chaff stays active for about 20 seconds. It's very effective, shame the same can't be said for the flares.

Use the radar scope all the time, as it allows you to accurately dodge incoming shells and spot/identify targets in all directions.

Red — Tanks/Scout Cars

Green — Trees/Bushes

Cyan — Gun Emplacements

Orange — Incoming Shells/Missiles

Yellow — Aircraft

Grey — Installations/Road

Brown — Rocks

Blue — River

Use radar-homing surface-to-surface/surface-to-air missiles when possible. IR missiles lock onto installations, the odd aircraft and scout cars. Any other lock-ons are a bonus, and hits on moving targets are never guaranteed. A radar-guided missile will always lock-on, and very rarely miss.

When you've completed a mission (or just want to get the heck out of the way), make your way to the pick-up point. When you're about a minute or so away from it, switch on the signal so the stealth chopper can

land. It should land just as you get there, aim for the rear of the chopper, and it'll automatically load you aboard.

THE MISSIONS

Starter Mission

Destroy the fuel dump located to the northeast. Follow the road along, engaging the two installations en route (watch out for the gun emplacements). The majority of tanks on this mission are the grey, weak armoured type (only one Pulveriser shell's needed to trash 'em, so save yer missiles). Surface-to-surface missiles will destroy the oil tanks, just make sure you're firing from a distance as the exploding tanks can damage your Mauler. Each destroyed oil tank will take another with it, so three missiles (or five Pulveriser shells per tank) are all that's needed. Wait until the chain reaction is over before hitting the next intact tank.

Hideout

Use scanner to search out and destroy the secret weapon base. There's only one installation on the map with oil tankers and lorries parked nearby. Defences are fierce, so either avoid it altogether or choose this mission when better armed. The mortar-firing tanks make their first appearance in this mission (often near the installation), and it's best to keep on the move and avoid them.

The secret weapons base is actually to the south-southwest of the pick-up point, in an impenetrable valley surrounded by mountains. So you'll need a mortar (these take a fair bit of practice to aim) or wire guided missiles to bosh it. Move around to the north side of

the mountain ring, creep up to the mountains and fire the mortar south to hit the installation.

The mortar elevation needs to be set at 25 to hit the secret weapon. To hit the hangers move over to the east, set the elevation to 20 and let her rip. It's recommended that you take along some chaff canisters on this mission, once the primary target's trashed a vicious A-10s sets after you. The binoculars provided are good for long range scanning, just remember that turning the binoculars around also turns the tank.

Destruction

Destroy the three marked industrial areas, but beware of the enemy comms HQ. This is primarily a transmitter, which can be destroyed by shooting away its four support wires and then the transmitter itself. From the drop-off point follow the road north, cutting across country towards the first target (an oil refinery) when you reach the T-junction. Use two missiles on two of the oil tanks to cause a massive chain reaction explosion.

Then head northeast to get onto the main north-south road, and follow it up to the second target (the comms transmitter). Head southeast to the second north-south road leading to the final target (an oil refinery). And after target elimination, head for the pick-up point. The roads facilitate fast driving, making for rapid movement between targets. Just don't stop to engage the tanks.

Missile Battery

Proceed to the missile site with caution and destroy it at all costs. Just follow the southeast road down to the bridge (making a slight detour to avoid the gun

emplacements at the halfway junction), and take out some of the gun emplacements protecting it. Keep an eye out for the mortar-firing mobile howitzer, and destroy it on sight. Destroy the radar installation with a missile, and then use the Pulveriser on each missile (two hits each). despite what the briefing says, there's no time limit but its recommended that you move like a bat out of hell.

Satellite

Use the scanner to pick up and bring the crashed satellite back to the north. Enemy forces are on alert with the pick-up point across the bridge. An enemy communication transmitter lies to the north, and an airfield is in the northwest corner (spy planes spot for the Apaches stationed there). Take along a Phantasm chaff dispenser to decoy Apache/ground launched missiles. A night sight is provided, 'coz without it you can barely see your hand in front of your face. Strangely enough though, it's easier to navigate the Mauler with the night sights switched off. Priority targets are the fast-moving, fast-firing scout cars, so make sure you take plenty of IR missiles with you.

BIFF

Beyond Belief

This monkey business of an arcade adventure is tastier than a banana split. Here's what to do.

1. Collect the powercard
2. Collect the wirecutters

3. Go back to the start screen
4. Use the powercard and the wirecutters
5. Get the rope
6. Go to the rope bridge
7. Use the rope
8. Get the old clothes
9. Put the clothes on the scarecrow
10. Take the choccy seeds
11. Drop the choccy seeds on the scarecrow screen
12. Take the chocolate to Mum's house and use it
13. Get axe
14. Use the axe to chop down the tree on the scarecrow screen
15. Take the planks from the tree to the small bridge and use them to complete it.
16. Take the key
17. Take the oil
18. Go to the keyhole and use the key and the oil
19. Collect the explosives, batteries and torch
20. Go to the wall
21. Blow up the wall with the explosives
22. Use the batteries (put them in the torch)
23. Go to the dark room
24. Use the torch
25. Collect the jewel
26. Collect the record
27. Collect the broken ring
28. Go to Mum's house
29. Make a ring from the broken ring and the jewel
30. Give the ring to Mum
31. Get the glass
32. Fill the glass with water

33. Go to Mum's house
 34. Use full glass
 35. Use record
 36. Collect the matches, banger and coin
 37. Light banger with matches
 38. Go to the ice cream van
 39. Use the coin
 40. Collect the plant pot and the flower seeds (dropping the banger in the process)
 41. Go to Mum's house
 42. Use the ice cream
 43. Use the bug spray
 44. Go to the scarecrow
 45. Use the flower
 46. Use the plant pot
 47. Use the bug spray
 48. Go to Mum's house
 49. Give the flowers to Mum to win the game
- NOTE: you must press SPACE to use an object.

BIONIC COMMANDO

Kixx

This classic coin-op conversion grabs you by the robotic arm and never lets go.

Infinite lives can be yours by resetting the C64, typing in this listing and RUNNING it.

```
0 REM BIONIC COMMANDO CHEAT
1 FOR X=525 TO 580: READ Y: C=C+Y: POKE X,Y: NEXT
2 IF C=5093 THEN POKE 157,128: SYS 525
3 PRINT "DATA ERROR"
```

4 DATA 32,86,245,169,24,141,208,8,169,58,141,209,8,76,16,8
5 DATA 72,77,80,169,45,141,40,16,169,2,141,41,16,76,0,16
6 DATA 169,58,141,183,3,169,2,141,184,3,76,168,3,169,165,141
7 DATA 94,29,141,188,86,76,0,5

Here are a couple of small tipettes for *Bionic Commando*:

Just get the red bazooka on Level Two and keep shooting the first box-thrower. Your score and lives should just keep going up. That's useful if you can get to level two. If not, as soon as your man appears and the timer starts counting down from 200, press SHIFT LOCK and 1. The timer should crash, meaning the time limit is no longer in operation, also when you lose your three lives you'll receive another eight.

BUBBLE BOBBLE

The Hit Squad

This classic coin-op conversion is one of the best two-player games ever. But can you beat its hundred levels?

Here's a short listing for infinite credits, just type it in and place the *Bubble Bobble* cassette into the deck. Now RUN it and press play on the tape.

10 FOR I=12288 TO 12314
20 READ A: POKE I,A: T=T+A: NEXT
30 IF T=3169 THEN SYS 12288
40 PRINT "ERROR IN DATA"
50 DATA 32,57,245,169,96,141,253,2
60 DATA 32,192,2,169,173,141,86,101

70 DATA 141,89,101,169,165,141,92,101
80 DATA 76,176,27

BUGGY BOY

Encore

It's not the most realistic of racing sims, but a lot of fun bouncing round the obstacles.

Here's an unlimited time listing. As usual type it in, RUN it and press play on the tape.

10 I=576
20 READ A: IF A=256 THEN SYS 576
30 POKE I,A: I=I+1: GOTO 20
40 DATA 166,43,134,195,164,44,132,196
50 DATA 32,86,245,169,88,141,243,3
60 DATA 169,2,141,244,3,76,13,8
70 DATA 104,104,169,107,141,26,4,169
80 DATA 2,141,27,4,169,55,133,1
90 DATA 76,0,4,169,96,141,9,156
100 DATA 76,0,8,256

C

CASTLE MASTER

Incentive/Domark

The most playable of the Freescape games has you exploring a huge, spooky castle.

CASTLE EXPLORATION MADE EASY

All 20 ghosts must be killed before the dragon can be tackled. And to terminate the scaly-skinned rotter, bombard him with stones. Shooting the panel while standing on the drawbridge will catapult you onto the chapel roof.

Run at the boulder with full strength to reveal the trapdoor. Activate both switches in the Magister's Room to remove the disappearing wall and obtain the captive key.

To unlock the final door, crouch before the brown handle. Throwing a rock at a doorway will instantly transport you through it. Throw a rock at the flag to release a ghost.

CJ IN THE USA

CodeMasters

The second jumbo game featuring surely the world's most agile elephant.

First off, here's a cheat mode for infinite lives, just type in IVE GOT A LOVELY BUNCH OF COCONUTS (with the spaces, but no apostrophe). The border will

turn white and plenty of pachyderms are yours to command.

FIRST LEVEL GUIDE

First off, get the two bombs on the right hand platform. Then jump up on the blocks to the lift and let it take you to the top platform. Go up and left from here using the blocks suspended in the air, until you reach the block that's level with the wall. Jump onto this and move left down the stairs. Go past all the blocks until you reach the far right/downward passageway. Fall down here and push the joystick to the right as you fall. Jump over the water at the bottom, go up, kill the cute Croc, jump the spikes and fall down (adjusting your fall so you land on the block in the water).

Once there, wait until the Footy Player and the surviving Croc are close, then bomb them. Now head left using the platforms and get onto the gliding block. Allow it to take you right then jump onto the end blocks and transfer to the platform moving the other way. Let it take you to the far left and jump off when you reach the end blocks. Using the blocks go right, but watch the creatures along the way and don't use up too many bombs. You should now be at the entrance to the complex, so go down.

Move up the shaft to the right, then back up and go left. Drop into the small hole to save an elephant. Now you are going to have to drop exactly at the right time to land on the gliding block you encountered earlier (miss it and you'll have to start again). Repeat the preceding steps, but this time when you reach the entrance to the complex go up on the platforms. Go left

here and jump up to the single blocks.

Jump up again and move left a touch, now drop off to save another elephant. Go down the right hand shaft to the single blocks, go right and another elephant's out of the bad guys clutches. Now go back up and drop down to the small passageway, pressing the joystick to the left as you fall. Go down the shaft, drop off to the right and push left while falling. You have reached the first guardian. Keep your distance and peanut him to death. If he hits you, move in close (while invulnerable) and use bombs to waste 'im.

CJ'S ELEPHANT ANTICS

CodeMasters

The original jumbo arcade adventure has CJ packing his trunk for a world tour.

JUMBO CJ TIPS

- ☛ If you lose a life, use the momentary invulnerability to run across spikes, through bad guys and generally get further in the level.
- ☛ The cloud can be troublesome when it starts firing lightning bolts. To kill it, jump up and throw a bomb when it's near. If you don't possess bombs things are a little trickier, mainly 'coz you'll have to jump onto higher platforms and fire peanuts as it rises. The trouble is the cloud moves fast, so press that fire-button sharpish.
- ☛ Bombs thrown off screen from vertical platforms can be used to devastating effect if attacking creatures directly below you.

☛ Even if an elephant's off the screen he can still progress, although it's a lot tougher to negotiate spikes/baddies. It's recommended that the on-screen elephant return to bring his friend back on screen. If he can't, then carry on throughout the level. The off screen buddy'll pop up eventually, but unfortunately at the cost of a life.

☛ To kill the hunchback drop down to the bottom of the final pit, and jump up one step, fire twice, jump up one step, fire twice etc. until you reach the top. Fall down and repeat the preceding steps until Hunchy kicks the bucket. In two elephant mode Hunchy goes after just one player, allowing the other to move in close and finish 'im off.

☛ In Switzerland the penguins behave in exactly the same manner as the French Frogs, except they jump around a bit more. If you see one below you, bomb him. If he's next to you, leg it and peanut him from a safe distance.

☛ Avoid the snowmen, as they're armed with snowballs, just peanut them from a distance (and preferably from a lower platform).

☛ Catching a cable car can be tricky in one player mode, and it's downright infuriating in two-player mode to see your friend leave you behind. The second cable car can be jumped on every time the first one reaches the top of its ride.

☛ It takes about 35 peanuts to kill the Yeti, but it's difficult to get a clear shot as he bounces around and knocks down a load of boulders. Your best bet is to use bombs on him when he's close.

INFINITE ELEPHANTS

The cheat for this game is rather rude, so to protect the innocent, we've reversed it. So just reverse the following and type it in:

SELOHESRAYRIAH

When you've done that the border will change colour, and infinite Columbus Jumbos will be yours to command.

COMBAT SCHOOL

The Hit Squad

You need a strong arm for the well-'ardest multi-eventer around.

If you possess a joystick with an autofire switch, click it on and the game'll be made easier. Not only is the shooting section a doddle, but as you waggle your way through the Iron Man race you won't be in contact with the ground. Rocks and various other obstacles can't hurt you — sneaky, eh?

CRACKDOWN

Kixx

Race through the mazes, planting bombs before time runs out — a great two-player game.

CRACKING TIPS

Supplies of ammo come in two forms: 20 shots either for cannon or machine gun. So don't go out of your way to collect extra bullets unless ammo levels are

low.

Transportation tiles generally produce soldiers carrying machine guns. Stay close to the wall as much as possible, also don't move away from the end of a wall while someone's firing at you (you'll be shot). Electric doors open when you're fairly close, watch out for enemy troops on the other side.

On later levels enemy soldiers teleport in from nowhere, so be on your guard. The cannon is more effective than the gun, mainly because one cannon shell kills several men in a row. Dead useful for racking up the points. Move diagonally to reach cars, barriers, buildings (or anything else that provides cover from enemy fire) that bit faster.

THE LEVELS

Level 1 (Three bombs to plant)

An easy level to start with, just watch out for men standing guard. Go along the top to avoid the lower generators where the enemy tend to hang out.

Level 2 (Three bombs to plant)

Again, very simple. Look out for men appearing from inside cars, as there are quite a few along the top. So try to stay at the bottom, and smart-bomb the men by the exit if you feel like a complete git.

Level 3 (Three bombs to plant)

Watch the acid and the machine-gun-wielding soldiers near the exit. The flame-thrower-carrying dude should also be given a wide berth: a barbecued Andy or Ben isn't part of the menu. So stay close to the bottom of the screen, then sneak up the side to the last bomb site and leg it.

Level 4 (Four bombs to plant)

There are some electric doors to play with here; just watch out for guards on the other side. Also plenty of men appear, using the transporter tiles near the exit. Run diagonally to the exit and pray (also whack the smart-bomb key like a lunatic).

Level 5 (Five bombs to plant)

With five bombs to place, you need to move like greased lightning. As in Level Two, watch out for guys appearing from vehicles. To get over the moving floor, simply walk along the wall as the floor starts to close.

Level 6 (Five bombs to plant)

Plenty of guards to blast as you're in a long corridor (the cannon is useful here). Stay close to the edge of the walls when sneaking up on the guards, and use boxes for cover. Watch out for chasms and machine-gun-carrying guards, also groups of guards just over the bridges.

Level 7 (Four bombs to plant)

There are a lot of touch-sensitive cracks in the floor: luckily you can see and avoid them. Taking the lower route is best as there are fewer cracks. Kung-Fu experts appear, killing you on contact. Shoot the controls to open the bridge.

Level 8 (Six bombs to plant)

There are more electric doors to contend with here: the level's fairly simple to negotiate but is long-winded. Time is tight so don't stop to admire the scenery. This level sees the debut of 'teleport from out of nowhere' troops.

Level 9 (Four bombs to plant)

It's time for the conveyor belts to make an appearance. Just move the joystick in the opposite direction to the belt's movement, and you should be able to get across if you start out from the point where the belt emerges from the wall. There are five soldiers guarding the third cross, so be careful. Also there are guards on the exit, so it's smart-bomb time.

Level 10 (Five bombs to plant)

This is a very dangerous level, as enemy soldiers appear frequently and set up devastating crossfires. Stay alert and keep on the move, staying close to the wall when cornered. Once again there are guards at the exit, so smart-bomb them.

Level 11 (Five bombs to plant)

Using the radar, keep an eye on the guards at the other side of the groups of conveyor belts. Stick to the sides when crossing the last set of four belts. Also, there's an ambush over the bridge, so arm up with either cannon or smart bombs.

Level 12 (Four bombs to plant)

There are men stationed almost everywhere, so keep your finger on that trigger. To use the moving platforms over the acid, just push right (or left) and hold it there to walk over. The last part is a simple maze, but the fencing is deadly to the touch. So take your time here: it's better to reach the exit late rather than never.

Level 13 (Five bombs to plant)

The cannons fire randomly when you're in range, so nip round the corners and thus out of the line of fire.

Level 14 (Ten bombs to plant)

Things get tough here, with ten bombs to plant in a

level swarming with enemy troops (so there's no time to stop). Bubbles are harmless, unfortunately the troops aren't.

Level 15 (Five bombs to plant)

The middle is a long maze, with men appearing all over the shop, so stick to the walls like glue. The sequence for the eight laser blasts is one down, two down, three down, four down, eight up, seven up, six up and then five up, before repeating. Time your moves well, or else!!

Level 16 (Zero bombs to plant)

The final level, and you'll be pleased to know that no more bombs need to be placed. The only trouble is that you have to time your rush through the mesh doors. Go to the middle and run through just as the doors are opening — you should just make it. On the conveyer belts, stay in the middle and watch out for guards. Then it's plain sailing to the end.

CREATURES

Kixx

Those Apex dudes scored a big hit with this cheeky chart-topper. Clyde Radcliffe could do with some help, though...

CUDDLY CREATURES CHEAT

Load up the game as usual, and plug a joystick in Port 1. Leave the game to run through its attract mode, cycling the title screen and the hi-score table until the music fades (this should take four minutes or so).

When the music finally fades out furiously waggle the joystick left and right. The Fuzzies on the screen should be frantically jumping up and down at this point. Keep wagging until the Fuzzies turn grey and stop moving. Recover from this ordeal and plug the stick in Port 2: infinite Clydes are yours to command.

THE SHOP

When (if?) you reach the shop at the end of the level, it's recommended you visit the lovely blonde witch in the shop. There are plenty of power-up weapons to choose from, and all are competitively priced.

CYBERNOID

Hewson

Raf Cecco's superb shoot-'em-up scores with its spectacular range of weapons.

Here's a very useful cheat mode. All you have to do is select the Redefine Keys option on the title screen, then select the keys as Y X E S (in that order). Infinite craft are now yours to command.

CYBERNOID II

Hewson

The smashing sequel is a must for all shoot-'em-up freaks.

Here's another Redefine Keys cheat: whizz to the relevant screen and define the keys as Y G R O. Again infinite Cybernoid craft are in your power.

D

DAN DARE 2

Virgin

In this spiffing sequel, you have the choice of controlling Dan or the Mekon. The following listing gives unlimited lives to either character, and causes the timer to stop dead when you prod the RESTORE key. Just type in the listing, RUN it and press the play button.

```
100 DATA 32,86,245,169,76,141,96,3,169,69,141
110 DATA 97,3,169,1,141,98,3,76,81,3,169,165
120 DATA 141,179,47,141,150,37,141,176,37,169
130 DATA 93,141,55,24,169,1,141,57,24,76,0,10
140 DATA 72,206,114,1,208,13,173,196,22,73,99
150 DATA 141,196,22,169,2,141,114,1,104,64,2
160 DATA 1,234,234,238,32,208
170 FOR L=304 TO 372: READ A: POKE L,A: NEXT: SYS 304
```

DEFENDER OF THE CROWN Mirrorsoft/Cinemaware

Surely the most graphically stunning strategy game ever, this Cinemaware epic can be easily conquered with a cheat.

As soon as the title screen appears, hold down the 'K' key and keep it pressed until the game's loaded. Start the game, and you should be in command of 2,048 troops.

DELTA Thalamus

Armalyte's predecessor is still worth a blast.

Type in this listing, RUN it, and then press play on the C2N. Infinite spaceships will be yours.

```
10 FOR I=53186 TO 53262: READ A: POKE I,A: NEXT: SYS
53186
20 DATA 169,234,141,40,3,169,207,141,41,3,133
25 DATA 157,169,1,170,168,32,186,255,169,0
30 DATA 32,189,255,32,213,255,169,245,141,237
35 DATA 2,169,207,141,238,2,76,81,3,169,49
40 DATA 141,159,2,169,234,141,160,2,96,169
45 DATA 2,141,206,1,169,208,141,207,1,76,0
50 DATA 237,169,193,141,161,63,169,60,141,162,63,76,235,2
```

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Domark

The plot may be for a B-movie but this isometric arcade adventure's grade A material.

For the end-of-level guardians, just hold down fire until you're killed. When you reappear you'll be invincible — but only as long as you hold down the fire-button.

HOVERSLED SECTION 1

Take the first left turn, next right, straight up and choose the middle route (it's the easiest to negotiate).

HOVERSLED SECTION 2

Second right, straight up and choose the far-right route to get through.

HOVERSLED SECTION 3

Straight away, turn to the left and then up, now take the first right, first left, straight up and choose the end one again to get through to the finish.

FAMOUS FIVE

Enigma Variations

A picnic with ginger ale? Super! But it could be the start of an epic adventure.

TIMMY'S TIPS

- To make friends with George, BUY ICES from the grocer's and give them to her.
- To get into the pantry, put one character in the sitting room and turn on the radio. Joanna will walk out of the kitchen, leaving the way clear for one of the others.
- Ask Joanna to give you her gloves.
- The batteries are in the clock in Aunt Fanny & Uncle Quentin's room.
- When on the island, you'll need the drink, food, gloves, spade, rope, torch, batteries and matches.
- When in the boat, directions aren't used — just ROW BOAT. Only George can land it safely.

FANTASY WORLD DIZZY

CodeMasters

A quick hint for this eggy epic. To avoid the bite of the crocodile, first get the rope from Denzil, then jump on the croc's mouth to tie it shut.

FIENDISH FREDDY'S BIG TOP O' FUN

Mindscape

The best circus sim by far is a laugh a minute. Here's how to make a good show.

PHENOMENAL FEATS OF DIVING DARING

If you don't want to be flat and miss the water with a resounding splat, just keep autofire switched on all the way down. Just push the stick in the direction you want to go and Fiendish Freddy won't bother you with his fan. Use the overhead picture in the bottom left-hand corner, keep the cross in the middle. Repeat this procedure for the rest of the diving boards.

GENUINE JUGGLING GENIUS

If you don't drop anything on the first level, Freddy won't lob a bomb or a nuclear missile to you. If you do drop an object and a bomb wings toward you, just push up and fire and Freddy will be shaken (but not stirred).

On the next round a baby must be juggled along with the balls: all you need to do is get it into the pram. Finally, if you drop five items you'll have a very 'saw' neck (you have been warned).

BREATH-taking BRAVADO FROM HAZARDOUS HEIGHTS

Looks easy, but things do get a bit tricky if you make a

pig's ear of it early in the swing. If you want to keep going, swing left to right all the time. Be quick or Freddy'll snip you to your doom. Leave the swing an extra turn if you're not sure, but don't chicken out too often 'coz time's against you. Leave the swing for about four seconds before you let go at the beginning. Hoops are no problem, just wait until you see the rope on t'other side and pretend they weren't there. Make sure you're swinging upwards when you press fire, otherwise you're pancaked.

TENSE TRAVEL TECHNIQUES ON TIGHTROPE

Make sure you're moving fast, otherwise a cannon'll make mincemeat out of your butt. On the second level start moving out as soon as the screen appears. If you don't, Freddy will punch you out of the tent (he's that vicious). You just need to press fire once in the second level to block the razor blade he throws at you. On the last level you only need to move across as normal, and press fire when Freddy uses the razor blades again. Timing is all-important on the third level. Look at the top left-hand corner and use that view to guide you.

DEADLY AND DANGEROUS DAGGERS OF DEATH

As soon as the screen appears, move to the outside of the circle when the balloons reach the point marked on the illustration. The rest is easy.

COMBUSTIBLE CANNONS OF COLOSSAL COURAGE

For the Human Cannonball event (a decidedly risky pastime if you ask me), all you have to do is count how many handfuls of gunpowder your assistant puts in the cannon. Look it up on the diagram and move the platform (crash mat) along to the relevant position and press fire. Then all you have to do is leave the cannon for the amount of moves on the diagram (how many positions the cannon has to fall through). Finally press fire to send the brave Human Cannonball on his way.



GAUNTLET

Kixx

The arcade hit was turned into a cracking computer game with a-maze-ing action.

If you'd like help with this classic coin-op conversion, load the game as usual. Then when you're prompted to rewind to the beginning of side two, reset the C64 and type in...

POKE 41021,189

POKE 44373,185

POKE 44381,185

POKE 47658,189

POKE 47666,189

POKE 48514,189

POKE 48524,189

POKE 50357,189

POKE 50367,189

POKE 50814,189

POKE 50824,189

... for unlimited health.

POKE 48621,96 ... stops the nasties attacking you.

POKE 49009,96 ... stops the nasties from killing you.

SYS 32768 ... restarts the game with your selected changes.

TWIN TIPS

If you're using the cassette version, the program keeps loading in levels until the tape stops. Don't fret when this happens - it's not the end of the game. All you have to do is zero the tape counter at the start of side two, and when the tape finishes rewind until the counter reads about 49. Now press play and the computer should load the old levels again.

Always plug in two joysticks - as one player's strength gets low, switch to the other joystick to continue with full energy.

Infinite Energy

And finally, here's an infinite-energy listing for each player. Just type it in and RUN it before loading the game.

```
10 FOR A=276 TO 300: READ Z: POKE A,Z: NEXT: SYS 62806:
POKE 1046,240
20 DATA 162,0,142,41,186,142,60,160,142,129,189,162,71
30 DATA 142,84,173,142,125,198,142,180,196,76,20,9
```

GAUNTLET II

Kixx

With hundreds of labyrinthine dungeons to explore, you could probably do with some help.

This listing provides each adventurer with infinite energy, just type it in and RUN it. Then follow the prompts after bunging the cassette in the deck. You'll notice that you're apparently losing health points, but don't panic 'coz the computer's only pulling your chain.

```
10 SYS 65371: POKE 53280,0: POKE 53281,0: POKE 646,1
20 PRINT "BY GAVIN GILES"
30 FOR A=8448 TO 8512: POKE A,255: NEXT
40 POKE 53248,100: POKE 53249,100: POKE 53276,1
50 FOR A=528 TO 591: READ B: POKE A,B: NEXT
60 SYS 528
70 DATA 32,44,247,32,108,245,169,27,141
80 DATA 208,8,169,58,141,209,8,76,16,8
90 DATA 169,32,141,48,43,169,53,141,49
100 DATA 43,169,2,141,50,43,76,3,42,238
110 DATA 38,208,169,155,141,17,208,169
120 DATA 1,141,21,208,169,132,141,248,7
130 DATA 238,1,208,169,96,141,231,154,96
```

GHOULS 'N' GHOSTS

Kixx

This coin-op conversion has a few glitches, but it's still a superb game — and that stunning soundtrack... wow!

CREEPY CHEAT

To cheat, obtain a high-score and type your name as WIGAN RLFC. Now when you start the next game you can press A to get your armour back and S to jump to the next level.

TERRIFYING TIPS

If you lose your armour and there's a magic chest

nearby, open it and the evil Paul Daniels acolyte turns you into a duck. Avoid the ghouls, and when you return to human guise your armour's restored. Chest contents invariably change from a weapon to a magician if you lose your armour, so don't panic too much if you're reduced to your undies.

Magic is best used in moderation: it takes vital seconds to power up and even then the effect sometimes isn't the one desired. The magic to create an Arthur clone (when armed with a dagger) is best for double firepower on nasties requiring mass hits. But for total carnage, use the three fire electrical beams with the lance.

Be careful when jumping or falling onto platforms: the game's collision detection's a bit ropey (but luckily it's in your favour most of the time).

LEVEL ONE

A nice easy introduction to the game (and my Grandma wrestles alligators for a living). Watch out for skeletal reapers coming up from below, and those approaching from just under your line of fire. Try to avoid staying on top of hills if you can, and avoid falling reapers (they have a nasty scything tackle).

The second chest contains magic armour. Climb onto the roof of the ruins to shoot at the vultures, but try to avoid leaping when near the guillotines.

In the second half, duck to avoid the whirlwind creatures and jump if they're low-flying. Climb the hill, jump up and run up to the left, jump up again and run up to the right (beware of the skull-spitting fires). Kill the pig creatures and fall down the 'cliffs'.

Take it slow as you walk up to the head-lobbing final guardian. Jump up and fire like mad until he's upon you, then turn around and run with him and quickly fire up at his head. Fingers crossed you'll kill him without taking a hit. If you can, get the fast-fire dagger and couple it with an autofire joystick.

LEVEL TWO

An easier level than the first if you know what you're doing. Run up as fast as you can, time your movement under the leaps of the low-bouncing turtle heads. Collect the magic armour from the second chest, kill any low-flying, winged monsters and jump up onto the collapsible platforms.

The platforms fall away very rapidly, so take care as the creature below is MEAN!! Run along the first half of the platform and leap over the second half to land on the ledge, jump onto the next platform and keep leaping. Jump onto the third and then onto the floor between the two sand traps. Jump up onto the next platform and immediately do a running jump to leap the gap. Keep jumping again and again, leaping onto the final platform and then off (simple... he says sarcastically). If you fall and find the wormy thing chasing you, do a series of running jumps up the sand trap to escape.

To get a chest, drop through a hole in the last bridge (a risky tactic!). Kill the winged demon by standing in the centre and firing up, dodging his evil 'spit'. Watch for the collapsing holes in the ground, and leap over the erupting patches. Watch out for the pesky fire sprites; shoot one if it gets too close. Kill the Venus Fly

Trap with two shots and hop over the fire chasms (not too early if you want to avoid a singed botty). Kill the other Fly Trap and, when you reach the Fire Wolf, pump that fire-button before he leaps on you. Turn round and fire again, crouching to avoid low attacks just in case he collides. He needs 15 shots to kill him, but shoot the falling fire bombs for bonus points.

LEVEL THREE

Keep to the right to kill the first knifing knife (each requires four hits), move to the left for the second and to the middle for the third. The green sprites are best avoided, especially the stone-dropping ones.

The fourth knight is tricky because he's so near after the third, and the fifth knight is near impossible to kill. If possible DON'T go for him; instead to to the left of the spikes and run over them to the right as fast as your little legs will go. AND ON NO ACCOUNT STOP.

You may think it fun to blast the knight and the fat, floating fish-like creatures but the screen is constantly moving upwards, taking you ever nearer the spikes and stalactites: you can't afford to waste even one second on the way up.

This is an unbelievably vicious section. Keep running and you may get away without loss of armour; if you inevitably lose it to the first set of fishy things, you've still got a chance. Instead of wading through them, wait on the left (next to the spikes) and run past just above the spikes. You can just about scrape by without hitting the ledge above.

From here on, it's all 'leaping onto tongues', horizontal action, and it's darn difficult. Run along the first

'tongue' and wait under the second. Leap up and run up the second as it rises: timing is everything if you're to land on the platform below (it's instant death if you don't). Keep running with the platform and try to jump onto the next 'tongue'. Miss the third tongue and you may land on a platform (if you're lucky). If so, quickly leap back to the next platform on your left, and keep leaping to avoid following the platforms into the void.

Make it onto the third tongue and again you have to time it so you fall onto the next platform. Do this and you're almost there: jump onto the fourth slimy tongue and then down onto the last tongue. Then jump onto terra firma, and leap the holes to face the rotating cloud-eye. Shoot the swine to end the level.

LEVEL FOUR

Use the same tactics as in Level One to avoid the skeletal reapers. Kill the dragon-head by firing like mad from a distance. Kill the spitting stone by jumping up and firing from the ledge below (where the dragon-head was). Take your pick as to the route to the slippery slope — it's best to go along the top rather than going down the ladder and leaping across the gaps.

For the slippery slopes, initially keep in the centre of the screen as this avoids falling off the slope and dying before the next slope comes into view. The hands are a mite tricky if you time it wrong. Just wait until they fire, then run up close and sock it to 'em. Don't jump too late over the gaps as the spikes overhead can (and will) get you. Don't jump too late either, as the spikes below will puncture your posterior.

Once through, just take it carefully on the falling plat-

forms. Do an extra-large jump off the final platform and you'll land on the maggot creature. Kill the maggot nests in left-to-right order by running above them, leaping up, and firing down on them. Any loose maggots obviously need to be shot first. Not too difficult as long as you keep an eye out for wandering maggots.

LEVEL FIVE

This is the final level, and things are getting very spooky (*phrrt*). The music on this level's ace, but the time limit and enemy creatures are mean. There are no platforms to leap between, but plenty of demons to exorcise. Ignore them and they keep following and firing at poor ol' Art.

Avoid or kill the winged creatures and climb the ladders. The two ledges (after the harmless, stationary eye) must be walked up to before jumping onto them. The collision detection is a bit dodgy here, and a running jump made too early is rewarded with a very nasty death.

After this, climb the ladders and vanquish the piggies, then collect any useful weapons from the chests. The flame-spitting skulls aren't too difficult to avoid; just move in staggered steps between skull spits and you should make it to the top. Jump off the platform and back again to gain the Demon Lord's attention, and just leap up and fire at him when he's unleashed his salvo of fireballs (you don't need to duck). The two flame-gobbing heads are easy to despatch, providing you're quick. Kill the left one before it fires (a random event, so be careful), then keep your distance to destroy the second one.

Next, open the chest and pick up the magic armour to face the two Demon Lords (a dose of magic using the lance is the best way to deal with these swines). The two clouds can be similarly disposed of. Once they're dead, just be careful when running up the slopes. Open the final treasure chest, climb the ladder and drop down into the final room.

To kill the Fly King it's best to stay under it and fire up (while dodging his 'bullets'). You can't stay on the ledge AND fire at him as his head is the most vulnerable part. The swarming flies are invulnerable, so avoid them like the plague. This is a very tough opponent if you lose the magic armour, as he's fast-moving, fast-firing and accurate. Worse still is the horribly tight time limit: the penalty for running out of time or dying is to be whizzed back miles. But kill him, and you've completed the game.

HAWKEYE

Thalamus

The original run-along-and-blast is well worth acquiring.

Here's a useful infy lives hint: just type VALSSPELER on the title screen and loadsa Hawkeyes are yours to kill off as you will.

HEAD OVER HEELS

The Hit Squad

The best arcade adventure of all time? It's certainly a toughie that'll have you scratching your head (and heels?!).

Just type in and RUN the following listing to gain infinite Heads and Heelses.

```
3 FOR I=53229 TO 53256: READ A: POKE I,A: C=C+A: NEXT I:
IF C=3630 THEN SYS 53229
```

```
4 PRINT "ERROR IN DATA!!"
```

```
5 DATA 198,157,169,0,162,1,168,32,186,255
```

```
6 DATA 32,189,255,32,213,255,169,208,141,146
```

```
7 DATA 4,96,206,154,122,76,3,1
```

IRIDIS ALPHA

Llamasoft

Here's an unlimited lives POKE for one of the strangest games I've ever seen. Load the game and reset the C64, then enter these POKES.

```
POKE 23060,76
```

```
POKE 23061,30
```

```
POKE 23062,90
```

```
SYS 16384 to restart the game.
```

Or type in:

```
POKE 16411, (number of lives from 1 to 128)
```

```
SYS 16384 to restart the game.
```

IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD

Virgin

There's mixed opinions about this *Supersprint*-style racer: some love it, others find it intensely frustrating. If you're one of the latter, try these handy hints.

☛ You should try to slow down the rate at which the computer cars improve their performance throughout the game. This is done by zooming round the track and stopping just short of the winning line. As the second-place car zooms up, nip over the line: although you won't have a good lap time it'll fool the computer into thinking you're a novice. Thus the computer-controlled cars are improved at a slower rate.

☛ When in the pit-shop, start with shocks and tyre upgrades (boost them to half or three-quarters full), and add one speed to keep you ahead of the pack. Don't use one of your credits to buy goods unless it's absolutely necessary, as they're vital on later levels.

☛ On the very first race, nitro away from the pack. But only do this on a long straight with no computer-controlled cars around.

☛ If you get rammed by another car, use the nitro. You'll probably fly backwards, but at least you'll be free.

☛ On the second race, at the top of the circuit, position your car in the middle of the two barriers and toe the gas pedal. Don't turn, 'coz you always hit the barriers and they flip you round.

☛ Short cuts are invariably a waste of time as they're too narrow to allow a margin of error. So unless you're lined up accurately, it's best to go round.



JACK THE NIPPER II

Gremlin

Naughty naughty! Juvenile delinquents get younger every day: this one's still in his nappy!

For infinite Nippers, type in the following listing and RUN it before pressing play on the tape.

```
100 DATA 32,44,247,32,108,245,169,19,141,134,9
110 DATA 169,1,141,135,9,76,16,8,169,32,141,114
120 DATA 6,169,1,141,115,6,76,0,6,169,238,141,170
130 DATA 199,76,16,128,1,2,3,4,5,6,7,8,9,10,11,12
140 DATA 13,12,11,10,9,8,7,6,5,4,3,2,1,0,32,32,32
150 FOR L=256 TO 297: READ A: POKE L,A: NEXT
160 SYS 256
```

JAMES POND II

— CODENAME ROBOCÓD

US Gold

For this crazy arcade adventure, FI5H agent James wears a robotic 'expandosuit' to stretch up to higher platforms. To avoid a pain in the neck, use these top-secret tips.

The Castle

On the disk version you may be able to enter all the doors. If so, go through whichever door you wish and

read the appropriate part of the solution (ie Level One is Door One, and so on). Firstly go to the top of the castle and collect the extra life.

LEVEL 1 — SPORTS

Part One

Go left and collect the energy, then run right. Jump the first spikes and use the expandosuit to pull yourself along the roof and get past the second set of spikes. Jump on the lift to get past the third lot of spikes, jump the snake and headbutt the first, second and fourth blocks, collecting the objects in the process. Catch the next lift to carry you past the spikes, cross the straw bridge and keep going right. You can headbutt the small blocks, but leave the large ones. Instead stand on the second large block, then jump up and right into the wall to collect the hidden object (an extra life), fall down and collect the two penguins, then walk into the pole.

Part Two

Go left and stand on the highest purple bowling ball (stand to the right), jump up and collect the extra life from the roof. Go right and hit the small blocks, but again leave the large one. Jump over the Liquorice-Allsort creatures rather than kill them, or dodge them by climbing on the table-tennis bats. Collect the extra energy and jump on the clouds to cross the spikes. When at the far end of the playing area, hit the block and fly into the bowling ball and collect the penguin, fall down and collect the next penguin then walk into the pole to enter the next part.

Part Three

Run right until you reach the weights, stand on them and jump through the gap above. Headbutt the large block to your right and leap into the airplane. Fly left and hit the third block up for a bonus, fly round the wall and go back onto the floor, collect the two penguins and go right into the pole.

Part Four

This is a bonus level: just run along the golf clubs, collecting the objects and finally run, full tilt, into the pole.

LEVEL 2 — SOFT TOYS

Part One

Go right to the pyramid and climb up and over it, go left through the large blocks on its right side and collect the extra energy. Go out of the pyramid the same way you came in. When you're out, stand between the pyramid and the vertical wall, use the expandosuit to climb to some blocks. You'll go through the large blocks, but grip onto the second block you come to. Fall from the block and go right, fall down the first hole you come to, keep falling through the holes (when there are two holes, fall down the left one). Go right (when you come to the base of the level) through the bears and collect the objects (apart from the skull), then go left to the pole.

Part Two

Run right, jumping the holes and snakes until you come to a vertical wall. Stand next to it and use the expandosuit to cling to the wall above. Fall off to the left and collect the energy, go right and jump the hole,

then fall down the wall, jump the next hole while going right and hit the pole.

Part Three

Go right to a wall and jump up through the roof, go right and fall down the wall, continue right to a wall and jump through three roofs. Fall down the wall to the right and go right to yet another wall, jump up through three roofs, go right and fall down the walls while dodging the cannons. Go right to the wall and go up it (jump through the roofs), go right and fall through the walls at the far right, walk into the pole.

Part Four

Another bonus level. Jump along the plates, collecting the bonus objects. Hit the pole at the top right of the playing area.

Part Five

Collect the bonuses and hit the pole at the bottom right.

LEVEL 3 — FOOD

Part One

Go right and jump the spikes, collect the objects that are sitting on the chocolate. Jump the next pit of spikes, stand on the chocolate to get past the next lot of spikes. Follow the passage right and jump onto the chocolate above the spikes, jump off it to the right and go into the passage below, where you'll land. Collect all the bonuses and jump onto the penguin to become invincible for a while. Go out and round the top passage, then to the right and round the passage and stand next to the pole (but don't walk into it). Wait for a Liquorice Allsort to appear and stand on it, let it carry

you to the top of the playing area. Go left along the passage and collect the extra life, go right and fall down the end and go down the passage below, follow the passage round. When you have to choose between going up or down, go down, collect the life and walk into the pole.

Part Two

Go right and enter the right side of the last cake you come to, and you'll gain a pair of wings. Fly up and left to a small gap on the left of the section's roof, go through the roof, fly right and hit the blocks to collect some energy, fly through the gaps in the roofs. When you reach the top collect the four penguins and walk into the pole.

Part Three

Go right and dodge all the poles as they'll send you back to the start, fall onto the right side of the penguin at the end to go to the next level.

Part Four

A bonus level. Jump along the toothbrushes collecting the bonuses, and walk into the pole near the start.

LEVEL 4 — BUBBLES

Part One

Hit the block above you and jump into the flying bath. Fly right, collecting whichever bonuses take your fancy. The only things that kill you are spikes, so stay away from the base of the playing area. When you reach the far right, go down and walk into the pole at the bottom.

Part Two

Swim round the submarine and collect the first penguin

off the wall, fly round the top of the second submarine and collect the second penguin. Swim round the base of the third submarine and collect the third penguin, go round the base of the next sub, go past the pole and grab the extra life, then go back to the pole and walk into it.

Part Three

Jump up the purple wall and go right, then hit the first and third blocks, go right and ignore any large blocks. Jump the pits of spikes by stopping yourself in mid-jump. Walk into the second from top pole when you get to the end, as the other three send you back to the start.

LEVEL 5 — BOARD GAMES

Part One

Go right along the dice and jump up the left side of the hole in the ceiling, collect the penguin and fall down. Do the same in the second and third holes. When you get to the end of the dice, use the expandosuit to pull yourself along the ceiling. Fall onto the cards and run along them, jumping over the cards with the backs facing you (you'll fall through them otherwise). When you're past the cards, jump on the lifts to get further right. When no more lifts appear, jump right and you'll (hopefully) land on some more cards. Go right through the gap in 'em to get to another section of the same level. Here climb up and over the pyramid of cards (you can go through it, but it's harder). When over (or out of) the pyramid, jump onto the lift and continue on your journey right. Jump the spikes while standing on

the cards after leaving the lift. When you get to some more dice, use the expandosuit to pull yourself along the roof and past the spikes. Collect the penguin from the first hole above you and walk into the pole two holes after.

Part Two

Go right and jump along the chess pieces. When there's a gap in the roof, jump up and go along the passage. When you get to some more chess pieces, nip in front of the bird and go left along them, carry on following the passage left, up and right until you reach a vertical wall. Use the expandosuit to grab onto the wall above, pull yourself left until you're above a platform, fall off the wall and go left until you come to a bird.

Follow it and collect the energy, but run away when it turns around. Fall down the wall to your right and go left along the passage directly below. When you get to the far left of the playing area, use the expandosuit to pull yourself up and right, fall onto the chess pieces and run right. Use the expandosuit once again when you can go no further by foot. Continue your journey along the passage and jump the snake, then walk under the birds at the top, fall down the right side of the play area then walk down the tunnel. Walk into the pole when you see it.

Part Three

A huge snakes-and-ladders board greets you on this level. Follow the platform round, jump over the snakes and jump up the ladders (it's fairly easy to do, so don't worry). Jump into the pole at the top right of the level.

Part Four

Stand at the left and use the expandosuit to collect the energy. Keep jumping on top of the towers and you'll be safe for the first part while going right. After a while, continue and stand on the dice instead of the towers. When you come to a 3-D dice, go right off the side of the screen and onto the next section, jump along the dice to avoid the spikes. When you come to a pole, jump up through the walls and hit the pole above.

Part Five

A bonus level. Jump and collect the four energy pods, jump to the top right, dodge the Liquorice Allsort and walk into the pole.

LEVEL 6 — LEGO CASTLES

Part One

Jump up on the blocks of Lego while dodging the Beefeaters. Jump right when on the right side of the first block you come to, fall down between the two walls and collect the extra life. Climb back up between the walls, fall down and go right. Collect the penguin, go left and stand next to the Lego wall. Use the expandosuit and grip onto the wall at the top, pull yourself right, and when you're above a penguin, fall down and collect it. Fall down the gap below and go right, collect the penguin and use the expandosuit where the penguin sat, pull yourself right then fall down and walk down the slope. When you come to the flat platform below the Beefeater, pull yourself up and grab onto the wall above and go right. Go past the pole and fall down the gap to the right and walk into the pole.

Part Two

Just fall to the bottom right of the screen (dodge the bird) and walk into the pole.

Part Three

Go to the beanstalk and climb it (it's fairly easy as long as you don't rush and jump into a bird). On the top cloud walk into the pole.

Part Four

Go right to the second castle, climb the windows to come to some yellow blocks. Walk into the pole on the left side of them.

Part Five

Jump right and headbutt the large block, get into the plane and fly straight up to hit the pole.

Part Six

Go right, stand on the door and jump into the window, jump onto the ledges on the right side of the castle and jump up. There are lots of ledges now, so climb to the top of the castle and jump onto the clouds. Walk into the pole on the second cloud.

Part Seven

Keep jumping right along the top of the castles. When you can go no further right, you'll see the pole on a cloud, so walk into it.

LEVEL 7 — JELLIES

A huge snowman has to be killed here. Bounce to where its head was before it moved. When it appears under you, curl into a ball and bounce on it. It takes a while to kill, but when it's dead you'll receive the customary end-of-game message.



LITTLE PUFF

CodeMasters

This baby dragon ain't as soft as he sounds, and his arcade adventure takes some completing too...

SCORCHING SOLUTION

Eat the cherries and then go right and pick up the potion. Now go left until you reach the tree stump. Breathe fire on the stump and continue left. Jump down the hole and land on the left side. Walk left and jump onto the box, wait until the tortoise crawls past, then walk off the box and pick it up. Go left again and drop the box close to the ledge. Jump on the box and collect the life belt. Collect the box on the way out. Go right until you see the corkscrew, pick it up and continue right. Jump over the hedgehog and collect the envelope.

Go right and jump over the hole. Enter the next room and drop the corkscrew, pick up the footpump. Now go left and down the hole. Eat the hamburger and then go left. Now jump in the water; you should be floating. Continue left until you reach dry land, but

beware of falling eggs. Run between the worms and carry on going left. Eat the grapes, then jump over the hole and enter the hut. Drop either the footpump or the life belt, and pick up the hammer. The hammer and box should now make key 22. Pick up the object you dropped and walk over the door.

Press up twice and you should be inside the hut again, but this time the door will be open. Make sure you have the life belt and footpump before carrying on. Go left and drop down the hole, you should now be standing next to the corkscrew. Collect it and go left, now drop down the hole. Go back into the water and go left until you reach dry land. Keep going left until you reach the banana. Eat the banana and jump over the next hole, go left and enter the next room.

Keep behind the hedgehog, enter the hut drop the footpump and pick up the bottle from under the lampshade. The bottle and the corkscrew should make up the second piece of pass. Pick up the footpump as you'll need this once more. Go right, jump over the hedgehog and then jump over the next hole. Continue right until the next hole and then go down, go left and drop down the hole. Pick up the tin hat and go left, go across the water again and continue left until you reach the first hole.

MAGICLAND DIZZY

CodeMasters

A cracker for eggsploration eggsperts everywhere, but how's it done?

SOUFFLÉ SOLUTION

Starting at Weird Henge, go left to the Mysterious Monolith. Pick up the Key and use it to open The Back Door. Go up to the Grand Hall and collect the HANDLE, go up the stairs and left to the Watch Tower and collect the power pill, get back to the Well and use the handle to wind up the BUCKET. Pick up the bucket and take it to the Hot Water Geyser and fill it to create the BUCKET OF HOT WATER. Go to the Haunted Swamp and pick up the DRINK ME POTION while dropping the power pill. Go left to the other Haunted Swamp and pick up DORA FROG off the lily pad. Take them to the Throne Room and drop Dora next to Prince Charming to release DORA.

Next, go to the Draw Bridge and flick the switch and cross the water. Now go to the Troll Bridge and drop the bucket of water and the 'drink me' potion. Go to the Up A Tree screen and collect the STICK, go to the Tree Top screen and stand on the top-right platform and jump onto the top of the Monolith and collect the BLACK CAT. Go to the Right Edge and jump right onto

the top of Weird Henge and collect the DAGGER and DIAMOND. Go to the left edge and jump left to the bottom of the Monolith.

Go to the Good Witch Glenda's Isle and give the Black Cat to her. Go to Bushy Grove and cut a LEAF off the BUSH with the dagger. Now take the dagger and the stick to the Troll Bridge, cut the GOAT free with the Dagger, then hit the goat with the big stick (the goat charges at the TROLL and butts him off the screen). Go to the Chapel and collect the CROSS, then go back to the Troll Bridge and collect the bucket of hot water and the 'drink me' potion. Go to the Ice Palace Entrance and pour the Hot Water over DENZIL to free him.

Go down into the Deepest Dungeon and collect the BURNING TORCH in the right corner behind the rocks to open the passage to the Oubliette. Go in and give DAISY the 'drink me' potion which shrinks her. Return to the Ice Palace Entrance and pick up the PERSONAL STEREO and drop the cross. Go to the Sleepy Hollow and pick up the POISONOUS APPLE then take the stereo to the BARD in his Treehouse, in return he will give you the PIPES.

Now take the torch, pipes and the poisonous apple to the left side of Ye Olde Well and drop the pipes. Go to the Bushy Grove and pick up the cut leaf, take these three objects to Good Witch Glenda and drop them into the cauldron, Glenda will give the WEEDKILLER in return. Take this to the Bushy Grove and free DYLAN.

Now go to Ye Olde Well, pick up the pipes and go down the Well and wait on the ledge with the Diamond on it and drop the pipes. Let them play a while until the

RAT meets his fate. Jump left into the Secret Passage (DON'T TOUCH THE STICKY STUFF YET!), go into the Forgotten Dungeon and pick up the ANCIENT LAMP. Go up then jump right to the Grand Hall, drop the lamp and go to the top of the Tallest Tower and pick up the LIGHTNING ROD.

Now go into the clouds and pick up the CLOTH DUSTER, go down to the Grand Hall and dust the lamp. Walk away from the lamp, drop the duster, pick the lamp up and then the duster and go to the Sleepy Hollow. Drop the Lightning Rod on top of DOZY and use the cloth to rub the lamp: a genie will appear and wake DOZY up via some heavy electricity.

Drop the three items separately in Sleepy Hollow to avoid rubbing the lamp again. Go back down Ye Olde Well into the secret passage and pick up the STICKY STUFF, then go to the sword in the stone and pull out EXCALIBUR. Go to the Mirror Mirror screen in the Ice Palace and jump through the mirror (this reverses the left and right controls). Take the Queen with Excalibur (you are now KING DIZZY!). Now carefully rescue GRAND DIZZY from the Curiouser and Curiouser screen.

This will anger ZAK, so go to THE DORMANT VOLCANO which has now become THE ACTIVE VOLCANO. Jump right carefully onto the VOLCANO SMOKE and keep jumping up when you are near the top. Jump right onto the rocks, now go into Hell Gate and descend into the depths until you reach Hades. Go down to the side of Hades (RED DEVIL) and follow his instructions. Pick up the TRIDENT and go to Zak's Tower. Being careful of his lightning, drive the trident

into ZAK's heart, collect his RING and take it back to Hades. Follow his instructions and throw the ring off the middle rock into the LAVA. Go back to Hades and he'll tell you to collect 30 diamonds. Do this and you'll be whisked away to join your friends and the CONGRATULATIONS screen.

EGG CRACK

Alternatively you can try this handy hack. Load up the game and use a Reset switch to reset the game. Type in POKE 9860,173 and then SYS 32576 to give Dizzy infinite lives.

MYTH

Kixx

Having trouble with skeleton hordes and battling barbarians? Well fear no longer, as here is the entire solution to this mythological wonder.

LEVEL 1 — GREEK LEGENDS

Kill the harpies to get some fireballs and keep them for later. Alternatively, use them to kill the skeletons and collect fireballs for later. Eventually a skeleton will give you a sword, so use it to cut down the hanging skeleton up on the top right and follow it down to the edge of the ledge below. Kill a skeleton near the edge so that it falls into the fires of Hell and summons the Devil. Run back to the left and jump onto the ledge above and wait for Old Nick — he should appear on the ledge

below and rise into your line of fire when he's fired a trident. When he does, hit him with a fireball or two.

When he's dead, pick up the trident and store it. Run back up past where the hanging skeleton was and leap over and onto the ledge next to the Chimera. Now just stand there and throw the trident at him. Go through the cave, avoiding the skeletons, and run out into the open and the ruins of Ancient Greece.

The warriors don't cause many problems but disposing of the Nymph is a little more tricky. Watch her beckoning with her hand and go forward until she signals you to stop. Hopefully you'll be awarded extra energy, but if not, hit her with fireballs or the sword.

Once past, go up to the Warrior Statue and use the sword on its rear heel. The statue will collapse and a shield is yours for the taking. Select the shield and the warriors kneel down, allowing you to go through to Medusa's lair.

For this screen you need the shield ready and a good dose of energy for the Hydra afterwards. Leap the gaps and use the shield to deflect Medusa's stony gaze. Select the sword but **DON'T ACTIVATE IT YET**. Wait for the Medusa to stop, and jump the gap with the shield ready. Change to the sword in mid-jump and hack her head clean off.

Pick up the head and leap across towards the Hydra. Take out the top two Hydra heads with Medusa's bonce, and fall down onto the ledge next to the last head. Stand on the far left and keep firing. The Hydra goes up in smoke and you've conquered Ancient Greece!

LEVEL 2 — NORSE LEGENDS

The flash of lightning is your only visual aid here as Darkness descends on the Norse Ship. Kill the Vikings as soon as possible as Thor launches a lightning bolt at any slowcoaches. When all the Vikings are dead, the bird on the bow of the ship flies along. Kill it when it flies down and pick up the ring it drops to teleport to the next level.

Now you're in the forest and the main problem is a mass of Golems charging towards you. Kill them with the dagger, which is obtained by slaying the small spiky creature. The daggers are great for killing Golems, but seem to run out too quickly.

Now run along past the hole in the forest where the blacksmith awaits. He'll pinch your sword and rework it into a magic sword for later on. While he's doing this you'll need to keep out of the way of the Golems, so use daggers to keep them at bay.

Collect the sword when it appears, and run along to the clearing where the woman is being burned at the stake. Pick up the firebrand and use it on the Fire Sprites, but keep away from the edges or they'll lift you up and drain your energy. Kill all the Sprites and the woman rewards you with extra energy.

Run along to the right, killing the Golems until you arrive at the Dragon. Wait until it's head is raised, then run up to it and slash at its neck until a chunk flies out of it. Run back and use a dagger to wedge open its neck. You can then run past to the next screen.

Now it gets tricky as you leap from platform to platform, ever nearer Valhalla. Jump from the very edge of small gaps to reach the next platform. If a Thor looka-

like appears near you, jump up or down onto a ledge to avoid his lightning; either that or kill him. Kill the fire-breathing baby dragons before they start spitting, and collect the daggers and energy they leave behind.

When you get to the first of the two castle entrances, jump up onto the ledge above it and hack away at the eye. Once done, jump down and kill the axe-throwing Viking who appears from the castle. Now go up, jumping on the platforms up to the left and then to the right to the second castle entrance. Kill the Viking and you're through to Thor's Domain.

To get Thor on your side, just keep moving to dodge his bolts and the dragons on the floor. Leap onto the left pedestal then jump on to the right then onto the third pedestal and finally onto Thor's throne. Hack away at Thor and he'll soon be on your side.

LEVEL 3 — EGYPTIAN LEGENDS

This level is tough, and there's no mercy shown inside the pyramid. Use the sword to dispose of the snake, and run to the side of the pyramid, jumping up onto the near-invisible platforms. Go through the bottom door and work your way through past the axe, spike, the two pressure-pad-activated traps and the two spikes, then pick up the blue eye. Run past the spikes before they go into the ground and you should get past; any sooner or later and you're dead.

Go back and up to the top door, then work your way past the spike, axe, pressure-plate-activated spike AND axe, barrel and snake to reach the trapdoor. Go through to the second corridor and go right. Avoid the axe, the three spikes, the barrel, the downward-pres-

sure-plate-activated spike, axe, the two spikes, another pressure-plate spike and the two final spikes.

You're finally into the inner sanctum: now things really hot up! There's both an easy and a hard way to complete this level. The hard way is to leave the blue eye in the first corridor. Then kill the two Egyptians and pick up the cross, use the cross and go to the flashing cross on the wall to replenish your energy. Now go right into the first upper room. Kill the Egyptian holding the rod and pick up the head-dress. Smash the large jar and pick up the first Canopic jars. Go right through the first set of mummies, smash the large jar and pick up the fourth Canopic jar. Go back to the left through the mummies, over the spikes and up and out the way you entered. Go right until you see the cross on the wall, and use the cross. Put on the head-dress, then run up to the cross and fire at the Sphinx. Pick up the grey object and jump onto the high ledge, up to the second upper room and out through the door.

Now the easy way (with the blue eye): kill the two Egyptians and pick up the cross and use it to build up your energy. Go right to the second cross symbol on the wall, killing all Egyptians on your way. Use the cross, put the blue eye in the centre, ready to use. Run up to the flashing cross, use the blue eye and press fire. Now a large beam kills the Sphinx and your energy builds up. Pick up the grey object, jump up into the second upper room and go out of the door (don't bother picking up the Canopic jars as you're given them). Put the jars on the ledges in the following order:

Bottom-left = red
Top-left = silver

Top-right = blue
Bottom-right = gold

Go right, and when the last door on the coffin's shut, you can enter the right side of the room. Run up to the face mask and wait a moment. It fires a beam of light at the coffin: you spin in a ball of flame, then you can fly. Shoot the face mask in the eye several times to destroy it, but take care to dodge the small and large fireballs.

LEVEL 4 — THE FINAL CONFLICT

This is the last battle, but you have no continue-plays for this fight. All you have to do is to shoot anything that moves and pick up any jewels for energy. At the end there are two large men: shoot the left one as you shoot the fireballs. Hopefully you should kill him, but it still isn't over just yet as Dameron appears with all his godly might at hand. To destroy him, use the special weapon given to you. Shoot the skulls on his head, then shoot his eyes to get rid of him for good. You've saved the earth, (at long last!!), its history and its Myths.

MAGIC CHEAT

And if you're STILL having problems conquering those levels, try this sneaky little cheat to help you on your way. When the game loads, keep SHIFT LOCK depressed. When you load the game you should start on Level Two, although you won't have the sword. Collect the firebolts from the nasty harpies and use them to fight your way through to Level Three. Now you should deliberately lose all your lives and the next section will load in — you'll have the sword too!

N

NAVY SEALS

Ocean

This great conversion of the flop film was rightly a great hit. It's a bit tough, though, so here's a cheat.

Achieve a high score and type in BRAINDEAD on the high score table, then pause the game (F1), unpause and by pressing the left arrow you can skip levels. Alternatively, type in MAD CYRIL (with the space) to start on Level Four.

O

OPERATION WOLF

Ocean

This excellent conversion of the classic coin-op contains a little quirk.

Play as normal until only one tank remains, destroying troops and helicopters if any are left. If you wait around, the bonus grenades, ammo and energy begin to traverse the lower part of the screen. Shoot these to replenish your supplies, take out the tank and proceed to the next level.

PLATOON

Ocean

The Oscar-winning film was a classic, and spawned an equally brilliant computer conversion. Here's a novel way to avoid all those flying bullets.

Should you be in a real bad state when you reach the village, stand outside the fourth hut and shoot the innocent Vietnamese until your morale is almost zero. Then, quickly enter the hut, shoot the soldier and pull down on the joystick until the 'GAME OVER' message appears on screen. Restart the game and try to get shot by a baddie — you can't be! But watch out for mines, they'll do you no good whatsoever.

POTSWORTH & CO

Hi-Tec

LEVEL 1 — THE CAVE ZONE

Go right and push the crate onto the button, go up on the lift and to the left, push the crate off the edge of the platform, go up on the lift and right, climb up six platforms and push the crate left, fall left and duck down to go along the conveyor belt, jump onto the ledges on the wall and go up, go right, up, left, up, push the crate right, fall down, push the crate right into the button, go

right and duck down to go along the conveyor belt, drop down to the stationary lift, go left then up, push the crate down, right, right, left, right and right onto the button.

Go left, down, right, then fall down, push the crate onto the button and go up on the lift, then left along the lower platform, push the crate left onto the switch, fall down, then go up on the lift, collect the speaker, fall down, go right and up on the lift, go left along the top platform, go up and left, go up on the lift, and continue going up on the platforms. At the top of the shaft, push the crate right onto the switch, go right and duck down to go along the conveyor belt, push the next crate right onto the button, then go along the next conveyor belt.

Go right and fall down, go left and push the crate right onto the button, go left to a wall, duck down and crawl under it, go left and fall down, go right, fall down and collect the main tape deck, go right, then up on the platforms, right, down, and collect the battery, push the crate left and go up on the lift, go left to a button, then jump two platforms to your right, and then onto the platform to your left, push the crate down onto the button and fall down, go up on the lift, then right to the next lift, go up the passage on the lift and ledge, and then go left along the top.

Push the crate left onto the button, stand on the conveyor belt, duck and go left, jump up two platforms and crawl right, through the wall, collect the speaker, go back out of the cave and jump up, go right at the top and fall down the hole, go right and jump over the crate and push it left onto the button, go up on the lift, then right, jump onto the crate on the top platform and

push it right, then left onto the button.

Fall down and crawl left under the wall, push the crate left onto the button and jump up through the roof, go up, left, up on the lift, right, and then fall down, go under the lift and go left to collect the object, go right, up on the lift, left under the wall, up through the roof, up, left, up on the lift, left, push the crate left onto the button, go left along the conveyor belt, go left and collect the battery, now go down as far as possible and enter the door to complete the level.

LEVEL 2 — THE SUPER ZONE

Firstly, jump up and collect the shield, then go left, jump on the platform to your left and then the platform on your right, grab the weight, climb the right wall and throw the weight on the switch, jump/fly up onto the block on the wall, go left and cross the gap on the swing, fly up two platforms and run right, go under the guillotine, jump up the pipe and collect a weight, walk left and fall off the last platform, throw the weight on the switch, go left and use the fly to climb up the platform, take the weight and throw it on the switch above you.

Go down, catch the swing and go up on the lift, go left and collect the shield, go right and up when you reach the right wall, go left and fly up the pipe, go right and fall down the gap, then go left and collect the weight and throw it onto the button to your right, go up on the lift, right, up and left on the lift, fly up past the spikes and collect a weight, fall down and go right under the spikes, throw the weight on the button, go up on the lift, up, go left when you can and fall down to

collect the weight.

Go back to the lift and go up, carry the weight to the button and drop it on the button to start the swing, stand on the swing and fly up/right, collect the weight above you and throw it onto the button next to the swing, go back to where you grabbed the weight, go left, collect the weight, go right to the wall and fall down, throw the weight on the button, go up, left, up the pipe, collect the flower and go down the pipe.

Go right across two platforms and catch the lift, go up on the lift and go left, take the weight and continue left, throw the weight onto the person, go left, up, up the pipe, take the weight, go right and throw it on the button, go up on the lift and go left, go up, take the weight, throw it on the person and fly up the pipe, go left, take the weight, go right and fall down the wall, go left, throw the weight on the button.

Fall down, then fly up the pipe, use flying power to get the weight above you, go right, fall down, fall down again, go left to the main wall, jump up and throw the weight onto the button, go up the pipe, right, up on the lift and collect the weight, go left, fall down and throw the weight on the button, go down, right, up on the lift, left and up the pipe, go right (dodge the guillotine) and leg it to the door.

LEVEL 3 — THE CANDY ZONE

Go right and collect the bone, fall down, fly up on the fountain and collect the cocoa bean, fall down and jump along the pipes, go up on the platforms, go left at the top, get the cocoa bean and fall down, wait on the platform next to the pipes, go right on the ice cream,

go up on the next ice cream, up on the platforms, bounce on the fountain, jump up three platforms and go right, collect the cocoa bean, climb down four platforms, climb up, go right to the top of the map, go right on the lifts and platforms and collect the blue object.

Throw the blue object onto the button, go left, fall down and cross the river on the cakes, go up on the ice cream, go right, fall down, cross the river on the cake, climb up via the platforms and lifts to the top of the map, jump onto the wall to the left, fall down one platform, stand on the lift moving left to right, collect the cocoa bean and fall down, go right, cross the first river on the cake, and the second on the platforms, when you're on top of the wall next to the second river.

Jump down and go right, cross the river on the cake and go up on the platforms, collect the cocoa bean at the top of the platforms, go back down the platforms, go left across the river, jump up on the sherbet fountain and collect the blue object above you, go straight left along the platforms and throw the blue object at the button to start the lift, go up on the lifts and collect the cocoa bean, go down, left, down, left across the rivers and into the cup to complete the level.

LEVEL 4 — THE RAINBOW ZONE

Go right, bounce on the trampoline, go up, right, down and paint the button, paint some platforms to bounce out of the cave you're in, go left, down to the trampoline, go right and fall down, go left and paint the switch, go right and climb the stairs poking out of the cauldron, paint the button on your right, fall down and go left, fall down and collect the picture from the bottom of the

hole, paint some of the ledges to get out of the hole and go right, fall down the right side of the map and go left, paint the switch, go left and paint the next switch.

Fall down, go right and collect the painting, use the painted ledges and stars from the cauldron to get back to the start, go left and climb up the stars from the cauldron, go right and bounce up to the platform to your right, go to the right of the cloud and paint some ledges to get into the castle, stand on the wall to your right and paint some ledges to go right to the edge of the castle, go up and collect the piece of painting, go down, then up the left side of the window using the painted ledges.

Go upwards and stand on top of the wall (above the window), go to the left of the wall and paint some ledges, then go onto the wall on the left, go left and shoot the switch, go up on the painted ledges and head right along the wall above you, go up on the trampoline and paint the button, go left along the passage, jump onto the trampoline, and from there onto the ledge on the left wall, jump to collect the painting, fall down and go up on the right of the window (paint some ledges).

Go right and collect the painting, go left, down, and right along the passage, go down and left along the passage, go down and right along the passage, fall down the gap, and then down again into the clouds, go back to the start, go right and down, go left to the switch, go up on the painted walls, go left and collect the painting, fall down, go right and up on the stairs from the cauldron, go right and into the painting board to complete the level.

LEVEL 5 — THE CARNIVAL ZONE

Fall down and right, go up and collect the star, fly up two platforms and right, push the crate onto the switch, go left and fall down, fall through the left side of the cave floor you land in, go right on the ride and collect the arrow, go left on the ride and up on the platforms, go right on the platforms in the cave above, push the crate right onto the switch, go right, down and left on the dodgems, jump up onto the platforms, then onto the wall above, go right through the wall and collect the star for the power of flight, fly left, up, go right and collect the arrow.

Fall down and go right on the dodgems, go up and right through the wall, go down and collect the scroll, go up and push the crate right off the platform, fall down and push the crate left off the platform, fall down and push the crate right off the platform, push it left off the next platform, then right and left twice, jump on the big wheel on your right, jump off and at the bottom of the screen go right, collect the arrow, go left and up, go right and climb up on the platforms, go left and collect the star, fly right, up and right, push the crate right off the platform, push it left onto the button, go left, down and collect the star.

Fly right to the platform under the last button you hit, go up and collect the arrow, go down and right, go left and right through the platforms to get to the bottom, at the bottom go up the other side of the wall, collect the star and fly left over the spikes, collect the arrow and recharge your flying abilities on the star, fly right and go down, go right to the star in the grass, collect it and fly up, push the crate down, fall down.

Push the crate left to hit the switch, go down, collect the star and fly up, left and then down, go left, collect the star, fly straight right, then fly up, land on one of the platforms on the side of the wall, jump up and go right on the chair-lifts, go down, right through the wall, climb up the blocks, push the crate down two platforms and go back through the wall, go left, down, right and jump onto the boat, go right, up and left into the tent to complete the game.

Q

QUEDEX Thalamus

A weird puzzler, but very playable. Simply type in this quick listing and have unlimited time. Very useful.

```
100 DATA 162,29,160,2,142,40,3,140,41,3,32
110 DATA 86,245,162,3,142,206,1,96,169,181
120 DATA 141,96,46,76,235,2,0,0,1,1,2,2,3
130 FOR L=528 TO 554: READ A: POKE L,A
140 NEXT: POKE 157,128: SYS 528
```

R

RAINBOW ISLANDS

Ocean

If you own the disk version of this classic game the following cheat will help you out no end.

1. Instead of loading the game with LOAD "*",8,1 type LOAD "CODE",8 (Return) and wait until the main block of code has loaded and the cursor appears.
2. Now type POKE 28435,189 (Return) to give infinite lives, or you can type POKE 16868,173: POKE 18517,173: POKE 18522,173 (Return) to give infinite credits.
3. Start the game by typing RUN (Return).

RICK DANGEROUS

MicroStyle

A really great game this, and made better by this easy cheat.

On the high score table enter JE VEUX VIVRE to gain infinite lives. The Core Design logo goes red in the process to confirm this.

S

SPACE CRUSADE

Gremlin

If only all strategy games were this well presented. And it's great to play with a couple of friends.

A SHORT GUIDE TO EACH CHAPTER

Blood Angels

The second-best chapter, their best equipment packs are the force-field, the melta bomb and the close-assault blade. These combined give you a virtually unbeatable commander in hand-to-hand combat. Unfortunately Blood Angels are not very good in a fire fight, and the 'grunts' are rubbish in hand-to-hand combat.

Imperial Fists

Easily the best of the three chapters, they have the best of the equipment packs, namely suspensors. These allow the marines carrying heavy weapons to move the full six squares (instead of four). This is invaluable, especially in missions where a vacuum's present, as they can run faster from impending death (PHRRT!!). Imperial Fists are fairly good in hand-to-hand combat, but are unsurpassed when firing their weapons.

Ultra Marines

The worst chapter, but they're better than a poke in the eye with a wet haddock. The bio-scanner pack's good, but it's not needed at all (as explained later). The medikit's superb though: its use is vital when the commander's low on energy. The Ultra Marines are good in a shoot-out, but are crud when it comes to a bare-knuckle scrap.

Commanders' Weapons

Blood Angels — Power sword and power glove.

Imperial Fists — Heavy bolter (with combi-weapon).

Ultra Marines — Power axe and bolt pistol.

Scanners

This explains why, if you control the Ultra Marines, you shouldn't pick up the bio scanner. If you use the bio scanner to detect an alien, it's able to move on the computer's next turn. If you leave it undetected it can't move until it's within line of sight. So thus, using the bio scanner allows the aliens to move and attack you.

A GUIDE TO THE ALIENS

Rubble — This neither moves or attacks, it's just a general pain in the botty when something is trying to kill you.

Gretchin — This creature's easy to kill with a weapon, but it gains the occasional victory in hand-to-hand combat.

Orks — Can often be killed by gunfire, but it occasionally puts up a good fight.

Chaos Marines/Commander — One of the only two enemy troops who fire at you (the other is, of course, the Dreadnought). Easy to kill in hand-to-hand combat.

Android — This is one tough son of a bitch to kill. Either send the commander (provided he has good hand-to-hand capabilities) to attack it with a melta bomb, or hit it with the missile launcher.

Soul Sucker — Another toughie to kill as it's a master of hand-to-hand combat, but like the android it can be destroyed by a strategically placed barrage of missiles.

Dreadnought — This seems hard to kill, but there's a very easy way to do so as described in the next section...

HELPFUL HINTS

An easy way to kill Dreadnoughts is to do the following. Firstly select the melta bomb as one of your equipment packs. On your turn select your commander and place him next to the Dreadnought. Click on the melta bomb and attack using hand-to-hand combat — the huge robot will hopefully blow up.

Even if you're playing alone you should select all three chapters, thus you can treat them as one big team. An added bonus comes when you battle the aliens: their forces are more spread out, making them easier targets.

SUMMER CAMP

Thalamus

Need some help getting those vehicle parts in this

cutesy platform romp?

Play the game as normal until you get a high score, then on the high score table enter CALAMITY as your name and you'll have infinite Maximus Mice.

SWIV

Storm

What a spawny two-player shoot-'em-up. Obey the following instructions and infinite jeeps and helicopters will be all yours:

1. Pause the game (H)
2. Press the Commodore key
3. Press Q
4. Press the Commodore Key again
5. Unpause the game (H)

An alternative method is to Pause the game and press 1, 3, S and E. This causes the border to flash white. Unpause the game to cheat.

T

TURRICAN

Rainbow Arts

Well, what can one say about this software milestone, except if you haven't got it you must be crazy!

Two pokes here for the Action Replay Cartridge.

POKE 3030,173 — Infinite Time

POKE 16365,0 — Infinite Weaponry

Those without the cart need not feel left out as here a solution to make those aliens just disappear.

1. Load up the game as normal.
2. Hold down the Pause key (CTRL) and keep it held down.
3. Hold down the FIRE BUTTON as well and keep this held down too.
4. Now use the joystick to roam around the level, minus the aliens. To tackle the end-of-level guardians just release pause and press fire to continue as normal. Once the big bad guy is defeated just re-enter no-aliens mode using the above method.

U

U.N SQUADRON

US Gold

```
1 REM U.N. SQUADRON
10 FOR WA=4096 TO 4117: READ C: C=C+Z: POKE WA,Z:
NEXT
20 IF C<>1667 THEN PRINT "DATA ERROR!": END
30 POKE 56501,75: SYS 4096
100 DATA 129,169,016,141,021,003,141,020
110 DATA 003,169,001,032,192,032,088,096
120 DATA 032,006,026,076,049,234
RUN it and now enter POKE 4106,x (with x being any
value from 1-3). Finally, enter SYS 4096 (with Return)
for the music to play!
```

W

WIZBALL

Ocean

Paint the world with colour in this old favourite.
In the bonus stage, stay in one of the corners and

switch the joystick on autofire. With full weaponry nothing can touch you and the bonus soars way up.

WWF WRESTLEMANIA

Ocean

Can't pin those balding, tights-wearing men? Well, they'll take a severe beating once you use this listing.

```
0 REM WWF WRESTLEMANIA
1 FOR X=572 TO 585: READ Y: C=C+Y: POKE X,Y: NEXT
2 IF C<>7044 THEN PRINT "DATA ERROR": END
3 INPUT "INFINITE ENERGY Y/N"; A$: IF A$="Y" THEN POKE 571,141
4 INPUT "INFINITE CREDITS Y/N"; B$: IF B$="Y" THEN POKE
576,141
5 INPUT "INFINITE TIME Y/N"; C$: IF C$="Y" THEN POKE
581,141
6 POKE 157, 128: SYS 527
10 DATA 032,086,245,169,032,141,084,003
11 DATA 169,002,141,086,003,096,072,077
12 DATA 080,173,032,208,072,169,032,141
13 DATA 203,005,169,053,141,204,005,169
14 DATA 002,141,205,005,104,096,173,032
15 DATA 208,072,169,248,173,117,146,169
16 DATA 173,173,048,176,169,234,173,120
17 DATA 224,104,096,000,000,000,000,000
```



XEVIOUS

US Gold

This no-nonsense vertically scrolling blaster can be easily completed with this Reset-switch hack.

Load the game, Reset the computer and type in the following.

POKE 5663,234

POKE 5664, 234

POKE 5665,234

POKE 5635,234

POKE 5636,234

POKE 5637,234

Then it's SYS 5000 (RETURN) for unlimited ships.

And that's your lot for now!

If you're desperate for more hints, tips, cheats — and maps — trek it to your newsie for the universe's most together C64 mag:

COMMODORE FORCE — the monthly that tells you what C64 games to get and how to play 'em — complete with two cassettes loaded with tons of games and demos!