

IT'S HERE! THE YS TIPSHOP TIPTIONARY!

See this booklet? Nifty, innit? So do you want to know what's even *niftier*? The complete YS TIPSHOP TIPTIONARY, that's what! It's thousands* of times bigger than this, with millions* of tips, billions* of maps, trillions* of POKEs, willions* of jokes and, crikey, heaps* more besides. It'll be absolutely enormous!

But that won't be all – POKE-fans, your day of salvation is nigh. No longer will you have to laboriously type out lists of numbers every time you fancy a quick cheat. No more the frustration of spending seven hours hammering out a POKE only to find it doesn't work. They've all been put onto a tape ready for you to load 'em up and go.

Bet you're itching to get your hands on it, eh? Well, you can't, so ner.

(Oooh, all right then – the ad's in the mag.)

*These figures are all approximate.

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FREE! FREE! FREE! FREE! FREE!

IT'S BACK!

IT'S BODACIOUS!

It's The Tipshop Tiptionary

With squillions of hints and tips,
POKEs and jokes, including...

- Carrier Command
- Elite
- Ghouls And Ghosts
- Licence To Kill
- Pipe Mania
- Starglider II



Plus many, many more!

(And that's only the beginning!)

Dear Reader,

It probably seems like only months since your copy of YS arrived with a Tiptionary sellotaped to the front, eh? (In fact, it is.) And now it's happened again! Yes, another fabulous free booklet packed with all sorts of things you were absolutely dying to know about all your favourite games. (Well, a handful of them anyway!) You lucky, lucky (lucky) people!

But why are we doing all this for you? Has YS suddenly been overcome by generosity and decided to change its ways forever? Have we got such big tips that we couldn't contain them, and they've burst out and gone all over the place? Or have we simply got one too many kangaroos in our top paddock?

Well, it's a combination of all three actually, but there's something else as well. The booklet is actually a confident plug for possibly the most important event in Spectrum history (fanfare, fireworks) - **The Complete YS Tipshop Tiptionary!** Yes, that's right. It's an absolutely massive book, compiled by us over many happy weeks, overflowing with, well, everything really. The vast bulk (and we mean vast) (and bulk) consists of mini-reviews of some of the best Speccy games ever, along with whatever tips we could dig up for each one. We've also given each game a rating (from one to five stars) to give you some idea of how it looks today. In addition, there's loads and loads of maps, a budget games section, a enormously long list of Multiface POKEs and, would you believe, and absolutely fabaroonny cassette attached to the front with even *more* POKEs on it! And you can buy it RIGHT NOW! For more info simply refer to the ad in this month's ish. (It's that simple!)

But before you do that, how about a quick flick through the thrill-packed pages you hold in your hand? They've got carefully selected bits from the 'Big Book' scattered about all over the place to whet your appetite for the real thing - and after you've seen what to expect you surely won't be able to resist tucking into the main course. It's an absolute corker!

Matt

Matt Bielby



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ALIENS US ELECTRIC DREAMS YS JANUARY 1988 - 9/10

Aliens are tricky little things, aren't they? And games called *Aliens* are even trickier. The main reason for this is that there are two of them. The first to arrive on the Speccy scene (*Aliens*) was a nifty-looking and extremely spooky maze game. And the second (*Aliens US*) is even better. As you probably spotted from



Aliens US: In space, no-one can hear you, erm, you know.

the title, it's the American version of the game, and so is on a much larger scale than the original. It's split into lots of different parts (six, in fact). You're probably wanting to know what they all are, aren't you? Groan. Well, first off is a landing sequence, then there's a bit where you have to guide the marines to their command car, then there's a battling-with-the-aliens bit, and then... well, that'll do for now. You probably won't get that far anyway, 'cos it's such a bloomin' hard game. It's also a very neatly programmed one. In between each level there's a little scene-setter to keep you up-to-date with the movie's plot. This means there's loads of atmosphere

(very handy with this sort of game). So, what've we got then? Well, a handy little spook-em-up with plenty of playing hours left in it really. Well worth a gander.

★★★★

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

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

Operations Room You are left to fend off the swarming aliens as the rest of the team cut through a door. Go for the fast-moving aliens first, and just bump off the slower ones. (If you don't then the fast ones will get through and kill your team.)

Air Duct Maze Getting to the drop zone through the ducts is a hazardous business. The aliens will follow you, so use this to your advantage and lead them where you want and run the other way. (You'll see what we mean.) When an alien disappears, run for it, 'cos it'll pop up

somewhere else almost immediately.

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

The Queen Box the queen's ears with the loader arms to soften her up a bit, then grab her with one of the claws and hold her over the hatch. It will then open and you can drop her through it. And that's it! Game over, man!

NB If you played the game all the way through without using the skip mode, you'll then see the final screen.

CARRIER COMMAND RAINBIRD

YS JULY 1989 - 94°

Now here's one that definitely should have been impossible on the humble 48K Speccy. It's an absolutely gigantic Atari ST game with more knobs and bells than H. Phillips & Sons (Knobs and Bells) Ltd, a shop just round the corner from the YS offices. Actually, it is impossible. The game only runs on the 128K Speccy, and even that's pushing it a bit. All the same, *Carrier Command* is a beads-of-sweat-breaking-out-on-the-fore-headingly impressive achievement, what with those (gasp!) solid 3D graphics and that (clonk!) amazingly deep underlying strategy. So what've you got to do? Well, you're in charge of a futuristic aircraft carrier and all

its planes and amphibious vehicles, and you've got to sail around a series of islands, capture them and set them up as bases of various kinds. Competition is provided by the computer's carrier, which is trying to do exactly the same. There isn't room here to explain the enormous number of different things you can do (taking control of one of the planes is a mini flight sim in itself), so you'll just have to take out word for it that *Carrier Command* is one of the best games ever. An essential purchase.

★★★★★

If you take your carrier close to the island and launch the two drones at either side you can send out a Manta. Fly the Manta at top speed towards the command centre, really low, and just as you're about to hit it, drop a bouncing bomb and pull up. The command centre explodes every time, and the missiles and stuff will soon stop being fired at you. Then bring back your Manta and send out a Walrus with an ACCB. It's usually better to turn the ship around before you launch the Walrus so the back is facing the island. The easiest way to do this is to go to the map, put a cross at the back of the ship and press Program. The ship will turn around.

Make Elwood a resource island and Socrates and Genetix factory islands. Before leaving Genetix set production targets as follows -

Fuel-50
ACCB-R-6
ACCB-D-6
ACCB-F-6
Hammerhead -30

Then steam back to Vulcan (use

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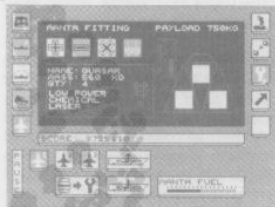
time lapse) and load up three Walruses with the following - 1 x Atavar, 2 x 3 Harbinger and 3 x Virus Bomb. Don't give them any fuel. Launch them all, then get them to fire their weapons at each other. Use the carrier laser to finish them off. Launch three Mantas with no fuel, giving one of them an Assassin missile. Done that? Right, call up three Mantas and three Walruses to replace the ones destroyed. Fuel up all Mantas and then arm them as follows -

Manta 1 - 1 x Quaker, 2 x Assassin

Manta 2 - As Manta 1

Manta 3 - 3 x Assassin

Fuel up all Walruses and arm numbers one and two with an Avatar each and an ACCB-R on one and an ACCB - F on the other. Arm number three with a Virus Bomb and 3 x Harbinger. Launch it and fire all weapons. Recall vehicle. Re-arm and repeat until all Harbingers are gone and no Virus Bombs are left. Refuel number three and give it the remaining Avatar and an ACCB-D. Doing all this gets rid of stores you never use, and allows you to carry more ACC fuel, so there's no chance of you running out between islands. You can now start taking over islands (don't forget to refuel carrier first). Remember to keep moving the stockpile island forward. When the enemy carrier is nearby on an adjacent island DON'T PANIC. Make sure you have plenty of Hammerhead missiles and Quaker bombs. Sail towards it on autopilot. When you get near it, clear the autopilot and turn the carrier away from the enemy and reverse in. Once you come under attack turn the turret round and fire Hammerheads at the enemy. Oh,



Carrier Command: Okay, we'll have three of them, three of them and a couple of those.

before you do, put the carrier in full-speed-ahead and steam away from the enemy while you blast it with Hammerheads, and watch out for enemy Mantas. Once you've destroyed the enemy carrier take over the enemy islands by dropping Quakers on the command centres then deploying your own ACCBs.

ELITE FIREBIRD YOUR SPECTRUM NOVEMBER 1985 - 9/10

After a best-forgotten start on the BBC Micro (circa 300BC), *Elite* found its true home on the Speccy and instantly became one of the most popular games around. It's a brain-blendingly huge combination of flying around, shooting things and trading, all wrapped up in some rather tasty vector graphics. The object is to slowly build up your Cobra MkIII into the most wazzy ship around, and in doing so to rise to the rank of Elite with as much dosh as possible. Not easy when you're being shot at from all sides, the police have put a huge price on your head and your shields are down to

'minimum'. Judging by the amount of post on it we receive at YS, *Elite* is still going strong. If you haven't already got it, do so. Tomorrow.

The first thing to buy once you've got a few credits together is a docking computer (unless you're completely ace at docking, of course). This will save loads of hassle later on. Then go for a military laser. The quickest way to get rich is to find two stable planets close together, one industrial and one agricultural, and then trade between them. An extended cargo bay will help here.

In a game as fiddly as *Elite*, you'd expect there to be loads of cheats. And indeed there are. The main one allows you to reach the rank of Elite with the minimum of fuss. The secret? Load the game and wait until it asks 'New Commander Y/N?'. Press Y, and another menu appears. Press 2, enter your name and then press Space when it tells you to start the tape. And, er, that's it. You're Elite. The other cheat makes travelling between planets a lot easier.

After selecting your destination and launching from the space station, press the Hyperspace button and then, when the countdown starts, turn round and fly back into the space station. You'll dock again, but at the planet you were heading for. Triff, eh?

GHOULS AND GHOSTS US GOLD

YS DECEMBER 1989 - 91°

Sounds a bit like *Ghosts 'n' Goblins*, eh? Looks a bit like it too, in fact. Both games feature a little knight

chappie (called Arthur) who dashes about all over the place throwing knives/spears/whatever he can get his hands on at people. Most of the time he looks a bit exposed (if you'll pardon the expression) wearing only his underpants. But if you're careful, and look after it properly, his magic armour covers up most things. The games go for a tasteful monochrome look, which means smooth, detailed but, erm, monochrome sprites set against a smoothly scrolling, attractive but, again, monochrome background. These similarities aren't entirely surprising, as *G & G* is actually the sequel to *G & G* (or is it the other way round?). And the differ-



Elite: But why are we supposed to be shooting at the principle cartilage of the larynx? Oh. ThARGoid.

ences? Well, this is a lot newer (*Ghosts 'n' Goblins* came out ages and ages ago) and a lot harder too. The original was never the easiest game around, but this is enough to make you tear your eyebrows out in frustration. It's also got some huge great big sprites, as is the trend these days, and is generally a bit better all-round. A tricky but challenging little scroller.

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Special limited period offer for selected*

YOUR SINCLAIR readers!!

Order your copy of The Complete YS Tipshop Tiptionary before the end of January and save lots of money!!
(It's a bargain you can't refuse!)

*Just to show how generous we are we've selected the whole lot of you - but for a limited period only!!

Dear Your Sinclair Reader,

Every time we run a readers' survey in *Your Sinclair*, one question is guaranteed to receive the same reply from almost everybody. Who is the sexiest editor you, the readers, think the magazine has ever had? The same answer invariably comes back... Matt Bielby.

However, when we ask you about the fabled *Tipshop* section (which easily receives more letters than even *How 2 Hack* every month!) things get a bit confused. Do you like the complete solutions best (you know - north, north, east, north, south, pick up stick, south, south etc) or do you like multiface POKEs? Are tricky little cheats which sneaky programmers have slipped into games (often involving rude phrases) your bag, or is it colossal maps that really light your candle?

Here at *Your Sinclair* we don't care - we love them all. Tips, hints, shortcuts, problems solved and useful little POKEs - they're like children to us. There's no way we can have favourites. The only trouble is, we've collected such big tips over the years we didn't know what to do with them all, which is why we've decided to share them out amongst you, the readers, through the happy medium of The YS Tipshop Tiptionary! Want to know more? (Of course you do!) Then read on!

The Tiptionary is, quite simply, the ultimate collection of hints and tips for the Spectrum gamesplayer. It brings together hundreds of the best tips from the magazine, now re-written, re-presented and updated. And this free booklet presented with the October issue of *Your Sinclair* offers just the tiniest taster of the goodies on offer!

Just look at the illustrious team we've had working on the book... Who better to write it than Jonathan Davies, your current host at the *Your Sinclair Tipshop*, and quite possibly one of the coolest men alive? Jonathan's vast experience of everything connected with Sinclairs ensures that this publication is the most authoritative of its kind. Then there's the indefatigable Editor, Andy Ide, who never complained (more than once every ten minutes) as he burnt the midnight oil to make this what is surely one of the highest quality productions of the year. Finally, there's me, Matt Bielby, by popular vote *Your Sinclair's* sexiest editor, who showed his face once or twice to write the odd bit of waffle for the intro and who almost brought his vast knowledge of Spectrum

Apart from a good stiff drink (a Vimto or something), tips are the thing that'll come in most handy. So here's a guide to some of the yucky bad-dies you'll bump into (or not, hopefully)...

Grim Reaper (Levels One & Four)

These are easy - one hit and they're dead.

Vultures (Level One)

Go underneath them and fire up.

Imps (Level One) Shoot them before they turn into a tornado.

Skull Plants (Level One) Shoot them before they start firing skulls at you.

Headless Giant (Level One Guardian) Jump his bullets and shoot his head to kill him.

Trident Man (Levels One & Five) Don't run from him 'cos he's fast. Face him and keep firing.

Bouncing Stone (Level Two) Run under them when they bounce.

Lava Flies (Level Two) No problem. Destroy or dodge them.

Flying Demon (Levels Two & Five) Before he swoops down, jump up and keep firing.

Venus Fly Trap (Level Two) Shoot it before it fires at you.

Deadly Bird (Levels Two, Three, Four and Five) One shot to kill.

Fire Dog (Level Two Guardian)

Keep shooting it when it runs towards you, and when it's in the air duck under it and shoot its behind.

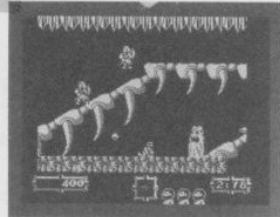
Flying Cow Heads (Level Three & Five) Just dodge their bombs and jump up to shoot them.

Whirly Head (Level Three) As soon as this comes into sight, stop, wait for two to three minutes and it'll go away!

Cloudy Eyeball (Level Three Guardian) This one's quite easy. Just keep dodging and shooting him when you can.

Firing Hand (Level Four) Shoot them before they fire balls at you.

Slug (Level Four) This appears out of thin air, so shoot it while it flashes.



Ghouls And Ghosts: Trick or treat!

Firing Stone (Level Four) Shoot his head to kill him.

Stone Knight (Level Three) Go under him and keep jumping up and firing until he disappears.

Giant Sea Monster Carcus (Level



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hints and tips to bear on the project many times.

The Tipshop Tiptionary is a must for new readers of *Your Sinclair* who missed out on tips from earlier issues, many of which are now out of print and unavailable. For more established readers it will prove invaluable to have all this vital information in one handy publication.

Plus! Plus! Plus! Each copy of the YS Tipshop Tiptionary comes complete with a FREE cassette featuring hundreds of POKes for popular games that you won't need a multiface for, as compiled by *Practical POKes* very own Jon North! It's the best POKes tape in the history of the whole world (ever)!

The Tipshop Tiptionary is 120 pages long, professionally produced (a bit of a surprise, seeing as it comes from the publishers of *Your Sinclair*) and is spiral-bound so that it stays flat on your desk if you're trying to read it while playing with your Speccy. It's also fully indexed so the tips are fairly easy to track down.

Normally, The Tipshop Tiptionary costs £8.95 for the book and free POKes cassette. I think you'll agree that this represents exceptional value for money considering the fact that we spent well over a week working on it.

However, as an added bonus, I would like to offer you the rather spanking opportunity to take part in our Priority Order scheme. By placing your order before the end of October 1990, you will receive a discount of £2.00 on each copy of The Tipshop Tiptionary! Yes, it will only cost you £6.95 (plus £1.45 for package and posting) which has to be the bargain of the century!

As a further personal guarantee, if you are at all dissatisfied with either The Tipshop Tiptionary or the cassette, you can return them at any time within the first month of their receipt and we will refund your money in full, no questions asked.

I feel confident that you will quickly come to refer to this unique reference source as "the Spectrum owners' bible" in your household. The information it contains is truly invaluable.

I look forward to receiving your order.

Yours

Matt Bielby

PS The Tipshop Tiptionary is only available through *Your Sinclair*. Please fill in the attached form while you have it in front of you. Remember, the closing date for this offer is 31st October 1990.

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LIMITED PERIOD OFFER This money-saving offer is open to **YOUR SINCLAIR** readers only until 31st October 1990. After this date, The Tipshop Tiptionary will be available through the magazine at full price only. Please send your order as soon as possible to avoid disappointment.

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Four Guardian) Go across into the middle of his body and all the maggot holes will appear. Shoot the holes and all the maggots you can.

Firing Skulls (Level Five) You can't kill these - just dodge their bullets.

Moving Heads (Level Five) Jump and duck their bullets. When you've killed them a door opens.

Big Strong Man (Level Five) Duck the bullets that the head he holds fires and keep firing.

LICENCE TO KILL DOMARK

YS SEPTEMBER 1989 - 79°

Domark's previous Bond offerings were all pretty dismal, so it came as quite a surprise to find that *Licence To Kill* is (gasp) not too bad actually. Rather than try to be clever or anything the lads have gone for a straightforward scrolling shooter, and have at last managed to come up with a game that is both Bondy and fun to play. It is, just for a change, a multi-parter, so obviously you'll want to know exactly what the parts are. Groan. Okay, first off is a helicopter bit, where you've got to chase one of the baddies who's in a jeep. Having done that, you find yourself on foot, dashing about *Commando*-style, trying to clobber baddies and avoid all the mega-explosions, death and destruction going on all around. Then you're hanging off a piece of rope, trying to attach it to a baddie plane. And then... and then... it's all good stuff, and manages to tie in closely with the film without going all crap like other licences tend to.

★★★★

STAGE ONE

Pull down diagonally left and shoot the four gun emplacements. Next move to the bottom middle of the screen and shoot at Sanchez's jeep. When you have passed the tall building on the right move right and shoot the gun. Stay at the back and shoot the second gun when you have passed the wall. Move forward a bit and shoot the two guns which are next to each other, whilst dodging the wall. Go on to the road and fly forward. Stay on the road and dodge enemy fire. Shoot at the jeep when it is in sight. To avoid damage, slow down when a gun fires at you. At the first crossroads move left staying on the road and shoot the gun. Get back to the middle of the road quick. Go forward. At the second crossroads, move left staying on the road and shoot the two guns. Move back into the middle of the road and move to the top of the screen. Dodge enemy fire. Pull back quick when you get to the end of the road.

STAGE TWO

This stage changes every time you play it, but the idea is to choose a man to shoot, get in a safe place, line your sight up at the right angle to hit him, then move forward and fire. Do this with every man. Don't waste ammunition. Always pick up magazines. The enemy's shots are quite slow so you can dodge them. If you have already got three magazines, and some shots, waste the shots and pick up the magazine. This way you have more bullets. Shoot the oil drums to blow up men. After you have completed the game once, not all of the oil drums will

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blow up.

STAGE THREE

Keep firing and guide James to the back of Sanchez's plane.

STAGE FOUR

Only go underwater when James is about to be hit by bullets, and when he gets a harpoon off a diver. Do this by firing when he is on top of you. Go under divers to get the harpoon, dodge the boats and collect the drugs. When you have a harpoon, line James' right arm up with the right-hand float on the plane and fire. You will now be pulled along by the plane. Push forward and dodge the boats and rocks. Catch up with the plane and that's the end.

STAGE FIVE

Push forward to get up to full speed with your tanker. Tap your stick or key backwards, so you get near the bottom end of the screen while still travelling at top speed. Move to the left of the road but don't hit the side. When the tanker comes on let it get just in front of you then move right and up to get past it. Don't hit the side of the road. When you're past the tanker, hit its cab with the back of your tanker 'til it blows up. There are five tankers and the fifth one is Sanchez's. He may fire stinger missiles. Dodge them.

PIPE MANIA EMPIRE

YS JUNE 1990 - 90°

Pipes are pretty exciting things anyway, but once they're used as the basis for a puzzle game they get really thrilling. Pipe Mania is one of those pretty simple puzzle games

where you get a grid which you have to fill with squares. The squares in this case come from a dispenser to the left of the grid, and they contain sections of pipe which can be joined up to make one long pipe. The longer you make the pipe the better, as after a while 'flood' starts flowing along it. The further it gets, the more points you get. On later levels other bits and pieces begin to crop up - one-way pipes, reservoirs (which delay the flood for a bit), bonus sections and, erm, loads of things. There's also a two-player option where you've got to work together (if possible). It's fast, frantic fun. Honest.

Here are some passwords (probably all of them, in fact, but don't take our word for it)...

LEVEL	PASSWORD
Five	DISC
Nine	NAIL
13	ONCE
17	ROPE
21	PENS
25	SLIP
29	EACH
33	RISE

And here are a few general tips...

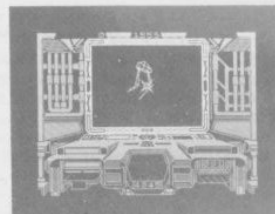
- Change the mode to One Player Expert, as you can use the lower dispenser repeatedly without wasting time bombing.
- Don't panic! Take the time allowed to construct masses of pipeline. Then panic when the flood starts to flow.
- Don't use Enter to speed up the flow as you may wish to change some piping when you thought you'd finished.

STARGLIDER II RAINBIRD

YS AUGUST 1989 - 85°

As you may have guessed, the sequel to *Starglider*. The only real connection between the two is the plot. In the first game you were battling against the Egrons on behalf of the planet Novenia. You managed to beat them, but not entirely. Now they're back, happily constructing a gigantic space station. When it's finished it'll blow up Novenia, so the idea is that you blow it up first. This means flying all around the 'Solice system', visiting planets, collecting things, blowing up things, exploring mazes, you name it. So as well as the usual lots-of-stars-coming-towards-you views, you get the *Starglider*-style skimming-the-planet-surface views and the going-along-tunnel views, which all adds up to, er, a lot of different views. There's more of an arcade adventure feel than there was with the original, but it doesn't look quite as earth-shattering these days. A superb all-rounder.

When you start the game, immediately leave Apogee and Stardrive to Castron which is the moon to the Galactic Lensular south. When there, fly down a tunnel (there's one at 41-16) and turn left if you're heading north, right if south, to dock with a depot. Collect four Humbug bouncing bombs and exit the tunnel by the south opening. Refuel on the power-line nearby and Stardrive to Broadway, a moon of Millway (to get there, Stardrive left past Synapse and turn to fly right of Wackfunk and you should hit it without coming too close to Millway). Once there you should spiral down to the ground at



Starglider II: Shall we let him go? Nah. Dakka dakka dakka!

full speed (don't actually hit it) and pick up the first Emma II jetcar you see. This should be Professor Halsen Taymar who will give you the cuboid launcher which packs twice the punch of the gas lasers. If it's not him, jettison the car and destroy it and then, with or without the Professor, fly to 00-00 and drop a humbug on the projector.

If you haven't got the Professor, now is a good time to cruise around and get him. When you get him, or if you had him already, dock with a depot (41-16 or 42-77) and collect the particle lasers which use the Fire & Flee missile PicoChannel. Exit the network and fly to the same height as the Egron tugtrucks. Destroy these until you get a crate of CastroBars. Then go and drop another Humbug onto the projector and fly into space.

Collect an asteroid and Stardrive back to Apogee. Refuel (the power-line starts at 25-00) and go into the tunnel network (same coordinates as usual). Press Y straightaway (you don't need to run through the whole message), wait until the message 'Bomb under construction' appears on your Microscreen and leave. Jettison the Emma II and Stardrive

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Tinshop Tintionary 10

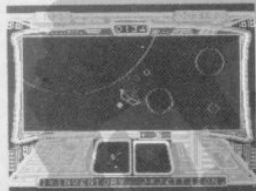
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Tinshop Tintionary 11

to Vista.

Once on Vista cruise around picking up a cask of Vistan wine and a flat diamond and generally blowing the hell out of everybody. Use the remaining Humbugs to blow up silos. There are no silos on Vista, so leave the planet once you have the wine and diamond and Stardrive to Dante.

Pick up a cluster of nodules (o-o-er) and head for a volcano (one at 70-70). Hover over it to refuel. Fly to



Starflight II: It may just look like lots of funny lines to you, but...

Castron and replenish your Humbugs. Stardrive to Apogee, refuel on the powerline and deliver the wine, nodules and diamond. You now need the nuclear fuel, Minirocket and minerals.

Are you ready for the trip of a lifetime? Stardrive to Aldos, the most heavily defended planet in the Solice system. This is a very foolhardy thing to do, so quickly locate and collect a Minirocket, a lump of mineral rock and a case of nuclear fuel. Stardrive back to Apogee and deliver these objects.

Trem should now have everything Professor Taymar needs to build the bomb. Refuel over the powerline and Stardrive to the false moon

orbiting Q-Beta. As you approach it, slow down so that you are approaching at significantly less than full Stardrive speed. Stop totally as soon as you see the ring of Minisentinels around the space station, and use the particle laser to destroy four of them. Be careful not to aim at the space station itself, as it is indestructible to everything except the neutron bomb and you will only waste a laser charge. Once you've done that, Stardrive back to Apogee. Refuel.

Now it's a good idea to hang about nearby. First, however, you must Stardrive to Broadway or any other of Millway's moons and collect four more laser charges. Return to Apogee, refuel and wait until the bomb is built. You will receive a radio message.

Now comes the bit which needs flawless execution. Collect the bomb from Depot One and knock out three projectors in quick succession (Esprit, Questa and Westmere would be suitable). Fly back to Apogee, refuel and Stardrive to the hologram moon, using the same technique as before. Knock out the other four Minisentinels and fly past the satellite without Stardriving until you can only just see it when you turn round.

Select neutron bomb. Don't be afraid, it won't go off unless aimed at the station. Aim at the station, go to full speed and fire at the Stardrive at the same time, swerving just afterwards so you don't hit the station. Aim the Icarus at Apogee and keep going! If you have outrun the neutron bomb blast you will see a victory sequence and receive a victory message. Be warned, though: the Imperial Prator never gives up!



Tipshop Tiptionary 12

MULTIFACE BONANZA

One of the many highlights of the book will be a Multiface POKES section – one of the most comprehensive ever compiled (probably). It'll be absolutely enormous, nay, gigantic, with just about any game you care to name fully covered. In case you're still wondering what on earth we're on about, here's the beginning of the list. The A's, as a matter of fact. (The end is somewhere just beyond the asteroid belt.) Oh, and there'll be an explanation of how to get them working printed in the book.

GAME	POKE	EFFECT
1943	53158,0	Rolls
	57538,0	Energy
19 – Shooting Range	33849,0	Time
	33538,0	
	33539,195	Ammo
	35717,0	
	35718,0	No weight limit
	36451,62	
	36452,100	
	36453,0	Always full speed
3D Starfighter	35714,183	Bits
720°	40774,0	Lives
	40360,0	Money
	37357,0	Tickets
Abu Simbel	49290,x	x=no. of lives
	45877,201	Transform objects
	47656,0	Transform yourself
Academy	31378,225	
	31386,255	No restrictions
	32924,33	Load any level
	50584,201	Immunity
	44456,0	Fuel
	44831,0	Bombs
	44716,0	Missiles
	44752,0	Flares
	44794,0	AMMs
Ace	32506,0	
	32507,0	
	32508,0	Immortality
Acrojet	25148,10	Infinite lives
Action Force II	51904,0	Lives
	51455,201	Energy
	60579,49	Tank hits 10
Agent X		
Pt I	57776,0	Energy



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GAME	POKE	EFFECT
Pt II	62499,0	Energy
Pt III	50561,0	Energy
<i>Agent X II</i>		
Pt I	57821,0	Energy
Pt II	62499,0	Energy
Pt III	50561,0	Energy
<i>Ah Diddums</i>	24942,x	x=lives
<i>Airwolf II</i>	53471,0	Inf lives
<i>Alien 8</i>	43735,201	Invincibility
<i>Alien Highway</i>	39443,0	
	39142,0	Immunity
	35125,0	Time
<i>Aliens</i>	30768,0	
	34484,195	No capture
	31014,0	Ammo
	30829,0	
	30830,0	
	30831,0	No impregnation
	31834,0	Stamina
<i>Alien Syndrome</i>	47503,0	Lives
	47984,0	Immunity
<i>Amaurote</i>	42506,0	Money
	42456,0	No damage
	38552,0	Bombs
	42974,175	No city damage
	38341,0	No explosions
	46192,0	Bombs don't bounce
<i>Amazon Women</i>	57690,183	Lives
<i>Anarchy</i>	42405,n	n=lives
<i>Android</i>	52250,32	Lives
<i>Antirad</i>	34270,0	Lives
<i>Arcadia</i>	25776,0	Lives
<i>Arctic Fox</i>	58309,0	Missiles & mines
<i>Arkanoid</i>	33702,0	Lives
<i>Arkanoid II</i>	37483,0	Inf lives
	40413,1	Two bats
	40413,4	Catch
	40413,32	Laser
	40414,1	Next screen
	40415,64	Power ball
	33423,0	
	33429,0	No moving bricks
	40443,n	n=no. of bricks
	40420,x	Ball speed
<i>Arkanoid II 128K</i>	37586,0	Inf lives
<i>Army Moves</i>		
pt 1	54597,0	Lives
pt 2	53772,0	Lives
<i>Artura</i>	32138,182	Energy
<i>ATF</i>	35717,0	



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GAME	POKE	EFFECT
	35718,0	No weight limit
	36451,62	
	36452,100	
	36453,0	Always full speed
	32815,n	n=lives
<i>Athena</i>	32990,0	Lives
	50267,0	Megajumps
	51212,0	Lives
	55268,61	Lives
<i>Atic Atac</i>	36519,0	
	35353,0	
	39092,92	Lives & energy
<i>Attack Of Killer Toms</i>	25323,0	Time
	49433,81	Lives
<i>ATV Simulator</i>	60250,0	Lives
	53718,201	Time
<i>Aufwiedersehen Monty</i>	47715,201	Harmless crushers
	42160,201	Harmless aliens
	41139,0	Inf lives
	37002,0	Walk on water
<i>Avenger</i>	41619,24	Kwon-calls
	58294,0	Lives

HAVEN'T YOU GONE YET?

The only down side to all this is that, for legal reasons, we've had to include the best of *Kindly Leave The Stage* in the book. This means that you'll be faced with some of the worst jokes ever seen in print. Things like this...

Q What's green, squashy and spends a lot of time underwater?
A An avacado with an aqualung.

Q What's pink, wrinkly and hangs out your underpants?
A Your Granny.

Q How do you turn a duck into a soul singer?
A Put in in a microwave and wait until its Bill Withers.

Q What is the unity between bat and a button?
A They can't neither sing like the Swiss do.
(Er, it's a Finnish joke.)

Q What do you call a woman with one leg longer than the other?
A Eileen.

You have been warned.



Tipshop Tiptionary 15