

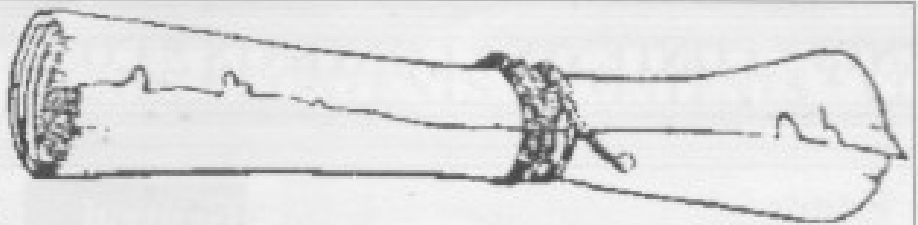
WHAT
POKE

**THE
HAND
BOOK
FOR
SPECTRUM**

Volume 2
Issue 1

HD
&
SERVICES

£1.00



EDITORIAL

May we welcome all new readers to this handbook and welcome back our subscribers who have been without our unique book since our last issue back in May. Life at H&D has been ever more hectic since our final issue, but thankfully now, all the spadework has been done to ensure an exciting future for H&D and our readers.

Our aim with these handbooks is to give the Home Computer game player a change from the standard type of reading offered in the current glut of computer magazines. We may not be as glossy, but we can guarantee items of real interest to players.

We expect our books to get even better over the coming issues, as we become more widely known throughout the Home Computer Industry. All our books have been put together under certain constraints. We do not have the advantage of the Crash's and Zzap's of this world who receive gratis preview software from the Big Houses; we have had to pay for all our own software, and our contributors have had to work hard to produce the game playing help you will see in this book. We have been very busy trying to make ourselves known and it is very hard for a new publication to get that all important foothold to allow it to expand, you need look no further than the Bang and LM publications to see it is not a friendly world, but we are sure that the quality of our product will ensure the readers support, and make the Software Houses well aware, that ours is a publication to take notice of.

Anyway, given those limitations, we believe that you'll be very happy, with our handbook, and even happier to know that we are going to get even better.

This handbook is put together using the very latest in Computer Desk Top Publishing technology; we believe it to be the only commercially available publication that is produced entirely by computers.

This issue's Editorial has been more of an introduction, but in true What Poke? style, you can expect some straight talking from this column in the forthcoming months. May we thank you for buying our publication, and we're sure you'll come back for more, because let's fact it "You ain't seen nothing yet!"

Bernard Dinneen
Editor.

NOT WHAT! - WHO?



What Now? What Poke? "A Potted History"



For many of you this will be your first opportunity to see a publication from H & D Services. But in one form or another we have been producing games handbooks since 1984. The whole process started when the current editor of the Handbooks, Bernard Dinneen advertised his first solo effort in the Winter of 1984. It was handwritten, then photocopied. Called Hints and Pokes it covered a wide variety of computer formats. From little acorns do great oaks grow, and from the small trickle of orders received after placing small ads in the computer press Bernard realised that a market existed for such a publication. A manual typewriter was borrowed and the first initial steps in the development of the Handbooks had begun.

The basis of the Handbooks has always been the written contributions from the readers themselves, and as these increased Bernard invested in an electronic typewriter to improve both speed and presentation. Gradually a handful of dedicated enthusiasts were taken on board and the books even began to attract imitators. Peter Hacker joined Bernard, and so H & D was born.

Almost immediately Hints and Pokes was split into 6 separate Handbooks for individual computer formats, covering Game Reviews, Pokes and Adventure Hints and Solutions. With each issue attempts were made to increase the number of pages and the actual presentation. But it was not until the introduction of a sophisticated 'Desk Top Publishing System' that the Handbooks really began to give a professional finish to the mass of information supplied by the readership. Suddenly the Handbooks began to receive a groundswell of favourable comments from the established computer magazines.

Overall H & D Services have always had one goal in mind; to provide the game playing public with the best assistance that it can provide, in a format that is professional, whilst allowing the readers themselves the opportunity to develop the Handbook contents in the direction that they find most useful. Another essential aim was to make the Handbooks available to a wider audience. We have always believed that the place to buy computer books is in the computer shops, and not at the newsagent, and that magazines should complement game playing. We are not a game review magazine, whose income basically depends on the advertisements from the Software Houses. However we are aware that the difference between a great game and an also ran can at times be very small. Our policy has always been to provide a fair assessment of each game, but if we think a game is bad we shall not hesitate to state the fact. But often the real worth of a game to the ordinary public is determined by the availability of Pokes or Hints that enable as many players, regardless of abilities, to progress into the game.

We hope that you enjoy reading the Handbooks, and that you will find them useful. We expect there shall be changes in the future, but as in the past, always for the better.

GAME REVIEW SECTION

The Scoring System:

Between 90-100% Rave
Between 80-89% Excellent
Between 70-79% Very Good
Between 60-69% Good
Between 50-59% Average
Between 40-49% Poor
Between 30-39% Rubbish
Between 00-29% Garbage

What The Ratings Mean:

Graphics: Do the Graphics add to the game.
Playability: Is it logical or do you need to be Einstein to play.
Lastability: Does it keep you playing for ages.
Addictiveness: Does it grab you back for just that one more go.
Value For Money: Is it worth the cash.
What Poke? Rating: Overall impression.

The Reviewing Team

Jon (North) Age 15- Favourite Best Ever Games- Pyjamarama, Micronaut 1. Worst Ever Game- Gyrone. Best Budget Game- Feud.
Alan (Walton) Age 15- Favourite Best Ever Games- Space Harrier, Starion, Slap Fight. Worst Ever Game- King Fu Master. Best Budget Games- Feud, Thrust II.
Andrew (Harrison)- Favourite Best Ever Games- Starglider, Zynaps. Worst Ever Game- Fast II. Best Budget Game- Thrust.
Robert (Troughton) Age 15- Favourite Best Ever Games- Uridium, Slap Fight. Worst Ever Game- Transformers. Best Budget Games- Thrust, Kikstart II.
Scott (Moore) Age 15- Favourite Best Ever Games- Leaderboard, Head Over Heels. Worst Ever Game- Quarter. Best Budget Game- Kikstart II.
Matthew (Clegg) Age 17- Favourite Best Ever Games- Dan Dare, Head Over Heels. Worst Ever Game- Kokotoni Wilf. Best Budget Game- Kane.
Ashley (Cotter-Caine) Age 16- Favourite Best Ever Games- Spindizzy, Thing Bounces Back. Worst Ever Game- Chomchom. Best Budget Game- Knight Time.

Title: Zenji
Publisher: Firebird
R.R.P.: 1.99
Game Type: Arcade

Direct Zenji through the microcircuits of the Delta B reactor to provide a continuous circuit, but don't run out of time or the proteo-convector power source will inevitably atomise you. The object of the game is to turn all the corridors yellow. This is achieved by moving Zenji to a chamber and rotating the pathways so that the source can use it to transfer power. The Timer will continually count down at the bottom of the screen if it reaches zero and the circuit has not been completed, you will have spent too long in proximity to the reactor and will vaporise. You start your work with 1 Head and 4 on reserve.

Jon's Comments:

The game is very, very frustrating, and the time to complete the screens, seems far too short. It has tones of a game called 1984, which you may well remember, and that didn't fair too well either. Not one I'd recommend.

Carl's Comments:

Promised a good deal, but I found it just too hard to get going. A shame because it was quite nice to look at, a real pain to play.

Zenji: What Poke? Rating - 47%

Hades Nebular: The Scores
Graphics 78%
Playability 71%
Addictiveness 63%
Lastability 61%
Value for Money 64%
What Poke? Rating 63%

Title: WOLFAN
Publisher: Bulldog
R.R.P.: 1.99
Game Type: Arcade Adventure

Brilliant animation aided by easy control of the character. The screens are so effective that you always want to see what the next screen has in store. An absolute Megagame.

WOLFAN: The Scores
Graphics 83%
Playability 78%
Lastability 79%
Addictiveness 74%
Value for Money 86%
What Poke? Rating 84%



Ok, we've seen plenty of games like this over the last few months, and it's a shame that this wasn't the first to be produced, and then we wouldn't have had to buy the games like Nemesis. Superb, the best of its kind.



Zynaps: The Scores
Graphics 92%
Playability 83%
Lastability 84%
Addictiveness 86%
Value for Money 87%
What Poke? Rating 85%

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Journal of Internal Medicine 260: 179–186



Title: Killer Ring

Publisher: Reaktor

R.R.P.: 4.99

Game Type: Arcade

The idea behind the game is to shoot anything that moves, this does not include family pets (except poodles). If it moves, shoot it, if it doesn't, shoot it anyway. If by some freak chance you should reach the spaceman, then blow out his heart for some extra bonus points! Each time you play difficulty increases! (providing you don't run off!)

Andrew's Comments:

Totally average, would have been far better at £1.99

Donald's Comments:

Not a great deal of variety in alien swarms, but should certainly appeal to the shoot em' up brigade. Not too many levels and probably more reasonable at £1.99

Jon's Comments:

A great shoot em' up that drags you back, for just one more go. Miss this at your peril!

Martin's Comments:

What a pity there weren't more levels, 7 just isn't enough, excellent animation although not totally original. Well priced at £4.99

Phil's Comments:

A highly entertaining blaster, that drags you back for more. Very playable, but a lack of variety. Above average game at an average price.

Robert's Comments:

An excellent shoot em' up for only £5. Brilliant animation and it lacks only variety and could have done with more levels.

Scott's Comments:

A nice shoot em' up on the Galaxians theme at a nice price.

Killer Ring: The Scores

Graphics	76%
Playability	79%
Lastability	64%
Addictiveness	78%
Value for Money	74%
What Poke? Rating	73%

What Now? What Poke? Publications.**NOTE**

We do our very best to check that all the hints we are sent actually work, but it is impossible to check the validity of all the information we receive. If you do have any problems with any of the routines in this book then please write, remembering to enclose an S.A.E., and we will do our best to answer any queries, although we cannot guarantee to always be successful.

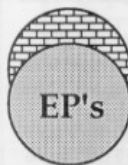
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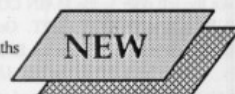
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Game Playing Classifications

HOP (Hot Off Press)- The very latest in game help received on the very latest software releases.



NEW- Help on the games released 3 months prior to publication.



EP's (Ever Presents)- Help on the older games that still remain popular.



CLASSICS- Help on the games that have proven a landmark in computer game history.

Keep going right to the LIGHTING DEPT. Walk past the BULB at the bottom of the stairs. Your TORCH is now working. (Drop the BULB).

Go left up the stairs back to the BED DEPT. Go through the small BLUE DOOR to the WINE DEPT. Go left to the DARK ROOM which should now light up. Shoot all the moving ducks & collect the TOY CAPS which fall down. Your TORCH will disappear.

Go right back to the WINE DEPT.

to the BED DEPT. Go left to the lift.
MAIN CORRIDOR.

for A BRICK.



Go through the left yellow door to the ☒ TOY DEPT. Go left to the lift. Using lift 3 go right to the FURNITURE DEPT. Exchange your CATAPULT for the CHOCOLATE 10p above the couch.

Go left to the lift. Using lift 2 go right to the SPORTS DEPT. Exchange your A BRICK for the ROPE. Jump onto the A BRICK & then onto the table. By walking past the till you'll get a REAL 10p.

Go left to the lift. Using lift 4 go right to the ROPE ROOM. Climb up the rope in the middle of the room by moving your joystick fast left & right constantly till you climb up to the platform. Jump across the platform & exchange your ROPE for the BOMB.

Go right to the MAIN CORRIDOR. With your REAL 10p jump through the door with the 10p sign. Shoot all the building by dropping the bombs. Shoot the tallest buildings first. You must not touch the top of any building or else you will be thrown outside. Then you'll have to go inside & try again. When all the building are demolished exchange your 10p for the CANNONBALL.

Go left to the MAIN CORRIDOR & exchange your BOMB for the TOY CAPS.

Go through the left yellow door to the TOY DEPT. Go left to the lift. Using lift 3 keep going right to the CANNON ROOM. On walking past the CANNON a hole will appear to the left.

Go through the hole & exchange your CANNON BALL for the SPACE HOPPER.

Go right back to the CANNON ROOM. Go right again to the lift. Using lift 2 go right to the RESTAURANT & exchange your SPACE HOPPER for the TENNIS RACQUET.

Keep going left to the lift. Using lift 4 go right to the MAIN CORRIDOR. Go through the middle door to the TENNIS COURT. Break down the ceiling wall by heading the moving tennis ball. Do not jump when you're near to either of the doors. When the wall is demolished the GLOVE will fall down. Exchange your TENNIS RACQUET for the GLOVE.

Go left to the MAIN CORRIDOR. Go through the left blue door to the TOY DEPT. & then left to the lift. Using lift 2 go right to the RESTAURANT & exchange your TOY CAPS for the SPACE HOPPER.

Go left back to the lift. Using lift 1 go right to the SHIELD ROOM where you'll see a FLOATING HAND. Jump into the room behind the hand to LOST & FOUND DEPT. You'll see WALLY & WILMA at the top of the escalator. With the SPACE HOPPER jump high to hit the SWITCH on. Go up the escalator & the game will stop & end.



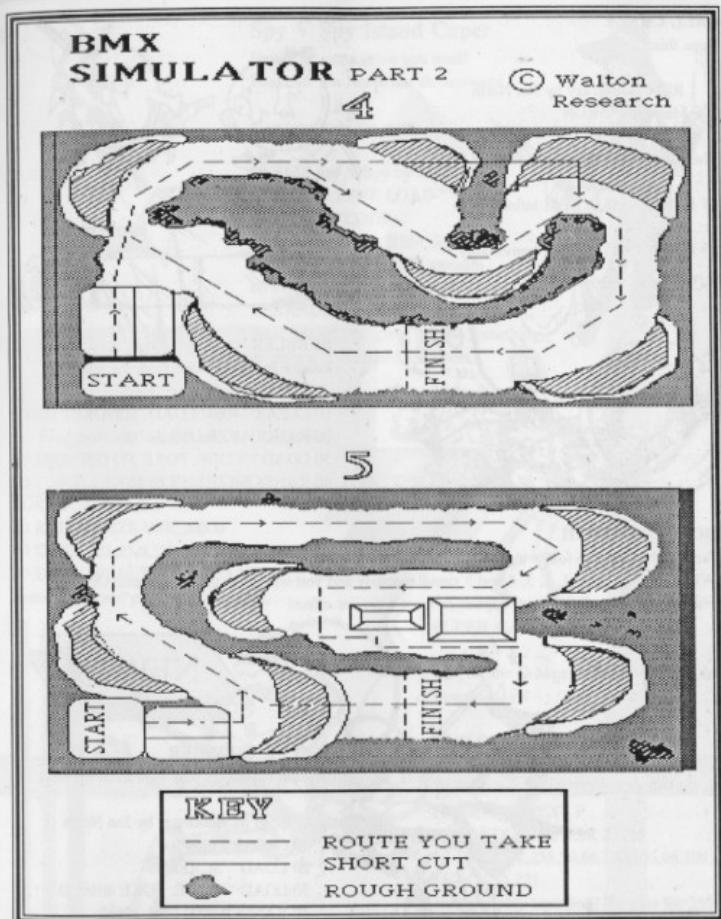
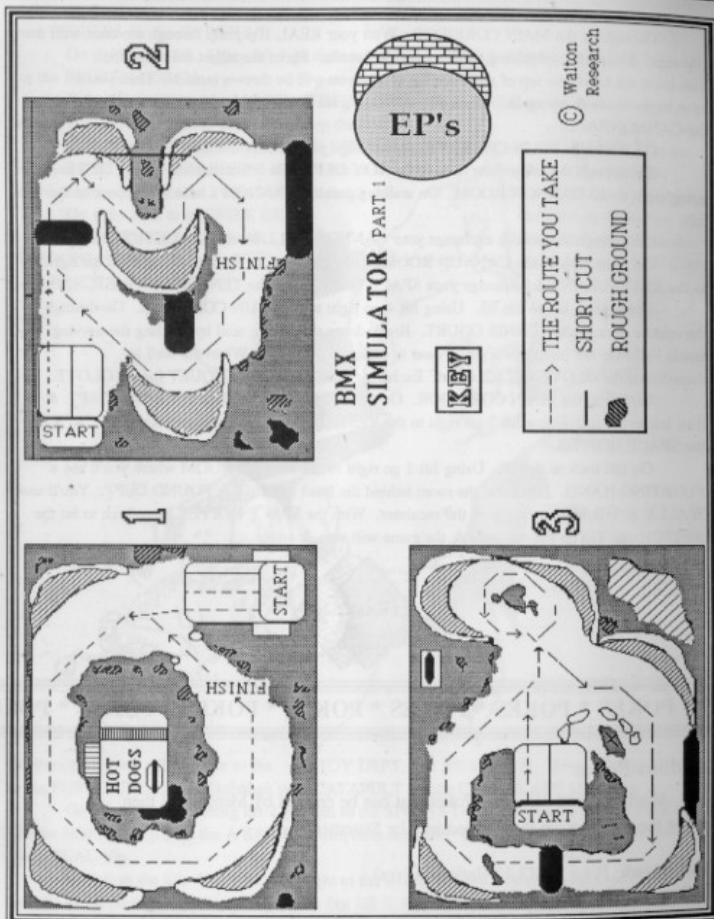
Random Pokes

Matthew Scott has some Pokes that can be entered by Merge, and then placing the Poke before the Randomize User Statement:

Black Hawk: Poke 34813,12 (Infinite Lives)

Chiller: Poke 34025,0 (Infinite Lives)

ZZoom: Poke 24743,0 (Infinite Lives)



Level 9: another tough one, the problem being the bricks in the top corners protected by the gold 'cups'. Aim to launch the ball into the right cup first; get the cups and a laser will handle the rest. B, C and L are good powers to get.

Level 12: only a few power bricks but lots of gold, quite tricky at times but if the ball speeds up it's quite easy. Powers B, D and S here.

Level 14: pray for a B here because this is a tough screen! Watch out when launching the ball as it often comes back to the left. The real problem is the bricks protected by the gold blocks and therefore the C is a good power. D or L are also useful. Go steady because you can lose several lives here.

Level 16: a laser can finish off this level, but that doesn't make it an easy screen. Once a hole is made in the 'strands' the ball creates havoc with the bricks. B, L or S are good here.

Launch the ball from the right so it bounces onto the cluster of silver bricks defended by the golds. B, D and C are very good powers to get here.

Level 19: this level is quite a difficult one because you need an angle to get the ball between the gold layers. B, S or D and there might possibly be a couple of P's too.

Level 20: return of the hard level. Another 'crunch' level. You'll have no difficulty if you collect a laser as you can shoot laser bolts up between the lines of gold bricks. Watch the ball though! And if you don't get a laser, start praying... B, L but NOT D, as the balls speed up so quickly they can get stuck, as on level 8.

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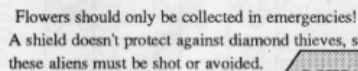
Help on the latest Firebird epic, courtesy of Ashley Cotter-Cairns:

Don't wrench the joystick about madly trying to control the ball, it's far easier to play with an unbroken joystick! Remember that a joystick works by using switches that can not be influenced by force.

Rush past these or use a teleport to get to the nasty one.

The thruster is useful to avoid very strong downward gravity. Be careful when entering a blaster, you will be blasted out of the other side, and you might hit something nasty! The diamond shaped nasties nick an item when they touch you (as well as diminishing your power). The blob saps power rapidly, so shoot monsters quickly with a disintegrator.

Flowers should only be collected in emergencies! A shield doesn't protect against diamond thieves, so these aliens must be shot or avoided.

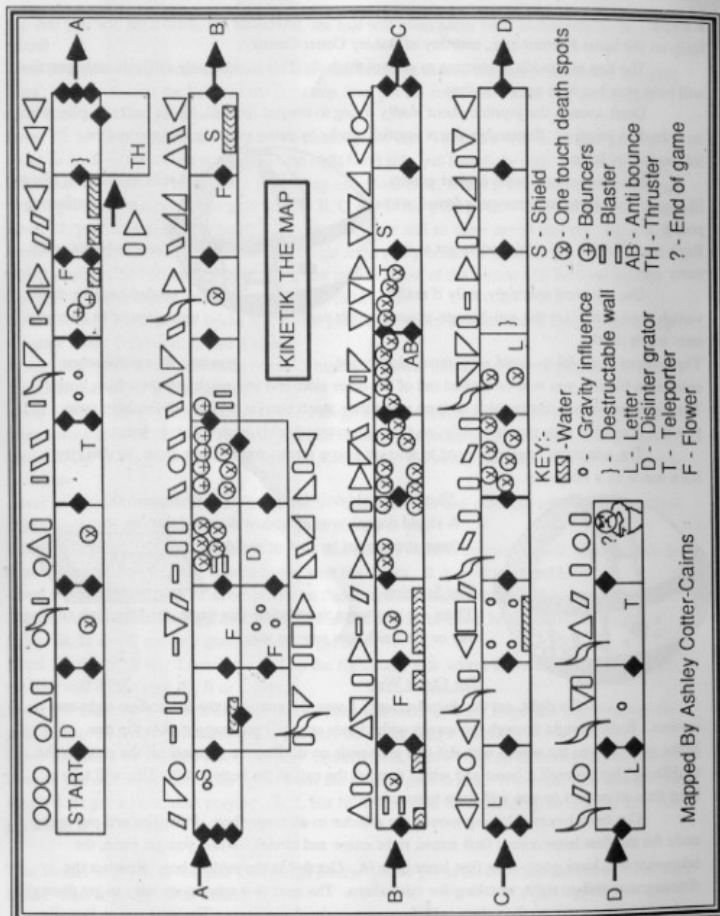


There are two ways to complete this game, the long high scoring way or the quick low scoring way.

Go right, get the disintegrator. Leave the screen at the top and go right two
traight through the screen with clouds or you'll get dragged onto the tree.

Make your way to the screen with the two grav-pods on it. Bounce yourself off the plant in the middle to give yourself a boost and whizz through the exit at the bottom left. This will take a long time to perfect so you will have to practice.

Get the teleporter, having moved the selector to an empty box. Press fire and put in the code for the first letter screen (left arrow, right arrow and circle). When you get there, the teleporter will have gone. The first letter is an 'A'. Get this in the middle box. Reselect the disintegrator and go right, watching for thief aliens. The next two screens are easy to get through; recharge in the water on the screen with four grav-pods, if necessary. The next screen is really



tough. Thief aliens lurk here, as well as a wickedly strong force towards the centre. Finish off the aliens before worrying about the force. You'll need to bounce off the central point and push hard right. Keep right held and slowly the ball will pull free and go into the next screen. Watch out! There are lots of bouncers in here and you may be shot straight back into the screen that you've just fought to escape. Once past the bouncers screen the going is easier. There is a letter on the screen with the two bouncers. To get this (an 'X') go off the screen at the top right, blast through the destructable wall on the left and leave this new exit, having selected the end box.

You should now have a disintegrator, and 'A' and 'X' in your boxes in that order. Now go past the screens with the large 'T' shape and the twisty caverns screen. The next screen should have the last letter on it; a 'P'. Select the first box (yes you'll have to sacrifice your disintegrator!!), go off the screen, back in through the bottom left and get the letter, to spell 'PAX'.

The last three screens are pretty tricky. The grav-pod on the screen to the right of the screen is a problem, and thief aliens are here too. You'll have to be really careful to avoid them. The next screen has a teleporter on it, use it if one of the letters is pinched but be careful not to get it by mistake. Finally, sit at the top right and go onto the 'bidda' screen. If thief aliens are close, get back off, and then on to the screen again. When they leave the gap between the plants and the bidda, rush in, and land on the question mark to complete the game.



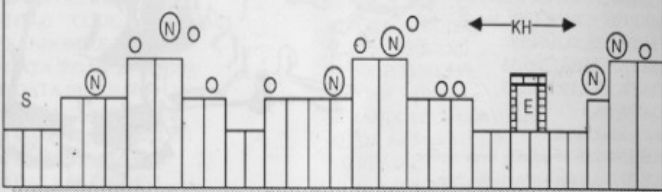
The Long Way

Just gradually work your way right, collecting and using the shield, thruster, teleports and anti-bounce as you please. Remember that water recharges you and flowers give you 500 points as well. Its advisable to keep a disintegrator. Remember that the letters stay in the same place every game so it doesn't matter how long you take to get them. Shoot everything, avoid losing power, experiment and have fun, but don't forget your mission! To complete the game, follow the above steps when you get to the letter 'A'.

QUARTET

Level 1

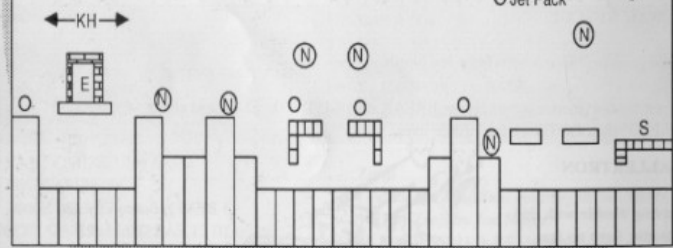
○ Jet Pack



Level 2

○ Jet Pack

Jet Pack



KEY

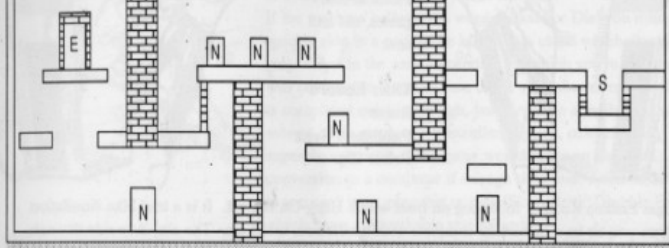
- S = START
- E = EXIT
- N = NASTIES
- O = OBJECT
- KH = KEY HOLDER (MONSTER)

NEW

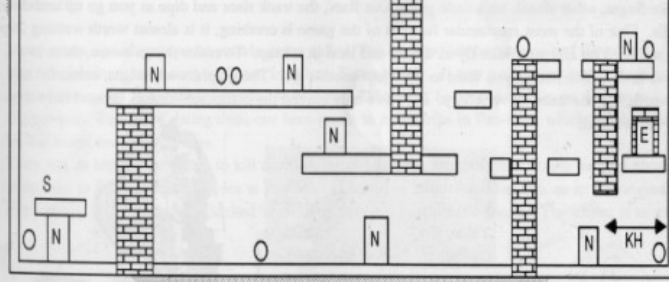
QUARTET

Level 3

KH



Level 4



NEW



Title: Enduro Racer
Publisher: Sega
Price: 20p



Like Segas, other smash-hit arcade game 'Out Run', the track rises and dips as you go up and down hills. One of the most spectacular features of the game is crashing, it is almost worth wasting 20p to see it. You and your bike fly in the air and land in a heap. To make things worse, there is a time limit which makes you want to have just another go! The graphics are bright, colourful and smooth, but the trees move jerkily. If you've only played the computer version, try and have a go at the original.

Graphics	82%
Hookability	92%
Lastability	85%
Value	87%
Overall	86%



Title: 720 degrees
Publisher: Atari
Price: 20p

If you are a skateboard expert, you will realise straight away that the title is the name of one of the harder moves of skateboarding. The game is set in Skate City. In the City there are four parks



that you can enter to win, (hopefully), prize money, which can be spent in shops scattered about. Here you can buy new, better, equipment such as pads, boards and shoes. You are not alone in the City - there are BMX bikers, other skateboarders, and even frisbee throwing girls. While riding in the City, different moves must be executed on the skateboard to obtain tickets which let you in the park. If the machine bellows the words 'Skate or Die' you must quickly ride in a park or be killed by a cloud which chases you. Once in the park, depending on which you're in, you will take part in a sort of race down a number of ramps. If it is completed quickly enough, you'll receive a medal and some money. The graphics are excellent; bright, colourful and superbly animated. This game would make an excellent conversion to a computer if enough time was spent on it, but if you can't wait, play this or play 'Skate Rock' (Bubble Bus) which bears a remarkable resemblance.

Graphics	96%
Hookability	85%
Lastability	92%
Value	90%
Overall	91%

Title: Pacland
Publisher: Namco
Price: 10p

Many years ago, there was an arcade game called 'Pac-Man' which became one of the arcade classics, joining games such as Space Invaders, Scramble etc. It was a very successful game and around two years ago, Namco decided to release a follow-up, hoping to cash in on the success of the prequel. Instead of eating dots, our hero needs to make trips in Pac-town which is inhabited by his worst enemies - ghosts.

They try, as hard as they can, to kill our hero by chasing him, running him down, and the ghosts even take to throwing their babies at Pac-Man to be rid of him. Pac-Man can, as in the original, eat a power pill, which for a limited amount of time lets him eat the ghosts. The object is to gain

points by collecting fruit and finally completing the level. There are lots of features in the game, letting you obtain extras for Pac-Man, like a



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HYDROFOOL

Infinite rustometer, play tape from the start.
5 REM Hydrofool by Jon North
10 BORDER 0: POKE 23693,0
20 CLEAR 24799: LOAD ""CODE
30 LET a=63994: POKE a,26
40 POKE a+1,101: POKE a+53,34
50 POKE a+54,101: RUN USR 6e4



HYDROFOOL

No need to get wet, thanks to Donald Hay.
10 BORDER 0: PAPER 0: INK 0
20 CLEAR 24799
30 LOAD "" CODE
40 FOR F = 64081 TO 64085: READ A: POKE F, A: NEXT F
50 RANDOMIZE USR 65300
60 DATA 62,201,50,3,101
Run and play tape from the start for invincibility.



THING BOUNCES BACK

Jump for joy, with help from Jon North.
For infinite lives, play tape from the start.

5 REM Thing 2 by Jon North
10 FOR f=3e4 TO 30015
20 READ a: POKE f,a: NEXT f
30 RANDOMIZE USR 3e4
40 POKE 54967,194
50 FOR f=49851 TO 49858
60 READ a: POKE f,a: NEXT f
70 RANDOMIZE USR 54912
80 DATA 221,33,75,214,17
90 DATA 101,1,62,255,55
100 DATA 205,86,5,48,241
110 DATA 201,205,187,214
120 DATA 175,50,199,176,201

REWARD OFFERED

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AND MAPS.

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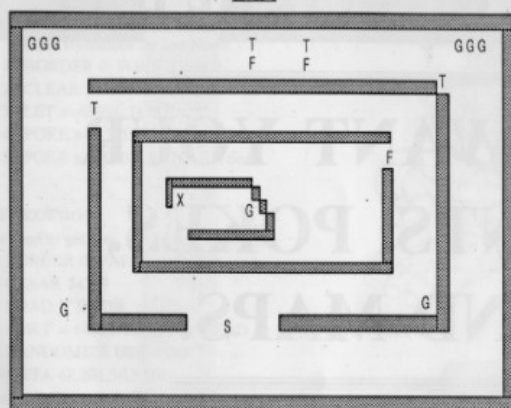
PLUS

SOFTWARE VOUCHERS TO THE BEST
RUNNERS UP

PLEASE FOLLOW THESE SIMPLE RULES:

1. Write neatly or if possible type your contribution, and state for which machine they have been produced. NB. All items sent must be your own work and not copied from anywhere else.
2. Ensure maps are as clear and precise as possible.
3. Ensure that all your work is correct ie. that pokes work!
4. If you wish your work back, please send stamped addressed envelope.

LEVEL 5

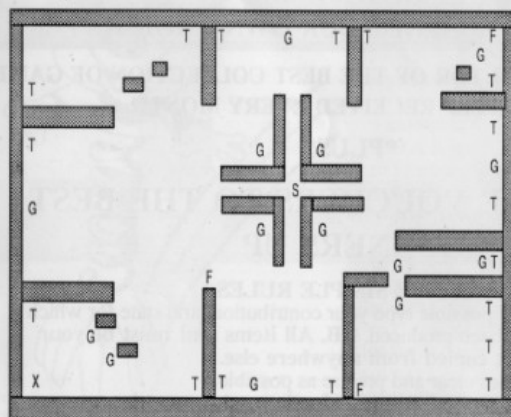


KEY
S - START
X - EXIT
T - TREASURE
G - GENERATOR
F - FOOD

GAUNTLET MAP

In 1 player mode, opt for Thor. In 2 player mode, opt for Merlin/Thor.

LEVEL 6



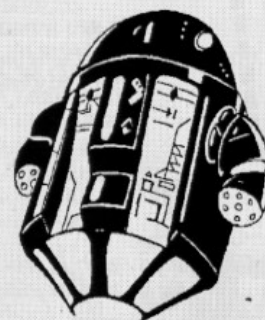
Cheat
In 2 player mode, when one of the players gets killed, he can restart by pressing SPACE followed by FIRE. Everyone knows that!



Tarantula

Jon North adds bite to this cheapie. For Immortality, play the tape from the start.

```
10 REM Tarantula by Jon North
20 CLEAR 24831: LOAD "CODE
30 READ a
40 IF a=999 THEN RUN USR 64070
50 IF a>256 THEN LET b=a
60 IF a<256 THEN POKE b,a
70 LET b=b+1: GO TO 30
80 DATA 64171, 195,0,252
90 DATA 64275,14,252,64511
100 DATA 8,253,124,254,250
110 DATA 48,3,253,115,0,8
120 DATA 195,175,250,62,201
130 DATA 50,191,149,195,60
140 DATA 140,128,223,181,209
150 DATA 177,144,141,139,151
160 DATA 206,198,199,200,999
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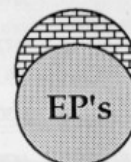
PYRAMANIA

Donald Hay gives a poke for infinite lives

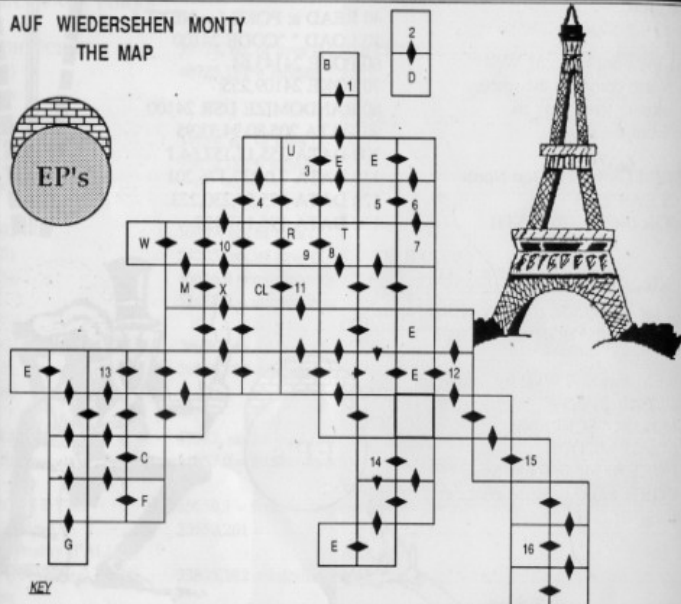
CLIFF HANGER

Jon North makes sure there'll be no more hanging about:
10 CLEAR 25659: LET t=0
20 FOR f=3e4 TO 30016: READ a
30 POKE f,a: LET t=t+ (f-29990)*a
40 NEXT f: READ a: IF t<> a THEN STOP
50 RANDOMIZE USR 3e4
60 DATA 205,86,5,221,33
70 DATA 171,254,17,84,1
80 DATA 62,255,55,205,86
90 DATA 5,201,54755
100 POKE 65304,201: RANDOMIZE USR 65280
110 POKE 26515, liv: RANDOMIZE USR 25660
Change the liv in line 110 to the number of lives (1-255) then play the tape from the start.
Note that anything more than approx. 100 gives a corrupted screen but DOES WORK.

```
10 INK 0: PAPER 0: BORDER 0
20 CLEAR 25599
30 LOAD "CODE 16384: LOAD CODE""
40 POKE 30349,0
50 RANDOMIZE USR 38400
Enter above and load tape from start for infinite lives.
```



AUF WIEDERSEHEN MONTY THE MAP



KEY

- ◆ = 2 Way Exit
- ◄ = 1 Way Exit
- A = Airport
- B = Bacon
- C = Cape
- CL = Clock
- D = Steering Wheel
- E = Extra Wheel
- F = Football
- G = Gun
- M = Mona Lisa
- R = Record
- T = Tools
- U = Tulip
- W = White Wine
- X = Cork

Numbers represent airports.



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AUF WIEDERSEHEN MONTY

Robert Troughton gives some tips on this Gremlin game

Use these tips in conjunction with my map.

Here is a list of the airports, and where they take you:-

Airport	From	To
13	Spain - Airport	France - Paris
10	France - Paris	Belgium - Antwerp
4	Belgium - Antwerp	Luxembourg - Luxembourg
9	Luxembourg - Lux	Netherlands - Amsterdam
3	Netherlands - Amsterdam	Spain - Airport
8	W. Germany - Bonn	W. Germany - W. Berlin
5	W. Germany - W. Berlin	E. Germany - E. Berlin
6	E. Germany - E. Berlin	Yugoslavia - Airport
12	Yugoslavia - Airport	Italy - Rome
14	Italy - Rome	Greece - Olympus
16	Greece - Olympus	Swiss - Bern
11	Swiss - Bern	Yugoslavia - Airport
15	Moldavia	Denmark - Copenhagen
1	Denmark - Copenhagen	Sweden - Bjorn
2	Sweden - Bjorn	Denmark - Copenhagen
7	Czechoslovakia - P.	False Airport (Minus tickets!)



To get the Tulips, get the Cork from France, and take it to Amsterdam - walk up to the boy, and he will swap the Cork for some Tulips - now take the Tulips to the bottom of the Leaning Tower of Pisa, and touch the girl - she will take the Tulips.

Take the Tools from W. Germany, and you can fix the Austrian lift.

Take the Bacon to Czechoslovakia (Don't go into the Airport!)

Take the Mona Lisa to Itsadaboss, Italy, and walk up to the Fence.

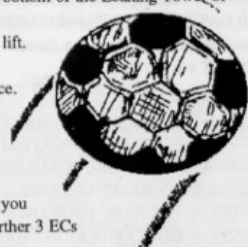
Take the wine to Dortmund, W. Germany.

Collect the Record.

Take the football to Juventus, Italy (Go to the airport at Rome)

Take the steering wheel to Monaco, France.

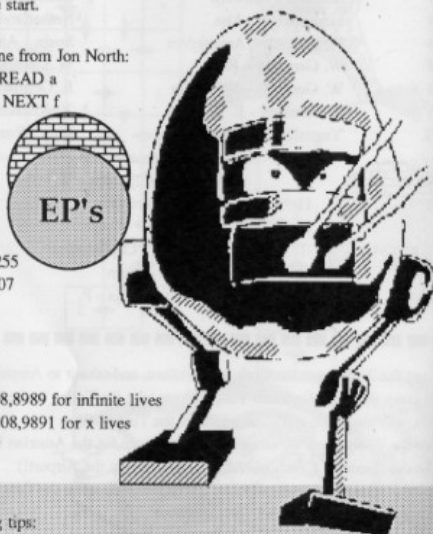
Don't visit Montos (or the screen to the right) until you are sure you have done everything, and got maximum money - there are a further 3 ECs at the harbour, which should be collected last.



51

MASTERS OF THE UNIVERSE

EP's



Level 4 - Same as level 3, but destroy ammo dump instead.



Express Raider

Battle on those train tops, with help from Ashley Cotter-Cairns.

Screen 1 Banker

The banker is easy to defeat; either crouch down and do a low kick (down and fire) or if you're feeling adventurous, try a variety of moves. When the coyote runs across, dispatch him with low kicks. The closer you are to the front of the train the quicker the time goes down, so for a higher score stay back and constantly kill the coyotes (you get points for each). When the time runs out, you are taken to the next train. It is easier to give a method for defeating each type of opponent.

Screen 2 Train Tops

Man - Similar to the banker and easy to kill off.

Bottle Thrower - This guy lobbs bottles at you relentlessly. To kill him you need to constantly run forward and kneel down (down and right) to avoid the bottles. If you stay still he throws them much faster so keep moving. When you get close, kneel and keep pressing fire. If the bar goes up at the top, then you're positioned right and he'll die.

Gun Man - Like the bottle thrower you must keep running forward and kneeling down to avoid the bullets. But once you get fairly close you must dispatch him with high kicks because he'll keep on shooting you otherwise. Quite a hard opponent, so persevere.

Coal Shoveler - One of the most difficult people to kill off. Keep kneeling and running as in gunman and bottle thrower, but he fights with a spade. When you get close keep doing high kicks to kill him:

Hanging Man Grabber - He grabs your feet to drain your energy. Do a low kick to knock him off, but the last one always hangs on, so do a high kick to get him over at the end.

Crate Shover - Run as close to the boxes as possible, kneel down and punch repeatedly; as you get a bottom one, the top one will fall and you will punch it. The man is quite difficult to kill; combine your moves and he'll die. This leaves you right at the left, so watch the time!

Coyote - He is much harder to kill than the one at the engine screen with the banker, so don't try to kill him, just jump over him to reach the end of the carriage.

Screen 3 Shoot Out

Low - This low carriage makes you retreat far down the screen. Once there it's easy to pick off the men and dodge their missiles.

Boxes - Crates provide varying heights of positions for the men to appear behind, so you'll be going up and down all the time. Don't let this put you off dodging the bullets, or you'll die quickly.

Carriage - All the windows are at the same height so it's easy to do this one. To claim the gold from the woman, shoot her once, but if you hit her twice you'll lose a life.

Coal - Another easy one. The men are high up this time so be careful of their missiles, but they're all the same height so there's no need to go up and down.

Engine - Very difficult to stop. Keep shooting all the time and if a red blob appears you've hit it. Keep shooting at different parts of the engine, and you should stop it.



TRAIN TOPS
LEVEL 1

MAN	BOTTLE	MAN	GUN	MAN	MAN	COAL	ENGINE
-----	--------	-----	-----	-----	-----	------	--------

LEVEL 3

MAN	GUN	CRATES	HANG	MAN	MAN	COAL	ENGINE
-----	-----	--------	------	-----	-----	------	--------

LEVEL 5

MAN	DOG	CRATES	HANG	CRATES	MAN	GUN	COAL	ENGINE
-----	-----	--------	------	--------	-----	-----	------	--------

LEVEL 7

GUN	BOTTLE	MAN	MAN	CRATES	COAL	MAN	COAL	ENGINE
-----	--------	-----	-----	--------	------	-----	------	--------

EXPRESS RAIDER MAPS

SHOOTING SCREENS

LEVEL 2

BOXES	LOW	CAR	COAL	ENGINE
-------	-----	-----	------	--------

LEVEL 4

LOW	CAR	BOXES	COAL	ENGINE
-----	-----	-------	------	--------

LEVEL 6

LOW	CAR	BOXES	COAL	ENGINE
-----	-----	-------	------	--------

LEVEL 8

LOW	CAR	BOXES	COAL	ENGINE
-----	-----	-------	------	--------

XXXXXX

X = Man's position LOW

Cartridge

Boxes

Coal

Engine
X = Where to Hit

Man = Unarmed Cowboy	Hang = Hanging Man Grabber	Crates = Man pushing Boxes
Bottle = Bottle Thrower	Coal = Man with Spade	
Gun = Gunman	Dog = Coyote	

Nicaragua, the Mosquito Coast is kind of like an adult Swiss Family Robinson. Fox buys a small rundown town in a jungle clearing and sets about turning it into a paradise. But when things start to turn bad, Fox starts to loose control, and turns his anger onto his wife (Helen Mirren) and children. But the truth is that you can't escape from civilisation, only from your normal routine. The film itself is good, but the storyline isn't that brill but better by far from some of the trash I've seen lately. Very good acting from all, including the very talented River Phoenix who plays Fox's son.

Movie And Video News

You can't keep a good ghost down for long these days. Gary Sherman (Wanted Dead or Alive) has co-written and will direct Poltergeist III, starring Tom Skerrit, Nancy Allen and the two veterans of the first two parts Heather O'Rourke and Zelda Rubinstein.

Filming of Stallone's latest Rambo movie is scheduled to start in September.

Great news for all Trekke fans. Star Trek V is due at the end of 1988.

Ken Weiderhom is bringing The Dead back again in Return of the Living Dead Part 2.

Arnold Schwarzenegger has just completed his latest Conan epic and is now going to star in a movie from one of Stephen King's novels called The Running Man.

Embassy Home Video have the second half of the year lined up with some big releases, beginning with Michael Caine in Half Moon Street in

September, Labyrinth in October, Name of the Rose in November and The Whistle Blower set for December.

A couple of blockbusters that may be released by CIC Video at Christmas are Legal Eagles, Children of a Lesser God, Amo, Star Trek IV the Voyage Home.

Another big release that may be out on video at the end of 1988 is Beverly Hills Cop 2.

Arnold Schwarzenegger's new movie Predator has been a box office smash in America and Fox have a close eye on it for a release over here.

The Gate a new box office horror hit in the U.S. has been snatched by Medusa for release on video's over here.

Stallone's 'Over the Top' is to be released later this year by Rank.

Robert Shaye has announced that there is to be a Nightmare on Elm Street IV.

Anybody who saw Critters and liked it will, I'm sure, be happy to know that there is to be a second part.

GEORGE A. ROMERO'S 'DEAD' TRILOGY

In 1967 one man had a vision that would start a genre and give us another reason to be afraid of the dark. This man was George Romero, whose trilogy of horror took seventeen years to complete, and when finished, it made him one of the best horror

film directors of our time.

It started in 1968 with 'Night of the Living Dead', a low budget movie shot in black and white (to keep costs down) by a group of amateurs. But when it was released, it became an instant box office hit, and was hailed as a classic horror masterpiece. The movie tells the story of a group of people barricaded up in an old house surrounded by an army of undead. But it is not just happening there as they found out from radio and T.V. There is epidemic proportions of whole sale murder all over the country.

On reports from T.V. the scientists had linked the reanimation of the corpses to a mysterious high level of radiation from a probe that had returned from Venus but had been destroyed before landing. Groups of hunters were set up round the country to destroy all of the marauding ghouls and the local T.V. stations were giving out help on the air on how to protect yourself. They're slow moving, Bum 'em or Blast 'em in the head' one of the hunters that was being interviewed said. But back at the house, the dead are breaking in. The film has a chilling ending and shows us that you can't always kill all the monsters.

In 1978, the second part of the trilogy was released. Dawn of the Dead was another box office smash and this time, he had colour in his movie and some very good blood curdling special effects by make-up master Tom Savini.

Dawn of the Dead starts off with the problem of the Zombies worsening, people are leaving the cities, soldiers deserting and so on, all trying to find a safe place to hide.

Two S.W.A.T. members, a pilot and his girlfriend all fly off in a helicopter and eventually find a giant shopping hall whose only inhabitants are the lifeless corpses. They soon clear out the Zombies and lock the place up and then build a home for themselves. But one night bikers come and open the whole place, letting the Zombies back to their

domain and to the humans.

This in my view was the best one of them all, the one you could actually believe in, and after seeing it over a hundred times, I still think so.

In the Summer of 1985, George Romero released the most eagerly awaited film of them all. Day of the Dead was the final part, the part that most Zombie fans, like myself, would have killed to see.

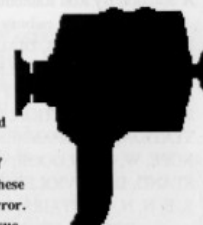
It tells the story of the supposedly last twelve survivors alive in the whole world with the rest being the decomposing flesh eating Zombies. The team of survivors consisted of army and scientists trying to find a way to make the dead behave and not want to eat them.

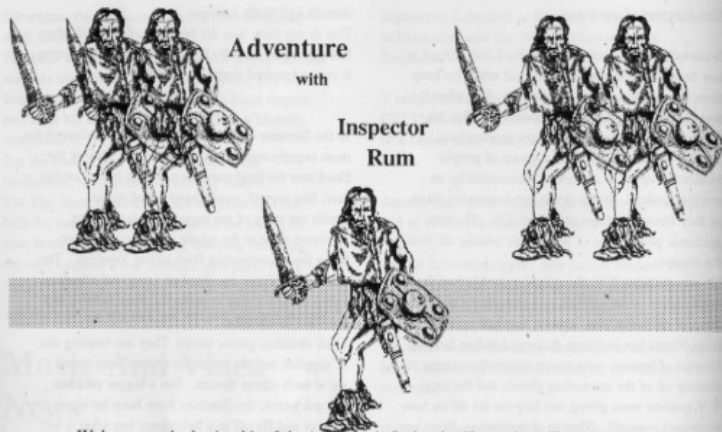
Their situation grows worse. They are running out of supplies and the scientific and military teams are at each others throats. But a bigger problem has got worse; the Zombies have been let in. A few survive and fly off in a helicopter, but what is left for them.

This part was a little stupid, attempting to teach Zombies how to behave, when there's only about twelve million of them. Ah well, I suppose you have to start somewhere.

Anyway, for what it lacks in storyline it makes up for in special effects. Some of the best I've ever seen. Well done Mr. Savini.

I have my own personal copies of all three and wouldn't part with them for any other films, ever. Nobody should call themselves a horror film fan if they haven't seen these masterpieces of horror. I'll be back next issue with more Video news.





Welcome to the boring bit of the magazine! Seriously, if you don't like adventures, at least scan this page for a minute before turning over.

Every month I shall be giving the solution to a Spectrum adventure as well as any specific help that is requested via this publication, regarding adventures. For the purpose of this column, "Adventure" means key input text or graphic adventure. Arcade adventures and strategy games are covered elsewhere. Further adventure material and reviews can be found in "What Now?".

The first adventure of this column is:

Ten Little Indians

A Solution By Ron Rainbird

START (in railway carriage), WAIT, WAIT, E, D, GET SPANNER, U, E, LOOK TABLE, DROP SPANNER, S, DIAL 1983, LOOK SAFE, GET YELLOW FIGURINE, N, DROP YELLOW, N, N, N, E, E, EXAMINE MUD, GET BRASS KEY, W, S, EXAMINE CRATES, GET CANDLE, EXAMINE CRATES, GET ROPE, N, STAMP FOOT, SWIM, DIVE, GET VIOLET FIGURINE, SWIM, N, GO STATION, N, W, N, W, W, GO GATEHOUSE, U, TIE ROPE, D, E, N, E, E, GO STATION, GET SPANNER, GET MATCHES, N, W, N, W, W, GO GATEHOUSE, U, CLIMB ROPE, W, OPEN DOOR, GO DOOR, DROP BRASS KEY, PULL ARM (of armour), S, S, W, GO STAND, DROP VIOLET FIGURINE,

S, E, N, N, GO STAIRS, U, E, E, GET BLUE FIGURINE, W, W, D, D, S, S, W, GO STAND.

DROP BLUE FIGURINE, S, E, N, N, W, EXAMINE TABLE, GET SMALL KEY, E, DISMANTLE SUIT, DROP SPANNER, GET GREY FIGURINE, S, S, W, GO STAND, DROP

GREY FIGURINE, S, E, N, E, EXAMINE PLANTS, GET GREEN FIGURINE, S, GET HAMMER, N, W, S, W, GO STAND, DROP GREEN FIGURINE, S, E, N, N, W, S, DROP HAMMER, N, E, GO STAIRS, U, E, GO WINDOW, GO BALUSTRADE, D, CLIMB FOUNTAIN, GET PINK FIGURINE, D, E, GET CHISEL, W, U, W, W, D, D, S, S, W, GO STAND, DROP PINK FIGURINE, S, E, N, N, W, S, GET HAMMER, BREAK TILES, GO HOLE, LIGHT CANDLE, DROP HAMMER, DROP CHISEL, GET RED FIGURINE, U, UNLIGHT CANDLE, N, E, S, S, W, GO STAND, DROP RED FIGURINE, S, E, N, N, GO STAIRS, U, N, E, LIGHT CANDLE, GO OPENING, D, GET TROWEL, S, GET SILVER FIGURINE.

E, U, U, UNLIGHT CANDLE, W, S, D, D, S, S, W, GO STAND, DROP SILVER FIGURINE, S, E, N, N, GO STAIRS, U, E, GO WINDOW, CLIMB BALUSTRADE, JUMP, E, S, GET WHITE FIGURINE, S, JUMP, N, W, W, DROP CANDLE, DROP MATCHES, CLIMB ROPE, D, E, N, E, E, E, DIG, WITH TROWEL, GET BLACK FIGURINE, N, GO STATION, GET YELLOW FIGURINE, N, W, N, W, W, GO GATEHOUSE, U, CLIMB ROPE, W, GO DOOR, S, S, W, GO STAND, DROP YELLOW FIGURINE, DROP WHITE FIGURINE, DROP BLACK FIGURINE, S, E, LOOK SAFE, GET GOLD FIGURINE.

CONGRATULATIONS. YOU'VE DONE IT!

Any suggestions or comments you may have, regarding adventuring would be most welcome, as will your problems! Until next month, be nice to your computer!!

KES * POKES * POKES * POKES * POKES * POKES * POKES * POKES

The Living Daylights

Jon North supplies the Pokes that gives you licence to kill.

Type in the pokes, and type "y" to any prompts for which you want the pokes installed. Don't use capitals, and any other key will be interpreted as no!

Lives is infinite lives.

If Levels is installed, start the game as normal, but, when the going gets tough, press ABORT (3 & 4 simultaneously) to go to the next level, all the way up to level 8. When you ABORT there you will get the congratulations message.

10 REM Daylights by Jon North	110 RANDOMIZE USR 65293
20 CLEAR 32970: LET t = 0	120 DATA 62,53,50,4,152
30 FOR f = 65280 TO 65320	130 DATA 62,1,50,8,153
40 READ a: POKE f,a	140 DATA 195,0,145,221,33
50 LET t = t + (f-65270)*a: NEXT f	150 DATA 203,128,17,124,1
60 IF t-143617 THEN STOP	160 DATA 62,255,55,205,86
70 INPUT "Lives? (Y/N) ": a\$	170 DATA 5,48,241,62,128
80 IF a\$ = "y" THEN POKE 65281,0	180 DATA 50,232,128,62,255
90 INPUT "Levels? (Y/N) ": a\$	190 DATA 50,101,129,195,216
100 IF a\$ = "y" THEN POKE 65286,2	200 DATA 128



Game Type: Arcade Strategy

This split-screen arcade game is designed for either one or two players. You play a powerful, but mischievous Eagle that can help (or hinder!) Richard. You can help control Richard's (or his rival's) balloon altitude and course and help ward off the dastardly hindrances that have been arranged for your downfall (literally!)

Your opponent also has an Eagle as a mascot and between the pair of you it is out and out war most of the time! So take flight and good luck!

Andrew's Comments:

Perhaps not as bad as the speedboat one, but still totally average.

Ashely's Comments:

The game was totally different to what I expected. Eagles with a laser, seems just a little far fetched. If you're expecting some sort of simulation, forget it. See before you buy.

Donald's Comments:

A game that takes too long to play and becomes tedious, although fun at first. Not enough going on, would have been better at a budget price.

Matthew's Comments:

Very misleading, I was all ready to fly a balloon. Very disappointing, possibly worth £2

Martin's Comments:

Fancy having to try and kill your opponent. £8 down the drain if you buy this one.

Scott's Comments:

Very average.

TRANSATLANTIC BALLOON CHALLENGE:

The scores

Graphics 62%

Playability 61%

Lastability 58%

Addictiveness 63%

Value for Money 56%

What Poke? Rating 59%



Title: DAWNSSLEY
Publisher: Top Ten Hits
R.R.P.: 1.99
Game Type: Arcade

Hobbo the Elf, and Thor the Warrior, are imprisoned in the enchanted underground caverns of Dawnsley. To get out, they must collect keys, treasures, spells and potions. All the while they must fight off the guardians of Dawnsley - strange monsters who emerge from the solid rock. Hobbo is armed with his magic fire-balls, and Thor with his mighty throwing axe! One or two player action with 27 levels.

Ashley's Comments:

A little amateurish, but overall, a well designed game, which is a little iffy on scrolling. Not a large content, so the hardened gamers may not be satisfied, but not a bad game.

DAWNSSLEY: What Poke? Rating - 69%

Title: DEAD OR ALIVE
Publisher: AS
R.R.P.: 1.99
Game Type: Arcade

2 games for the price of one budget, the main one being Dead Or Alive which has you, as the sheriff of Dodge (the bullets) City, who must stop the bandits getting away with the bags of money from the City Bank, and freeing their comrades in jail. But stopping baddies takes it out of you a bit, so you have to keep an eye on your 'Thirst Level'. If it gets too low, you can always pop into the Hotel for a quick drink with the lads from the O.K. Corral. If your ammo gets too low, just walk over the body of a dead bandit, before he disappears and you will get more ammo.

And then onto the freebie, Amaze, where your aim is to first reach your paint pot and then give the maze a new lick of colour. However, the continually moving doors and obstacles make your task increasingly difficult to perform.

Andrew's Comments:

Even at £1.99 it's a joke.

Donald's Comments:

AS are giving budget games a bad name.

Jon's Comments:

Not bad on a wet afternoon!

DEAD OR ALIVE: What Poke? Rating - 39%

Very reasonably priced, worth sticking at.

Title: GALLERTRON
Publisher: Bulldog
R.R.P.: 1.99
Game Type: Arcade

Not an easy game to control, but detailed graphics, kept my interest, and certainly worth £1.99

GALLERTRON: What Poke? Rating - 56%

Reasonable scenario, but a fairly poor game.

PNEUMATIC HAMMERS What Poke ? Rating 38%

Title: Spaced Out
Publisher: Firebird
R.R.P: 1.99
Game Type: Arcade

I'm not a fan of these games with an element of strategy, but it should appeal if you like to puzzle over your arcade games.

SPACED OUT What Poke ? Rating 61%

Title: Run For Gold
 Publisher: AS
 R.R.P.: 1.99
 Game Type: Sport Simulation

The ultimate challenge for middle distance runners: to win the Olympic Gold against the worlds top athletes AND to break the world record in three events - 400m, 800m and 1500m.

Run For Gold allows you to train two runners for this task: both a 400m runner and a 800m/1500m runner. There are four major championship finals: first Crystal Palace, then the European Championships, thirdly the World Championships and finally the Olympics. Your runners will have to race in local heats in order to gain entry to each of these finals.

But there are forty other runners who share your dream of Olympic Gold. Each runner uses individual, realistic tactics. And, as you improve, so they will improve and the harder it will become to qualify for major championships. As you strive for the same goal, the race for gold is on.

Ashley's Comments:

Nothing like the Daley Thompson style of game, and it's style may turn the less dedicated off.

Winning does not come easy, and you have to work hard at it. To win a medal in every event requires a good deal of determination. You can't go far wrong at £1.99

Run For Gold: What Poke? Rating - 74%

Title: Super G Man
 Publisher: Code Masters
 R.R.P.: 1.99
 Game Type: Arcade

As a new graduate of the Space Geology College, G-Man is sent on a mission to recover samples from the heart of the Sea of Dreams. Being new to a low gravity environment, he spent most of his time experimenting with his jet pack and consequently missed the Moonbus back to the Shuttle, G-Man will have to fly to the shuttle through the valleys of terror infested with hordes of evil aliens which will no doubt onslaught in frenzied attack. But all is not lost, G-Man still has his trusty short-range jet-pac and if he uses his FUEL and AMMO efficiently he has a small chance of survival!

Donald's Comments:

The action is far too slow and you cannot help but wonder what a difference a bit of speed would have added. Below Codemasters usual standard. A poor Penetrator clone.

Jon's Comments:

Very jerky action, and very annoying in that it will start your next life in a place from which it's impossible to get out of. Very frustrating, but the music's nice.

Super G-Man: What Poke? Rating - 49%

Title: Ultima Ratio
 Publisher: Firebird
 R.R.P.: 1.99
 Game Type: Arcade

In the 33rd year of entrenched galactic warfare, a new forbidding threat looms out of the blackness of deep space ULTIMA RATIO, a nine stage battle platform was the most powerful weapon yet, created with multiple Pulse Guns, deadly defence fighters and extensive battle shields.

With mother Earth itself under threat, volunteers are called for to make desperate attacks against the ULTIMA RATIO. You have just volunteered!

Donald's Comments:

Big chunky graphics do not hide a very repetitive shoot 'em up and blasting at squares just isn't enough to keep you interested. An average budget game.

Jon's Comments:

I played this for a long time and really enjoyed it. The graphics were a little jerky but great value for £2

Ultima Ratio: What Poke? Rating - 61%

Title: Voidrunner
 Publisher: M.A.D.
 R.R.P.: 1.99
 Game Type: Arcade

Jeff Minter's age old addiction to goats and llamas gets the Mastertronic treatment. This is your chance to take part in the final conflict of the Droid Wars.

Jon's Comments

At times, there is just too much happening on the playing screen. I played for a couple of hours, but doubt whether I'll be picking it up again.

Andrew's Comments:

A slightly different layout of the old centipede game, but a reasonable one.

Donald's Comments:

A fairly boring repetitive game that is not up to the usual M.A.D. £2.99 standard.

Voidrunner: What Poke? Rating - 52%

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Spectrum Volume 2 Issue 2.

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Higher Openshaw,
Manchester M11 1JG.

Back copies Volume 1 Issues 1-18 of the Spectrum Handbook are still available at £1.00 each or all 18 for £13.00

VE AV ZE TECHNOLOGY
VE CAN RE-BUILD HIM

I WAS ONLY TRYING TO PUNCH UP SOME DATA!

WHERE'S THE BLOODY CHIPS THEN EH!

WHAT POKES?

C'MON THEN YOU LEAD THE WAY

SO THIS IS YOUR IDEA OF A COMPUTER DATING AGENCY

The Adventure's of UGG



UGG the worlds first adventurer



this one is too small even for UGG



Perfect!

UGG's first adventure
is to find a home
(ie cave)



the second is out of reach.
With no objects,
only his club,
UGG cannot
climb up.

Rock face



Wrong!!!!!!!!!!!!





Published by:
H & D Services, 1338 Ashton Old Road, Higher Openshaw,
Manchester M11 1JG. Telephone: 061-370 5666.