

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- Pyjamas, Microaut 1. Worst Ever Game- Cyron. Best Budget Game- Feud.
Alan (Walton) Age 15- Favourite Best Ever Games- Space Harrier, Starion, Slap Fight. Worst Ever Game- Kung Fu Master. Best Budget Games- Peal, Thrust II.
Andrew (Harrison)- Favourite Best Ever Games- Starglider, Zynaps. Worst Ever Game- Fat II. Best Budget Game- Thrust.
Robert (Troughton) Age 15- Favourite Best Ever Games- Uridium, Slap Fight. Worst Ever Game- Transformers. Best Budget Games- Thrust, Klotzet II.
Scott (Moore) Age 15- Favourite Best Ever Games- Landerboard, Head Over Heels. Worst Ever Game- Quartet. Best Budget Game- Klotzet 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-Cains) Age 16- Favourite Best Ever Games- Spindizzy, Thing Bounces Back. Worst Ever Game- Chombarus. Best Budget Game- Knight Tyne.

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-converter 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%

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.

Write with your problems to
 What Publications Queries Dept. 1338,
 Ashton Old Road, Higher Openshaw,
 Manchester M11 1JG.

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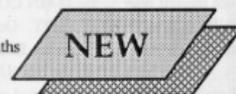
Game Playing Classifications



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



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



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



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

2

1

3

BMX SIMULATOR PART 1

EP's

© Walton Research

KEY

- - - - -> THE ROUTE YOU TAKE
- SHORT CUT
- ROUGH GROUND

BMX SIMULATOR PART 2

© Walton Research

4

5

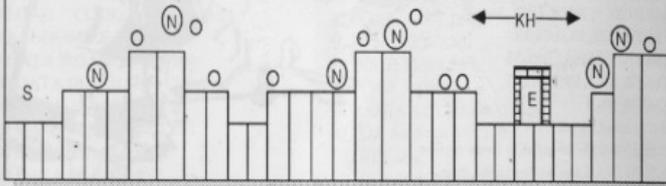
KEY

- - - - - ROUTE YOU TAKE
- SHORT CUT
- ROUGH GROUND

QUARTET

Level 1

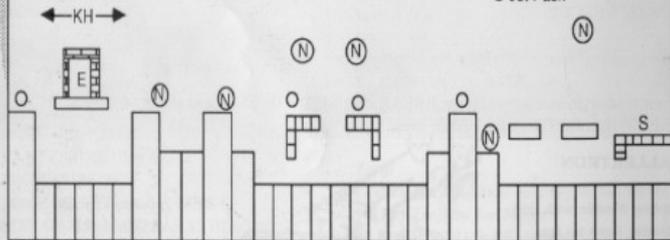
○ Jet Pack



Level 2

○ Jet Pack

Jet Pack ○



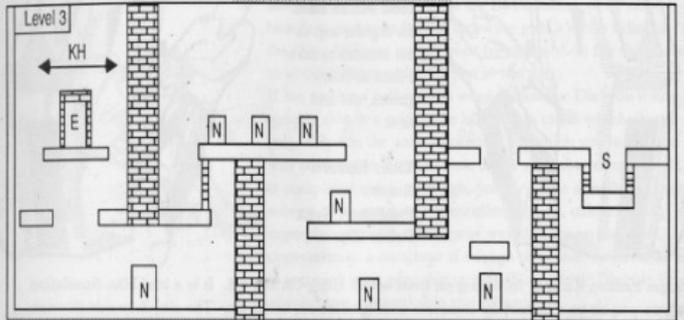
KEY

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

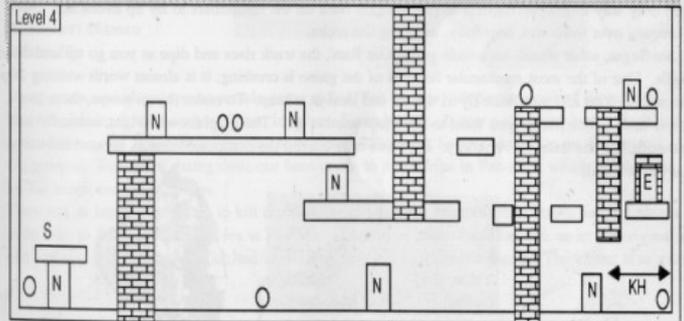


QUARTET

Level 3



Level 4



HYDROFOOL

Infinite rustometer, play tape from the start.
 5 REM Hydrofool by Jon North
 10 BORDER 0: PAPER 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

**WE WANT YOUR
 HINTS, POKES,
 AND MAPS.**

£20 WORTH OF GAME SOFTWARE
 OF YOUR OWN CHOICE

TO THE CONTRIBUTOR OF THE BEST COLLECTION OF GAME
 PLAYING HELP RECEIVED EVERY MONTH.

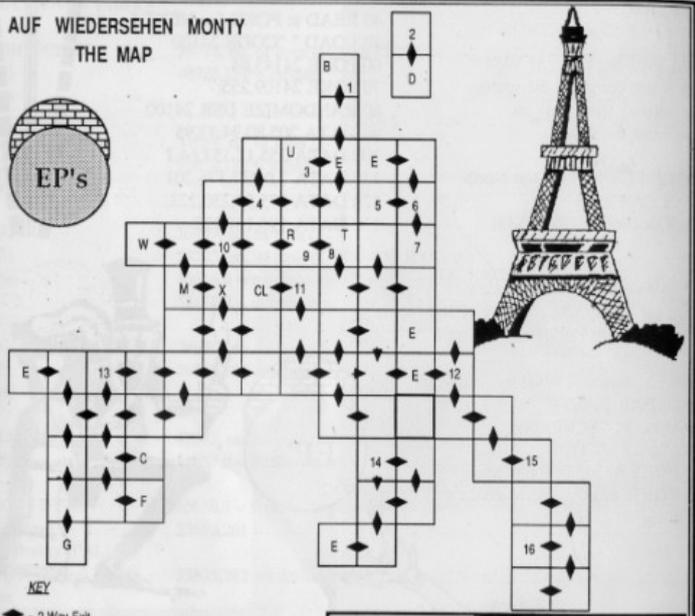
PLUS

**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.

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.

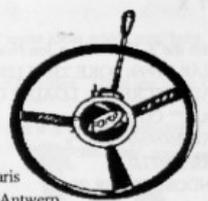
AUF WIEDERSEHEN MONTY

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	Moledavia	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 Pizza, 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.

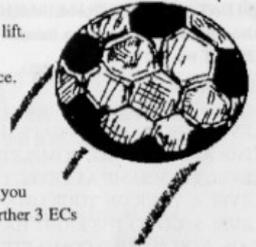
Take the wine to Dortmund, W. Germany.

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.



AGENT X

Help with the X Factor from Jon North:
 10 CLEAR 24999: POKE 23607,128
 20 LOAD "" SCREENS: LOAD "" CODE
 30 LOAD "" CODE
 40 POKE 26099,0
 50 POKE 25917,0
 60 RANDOMIZE USR 25e3

Line 40 gives infinite lives and line 50 gives infinite time. They can be deleted if required, then RUN and play the tape from the start.

KAT TRAP

Want a Poke to close the trap? Routine from Jon North:

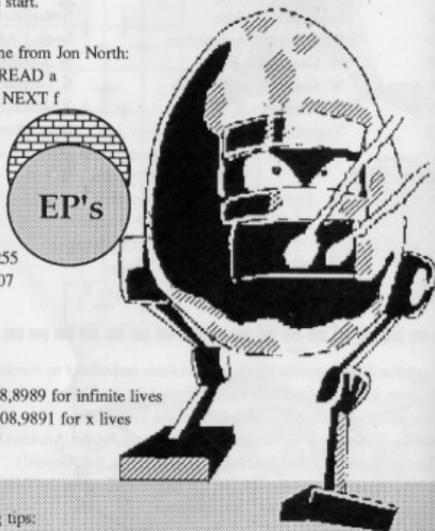
10 LET t=0: FOR f=3e4 TO 30016: READ a
 20 POKE f,a: LET t=t+ (f-29990)*a: NEXT f
 30 READ a: IF t<> a THEN STOP
 40 RANDOMIZE USR 3e4
 50 DATA 205,86,5,221,33
 60 DATA 215,253,17,0,1
 70 DATA 62,255,55,205,86
 80 DATA 5,201,33907
 90 POKE 65136,220: POKE 65137,255
 100 LET t=0: FOR f=65500 TO 65507
 110 READ a: POKE f,a
 120 LET t=t+ (f-65490)*a: NEXT f
 130 READ a: IF t<> a THEN STOP
 140 RANDOMIZE USR 65024
 150 DATA 62,45,50,63,121,195,0,108,8989 for infinite lives
 150 DATA 62,liv,50,178,114,195,0,108,9891 for x lives
 Also need this line if using x lives:
 125 LET t=t- (11*liv)

ENDURO RACER

Matthew Scott supplies the following tips:
 LEVEL 1: HOLD DOWN "CAPS SHIFT" AND "Q". JUST HOLD THEM DOWN ALL THE TIME AND YOU WILL COMPLETE IT IN NO TIME.
 LEVEL 2 & 3: SAME AS LEVEL 1.
 LEVEL 4: YOUR ON YOUR OWN BUT YOU'LL HAVE PLENTY OF TIME.
 LEVEL 5: GO TO THE RIGHT HAND SIDE ALL THE TIME AND GO AS FAST AS YOU CAN. YOU SHOULD COMPLETE IT IN NO TIME WITH A HIGH SCORE.

MASTERS OF THE UNIVERSE

He-Man will never be the same again, thanks to Jon North.
 45 POKE 25451,60
 47 POKE 27107,0
 100 MERGE "" . RUN
 Line 45 gives infinite moons and line 47 stops the nasty coming out of the swamp in screen 1. Either can be deleted. Play the tape from the start.



Nemesis The Warlock

Does this game make you want to spit? Well Scott Moore has some ideas which may help.

To complete a screen, a set number of terminators must be killed. There are three kinds of weapons which Nemesis carries.

1) The sword. This can kill a terminator from a close distance and it is the only permanent weapon.

2) Gun. Can only be used in conjunction with bullets which are represented on the screen by a small box. Ducking down while on the box gives 12 bullets. Be careful; don't pick up 2 sets at once, as only a maximum of 12 bullets can be carried at any one time.

3) Acid. This can only be used once on any one screen, and when shot it destroys everything it touches.

At the bottom right of the screen there is a picture of Torquemada, Nemesis's enemy, which slowly appears as his influence grows. The longer it takes to complete a screen, the more the influence grows. As the picture becomes more and more visible, he will turn the dead bodies of the terminators into zombies who carry scythes. These require multiple hits, but stay dead when killed. When the required amount of terminators have been killed an exit will appear to the next screen which can be in any direction. On later screens kill terminators on top of each other to create platforms to climb onto to find the exit.



ASTERIX AND THE MAGIC CAULDRON

John Capel offers some advice:
 When fighting Romans, get in close and do low kicks.
 When fighting Pigs, use punches.
 To surrender when fighting a Roman, wait in a corner.

HIGHLANDER

John Capel helps you save your head:
 Kneel down and repeatedly do a high block.



ARMY MOVES

John Capel offers the Part 2 code:
 It is 27351

STARGLIDER

Help on levels from John Capel:
 Level 2 - Pick up 'Super Missile'
 Level 3 - To wipe out enemy command centres, fly at ground level very fast, and fire missiles as you are just about to hit their base.
 Level 4 - Same as level 3, but destroy ammo dump instead.

YABBA DABBA DOO

Help for Fred Flinstone fans, thanks to Nikos Anastasiadis

10 REM YABBA DABBA DOO (INFINITE LIVES)
 20 FOR N=65000 TO 65007 : READ A : POKE N,A :
 NEXT N
 30 LOAD ""CODE
 40 POKE 64909,195 : POKE 64910,232 : POKE 64911,253
 50 RANDOMIZE USR 64767



CRAZY CAVERNS

A C Davis produces a program to get an infinite lives poke in for this old Firebird game.
 10 CLEAR 24999 : PAPER 0 : BORDER 0 : CLS
 20 LOAD ""CODE
 30 RANDOMIZE USR VAL "29200"
 40 POKE 26191,0 :
 REM INFINITE LIVES HACK BY A C DAVIS
 50 RANDOMIZE USR 25000

TRAXX

Help from Jon North:
 It's Golden Oldie time!
 Play tape from the start.
 When loaded, GO TO 5 for infinite lives.
 10 FOR f=65500 TO 65527
 20 READ a: POKE f,a: NEXT f
 30 RANDOMIZE USR 65500
 40 DATA 221,33,0,64,17
 50 DATA 218,72,62,255,55
 60 DATA 205,86,5,48,241
 70 DATA 33,84,255,34,61
 80 DATA 91,175,50,25,124
 90 DATA 195,3,19

JUDGE DREDD

John Capel provides a Poke:
 10 CLEAR 24700 : LOAD ""SCREENS :
 LOAD ""CODE :
 POKE 24963,24 :
 RANDOMIZE USR 24736
 Enter listing then start tape.

TRASHMAN

Mike Stockton produces Pokes on an old but still popular classic.
 Follow a Merge "" routine and enter all or any of the following before the Randomize USR statement.
 POKE 42528,0 (infinite lives)]
 POKE 42445,0: POKE 42457,0 (Go to next screen if killed)
 POKE 42458,0: POKE 42459,0: POKE 52060,201 (Resets bonus to 9999 after reaching 0)
 POKE 49022,24 (when hit by a car you only suffer a limp)
 POKE 49017,201: POKE 48985, 201 (walk through moving objects)

BOMB JACK

Niko Anastasiadis of Greece has hacked this classic:
 10 REM BOMB JACK (INFINITE LIVES)
 20 CLEAR 29877 : FOR N=23371 TO 23377 : READ A : POKE N,A : NEXT N
 30 LOAD ""CODE : POKE 65534,91 RANDOMIZE USR 65465
 40 DATA 175,50,64,195,195,75,193

Video World

Introduced by Andrew Harrison



Hello, I'm Andrew Harrison, and I look after the video world articles for H & D. This month I review two films to be released at the end of August, plus the usual look at what's happening around and about. With this being the launch issue, I have an added bonus of a special item on that wonderful horror director George A Romero; read on.

Title: Deadly Friend
Released By: Warner Home Video
Running Time: 87 mins.
Cert.: 18
Release Date: 28th August
Movie Type: HORROR
Rating: 70%

This is Wes Craven's latest movie to hit the video scene just after Elm Street II in April. It deals with a teenage genius called Paul (Mathew Laborteaux. You remember, the boy in Little House on the Prairie) who implants the robot brain he created into his dead girlfriend with some rather gruesome consequence. The film itself is kind of like a modern day Frankenstein.

Laborteaux first shows us his genius by building a nifty-looking robot with a very strange voice. Pity the poor thief who encounters the robot when he breaks into Laborteaux's car. "You're kind of cute" he tells the robot, who then tries to strangle him. Laborteaux is the new kid on the block, but he soon makes friends with Tom (Michael Sharrett) when he makes an impression on the local hoodlums, with his robot, by nearly demolishing them; and he falls for his neighbour Samantha (Kristy Swanson), although the path of love doesn't run too smooth for them because of Swanson's drunken father beating her up a lot. But one night

he goes too far and Swanson is thrown headfirst down the stairs and ends up in hospital on a life-support machine.

This is when Laborteaux, after salvaging the brain from his robot, which was blown away with a shotgun by Elvira (Anne Ramsey) a recluse, decides to put his genius to the ultimate test. Helped by Sharrett, he swipes Swanson's body from the hospital and implants the robot brain into her skull. But when Swanson is brought back to life, it is not to rekindle her interrupted love life with Laborteaux, but to deal out grisly vengeance. Deadly Friend is not what you would call Craven's best work, but if you like shockers with state-of-the-art special effects and a giggle now and again, then this is one for you. One bit I did think was well done is when Swanson explodes Ramsey's head with a very well-aimed basketball, (sounds nice doesn't it!)

Title: The Mosquito Coast
Released By: CBS/FOX
Running Time: 113 mins
Cert.: 15
Release Date: 27th August
Type: Drama
Rating: 80%

Peter Weir the man who brought you 'Witness' and 'The Year of Living Dangerously', now brings you his second movie with Harrison Ford. 'The Mosquito Coast'. The story is about Allie Fox (Harrison Ford), an eccentric New England inventor, deciding to take himself and his family away from every-day America to live in the Jungles of Central America. Set in the swampy terrain off the east coast of

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 lose 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 brilliant 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 Trekkie 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 mall 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.

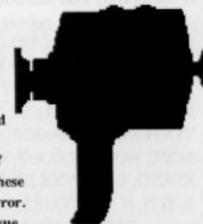
It tells the story of the supposedly last twelve survivors alive in the whole world with the rest being the decomposing flesh eating Zombies. The team of survivors consisted of army and scientists trying to find a way to make the dead behave and not want to eat them.

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.



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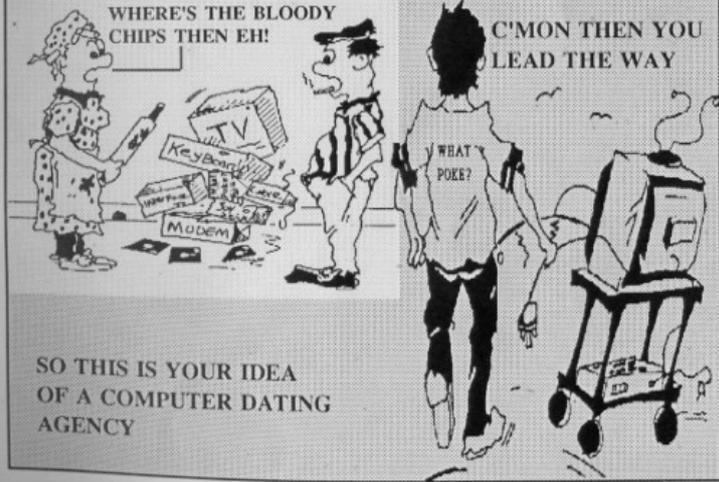
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What? Fun Page



Dotty Data

What? Fun Page

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!!!!!!!!!!!!





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