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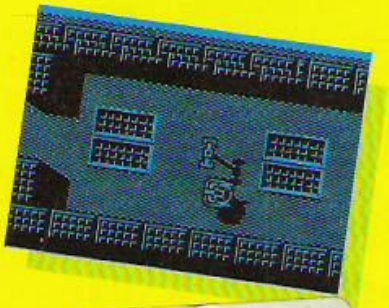
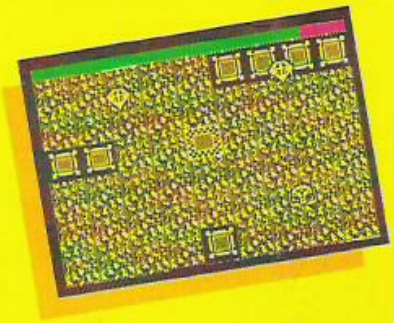
HINTS, TIPS AND POKES FOR:

STARGLIDER
TERRA COGNITA
AVENGER
URIDIUM

And a host of others...





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SPECTRUM GAMESPLAYERS

GOOD ZAP GUIDE 1987



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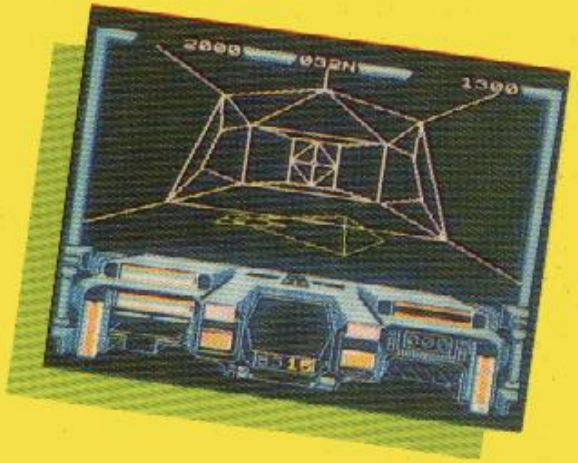

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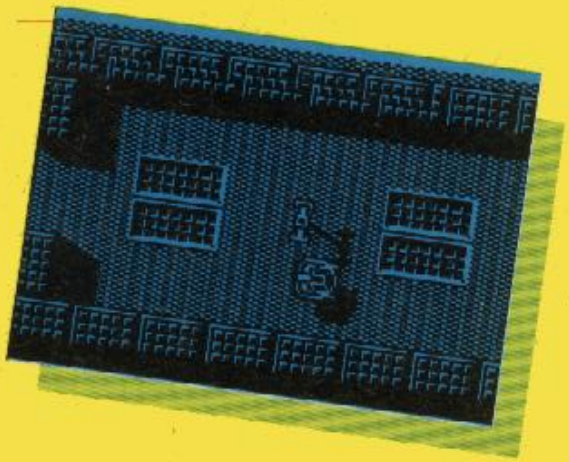

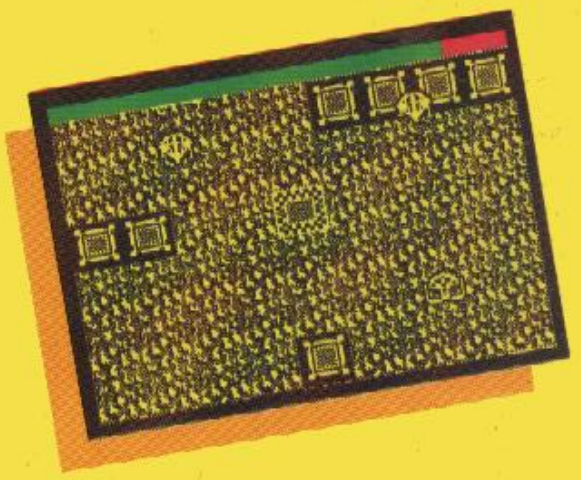

THE SU SPECTRUM GAMESPLAYERS

GOOD ZAP GUIDE 1987

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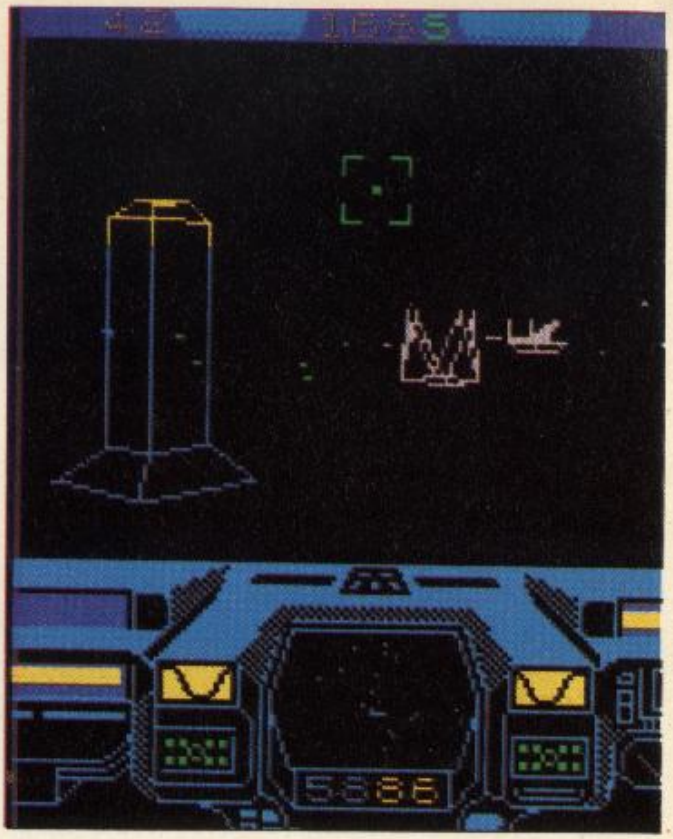
The credits bit
Some of the worst writers ever came together to get this booklet on the road. Apart from them, at least one researcher was hired to sit in front of the old box to try and find something interesting to say about various new releases. We thought we might just introduce them:
All these tips were formulated on a ZX Spectrum 128K+2 and a Hitachi colour television and an ancient 1823 Silver-Reed manual typewriter.
Written and compiled by: Jon Riglar Esq
Research Minions: Jon Riglar
Mark Taylor
Adrian Singh
Additional Comments: Jon Rose
Design by: Richard Slater

Games under the microscrope include:

- **Star Glider**, the incredible 3D wire-graphics bash from Rainbird
- **Rogue Trooper**, Piranha's *Knight Lore* derivitive (vaguely) taken from the 2000AD comic character
- **Avenger**, Gremlin's plan-view scrolling thrash with **Gauntlet**ish elements and rather more besides
- **Uridium**, probably the ultimate scrolling shoot 'em up from Hewson
- **Trailblazer**, the devilishly difficult bouncing ball game from Gremlin
- **Academy**, CRL's brilliant 3D shoot-out involving speedy graphics. This sequel to Tau-Ceti is even better than its fore-runner.
- **Future Knight**, Gremlin's runny-jumpy epic features millions of challenging screens and some very weird aliens.
- **Sacred Armour of Antiriad**, Palace's beautifully detailed platforms game
- And two budget goodies: **Kings Keep** from Firebird. A jumping game written by someone with an evil mind and **Terra Cognita** from Code Masters, a kind of poor person's Lightforce

intro





It all depends on your point of view. Jon Riglar is either the most talented member of staff ever seen in the grim ranks of SU or the only freelance blob to have the honourable title of 'a div' bestowed upon him.

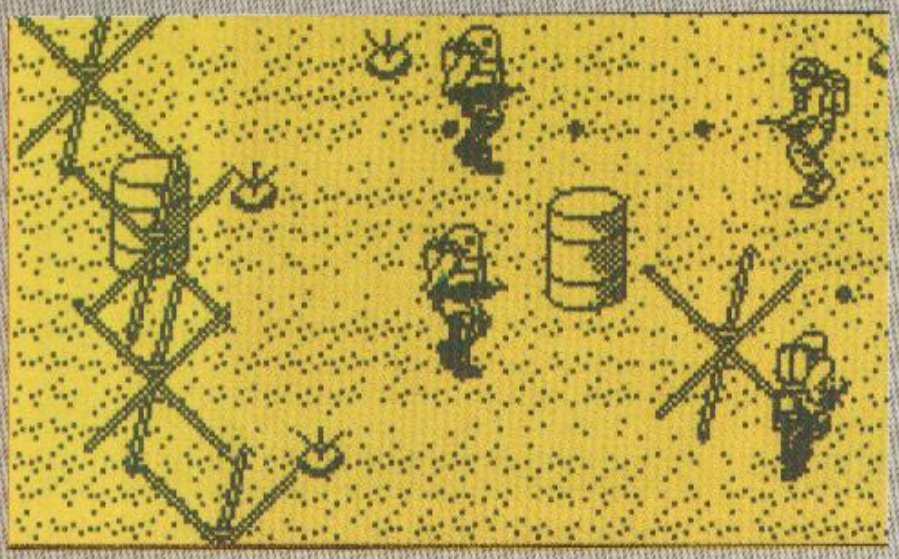
Whichever, he's teamed up with a few lesser forms of life such as the official research minions and the coffee supplier, to bring you the all exclusive guide to some of the best games ever.

Inside are the usual squiggles and blobs that tell you where to go and when to go to it!

No more nonsense about going left or right, no more scratching of the grey matter to find the Trog of Blog or the fifteen ancient runes of flobajob.

This booklet has everything you want – except a price-tag!

ROGUE TROOPER



To kick off, let's look at **Rogue Trooper** from Piranha. It's just got to be one of the best graphical combat type games out on release, with great gameplay and brilliantly detailed surroundings.

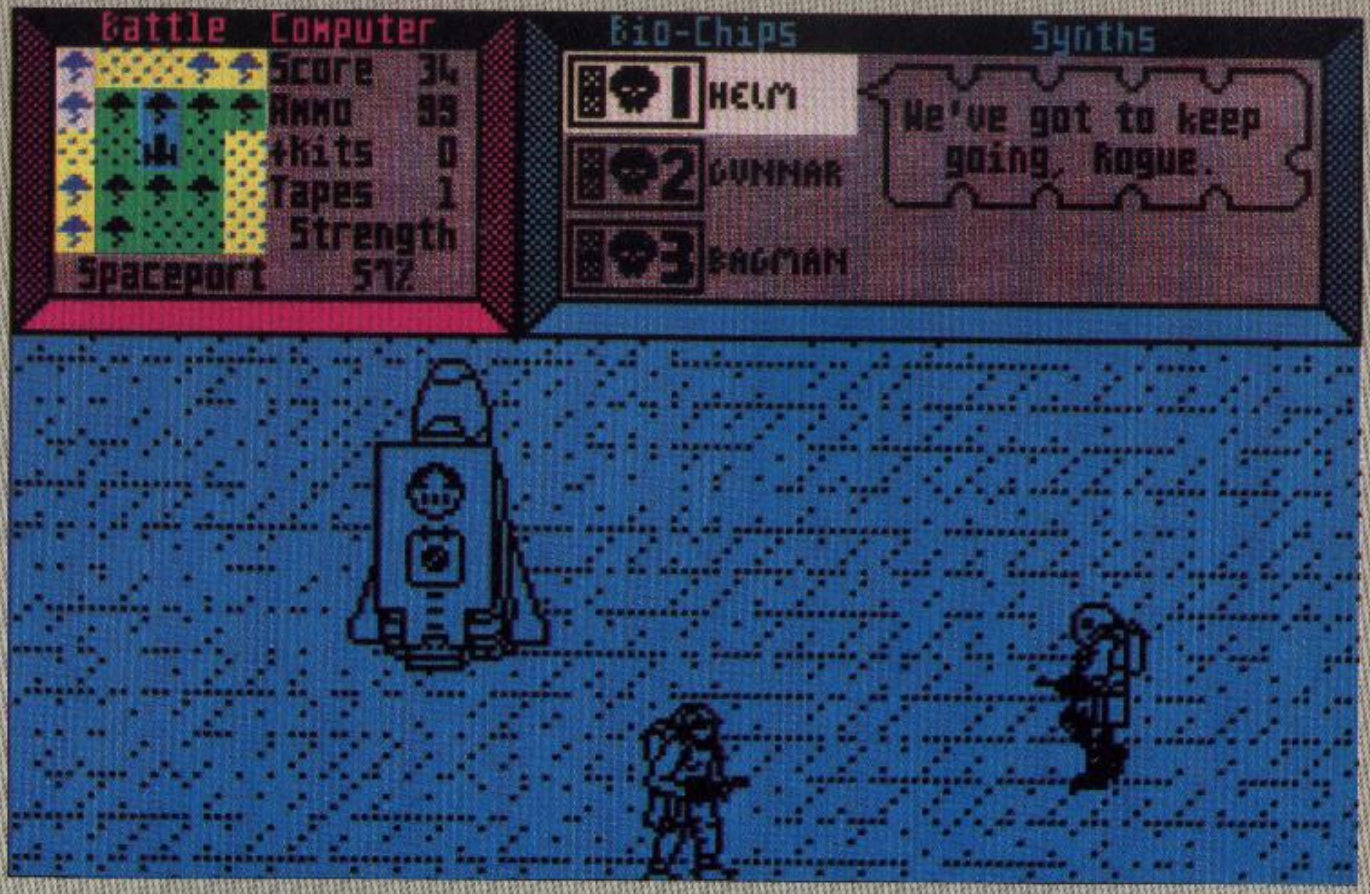
The landscape in which you play is divided into sections of gameplay. Each has it's own characteristics that help or hinder you in some way. The areas are: The Red Desert, the Nu Forest, the Glass Zone, Nu Ruthin, Spaceport, Fueldump and, finally, the Graveyard.

The Red Desert contains special enemy pillboxes that shoot bullets out in one set direction. You can tell what these look like pretty easily and they are possible to destroy if you shoot them about ten times. You need to get up close to destroy them effectively, though.

The Norts are pretty dumb creatures that follow you everywhere. For this reason, you can easily trap one of



Tips



them behind a piece of scrap and then blow them to pieces.

You need to shoot them at least three times.

Nu Ruthin is a jumble of collapsed buildings that can easily conceal the magnetic tapes that you are after. Therefore, check behind each one.

Collect all the medical kits and extra ammo that you can find littered around – these will be vital in your survival.

You can survive mine explosions if you have enough energy left or any medical kits stashed away. Although, if you walk into a mine more than once, you are risking it a bit.

Follow the instructions of your mini-micros – they often tell you where things are.

Remember where the spaceport is so that when all the tapes have been found, you can shoot back to your craft and escape.

and Hints

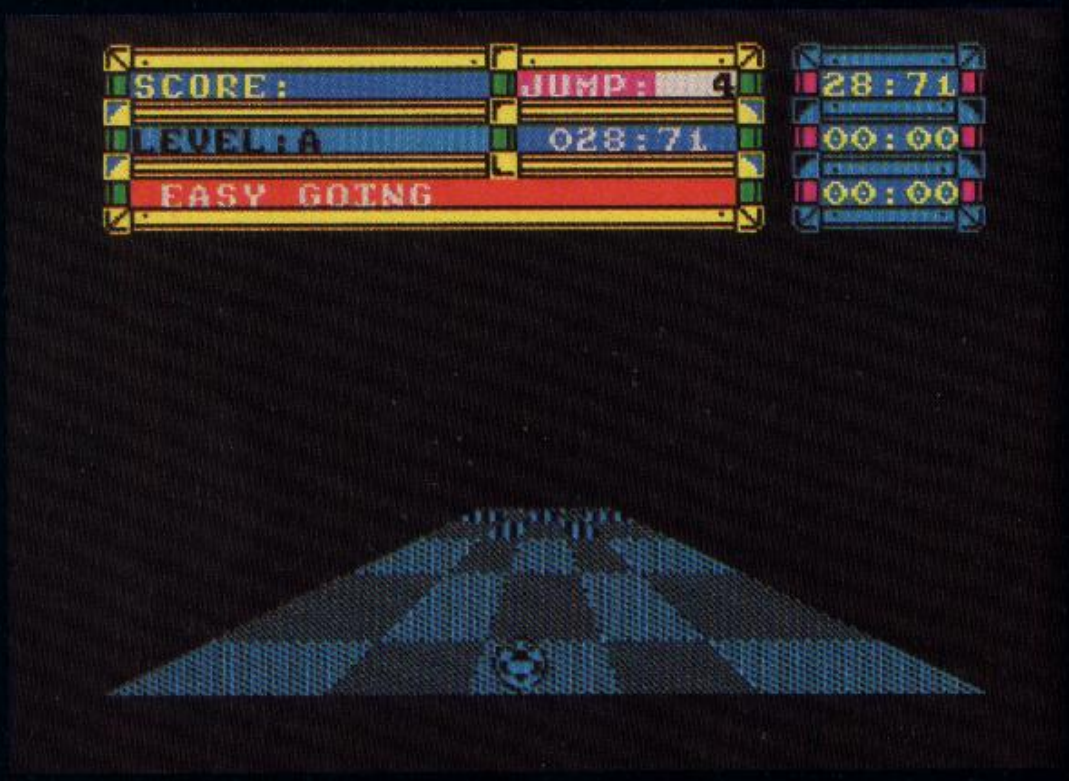
TRAIL BLAZER

Trailblazer is an incredibly brilliant and original piece of software from the bowels of Gremlin Graphics.

It involves you steering a spherical object (balls) along a series of platforms whilst avoiding any holes that will try to trap you. You've been allocated a limited amount of time to complete each course and these can be practiced in the 'practice' mode.

Practice all the levels well enough so you know the layout of each off by heart.

Try to avoid using your allocated free jumps before you absolutely have no alternative. The free jumps



Hints and Tips

will come in handy when you get stuck in a corner or should I say, a hole.

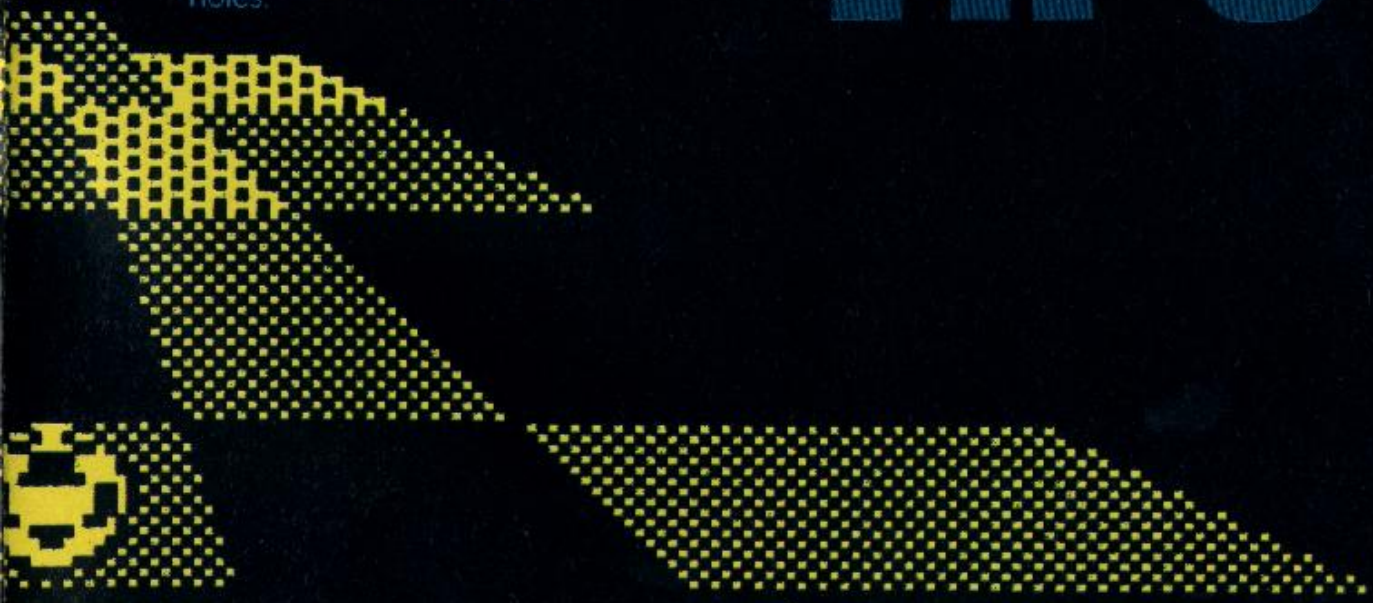
Go along as fast as you possibly can so that when a gap arrives you'll have enough speed to jump the gap. If you need to, you can press the jump key to acquire a bit of extra power.

On the first level, you will come across a large set of cross patches which have holes in that look a bit like a chessboard.

There's no direct way of getting across these unless you experiment a fair deal. The hacker's prime rule came in handy here as we tried and tried to find a way to across without wasting any time. Eventually we cracked it – if you zoom along at full speed and jump up when you get to the first hole and push the joystick as far right or as far left as you can then you'll find your ball will bounce off the wall and land on the opposite side of the hole.

On some of the harder and later levels there are separate walkways which often disappear into one and will catch you out if you go on the wrong side. Hopefully, you will get used to these as you begin to learn the layout of each level.

Perhaps the hardest part of each level is where a set of letters come along. These make you do sharp left and right turns and you'll have to slow down to prevent yourself falling down any holes.



HINTS

A V E

U S E

I'm afraid that I've got to admit that **Avenger** from Gremlin Graphics is my favourite vaguely **Gauntlet** influenced title.

Of course it looks nothing like **Gauntlet** and it must be said that it is based on something completely different.

Anyway, if you are still running round its maze and finding yourself completely and utterly lost then I've only one thing to say to you – Join the club!

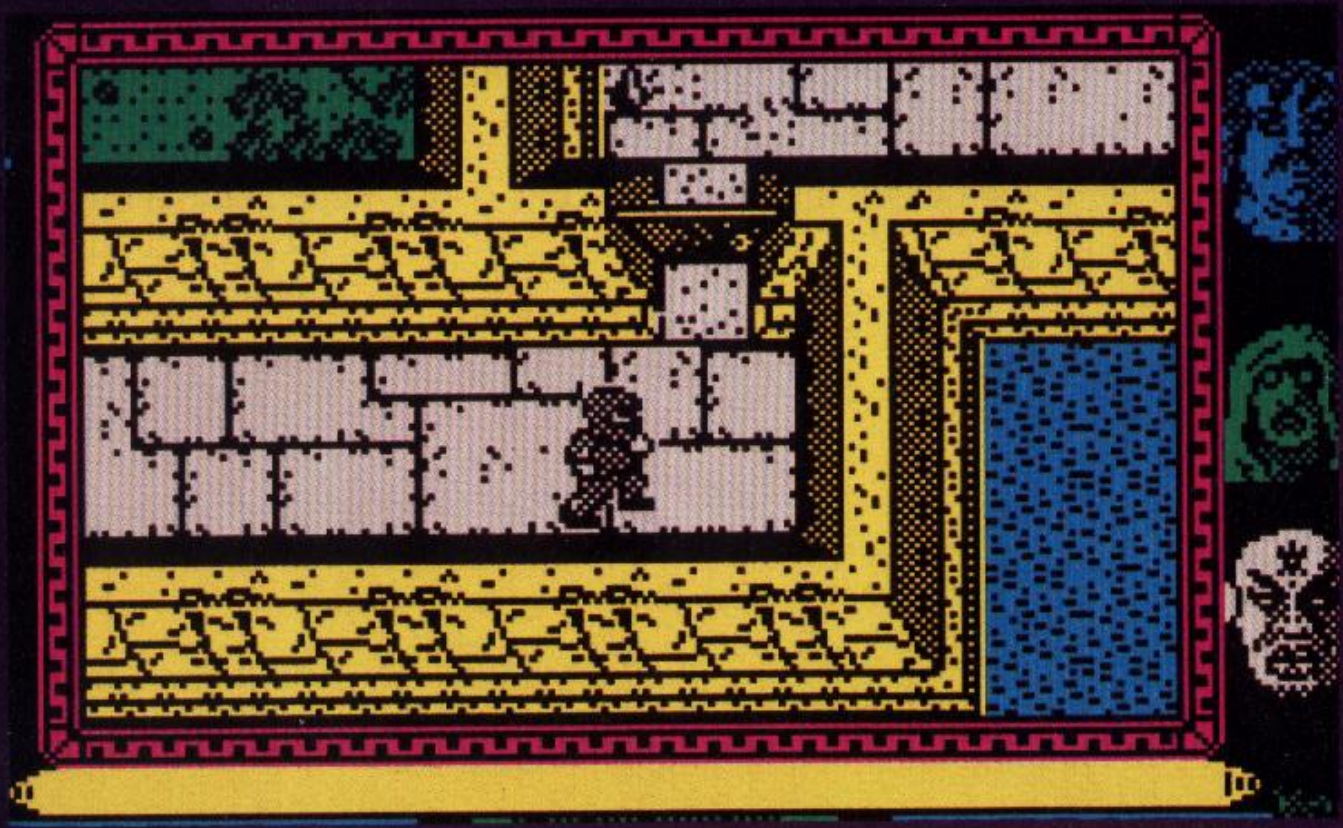
At the beginning, walk around cautiously to find out where each door is placed and to a certain extent, what is behind it.

You should find there's a key positioned in the bottom left-hand side of your maze which is in actual fact worth two keys.

This gives rise to the fact that each door is not going to be opened with just one key. In fact, some doors demand that you are in possession of three keys before they give you access to the next stage or level.

Yet again, think about the first maze where you found the key. There is a door at the very bottom that will use up the two keys in your possession and thus you'll become trapped by the game because there are other doors right after without any more keys.

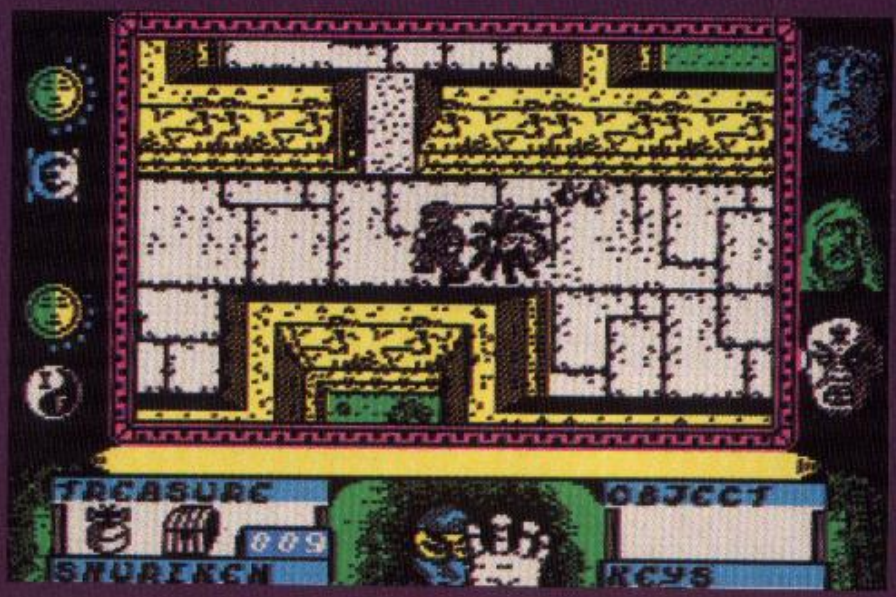
Therefore it's a good idea to go through the door at the top first. Before you start sending letter bombs through the post, I know you come to another dead end but there is a treasure chest here and a key that's worth



N G E R

R 3





about three keys, if I remember correctly.

Kwon, the DJ that works in the maze every Friday will replenish your energy if you ask him nicely ie Get down on your knees and kiss his feet. However, remember that you should only call on Kwon to book his disco three times otherwise he will get very narky and end your game.

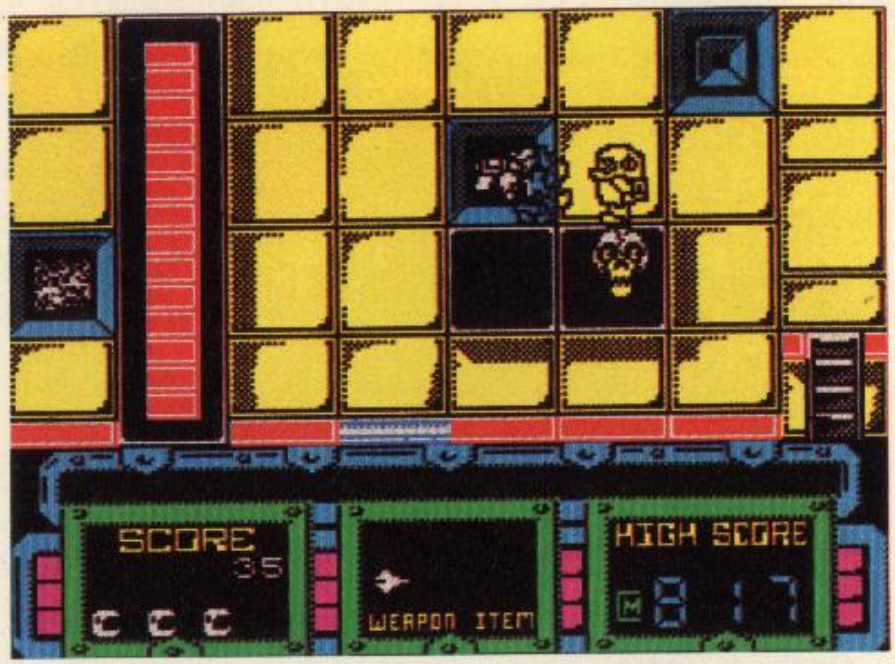
On to combat. When you've run out of those things you throw, you can kick the monsters and kicking them can prove successful. Try using this method from the beginning to save your weapons.

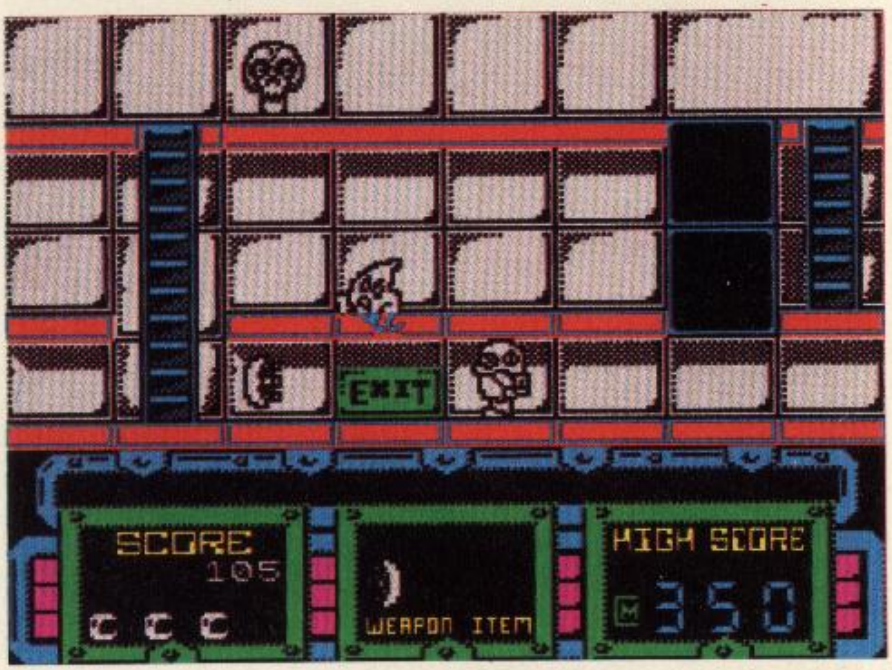
Grabbing every bit of treasure you see can be costly – you can waste keys on dead ends.

Potholes often take your keys away from you if you dare venture in their direction.

Try timing your moves so that you don't waste energy going over spikes etc...

FUTURE KNIGHT





Future Knight is a game from Gremlin Graphics that deserves a few moments attention!

If you're stuck as to what on earth you are supposed to be doing, don't worry – I was too at first!

It's great fun to play and here's the tips:-

At the start of the game search out where the weapon exchange system is situated and go there to choose your weapon. This screen can be found above the starting location. We found that none of the games weapons made any difference except that one may kill a nasty quicker than another.

You'll need the *'Safe'* pass to get anywhere in the game. This allows instant access to other sections of the game via the 'Exit' areas.

To get the pass, you need to head left from the starting location, then go up and finally go back on your tracks.

As you approach the pass, there's a screen that includes two nasties mounted on to the wall which fire at you as soon as you arrive in the screen. On the whole, this is a bad thing. The missiles from these home on to you and drain your energy rapidly. As there is nothing else on the screen, it's worth your while to scarper in whichever direction you are supposed to be heading. As far as the bold researchers could gather, there is no way to destroy the nasties found lurking in this screen.

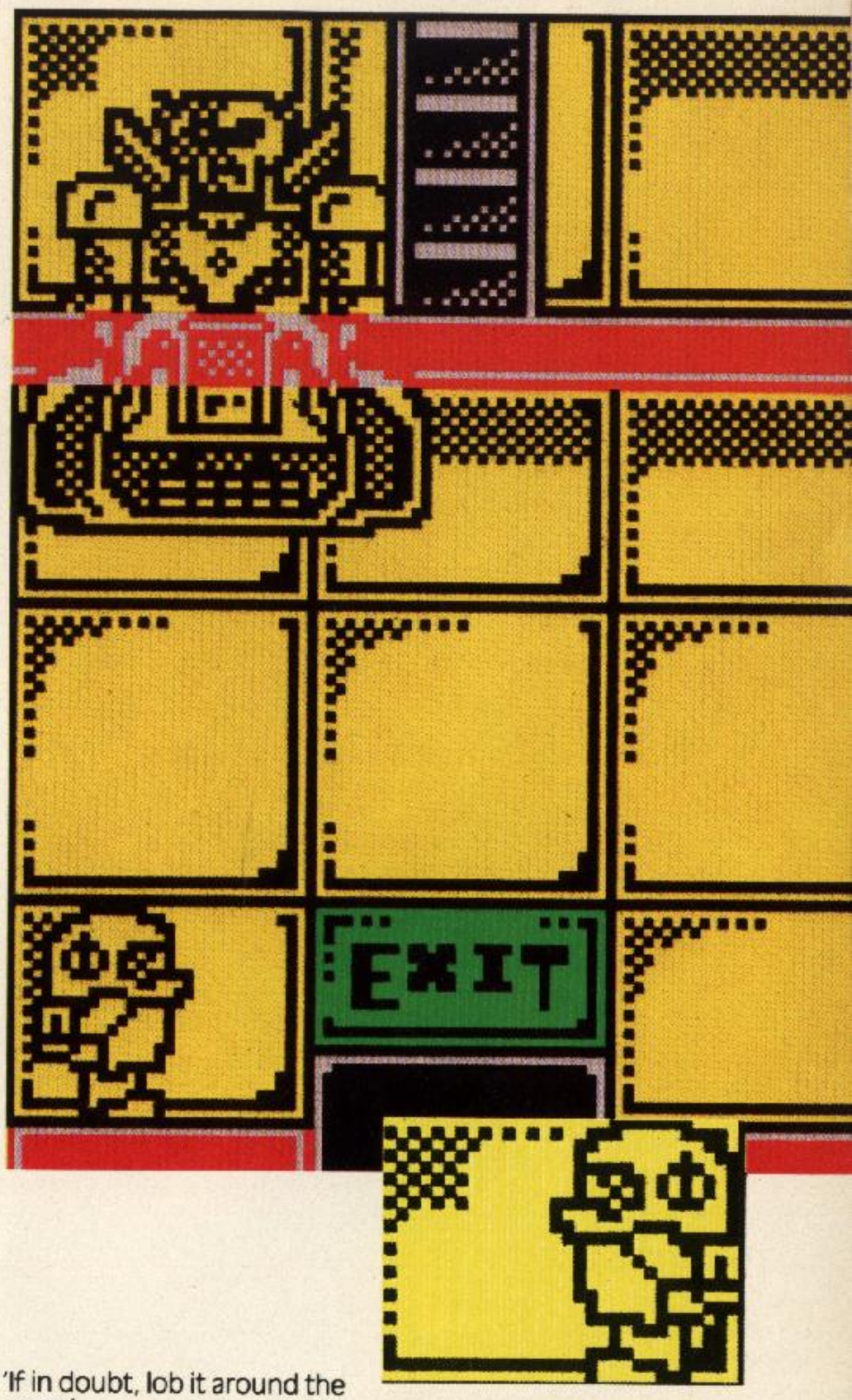
When you are ready, you can leave this section by landing on the Exit area and pressing the *Down* key. Before you get anywhere, however, you'll find yourself face to face with a very, very, very nasty thingy. This appears to be the master robot and it will attack you on sight. If you manage to shoot it a couple of times, you'll probably gain a great score and eventually destroy it. We have no idea which weapon does this best but there are firm suspicions amongst the hardier of the zappers that the flying custard pies are the best.

The bomb can be found in one of the next sections, provided that you have enough energy left and get through the barrage of do-das. Being intelligent people from EMAP central control, we immediately assumed that the bomb served a use as a brick for lobbing at the meanies. But alas! We have yet to prove our assumption and the bomb remains untouched.

Another puzzling development was the appearance of a transistor radio in one of the remote sections. We picked it up and used the Zapper's guide to 'If in doubt, lob it around the room'
This, however, didn't work and so we decided we were using the wrong tactic.

Some of the sections later on in the game contain certain places that totally trap you. Therefore, tread (Or finding out what things did what: jump) with care and remember where the *Reset* switch is.

Finally, remember that you can jump through certain sections and this will save you time that could have been wasted climbing ladders. Also the Zapper's rule.



STAR GLIDER

From Realtime Software comes another wire-frame graphic shoot'em up in the guise of the incredible **Star Glider**.

We all thought it was trendy but there wasn't much in the way of a lasting effect. However, not being totally biased, here are some tips for those out there who think it's absolutely fabby.

Save all your missiles for as long as you possibly can ie Don't go firing at just any old thing that might walk in your way.

We found it best to try to destroy the ground targets first so that when you attack the bird you will not be harassed from below (Sounds painful)

Avoid all the walkers as they will do their best to blow you apart.

They can apparently only be destroyed by a missile and this has to be aimed at their 'Heads'.

It follows, therefore, that if you want to save your missiles, dig a hole and hide down it when a walker stalks your way.

When you're in possession of a couple of missiles, creep up behind a glider and shoot.

Fly the missile right in to destroy the bird.

Always approach a glider from behind as they tend to fire forwards only.

Creep up slowly enough to give you time to aim correctly.

Remember not to fire your missile until you are fairly close, otherwise the bird will simply move away and you will have trouble re-aiming the missile.



Always remember where your silo is positioned. You can then always rush back there when there is an emergency or when you need to re-arm.

Time the entry to the silo carefully – it's best not to crash into the front of it!

Replenish your stock of missiles whenever you have a spare moment. If you do this, you'll always be armed in an emergency.

Now, for all those wire-frame fans out there, below is a nasty by nasty look at those fiends who are going to try to blast you apart.



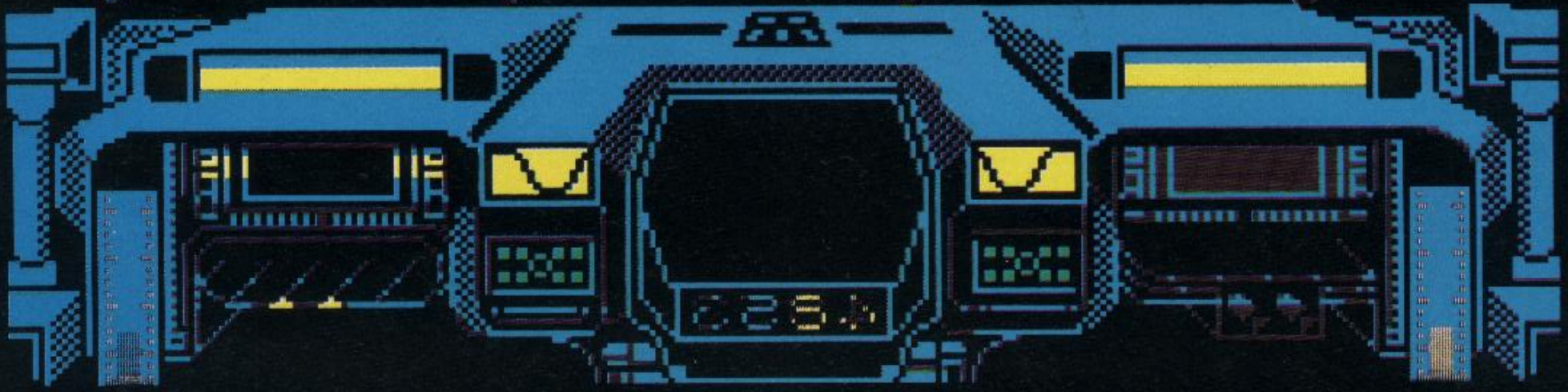






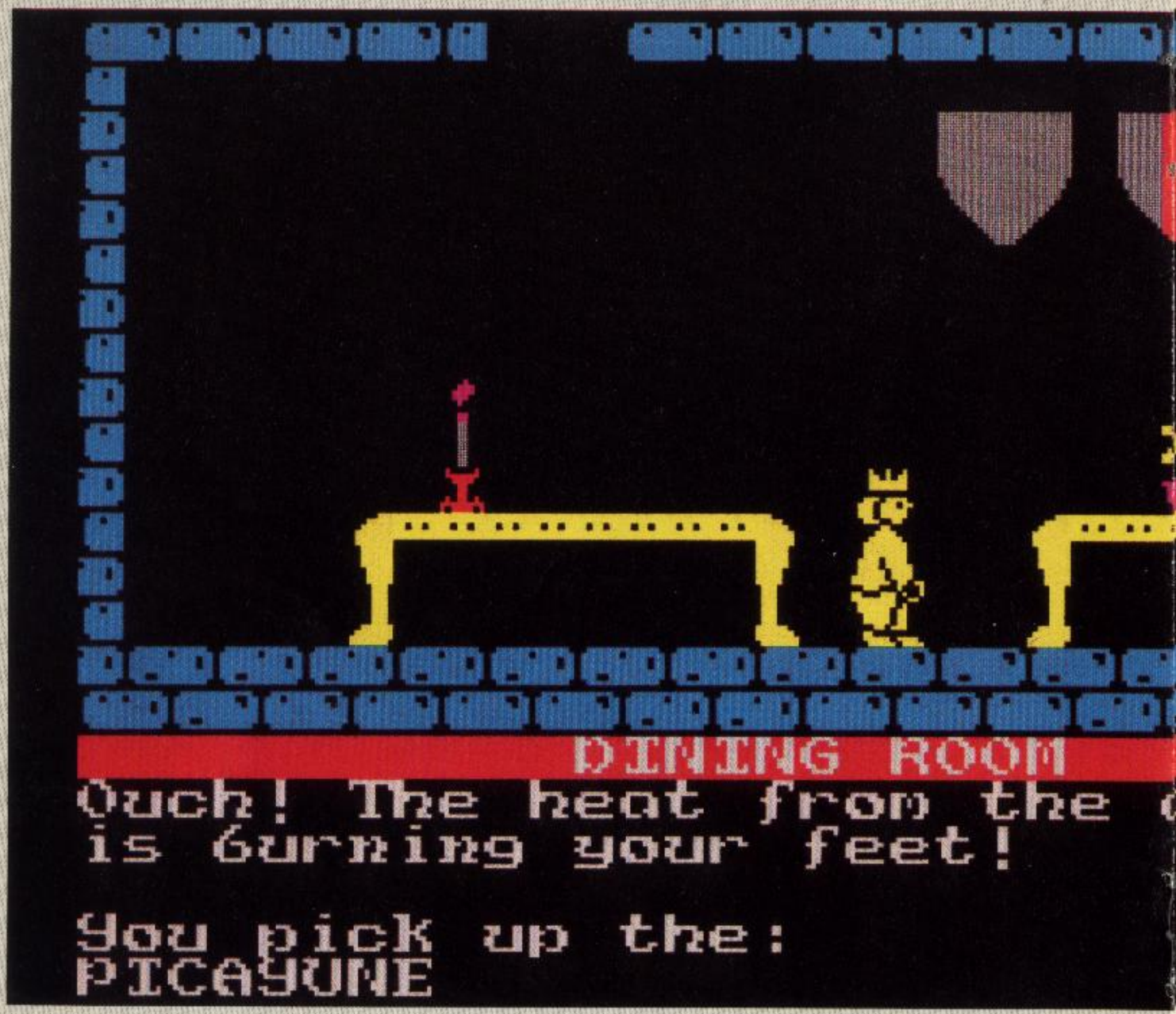
Hints and Tips





KINGS

KEEP



King's Keep from Firebird Software is another **Knight Tyme** clone. That said, it's a good release and we've had a bash and come up with some useful tips.

I expect that numerous people will have their fair share of problems just getting out of the starting screen. The trick is in realising that when your man jumps up into the air, you can still move him in mid-air.

So, jump on to the barrel to the left of the screen and then to the ledge now on your right. You should be fine up until now. The next part involves a jump up to the ledge directly above you. Impossible? Not so! The idea is to jump at the wall to your left and when you hit it, to

tips

waved off, the next thing to do is to explore the area around you.

Pay close attention to instructions when they tell you to avoid forbidden areas – these will automatically end the game should you enter them. On the whole, there are a lot of these areas at the start of the game and they will catch you out unless you keep a sharp eye fixed on the section ahead.

Interrogate every person you come across. You'll find a Jester, a Knight and another minion near the start. All need a certain item before they are made happy ard give in to your questions.

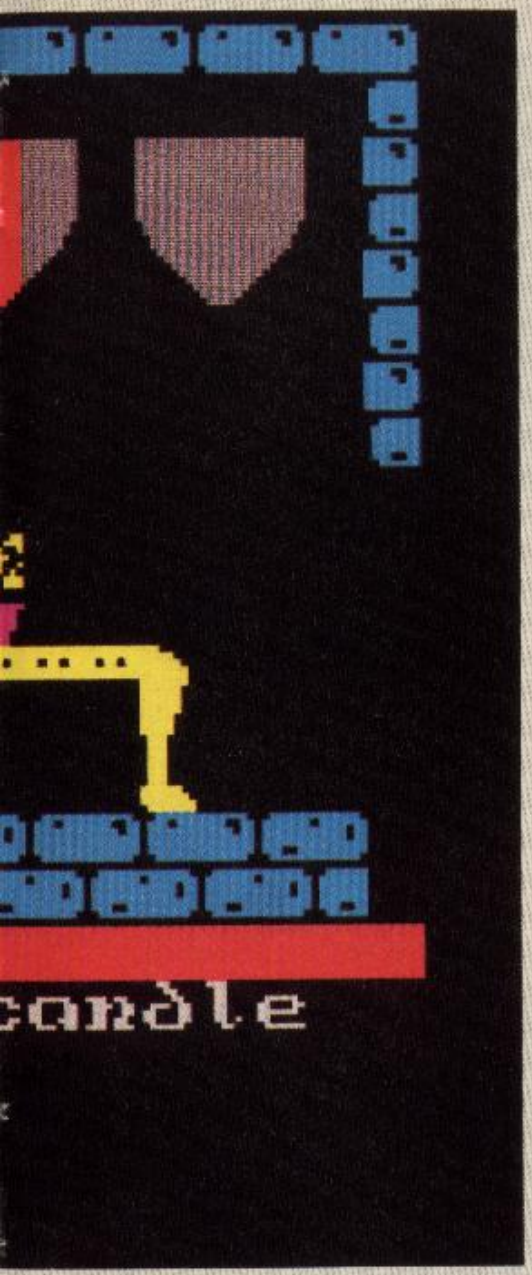
The Knight is near a Forbidden Area and so don't stay near him for too long otherwise you'll be in trouble. The Knight will warn you when you are running short of time.

The King's Jester is an unhappy minion because he's just learnt a new trick and wishes to cheer the King up by showing him. Unfortunately, he's lost one of the playing cards and therefore needs you to search for it.

Other objects that may help you in various different quests can be found scattered around the castle and its dungeons. Some include: a towel, a coin (perhaps to bribe people?), a customized banjo (to play Spanish Eyes on?).

By entering the option system you can tell the bod to play the banjo and a horrible noise will be emmitted. To help you become the next Mark Knopfler, you can obtain the sheet of music.

Other interesting objects that can be dredged up include a Silver Knife. To grab this, you will need to locate the pot and use the option system to take something out of the pot. Somehow, I think the idea was to put stuff into the pot but never mind.



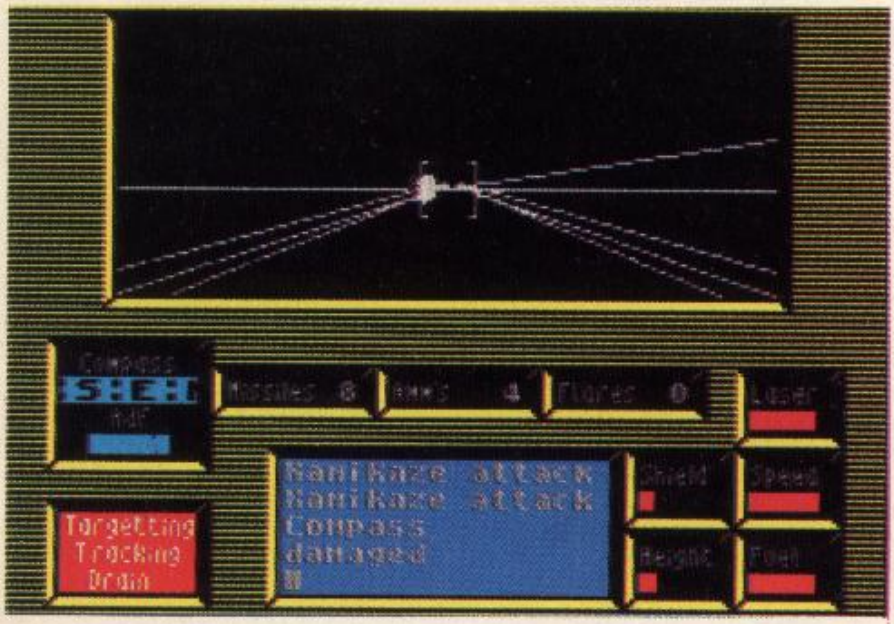
immediately turn your man to the opposite direction. Hopefully you will then land on the ledge above you. This method of bouncing off the walls and other objects will come in handy as you progress through the game.

Once you've got that bit

POKES

Enter and run the program and load in the original **Antiriad** tape. Once loaded you'll have infinite stamina, and infinite suit energy!!!

A C A D



Moving on to another space-age shoot 'em up and one which is incredibly complex.

CRL's Academy involves you flying around in your Skimmer and blowing everything away that just happens to cast a glance at your shiny new Plus Two.

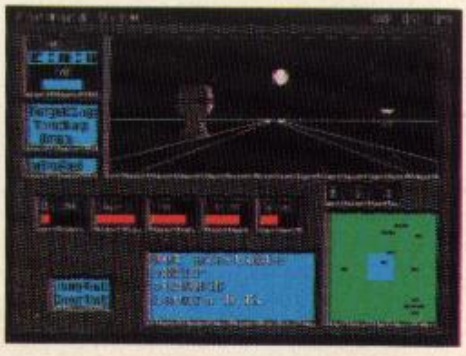
These tips have been dredged up out of the remains of several hundred squadrons of skimmers and are for the first set of missions that are already in memory when the main program has loaded.

Module: If it moves ...

Basically, the object is simply to blow everything that you can see apart. This involves destroying droids, control towers, radar towers and of course the hunter enemy aircraft. To find out more details about these, look up the operating manual.

At the start, before you leave the GLV, type in the command that puts the sights on. This allows you to aim much more accurately and makes the screen look trendy.

In the beginning you will find that there are several easy targets right within your range. There are several radar towers that tend not to fire back if you attack them. Beware of the droids because they will!



It's best to make a quick attack and destroy these towers and then turn around making sure you know where the GLV is situated. Provided you do this every so often and use your direction finder well enough, you will never run out of ammo and fuel.

Make sure that you destroy all enemy spacecraft as soon as they appear on your screen.

If you let the amount of enemy spacecraft in your screen build up, you'll find that they will be very nasty and probably mount a kamikazi attack on you.

If this happens, you have only two alternatives:

— You can turn around and run like do-da to the GLV and hide there until Mike Singleton releases the Eye of the Bain or

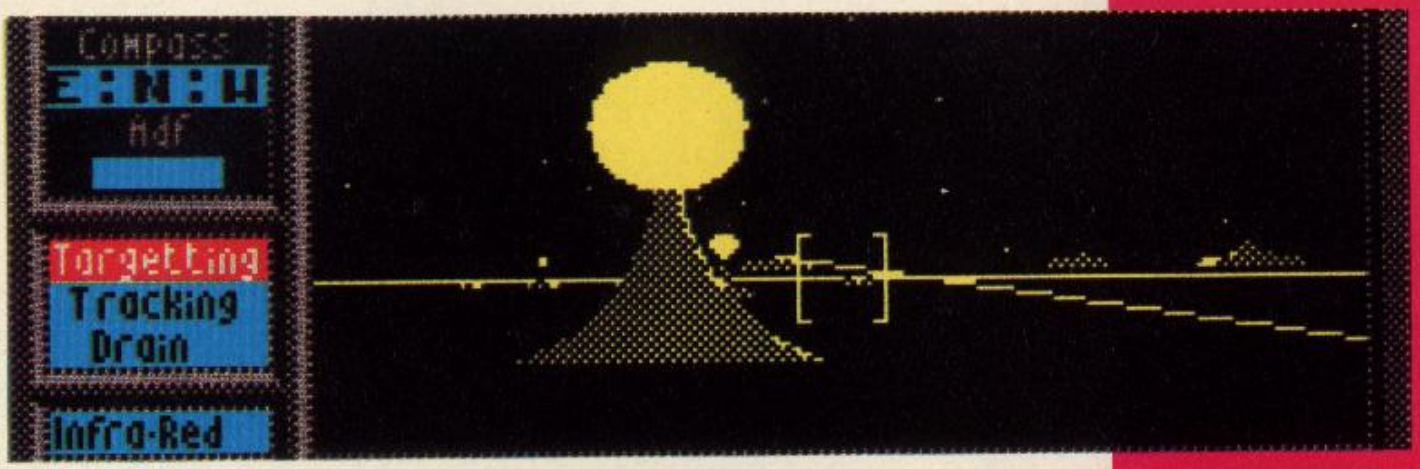
— or Shoot everything in sight as quick as possible and launch a few missiles in the general direction of the baddies. This way you loose a few pounds of sweat and quite often your spacecraft.

Whichever option you choose, remember where the GLV is and scarper back there whenever you can to refuel and receive your status.

Module: Meltdown...

Another blow 'em up test. In this module there are thousands of Kamikaze spacecraft that will try their hardest to wipe you out. This is not difficult, believe me! Other delights in the mission include mines and of course the missiles that your enemy fires in your direction every few minutes. These can be

E M Y



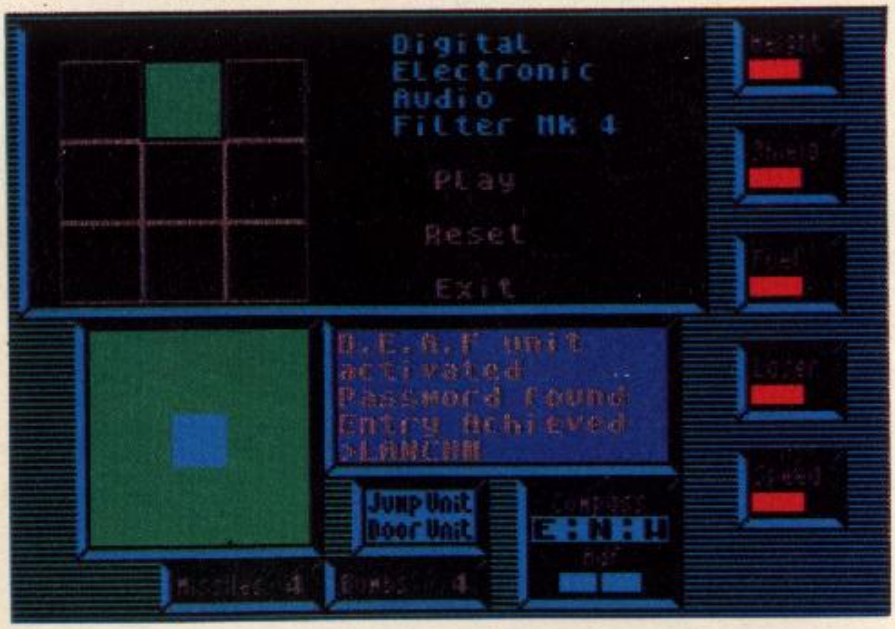
avoided by altering your height and twiddling the joystick to direct your ship in the opposite direction.

Again, remember where the GLV is and when you are low on fuel, head in it's direction fast.

Whatever you may decide to do, don't go into the base at full speed as this will leave you feeling rather splattered and will end the game.

Always approach the GLV at a steady speed and once it gets close, shut down the engines and cruise in slowly. Make sure you have positioned your sights somewhere on the base and have a reasonable amount of height.

Remember to refuel your Skimmer when you begin everything. You will find that your fuel levels will increase substantially. All this proves that CRL are rather mean and don't give you much fuel to start off with.



and Tips

TERRA COGNITA



Tips and Hints

Terra Cognita is Code Master's first budget release after they left Mastertronic a few months ago.

The game is a sort of a miniature version of **Lightforce** but lacks the numerous aliens found in it's big daddy.

It is great fun, too.

Always keep a watchful eye on your fuel level which will go down rapidly.

To refuel, you'll need to fly over a square marked conveniently with a large letter 'F' (Good innit?)

It's a good idea to avoid crashing into a wall wherever possible. Doing this will undoubtedly prolong your lifespan.

Flying over a letter 'B' will give you a bonus and push up your score dramatically.

After collecting a bonus, pull back on your speed because there's usually a nasty wall situated right in front of you. Try also to push your ship to the left or to the right to allow you to carry on ahead safely. Don't turn right if there is a wall there!

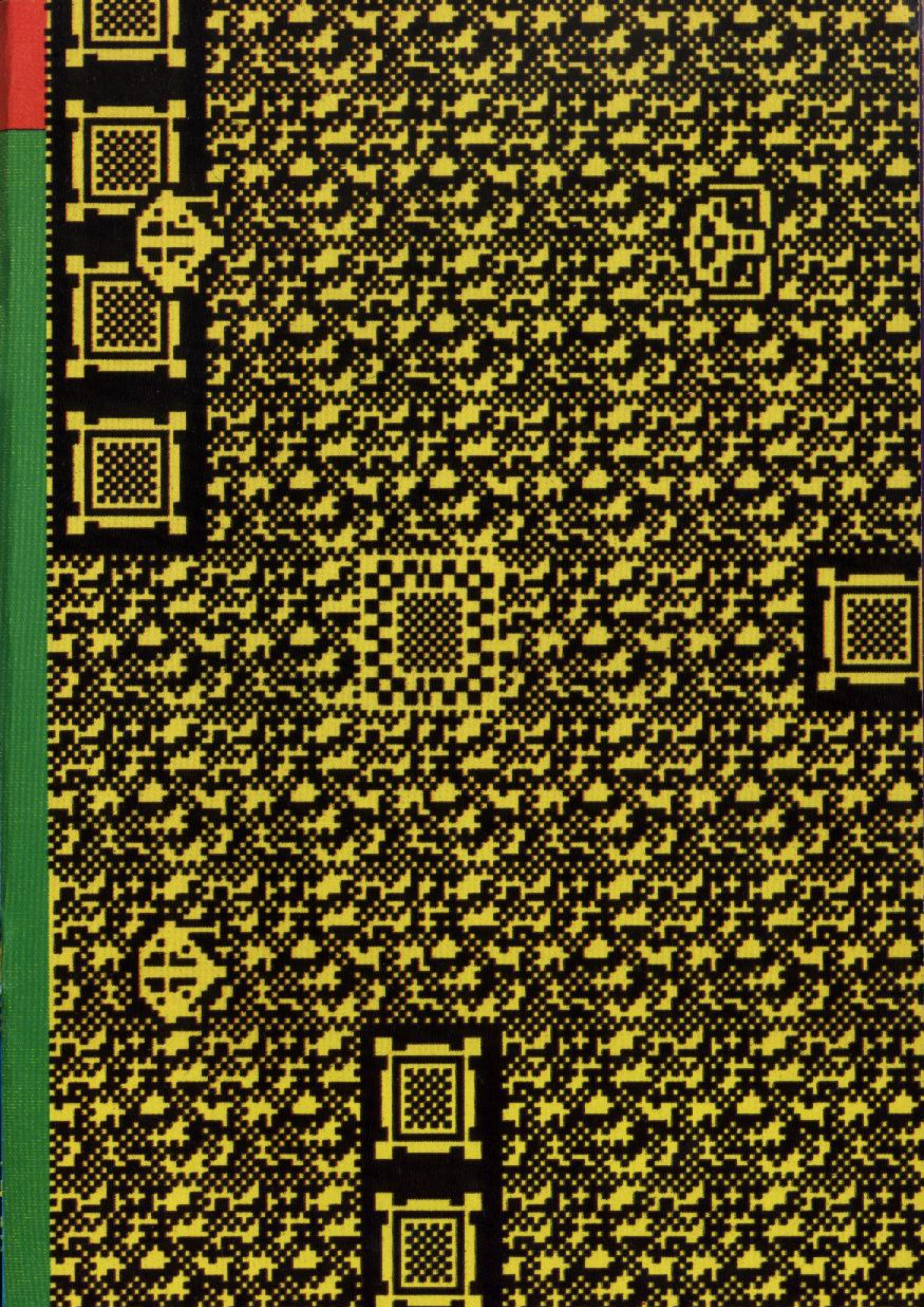
When you fly over a square which has a plus sign on it your speed will increase or decrease depending on the speed you were doing at the time of 'impact'. Be prepared to speed up and be careful not to bash into any walls. You've been warned!

Another sour grape to watch out for is, or are, the time warp do-das. If you casually fly over one of these you'll find yourself transporting in time and will appear somewhere else – usually flying directly at a wall!

There's a set of virtually impassable time shift squares positioned near the beginning of the game. You should be able to push your joystick as far to the right as you possibly can and thus avoid being warped. This theory has yet to be proven.

Should you manage to pass the time thingies, you now find yourself flying along a passage on the right-hand side of the screen. This will lead to yet more furious goodies – including more time do-das.

In the game, there are sets of monsters which go from left to right and slowly down the screen towards you. These are a menace as they will eventually crash into you if you don't get your finger out and destroy them first. To make things more tedious there is the added problem of crashing into a wall as you try to get the nasties.

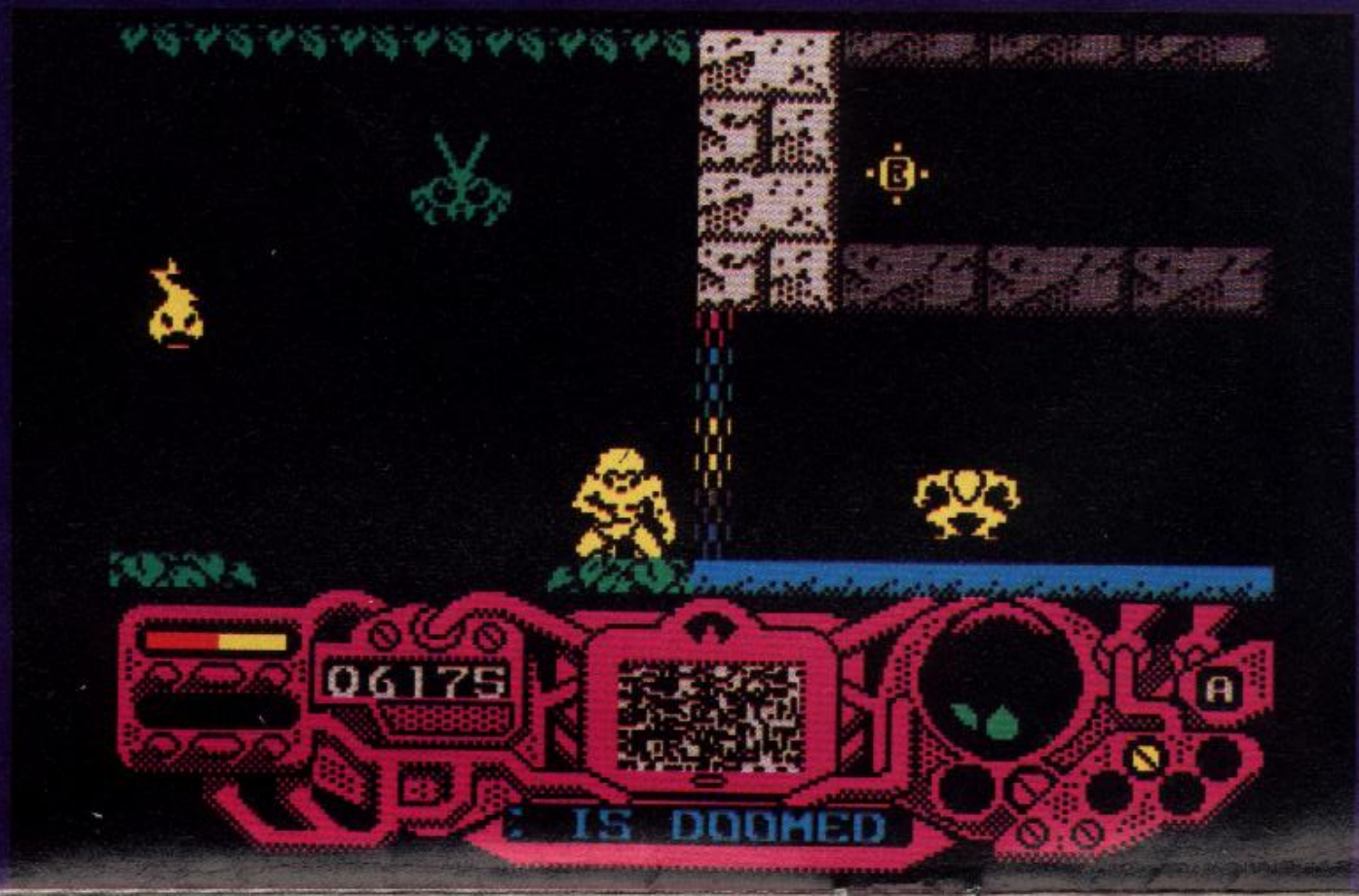


SACRED ARMOUR OF ANTIRIAD

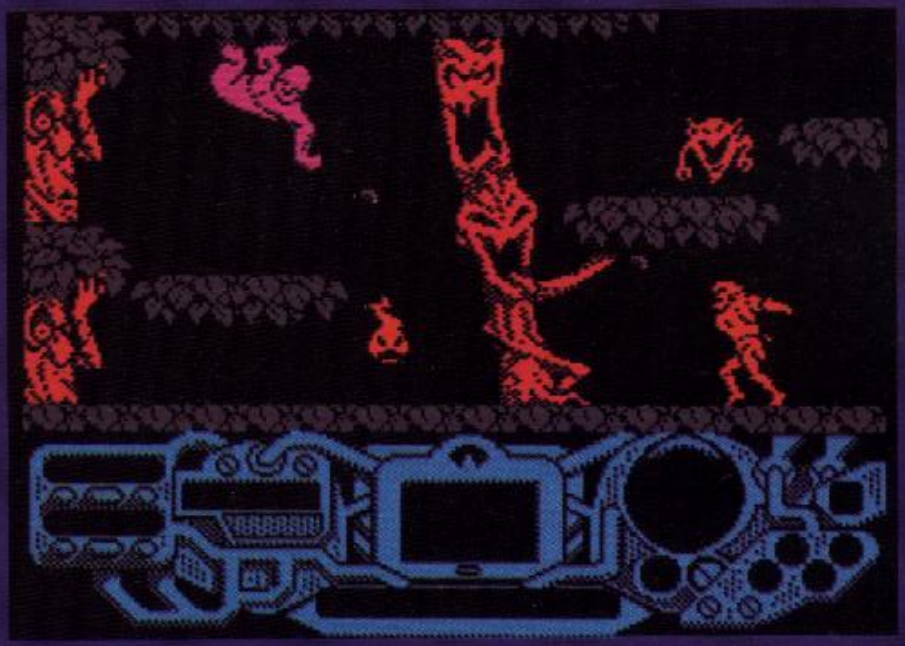
The Sacred Armour of Antiriad from Palace Software is a game that received it's fair share of praise over the last couple of months and in most computer buff's opinion, it is described best as a 'good bet'.

Of course, certain members of staff gave the game a classic and also a good couple of hours reading the comic so that they can catch up on their childhood days. Jim, still refuses though to give up Dredd.

You start the game at either the left hand side of the section or the right hand side.



Intruders



In either position, you'll find a pile of stones which can be easily picked up by crouching over them and these will help you to fend off intruders.

Avoid any of the monsters, especially the type that hang from trees and try to grab you. (Note: This is not referring to any of the magazine staff.)

Try not to walk into any drips – these deplete your energy quickly.

Use the Zapper's Guide to find our about certain objects.

To find the suit of armour head into the middle of your section and then jump up to until you see it. To activate it, walk into the suit and then turn to towards the user. A message telling you what is happening will appear. Remember that you won't be able to take off at that moment as gravity will hold the suit down.

Rays that fall from the ceiling as multi-coloured lines will lower your energy if you persist in walking through them.

To allow your active man to climb higher and gain the pieces of armour, you can jump on stone pillars.

Watch out for the rather unusual nasty that looks like something from a space age game. This takes a liking to blowing you apart and will lob things at you at every possible chance.

```
10 FOR F=65368 TO 65387
15 READ A:POKE F,A
20 NEXT F
30 DATA 62,32,50,224,224
40 DATA 50,226,224,195,141
50 DATA 224,33,88,255,34
60 DATA 94,178,195,32,178
70 LOAD ""CODE
80 POKE 25007,99
85 POKE 25008,255
90 RANDOMIZE USR 25000
```





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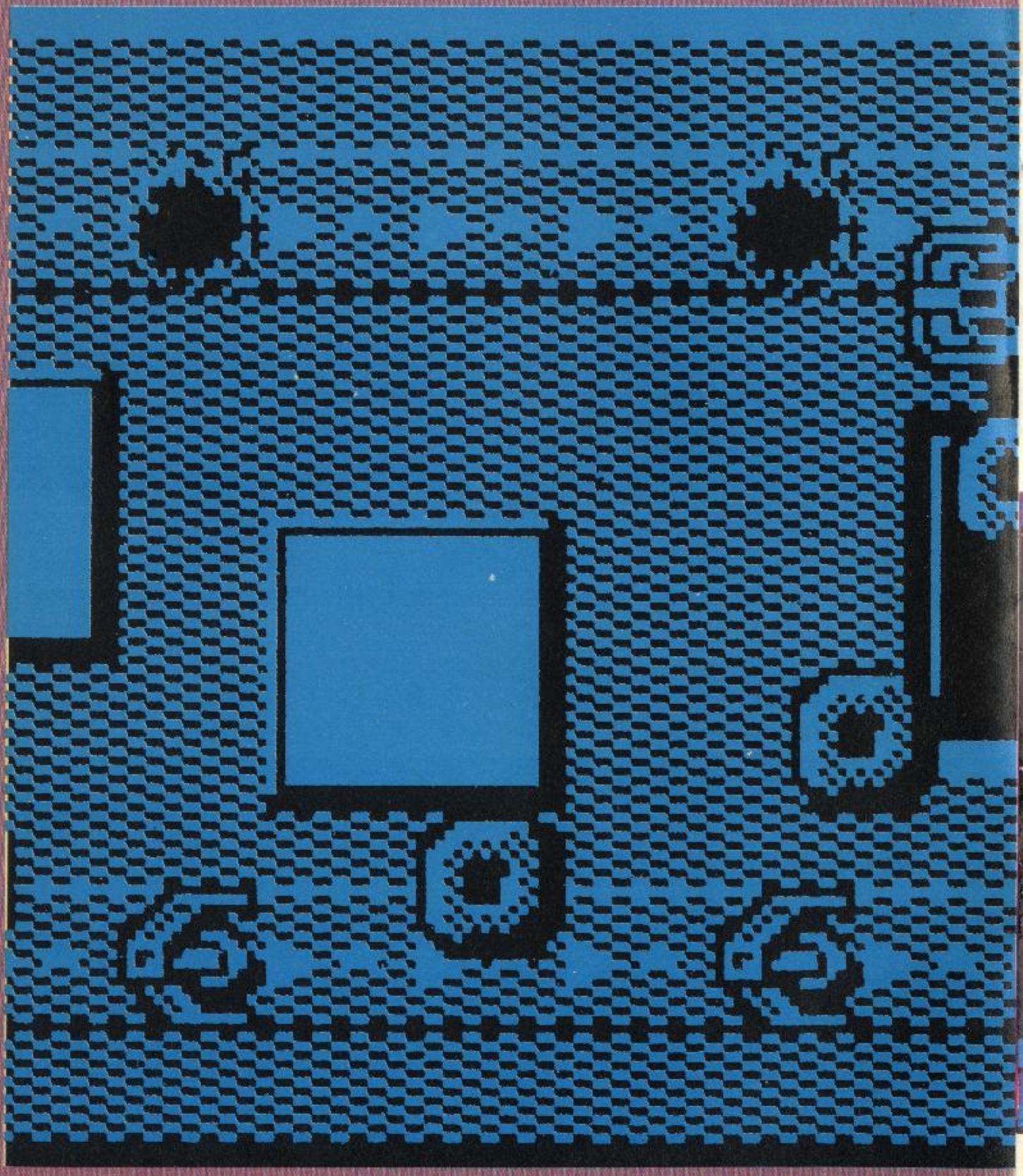

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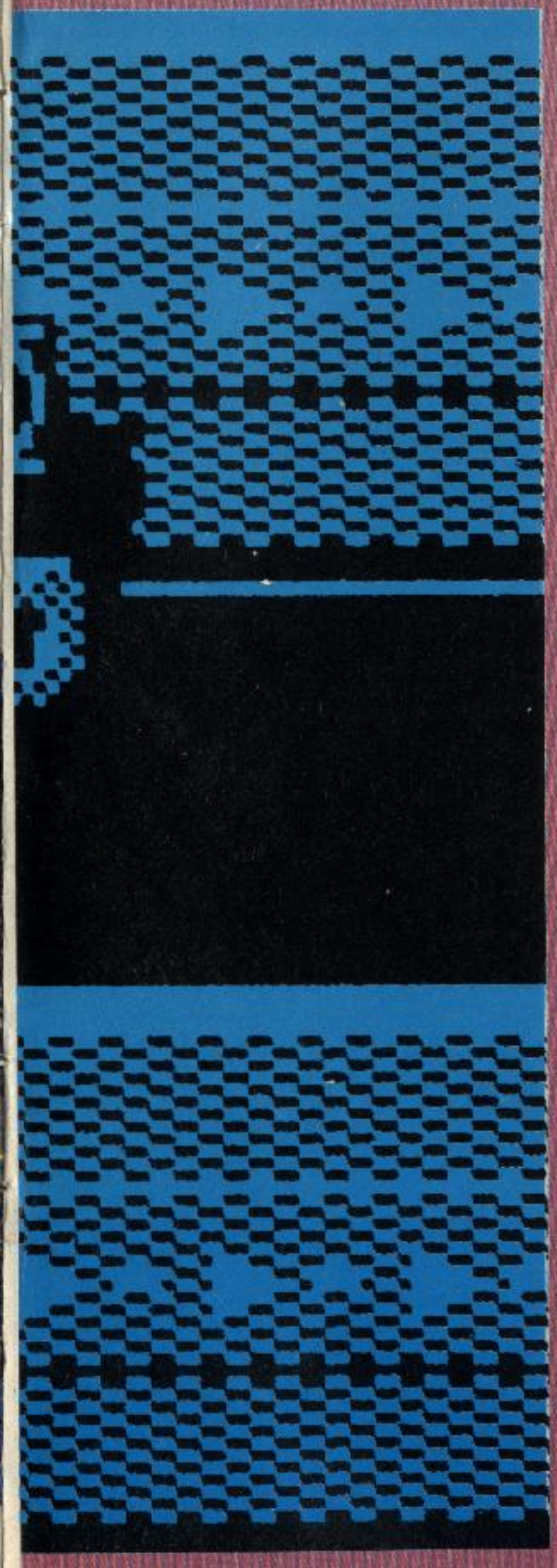


Here's a Poke routine for Hewson's chart topper. Enter and run the program and then load in the Uricium tape.

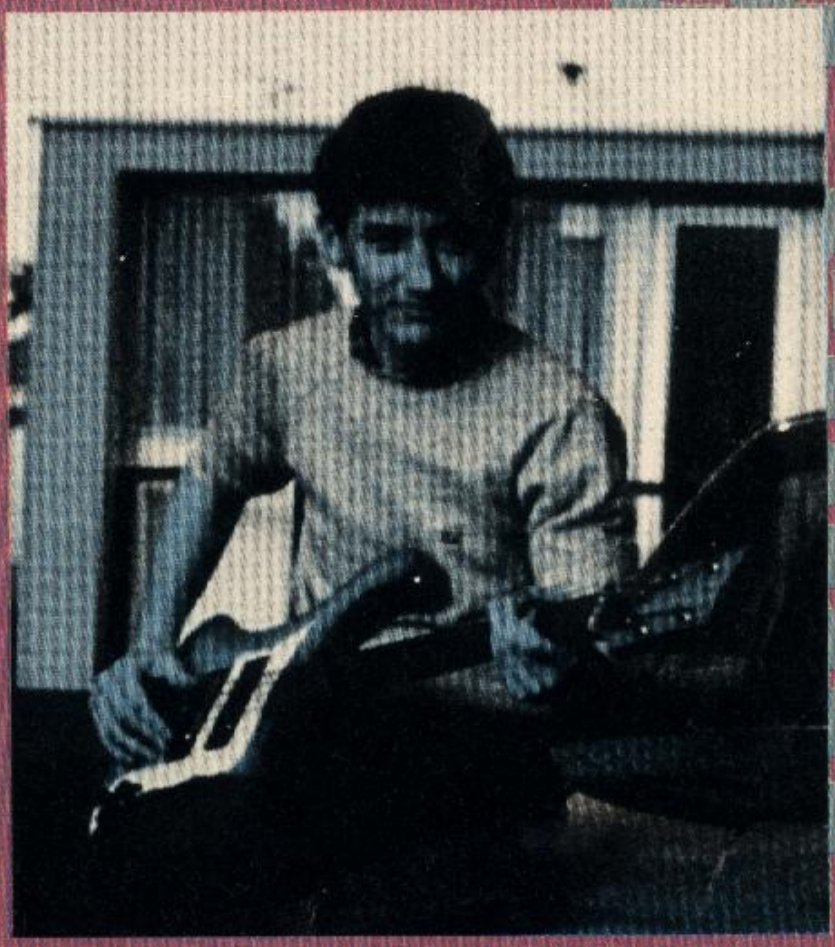
Line 95 – infinite lives

Line 105 – enables your ships to pass through/over any walls or aerial masts.

Line 115 – a must for mappers, this gets rid of the waves of aliens and also does away with the homing missile. If that is not enough, it also prints up 'Land Now' straight away. Good eh???

Now you must certainly finish it ....

```
1 REM URIDIUM POKES [illegible]
2 LET AD=64980
3 READ A
4 IF A=999 THEN GOTO 10
5 POKE AD,A:LET AD=AD+1
6 GOTO 3
10 PRINT AT 10,6;"START URIDIUM TAPE"
15 RANDOMIZE USR 64980
20 DATA [illegible]
25 DATA 125,1,[illegible],255,55
30 DATA [illegible]
35 DATA [illegible]
40 DATA [illegible]
45 DATA [illegible]
50 DATA [illegible]
55 DATA [illegible]
60 DATA [illegible]
65 DATA [illegible]
70 DATA [illegible]
75 DATA [illegible]
80 DATA [illegible]
90 REM INFINITE LIVES
95 DATA [illegible]
100 REM PASS THROUGH WALLS
105 DATA [illegible]
110 REM NO ALIENS,LAND NOW
115 DATA [illegible]
120 REM NEED THIS LINE
125 DATA [illegible]
```



SINCLAIR

SUPPLEMENT

