HINTS'N'TIPS VS TIPSHOP



The door to the Tipshop creaks open for the first time in over ten years. Step inside, push the cobwebs away and help yourself to some mouldy old tips well past their sell-by date. Yum.

Good evening, constabubble. No, I'm perfeckly fine. Not tipsy in the slightest, ossifer. I mean, officer. Yes, I have been to the local tipshop. No, no, no. I merely had a few ales, and some tints and pips. Tips. Hints. Hints and tips. A poke? Saucy! I don't think that's any of your business. Ooh! Your hands are very cold, mister pleeceman. Oh… go on then. Meet us round the bus shelter in five minutes and leave your helmet on.

Aah, the good old days of hints and tips. When games were delightfully hard, and a good POKE was all you needed to sort things out. Oh yes, vicar. Travel with us now back to that glorious time, thanks to the fine, fine fishmongers at **www.the-tipshop.co.uk** – your family Spectrum tips haberdashery since 1804 (or about five past six in real money – Ed). We asked them which games you tip-hungry funsters constantly request. They told us. Now, we tell you…

JET SET WILLY

Keep your Willy safe by keeping it in your pants. Also, these POKEs might help. You need to MERGE the loader program and add the POKEs into a new line 35, then type RUN and start the tape again.

Infinite lives:
POKE 35899,0
To stop deaths by heights:
POKE 36477,1
To obliterate all moving objects:
POKE 35123,0



MANIC MINER

Mining is a darn hazardous occupation. Cave-ins, gas pockets and giant boots descending from the sky to squash you flat. Hop around this classic game by using this cunning method…



Type **6031769** while you're in the Central Cavern and a boot will appear near the lives counter. To access any of the other 20 levels, simply hold down the following keys at the same time (for more air just press the number of the screen you're on again).

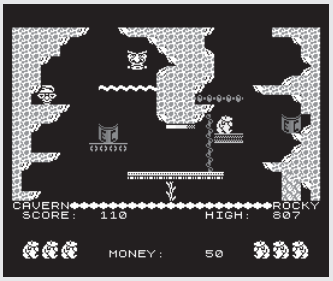
Note that this cheat only works with the Bug-Byte version of the game.

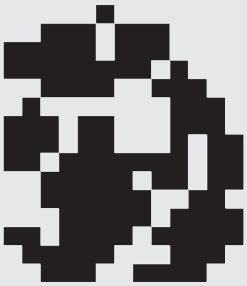


Central Cavern: 6
Cold Room: 6 & 1
The Menagerie: 6 & 2
Abandoned Uranium Workings: 6 & 2 & 1
Eugene's Lair: 6 & 3
Processing Plant: 6 & 3 & 1
The Vat: 6 & 3 & 2
Miner Willy meets the Kong Beast: 6 & 3 & 2 & 1
Wacky Amoebatrons: 6 & 4
The Endorian Forest: 6 & 4 & 1
Attack of the Mutant Telephones: 6 & 4 & 2
Return of the Alien Kong Beast: 6 & 4 & 2 & 1
Ore Refinery: 6 & 4 & 3
Skylab Landing Bay: 6 & 4 & 3 & 1
The Bank: 6 & 4 & 3 & 2
The Sixteenth Cavern: 6 & 4 & 3 & 2 & 1
The Warehouse: 6 & 5
Amoebatrons' Revenge: 6 & 5 & 1
Solar Power Generator: 6 & 5 & 2
Final Barrier: 6 & 5 & 2 & 1

AUF WIEDERSEHN MONTY

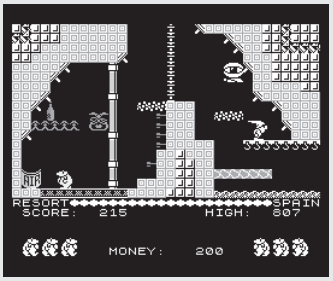
Moles are fragile creatures. One blow from a cricket bat can burst their little fuzzy heads wide open. One solid stamp of a boot can crack their tiny bones like a bag of Twiglets.

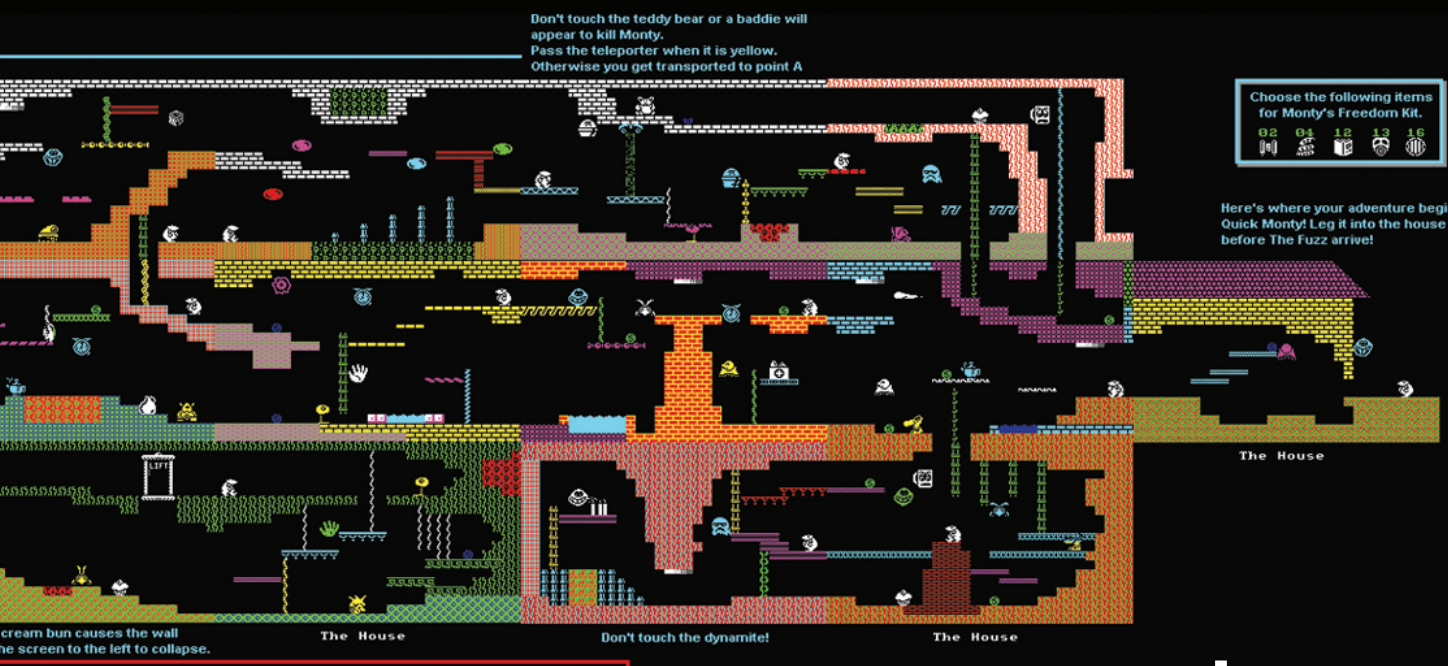


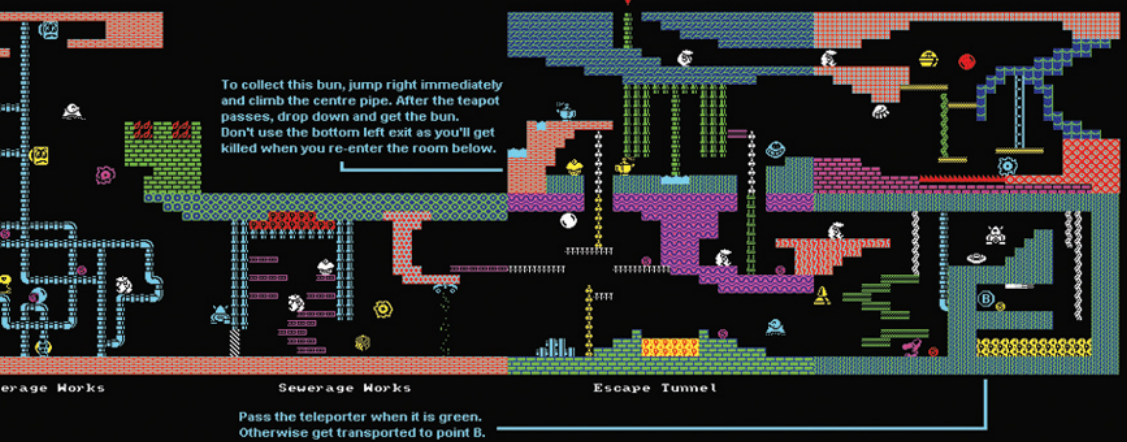


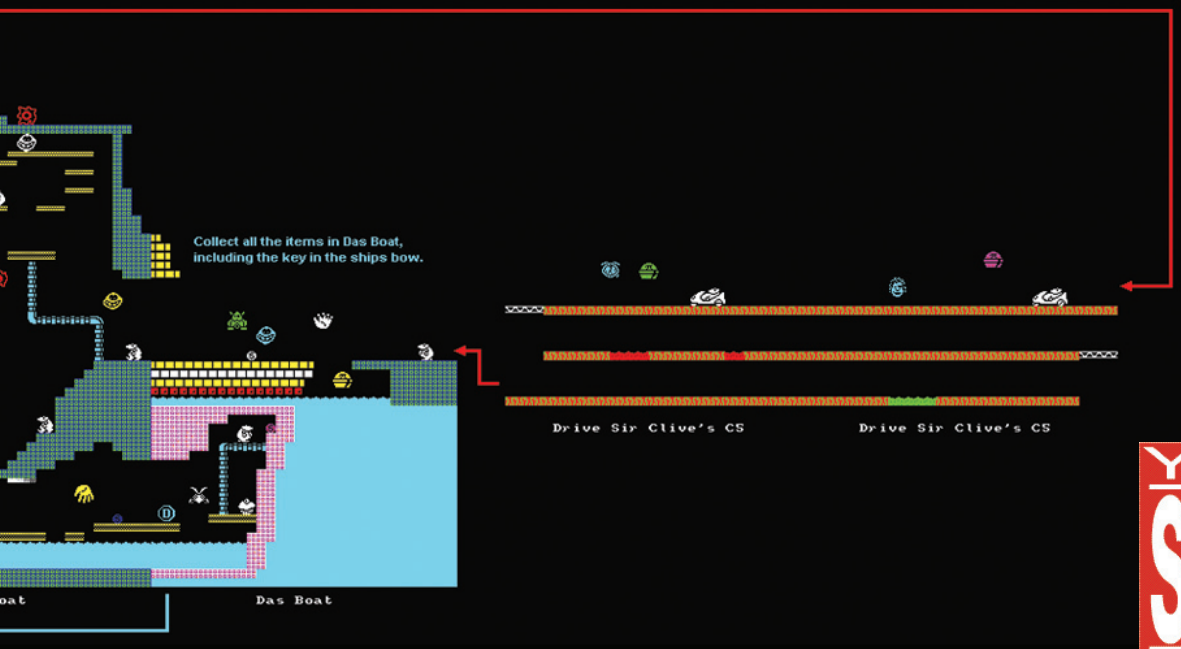
Trust us, we've tried. No such bother for Monty – this monster POKE makes him utterly invincimole.

```
10 CLEAR 32767
20 LET T=0
30 FOR N=40000 TO 40032:
READ A: POKE N, A: LET
T=T+A: NEXT N
40 IF T- 3049 THEN PRINT
"DATA ERROR": STOP
50 POKE 40021, 186
60 POKE 40024, 164
70 POKE 40028, 160
80 POKE 40031, 144
90 LOAD ""CODE
100 RANDOMIZE USR 40000
110 DATA 33,78,156,17,153,
129,1,19,0,237,176,195,0
120 DATA 128,205,86,5,62,
201,50,99,0,50,176,0,175
130 DATA 50,179,0,50,138,0,201
```



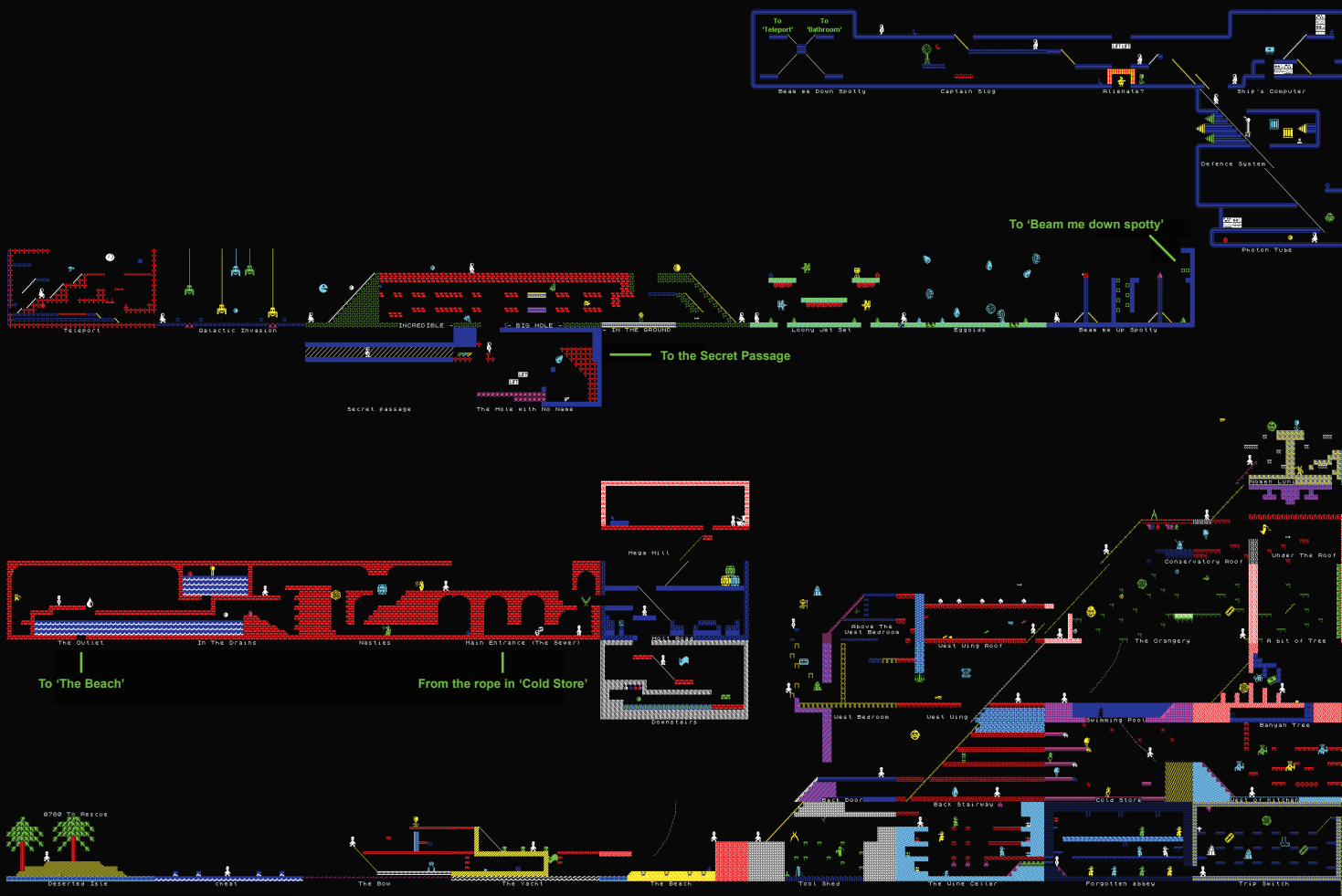

Don't touch the teddy bear or a baddie will appear to kill Monty.
Pass the teleporter when it is yellow.
Otherwise you get transported to point A
Choose the following items for Monty's Freedom Kit.
02 04 12 13 16
Here's where your adventure begins. Quick Monty! Leg it into the house before The Fuzz arrive!
The House
cream bun causes the wall
he screen to the left to collapse.
The House
Don't touch the dynamite!
The House

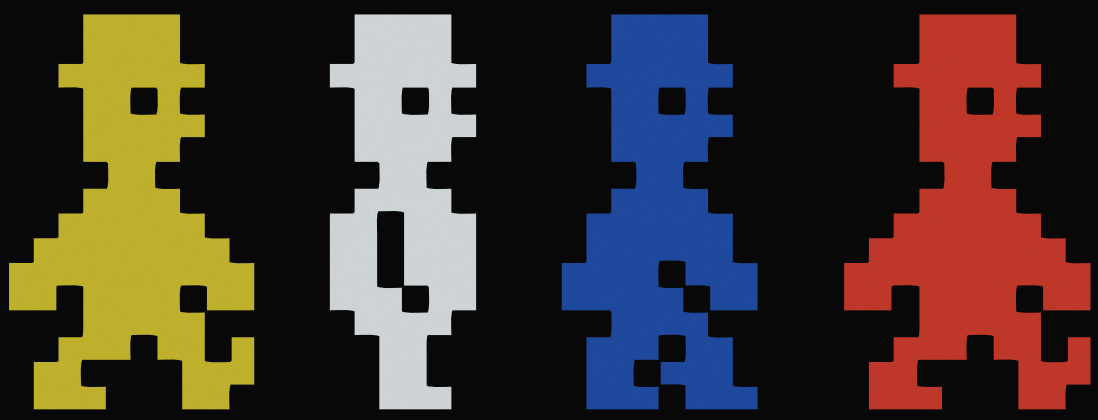

To collect this bun, jump right immediately and climb the centre pipe. After the teapot passes, drop down and get the bun.
Don't use the bottom left exit as you'll get killed when you re-enter the room below.
erage Works
Sewerage Works
Escape Tunnel
Pass the teleporter when it is green.
Otherwise get transported to point B.

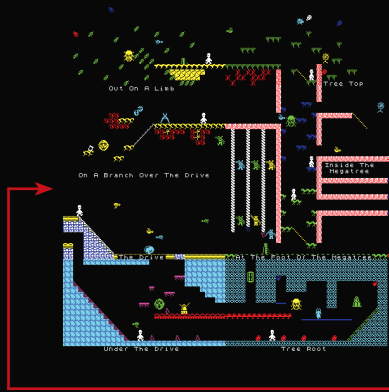

Collect all the items in Das Boat, including the key in the ships bow.
oat
Das Boat
Drive Sir Clive's CS
Drive Sir Clive's CS

JET SET WIL

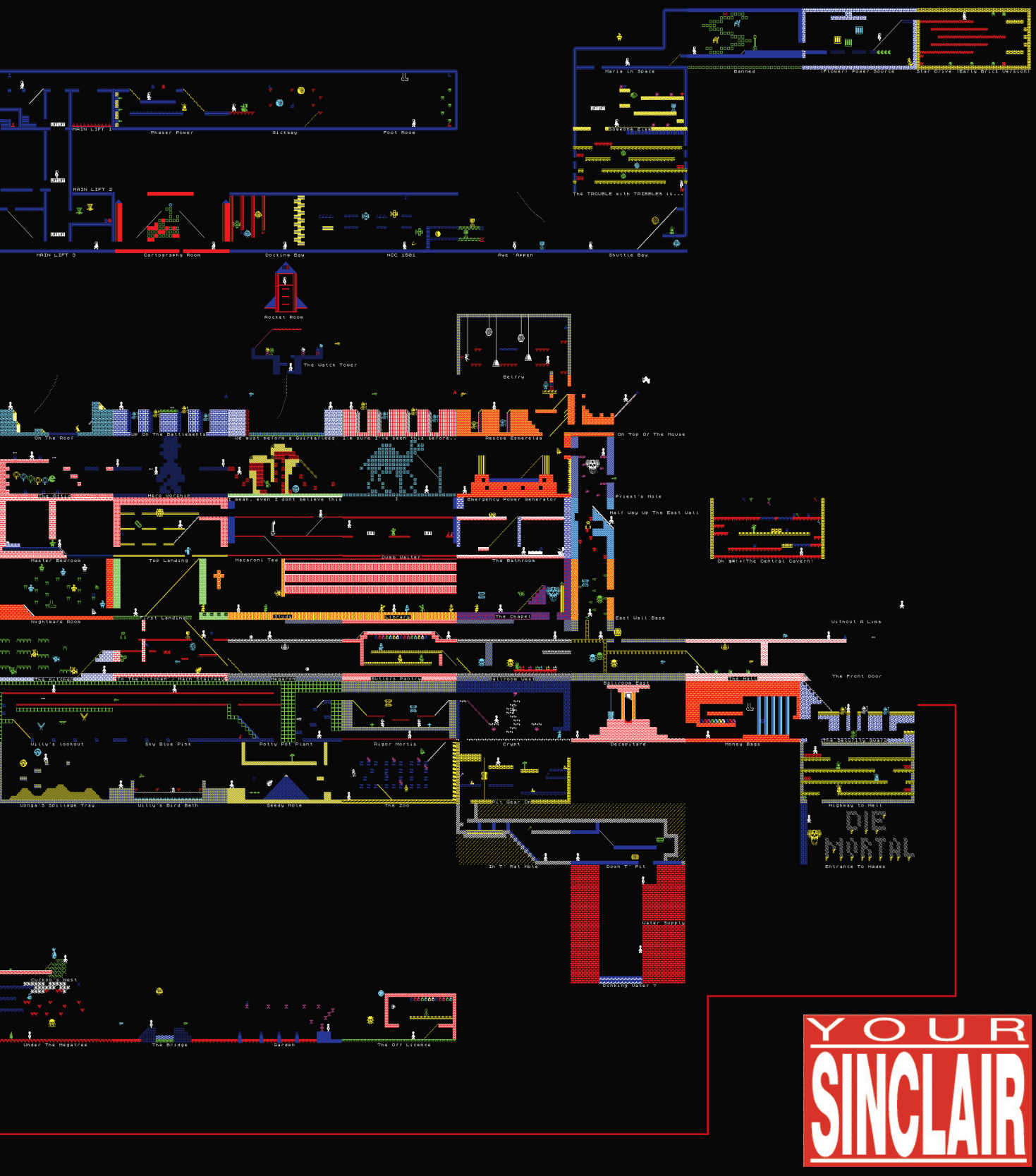
Mapped by Nigel Fishwick





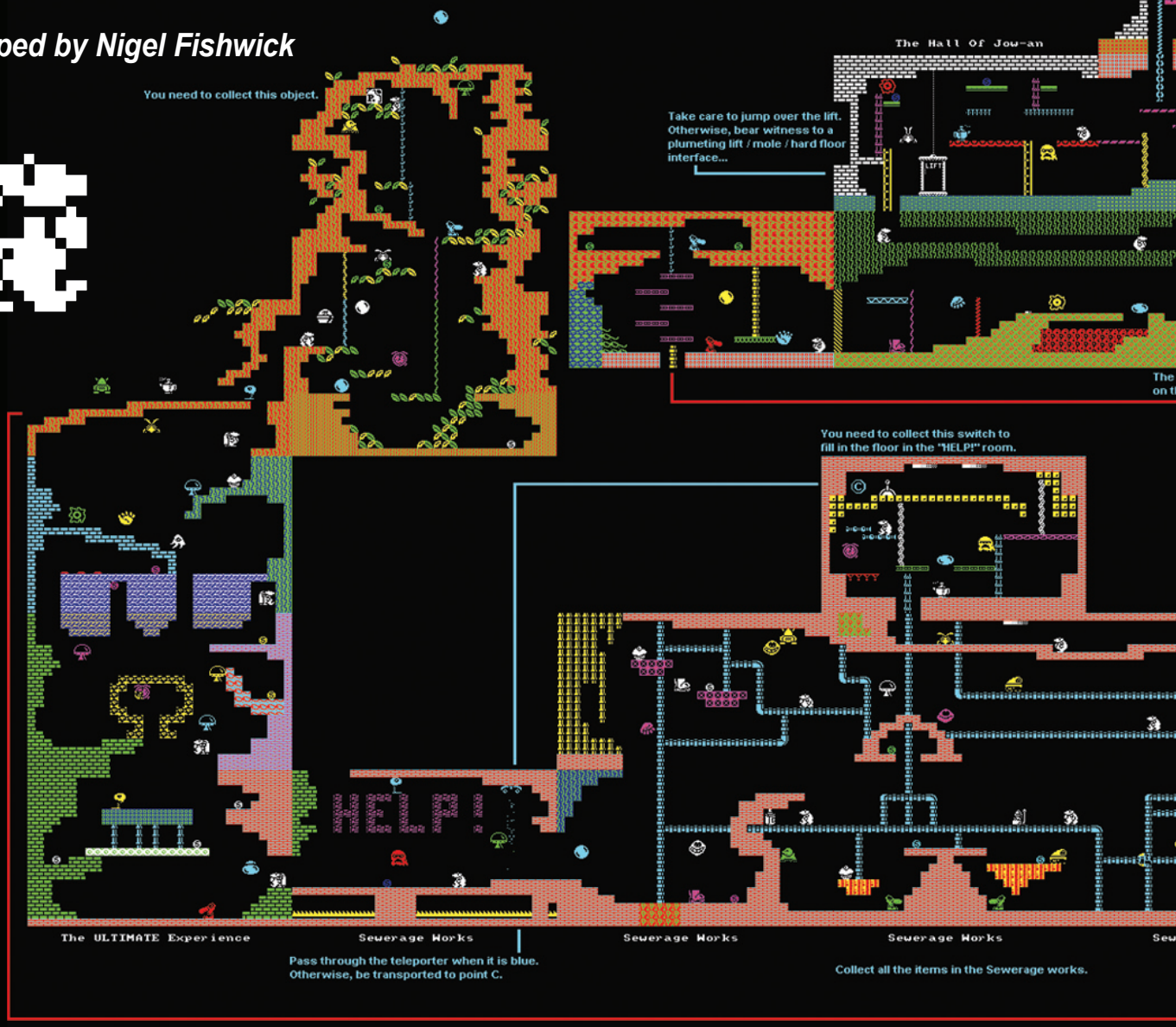


LY 2 AAAB

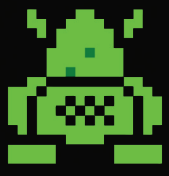

Maria in Space
Banned
(Flower) Power Source
Star Drive (Early Brick Version)
MAIN LIFT 1
Phaser Power
Sickbay
Foot Room
MAIN LIFT 2
MAIN LIFT 3
Cartography Room
Docking Bay
NCC 1501
Aye 'Appen
Shuttle Bay
The TROUBLE with TRIBBLES is...
Rocket Room
The Watch Tower
Belfry
On The Roof
Up On The Battlements
We must perform a Quirkafleeg
Rescue Esmeralda
On Top Of The House
Hero Worship
Emergency Power Generator
Priest's Hole
Half Way Up The East Wall
Master Bedroom
Top Landing
Macaroni Ted
Dumb Waiter
The Bathroom
Nightmare Room
First Landing
The Chapel
East Wall Base
Without A Limb
The Kitchen
Butlers Pantry
Ballroom West
The Hall
The Front Door
Ubley's Lookout
Sky Blue Pink
Potty Pot Plant
Rigor Mortis
Crypt
Decapitare
Money Bags
Bonga's Spillage Tray
Ubley's Bird Bath
Seedy Hole
The Zoo
Highway to Hell
Entrance To Hades
Under The Negative
The Bridge
Sarah
The Off Licence

MONTY ON THE RUN

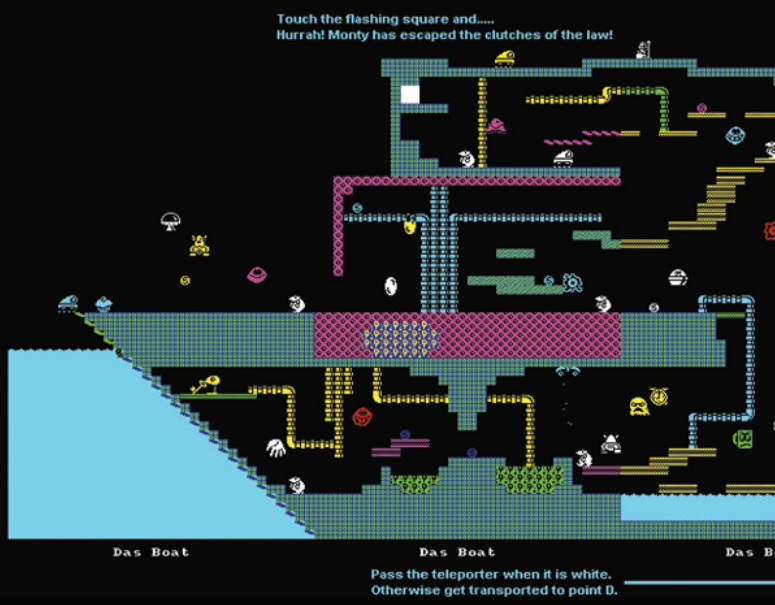
Mapped by Nigel Fishwick











ROBOCOP

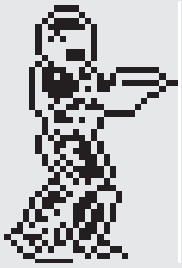
Who'd have thought it. Over 15 years since it was first released and Ocean's Robocop is still top of the Speccy charts! If you're still stuck in old metalhead's first adventure, here are some handy hints. Thank you for your co-operation, stay out of trouble etc etc.

Level 1 – The Street
Always keep moving, shooting the thugs on the street, but leaving most of the guys up in the windows in order to save time and ammo. Watch out for the guys with chainsaws as they're deadly!

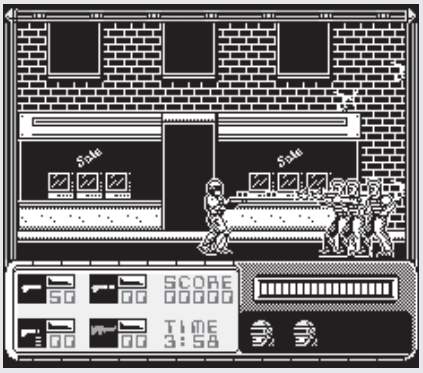
Level 2 – Alleyway
Your best bet is to shoot the mugger's elbows. Don't try shooting through the woman's skirt like in the film 'cos it doesn't work. Shame.

Level 3 – Street revisited
Same as level 1 but a bit tougher. The motorbikes can be a pain, because if you don't destroy them as they whizz past, they come back from the other side of screen.

Level 4 – Photofit
You need to peace together Emil's face before the timer runs out. Be careful when matching the chins as they're all very similar looking.



Level 5 – Crack den
Work your way through the factory, busting druggies as you go. There are stairs to negotiate, so watch out for people shooting you from above.



Level 6 – ED-209
This big metal baddie is surprisingly easy to destroy. Keep down, but every time he reloads, walk towards him. When you're close, stand up and punch his metal mug three times to finish the job.

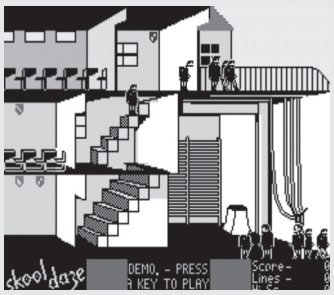
Level 7 – OCP
Similar to level 5, only this time you're trying to get out of the building. Use the lifts to go down, shooting the thugs as you go. Time is quite tight here so you need to keep moving.

Level 8 – Scrapyard
This is a tough level, as some of the thugs have got Clarence Boddicker's super-gun. But, you can grab the gun yourself and use it on the baddies, including another ED-209 at the end of the level.

Level 9 – Dick Jones
Remember level 2? This is the same, only tougher as Dick doesn't show much of himself. As before, aim for his elbows and The Old Man will soon be safe. Boof! Done! Now go home.

SKOOL DAZE

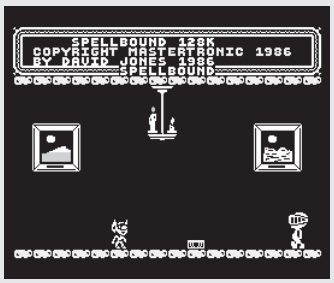
Want to be able to take infinite lines without ever being expelled?



Anyone? Bueller? Bueller? Type this in, then lipsync to Twist & Shout like a silly prat.

```
10 LET T=0: FOR F=59857
TO 1E9
20 READ A: LET T=T+(F-
46500)*A
30 IF A=2 THEN GOTO 60
40 IF A>255 THEN GOTO 80
50 POKE F,A: NEXT F
60 IF T<>52720194 THEN STOP
70 RANDOMIZE USR 59857
80 LET F=A: NEXT F
90 DATA 221,33,203,92,17
100 DATA 75,1,62,255,55
110 DATA 205,86,5,48,241
120 DATA 62,230,50,48,93
130 DATA 33,0,0,195,108
140 DATA 30,33,9,234,17
150 DATA 185,128,1,14,0
160 DATA 237,176,33,161,128
170 DATA 14,21,17,145,129
180 DATA 237,176,33,149,129
190 DATA 34,161,129,195,47
200 DATA 128,0,62,195,50
210 DATA 125,128,62,129,50
220 DATA 127,128,195,139,128
230 DATA 181,177,144,141,139
240 DATA 151,33140,221,
124,254
250 DATA 129,40,3,221,117
260 DATA 204,217,221,9,217
270 DATA 58,134,128,254,32
280 DATA 40,8,62,201,50
290 DATA 192,249,195,134,128
300 DATA 33189,195,117,129,2
```

SPELLBOUND



Magic Knight, so much like Vegas conjurors Siegfried and Roy, but with 97% less tiger mauling. To be immune to all damage (including feline assault) simply type and run this tiny listing before loading…

```
10 CLEAR 26060: LOAD""
CODE 16384: RANDOMIZE
USR 23296
20 POKE 35101,195: POKE
35102,59: POKE 35103,106
30 RANDOMIZE USR 26627
```

TIR NA NOG

We once knew a guy called Neil Na Nog. Funny bloke. Had a wooden spine. Talked like a goose. Hated wax. Thought all salad was evil. Here are some Multiface POKEs for Neil's dad, aka Tir Na Nog.

No Sidhe: POKE 34202,200
Safe Sidhe: POKE 33727,24
No Olcweed: POKE 31365,201
Safe Niathir: POKE 30801,195
Unlock Doors: POKE 35421,24



LORDS OF MIDNIGHT

Want to walk through monsters? Travel at night? Then simply get a job on Britain's hi-tech rail network! Alternatively, type in this listing before loading Mike Singleton's ace adventure.



```
10 CLEAR 65535: POKE 23570,
16
20 PRINT AT 9,6; "START TAPE"
30 LOAD "" CODE 16384
40 FOR F = 23317 TO 23335:
READ A: POKE F,A: NEXT F
50 DATA 33,0,0,34,99,253
60 DATA 34,14,8,96,33,24,62
70 DATA 34,195,98,195,117,96
80 RANDOMIZE USR 23300
```

