

# Encyclopédie des «triches» Oric (4e partie)

par André C.

## Franklin's Tomb Salamander Software



Can't find the last object you need? Have you read your horoscope this morning?!  
[pas d'article dans le Ceo-Mag]

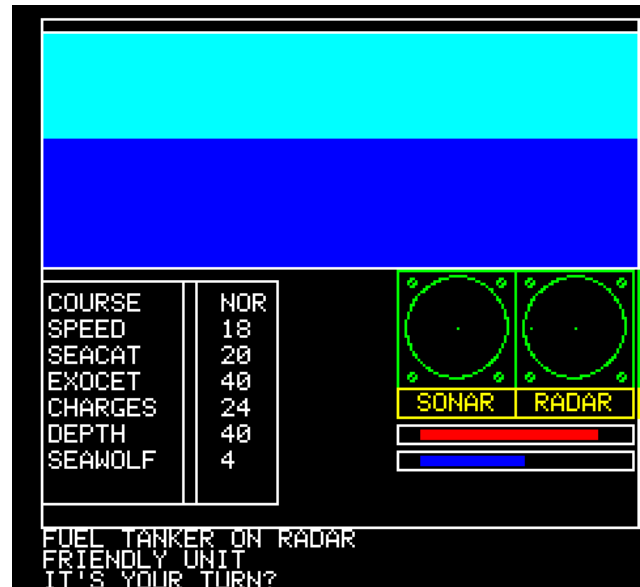
## Frelon Marc Duren, Loricels



The following pokes are for the second block of code.  
DOKE#7385,#EAEA:DOKE#7387,#EAEA:  
POKE#7389,234 [voir aussi Ceo-Mag n°44 page 14; n°175 page 30; n°192 page 25-27]

Ceo-Mag n°228

## Frigate Commander IJK



When a sub comes on the radar, face the opposite direction to it, then alter speed to -500. You will then get over the sub very quickly.  
[voir aussi Ceo-Mag n°55 page 12 & n°225 pages 18-20]

## Galaxians Gordon Russell, Softek Software



[rien chez Jim, voir Ceo-Mag n°175 page 30]

**Gastronon**  
**C. Perconti, Loriciels**



[rien chez Jim, voir Ceo-Mag n°185 pages 29-30]

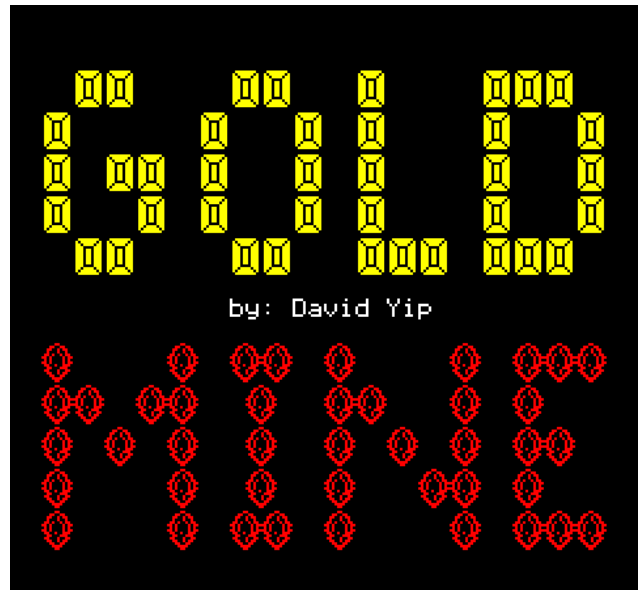
**Ghost Gobbler**  
**Ian Hothersall, IJK**



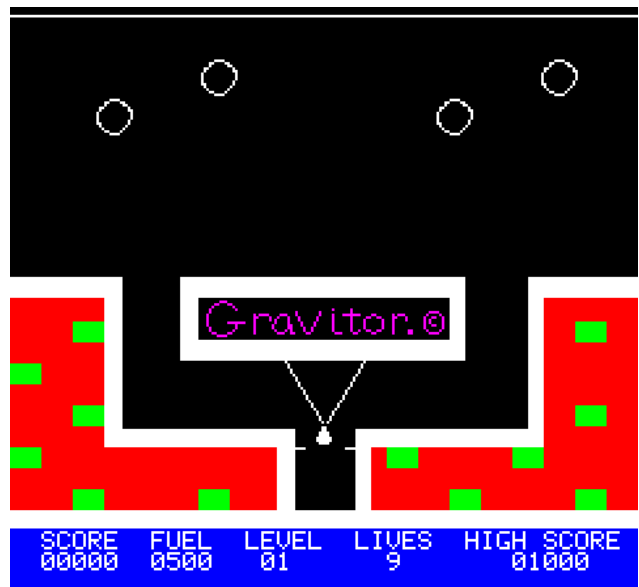
For infinite lives, load the program, inhibit its auto-run and enter: POKE#16EE,16:POKE#10,127 or try: DOKE#16ED,#EAEA:DOKE#16EF,#EAEA The following effects are available in HIRES mode: CALL#16C8 - Returns control after 3 lives are spent. CALL#3000 - Displays the scenery. CALL#127B - Displays the Gobbler & the ghosts. CALL#3300 - Displays the ghosts. CALL#3140 - Displays the Gobbler. CALL#3200 - Increases the score. CALL#3006 - Clears the HIRES screen in TEXT mode. CALL#1F20 - Scrolls colours around the screen. [voir aussi Ceo-Mag n°19 page 12; n°175 page 30; n°192 pages 25-27 & n°225 page 29]

**Gold Mine**  
**David Yipp, FGC / HGC**  
 Ceo-Mag n°228

[rien chez Jim, voir Ceo-Mag n°128 page 14 et n°220 page 50]



**Gravitor**  
**Stephen Haigh, Severn Software**



[rien chez Jim, voir Ceo-Mag n°167 page 29; n°175 page 30; n°192 pages 25-27]

**Grendel**  
**Alistair Way, Mirage Software**

To stop bullets killing you, play the first game as normal. When finished, you are asked to press any key to play again. Now press 'SHIFT' and '+' and you won't die from being shot. After finding 3 keys and 4 of the 5 weapons find the red door, past the Grendel sign and arrows. Shoot the door with the keys until it explodes. Go through and get the fifth weapon which is the one which will kill Grendel. To get the key segment on the screen with the 'King' on the left and 6 'Faces' on the right, try one of the following 2 solutions.

1. Get the big gun, which resides in the second gun



bay. The other gun isn't fast enough for this screen. With gun no. 2 at the ready, enter the screen by dropping into it from the centre of the one above. As you drop, keep as far right as possible, facing right, in the squat position and firing all the time. It's important to kill the first 'Face' before he shoots. There are 6 of these 'Faces', so keep hammering the fire button. Whilst you're blasting away, the 'King' is getting ready to shoot you in the back. So, after you have taken care of the first 2 'Faces', stand-up and start walking right (still firing) so that you drop onto the lower platform. When the 'King' moves up far enough, turn to the left, fire a couple of shots and then turn right again for the remaining 'Faces'. You are now safe to pick up the key segment. To do this, drop down onto the little step to the left of the key, then creep towards the key until you can pick it up. Then you retrace your steps and go out the way you came in.

2. Jump up from the passage-way at the bottom of the screen, which achieves the objective but involves sacrificing a life. However, method 1 is risky so this second method may be the safest course of action. To help on the screen with the spiked face lying on the ground, which makes it tricky to jump off the lamp post safely, try: POKE#43F7,25 to move the face a little to the right, or POKE#43F9,19 to turn the face into a harmless bush. [voir aussi Ceo-Mag n°44 page 14]

### Harrier Attack

#### Durell Software

[rien chez Jim, voir Ceo-Mag n°225 pages 18-20]

### Honey Kong

#### V. Nicolas, Sprites

For infinite lives, load the prog., inhibit its auto-run and enter: DOKE#51FC,#90 [voir aussi Ceo-Mag n°182 page 27; 192 pages 25-27; n°225 page 29]

### Hopper

#### A. J. Clarke, Personal Software Service

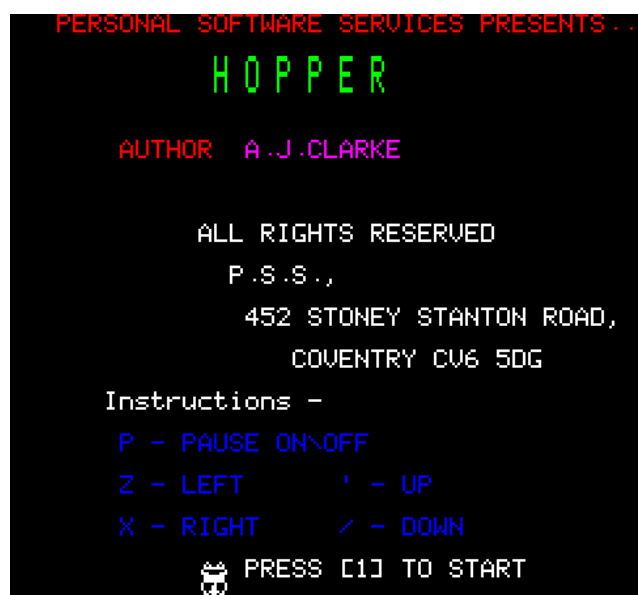
For infinite lives, load the program, inhibit its auto-run and enter: POKE#794,255. In TEXT Ceo-Mag n°228



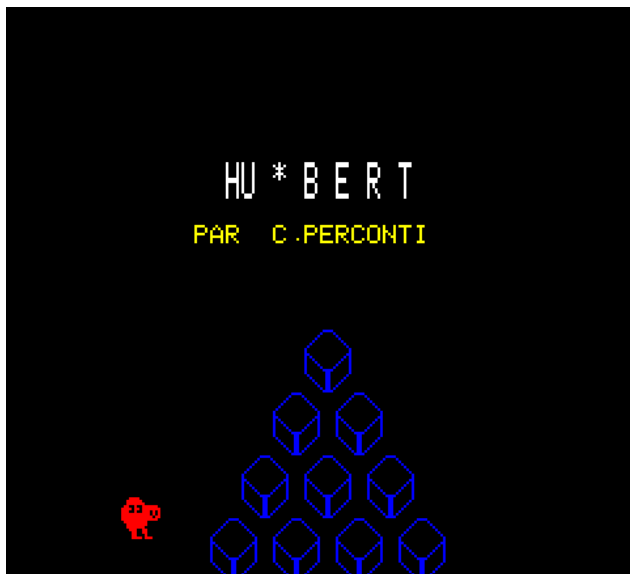
mode: CALL#546 - Standard game. CALL#1F00 - Music. RESET button - Returns control. [voir



aussi Ceo-Mag n°19 page 12; n°29 page 08; n°175 page 30; n°192 pages 25-27; n°225 page 29]



**Hu\*Bert**  
C. Perconti, Loriciels



Change line 727 as follows: 727 GOTO 700  
[voir aussi Ceo-Mag n°193 pages 26-27]

**Hunchback**  
Philip Hulme, Ocean Software



For infinite lives, load the program, inhibit its auto-run and enter: POKE#6FA4,39:POKE#5B55,255:CALL#5AF5  
[voir aussi Ceo-Mag n°44 page 14 et 193 pages 26-27]

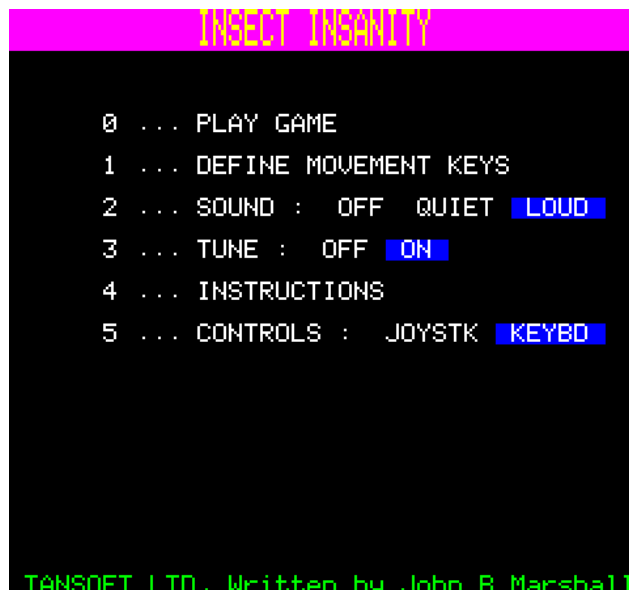
**Ice Giant**  
Steven Chapmen, Softek Software

To get the Oric 1 version to work on the Atmos, type:  
DOKE#19AD,#C5E8:POKE#F00,#4C:CSAVE»  
ICE»,A#F00,E#B800,AUTO  
[voir aussi Ceo-Mag n°175 page 30 & n°226 pages 18-19]

**Insect Insanity**  
John Marshall, Mirage Software & OUM



For infinite lives, load the program, inhibit its auto-run and enter: DOKE#4B57,#EAEA:CALL#5FD  
[voir aussi Ceo-Mag n°19 page 12 et 203 pages 26-28]



**Intertron**  
Loriciels

[pas de recopie d'écran disponible] [rien chez Jim, voir Ceo-Mag n°229 page pas encore définie au jour de rédaction de cet article]

**Invaders**  
???

[pas de recopie d'écran disponible] [rien chez Jim, voir Ceo-Mag n°29 page 08 et 116 pages 30-32]

à suivre...