

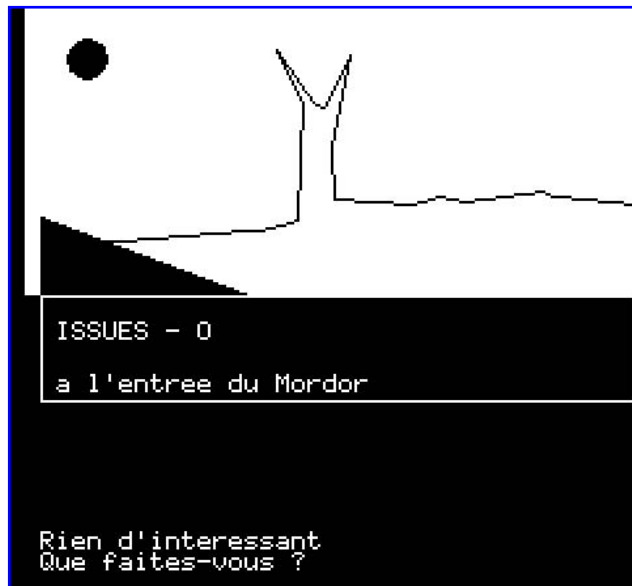
Encyclopédie des «triches» Oric (8e partie)

par André C.

Mordor

Dominique Pessan, Club Europe Oric

[rien chez Jim, voir Ceo-Mag n°142 pages 15-16; n°143 pages 25-26; n°144 page 16]



Morts subites

F. Wolinski, F. Guez & G. Augustoni, Oric Int.

[rien chez Jim, voir Ceo-Mag n°204 pages 26-29]



Mr Wimpy

John Woods, Ocean Software

For infinite lives, load the program, inhibit its auto-run and enter: POKE#4A3D,r where r < 126. Other effects are as follows: POKE 13319,96 will let you use the reset switch. POKE 16887,96 will give you a fast but jerky game.

Ceo-Mag n°233

For infinite lives type in the following program:

0 PAPER 0:INK 7:POKE 618,43

1 RELEASE:HIRES

2 CLOAD»»»:CLOAD»»»

3 POKE 16037,173

4 POKE 18405,173

5 TEXT:CALL 11776

You will lose 1 life but no more.

[voir aussi Ceo-Mag n°44 page 14; n°175 page 30; n°200 pages 29-30; n°226 pages 18-19]



Multigames 2

Franck Woodcock, Tansoft

[pas de recopie d'écran disponible]

There are five programs on this compilation. Here are tips for two of them.

1) Racer

The program is in BASIC and unprotected. Use CTRL-C to break into the program (although you may need to do a soft reset as well). There are a few lines of interest to cheaters and meddlers:

Line 10000 defines some initial values. S is your starting score so change it from 0.

Line 10033 defines how many points you lose for hitting a tree, the default is 200.

Line 10035 defines how many points you gain for successfully passing a tree, the default is 100.

The amount of time you need to survive before the rally ends can be changed by altering the value of T in lines 10096 and 20003. The default is 120 - assume each unit is one second, so 120 units is 2 minutes.

After making your changes, type RUN to return to the game.

[pas d'article dans le Ceo-Mag]

2) Substrike

The program is in BASIC and unprotected, so use CTRL-C to break into the program at any time. LIST line 2000. The variable CL sets the length of each game in seconds. It is usually 120 for a two minute game, change it to any number you like (for a five minute game use 300). Use RUN to restart the program after making any changes.

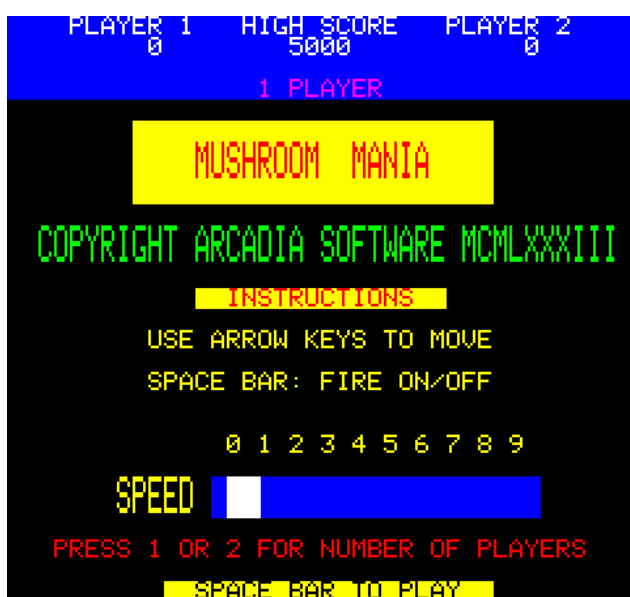
[pas d'article dans le Ceo-Mag]

Mushroom Mania

M. J. Williams, Arcadia

For infinite lives, load the program, inhibit it's auto-run and enter:

POKE#1259,#EAEA:POKE#125B,#EA [voir aussi Ceo-Mag n°19 page 12 et 200 pages 29-30]



Mysterious Adventures Series

Channel 8

[pas de recopie d'écran disponible]

Never tried this one out myself, but it looks in-



teresting. Load a saved game into any one of the other adventures in the series. This should confuse the interpreter and display a number of messages from within the program. You may be able to deduce useful information from some of these messages if you are lucky.

[pas d'article dans le Ceo-Mag]

Mystery Tower

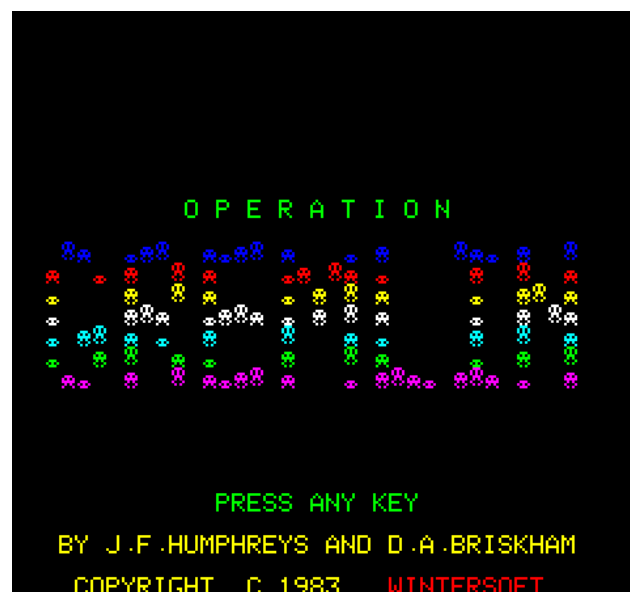
Quark Data

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

Operation Gremlin

J. F. Humphreys & D. A. Briskham, Wintersoft

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



Oric Chess

S. J. Laws & G. M. Phillips, Tansoft & Loriciels

How to beat the Oric in just 4 moves at level one: E2-E4 , D1-F3 , F1-C4 , F3-F7. [voir aussi Ceo-Mag n°44 page 14]



Oric Munch
Geoff M Phillips, Tansoft



Load the program, inhibit its auto-run and enter:
DOKE#CD9,#EAEA:DOKE#1004,#EAEA:
DOKE#1026,#EAEA

1. Once they have appeared, the prizes will not vanish until collected.
2. When you eat two ghosts the remaining two will speed up .

Using this cheat you will also speed up allowing you to keep away from them. For more effects try: DOKE#1674,#EAEA:DOKE#1679,#EAEA which gives another 2 features.

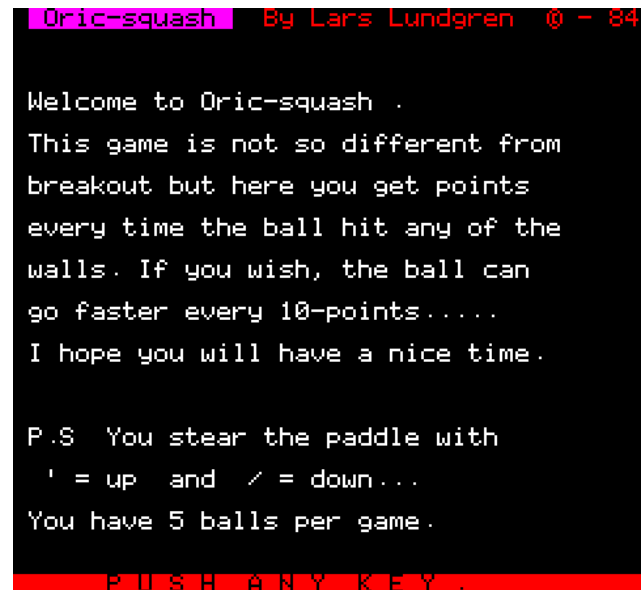
1. You have infinite lives.
2. When you eat the first power-pill, the effects never wear off. [voir aussi Ceo-Mag n°44 page 14; n°175 page 30; n°226 pages 18-19]

Oric Parchen Kirchen
Jan Bolhoj, Cytel & Oric Dan



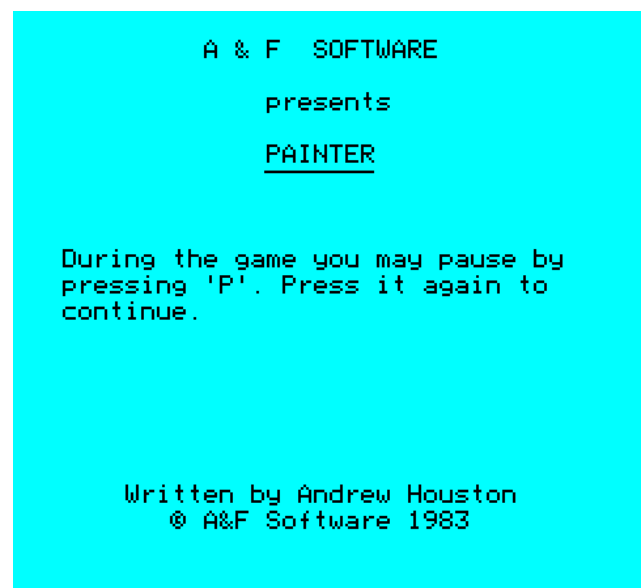
[rien chez Jim, voir Ceo-Mag n°226 pages 18-19]

Oric-Squash
Lars Lundgren



[rien chez Jim, voir Ceo-Mag n°188 page 26]

Painter
Andrew Houston, A & F Software



For infinite lives, load the program, inhibit its auto-run and enter: POKE#8FC,#X (where X is less than 128). [voir aussi le Ceo-Mag n°225 page 29 & n°226 pages 18-19]

Perseus & Andromeda
Brian Howarth, Channel 8 Software
[rien chez Jim, voir Ceo-Mag n°225 pages 18-20]
[recopie d'écran page suivante]

Pirate Adventure
Adventure International
[carte page suivante]
GET SACK, GET SNEAKERS, GET RUM, GO



STAIRS, GET BOOK, GO PASSAGE, E, GET BAG, GET TORCH, OPEN BAG, DROP BAG, GET MATCHES, SAY YOHO, SAY YOHO, E, GO SHACK, DROP SACK, DROP RUM, W, DROP BOOK, E, CLIMB HILL, GO CRACK, LIGHT TORCH, GO SHED, GET HAMMER, GET WINGS, GET SHOVEL, N, DROP SHOVEL, GO CRACK, UNLIGHT TORCH, D, W, DROP TORCH, DROP MATCHES, GET BOOK, W, DROP WINGS, SAY YOHO, GO WINDOW, D, PULL NAILS, GET RUG, DROP RUG, GET KEYS, GO STAIRS, GO PASSAGE, E, GET BOTTLE, WAKE PIRATE, SAY YOHO, SAY

YOHO, DROPHAMMER, DROP BOOK, DROP NAILS, DROP SNEAKERS, E, GO SHACK, UNLOCK CHEST, EXAMINE CHEST, EXAMINE CHEST, GET MAP, GET PLANS, GET SACK, GET PARROT, W, W, DROP MAP, GET WINGS, DROP PLANS, DROP SACK, DROP PARROT, DROP KEYS, GO LAGOON, N, GET WATER, GET FISH, S, S, GET KEYS, DROP WINGS, E, GET TORCH, GET MATCHES, E, GO CAVE, LIGHT TORCH, D, DROP FISH, DROP BOTTLE, UNLOCK DOOR, GO HALL, E, GET SAILS, GET LUMBER, GET SHOVEL, W, GO PIT, U, W, W, W, DROP TORCH, DROP MATCHES, GET WINGS, GO LAGOON, DIG (you may need to wait for the tide to go out), GET ANCHOR, S, MAKE BOAT, DROP WINGS, GET MAP, DROP KEYS, GET HAMMER, GET SACK, GET PARROT, GO SHIP, WAIT (for tide to come in), SET SAIL, GO SHORE, DIG, S, E, PACE 30, DIG, OPEN BOX, GO MONASTARY, RELEASE PARROT, GET DUBLEONS, GET PARROT, W, DROP HAMMER, GET STAMPS, W, WAKE PIRATE (assuming he has had the rum from the beach - if he hasn't then wait at the beach till he does, then come to the graveyard to wake him), N, GO SHIP, SET SAIL, GO SHORE, DROP MAP, DROP SHOVEL, GET SNEAKERS, GET BOOK, SAY YOHO, GO WINDOW, D, DROP STAMPS, DROP DUBLEONS, SCORE. [pas d'article dans le Ceo-Mag]

